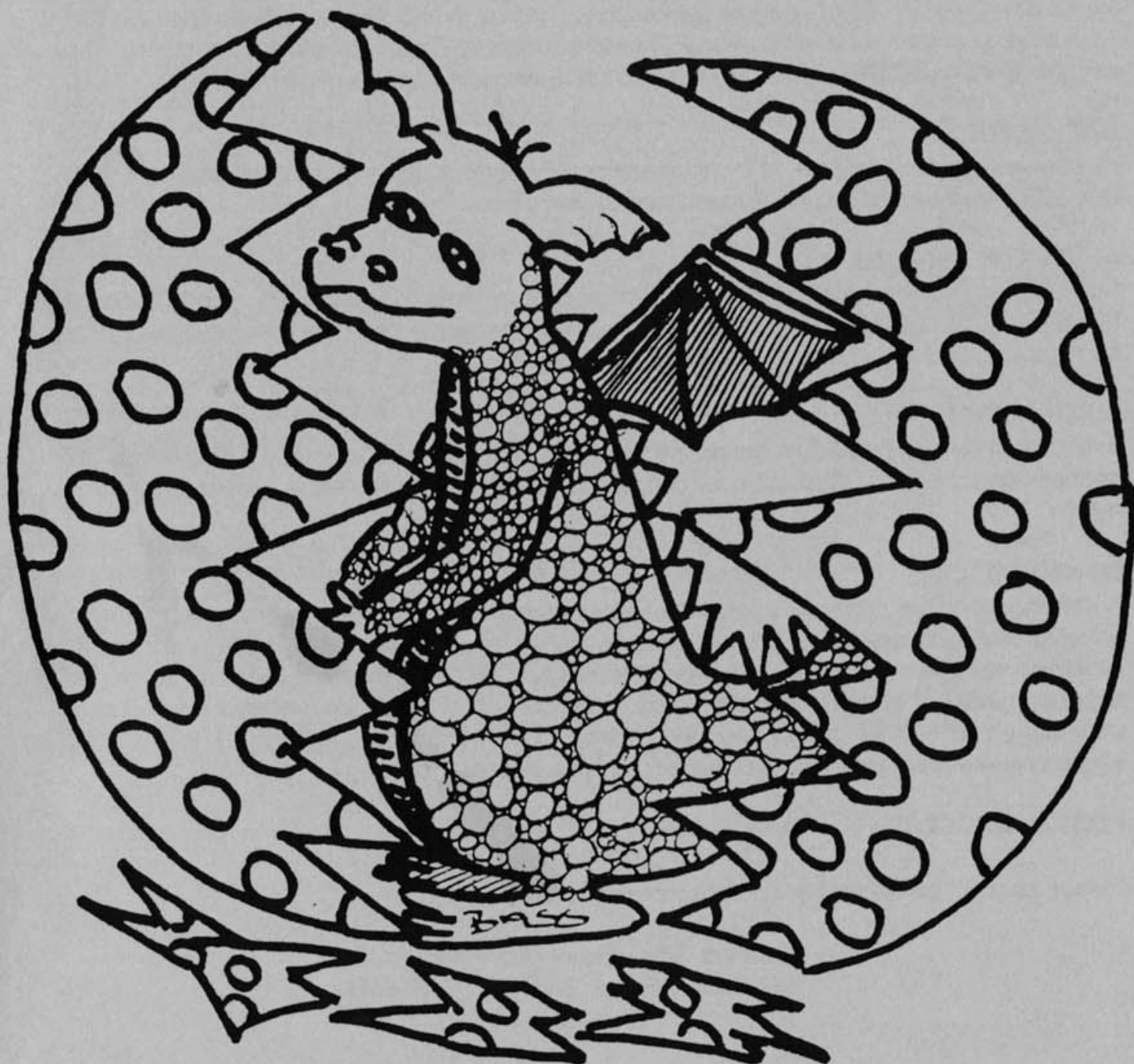


ADVENTURE PROBE

APRIL 1993 £2.00
VOLUME 7 ISSUE 4



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ADVENTURE PROBE

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc. If an interesting point is raised, and you probably didn't intend it to be published, I will always seek your permission before publishing.

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Copies can be ordered monthly or in multiples up to 12 issues: sorry no discount for quantity. Prices per issue: UK £2.00, Europe & Eire £2.50, Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to **ADVENTURE PROBE**. Please do **not** send cash.

BACK ISSUES

All back issues are available, at the above prices. Volume 1 comprises 19 issues (June 1986 - Dec 1987), subsequent volumes are 12 issues Jan - Dec.

ADVERTISING RATES

Short, private advertisements in the In-Touch section are free to subscribers. Trade prices are: FULL PAGE £5.00, HALF PAGE £3.00 but one page per issue free (subject to available space) for regular subscribers i.e. 3 issues or more in advance.

DISTRIBUTION

Adventure Probe is distributed during the first week of the month (but will be a little erratic until I get back on schedule). Copy date for contributions and advertisements is 14th of the previous month.

CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief the entry is. It may be the very information someone has been waiting for. It will be **very** helpful if items for different **sections** are on separate pieces of paper. It doesn't have to be printed or typed but best handwriting will be appreciated, as I am not familiar with every detail. When you submit an entry for the IN-TOUCH section please mark which are adventures, utilities, arcades, etc.

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. to:-

Barbara Gibb - Editor, Adventure Probe
52 Burford Road, Liverpool, L16 6AQ
England, UK.

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HALL OF FAME

Many thanks to the following readers who have taken the time and trouble to send in contributions since the last issue:

A. Pense-Hill, Neil Currie, Ron Rainbird, Frank Oliver, Kez Gray, Steve Clay, A. Reader, Ted Bugler, Walter Pooley, Phil Glover, Barbara Bassingthwaite, Mary Scott-Parker, Gareth Pitchford, Janice Charnley, Mandy Rodrigues, Tom Leahy, Simon Avery, Keith Burnard, Tim Kemp, Damian Steele, Dennis Francombe, Jonathan Scott, Steve Fairbrother, Dorothy Millard, Vince Barker, Neil Shipman, Heather Gibb

Grateful thanks to Tony Collins, Sue Medley and Larry Horsfield for supplying software and
Barbara Bassingthwaite for the cover picture.

Special thanks to Geoff Lynas for a great printing job

EDITORIAL

Dear Readers,

First, an apology for the lateness of the magazine. A combination of the start of the hayfever season, bank- and school holidays, a corrupted floppy disk and last minute changes to the contents meant I was still putting it together on Saturday morning, 24th April. Items that I had hoped to publish in this issue will now appear in the May, June and July magazines.

One of the casualties of the late changes was my (as yet unwritten) witty review of Mary Scott-Parker's Adventure Poems. Regular readers will be familiar with her parodies of famous poems, now you can purchase the entire collection (including a few new ones) in a neat slim volume cryptically entitled Adventure Poems by Mary Scott-Parker - see her unique advertisement for full details.

Occasionally a rogue copy of the magazine escapes our scrutiny, so if you are the unlucky one please don't hesitate to let me know; a replacement will be forwarded without delay. I am now in a better position to supply back issues, but as I don't have easy access to a photocopier it could take a few weeks for them to be printed. I'm trying to keep a small stock of one or two copies of back issues from June 1990 onwards.

I may not have explained my thoughts very clearly when I appealed for readers to offer to write a short column/collate news for their particular machine, and maybe encourage fellow Amstraders, Speccies, Amigos, PCers, etc. to send in reviews, hints, articles etc. I didn't mean this to replace traditional contributions from readers; I really wanted someone to take on the responsibility of informing me/us of developments for their computers, either in the form of snippets of news or in a half-page or so under their own by-line. I can't always keep track of new software and hardware for ALL computers. Most of the news I get is either in telephone calls or a paragraph or two in longer letters from readers. This works quite well, but I just thought it could be expanded and improved. So far Jay Honosutomo is the only eager volunteer and I hope his example will encourage others. Clear as mud?! More next month if you are still confused.

As I have stated later in this magazine, and to EVERYONE I have spoken to on the telephone recently, the June 1993 issue will be Probe's 7th birthday. If you have any hints, tips, articles, puzzles, however vaguely connected to the word or number seven, please let me have them as soon as possible. I was also hoping to print a Summer Supplement on similar lines to the Christmas one, but as the monthly magazine now seems to be a steady 52 or 56 pages each month, I haven't been able to accumulate enough spare money to pay for it. However, the June, July and August issues (usually fairly slow months for new contributions) will have the "specials" I have cajoled some readers into writing for me, plus anything else that turns up. One of the real delights of being editor is opening the mail twice a day as I never know what to expect. Your letters of praise and new orders are nice, but your contributions are the best.

That's only half of what I meant to say, but I have run out of space, again.

Happy adventuring.

Barbara

Hon. Member A.F.I.O.



REVIEWS

ARNOLD THE ADVENTURER

Written by Scott Denyer

Reviewed by Barbara Gibb on a C64

There can't be many players who haven't heard of Arnold the caped crusader, now a veteran of three adventures as far as Spectrum owners are concerned. Now Commodore owners have a chance to find out what it is all about because it has just been converted to their computer.

Your task, as Arnold, is to find the crystal in the Schwartz Mansion and so free your friend Windthorpe. To achieve this, the first half of the adventure consists mainly of a series of exchanges of objects. The famous cabbage man makes an early appearance and has since become a regular character, similarly my favourite, Halbert the hamster. The second half entails finding a couple of ways to enter the mansion and, hopefully, the final confrontation.

I can remember playtesting the original a few years ago, and I'm sure I reported that here was an author of great promise. I have been proved correct, for Scott (I didn't know his name at the time) has written more great adventures. His sense of humour shines throughout the game in this faithful conversion of the original. As far as I could judge the text is identical, even the character set has been ported across. The one drawback is that the speed of the PAW is not present in the GAC, but your patience will be rewarded.

Commodore version available from:

The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham, B24 9NX

Price: £3.00 on tape or disk. Cheque/postal order payable to Glenda Collins

Spectrum version available from:

Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX

Price £2.49 on tape or £3.49 on +3 disk together with Arnold 2.



THE DARKEST ROAD TRILOGY

Written by Clive Wilson

An updated review by Barbara Gibb on Spectrum, Atari and Commodore 64

(originally published in Goblin Gazette)

As a great sadness spreads across the land and the "Darkness" drew ever closer from the North, the whispers around the campfires were of a strange dark magic dispersed by the evil Black Wanderer from his fortress, The Pinnacle. One day, as the sky grew ever darker, and the sun weaker, a little hope appeared in the form of a stranger, who in return for sustenance told a story about the only person and means by which this "Darkness" could be defeated. That person is you, and the means is the SILENT SONG which you inherited from your father, an elf and your mother, a princess.

THE DARKEST ROAD is the first of the trilogy, and starts in what appears to be an ordinary farmstead. However, after collecting a few vital items, including the all-important map, you venture into the forest where the locations are more elvish, then from the mountains onwards it gets progressively more evil.

The text is beautifully written, economical but poetically descriptive. Puzzles are quite easy at first, but it isn't long before you could be struggling against some of the creatures that are determined you won't reach The Wanderer. As it is a linear game, you may think it is easy to decide the "use" of each object. I didn't think so. Clive Wilson's adventures are like that - you solve one (maybe two) puzzles, move to the next location, and - stuck again!

Originally written for the Spectrum, it was then converted by Clive to the Atari ST using STAC. I have also played this version, and although the solution is identical the location and message text is greatly expanded; also I thought the screen layout was neater, but a monitor is a must to read the text easily.

Now Commodore 64 owners have a chance to play this adventure. It has been converted using the GAC+, split into two parts at a "natural" break in the adventure, and unfortunately I found it has a typical GAC look and feel about it, (i.e. slow responses), but still plays identical to other formats. It is only available on disk, and I warn you, don't save your position tape despite the option given. The GAC+ has an unalterable message, so always asks "tape or disk" but you should always save to disk, and leave the game disk in the drive except when saving and restoring so that the drive can access the datadisk.

Now Clive has converted it to the IBM PC and compatibles, and I'm sure it looks as good or better than it did on the Atari. Unfortunately I'm not in a position to check, perhaps someone who can will write a review for Probe?

Spectrum version available from: Zenobi Software, 26 Spotland Tops, Cutgate,
Rochdale, OL12 7NX Price: £2.49 on tape, £3.49 on +3 disk.

Atari version available from: Zenobi Software or Adventure Probe - price: £2.99

Commodore version available from: The Guild - for full details please see advertisement elsewhere in this magazine.

PC version available from: Adventure Workshop - for full details please see advertisement elsewhere in this magazine.

THE UNBORN ONE

The second adventure is set many years after The Darkest Road. The stranger has reappeared to tell you of a plague that has infested the Southlands. It is thought "The Unborn One", now deadlier than The Wanderer, has risen and resides in the Citadel of Gor, protected by the Host who can only be destroyed by The Silent Song. Your journey starts in the lush lands inhabited by some interesting characters and apparitions - It can be what you wear at the time that determines the outcome of any meeting.

In common with Clive Wilson's PAWed adventures, most objects have to be discovered, and in this adventure some even have to be made. The Forge location was my biggest problem in the first half - there seemed more to do here than in any other location, it may look deserted but if you are careless the Blacksmith isn't too far away.

After a bit of rock climbing you are confronted with the choice of three different routes to the end game. One route gives a total of 98%, the second choice gives 99% and the third a maximum 100%. I think this is a brilliant idea, but for some reason found the one that gave me the fewest points the hardest to solve. Not all characters are your enemy - try killing a friend and you won't finish the adventure! The text is up to Clive's high standard, especially the geographical detail.

Spectrum version available from:

Zenobi Software (see Darkest Road for address)

Price: £2.49 on tape, £3.49 on +3 disk.

'T WAS A TIME OF DREAD

This is the final part of the trilogy. One dark, wet and windy night The Stranger returns to tell you that when the Black Wanderer sowed the seed of the Unborn One, so too did he sow another seed which has now matured and mutated into The Legion, a multi-faceted evil somewhere in the unknown reaches of the Saddest Lands.

