ADVENTURE PROBE
*** *Big Birthday Issue* ***
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Looking forward to another great year !!

ADVENTURE PROBE

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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:-

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HALL OF FAME

EDITORIAL

Dear Readers,

We made it. Seven years old this month. That is a lot longer than most magazines, and I hope to be saying Happy Birthday Adventure Probe in another seven years.

Our little fanzine gained nationwide fame when Ken Bruce read out a dedication on the radio, sent in by someone who wishes to remain anonymous. It went something like this. "In my generosity I've been asked to play a record for Barbara Gibb in Liverpool who edits a small computer magazine called Adventure Probe, should of thought it would be about dentistry with a name like that. Anyway, a computer magazine and it celebrates its 7th Birthday round about now, quite an achievement according to the people written on here called Balrogs, Hobbits and Grues everywhere." One of my neighbours heard it, unfortunately I didn't as I never listen to the radio, but I have heard a copy of it and must admit it is quite thrilling to hear one's name so clearly pronounced.

I am happy to say I had as much trouble as usual to decide what to put into this issue. At 1 o'clock on a Wednesday morning I found I had 60 pages, which would have been nice but impractical as I doubt if I would have had the strength to staple and fold that many pages. I had also hoped for a few special illustrations; however, I have sifted through my vast collection of bits and pieces and hope the finished product is fairly close to what I visualized. My sincere apologies to the readers whose contributions have not yet appeared, they will be in the July issue which shouldn't be too far behind this one, which has been delayed due to many spanners in the works, not least Geoff Lynas changing his address and being give first one date, then another, just as it was due to be printed.

Now some very sad news. I don't think there can be one British reader who hasn't experienced the recent tropical-type rain. I am lucky because I live on top of a hill, but poor Mandy isn't so fortunate, and despite a makeshift barrier the water raced into her hall and completely destoyed everything on the ground floor including furnishings, photocopier, hardware, software and paperwork. Her telephone, electricity, gas and water were cut off. She is having to camp upstairs (to prevent looters as much as any desire to remain while workmen demolish and rebuild the house;) it must be a very depressing scene of devastation. The telephone has been reconnected, but little else has; I'm sure a cheerful call will be appreciated and will go a long way towards reviving her spirits. I hope you all enjoy reading the magazine, and any suggestions for improving it are very welcome.

Till next month,

Barbara

A.F.I.O. Hon. Member

LETTERS

I was most interested to read Laurence Creighton's letter in the May Issue of Adventure Probe and, as an avid "PAW" supporter I felt that I must write in with some words of support for this utility. First and foremost, it is not the fault of PAW that adventure players such as Laurence, who prefer to play games which only require a VERB-NOUN input, have to input commands such as, to use his example, INSERT CARD IN SLOT. It is the fault of the programmer. There is no reason whatsoever why any PAW'd adventure should not be confined to a VERB-NOUN input throughout the gameplay.

However, I myself see nothing wrong with the input INSERT CARD IN SLOT - the programmer simply requires the player to input EXACTLY what he wants to do. INSERT CARD is, in my opinion, rather vague, and I have played scores of QUILLED adventures where, faced with the scenario Laurence describes, the response to the input INSERT CARD would be the prompt INTO WHAT?, requiring the player to then input INTO SLOT to complete the action.

Things have moved on considerably since the days of Quill and most adventurers are more than familiar with the requirement of a PAW'd adventure. The games are not ALL multi-word inputs, and are played using VERB-NOUN inputs, except where you have to perform a certain action which does require a three or four word input. If one has a container, e.g. a BAG, and wish to PUT something INTO it, what is wrong with PUT HAT IN BAG.

I myself have no hesitation in using multi-word inputs in my adventures and very rarely get calls for help where the player hasn't worked out the exact input. If a programmer is including multi-word inputs then synonyms of the inputs MUST be included where applicable. For example, if the player has to use a laser cutter to cut a hole in a metal grille (as in MAGNETIC MOON part 2), the possible inputs would be: CUT GRILLE WITH LASER - CUT HOLE IN GRILLE - CUT HOLE WITH LASER. All three inputs work and if the player just inputs CUT GRILLE, the program responds with CUT GRILLE WITH what?, which points the player to the correct form of input. Similarly, an input of CUT HOLE would result in the response CUT HOLE IN what?

I agree with Laurence that a required input of INSERT RED CARD INTO LARGE SLOT is completely unnecessary, UNLESS there is more than one colour card and the player is faced with two slots, one large, one small. If this is the scenario, then the programmer should allow for the player inputting INSERT CARD IN LARGE SLOT if there is only one card present in the location. If TWO cards were present, then the response to the latter input should be "Please specify which colour card". If the player inputs INSERT RED CARD IN SLOT then the response should be, similarly, "Please specify LARGE or SMALL slot." The programming to cover these situations is very simple and doesn't require much memory.

If an adventure game does require multi-word inputs in certain situations, it is essential that the author/publisher mentions this fact in the playing instructions that should be supplied with the adventure, either on a separate sheet of paper, as a BASIC program that loads before the main adventure, or within the adventure itself. If the author/publisher does NOT supply playing instructions, then they are doing their customers a grave disservice.

However, if playing instructions ARE supplied and the player doesn't bother reading them - and I know that they often do NOT - then the player only has him/herself to blame when they run into difficulties regarding the inputs required by the adventure.

Were playing instructions supplied with the adventures Laurence Creighton has had trouble with and did he read them?

<p align="center">*</p>

This, and Steve's letter which follows, sums up the situation perfectly. I'm one of those players to whom Larry refers. I am notoriously bad at reading instructions whether they are on a leaflet or on screen. I know that it is entirely my own fault, and when I DO look for some form of guidance on paper or screen, it is usually available. (Barbara)

<p align="center">★★★★★</p>

From Steve Clay of Ellesmere Port, South Wirral .....

Enclosed please find the Amiga News and some bits for Probe.

In response to Laurence Creighton's letter in the May issue I would like to agree with his points about the two word inputs. However, I think that PAW is not to blame, rather the author using the system. If a player types INSERT CARD and all the relevant conditions are met then the command should work, also if the player types INSERT CARD INTO SLOT this should also work. What PAW enables the author to do is to allow for clearer inputs. If the author fails to make use of the versatility then he or she is at fault. Allowing for both inputs is extremely easy. Using the above as an example:

In the response table the author should enter the following:

INSERT CARD LET 43 4 LET 44 51 (Where 4 is the value of the preposition INTO and 51 is equal to the noun SLOT)

After this in the table comes the long input:

INSERT CARD PREP INTO NOUN2 SLOT AT 1 etc.

What happens is that PAW will read the first entry and allocate the word values and then drop out because there is no DONE or DESC at the end. It will then search for the long input. This method can obviously be extended for adjectives and any other word combination.

<p align="center">*</p>

That explains it much better than the manual, thanks Steve.

Also many thanks for the contributions. You are one of a very loyal band of readers who send in excellent material, and I can hardly wait to publish the "specials" you have written; at least *one* will be in this issue. (Barbara)

<p align="center">★★★★★</p>

From Derek Dooley of Eccles, Lancs.....

.... I am new to computers and adventures and find Adventure Probe an asset to have at hand, especially when I get bogged down in an adventure; I tend to read through other game hints and tips and try them out. The game that got me interested was "Tower of Despair" by Games Workshop Ltd.

Concerning "more readers" (Issue 4 page 37) how about win a game of their choice, or free tickets to their local game venue? I don't know if these have been tried before or are worth trying. I suppose it depends on available funds or freebies from companies etc.

As for reviewing software, I'd love to, but I do not think I have enough playing experience to make any valid and worthwhile comments.

All that's left to say now is "Thanks for taking the time to put Adventure Probe together. Thanks also to all your telephone helpliners, keep up the good work.".

<p style="text-align:center">*</p>

Derek describes himself as a "budding adventurer" and we need more like him.

It is getting difficult to reach potential new readers with the demise of several glossy magazines. Of those that are still going Commodore Force has given Probe the most publicity, thanks to Mandy and Ian. Tim (erstwhile columnist for Your Sinclair) mentioned the magazine whenever possible, and I even applied to YS, more out of devilment and curiosity than in expectation (see NEWS section).

The software publishers (especially The Guild and FSF) do their best by sending out leaflets with orders, and I have had a lot of enquiries and quite a few new readers this way. I don't think an expensive full page advertisement, the offer of free software or tickets to places of interest would bring in new permanent subscribers even if I could afford it. There is very little left of your £2 by the time a 52 or 56 page magazine has been printed and posted. What is left is soon used up buying stationery, the printing of administration forms, banking charges from 1st August, and postage for the occasional promising enquiry that isn't accompanied by an SAE.