Clive's wicked sense of humour is at its greatest in this adventure, especially at The Well (top and bottom). I loved the Hobgoblin who offers you the choice of one of three items, mufflers, coat or gloves; choose wisely for he goes away with the others, never to return!

Provided you have managed to "die" you will be allowed passed the Empty Souls to enter a strange nether world which has a down-to-earth solution, enabling you to get nearer to the Tower and the lair of The Legion. From time to time messages will appear across the top of the screen - take notes, for they hold the answer to the final problem.

Spectrum version available from:

Zenobi Software - details as for The Unborn One.



DEATH OR GLORY - Pt. 2 of the Trilogy

Written by Martin Freemantle

Reviewed by Barbara Gibb on a Spectrum

This is the continuing story of your quest which began with Dragon Slayer and should finish with Final Battle. After your exciting encounter with the dragon and your miraculous escape from inside the mountain, this part begins with you surrounded by cliffs and bushes. A quick look round and a bit of gardening in true adventuring style opens up the game. The deserted village is understandable - who would want to live near a ghastly creature like a cyclops? - and he is only one small part of the whole, which is to find the means of opening the entrance in the mountainside. You may expect this to be the end of part one, but it isn't, in fact there are quite a few more puzzles, and sudden deaths, so beware!

I must say I enjoyed part two slightly more. I thought the landscape was better described and, at first, more familiar, but what delighted me more was what I found in the desert. Having survived the ice, snow and cold, followed by the heat and thirst of the desert, I was amazed to find myself inside ____ I won't spoil the surprise, but it brought back wonderful memories of Dungeon Adventure by Level 9 in which you can scramble inside and outside of something carved in the rockface. Here the similarity ended, as I had to solve some interesting and possibly unique puzzles. I thought I could avoid the scorpion, but discovered a return to the desert was necessary, then found an earlier action prevented me from returning to use the object I had just acquired. Great stuff! (That isn't what I actually thought, just what I can print!)

Anyway, I did succeed in reaching the abode of two sisters going by the names of Lydia and Sharona who may or may not be based on real people - I didn't like to ask anyone. These two gave me the runaround for a while, then I opened the door to exit DEATH OR GLORY and now all I have to do is wait for Martin to finish the FINAL BATTLE. The standard of writing has improved since Dragon Slayer. Clues ~~are~~ there, but you really must read and comprehend, the basis of text adventuring. There is a very generous carrying allowance which takes away the worry of a left-behind object, assuming you found some in the first place. The screen presentation is neat, and I like the use of arrows indicating possible exits, leaving the main text free to describe the current location and not waste it on where you will be if you move N, or S, etc.

The rope-climbing animation sequences that only appeared in the 128K version of Dragon Slayer are present for everyone to see in Death or Glory. There are several illustrations, the ones I liked were in response to X WALL (which shows a picture of a brick wall with symbols graffitied on it) and X SYMBOLS which shows an enlargement, but I still couldn't read them (they were written in "goblin") until I found a book.

If I sound a little over-enthusiastic, it could be because Martin writes my type of text adventure. He gives a good variety of locations, interesting characters which, generally, I don't have to talk to, and most of all he hides objects! I love to eXamine and SeaRch around and that happens a lot (i.e. frequently), although I would have preferred a distinction between them. I'm a firm believer that examine should result in a description of the object, character, animal etc. and search should, eventually, discover anything hidden in or on that object. My advice, try both verbs and you shouldn't go far wrong.

Available from: Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL Price: £2.50 on tape or +D disk, £2.00 on +3 disk but own blank disk must be supplied.

Cheque/postal order payable to M. Freemantle.

THE EXTRICATOR

Written by The Elghteam

Reviewed by Ken Chambers on a C64

The Extricator, written using the Quill and Illustrator is a science fiction adventure based in an alien star fleet command base. You are transported to the planet Arg to infiltrate the base and to rescue Professor Roberts from the aliens cell block. To complete the game you will need to gain access to different areas of the base; this is achieved using different coloured passes. You will need to solve several puzzles to gain these passes. Entry to the complex is quite easy as long as you examine the first location referring to the picture rather than the text. After using the object you find, the game opens up.

Puzzles range from easy to some which are a little more difficult. In one area, to make progress, you need to negotiate a swimming pool which at the outset is quite easy as the item to help you float is in easy reach, but after going underwater unless the right command is entered you will drown (Barbara balled me out of this one). Towards the end of the game you will have to disable a computer after which a move counter comes into play giving you limited moves to free the professor and escape from the planet.

There are a few locations which are accompanied by adequate graphics. In a couple of them are objects which need to be examined, but are not described in the text and as a rule only objects which are being carried can be examined more closely.

One gripe only springs to mind and that is you complete the game scoring only 95%, what happened to the other 5%? *(I got 100% so there! Seriously though, I agree that you shouldn't be able to complete a game with less than full points without a good reasonEd)*. You either love or loathe sci-fi games but this one I am sure will appeal to the majority of adventurers.

Available from: The Guild Adventure Software,
760 Tyburn Road, Erdington, Birmingham, B24 9NX
Price: £2.00 on tape or disk.

Cheque/postal order payable to Glenda Collins



This adventure used to be marketed by GI Games (now ceased trading) then Northern Underground which seems to have lived up to it's name.

According to my copy of From Beyond the Spectrum versions of "The Extricator" and the sequel game "Energem Enigma" are now available on The GI Games Collection Volume 2 from Venturesoft, 16 Montgomery Avenue, Belth, Ayrshire, KA15 1EL Price: 4.00 (Barbara)



THE FOUR SYMBOLS

Written by The Grue!

Reviewed by Jonathan Scott on a PC



This text-only adventure first appeared on the Amiga, ably written with the aid of the HatrackII utility. Mandy reviewed it in the March 1992 issue of Probe. As she went into great detail, I'll keep this review short. Its main purpose is to compare both versions, anyway.

Converted to the PC using the Text Adventure Development System (TADS) from High-Energy Software, it's definitely faster and more polished than the original version. This is due to the fact that the TADS system has more features than HatrackII. (HatrackII is slowed down somewhat as it was written with HiSoft Basic and is therefore quite sluggish sometimes). However, the PC version is mega-fast and is just as enjoyable as the original, if not more due to the superb system.

Grue's first adventure has the following plot: the black cat you own and love has been found beside a burnt down hovel. Its owner, Morgrom, is furious and blames you . . . as only people who delve into the occult associate with black cats (or so he thinks!). At the beginning of the adventure you're free to wander around and do whatever you like. After solving a few problems, and after the passing of a certain number of moves, you are surrounded by a crowd of villagers (though you always felt you were being followed), who accuse you of witchcraft! Placed on a ducking stool, and dunked into the village pond a number of times, Morgrom arrives clutching an empty box. He announces that the village's FOUR SYMBOLS, usually stored in the box, have been stolen and declares that the village is doomed. He is closely followed by an elder who asks if anyone will seek out the stolen artifacts. You agree to do so! So there you are, at the outskirts of the village, ready for anything The Grue! can throw at you . . . and I can tell you that's a lot!

A very good adventure, quite rightly voted the 16-bit Text Adventure of the Year 1992 at the Adventurers' Convention. As Mandy said in her original review of the Amiga version, it's literally flowing with original solutions to problems and rich, fluent text. About time it was converted to the PC, so I'd advise PC owners to open their coffers and send the right number of gold coins to Grue! . . . they're in for one heck of an adventure, there's no doubt about that. I for one am looking forward to Grue's next adventure.

PC, Amiga, and Atari ST (needs 1 meg), versions available from:

Borphee Computers, 64 County Road, Ormskirk, W. Lancs. L39 1QH

Price: £5.00 Cheque/postal order payable to Borphee Computers.

Spectrum version available from:

FSF Adventures - for full details please see advertisement elsewhere in this magazine.

Amstrad version available from:

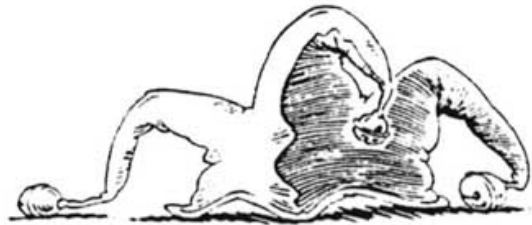
The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR

Price: £5.00 on CPM+ only. Cheque/postal order payable to P.M. Reynolds

JESTER QUEST

Written by Mark Cantrell

Reviewed by Steve Clay on a Spectrum



Jester Quest follows the trials and tribulations of Jeremy the Jester. One day while reciting his oldest joke to his master King Bawd there entered into the courtroom a rival to Jeremy. Userper came from the south and quickly set the courtroom alight with a flurry of jokes that left the courtroom rocking and Jeremy in the mire. "With head held high and feet held higher" they threw him out. Userper was the new kid in town and Jeremy was unemployed. Later while partaking of the falling-down-water Jeremy had a visit from a pink elephant sporting a tutu. The elephant did the old fairy godmother routine and left Jeremy with a list of ingredients that would give Jeremy's jokes that extra something.

Given its humorous origins it's nice to see Jester Quest hasn't fallen into the trap of pages and pages of humorous prose at the expense of the puzzles. The locations are general adventure fare; caves, woods, dentist surgery (!) and only occasionally make you laugh. Generally each location has a two or three line description followed by "A path leads west" type message to pad it out.

Responses to inputs are often sarcastic although if you are on the right track the messages can be very helpful. In one case, when examining a crucifix, the response verges on the blasphemous. If you don't want to take offence don't examine the crucifix. I played the two-part 48K version and you are able to wander freely between the two parts although you have to save to tape each time you do this. The problem with the freedom is you don't know if you've done all you need to do and you can save your position to tape, reset, load in part two, reload your position only to find you need to do something in part one. This can become incredibly frustrating. The game appears to be a 128K game that has been split into two for the 48K and I feel it suffers because of it. The puzzles are fairly standard although the ability to TELL A JOKE is an original feature. When to tell a joke however is a bit of a guessing game.

The game shows its age (1988) with some of its characters. For example Ronnie Raygun and another villain based on Margaret Thatcher. (Who?). Like many early PAW games, Jester Quest has many characters to talk to and also has graphics that can be described as average. Times have changed and it would be nice to see this revamped without the graphics, a reduction in the number of (memory hungry) fonts available and a compressing of the game area and I think you could get this into one 48K game.

The game understands many useful abbreviations as well as AGAIN and OOPS. Also LAST takes you back to your previous location. The exits are highlighted in a different colour ink and this works extremely well. This same feature, however, is used on the objects you can carry and the resulting mess when your inventory is listed is very confusing.

Overall I enjoyed Jester Quest. It appealed to my sense of humour, though the language is a bit ripe. Not for kiddies perhaps but playable none the less. If you can, play the single load version and you'll keep your hair a little longer.

Available from: Zenobi Software, 26 Spotland Tops,

Cutgate, Rochdale, Lancs. OL12 7NX

Price: £2.49 (48K tape - 2 parts),

£2.99 (128K tape - single part), £3.49 (+3 disk).



GRABBED BY THE GHOULIES!

Written by Scott Denyer

Reviewed by Gareth Pitchford



Before Mary Whitehouse writes in to complain, maybe I'd best point out that the "ghoules" in question are of the supernatural kind, i.e. ghosts and spectres and the like, and not... erm... well probably not what first sprung to mind (or is it just me?).

Grabbed By The Ghoules is a new adventure by Scott Denyer. It previously surfaced for a short period of time on his Delbert The Hamster label, but now it has been released at a bargain price by FSF Software.

Forget the plot, as there really isn't one, just concentrate on the task of getting past all the ghosts and ghouls of the haunted house and its surrounding grounds. First, though, you have to escape from the prison you've been thrown into (Aha! I think that's the plot!). This turns out to be anything but easy as you start off in a seemingly empty cell in what turns out to be a typically hard FSF adventure game opening puzzle. The secret is to be patient (though you might want to ask for a bite to eat), keep searching, take a break and do a bit of mindless violence! Although I think this opening sequence is rather hard it's very clever and you get plenty of satisfaction from working it all out.

Once you're out of the cell you have to tread very carefully in order to avoid the guards. Pretty soon you will meet up with, and rescue, a curious character Larry The Dwarf. This guy is very short and talks a hell of a lot and he really does remind me of some adventuring author I know... I just can't think who. Look out for the humorous sequence involving Larry and the pit near the end of the game... a great answer by Scott to a question/bug posed/spotted by one of his playtesters.

Escaping the prison takes a lot of thinking as well, and you descend into a network of underground passages. It's here that you meet your first ghost... though it's possible that it may be more scared of you than you are of it. Whenever a ghost appears there's a nice Batman-like "oo-er!" type sequence.

By now Larry will be getting on your nerves with his constant talking and he seems, early on, to be no help whatsoever. I still can't think who he reminds me of. Down in the passageway a locked door stops progress in one direction but you can easily ascend to the outside world where you find yourself near a haunted house. It's far too spooky to enter from the outside, but the spade you'll find near here will enable you to get in by going via the locked door in the tunnel. Also around here is an enchanted forest, though you'll have to get past a spectre to get to it. The solution to this problem is great!

Inside the house there's a lot of conventional puzzles and a lot of unorthodox ones involving the supernatural. There's no prizes for guessing that the cat you find may be useful in getting rid of the vicious dog that blocked your way outside, but how on earth are you to get it to let you pick it up? What possible use will a vacuum cleaner be... remember "Ghostbusters?"... and how on earth can you get the freezer open when it's frozen shut? Watch out for the man-eating table and various attacks from other supernatural sources, all of which have unique and refreshingly original solutions... sometimes it pays just to be an outright coward. There's plenty of places to explore and a lot to do, and, although you may be pulling your hair out a lot of the time, you'll be having a lot of fun doing so.

There's not much else I can say without spoiling it for you (and no, that DOESN'T mean that I haven't completed the game and so don't know anything that happens any further on!!). The text is the usual Scott Denyer fare. . . mildly humorous with plenty of tongue in cheek, and the presentation and programming is good. I first saw this game a while ago when it was in its early stages and I was hooked then. Judging by the people who played the game on one of the DTHS demo-machines at last year's Adventurers' Convention I have no doubt that you'll be hooked too.