Basically, a review is only one player's personal opinion. It helps if they have played a few adventures so that they can make comparisons, but this doesn't have to be hundreds of adventures, just a fairly wide range. I write down my thoughts as I am playing the game, e.g. "Gosh, I'll soon have a headache trying to read this characters set." "That was a clever response to my innocent input." "Why do I have to input EXAMI when X or even EXAM would suffice?" and "I like/don't like the storyline". Using my notes I draft out a few paragraphs, number them into a more logical sequence and them type it up. Usually the finished review is nothing like the draft, but it is the best I can do and is still what I thought about the game.

Give it a try. It doesn't have to run to pages and pages of text, leave that to the seasoned writers; a half page or less of A4 will do nicely. Why not try writing a review of the game you are currently playing? You don't have to send it in (it may already have been reviewed) but you would see how easy it is to write about something with which you are familiar. My problem is knowing when to stop writing!!!

<p style="text-align:center">*****</p>

From Ron Guest of Sheffield .....

I have no doubt you will have plenty of other letters in support of Mandy. I have had a couple of disappointments with other magazines disappearing along with subscriptions, without trace or apology.

Mike Brailsford and Mandy both wrote and replaced subscriptions for Spellbreaker! and Probe. Mandy wrote to everyone asking if you wanted a cash refund or goods in lieu, explaining that it would take a little time. Mandy is also repaying the "no replies", when most people (well me anyway) would have snatched at the "no replies" as a clear indication that no refund was necessary.

It was mainly Mandy's responsible attitude to outstanding subscriptions that gave me, and I have no doubt many others, the confidence to re-subscribe to the new Probe. Through this responsible attitude Mandy must have been instrumental in making the re-issue of Probe a success. So I think a vote of congratulations for her running of Probe and even more for the way she has handled the difficult circumstances of leaving Probe and helping to ensure its continuance.

One reviewer recently was unhappy with games that could be finished without full points. I have just finished "Four Symbols" and "Run, Bronwyn Run", without top points, but it hasn't affected my enjoyment of the games. Also this can be a bonus for players who wish to retrace their steps and try to find the missing points to get some extra playing time from the game. What I think is more niggling are two parters which allow you to load the second part without informing you of a shortage of objects to finish the game. Some dislike mazes, some dislike points, some dislike graphics, Cockroach likes nowt. Writers and reviewers (and cockroach) carry on regardless.

Following the controversy of over viability of an adventure writing system for the Amiga, I refer to Probe June 1991 issue. What happened to HATRACK II? Quoted at £29 as making it possible for the man in the street to write adventures. I find the art of writing adventures a complete mystery and am a bit dubious that moving my computer into the street would make it any clearer. But Jim McBrayne (of Holy Grail) who wrote the article, should know what he's talking about, or has some serious unbuggable faults come to light in Hatrack II since this article was printed?

•

Over to you Jim. Are you still dodging the traffic, or just biding time until the new TADS comes out? It will be nice to hear from a few Amigos, Atarians, etc.

I haven't heard directly from Mandy or readers about outstanding payments, but I think Mandy can assume that anyone she has *not* heard from by now wants a *refund*. There is a *very* loyal group of readers who, having discovered Probe, remain with it through thick and thin. I know I can't give everyone exactly what they want to read every month, one of the drawbacks(?) of an all-formats magazine, but I try to give as much variety as possible. Remember, suggestions are always welcome, also your points of view on anything to do with adventuring and vaguely related subjects.

It can be annoying when an author includes a scoring system and allows you to finish with less than a full score. Sometimes, particularly in PAWed games on the Spectrum, this is because the "examine (object)" command can add a few points but on reloading if you already know the response you *may* be allowed to omit this command.

I have just written a solution for "Quest for the Holy Something", and when I checked it by playing it through I had only 248 out of 250, yet I know I had managed a full house on previous occasions. Some authors program a game so that you get full points at the end, regardless of whether you have used all scoring commands and actions. What do readers think? (Barbara)

•••••

From The Grue! of Ormskirk and other dark places .....

Why do 16-bit text adventure authors write text-only games? A question asked by Larry Horsfield in the May issue of Probe. As an author of only one game so far, I would have to say that for me it was a personal challenge, to see if I could do it. I knew when I started I wasn't going to sell many copies but it was not about selling, neither was it for the love of it.

I have been fortunate in that my game has sold far more than I ever expected it to but the number of copies sold has probably not matched the number it has sold on 8-bit machines. Now the death of the Spectrum is almost with us and I do feel sorry for the likes of Larry who sells his games to help supplement his earnings, but as Spectrum sales gradually decline, does this mean Larry or any other of the 8-bit authors will stop writing games?

It's obvious that people don't upgrade to Amigas or PCs just so that they can play text adventures. No, these people want to play Monkey Island, Ultima and the like but there is still a place (albeit a small one) for the text adventure.

It takes quite a while for a commercial company to produce an RPG or graphic adventure, so I feel that the text adventure is an ideal infill between these sort of games and that's about all they can be these days. People don't want to struggle with syntax any more, perhaps we've become lazy and if you can't point and click then it's no good.

You will never sell enough copies to justify the length of time it takes to write/program a text adventure; if you can sell 10-20 copies you will have done quite well. As for myself, I hope to start my next adventure shortly, the main reason I'm writing it is for myself. If I can sell a few copies then that is an extra bonus and if one person likes it then I'll be very happy, but I'm not really in the same position as Larry.

It can be disheartening when you only sell a few copies of your latest game but I'm afraid that is the reality these days. Larry seems reluctant to produce 16-bit text adventures as there isn't a market for them, well soon there isn't going to be one for 8-bit text games either. Does this mean the end of text adventures .....?

•

Please keep writing them, Grue! I, for one, will always buy a copy. (two if on more than one of my computers) but despite what you say about "one person" I feel other readers should demonstrate their support and part with just a few pounds to show faith in text adventures. It is probably quite relaxing to point and click for a few hours in the evening, but surely some of you would like to occasionally get back to drawing maps, diving into the book of synonyms for that elusive verb, and imagining the scene as described on screen. (Barbara)

•••••

From Dorothy Millard, Croydon, Australia .....

After reading the review of "Land of the Purple Sea" by Vince Barker in the April edition of Probe. I checked out the program and found the problem regarding the RAM save is due to an oversight. I omitted to type it in on the database. In fact RAM save is available and will work, so anyone who has already purchased the game can use RAM save as per the instructions. Of course I will ensure that this is fixed.

With regard to listing exits, the problem as always comes down to space. It is a toss up when writing on the C64 between various things, i.e. long descriptions versus lots of locations etc. In "Land of the Purple Sea". I chose lots of puzzles as opposed to longer descriptions. Something has to give. It all comes down to memory restrictions.

*

As Dorothy lives a few thousand miles away, letters tend to take a bit of time to be delivered and the following are extracts from a letter received just as I was preparing this issue.

Thanks very much for the latest copy of Probe and your letter. I hate to say it but I must agree with your review of Million Dollar Great Jewel Heist. where you state that the scenario is a little hard to believe. I think the reason may make you smile though. Basically it was written just as a treasure hunt for a club competition. The scenario was put in as an after thought. The reason the gang hid the jewels though was hoping no one would find them so they could return for them later, and the reason they tied you with flimsy string was lack of time to find something stronger. Maybe I should have stated this!

Have you managed to play the C64 version of "Micro Drivin'" - I get as far as the cave system at Pyle where you are supposed to go to cave 33 and examine to find a ledge. I just cannot get this to work. I have two versions, an old cassette copy I purchased when I was in England a few years back and a disk copy from Tony (Collins of The Guild). Both are the same! I cannot find the ledge in any cave. Do you know if this is bugged or am I missing something? Even with the solution I can't get it to work.

"The Magus" (C64 version) is another one I'm having trouble with and again I suspect a "bug", but if so it is again in both versions. What happens is that I am unable to get the wand because I am challenged beforehand and the game freezes. Has anyone else had these problems or is it me?

*

Thanks for telling us the real story behind "Million Dollar Great Jewel Heist". The original didn't bother me too much at the time. but on reflection it didn't sound plausible.

I am making enquiries about the problems you have with "Micro Drivin'" and "The Magus". and will let you know as soon as I get anything useful. I think Steve. who reviewed "The Magus" in the April 1993 issue of Probe. may have had a similar problem. If anyone has any information please pass it to me asap. (Barbara)

*****

From Bob Adams of Welwyn Garden City, Herts.....

Happy seventh birthday to Probe and as I always say at this time of year. Happy (slightly more than seventh) Birthday to me as well.

A couple of letters/articles in the May issue created in me the desire to reply. Firstly was Mark Walker's experience of AGT Master and his disgust with the author and beta testers of it. Can I suggest that anyone that takes Mark's advice and writes a letter of complaint to Softworks about the "problems" he quotes, may well find that they will hear the sound of hysterical laughter travelling all the way from California! The author has not got it wrong Mark, you have.