Excellent value. Buy it. I demand a sequel. "Grabbed By The Ghoules Again" maybe?

Available from:

FSF Software, 40 Harvey Gardens, Charlton, London SE7 8AJ

Cheque/postal order payable to FSF Software.

Price: £1.49 on tape - for special offers please see advertisement elsewhere in this magazine.



MURDER HUNT 2 ('92)

Written by Craig Davies

Reviewed by Barbara Bassingthwaighe on a Spectrum

Father Murphy has decided to visit his elderly relatives at their stately home Finchley Hall, with its beautiful well-kept gardens. Set in the English countryside, a wonderful peaceful place.

Or is it?

In the morning Father Murphy wakes to find his bedroom door locked from the outside, so his first problem is to get out of his room quickly before being murdered. On further investigation he finds a few disturbing things like blood in the bathroom which tells him all is not well at Finchley Hall. He is uneasy and tries to get outside help only to find the 'phone wires have been cut. Maybe the friendly postman could help? He must stay alert as the murderer is around and after him.

In his search he discovers the bodies of his relatives and their housekeeper, even Bertie the household's pet has been killed. Father Murphy has to trap the murderer and keep him prisoner until the police arrive (I liked this puzzle). The game doesn't have many objects to find, it's an exercise in finding clues and piecing them together to find out what happened, and find where the bodies are hidden.

Fancy yourself as a detective? Yes! Well this is the game for you.

The butler did it!

Available from:

Zenobi Software, 26 Spotland Tops, Cutgate,

Rochdale, OL12 7NX

Price: £2.49 on tape, £3.49 on +3 disk.



LAND OF THE PURPLE SEA

Written by Dorothy Millard

Reviewed by Vince Barker on a C64

When I first loaded up and found I could use X for examine I thought great, that should speed things up. A minute later I was to be disappointed as I noticed that the locations had no indications of exits and this was found to be the case with the majority of locations. Since the game is quite large with plenty of locations I spent a lot of time mapping and trying every direction from each location until I eventually ended up with a rough map of where I could and couldn't go. The same frustration was encountered when mapping my way through the tunnels as my light source kept running out. The instructions I received with the game said I could RAMSAVE but this wasn't available with the copy that I had and I must admit it would have been a great help in the initial stages of finding my way around.

Grumbles over, let's get onto the game. I have played quite a few of Dorothy's games and have found them to be very good and this was no exception. Once the initial frustrations had been overcome I thoroughly enjoyed the game. Puzzles varied from being easy to others definitely requiring the thinking cap, like the different uses of the BRANCH/TIMBER and NET/FISHING ROD. There was a lot of travelling to and fro but this didn't spoil the enjoyment of the game once the map was established. I liked the bit early in the game when I tried to get the plant only to be told to forget it as I didn't need it. I thought, wouldn't life be simple if every game told you what was useful/useless, but then again that's all part of adventuring, carrying useless things around all over the game. Needless to say that was the one and only time I was told to leave something as being useless. Another thing I thought might have been useful was a little more help in knowing which locations that magic was used. By typing HELP in certain locations you are told to use magic and so I spent a lot of time doing just that to find out where they were. Maybe a hint that in these special places magic was to be used instead of finding out the hard way would have been better.

- The forest maze had me stumped for quite a time even though there were only 7 locations to it due to the fact that there were 2 specific locations within the maze which when you left in a certain direction (SOUTH from one and NE from another - that's a hint) it was random as to which of two other locations you ended up at. Armed with a few things to drop here and there it was overcome in a couple of hours and didn't pose a problem any more. A maze is a maze but with random elements involved then a maze is a maze is a maze? I found it to be a complicated game with lots and lots to do and would be more suited to the seasoned adventurer rather than a novice. All in all another good offering from Dorothy spoilt only by 1) no RAMSAVE 2) no indication of location exits which delayed getting one's teeth into an otherwise enjoyable game.

- *I also got stuck in the forest maze and sought help from Dorothy. She suggested publishing some sort of help so I prepared a map of the forest maze and planned to publish it in this issue - that was, until I received Vince's review. To give players a chance to solve it themselves from the hints given, I have held back the map until the May issue. Purple Sea is Dorothy's most difficult game to date - an even harder one is in the pipeline! (Barbara).*

Available from: The Guild Adventure Software, 760 Tyburn Road,

Erdington, Birmingham, B24 9NX Price: £3.00 on tape or disk.

Cheque/postal order payable to Glenda Collins

THE MAGUS

Written by Les Hogarth and Clive Wilson

Reviewed by Steve Fairbrother on a C64

This is a text adventure with graphics, very similar in style to their previous game, See-Ka of Asslah. The game itself has quite a reasonable plot in that you must recover 4 precious items, get them blessed by their previous owners and then do battle against the evil Adlinliron using them in the correct order.

The first thing which assaulted me was the hideous tune upon loading. A quick press of the N key in answer to the "would you like to load data" question brought me into the game proper. The first problem was how to exit from the first location and having read the introduction to the game this did not help at all. Thankfully I'd been supplied with a solution sheet (more of that later) which told me the correct thing to do to operate some sort of mental transporter was to press F7!

The next assault came on the eyes, as the graphics are of some weird psychedelic alien landscape. It would have been much nicer to read a description of this rather than see it as they added very little to the game atmosphere while taking up a lot of memory.

Also annoying, the game has a random aspect in which this creature, with a funny pale blue head, walks across the screen and then stares at you. You may only leave the location when it's staring at you. If it does this three times without you hiding before it looks at you, you unexplainedly die. This is OK the first couple of times, but soon gets very annoying, as it prevents fast movement through several locations, in case the creature turns up in one of them.

Having played the game for a bit I got stuck in a pit with no exit. *(I'm still stuck there as I seem to have run out of strength...Ed)* Upon turning to the solution sheet I was told to pull a lever. Funny, I'd already tried that. I finally found that I had to pull the ring which was connected to the lever, so even the solution sheet was wrong.

Another thing the introduction doesn't tell you is that you get two lives in every zone. It is essential to know this, so that you don't restore a saved game after having thrown a sword out of a pit and promptly died.

The last straw came when I'd ventured further into the game, managed to collect some items which would allow me to see in the dark and at the same time not get killed later, and was just getting to what I believed to be the end of the dark area in the citadel when the game locked up on me with the cryptic message "I challenge you with a diamond".

Forget about buying this until this bug is fixed and the instructions are rewritten.

Available from: The Guild Adventure Software,

760 Tyburn Road, Erdington, Birmingham, B24 9NX

Price: £3.00 on tape or disk

Cheque/Postal order payable to Glenda Collins

THE OBSCURE NATURALIST

Written and Illustrated by Peter Hague

Previewed by Barbara Gibb on an Atari ST



First, I should state that although I have had this adventure for quite some time I haven't made much progress as far as puzzle-solving is concerned - they are varied, sometimes teasing and often (nearly always!) difficult. I didn't mind this in the least, and was quite prepared to have the occasional stab at the puzzles and feast my eyes on the magnificent graphics even if it took me five years to complete.

Then it occurred to me that I hadn't seen any reference to this adventure anywhere. I believe some journalists have tried to review it in the glossies but I've given up buying them, so I thought I would contact the author to purchase the second part, and ask for a few hints. Only lack of time has prevented my itchy fingers from playing it to a finish as it could still take me months of non-stop playing even with the hint sheet.

As I have hardly scratched the surface of the game, a preview seemed the only fair way to bring it to readers attention; maybe someone will finish it before me!

The adventure is set in early summer. You are sitting on the head wall of a dam listening to the water lapping against it and staring out at a nearby island. You are an Obscure Naturalist and have come here to observe the birds on the water and in the nearby woods. Suddenly, you hear a swoosh in the air above your head, and looking up see a large and very rare Heron gliding in the sky. The sunlight gleams upon its wings making them seem almost metallic as it lands on the island. Excited, you use your binoculars and see it has a nest and young chicks. If you could get a close-up photograph of them you would become world famous, but first there is the small(?) problem of getting to the island

You are relatively free to wander around the countryside but must heed warnings such as a swarm of flies, a dodgy bridge, a goose guarding a road, and dogs at gates. Other barriers can range from stiles and gates to busy roads and locked doors. All very intriguing, and it gets even more interesting when you find a mine under a ruined castle, a construction which due to its shape is called a pepperpot, a Japanese garden and bear pit, and I'm still exploring. I really must try to solve a few more puzzles.

So far I have found a coin that isn't all it seems, a glowing ball which may prove useful in another location, an aerosol spray which I definitely do know what to do with, a loaf of bread, tub of oil, some leaves, and other miscellaneous objects which I hope aren't red herrings as my mind runs riot imagining possible uses for them. Anything could be possible for already a statue has come to life and killed me, and an object will change into something else. Part two can only be accessed on completion of part one - those heron chicks will be adults before I reach the island!

If this was a text only adventure I would be perfectly happy, however a great bonus is the beautiful illustrations for many of the locations - and I'm a confirmed *TEXT* adventurer - pictures don't usually interest me! The first location shows a stretch of water and a hot-air balloon drifting in the blue sky, (you will get closer look at it later); subsequent pictures include a cottage which is accurately and needlessly(?) described as "a delightful stone-built dwelling ... the kind of place you would want to live in if you became famous enough to be able to afford it."

I'm told this game is big (over 100 locations) and that the puzzles range from the simple (they must be the few I *have* solved), to difficult ones - all interlocking to make a whole.

Finding the correct sequence is all part of the game, and I am quite content to wander around, feed the ducks, chat to the fisherman, wave to Anneka Rice and admire the beautiful scenery.

The adventure has taken years to write, program and illustrate. Peter is a professional graphic artist so you would expect the pictures to be good - they certainly are, and compliment the easy-going style of the text. One point, if like me you tune your monitor for word processing, it may be worth adjusting the controls a little to see the pictures at their best.

A hint sheet is provided when you buy the adventure, also written requests for help will be answered if accompanied by a stamped self-addressed envelope. I bought part one from Goodmans, and then part two from the author - *you* can buy the complete adventure direct from the author for only £5, that is FIVE pounds, not 25 or 35.

Available from:

Peter Hague, 32 Chancet Wood Drive,

Meadow Head, Sheffield, S8 7TR

Cheque/postal order for £5 payable to Peter Hague.



ODINSHRINE (P.D.)

Written by Zosia the Pious (Elise C. Boucher)

Reviewed by Barbara Glibb on a C64

This medium-sized text adventure caught my attention, once I had solved the first few puzzles, mainly because of the quite detailed and apparently accurate text describing the various Norse gods and goddesses. Don't be put off by the first screen!

You have been captured by a gang of pirates and taken aboard their ship. Once you have disposed of them (a bit of hi-tech that seems out of place) press another button to be told your task. The first cave you enter is described as "an ordinary cave" - whether this is a brilliant pun or simply one of the frequent typing errors in the adventure I still haven't decided. When you visit "another cave" and "yet another cave" the wall and ceiling paintings give excellent clues to the puzzles ahead. Now you have to visit a series of shrines to obtain and offer various objects.

A fascinating adventure that even has a golden dragon. The final message is thought-provoking, and some of the subtleties of the puzzles and messages only occurred to me once I have completed the adventure. Definitely not overpriced at £1.00.

Available from: The Guild Adventure Software, 780 Tyburn Road, Erdington,

Birmingham, B24 9NX Cheque/postal order payable to Glenda Collins Price: £1.00 disk only



4 SHAREWARE ADVENTURES

Written by David R. Moffatt

Reviewed by Barbara Gibb on a C64

DEATH VALLEY

You've been lost in the desert for three days, struggling unsuccessfully to follow the map your grandfather gave you - the map that allegedly shows the way to the legendary Lost Hooligan Mine. Your horse is dead, and you have to proceed on foot.

The adventure starts with you in an area with a cliff on one side, and a canyon on the other. You have no food and no water, only a survival manual which gives invaluable help such as how to deal with some of the wildlife. It also offers a timely warning about flash floods; the desert can give you none, a little or a deluge, so beware!

I think more could have been made of the old prospector, I spend days trying to communicate with him! However, a nice bit of American Indian folklore helped to make this quite an interesting adventure, pity the author didn't expand some of the ideas.

There is also more than one way of finishing the game. You can be rescued as soon as you emerge from a tunnel provided you have the means to attract the rescuers attention, or you can decide to explore further, with, once again, a choice of ending depending on how much exploring you do and which colour car you choose. An adventure that had me stumped a few times but very glad that I persisted because the second half was very interesting.

THE LIGHTHOUSE

You are Dirk McBlane, secret agent extraordinaire. It seems enemy agents have stolen America's most secret military code and smuggled the tape containing the data to Rock Island where they have converted the abandoned lighthouse into a haven for spies. You must pave the way for a squad of commandos to invade the island.

You start on the beach, waiting for your equipment to arrive by parachute. Once on the island, you find an electrified fence around the lighthouse, and guard dogs. Although there is another way into the building, you have to solve these two problems and more before the way is clear for the commandos.

With a choice of two successful ending, this fairly interesting adventure took me longer to solve than the other three mentioned in this review.



TEMPORAL

You are walking down the street when suddenly everything goes black, a falling brick has knocked you out cold. Your body lies unconscious on the sidewalk, but your mind remains alert ... and steps into a strange inner world.

Alone and armed only with what you can find along the way, you must find the path that will lead you back to reality. This adventure is my favourite of David Moffatt's to date. It is a wonderful mixture of locations ranging from an eerie House of Usher to flying across a desert using the wings of a dragon. The scenario gives the author licence to include anything and everything, and for me the adventure is far too short. He seems to start an idea and then abandon it half way, leaving the player wondering if in fact they have missed something. A wasted opportunity.

WEST

You walked out of the desert with empty pockets and a terrible hunger for food and companionship. A long, hard search for gold in the Arizona wilderness has left you exhausted, friendless and only the clothes on your back. It is July 1868. You have made your way to the frontier town of Tucson and hardly had time to look around before the sheriff arrests you believing you to be Saratoga Slim. For some reason he decides to give you one more chance - if you agree to capture Black Bart.