Unfortunately you have committed the cardinal sin of not reading the manual. The "DoneWithTurn" condition that was giving you so much grief is optional. If you do not want AGT to finish at that point and look for the next input from the player but instead, to go onto parsing the players current command, then you just leave the "DoneWithTurn" out. This is clearly explained in the AGT manual and ably demonstrated in the sample adventures supplied with the standard version of AGT.

A bit of a news update reference AGT Master. June 15th will see an upgraded version (V1.5) released. This will include (I quote) "several great enhancements - including animation support, SoundBlaster, much improved question and answering capabilities." I have spoken to David Malmberg and he assures me that those without a sound card will still be able to use it and that it will work fine on a PC286 but it does need at least 512K and a hard disk. A word of warning here; 512K probably means available memory AFTER Dos has loaded! AGT Master is still only available for the PC at present. My copy should be arriving shortly so I'll post any relevant comments to you asap.

I'd like to say how much I agreed with all the comments made by Laurence Creighton. I am still a "verb noun" adventurer and I only stop to think of a more complicated input when that fails. If "OPEN DOOR" achieves the desired result then why not use it? Why should we have to waste time and more importantly, destroy the atmosphere, by trying to guess the author's devious syntax? So what if the parser is capable of recognizing "TWIST THE BRASS DOOR KNOB SLOWLY WHILST WHISTLING COLONEL BOGEY" if all it does is open a bloody door anyway! Sure, it is nice that adventure utilities today can make use of adjectives, adverbs, prepositions and noun synonyms etc. but don't let us get too carried away with their use. My favourite pet hate is finding out after hours of typing "EXAMINE DOOR" only to find that the correct input is "EXAMINE DOOR CLOSELY". Huh? If you check the word "Examine" in the Oxford Dictionary you will discover that it means to "look closely at". Therefore this author is actually asking you to input "LOOK CLOSELY AT THE DOOR CLOSELY"! What utter rubbish.

Thirdly was the letter from our own Leisure Suit Cockney who is suffering from Amiga-itus and wailing "why is it so complicated?" The basic (ugh!) difference between the 16-bit Amiga and the 8-bit Speccy and CPC is, that the 8-bit computers have BASIC built in. So that little cursor you get at switch on inviting you to type "RUN" or whatever, is actually the BASIC rom talking to you. The Amiga does not have this but instead relies on (in standard format) a mouse controlled user interface called Workbench. For the average games player this is sufficient as all they have to do is slap a self booting disk into the drive and let the Amiga do its thing. But as Larry has discovered, this doesn't suit everybody all of the time and here the Amiga has all the answers. It is totally configurable.

You can set it up to work exactly how you want it to but you have to get your hands dirty. By this, I mean reading the manual and experimenting. I have tried to explain to Larry about changing the startup sequence, using the Shell, altering menus etc. etc. but I think he is a bit reluctant. He reminds me of a car owner who is a very good driver but has never looked under the bonnet in his life. There is nothing wrong with this but it does make one look a bit silly when you discover that the reason for the Amiga appearing "slow" is because you haven't changed out of first gear.

Anyway, enough of this or else I'll start to sound like Hugh Walker and Tim Kemp. Have you noticed how I've kept out of that "discussion"? Thank you Adventure Probe for being there and long may you continue to be so.

P.S. to the Grue: Need any compost?

<center>*</center>

Many thanks for your best wishes, and Happy Birthday to you, Bob. I hope both you and Probe are around for a few more years yet. I had trouble finding adventures connected to the number 7, I hope 8, 9, 10, etc. are easier!

I haven't heard from Hugh, perhaps he feels the "discussion" has gone far enough.

Advice on how to use the adventure utilities is always welcome, especially as the manuals can be a little confusing to some of us. I will never write an adventure for the simple truth is that I can usually read databases but wouldn't know what to do if I had to start from scratch. (Barbara)

<center>*****</center>

From Christopher Hester of Baildon, and Adventure Coder .....

I was disgusted to read about someone writing to the Inland Revenue about poor Larry Horsfield. Name names, Larry! But the Amiga he finds more complicated than his Spectrum is because it can do so much more! It's like riding a bike and complaining because you find a car too complex to use! As for automatically loading programs, my Atari STE can be easily set up so you just <u>turn it on</u> and a chosen file can be loaded and run with nothing for you to do but wait - and a few seconds at that.

Of course the Amiga "Protext" is more complex than your 8-bit original version, Larry. - again it's a case of it doing much more, due to the extra memory in the Amiga!

I quite agree with Laurence Creighton about his preference for logical <u>two-word</u> inputs for simple commands in an adventure. I'd also insist all adventures allow X for examine, I for inventory and so on. (Remember "The Pawn"? Aaaghh!!)

Finally, Tim Kemp forgot an adventure magazine in his list of "kept-going's" - ADVENTURE CODER - four years old in July 1993!

<center>*</center>

You have to be very very sure of your facts before you can risk "naming names"! It is a very unsavoury affair which most of us wouldn't wish on our worst enemy. Larry has told me what the Taxman Demandeth, and I don't think it is at all reasonable. Let me know if I can do anything to help, Larry.

I decided long ago not to get too involved with complicated programs on my Atari. and so far I have succeeded. I think it would be a good idea if there were several levels of the same wordprocessor. desktop publisher. etc. so that a novice can learn a little at a time without being confused by too many options, many of which are never used. They also take up a lot of RAM and I can very soon run out of memory when typing up the magazine.

Several readers have written about "Input in adventures" so I will only comment on the fact that I get frustrated if the game only accepts either IN or INTO. and ON or ONTO but not both.

By the time you receive this it will probably be July, so Many Happy Returns to Adventure Coder, Chris (Barbara)

<p align="center">*****</p>

From Jay Honosutomo of Hemel Hempstead, Herts.....

Hi! Here's a review of "Tax Returns" on the Amstrad. I should have the review of "Tupperware Salesman" by Simon Avery ready for you quite soon.

On the subject of Simon. maybe you could inform the Probe readers about the sad news of his departure from Amstrad (and it would seem. 8-bit) adventure writing. Simon has decided to switch over to the PC where he can take advantage of much needed memory space for his games. His last game on the Amstrad will be released through Public Domain (I think this is due to the insurmountable problems he is having with it) and will be called "Sci-fi". I understand that it is his largest yet. covering 150K of memory space. theoretically confining it to disk-only, I'm afraid.

This is bad news for 8-bit owners and I certainly will miss Simon's touch of humour in WoW Software. Anyway. all you lucky PC owners out there are in store for a great time. I wish Simon all the best with his future projects.

Finally. may I. through the pages of Probe. give a very overdue word of thanks to both Lorna Paterson and Peter Clark. Their responses to my plea for help in a previous issue of Probe was gratefully received. Once again. thanks!

<p align="center">*</p>

Many thanks for the contributions. The review is in this issue. also your Amstrad News column under the guise of "Jeremy's Newsdesk".

It is sad when an author no longer writes for certain computers. but I hope PC owners give Simon the support he deserves. By this I mean you will have to actually *buy* his games. the best way of showing you appreciate his work. I will have to content myself with playing the Spectrum/Commodore conversions of his Amstrad originals.

/know what a great bunch of helpful readers you are. and it is nice to see a "thank you" in these pages. It can get very expensive to send individual thanks. so I am pleased to print Jay's in this issue. If anyone has any other words of praise or thanks for someone. just send them in - believe me. It goes a long way to encourage the friendliness in the world of computer adventuring. (Barbara)

<p align="center">*****</p>

From June Rowe of Launceston, Cornwall .....

I enjoyed reading Mandy's letter, and would wholeheartedly agree with her that it is impossible to please all the people all the time, try as you may. I was quite happy with Probe under Mandy's editorship, and I'm quite happy with it now, under your control, because both of you provide a means of keeping in touch with other adventurers and the adventuring world in general.

I noticed in the NEWS column on page 45 (of the April 1993 issue) that Tony Collins of The Guild has decided to extend the THE FABLED TREASURE OF KOOSAR competition until 1st October. This struck me as odd, because this morning I received a game I'd ordered from The Guild and a note replying to my question "Who won the competition?" as I had sent in an entry myself, before March 31st, which was the then closing date. Tony's note said that the competition had been won by Derek Addison of Bedfont (wherever that is!) Lucky Derek, wherever he lives! *(I believe it is in Middlesex ... Barbara)*

Anyway, whether on not there is/was a competition, I was glad I bought THE FABLED TREASURE OF KOOSAR. It is an interesting little game, with some intriguing puzzles, particularly the cryptic message on the back of the picture. I hope Doreen Bardon (the author) won't mind me quoting it, because it really occupied my mind for a while. It was this: If SAVE = 7 and QUIT = 13, what would JOKE and MAZE be?

I must add that there was a clue elsewhere in the game, but I missed it for a while.

The answer? There's only one answer to that - buy the game and solve it for yourself!