A very short adventure with few problems; the puzzles are part of a chain so that you can get enough money to buy a horse and saddle to allow you can pursue Black Bart.

I feel that this, like all the other adventures in this review, could have been expanded into a much larger and more interesting game, and I felt quite let down when I had no difficulty finding my quarry.



WANTED
DEAD OR ALIVE

The above are just four by a single author of the 170+ Shareware/Public Domain adventures for the Commodore 64 now available from The Guild. I had already planned to review these before Tony established his library, and I intend to review others in future issues of Probe, maybe a few more in this issue depending on how many reviews I get from other sources.

The above are all available from:

The Guild Adventure Software, 780 Tyburn Road, Erdington, Birmingham, B24 9NX.
Cheque/postal order payable to Glenda Collins.

As they are all Shareware the price is £1.00 each on tape or disc.

Please note that The Citadel of Yah-Mon, Shiver Me Timbers, The Land and Untergart which I reviewed in the January 1983 issue of Adventure Probe are also available from The Guild in the Pic 'N' Mix selection of any 4 for £1.50 per compilation. The Guild have two lists and two price scales so send an SAE for full details, as some are available only on disk.

MERLIN

Written by Michael Hunt

(Simon Avery in his serious mood)

Reviewed by Damian Steele on a C64

Merlin is set in the realms of the past, in a time when magic and chivalry abound and many a damsel requires rescuing. The player takes the part of the legendary Merlin who, at this time, is not quite so legendary but is working at it. When the scene opens Guinevere, the beloved of King Arthur, has been kidnapped and spirited away to nearby Boscastle.

The numerous puzzles begin with the task of getting Merlin out of his chamber. This is perhaps the easiest of a string of puzzles, many of which involve the need for magic. Throughout the game spell casting is required. This is an interesting idea and makes a pleasant change from the normal monotonous rounds of sword play and beastly slaying. The spells required are not merely given to Merlin, they must be discovered in various locations scattered throughout the game. Careful searching is required to find them and logical thought is needed to work out where to use them.

Part one of the game finishes with a prompt to "save position". This position is then loaded into the start of part two of the game. If part one is finished correctly the player is permitted access to part two. This is checked by the additional Quill routines written by Simon Avery - this is a much better idea than the usual password system adopted in most other two-part games.

The game is well written and well researched with only minor errors apparently caused during conversion from Amstrad to C64 by a third party.

Whilst long enough to provide a feeling of achievement upon completion, the game is not so long to become a chore to slog through. I hope this has persuaded you to purchase a copy.

Commodore version available from:

The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham, B24 9NX

Price: £2.50 on tape or disk. Cheque/postal order payable to Glenda Collins

Amstrad version available from:

WoW Software, 78 Radpole Lane, Weymouth, Dorset, DT4 9RS

Price: £3.00 on tape, £5.00 on disc. Cheque/postal order payable to J G Pancott.

Spectrum version available from: The Guild - see above from address.

Price: £3.00 on tape only.



STARFLIGHT (P.D.)

Written and programmed by Chris Lampton

Reviewed by Barbara Gibb on a C64

After ten years of cold sleep while you travel into deep space, you are finally awoken from the nightmares to find you are about to face another.

Your small Starflyer Ganymede has rendezvoused with the Megaship Armstrong, and you soon realize that this adventure is a thinly disguised "Alien Meets The USS Enterprise". Half a dozen puzzles later I had got rid of the alien but also managed to dispose of myself in the process. I'm sure there is another ending as I still have an unused object and feel I may also need something else which I haven't found yet.

The programming (could be in basic) gives instant responses to your verb/noun inputs but has a very limited vocabulary. Only the first three letters of each word are recognized and you can experiment to see if it knows words like "tie", "say", etc. - It is quite good fun because at least it tells you if it doesn't understand the three-letter input.

It has a simple save/restore facility using numbers and can accommodate a second disk drive (9).

I'll try anything science fiction, and certainly have no complaints about this adventure; after all it is only £1.00 and kept me busy for two days. Other players may finish it quicker and I will be pleased to hear from you if you manage to finish it and stay alive.

Available from: The Guild Adventure Software, 760 Tyburn Road,

Erdington, Birmingham, B24 9NX Price: £1.00 only on disk.

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A BIRTHDAY ANNOUNCEMENT

THE JUNE 1993 EDITION OF THE MAGAZINE WILL BE

ADVENTURE PROBE'S 7th BIRTHDAY

This will be a wonderful achievement and I would like to celebrate by publishing ANYTHING to do with the word/number

7

so get your thinking caps on and let me have your puzzles, drawings, whimsical articles, poems, lists of seven hated/favourite games or characters, etc. I plan to feature adventures that may be connected, however vaguely, with seven, e.g. Escape from Pulsar Seven, Curse of the Seven Faces, Seventh Heaven & Seventh Star (if I can get anything on them). Do you know of any more, and can you send in hints, etc.? Do you know a game that has only seven locations, or one that has seven villains, treasures, time zones, or doors, etc. - anything to mark this great landmark. Let's try to make it something special!

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Q THE OBSCURE Q NATURALIST

WRITTEN AND ILLUSTRATED BY PETER HAGUE
FOR THE ATARI ST

Get away into the countryside with  the Obscure Naturalist. This game took the best part of three years to write and may well take that long to play. You adopt the roll of an Obscure Naturalist and have to achieve fame by photographing a nest of rare herons chicks. However, the nest is about as accessible as Norman Lamont's credit card, so don't expect it to be a snip.

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The Guild Adventure Software

Presents

The Darkest Road

As the great sadness spreads over the land and the darkness draws ever closer the whispers of the BLACK WANDERER. Far to the north, over the Darklen Moor and beyond the Eagleshorn, he dwells within 'The Pinnacle' dispensing his awesome magicks of which the spreading darkness is but one.

As the sky grows greyer, a mysterious Stranger enters your village and tells of the Black Wanderer and of the darkness. He tells how he may be defeated, of the SILENT SONG and the bearer of this power - YOU!

The Silent Song was a gift from your father, an elf from beyond the Forest of Forgiveness, and your mother, Sharra, a princess of the winged elves from the south shores. For many hours the stranger instructs you in its use but warns you must use it with care.

You must now take the Darkest Road and seek out the Black Wanderer and then use the magic of the Silent Song to send him back to the festering pit that spewed him forth.

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Written by Clive Wilson using the **PAWS**.

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Dear Barbara,

How do you think Probe readers would take to a book (well, alright then, a pamphlet) of Adventure poems? I have finally bowed to public pressure and undertaken the writing of same. (What my husband actually SAID was "O.K. do it if you must, at least it will keep you quiet for a while!")

The booklet has been produced by Mark Rose (who produces the excellent Alternatives magazine and who produced the Shades of Evil booklet) and is available for the bargain price of 4 x 1st class stamps (1 for the return postage and the other 3 to be donated to Probe) from the above address.

You will appreciate for this price I can't supply the Morocco leather-bound edition with gold lettering (that's an extra 30p). In anticipation of a huge demand, I have ordered 5 copies (actually I only have 4 now because my mother claimed one immediately. She says she loves it because it's a handy size for swatting flies I would have reclaimed her copy, but I couldn't get all the squashed blue-bottle off the back).

I hope you don't think the price is too steep, but I've only left enough profit margin to cover a Porsche and a small flat in Marbella. I am enclosing a copy of the booklet for you to review. You don't need to be too gushing . . . a simple "The best book of Adventure Poems ever written" will suffice . . . or words to that effect, (do we need to say that no one else has ever written one?)

Best wishes,

Mary Scott-Parker

P.S. Just in case any purchaser is dissatisfied with the book, each copy will have a handy loop in the corner and the little perforations will ensure a neat even tear for their convenience.

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"HELVERA - Mistress of the Park" is on tape or 3.5" +D disc priced at £1.49 or on 3" +3 disc priced at £2.49. The adventure is also available on the same tape or disc as "GRUE-KNAPPED!", at £1.99 for the tape or 3.5" +D versions, or £2.99 for the 3" +3 disc version.

Spectrum +3 owners please note that if you wish to supply your own disc you can purchase any of the above at the tape version price.

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BY

CLIVE WILSON

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DEATH OF THE COCKROACH

Role-Playing Game or Adventure - Is there a difference?

Some rambling thoughts by Ted Bugler

June's footnote to Ron Rainbird's letter in the February issue invited someone to define RPGs, a genre which has, I feel, been much maligned in Probe over the months by what one might term the "traditionalists", so in an attempt to throw a little light on the subject, here goes ...

In the beginning was Man, or rather men, in the form of Crowther and Woods (have they got something to answer for!), and from their imagination sprung the original and colossal adventure of much the same name. This was a purely text-based game and in time this begat Zork. Here endeth the scriptural references!

Zork was the brainchild of the team who became known as Infocom, which company took the foundations laid down by Crowther and Woods and built on them the massive edifice that comprises today the adventure world in which we all immerse ourselves in one way or another. Virtually all of the quality games today come from America, and Infocom did for America adventures what GSIsoft and the Quill did for British adventures, only rather more effectively!

During the formative years of the early to middle Eighties, games were largely text-based because the memory constraints of the 8-bit computers prevented (and still prevent) half-decent graphics being shown with the result that a few lines of text could give a far better picture of a dismal, dank, dungeon than a slowly-drawn and basically-coloured drawing.

As 16-bit machines came along in the latter part of the Eighties programmers suddenly found the potential to increase the number of colours available for graphics, and the amount of memory available after the text had been written, so the text gradually became supported by quality pictures, and this development was jumped on by distributors who suddenly decided not to deal with games that weren't illustrated. This in turn led to gamers becoming lazy, or so the distributors claimed, with the result that we weren't allowed to type in responses anymore and had to click on icons, all by virtue of the mouse, a rodent unknown to 8-bitters. In many ways this has been a boon, as the syndrome known as "syntax frustration" no longer afflicts us - we always knew what to do, now the interface allows us to do it without all the false start!

Around this time in the evolution of adventures, game designers realized that the memory and graphics capability of the 16-bit machines enabled them to convert to the computer another traditional form of, typically fantasy, adventure known as Dungeons and Dragons. These games had previously been playable only as board games, or through the medium of paper and dice.

These games, already known by their followers as role-playing games, were based on the creation of a single character whose personality was made up by a combination of race, profession, attributes and skills, and who, whether by him/herself or with other characters making up a party, would be the central player in a game in much the same way as the central character of an adventure (usually the gamer, in his imagination).

Thus the game created a role which then developed as the game progressed and the character became more experienced, usually advancing through levels and gaining new and better skills along the way. Characters are typically fighters, mages, thieves, or multiple-characters possessing mixed skills all of which depend on the character's race (eg. elf, human, orc, etc.) and attributes (strength for fighters, intelligence for mages, dexterity for thieves, etc.)

This means of creating a character and then developing it forms the crux of role-playing. Furthermore, most role-players retain the same basic characters which they import into any game, so that in my case my offensive mage is always called Berserk, my healing cleric Mahala, and so on. In this way a character becomes alive, and has a constantly evolving persona. If you haven't tried it, don't knock it!

Role-playing games are invariably based on the same "work your way through the game to the Dark Lord then defeat him" or "rescue the beautiful Princess and get the treasure" scenarios as traditional adventures, only they are much much larger, taking perhaps a couple of months to complete, than the average adventure which is often finished within the week, unless of course the syntax keeps you stumped for ever and a day! They also have far more atmosphere, because of the graphics capability of the modern machines and the constant development of the character(s). Graphics are typically animated, often use digitized photos, and are dumped instantly onto the screen in up to 256 colours.

A perfect illustration of this is Underworld II, likely to be the PC game of the year, and in respect of which just one save position takes up 10 times the total memory of a 48K Spectrum! the PC is of course the only viable serious games machine of the future and with its processing speed, hard drive and Super VGA graphics is ideally suited for the adventurous role-player.

So far as the games themselves are concerned, there is no doubt that Underworld II is the way forward, taking role-playing adventures into the world of Virtual Reality, a world in which the written word will sadly have no part to play. RPGs are a natural extension of the traditional adventure, and, at the end of the day, the real difference between them is that with an adventure you can imagine a dungeon, with the RPG you're in it!

I hope that this article will give those who haven't yet entered the role-playing world a better understanding of it, and perhaps even a taste of what they're missing!

NUMBER CRUNCHER by DENNIS FRANCOMBE

Take a group of three of the same number and arrange them, together with any collection or combination of mathematical signs, so that the end total equals 8.

e.g. $1 + 1 + 1 = 3$ and $\frac{2}{2} + 2 = 3$

2

Now continue with all the numbers from 1 to 10.

(Answers in the June [Birthday] issue of Probe)



THE MIGHTY ATOM by Geoff Lynas

Well I've managed to put it off for two issues now but here it is, the final chapter of the 'Mighty Atom'. There wasn't much more to tell anyway. It went like this

The computer show came to Middlesbrough (they must have been really desperate!) and set up shop in one of the more plush hotels - the 'Dragonara'. It was so plush that we almost didn't meet the dress code! Still, once inside we followed the signs through the thickly carpeted corridors to the exhibition suite. The room was full of display boards and **BEAUTIFUL** machines with names like; **APPLE**, **APRICOT** and **PET**. Every display monitor ran amazing demo programs guaranteed to wow the natives. These were the **BIG** boys! That was it - computing was the future- and I wanted some of that. We travelled home in stunned silence after staggering around the suite for all of half an hour - well there was only four computers there. It was a big exhibition for its time and it would have fitted into my front room.

Within a month I had taken voluntary redundancy from BSC, been accepted on a Control Data Institute course for programmers and moved into bed and breakfast accommodation in Leeds (just for 3 months). It was a damned hard course but all went well and at the end Rolls Royce came trawling round for staff and hired three of us. Once at RR in Derby we started on a training course which lasted 9 months. The main point of mentioning all this is that once embarked on the excitement of getting into professional programming there seemed to be no time at all for home computing. So before I really started with the Atom, it was gone! Life was a whirlwind in those days and the appearance of the ZX81 on the computer market passed me by unnoticed. Sir Clive was moving quickly - but that's another story!

My copy of 'Acorn Computing' arrived early this month and I was pleased to see that 'The Mad Hatter' was indeed included again. It was interesting to see what he was writing about. The adventure column in 'Acorn Computing' always reminds me of the Sorceress' column in 'Sinclair User' - its nice to see it but I'm never sure what year it was written in!! The games covered (in great detail) always seem to be more than a couple of years old. Every issue (of A.C.) seems very familiar with a step through solution to a Magnetic Scrolls adventure, a step through of an adventure I have never heard of (probably from the Beeb) and half a page on 'Elite'. Comforting but dull - sorry Bob.

Well I've just broken the bank and bought a camcorder (to collect digitizable images for my games - naturally) so I'm having to scrape around for funds. With this in mind - anybody interested in a Citizen Swift 24 colour kit and ribbon - a snip at only £17 (including postage - UK)?

Serious business now - thanks to all of the following people who returned correct entries for the wordsearch competition: Doreen Bardon, Mrs P.A. Leachman, Mrs Margaret Abbie, Julian Gregory, Ms. K. Gray, David Stocks, Andrew Gibson, Mary Scott-Parker, John Tobin, Margo J. Porteous, Mrs J.R. Smith, Mr H. Dixon, F Pearsall, Steve Clay, Isla Donaldson and finally the two winners: - Ian Osborne and Mr Ken Chambers. I'll be sending on your copies of the Wilbur Smith book within the next two weeks.

There will be a new wordsearch in the May issue with 3 more filofiction books selected from my stock. See you with more details then!!

LETTERS



From Mandy Rodrigues, of Llandudno ____

I felt I had to reply to the letter from Tom Frost in the March '93 issue of Probe. Tom was wondering how many reader had been recompensed by myself when Probe folded for a while and if what happened had any bearing on whether people continued to subscribe to Probe when Barbara so ably took over or not. As for publishing a full and complete list, well, that would be a mammoth task - but is by no means impossible. I have kept full and complete records, all correspondence etc. regarding how everyone was recompensed. Of the vast majority of people who contacted me to tell me how they wanted me to recompense them only 15 actually asked for a cash refund, the majority asked for solutions and back issues in lieu (that took me many weeks of long hard work to get it all done for them), and quite a few friends wrote to tell me that they didn't want anything at all from me. There were 32 people who didn't bother to reply to me at all (including many from the northern regions) and, because they haven't as yet replied I am assuming that they would prefer a refund and each time I get any money from the sale of hardware etc. or from our now, rather limited income, I am sending full refunds. This has been, for obvious reasons, a slow process but I am happy to report that, as at the present moment in time, only seven of these people are still unresolved on my files and I hope to pay in full what I owe to the final seven as soon as I possibly can. Actually, I would like to take this opportunity of asking these people to get in touch if they have any queries about this.

I assume, perhaps wrongly, that Tom is suggesting that I just didn't bother about refunds etc. and that I left everyone high and dry. Tom, you should know me a bit better than that. If that was the case I wouldn't have dreamed of keeping in contact through Probe and personally with so many of my Probe friends. I contacted everyone and explained quite openly to everyone what has happened to me and I can assure you that I have been dedicating myself to making sure that nobody is left out of pocket because of what happened. Writing to everyone about our financial circumstances and about John losing his job was NOT an easy thing for me to do, especially when I knew - as did happen - that a lot of these rather personal issues would be debated in various publications. But I preferred that than changing my telephone number and vanishing into obscurity without giving anyone an explanation as has happened in the past with various other unfortunate publications. Tom didn't get a refund because he was getting Probe free at that time.

As for the 32 people who never contacted me again - well I suppose that was understandable in the circumstances although, as some of them were people who I had considered to be really close friends, their silence was extremely painful. But I can understand that they were angry with me. However, I know that they continue to subscribe to Probe.

I should imagine that, because of what happened, a lot of subscribers could have been lost - but I stress that it wasn't because they were left without refunds etc. - as I said, there are only seven people left that I have yet to settle with. Whilst I was editing Probe, from time to time other fanzines bit the dust, and even though Probe was going from strength to strength I lost subscribers because of what happened to other magazines. There can be many reasons why people chose not to resubscribe. I lost a lot of subscribers when Jim O'Keeffe took over for a time as Letters Editor - many long-time subscribers will no doubt remember the furore of the time.

On other occasions I lost subscribers because they said there wasn't enough 16-bit material in Probe and then a couple of months later I lost some more who said there wasn't enough 8-bit coverage! At one time, as Barbara pointed out, there were 500 subscribers to Probe but once the recession started those numbers started to fall off until the subscription list averaged out at around 280. Each month some people will decide not to resubscribe and around the same number will become new subscribers.

As Barbara will no doubt agree - now that she has had a lot of experience with Probe - you cannot please everyone all the time. You just have to do your best to try and provide material to cover all tastes. Your choices are also limited by the number and variety of contributions that come in each month. Many times I received letters telling me that Probe was too friendly and nice and yet, given the opportunity to publish something rather controversial (aka Cockroach Corner), everyone is immediately up in arms because the nice cosy and friendly atmosphere of Probe has been disturbed. I used to receive letters that sometimes bordered on blackmail (I hasten to add that these letters came from the same three persons on a regular basis), saying that if I didn't provide more of this or that then their subscriptions wouldn't be renewed.

Actually the debate of what should be in Probe still goes on - and will no doubt continue to go on - as there is NO solution to the problem of pleasing everyone all the time. Having said all that, I have to add that, if people have stopped subscribing to Probe because of what happened last June then I am truly sorry. I am the last person to want to hurt or hinder the continued success of Probe in any way. With only seven people left, out of all the subscribers at the time, to deal with, you can see that unhappy people left out of pocket isn't to blame as Tom suggests. I will never forget, or cease to regret what happened. All the best,

From A Loyal Probe Fan

As an avid reader of PROBE for 4 years, I just had to write as a result of reading Tom Frost's letter in the March issue.

I, for one would not boycott a magazine I was fond of that had "gone under", especially if someone else was having a go to make it work. Give people a chance is my motto - but not everyone thinks the same and if they have put money "up front" and lost it, you can't blame them for being wary can you?

Having said all this, I must mention that I was one of the unlucky ones who was not recompensed by the previous Editor! The money owed to me was not a lot, but all money is quite precious these days as everyone knows. Someone else I know who is still waiting hopefully, like myself, is owed a sum equal to 11 months subscription which was paid "up front". That someone is still a PROBE subscriber like me!

You (*the letter was addressed to June Ed*) said in reply to Tom's letter that you were sure that others had been fully recompensed like yourself. Maybe SOME others were but this proves that ALL others were not!

If this letter is not printed, then the contents should be mentioned in the next PROBE even if it just brings the facts to the attention of other readers and (maybe) make the previous Editor do something about it. Let's get some more subscribers back to Probe, please! Barbara is doing a good job and needs support.

This letter was sent to June and as she was on holiday at the time her daughter kindly forwarded it to me. I had already received and of course planned to publish Mandy's letter. It answers points raised in Tom's letter and as Mandy says, she will be glad to hear from anyone who feels they are owed anything. Please don't think the worst of the former editor; send her a letter expressing your wishes and she will be glad to sort something out.

The advanced subscription list is slowly increasing, and I hope to reach the magic landmark of a print run of 200 very soon. Tony Collins of The Guild, Joan Pancott of WoW Software and Larry Horsfield of FSF Adventures all kindly offered to send out flyers with their orders and this has resulted in a slight increase in regular readers, many of them as far as I can tell are first time Probers. I also get quite a few "one offs" and would dearly love to know why they don't reorder. Occasionally I'll lose regular readers due to various reasons, mostly the sort that are beyond their control.

The "Introduce A Friend" scheme had a very limited response.

If anyone has any suggestions on how to get more readers, please let me know - a free issue could be yours. (Barbara)

From Mary Scott-Parker, of Carlisle

I wonder if you would allow me through your pages to thank Geoff Lynas for awarding me the prize in the Interrossiter Competition. There were two prizes for winning. First there was an excellent video, Jumpin' Jack Flash, which I really enjoyed and the other prize was two weeks in the Seychelles with the man of my choice.

You may not have known about this prize as Geoff forgot to mention it in his articles. Anyway, I was a bit disheartened to begin with because my first two male choices turned me down flat. Arthur Mullard said my voice got on his nerves because it wasn't cultured enough for him and George Burns said I was much too old. But luckily Geoff came to the rescue and suggested The Chippendales. I have to be frank, I was a little dubious at first because my knowledge of antiques is pretty limited, in fact I once bought a Georgian record player under the impression that it was Elizabethan and I was grossly overcharged for my Roman ironing board. Anyway, I needn't have worried because I think Geoff had warned them about my ignorance and to their credit not one of them mentioned furniture. There was a little misunderstanding over the strange use of the trouser press, but this was ironed out later. Anyway Geoff, thanks for the super prize and here's to many more competitions.

P.S. Who would have thought that knocking out a few tables and chairs would have developed the muscles to such an extent. It has certainly made me see carpentry in a new light!

★

There's no answer to that, except I like the one with the red nose - I think his name is Chip. (Barbara)

From Lee Morrall, of Heath Hayes, Cannock

As a new(ish) subscriber to Probe I would like to say well done! It's a great read, and I should have joined years ago.

I first played adventures on my mate's Vic 20 about nine years ago - games like "Voodoo Castle" and "Pirate Cove" from the Scott Adams camp, and from then on I knew what computers had been invented for!

I acquired my trusty C64 Christmas 1985, and started my own collection of games. From the start though, I wanted to write my own games, and invent my own puzzles. I made five games in 1987 (four of them quite small) when I had got to grips with enough BASIC language to make a text adventure. The next couple of years I was more of a games player, not having the spare time on my hands to be a writer, however I started a game after this period of inactivity, but gave up after months of enjoyable hard slog, because I thought I was being too ambitious.

Last year though, I had a former game published by "The Guild" and reviewed in what is now "Commodore Force" magazine, by Bash himself! This gave me the incentive to have another crack at the game, starting afresh. I completed the program, and much to my delight it is a new Guild release. I was once a lone adventurer, but now feel part of the scene as a player and contributor. It just shows that adventure games have never been, and will never be a fad with me, and I'm sure many others feel the same way.

The fact that adventurers have been starved of commercially available software over the last few years has meant a boom in the home grown market, and independant software companies. This is obviously great news, and hopefully it means that many more people will discover "the alternative computer game". After all, how long can you play Super Mario Brothers for?

Anyway, here's some lists I compiled. They might be informative, amusing, or downright boring - but here goes!!

★

Always nice to hear from a new(ish) reader. Some may feel they have to "belong to the club" before they can write in with their views! Not so, everyone should feel free to express their views and we are all interested to hear how others became involved in adventuring.

Your first published adventure "The Cornwall Enigma" was reviewed in the October 1992 issue of Probe, and I plan to review "The Menage" very soon. Your lists and review of "Bored of the Rings" will also be published, but I honestly can't say when because the planned contents of each magazine are changing day to day and it is only when I finally send the master proofs off to Geoff that I can be certain what is in the latest issue. (Barbara)



From Roger Dowdall, of South Ockendon

In February's issue of Probe you asked what scart was. For those who are interested a brief description follows:

Scart is the recognized standard for interconnecting tv/video products with audio, computer and satellite equipment. These sockets are located at the rear of televisions, videos and satellite decoders and are also known as Perital, Euro AV and Euro connector.

The scart socket has 21 pins (connections) wired to accept RGB, Composite and Luma & Chroma input and output signals to and from videos, hi-fi, camcorders, computers, CD players, etc.

Using these sockets gives improved picture quality as the video signals bypass the tv's tuning system.

Scart sockets also provide the left and right channels for stereo sound when used with stereo equipment. If you were to pass stereo sound through the aerial socket the resultant sound would be mono. This is why NICAM videos are always connected to NICAM televisions by scart leads. Nicam is a decoding system which converts digital audio into high quality stereo sound similar to compact discs, and stand for Near Instantaneous Companded Audio Multiplex. If you are considering buying a Peritelevision (tv with scart) take care as some makes of tv may not have the correct configuration necessary to run your equipment.

To help Ron Guest I have detailed the necessary connections below. You will need an 8 pin DIN plug, lead with 8 cores and a scart plug. The scart pins are generally numbered so there should not be a problem with identification.

DIN connections

1	+12v	no connection
2	GND.....	
3	AUDIO OUT.....	
4	COMPOSITE SYNC.....	
5	+12v.....	
6	GREEN.....	
7	RED.....	
8	BLUE.....	

scart connections

4	AUDIO RETURN
2	AUDIO IN
20	COMPOSITE SYNC IN
8	FUNCTION SWITCHING
11	GREEN IN
15	RED IN
7	BLUE IN

The eighth wire should be cut back out of harms way. After the connections are finished double check all solder joints as the 12volt line could cause serious damage if it came into contact with other pins.

★

Many thanks for explaining all this, Roger. I'm sure Ron will appreciate it and I hope it will solve his problem. (June)

From John Tobin, of Chase Terrace, Nr Walsall

In answer to the request from Ron Guest in the February issue of Probe, for information on connecting a Spectrum to the scart connection on a television, there are two ways to do this. The simple way is to use the composite video connections, using two single core screened cables (see diagram 1).

If the picture is not very good using composite video, you can use the R.G.B. connection to obtain a better picture. This is a more complex arrangement as in addition to fitting resistors in the colour and sync. leads, you also have to apply voltage (1-3 volts) to scart pin 16 to switch the tv circuit to receive R.G.B. signals (see diagram 2).

If using the R.G.B. connection it is necessary to disconnect the scart plug from the television, or to fit a switch to the battery circuit in order to use the television for broadcast programs.

In answer to June's question, "What is scart?", It is an international standard for interconnecting various types of electronic equipment (televisions, videorecorders, satellite receivers, computers, etc.) using a 21 pin plug and socket system.