*

I contacted Tony who said that the original competition *has* been won by Derek Addison. A *new* competition is now in operation for those already entered but didn't win, plus new entries send in before the closing date of 1st October 1993, so you still have a chance of winning EVERY adventure The Guild EVER produces for your computer. What a wonderful prize. (Barbara)

*****

7th BIRTHDAY QUIZ compiled by DOREEN BARDON

Can you name the following?

7th Roman letter

7th Atomic Number Element

7th Planet from the sun

7th Book of Old Testament

7th Roman Numeral

7th Commissioned officer in Navy

7th Commissioned officer in Army

7th Commissioned officer in R.A.F.

REVIEWS

BIRTHDAY SURPRISE

Written by Doreen Bardon

Reviewed by Barbara Gibb on a C64 & Spectrum

Although this adventure has been around for quite a while, I thought Probe's 7th birthday issue would be an ideal oppportunity to review it.

It is a simple idea. You awake early in the morning on the day of your wife's birthday and decide to treat her to breakfast in bed. Being careful not to disturb her, you search around the house and garden, collecting the necessary utensils and ingredients to make a pot of tea and boil an egg and lay them nicely on a tray with the necessary crockery, cruet. etc. You also have to choose and pick a nice rose, and still find time to retrieve the card and present from their hiding places.

The situations are well observed and probably familiar to most readers. Nothing is illogical, making it suitable for beginners, yet it may still cause a few minor problems to the more experienced player. A time limit has been set before your activities awaken your wife, but it isn't too much of a chore to restart - there are only 22 locations and you soon learn the quickest sequence.

Birthday Surprise must be the best bargain around, for it is FREE when you buy Doreen's (and Arthur Simmon's) other adventure, THE FABLED TREASURE OF KOOSAR, and there is still time to enter the COMPETITION - please see my reply to June's letter elsewhere in this magazine.

Available from: The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham, B24 9NX Price: Commodore £2.50 on tape or disc Spectrum £2.50 on tape only.

*****

THE CURSE OF CALUTHA

Written by Laurence Creighton

Reviewed by Gareth Pitchford on a Spectrum

I've had The Curse of Calutha sitting on my shelves of software for quite some time and I never seemed to get round to playing it properly. At last, with the amazing appearance of Easter, free time materialized and the chance to play it came ...

Curse of Calutha was written by the master of Spectrum QUILLed adventures, Laurence Creighton. Unusually, for him, it's a two-part adventure.

The plot goes something like this .... You've always been one for tales of lost treasures and so when you hear the story of Calutha while on a hiking trip, and of his great treasure which he hid in a place called the Caves Of Lights, you decide to have a go at tracking it down. Of course, you don't believe one word about the curse that is meant to protect the resting place of the treasure.

The game starts in a clearing where there's a deep pit. It's too deep to climb into, but you'll undoubtedly find something around to help you. To the east is a bus-stop which has the usual advertising poster .... you might have trouble obtaining it at first but think what you do when you remove wallpaper or the sticky labels off the sides of tins. Also at the bus-stop there's a piece of paper .... It's the solution sheet to Curse of Calutha but unfortunately the ink has faded and the only bit that's readable tells you about some of the command abbreviations and not to say CALUTHA. Believe me, don't type CALUTHA ... well, not unless you've saved your game first.

There's plenty of objects just lying around in the first few locations. From a jam-jar to a packet of mints they may not seem useful at first but, as this is an L.C. game, they may well be (or may not be!). Around the first location is a quarry, a church and a lake. The boat by the lake will undoubtedly enable you to get across, but you'll need to do something about the hole in it first (or learn how to keep it afloat .... Ed). South of the lake is a forest and (guess what?) it's a maze. It's quite easy to map and there's three locations of interest. One is by a tree which has a rope-ladder in it's branches, another is a place where you'll find a tramp, while the third is the square of a small village (complete with lots of new shops and even a public house to visit).

The rope-ladder proves a bit of a problem at first. It's caught in a branch and the only way that you can get it free is if you climb the ladder and free it. The only problem is that you'll then find yourself falling to the ground on the ladder (to a lovely sound FX of which there are plenty in the game). The trick is to make sure that you stay up while the ladder goes down ... pretty simple if you really get to grips with the problem (and the tree!).

As I mentioned before, there's a lot of objects around and you'll need to ferry these about quite a bit (sometimes literally) because of the limit of objects that you can carry at one time. When you do eventually get across the lake, don't think that you won't be back .... believe me you'll be crossing that lake more than once in this game.

Part two is entered by the use of a password and is more of the same sort of thing .... there's even another boat and another lake to cross. You start in the Caves Of Light although you don't really stay there for long. This part does seem to be a bit bigger than the first part, but if anything I'd say that it was slightly easier .... though maybe I found it easier because I was more in tune with the author after the first part. There's even a nice little old wizard to meet who'll give you a bit of a hand if you've got something he wants.

Laurence's text is pretty minimal when it comes to location descriptions, probably due to the memory restrictions of the Quill utility, but he still manages to incorporate a lot of hints into the text (and you'll no doubt need these!).

Overall, Calutha is definitely a game full of puzzles and plenty to do. It can get a bit tedious in places when you find yourself constantly retracing your steps but the puzzles are interesting and original enough to keep you wanting to press on further into the game. Not one for the inexperienced adventurer but it will keep the more seasoned hands busy (and John Wilson sending out help-sheets) for quite a while.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX
Price: £2.49 on tape, £3.49 on +3 disc.

*****

GREAT MISSION

Written by Sameen Ullah

Reviewed by Dorothy Millard on A C64

This game has to be played to be believed. You are agent Harry and the object of the game is to succeed in your new mission ..... which of course is top secret.

In the original game, when you examine the white house to see the door a flag is set which prevents you taking the photograph in the attic later on, which is necessary to complete the game. This has, however, been fixed by myself in the version on offer from The Guild, but the spelling and grammar is as it came! Would keep a playtester busy for hours! Throughout the game the author keeps telling you it is GREAT, but despite the name it is not.

Don't be tempted to skip any actions as they add to your score and 100% is necessary to complete The Great Mission. Throughout the game it is very easy to die for no apparent reason, sometimes just for going in the wrong direction, so make sure you save often.

One thing I really enjoyed was putting on my trunks in the E & D HQ reception and hoping the blond lady would return while I was in the middle of changing (this being the only place where it is safe) and then proceeding to board a blue taxi wearing only my trunks, followed by a green taxi and a red taxi (very colourful they are!). You then visit the newsagents, still clad only in your trunks, board a plane to Musk and take another colourful taxi before eventually arriving at the beach where you must be wearing the trunks, or for some obscure reason you die.

Another amusing incident occurs when you give the burger to the man, who after one burger becomes a fat man. In the shopping precinct be aware that the author considers this to be a room, so you must EXAMINE ROOM to find an important object. The game isn't all bad, some of the puzzles are quite interesting although not challenging, but for a public domain adventure it is OK, and wandering around the taxi ranks, newsagents and airport in my swimming trunks did make me smile.

WHO DONE IT?

Written by Sameen Ullah Reviewed by Dorothy Millard on a C64

In Who Done It? you are Jack Stalk, a detective, and must crack his latest case.

This game is written by the same author as Great Mission *(see above)*. The spelling and grammar are up to the same standard, for example "detective" is spelt three different ways. An amusing incident occurs when buying the last torch from the man in the hardware shop's wide range. Perhaps he sold them all!

Again you will be travelling by taxi to various locations but the puzzles are much more logical than in The Great Mission. You must collect enough evidence then carry the culprit into the sitting room where Inspector Boob is. Not a bad game if you can stand the spelling and grammar.

Both available from: The Guild Adventure Software, 760 Tyuburn Road, Erdington, Birmingham, B24 9NX Price: £1.50 for 4 titles from the Pick 'N' Mix catalogue, on tape or disc. Cheque/p.o. payable to Glenda Collins.

*****

HOOK

Reviewed by Steve Clay on an Amiga 600

A long time ago Peter Banning was .... Peter Pan! Now his past has come back to haunt him. Peter Banning's two children have been kidnapped by Captain Hook and whisked away to Neverland. Your quest, as Peter, is to return to Neverland and rescue your offspring!

Hook is a graphic adventure from Ocean and comes on four disks. Disk 1 is a superb animated introduction with a toe-tapping sound-track. Disks 2-4 are the game itself. There is no laborious disk swapping as each section is held on each disk. The manual that comes with the game is lacking in information and there is no mention of how to save your position, however this is straightforward; in the inventory window is a disk icon. Click on this and you will be taken to a save/load game screen. From this screen you can save or load or even format a disk. You can save up to 5 positions to one disk. One nice touch in the manual is a note that informs the user that attempting to copy the game disks may corrupt them and leave them unusable. Two lines that should put most casual pirates off!