*

Many thanks for answering Ron's question. I am delighted that two readers have taken the trouble to write in and explain to us the intricacies of what is probably a simple task for themselves. With the detailed instructions from Roger and following diagrams from John, I don't see how anyone can fail to be impressed or remain unconnected to a scart. (Barbara)

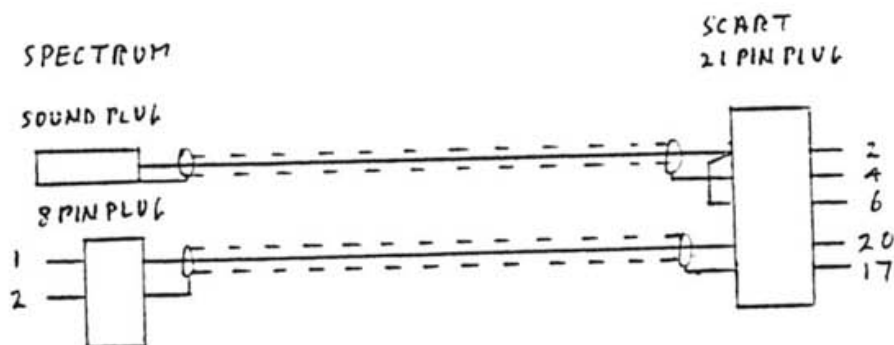
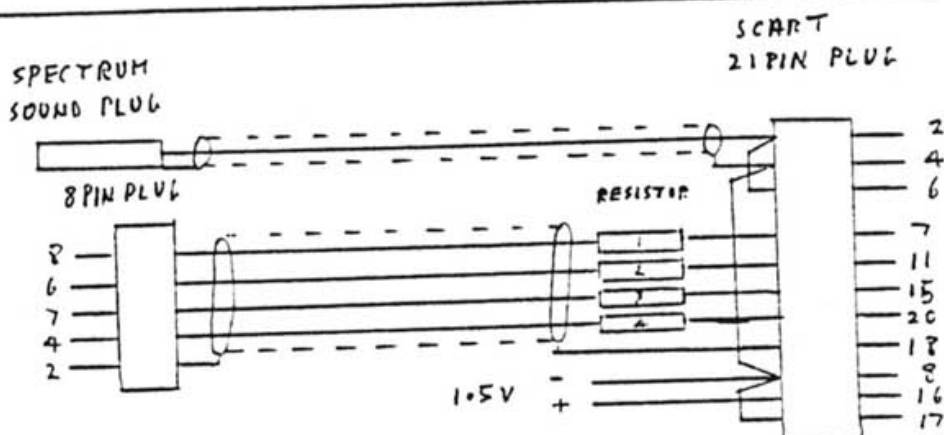


DIAGRAM 1 COMPOSITE VIDEO



RESISTORS 1, 2 & 3 = 1000 OHM RESISTOR 4 = 1300 OHM.

DIAGRAM 2. R.G.B.

From Tim Kemp, of Norwich

I have to confess that I'm not a happy man. The reason for my sad state is Hugh Walker's letter in Probe, Volume 7, Issue 3 (page 9). The letter basically appears to be taking the mick out of me personally and running-down the ideas I put forward in my article about 16-bit adventure creation systems (or the lack of them) which appeared in Volume 7, Issue 1. Now I don't mind being ridiculed or having my witterings scrutinised and pulled to pieces by someone who knows what he's talking about, but I do mind when the person trying to do so is talking through his... HAT (for want of a better colourful metaphor)!

To refresh your memory, in my original article I wondered why no 16-bit (professionally produced) adventure writing system had appeared on the scene or had never apparently even been contemplated. I made several points in it (too many to list here so go back and reread it yourselves) about why we need such a system and listed a few personal thoughts on why we hadn't got one yet, and what sort of thing we should be hoping for. As I mentioned above, I'm willing to be put straight on any point I made as long as it's by those people in the know or with the authority to put me in my place. I'm afraid it seems that Hugh Walker has neither the authority nor the knowledge to do so.

The main thrust of my article centred round the fact that A) No professional 16-bit adventure creation system exists. B) We could do with one. C) A development of Incentive's STAC could surely be contemplated. D) Gilssoft didn't seem to want to do a conversion of the PAW for 16-bit machines.

Hugh went to great lengths to point out that the rumoured reason Gilssoft didn't produce the Atari ST version of PAW was that it was no longer viable. The reason I was given when I phoned them a couple of years ago was that the programmer (one of the Gilberts - can't remember which, there are so many of them) had been offered a better job, one that he'd be mad to let pass him by, so he took it and the ST PAW was cast aside. Just because Gilssoft can't release it (can't afford to or can't finish it) doesn't mean it's not a viable or marketable product or that no one wants it, or that there would be no money to be made from it. I still see no reason why conversions for PC and Amiga shouldn't go ahead, though with all due respect to Gilssoft (they are a fine outfit, of that there is no doubt) they haven't got the same financial backing as any of the big companies - DOMARK, OCEAN, US GOLD, ELECTRONIC ARTS, MICROPROSE, etc. and it would be stupid of me to think they could one day reappear with a chance of mixing it with the big boys. Those companies spend many thousands of pounds promoting their products, and Gilssoft couldn't take a chance and try to emulate them. However, that's part of what I was saying in my article. Given a big budget, a programming team and time to work on the project, then even the most basic of systems (like STAC) could be rewritten, remarketed, and there's no reason why it shouldn't sell.

I don't care if there's no market for an adventure creation system on the PC or AMIGA. It hasn't stopped companies releasing things that have no obvious market, or even no obvious appeal! A recent release bears this out. One company has brought us EL-FISH which is basically a program that lets you set up an electronic fish tank and lets you decide what genes are passed on when the fish breed! That's not a product I'd see as having much of a market - far less of a potential market than an adventure writing utility would have. Then there's Incentive/Domark's 3D CONSTRUCTION KIT. Another product that, to my knowledge, people were not crying out for. That sold very well, and they even managed to do a follow up to it incorporating the present buzzword "virtual reality". DOMARK, like all the other companies mentioned in this letter, are good at marketing products, and know how to hype something in order to get it to sell. They'll skilfully market good products along with bad, though it goes without saying that only the good ones sell really well.

Which forces me to ask the question "Why shouldn't a well thought out adventure writing system be something very good, find a place in the market for itself and sell really well?" Am I so terribly wrong to hope that one day someone big will think to themselves: "I know what the market hasn't got - an adventure writing system!"? Why Hugh thinks my hope that such a system will eventually appear is a vain or stupid one is beyond me. Ask yourself the following questions. Would you like to see a fully-featured 16-bit adventure creation system appear? Can you categorically discount the possibility of someone, someday, bringing one out? I suspect, with the exception of Hugh, you'll answer YES and NO to those questions.

What really depressed me though was that Hugh didn't seem to be able to, or want to see further than the systems we've got at present. It appears that he can't see further than the QUILL ported over to 16-bit computers, and text adventures being written or converted using it. All through my article I kept mentioning the all important word, and that word was DEVELOP. Let me explain the concept to you Hugh. You take an idea and see where you can improve or expand upon it. You then take a look at, say, the AMIGA and see what you can do with all that extra memory (more than the 48K Spectrum had), see how you can incorporate graphics, sounds, etc. and see what sort of point and click interface you can come up with. Now I'm not a programmer, and freely admit to being too thick to ever hope to be one, but I'm not going to believe that it's possible to produce something like the 3D CONSTRUCTION KIT, yet impossible to produce an adventure creator. If people are willing to buy EL-FISH or the 3D CONSTRUCTION KIT or even the SEUCK (SHOOT EM UP CONSTRUCTION KIT), then something that allowed you to write, say, games in the SPELLCASTING 101, 201, 301 mould (split screen graphics, text) would, to my mind, at least be in with a chance of selling well - on its merits alone. It will need to be well marketed, which it could be for the reasons I touched on earlier.

Moving on. . . Hugh thought that there may be a very simple reason why no follow-up to GAC/STAC appeared, (and let's face it, a development of that system could have appeared by now) and that was Sean Ellis (who wrote both) was no longer with incentive. That's probably true, though he then said that perhaps he took one look at the games written with his "brain-children" and swore an oath never to create such a Frankenstein monster ever again. He added. . . "unfortunately no matter how brilliant an adventure writing system may be (should one be written), some form of licensing scheme would have to be introduced to control to whom it could be sold". Again, Hugh, you've badly missed the point. I was not talking about STAC as it stands. The magic word DEVELOP means you go on to develop something better. And what's all this trash about a licensing system? It seems to me that you are simply putting obstacles in the way - and not very good ones at that. STAC was written yonks ago, and although was developed a stage further for the ST, it could be developed out of all recognition for the new Atari computer, PC and AMIGA. Do try to think about the sort of computer hardware we have nowadays, Hugh, where 500K is the minimum memory capacity of most machines, all have built-in disk drives (and hard drives in some cases) and all have the capability to display various forms of graphics, and are pretty hot on the sound front too. I'll admit that the thought of a QUILLed game on the AMIGA may seem pretty ludicrous, especially considering what that machine is capable of, but you must just try to drag your tiny imagination past the realms of 48K, 16 colour, attribute clash, beep, beep sound which is what we have on the Spectrum, and try to imagine (and this will be hard for you Hugh) just what might be possible on the 16-bit machines we have now. That, in essence, was all I was asking of you in my original article.

I'm sure I won't convince Hugh to even consider entertaining ideas of seeing an adventure creation system appear in the future for 16-bit computers.

In a letter a couple of pages earlier he suggests that us 8-biters should accept that our machines will eventually disappear, and we must accept a time will come when we must move on. Well, Hugh, if the 8-bit scene is dead or dying, and you see no chance of a 16-bit adventure creator appearing in the future, then what are we supposed to be moving on to? I want to see an adventure writing system appear in order to see more games released - cheap games to boot, and perhaps even some from authors whose games I've enjoyed on 8-bit machines in the past. Presumably you just want to play 16-bit adventures. That's okay, though you could be buying cheap games that have sprung forth from the loins of a 16-bit adventure creation system. I'm afraid that Hugh's opinion that the present offers us no hope, and there's nothing to look forward to in the future makes me wonder why any of us are bothering to carry on now?

Apart from having a great many negative views, Hugh also decided to poke the odd bit of fun at me too. That's okay by me, though at one point he nearly called me Mr. KEMP. What's that supposed to mean? Well, it seems that using Surnames is the way people in PROBE insult their little chums (according to Hugh). He didn't need to call me Mr. Kemp as the whole of his letter was an insult - not just to me, but to any of you out there who dares to have a bit of hope that we'll see an adventure creation system for 16-bit computers appear at some stage. While I'll admit I can't do much about bringing one closer to release, I can only hope that my oh so comical views on the matter may indeed, as Barbara suggested, be seen by someone who is in a better position to do something about it. Oh, and by the way, Hugh, I really did mean every word of my article, though why you should see it as "sad" if I did is beyond me? A vision of a rapidly stagnating present, and nothing to look forward to in the future... now that really is sad with a capital S! I'm sure memories of a happy past will suit you, Hugh, but I'll stick to looking towards the future with hope - even if it is a vain hope.

*

I'm sure the subject of a first-class 16-bit adventure creation system has been thought about and discussed since your original article. The one ray of hope seems to be the good news about TADS (see NEWS section) a utility written, developed and constantly updated by High-Energy. Their work seems to be of a very high professional standard. (Barbara)

From Hilary Walton, of North Shields

Just to correct any wrong impressions that might have been generated, the programs I advertised are NOT those I bought cheaply at radio rallies! In fact, they were bought in Sweden (where I lived for some 12 years) at some 3 times the price in the U.K.

Thank you for supplying my name to Vicky; I was able to sell her several programs. In addition, I have received a letter from Sue Medley about "Alternate Reality" as the result of your printing part of my letter.

Many thanks, and I hope that there's no misunderstanding. Oh! I'll be sending a new subscription next week.

*

Always glad to clear up any misconception. Sue sent me a copy of the information about "Alternate Reality" and I have published the relevant part for the benefit of other readers. I have received your subscription - many thanks for the continued support. (Barbara)

From Sue Medley, of Sldcup

.... for Hilary Walton who was asking about "Alternate Reality: The City" and anyone else who'd like to know. Yes, it was originally the first in a series from Datasoft/US Gold. The City was really just an introduction to the games and a training ground to build up your character in preparation for the add-ons which were to come. Entrances to some of the other modules could be found while exploring - The Dungeon, the Arena, the Wilderness and several others. The Dungeon appeared on the Atari 8-bit ... maybe the Commodore too ... but not the ST, which defeated the whole purpose of The City for STers. It was a great shame as the series sounded excellent and Dungeon apparently lived up to people's expectations. I spent hours on the game and was very miffed when they dropped the series.

*

Many thanks for taking the trouble to reply, not just to me at Probe, but also directly to Hilary, he very much appreciated the gesture. (Barbara)

From Dorothy Millard, the Australian connection

I couldn't agree more with Tim Kemp (Probe, January 1993) about the need for a 16-bit version of the PAW or QUILL. The lack of a suitable authoring system is the reason I haven't written programs on the Amiga to date.

You asked for comments on the magazine. I feel that the system whereby you have a separate letters editor (although saving work) doesn't work very well and more feedback is obtained when the editor answers letters. I know Mandy tried having a separate letters editor at one stage then abandoned it. Also it is a nuisance to send letters to a different address from other material, doubling my postage cost, so hope you will forward this to June for me.

Is it my imagination or is the R.P.G. section growing? I wouldn't like to see it get any larger. I would like to see less "stories" in the magazine. I feel that the magazine has "settled down" again over the last couple of issues and is beginning to take on a new "feel" which will develop over time. Congratulations Barbara on an excellent job and keep up the good work.

*

Barbara tells me that the reason why the R.P.G. (title discontinued) section expanded was because of essential maps to accompany text. The magazine has also expanded (to compensate) to 52 and 56 pages. (June)

*

I am always delighted to receive feedback from any Prober, be they long-standing supporters like Dorothy or newer readers like Hilary and Lee. June and I have been taking note of readers comments, particularly about the separate editorship. I've put no pressure on June, and admit I was very taken aback the other day when she submitted her resignation. She loved the position of Letters Editor, but had come to the conclusion that I, as the main editor, was in a better position to answer readers letters, and I have *very reluctantly* bowed to her judgement and wishes. I am very grateful for all she has done over the past nine issues, taking some of the pressure off me while I struggle to master the technique of magazine publishing.

Many thanks June, and don't forget to write! (Barbara)

NEWS

New Amstrad Releases from The Adventure Workshop (Information collated by Jay Honosutomo)

Out Now: Case of the Beheaded Smuggler written by Patrick Walsh £5.00 (CPC+ and CPM 2.2); The Darkest Road written by Clive Wilson £4.00 (CPC+ and CPM 2.2); The Four Symbols written by The Grue! £5.00 (CPM+ only). Out Soon: Compilation of 4 former DTHS titles - (Larry the Lemming, Snow Joke, First Past the Post, and Quest for the Holy Snail) £5.00 on disk £3.00 on tape; Dragon Slayer by Martin Freemantle £5.00 (CPC+ and CPM2.2). In Progress: Agatha's Folly and Jade Stone by Linda Wright; and Dr. Jekyll & Mr. Hyde by Essential Myth. See advertisement in this issue for address and ordering details.

Amiga TADS News

A very excited Grue! telephoned me with the news that the programming of the Amiga version of High-Energy's TADS is progressively nicely and it may be out by the fall (Autumn). This means that the same data compiled using a either PC, Atari or Amiga can be used to produce versions for the other two machines; at the moment only PC and Atari versions are available.

New Spectrum Releases from Zenobi Software

Out Now: Celtic Carnage (Phoenix 4) written by The Traveller in Black, and Personal Computer Whirled (Microfair Madness 2) written by Gareth Pitchford £2.49 on tape, £3.49 on +3 disk. Send cheque/postal order to Zenobi Software, 26 Spotland Tops, Cutgate, Rookdale, Lancs. OL12 7NX.

Spectrum & Commodore Competition

Tony Collins of The Guild has decided to extend the competition until 1st October. To get your entry form all you have to do is buy a copy of THE FABLED TREASURE OF KOOSAR (Spectrum or Commodore version) and then play the game, noting the names that appear during play, then send them off and hope you win ALL the games for your computer that The Guild will EVER produce!!!

New Commodore Releases from The Guild

In addition to 170+ Public Domain/Shareware titles, the following should be ready now. Billy Barker Double Bill (two game pack) £4.00 on tape/disk; Mid Hallow Nights Scream £2.00 tape/disk; Julius Bacon and the Three Bears £2.00 tape/disk; The Darkest Road written by Clive Wilson £3.50 disk only; Buggy written by St. Brides £3.00 tape/disk; Bored of the Rings written by Fergus McNeill £4.00 tape/disk; Arnold the Adventurer written by Scott Denyer £3.00 tape/disk; Dances with Bunny Rabbits written by Simon Avery £2.00 tape/disk; The Extricator written by The Eighteam £2.00 tape/disk; Out Soon: Back to the Present (a six-part disk only game by William Quinn); Very Big Cave Adventure by St. Brides; The Hermitage (four-part disk only game written by Tony Collins converted to the C84 by William Quinn); The Menage (three parts) written by Lee Morrall £3.50 tape/disk. New

Spectrum Adventure Coming Soon from ESF Adventures

It will be a 128K-only adventure called "The Dark Gladiator" written by a new author, Peter Council. It will be available soon at £1.99 on tape and +D version, £2.99 on +3 disk or £1.99 is you supply your own +3 disk. Order now - see advertisement in this issue for address.

IN-TOUCH

FOR SALE: Many various adventures for the C64 on disk £4.00 each. also some role-playing games. Commodore Disk User (complete set of disk and magazines) any reasonable offer. I also have many books on the C64, some with old/type listings and adventure writing books. Telephone 0282 868597 or send SAE for details to Mr. H. Dixon, 62 Windsor Street, Colne, Lancs. BB8 8LD.

FOR SALE: Atari ST Software - STAC £5; Blackscar Mountain £2; The Blag £2; PC Software & Hardware - Dark Seed (3.5") - Graphic horror adventure £12; Are We There Yet? (3.5") and Puzzle Gallery (3.5") - Puzzle games £10 each or both for £15; FaceOff (3.5"/5.25") - Ice Hockey action £2; Deathtrack (3.5"/5.25") - Motor Racing action £2; Fancy Mouse - PC/Microsoft 3 button variable resolution £15; Prices include postage and packing.

Contact Nell Shipman, 1 Heath Gardens, Coalpit Heath, Bristol BS17 2TQ Tel: 0454 773189.

WANTED: A 3.5" disc drive suitable for use with a Spectrum +D interface as the 2nd drive. Must be in full working order and CHEAP! Alternatively, a DUAL 3.5" disc drive would be ideal. If you have either for sale - or know where I can obtain either - please write to or telephone Larry Horsfield, 40 Harvey Gardens, Charlton, London SE7 8AJ Tel: 081 858 1532 evenings & weekends.

WANTED: urgently, the following Amstrad adventures: Beerhunter, Castle of Eagles, Island of Riddles, Kingdom of Speldome, Project Volcano, Questprobe 3, Rick Hanson and Smugglers Cove. I will pay handsomely for the above games, please write or phone with the amount required to Phil Reynolds, 86 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Tel: 061 652 7565.

HELP WANTED

Has anyone any hints for the Spectrum adventure GHOU LIES written by D. Whitelock and published by IMS Software? Please note this is not the Scott Denyer adventure Grabbed by the Ghoules.

Please contact: Margo Porteous, 1 Marina Drive, Spondon, Derby. DE21 7AF

Help! My copy of King's Quest 3 on the Amiga has gone belly up, defunct, deceased, refuses to work, corrupt, is no more. It is a dead program! Can anyone provide me with a copy of the disk?

Please contact: Tom Leahy, 88 Holtby Street, Blackley, Manchester M9 1AR

Tel: 061 202 2452

HELP OFFERED

Still no news on Causes of Chaos for Dorothy Millard, but we are working on it.

Printer Code

In reply to Grimwold's request for the control code for NLQ on his Epsom FX-80, Steve Fairbrother says the code ESC x followed by a 1 or 0 switches NLQ on or off on his Epsom compatible Citizen 120D+.

Lemmings

In reply to Jonathan Scott's request for help with The Island of the Wicker People (Tricky), my daughter Heather came up with the answer.

Place a BLOCKER at each end of the start platform, then MINER the next Lemming when he reaches the left blocker so that he digs diagonally top left to bottom right of the rock. When the Lemmings fall (safely) through the tunnel place another BLOCKER near the left water's edge. You need about 8 CLIMBERS to scale the arrowed rock. When they reach the water at right of screen, change the first one to a BLOCKER and when another returns to the arrowed rock change him to a MINER (digs diagonally) until he is just below the arrows then change him to a BASHER (digs horizontally, with fists) to make a tunnel to waiting Lemmings. They should now follow the tunnel to the other side. While the basher is working, change the remaining climber to a BUILDER to construct the bridge from the blocker to the exit. To finish blow up BLOCKERS (85-96% in - 90% needed) unless anyone knows how to change blockers into walkers!

Heather says she is willing to help with other levels if requested, but it helps if you give the title of the screen in addition to the section and level number just in case the Atari version is in a different order.

Connecting a Spectrum to an Amiga In reply to Geoffrey Pogson's request for information Harold Dixon telephoned me to say he knows of the following companies who may be able to supply a suitable lead. York Electronic Research, Paddocks, Jockey Lane, Huntingdon, York. YO3 9NE Tel: 0904 810722 and Syke Computers, Northbridge Centre, Elm Street, Burnley, BB10 1PD Tel: 0282 830813.



GETTING YOU STARTED

THE TAXMAN COMETH played by Lorna Paterson on an Amstrad

Start on a Jetty. U, W, LISTEN, EXAMINE BOX, GET PEG, W, EXAMINE LION, E, S, S, U, W, PUT PEG IN HOLE, S, EXAMINE STEPS (note the number on the steps - 24513), N, W (to aisle east). W, W, W, S, W, N, E, E, E, E, S, W, W, N, E, E, E, S, EXAMINE STEPS (now 12345), U

DITCH DAY DRIFTER played by Jonathan Scott on an IBM PC

TAKE WASTE BASKET, EXAMINE IT (in it is a two-liter <sic> plastic bottle), TAKE BOTTLE, LOOK UNDER BED (you find a dollar bill), EXAMINE DESK (it has a small drawer), OPEN DRAWER, EXAMINE DRAWER (you see some food), TAKE FOOD, W, READ SIGN (tells you that you must collect 4 treasures and put them into the slot on the door), S, E, N, E, TAKE ALL (fish protein module and coffee cup), E, EXAMINE TOXICOLA MACHINE, PUT CUP IN COMPARTMENT, PRESS BUTTON (it fills up with the viscous liquid), TAKE CUP, W, S, W, D, E, E, N, E, N, GIVE TOXICOLA TO GUARD (he passes out!!) (Objects & Uses in a future magazine)

BEATLE QUEST played by Barbara Gibb on a C64

Start surrounded by Mist. PANIC or LOOK and you are in a bedsit. EXAM TELEPHONE, UNSCREW MOUTHPIECE, LOOK, TAKE SUGAR, EXAM BED, TAKE TEST tube, TAKE BOOK, OUT, U, OPEN DOOR, IN, SEARCH ROOM, TAKE SPOON, FILL TEST tube with water, EAT SUGAR (now in boat on river), OPEN BOOK, S, S (on beach), SEARCH BOAT, TAKE KALEIDOSCOPIC binoculars, S, SE (feeling hungry), WATER FLOWERS with full test tube), U, D, TAKE PIE, EAT PIE (end of hunger syndrome), E, N, TAKE NEWSPAPERS, OPEN BOOK, MAKE TAXI from newspapers, IN alternatively: grab the spoon the go OUT, D, D, E, IN, TAKE FISH, EAT FISH (end of hunger syndrome)

SOLVALDOL-X played by Barbara Gibb on a Spectrum (128K)

You start in the Alpha Scynl system with no planet in close proximity. Move the flashing square by typing S, S, E, E, E, and E so that you are in orbit around the planet Rastic. SCAN RASTIC for a few days and LAND. Nothing suspicious so fly S, S, S, and S to orbit Zether. For some reason I couldn't scan Zether, instead I had to LAND at the Starport. Go N, and N into bar. TALK TO BARMAID and GIVE MONEY TO BARMAID who tells you about a few likely suspects. Go W, X WOMAN and WAIT until she leaves the bar. FOLLOW WOMAN then W to her apartment to discover her name. Go S to apartment opposite and WAIT until a man comes along, enters the building, talks into the intercom and goes up to see the woman. He emerges 10 minutes later, so FOLLOW MAN, TALK TO MAN (says meet him in 2 hours at Hotel Maltz, Room 121), E, E, E, S, S, GO CAB, SAY MALTZ, LEAVE CAB, S, U,

MERLIN played by Lorna Paterson on an Amstrad (Spectrum & C64 same)

Start in your room. EXAMINE SHELF, GET BOOK, EXAMINE BOOK (sesa spell), READ BOOK, SESA DOOR (can sesa chest and get coin but then you can't get out of the room), OUT, N, N, EXAMINE WARDROBE, LOIN WARDROBE, GET CLOTHES, SEARCH CLOTHES, LOOK, GET SCROLL, EXAMINE SCROLL (deda spell), READ SCROLL, WEAR CLOTHES, S, FORGIVE (must be wearing clothes), LOOK, TAKE KEY.

HINTS AND TIPS



THE TAXMAN COMETH by A. Reader on various computers

Starting out: You can start several ways and attempt different debtors in different orders. However, Halfpint can only be attempted after Odsok has been completed and Topper after Halfpint.

Phoebe's steps - the steps are numbered 1-5 and can't be used as they are out of order. The way to put them into order is to find the five rooms nearby that tell you "You hear a grating sound" when you enter. Before entering any of this section RS (Ram save) then work out how each room affects the steps i.e. one room may swap steps 1 and 3, another shifts all steps right. Work out on paper which rooms cause what to happen then RL (Ram load) and restart the puzzle armed with the knowledge. This puzzle can be solved by entering just three of the rooms.

Odsok - The way in is hidden beneath the heather near to the tower. However you'll only get in by being polite. Once inside ensure you have the no smoking sign before entering the secret passage. The skeleton only stops you getting things when it can see you. The combination to the cage is inscribed somewhere!

Lofty - You need the plank from the storeroom. The prop is riddled with woodworm. When crossing the lava pit make sure you don't burn your bridges!

Halfpint - The lift at the beanstalk is upside down and therefore you need to state the opposite direction. Don't pull the ring too many times or you'll come a cropper. You only have a limited time to get in, get the taxes, and get out before Halfpint has his dinner. In this case, you! Don't try leaving the harp behind or dropping it!

Geoff - Needs something to improve his spelling.

Topper - X LION at Toppers hut to discover what he needs and where to find it.

GOBLIINS played by Mandy Rodrigues on an Amiga

I have called my Goblins Thumper, Picker and Wiz for obvious reasons for the following tips: By the way, if you lose energy as you probably will especially on screen 5, don't panic, just change your level access code so that the SECOND and LAST letters are higher than before i.e. if your code was FTWKFEN then change it to read FXWKFER. Make sure the second and last letter are raised by an equal amount.

Screen 1 - As THUMPER move to the gate and thump right gatepost until the horn falls. As PICKER, go to the horn and pick it up. Use the horn and a stick will fall from the tree nearby. As WIZ move to the stick and cast a spell on it until it becomes a pickaxe. Move to next screen.

Screen 2 - WIZ: Climb tree and cast spell on three apples moving from right to left. THUMPER: Climb tree and thump them all down. PICKER: Pick up the second and third apples from right to left and drop them one by one between the gap in the bridge until you have bridged it. Retrieve the pickaxe and cross the bridge. Use the pickaxe on the glitter spot in the cavemouth. Get the diamond and move to the next screen.

Screen 3 - Move to the door and knock on it. Move to the next screen.

Screens 4, 5 and 6 will be in a future magazine.