The game area has two thirds of the screen used up for the location graphic. The artwork is unbelievable. Truly excellent pictures abound. The lower third is the control panel and inventory. You have only 5 commands at your disposal LOOK, TALK TO, PICK UP, USE or GIVE TO. The use icon can be used to use an object on its own or to use an object on another object, such as using the rope on the anchor will tie the rope to the anchor. Based as it is on the film of the same name it is nice to see humour abounds. Early on there is a visit to the dentist and the sampled dentist drill as you lose a couple of your gold teeth is brilliant, also the way the blood splatters around.

Interaction is vital if you are to get anywhere and here was the only real problem with the game. The replies to your questions are shown briefly and reading them is for speed-readers only. The way around this is to press the pause key as soon as the message is printed on screen. You can pick up clues by noting the ramblings of various characters, such as the barman early on who gives you some information that will allow you to solve two puzzles as long as you know how to make use of it. The early stages of the game see Peter looking for a pirate suit so he can get aboard Hook's ship. Later on there is a maze to negotiate and of course the rescue of the children. The gamesplay side has been well programmed although the small number of actions available is a slight detraction. Overall I have no hestitation in recommending Hook as for the price I paid it is great value for money and provided hours of entertainment!

Available from:

Special Reserve, Amiga & Atari £11.99 - 1 meg. required and mouse (Steve says other small rodents are not catered for!) PC £12.99.

TAX RETURNS

Written by Steve Clay

Amstrad conversion by DBE and NJP

Reviewed by Jay Honosutomo on an Amstrad
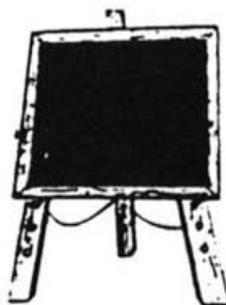
Talk about being worked to the bone. No sooner had you returned from Tripe on the Wold on your first assignment, then as if by magic, you're transported to your next tax-collecting task! Tsk! Oh well. At least this lot sound *slightly* saner. "Snow White and the seven short guys". Hmmm. Let's see how hard it is to prise this lot from their money. You start off outside a cave where you encounter your first problem. There's no light in the cave. What you have to do is complete the task in the light generation building to activate the lights within the cave. This isn't too demanding and before long you should find yourself exploring the underground domain of the aforementioned group of debtors.

Nomarks is pretty easy to overcome, but I bet you won't be able to resist laughing at this daft antics. Likewise, Blotto isn't too much of a hard customer and pays up after a little clever thinking. Potboy, a local nightclub owner, requires his cellar to be re-organized. This is a nice puzzle which serves as a confidence booster to face the other tasks.

On a slightly harder scale, Snow White's puzzle needs some intelligent thought before she's overcome. It's just a matter of time before you solve it, though. (Hint, hint.) Next was Gadget, whose puzzle takes place in a different set of locations than the underground setting. This one needs a little foresight before you can progress.

I was stuck completely at Trapper: his puzzle had me banging my head against the computer for ages, but thanks to a little help from Isla Donaldson, I managed to tackle it without any further headaches (once again, thanks Isla!). I then hoped that Trapper's apprentice, Parser, was going to be easier. Boy was I wrong! After spending ages ploughing my way through Parser's series of puzzles, I finally found myself at the door of one Banker the short guy. Now, if you paid close attention to your surrounding while dealing with Gadget, then you've already overcome the problem of opening the door. This, incidentally, is the easiest you'll get with Banker. Toughest nut to crack of the lot, I thought, but in retrospect I should have thought more imaginatively. A classic and ingenious-timing-type puzzle ....

Tax Returns has a LOT to live up to after the award winning Taxman Cometh (which won the award for "Best 8-bit adventure" at the previous Adventurers' Convention.). I'm really pleased that it has managed to pass the grade quite comfortably. It seems that Steve can effortlessly combine hilarious (and often corny) puns with some ingeniously-clever puzzles (and I *mean* ingeniously-clever puzzles), a great asset for an adventure writer. I firmly believe that a great adventure can be made more so with a little humour, and this is a perfect example.

A truly excellent game from Steve. I wouldn't be surprised if Tax Returns receives the same award it's predecessor won a year ago. Brilliant.

Amstrad version available from: WoW Software, 78 Radipole Lane, Weymouth, Dorset. DT4 9RS. Price: £4 CPC disc, £2 on tape - please state 464, 6128 or PCW when ordering. Cheque/p.o. payable to J G Pancott.

Spectrum version (reviewed March 1993) available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX Price: £2.49 on tape, £3.49 on +3 disc.

KIDNAPPED

Written by Jack Lockerby

Reviewed by Barbara Bassingthwaighte on a Spectrum

The story so far. The year is 1751, some 25 years after the battle of Culloden and in the Highlands there is still a strong feeling of passion for Bonnie Prince Charlie. However, having lived in the Lowlands you know nothing about such fanaticism and even less about politics which brought it on in the first place. You do remember your parents talking about the Jacobites, recalling the times when the clans gathered under one banner, but such things hold no real interest for you and you easily flush them from your mind.

You play the recently orphaned David Balfour. Your task is to regain your inheritance from your evil uncle Ebenezer, who is at present the laird of the house of Shaws. You will need proof of your identity to give to Mr. Rankeillor the solicitor.

You start the game outside your house, nearby is a haystack which I had a little trouble with whilst trying to examine it. There was a certain input I found slightly obscure (maybe it's me). (No, I also had trouble there .... Ed)

Before you go too far, don't forget to say "goodbye" to Mr. Campbell the minister as you promised. I found most characters willing to help, if asked. However, when you get to Shaws, don't expect old uncle Ebenezer to be friendly, because he's not. All he wants is to get rid of you, so don't trust him. You need to be as devious as he is to get what you want.

He takes you to an inn and asks you to wait while he visits a Captain Hoseason of the Covenant, a slave-trading ship. You become suspicious and decide to leave the inn. As you do so you feel a bump on the head and all goes black. You wake up on board the Covenant where you meet Alan Breck who helps you escape. Alan leaves you and you head for the moors to be confronted by Red Fox and his redcoats looking for Alan. A shot rings out and Red Fox is dead. You now have to escape across the heather-covered moor, followed closely by the redcoats. Eventually you meet Mr. Rankeillor and show him proof of your identity.

I think Jack did well to follow the storyline of this classic novel, inserting many problems to stunt your progress with his usual expertise. Well thought out, Jack. I really enjoyed it. More please.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX
Price: £2.49 on tape, £3.49 on +3 disc.

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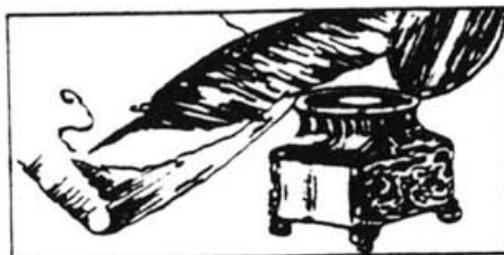
HOUSE OF THE 7 GABLES

Reviewed by Barbara Gibb on a C64

This is a fairly interesting Public Domain adventure requiring you to search a seven-gabled house to find eight treasures which have to be dropped in the living-room. Unless you are carrying the compass you won't be allowed to move around. Several ghouls "inhabit" the house, one of which appears at random and kills you on sight, usually when you have managed to collect a few treasure. The vampire is easy to get rid of and so is the witch.

Nothing is hidden so don't waste time trying the examine things. A minor bug occurs when you try to drop the bucket after you have used it, otherwise it is a nice easy hour of play, a little longer if the ghoul is very active.

Available from: The Guild Adventure Software,
760 Tyburn Road, Erdington, Birmingham, B24 9NX
Price: £1.50 on tape or disc together with 3 other
titles from the Pick 'N' Mix catalogue.

★★★★★

CASTLE DUNGEON

Reviewed by Damian Steele on a C64

This is a joystick-controlled "adventure" from The Guild's Public Domain collection. I found that it was necessary to load this game from Basic as the fast load on my Action Replay cartridge caused overflow errors.

The idea is to roam through a randomly-created maze and find 3 bombs before they go off, thus destroying the castle. Sounds simple, huh?

To make things a little more challenging, the maze is masked except for a small square (approx. 1.5 inches) around the player icon. Also within the maze are two varieties of instant death - the player-eating beast and the deep hole. Both of these can be "defeated". The beasts, of which there are 6, can be killed once you have found the sword; the holes can be passed by using your "Levitate spell", simply press "L" on the keyboard whilst pushing the joystick in the direction you wish to go. Another random feature is the door. There are 5 of these and they can be passed only with a key (2 of).

All this must be done within 3 minutes or the bombs explode, but you won't know how much time remains as there is no on-screen timer. All in all though, the game is worth every penny of the 37.5p I paid for it.

Available from: The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham, B24 9NX Price: £1.50 on tape or disc with a choice of three other titles from the Pic 'N' Mix catalogue. Cheque/p.o. payable to Glenda Collins.

★★★★★

GOBLIINS 2

Reviewed by Neil Shipman on a PC

As players of games like Captain Blood from Exxos or Chronoquest from Infogrames will testify, the French have always had a rather unique approach to the design and production of computer adventures. Five graphic goodies to recently find their way across the channel include Gobliins and Gobliins 2 from Coktel Vision. (The additional vowels in the titles are deliberate, denoting, as they do, the number of these crazy characters in each game.) The demon Amoniak has kidnapped King Angoulafre's son, taken him off to a far and distant land and made him into his jester. Domenic, a powerful warrior and rightful king of this land, has also been seized by the demon who now rules over its starving subjects from the safety of the king's castle. By directing the actions of a couple of cute gobliins, Fingus and Winkle, it's up to you to mount a rescue operation and free the Prince Buffoon.

The locations in this adventure make up small worlds of two to five screens and all the puzzles in each world must be solved before it is possible to progress to the next. After a short, humorous introduction in which your task is explained to you by the wizard Modemus, you start in the village near the castle.

Two more screens are immediately accessible, namely, the fountain outside the wizard Tazaar's cottage and the giant lying asleep on the hill. It shouldn't take you long to open up another screen depicting the interior of the cottage and you will then be able to move between these four screens which comprise this little game world.

Solution of all the problems in this first part with, finally, success at passing the giant, means you can move on to the next section which begins outside the front of the castle. This world is made up of five screens, three of which you can wander round straightaway.

The fairly gentle start introduces you to the two intrepid adventurers, lets you get used to controlling them and allows you to become familiar with the game's interface.

The gobliins are very different in character from each other. Fingus tends to be serious and careful and will talk politely to other folk whereas Winkle is a joker with a care-free attitude who is more than likely to be rude to the game's other inhabitants.

However, they work well as a team - as, indeed, they need to if progress is to be made. For example, Fingus works the fountain whilst Winkle fills the bottle. Timing their movements correctly is, therefore, crucial. Fortunately, they cannot be killed, nor does the supply of key objects dry up so, if you fail at a certain point you just need to try an action or sequence of actions again - and probably again and again and again - until you succeed.

Both gobliins are on the screen at the same time and you change control from one to the other simply by clicking on it. (They are a sensible size, being three or four times bigger than a lemming.) The game's objects are shared between them and there is just the one inventory which can quickly be brought up by clicking the mouse's right button.

Rich, colourful, uncluttered, cartoon-style graphics depict the locations and characters and take up 80% of the screen. Immediately below is a small window for a couple of lines of dialogue and, at the very bottom, a single line for identifying objects and characters and showing your use of objects, e.g. USE bottle ON water.

When you move the cursor to the top of the screen an information panel drops down. This shows seven icons: game management (15 save positions are allowed), joker (available on most screens to provide helpful clues), note-pad (saves trees!), inventory, object exchange, movement (a short cut to other screens) and options (change type font and turn music on/off).

Although there is no scrolling between screens, animation of characters and events is excellent. Even when you're sitting there wondering what to do next the goblins don't keep still: Fingus repeatedly turns somersaults and whistles a tune (even underwater!) whilst Winkle flips a coin - and both tap their feet impatiently. If something you try doesn't work they are likely to give a typical Gallic shrug whereas if it does they'll probably give you the "thumbs up"!

The game gets harder as you progress but I found dealing with the demon and his henchmen in the throne room the most difficult part. Indeed, I must admit to having had a good deal of help from Russell Alcock at Digital Integration (who market the Coktel Vision titles in the UK). Customer support is excellent.

When you register your purchase you get membership of DI Select which includes a £5 voucher, a 10% discount on the next game you buy, a list of special offers and a quarterly newsletter. (Software available includes a number of flight simulators for those of you who are interested in that sort of thing.)

Gobliins 2 is unlike anything I have played before but I enjoyed it so much that I shall be taking a look at other Coktel Visions games, particularly as I have just read that there is a Goblins 3 in the pipeline. If you fancy a frustrating but humorous challenge in a colourful cartoon world then you might like to give it a try. A most amusing diversion!

Gobliins 2 is distributed by Digital Integration Ltd, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey GU15 3AJ.

Price: PC £34.99, Amiga, Atari ST/STE £29.99

★★★★★

SQUEAK!

Written by William Quinn

Reviewed by Damian Steele on a C64

This is a Public Domain adventure written on the GAC. The point of the game is never actually made clear and the action takes place in typical Quinn settings like The Park, The Gates of Heaven and Outer Space.

The puzzles range from scaling a fence to finding the one object in the entire universe that the space alien wants. I found this game obscure to say the least and seriously doubt that I would have got anywhere without the solution. All in all though, the game does only cost £1.00 and would provide a suitable challenge for those who require a more difficult adventure.

Available from: The Guild Adventure Software, 760 Tyburn Road, Erdington, Birmingham, B24 9NX Price: £1.00 Cheque/p.o. payable to Glenda Collins

★★★★★

R.J.'S ULTIMATUM

Written by Dorothy Millard

Reviewed by Steve Fairbrother on a C64

After five years lazing around at home (probably playing adventure games), R.J. has been kicked out of the house and told to find a job. Having no money, and an appalling dress sense, this is a bit of a tall order.

He (I'll assume he, as later in the adventure R.J. winks at a woman) starts the game outside the house, dressed in bleached jeans, a studded jacket, a large earring and hair combed into a green mohawk. A quick examination of his belongings reveals a small object. Wandering around the currently accessible parts of town he comes across Jakes Avenue, along which most of the action takes place. Amongst the nearly 40 locations R.J. comes across are a school with careers office, an employment exchange, a ball-bearing factory, a cafe, a charity shop, a boarding house, a railway station, a bus stop, a disco, a cinema, a skating rink and a park with tennis courts and a pond.

The program itself is written using the Quill, which means fast responses, even when the words are not understood. Unfortunately it doesn't seem to cope too well with more than the one or two word VERB and NOUN input. Hence there is the odd bit of the program where a sentence must be entered in two separate parts, such as JOIN QUEUE, 2 and GET REFERENCE, A. The full range of abbreviations e.g. I, R, X, etc. are understood.

The program is almost bug free, the only problem seeming to occur when R.J.'s inventory was full, when I managed to receive a second copy of reference B and was given a second lot of 55 dollars by an Aunt. Unfortunately I hadn't been able to spend the first $55, so that just disappeared! However this is not significant enough to spoil enjoyment of the game.

One notable feature of the game is that it stores a time of day clock and certain people (and animals!) only turn up in locations at a specific time of day. Similarly most of the "shops" shut in the late afternoon, except of course the disco, which opens evenings. At first this led to much frustration, because if you do not manage to stay in the boarding house overnight, you fall asleep from tiredness and end the game in hospital. Once this initial problem is solved (getting enough money and a pen to sign the register) this becomes less of a problem and makes the game feel more realistic. The WAIT comment is included to save any unnecessary delays in playing the game.

The puzzles are mainly solved by eXamining objects and the odd item in the description, talking to the immobile characters or being in the right place wearing the right clothes, although there are the odd obscure commands need such as Join Queue and Rent Room.

Overall, a pretty good game with several problems to solve before R.J. forges his way to a cushy executive job; although the things changing according to the time of day and a lack of Help may put the less persistent off. 7/10.

Available from: The Guild Adventure Software. 760 Tyburn Road, Erdington, Birmingham, B24 9NX Price: £3 on tape or disc. Cheque/p.o. payable to Glenda Collins

*****

DIARMID

Written by Dennis Francombe

Reviewed by Barbara Gibb on a Spectrum

This is a story of intrigue, magic and love. It tells of Diarmid's adventurous rescue of his beloved Grainne from the villian Black MacMorna who has imprisoned her in the Castle of the Mists.

I could easily visualize the scene as I read the poetic words on the screen, and my expectations were confirmed after only a few locations when a red-bearded man changed into a little red bird which regarded me with a bright unwinking eye. I had a few moments of uneasiness when the dreaded "hunger syndrome" caught me out, but this turned to amusement when I discovered the cure. From then on the sense of magic was always in the air.

In the Lost Lands I had to help animals who would repay me later, provided I knew their names! This is also where I had a bad encounter with some bees who became very angry when I stole their honey, and a bear who wouldn't let me proceed. Dennis is kind to his animals (hint!), unless they are bees or dragons. In fact animals play a big part in this adventure. The red bird will reappear after you have helped the salmon, eagle and ram to tell you in which region you will find their names, each one an adventure. It isn't long before you are sailing the Sea of Serpents, a very aptly named stretch of treacherous water. Here you have to help a mermaid who is being attacked, your chivalry will be well rewarded and should give you the means of performing some vital magic of your own. At times you may think you have nowhere else to go, but be in the right place at the right time (not too difficult) and just maybe the breeze will blow or sunlight will reveal an exit. It is touches like these that make this adventure so playable, at least for me. I really don't know why players don't take to them!