WEEN played by Janice Charnley on an Amiga

Continued from last month. You come face to face with a large dragon, but don't forget to collect the cherries for you know who! Click on the bottom scroll until the dragon changes into a wasp, then use the trap to capture it. Although you have been turned into a worm, you can call Urm to help you. You will now find you have a second grain of sand.

Next you come to a strange room with a locked door controlled by mechanism on the wall. The puzzle here seems to be random but Petroy can help you with it. Collect the phial by the lever.

When you reach the Guardian's room and examine him, Ohkram will appear to say that the spell which was cast on him has made him so old and feeble that he cannot open the door of the Sanctuary for you. Your only chance is to make a phial of quartz-flower essence, to make him young again. Collect the wood and put it on the hearth. Use the hammer you find on the statue's arm to collect the amphora. Put the phial on the enclave. Push the loose stone from the wall, allowing a beam of light to shine on the hearth. Put the amphora on the hearth plus the leaf and lichen from the fountain. Click on the numbers to allow water to flow and dislodge a magnifying glass. Put glass in beam to light fire. Pick up the gargoyle and put it alongside the other. Take the rag from the statue's head and wipe the eyes. Use venom on the right eye. Use copper pipe on the snake and put resulting coil between gargoyles. Use wet rag to plug the leak. Use philtre on Guardian and you will now gain access to the Sanctuary, and your third grain of sand. You must now find the Revuss.

ZAK McKRACKEN played by A. Pense-Hill on a computer

To get the Crystal shard from the temple use the crayon (taken from under the sink in Zak's apartment) on markings, to draw the design from the great Chamber of Mars.

STRANDED played by Neil Currie on a Spectrum

Examine the beast to find out what it wants.

Smoke the bees out.

Drop the explosive somewhere you need to be deafened.

To enter the temple, get Maxwell to wait nearby.

Search your ship for the towel.

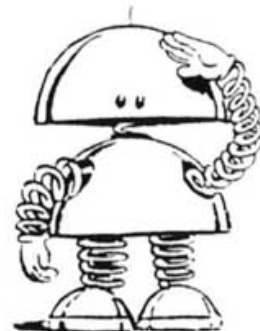
Search the spare parts for a useful tool.

The woman wants the lucky beads.

Search the beast's cave for a light.

A new arm for Maxwell is on the shelf.

The table can be pushed out of the dome.



SHADOWLANDS played by A. Pense-Hill on a computer

Level 1: Beside the "Welcome to Shadowlands" sign is a tree with an apple beside it. Keep throwing the apple at the tree until 2 chests appear.

DARK SEED played by Janice Charnley on an Amiga

Each morning, take the painkiller from the bathroom cabinet to ease your headache, then have your shower.

Read the house plans in the study to find the secret room behind the bookshelves.

A watch is hidden under the large trunk in the attic. When you've wound it, you will be able to keep track of time easily.

Enter the car in the garage and take the gloves from the glove compartment.

SPELLCASTING 301 : SPRING BREAK played by Neil Shipman on a PC

Can't get out of jail? - try digging your way out with the shovel, giving the biscuit to the rat, eating the slimfish, casting UPPSSY on the bars, or casting UPPSSY on the can then spraying the bars and waiting to see what happens.

Not enough gold to buy everything you need and not having much success in the casino? - make sure the sack of gold is the last item you push off the carpet on your flight to Fort Naughtytall. It will then end up in the Village Center so you can get it straightaway.

Don't know how to cross the bridge? - you can't until after the sandcastle contest.

What should you do with the jellyfish? - you'll need something that can only be gained after the suntan contest.

THESEUS AND THE MINOTAUR - PT.2 played by Barbara Gibb on a C64

Getting the blessed sword - From the north entrance to the Palace of Mallia, go S, S, E, S, W, X URNS, TAKE AXE, E, W, N, N, CUT VINE WITH AXE, TAKE VINE, S, S, E, S, TIE VINE TO GRILLE, PULL VINE (grille comes away, note you still have a short piece of vine), N, W, N, N, N (fall into pit), X SNAKES, TAKE SWORD (asked "which sword?") TAKE SHORT SWORD, X PIT (see branch overhanging pit), THROW VINE AT BRANCH, CLIMB VINE, DRINK POTION (from Hecale if bitten by snakes), S, S, E, S, E (to altar). PRAY (Apollo appears), GIVE SWORD TO APOLLO who blesses it. It is now very potent and note you have to call it a "blessed sword" in future inputs.



CURSED BE THE CITY played by Barbara Gibb on a C64

When you fall from the altar into the net, get DOWN and hide.

Show your authority to stop the silver sphere spinning the web around you.

Protect your body before you investigate the plants.

Protect your eyes from the bright light in the lighthouse.

The leach-creatures don't like too much light.

When you meet your rescuer, do as he asks!

The skeleton likes strong smells.



MIGHT & MAGIC 3 - Parts 3 & 4 of an Adventurer's Guide

as played by Ron Rainbird on an Amiga 500 (1 meg)

9) The remaining Power Orbs can be found as follows:

2 in Dark Warrior's Keep at X30,Y1; X30,Y2

4 in Alpha Engine Sector at X15,Y1; X0,Y4; X15,Y8; X0,Y14 (not easy to get these)

4 in The Maze from Hell at X1,Y1; X1,Y30; X19,Y19; X30,Y31

4 in Main Engine Sector at X8,Y8; X11,Y8; X14,Y8; X1,Y8

3 in Aft Storage Sector at X14,Y8; X1,Y12; X1,Y14;

2 in Halls of Insanity at X3,Y18; X28,Y3;

10) There are several Artifacts to be recovered of Good, Neutral and Evil alignments. When found, take Good Artifacts to Praythos in Castle Whiteshield, Neutral to Chathos in Castle Blood Reign and the Evil to Pathos in Castle Dragontooth. These Artifacts can be found anywhere, so try not to miss any location.

11) There are six Keys for unlocking doors to certain locations. Three of them are as follows:



The Red Warrior Key is in Cyclops Cavern and opens door to Dark Warrior's Keep.

The Black Terror Key can be found in the Cursed Cold Cavern. This opens up the Tomb of Terror.

The Yellow Fortress Key is in Arachnoid Cavern. It will open the door to the Fortress of Fear.

12) The best way to get into the Pyramids is to find the Golden Pyramid Key Card. It is enclosed in a box that can only be shattered by someone with great strength. You will find this box in the A4 area.

13) The three remaining Keys for unlocking doors to special locations are as follows:

Gold Master Key for the Maze From Hell is in the Magic Cavern.

Green Eyeball Key to the Halls of Insanity is in Cyclops Cavern.

Blue Unholy Key for the Cathedral of Carnage is in Arachnoid Cavern.

N.B. Once each of the 6 keys have been taken, they cannot be dropped.

14) The Ancient Artifacts referred to in Para.10 of this guide may be found in the following locations:

Castles Dragontooth, Whiteshield and Blood Reign.

Caverns Cursed Cold, Swamp Town and Cyclops.

Towns Blistering Heights and Swamp Town.

Dungeons Tomb of Terror, Fortress of Fear, Slithercult Stronghold and Dark Warrior's Keep.

15) Also in Cursed Cold Cavern, Blistering Heights Cavern and Slithercult Stronghold can be found precious Pearls which will satisfy the demands of the Pirate Queen should you be attacked by her - otherwise she may take all of your booty. (to be continued)

CHAMPIONS OF KRYNN - Part 7 as played by Ron Rainbird on an Amiga 500

Base of the Ogres

Mapped on a 16 x 16 grid: 1st fig. read left to right, 2nd fig. read top to bottom

Note: You will be assigned this mission after getting the message regarding Sir Dargaad's Tomb upon returning to the Outpost between Jelek and Gargath.

Map Ref. Remarks

- 15 - 8 ... Entrance. Go to an adjoining building to meet the old ogre and obtain information.
- 8 - 8 ... Meeting of ogres. Do not attack or greet. If you have the evidence against Morog, assist ogres in ensuing fight. Without the evidence, leave without being noticed.
- 6 - 8 ... Gravnak's office. An alliance may be made.
- 3 - 8 ... Guards for team of assassins. Fight them.
- 3 - 8 ... Another lot of guards to dispose of.
- 6 - 4 ... Assassins. Very tough fight. Have plenty of Fireball spells.
- 8 - 2 ... Ogre guards but no problem if you have already visited the old ogre and obtained secret pass.
- 4 - 10 ... Corpses. Murdered by Morog's assassins.
- 12 - 11 ... Morog's offices. You must beat guards to obtain the evidence referred to above.
- 12 - 12 ... Search for treasure.
- 5 - 12 ... Barracks. No fight.
- 3 - 12 ... Ogre hiding under bed. Get information from him.
- 8 - 13 ... Guards will let you pass if you have the secret sign from old ogre.



LEGEND OF KYRANDIA : Pt 1 as played by Ron Rainbird (Amiga 500, 1 meg)

In House, get blank piece of paper, Saw from under bench, Red Stone from top of bench and an apple from pot. Leave House and travel West, then North and West again to reach Temple. Give piece of blank paper to Priestess, then read it. Re-trace steps to a dead Willow Tree and go East to a Pool where you can catch a teardrop.

Back to Willow and place teardrop in trunk, a boy will now appear. Catch him to obtain a Purple Marble. Go East, North and East again to an Altar. Put Purple Marble in empty place. Get the Purple Rose there and take it to the Temple Priestess. She will change it from Purple to Silver. Go back to Altar and place the changed Rose on it. Get Amulet that will appear.

Now go West, South and West until you reach a broken bridge. Give the Saw to Herman and wait around until the bridge is mended. When it is, you will be able to cross it to the next major scene - The Timbermist Woods. (to be continued)

A walk through THE BOUNTY HUNTER as played on the Spectrum

written by the author, Jack Lockerby

(It is available from Zenobi Software on a compilation tape with five other adventures)

Part Four (of Seven)

Outside again I took a quick look at the map and decided to teleport to SHEYEL HARBOUR 30/30 and here I found a wheel and a wind vessel. The latter might come in handy when I wanted to travel down the WINDY DRY later on. Heading south from the harbour I came to TOOTH SPINNEY but could find no Viroid, and at TUTT CLUMPS there was a large stone cross on a Karakan burial site. There was hole in the cross and when I looked through it I could see the trees at TOOTH SPINNEY. Nearby, KARAK CITY was enclosed on all sides by a massive wall that was impossible to climb. I headed west from the city and passed through OAKMERE FOREST until I reached DARKPOINT CLOSE and spotted some sky ivy. I examined it and found a seedling. It is reputed to be the fastest growing ivy in the Universe. Hm' this might be a way of getting up the wall of KARAK CITY! I headed straight back and took a careful look at the walls and at one point noticed that there were some tiny cracks between the bricks. I placed the seedling in one of the cracks, turned my back for a minute and the seedling had grown and now covered the wall up to the top. I climbed the ivy and saw a palm tree close to the wall inside the city. I jumped to the tree and then down into the city. There were bunches of Yellowpods hanging down so I picked one. It was something like a banana. The smell of the fruit was so overwhelming that I had to keep taking a quick sniff at the Karakan whiffet and soon found a VOROID which was soon dispatched (9). I finally reached the south-east corner of the city where there was a huge pile of Yellowpods. I climbed the pods and jumped down to the ground outside the city.

Travelling west I came to WARHOLM and found a lead pot and a mat. The mat had the words GLOZA on it. Just west of the hut was a well, looking down the well I spotted a box floating on the surface of the water. However, when I tried to get the box I found that it was just out of my reach. South of the well was a crumbling wall, here I found a large rock which I took back to the well and dropped it in the water. The water rose sufficiently for me to take the box. The box was made of wood but I could not open it. I then headed for DEADWOOD FOREST and here I noticed that the ground was covered in dust left behind when the Mealworms had finished eating any wood left on the ground. With this thought in mind I dropped the box and it was soon turned to dust revealing a book which turned out to be a Karakan translation book. I tested this on the mat and found that the word GLOZA means WELCOME, big deal! I also tried it on the words that I found on that door at Arratholm - GLITZ VLI - and they turned out to mean PRESS DOORBELL! Well I know what to do when I go back there!

(to be continued)

Now is a good time to request the same treatment for a specific adventure as it will give Jack or myself time to organize. (Barbara)

YET MORE FORTHCOMING ATTRACTIONS

REVIEWS: Celtic Carnage (Sp), R.J.'s Ultimatum (C64), Dances with Bunny Rabbits (C64), Personal Nightmare (Amiga), Case of the Beheaded Smuggler (Amstrad), Bored of the Rings (C64), Oklib's Revenge (PC), Black Knight (Sp), Curse of Calutha (Sp), Handful of Hamsters (Sp), Personal Computer Whirled (Sp) plus lots of Public Domain adventures for the C64

HELP: Curse of Calutha, The Extricator, Energem Enigma, Fish, Dungeon Master Levels 5 & 6, Treasure Island Dizzy, Elvira 1 & 2, PCW, Dark Seed, Four Symbols, Lure of the Temptress, Legend of Kyrandia

GOLDEN OLDIE: Marie Celeste by Walter Pooley

ARTICLES: Computer Talk Pt2 by Frank Oliver, Programming Multi-parters by Jonathan Scott

SPECIALS: My 10 most by Lee Morrall, Picture-puzzle message, Song to the Gruel and Government Warning, all by Kez Gray, Ode to the Cockroach by Anony-louse(?)

FULL SOLUTIONS: Venom and Shard of Inovar (C64)

OBJECTS & USES: Ditch Day Drifter (PC)

Contributions always gratefully received.

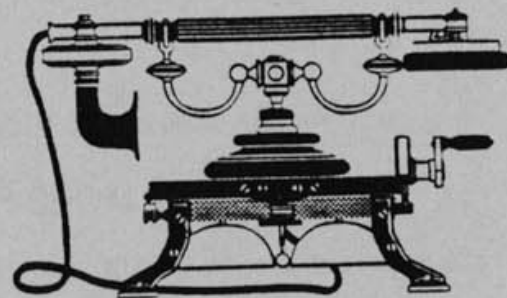
Also requests for particular help will be responded to, somehow, so write for help or advice to:



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LES MITCHELL

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(Simon Avery)

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