To get into the citadel of Black MacMorna in part two you will need a password. Does a battered shield wedged in a tree sound familiar? (This is a very neat link with Dennis' other fantasy adventure, Fisher King, and I hope I haven't given too much away - anyway, it isn't on the shield!). Part one is linear, but part two is very different because you will have to thoroughly explore in, around and under the castle. Now you will know what you are up against, for guards seem to be everywhere and they don't like weapons inside the fortress. You are also a little afraid of the dark. If you perform the right action the red bird will make another appearance and, as in part one, note where it perches for it is giving you a clue. Provided you have been observant in part one I'm sure you will succeed and rescue Grainne.

I won't bore you with details of what PAW commands are used, suffice to say that they are simple, and you are told at the beginning of part two how to control Bran, the big dog you should have rescued at the end of part one.

The text contains subtle hints, especially in response to EXAMINE (shortened to X), and the location text colour reflects the landscape i.e. yellow for the Stoney Mountains (the spelling is deliberate), blue for the Sea of Serpents, green for the Fantasmic Forest. The puzzles aren't obscure if you read the clues in the location text and the messages. You won't find "out of place" objects, every one is in its natural surroundings and has a specific purpose. It all seems so plausible! - talking animals, clothes that teleport the wearer, illusions that can give you a very nasty surprise.

The adventure starts off quite gently then builds up to a grand finale and a "they lived happily ever after" style message.

Dennis Francombe is a great storyteller. I don't know if DIARMID is based on a particular Irish folklore but it has that authentic air about it, just like his Fisher King, (Quest for the Holy Grail) which for some reason has never been reviewed in Adventure Probe. I have been meaning to do so for some time, and hope it will be very soon. If not, I think it will make an excellent Serialized Solution now that Jack's Bounty Hunter is nearly finished. If I don't receive any other suggestion and/or a review of F.K. I will see what I can do for the August issue.

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

*****

QUEST FOR THE HOLY SOMETHING

Written by Craig Davies

Reviewed by Barbara Gibb on a Spectrum

Well, according to the scrolling text at the beginning, Craig began writing this adventure in 1986, probably around the time of his Custerd's Quest. I first saw it three, maybe even four years ago when it was sent to me for playtesting. I raved about it, found a few spelling errors and made a few brainless comments, and then waited, and waited, and waited for it to be released. I never forgot it, and my patience has been rewarded, for I can now unearth my maps and write a review, solution and hints for a game that I have had to keep quiet about for far too long.

As the accompanying leaflet states, this is a trip down memory lane. Craig has cheekily rewritten such classic adventures as The Hobbit, Sherlock Holmes, Colossal Adventure, Hitchhiker's Guide to the Galaxy (no doubt you will identify others) and woven them into an interconnecting two-part adventure in such a way that you feel more then ever that you are "there". In fact, in my humble opinion they are better - *I* think they are an improvement on the originals, just updated enough the remind you that you are not playing The Hobbit, etc. How I wish he *had* written the original of that particular game!

Your first task is to avoid being killed by an exploding note, then you can go on to encounter three inanimate trolls (and maybe discover the truth behind them being stoned). Further exploration will find, amongst other delights, a railway station, "The Prancing Ogre" tavern, a forest of trees covered in webs, Dracula, a sleeping Princess and Cake Town. What you must find is the small brick building (sound familiar?), for this is where you have to drop 12 treasures before you can obtain the Timewarp Security Card, which is your ticket to the final "Holy Something", and two talking white .... (play it to find out).

The text is intelligently adapted from the original and cleverly interweaves references to the likes of Burke, Boney and Thing Upstairs from Trap Door, Michelle (of the Resistance) from Hello, Hello, and a shopkeeper who I think is straight out of Mr. Benn; my favourite character is Smog the dragon who lives in Homely Mountain and flies a gunship. The graphics are few but of very high quality and the sound FX are quite good when the trains roars past.

There are also a few screen FX. and although they can take you aback the first time you encounter them. by the time you get to them you should have become accustomed to the author's sense of humour. My advice. don't panic. The only drawback I can find is having to move between the two parts and the tedium of saving position each time (which must be done very carefully) and then loading it into the part you wish to enter. I don't usually enjoy parodies of adventures. but Quest For the Holy Something is an exception. and worth the aforementioned bit of bother. No doubt this wouldn't be a problem if the adventure had been written more recently. i.e. 128K PAW instead of the Quill - presumably no one could face the task of converting it. Mapping is neat but mine still covered 10 pages of A4 paper. Nothing is wasted. Notices and signs either entertain or inform. often both. and objects are useful or treasures. You don't have to walk everywhere because transport is provided to certain distant places. The boring train journey is essential. also the hazardous flight in a 747. The bus stop is in the middle of the forest. a bit of plagiarism from the Quill itself. I think.

The puzzles aren't difficult. especially to anyone who has played the originals, but they are interesting and you shouldn't get bored because you can never be sure where you will be next. be it going through a trapdoor or entering a changing room. Bearing in mind the shrinking market for Spectrum text adventures. It is a shame Quest for the Holy Something wasn't released 5 years ago. I wonder if there are any more lurking at the back of Craig's cupboard.

Available from: Zenobi Software. 26 Spotland Tops. Cutgate. Rochdale. Lancs. OL12 7NX
Price: £2.49 on tape. £3.49 on +3 disc.

<center>*****</center>

Puzzles based on seven!   (Lynne Clay)

Wordsearch; Find the seven seven-letter adventures listed plus one mystery seven-letter adventure.

```
SMASHED      PAGIHFDCTSACBRA
CUDDLES      GLACAMRARETXNIJ
COLDITZ      OUTDBXNJMANRTAX
PILGRIM      ECEDAAZSMASHEDP
DEAD END     SAWNTTMSIHEGBFF
GATEWAY      IRAEIACHRILYARA
DRACULA      TDYDAMSAGMDXAZY
??????       HMLAWZLELBDNJEA
             EOYEWTAGICURXTI
             CCSDVCUDPQCSVUI
```

OUT OF THE LIMELIGHT

THE STORY SO FAR ...

It seemed like only yesterday when the agent first thrust the new script into your hands and brusquely commanded you to read through it. It was a fine script and one that you would be proud to enact upon the stage of any theatre in the land, however you could not help but feel that the actual play itself was but a prelude to much greater events. Sadly this feeling was to turn into something more concrete and the events that unfolded would linger with you for many a long year to come.

In this game you assume the role of **SIR IGNATIUS GRIMWOOD** , a celebrated actor of the period. It was near the end of August 1886 and the theatre had one hour earlier been filled with all the hustle and bustle of the drama-loving public. **GRIMWOOD** stood talking to **OBADIAH HARDY**, a fellow thespian and close friend of his. "Well, Iggy, I'll see you later," said the sly, but still very likeable,wag. Then whilst **GRIMWOOD** was bent over tying his shoe-laces,which he had been having cataclysmic (for him,anyway) troubles with, Hardy went off to lock up. Suddenly there was a loud '**THUD**' followed by a piercing cry.

It was **HARDY's** voice and he was being assailed by someone. **GRIMWOOD** ran to the scene of this terrible act but before he arrived there he heard a sharp blow being delivered. As he reached the foyer he observed **BERT ROSENBERG**, a ruthless and and callous criminal, standing over the body but as **GRIMWOOD** yelled "What have you done to him!", **ROSENBERG** ran off in the direction of the stalls. Following close on his heels, **GRIMWOOD** sprinted into the belly of the darkened theatre, only to find himself leapt on by **ROSENBERG** and knocked to the floor. When **GRIMWOOD** recovered his composure **ROSENBERG** was gone.

Some days later **HARDY** was still clinging dearly to his life and **GRIMWOOD** vowed to set out and track down **ROSENBERG** in order to bring him to justice. His only clue, the knowledge that **ROSENBERG's** henchman, a certain **JEREMIAH PLANTAGENET** was residing at a hotel in the nearby village of **CREIGHTON**. Can **YOU** guide **GRIMWOOD** in his search for this ruffian ??

Spectrum 48K/128K+2

NOTES

This game will accept all the standard commands as well as some others such as **AGAIN** which will repeat your last command, **PAUSE** which will stop the 'clock' and allow you time to gather your thoughts and **WAIT** which allows time to pass. Use **WAIT HOUR** for time to pass more swiftly. It will be necessary to enlist the help of some other characters, so use these commands to converse with them. **SAY TO ( ) "FOLLOW ME"** or **ASK ( ) TO "OPEN THE GATE"**. Some useful commands are .. **BRUSH, CONCEAL, EXTRACT, PRETEND, SILENCE, RETRIEVE** and **REPAIR**.

Use the commands **RAMSAVE** and **RAMLOAD** to store a position in **MEMORY** (This is only temporary)

TIP Take the time to write a letter and ensure that your room is waiting for you - or else!

ADVENTURE

Zenobi Software

MURDER HUNT

There have been many great and famous detectives over the years, some more charismatic than the others, but they have all had one thing in common ... their ability to solve even the most intricate crimes.

Now is your chance to join forces with one of the more 'unusual' members of their ranks and to assist him in his diligent search for clues. Will you be able to put together the miniscule clues left by the felon or will **FATHER PADDY MURPHY** simply have to rely on his own simple skills ?

This time around the detective is a simple country priest, armed only with his knowledge of the workings of the mind of common everyday folk and an uncanny knack of being able to sort the 'wheat' from the 'chaff'.

Can this gentle cleric rise above his calling and bring to justice the villain responsible for the dastardly act performed within the very sanctuary of the church-grounds themselves ?

Spectrum 48K/128K+2

THE STORY SO FAR ...

It was just another morning when **FATHER PADDY MURPHY** came to enter the graveyard of the church of **St.IVAN THE TERRIBLE**, though for some strange reason the birds were not as noisy as they normally were and even the small crickets did not seem to be chirping with the same intensity. The reasons for this solemn silence would be all too obvious when **FATHER PADDY MURPHY** was to venture south towards the scene of the 'crime'. For there, crumpled on the hard ground, was the body of the Sexton. Just who could have done this incredible foul deed and just how would **FATHER PADDY MURPHY** bring the criminal to justice ?

NOTES

This game will recognise all the normal types of command and will respond to such inputs as **EXAMINE, LOOK, HELP, WAIT, WEAR, PULL, PUSH, INSERT, FILL, BUY, UNLOCK** and even such as **HANDCUFF, ROW** and **DIG**.

Use the commands **RAM SAVE** and **RAM LOAD** to store a 'saved' position to **MEMORY** but always use the standard **SAVE** and **LOAD** to **TAPE** in order to make a more permanent record of your progress.

TIP

When you apprehend the murderer just make sure that you 'secure' them or they might run off.

ADVENTURE

ANNOUNCEMENT

"OK! So I'm sorry about the delay. But you know what its like when you move home. You leave a little bit of yourself behind you - **your sanity** !! "

" But its all over and **I'm feeling much better now** !! "

Seriously though folks! *Lynsoft* has had a change of address and, as I work from home, so have I. It was hell but we are now happily in residence at our new and final (hopefully) resting place. Unfortunately, the move took place in the week that Barbara sent the masters to me. This has been the major cause of the delay that you have experienced in receiving this magazine - sorry! It won't happen again. The new address for anyone still interested in sending me design work, photocopying or wordsearch competition entries is:-

32 Irvin Avenue
Saltburn-by-the-sea
Cleveland County
TS12 1QH

The phone number hasn't changed - its still **0287 624843**.

Photocopiers are temperamental things and it took 3 months to get mine set up correctly in my previous abode. If your copy of Probe is not as pristine as usual - it soon will be and again my apologies.

IAN OSBORNE: I sent your prize from the first wordsearch competition to the address on the form **BUT** the **GPO** sent it back marked **NOT KNOWN AT THIS ADDRESS**. Send me an **SAE** (postage is 39p) and I'll post it again!

Don't forget the current wordsearch competition ends on July 31st when **THREE** winners will be chosen. Also the guidelines for my SciFi and Fantasy magazine - "*THREADS*" are currently available (for an SAE). The stories received so far are include some crackers! The closing date for submissions is August 27th.

THE DARK GLADIATOR

The violent triple suicide in a remote area made national news, which was strange considering that it wasn't a major story. The local community were stunned but apart from them, no one gave the incident a second thought.

Except you. Somehow you got the feeling that something sinister was going on. You knew that you had to act which was why you found yourself outside a small hotel near the place where the suicides occured with the intention to do some investigating.

In *THE DARK GLADIATOR* you will find yourself turning amateur detective in your hunt to uncover the truth behind the deaths of the three people. You will soon discover that the truth is indeed stranger than fiction and that what is responsible for the deaths has been resurrected after being entombed for over two thousand years! Eventually you will find yourself having to fight a duel arcane and you will be the recipient of powers undreamt of by ordinary folk!

THE DARK GLADIATOR is available now for the 128k Spectrum on tape or 3.5" disc at £1.99, or on 3" +3 disc at £2.99. +3 owners should note that if they wish to supply their own blank disc, they may purchase the adventure at the tape price of £1.99.

Prices include P/P within the UK. European customers should add an extra 50p and overseas customers (Airmail) an extra £1.00 to cover additional postage. Cheques & P.O's in £Sterling only, crossed & made payable to FSF ADVENTURES.

PROBE'S 7TH BIRTHDAY

Sandra's baby's seven years old
Cause for celebration.
Adventurers guiding through life's maze
With vital information.

Everybody's pal is Probe,
Inside its friendly pages
Lost souls find the help they need
Regardless of their ages.

Probe's an ever open door
For travellers discerning,
Its little sword is always sharp
Its lamp forever burning.

Grues and Balrogs have their say
Without discrimination,
Its pages burst with hints and tips
For every situation.

No need to ever walk alone
Along Adventure's path,
OPEN PROBE and ENTER now
Be ready for a laugh!

When Sandra left, we weren't bereft,
With able navigation
Mandy plotted Probe's new course
To great appreciation.

Now with Barbara at the helm
May Probe sail through the Years,
With many birthdays still to come;
Raise glasses and "THREE CHEERS"

Mary Scott-Parker
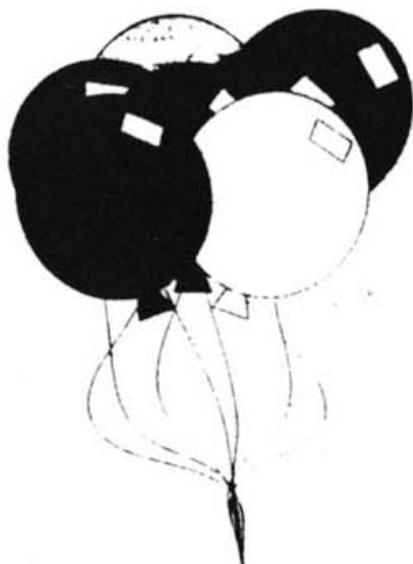
Golden Awards from The Adventure & Strategy Club

The A & S Club asked their subscribers to nominate their favourites for the golden awards, and the following are the 1892/1993 winners.

Golden Chalice (best overall game) - Ultima Underworld
Golden Amulet (best 16-bit adventure game) - Monkey Island 2
Golden Shield (best 8-bit adventure game) - Taxman Cometh
Golden Sword (best role-playing game) - Eye of the Beholder 2
Golden Orb (best simulation game) - A-Train
Golden Talisman (best strategy game) - Civilization
Software Company of the Year - US Gold

7 DRAWERS FOR 7 DWARFS by KEITH BURNARD
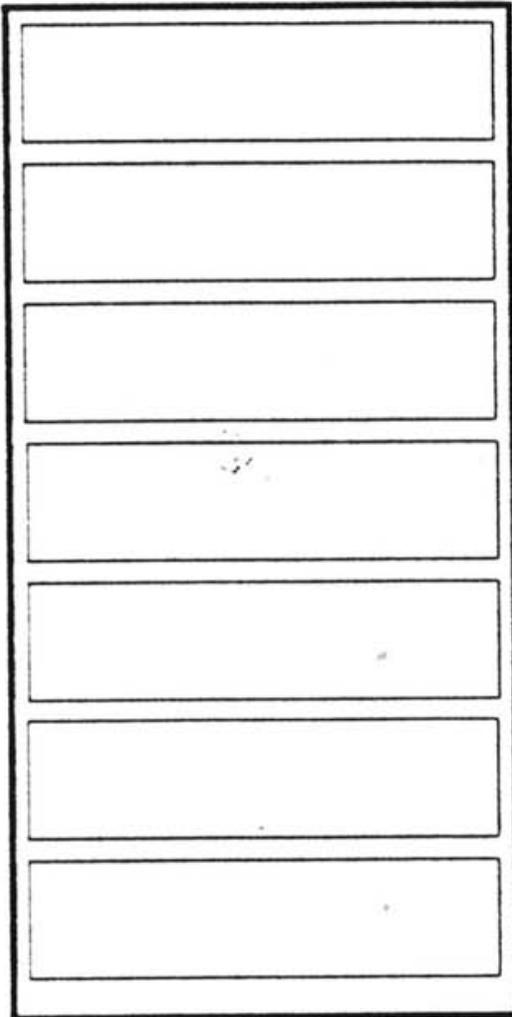
Who has which drawer?

Happy uses a drawer two away from Sneezy's but not next to Doc.

Grumpy's drawer is not next to Sneezy or Doc.

Sneezy uses a drawer one below Sleepy.

Doc's drawer is three away from Doppy and next to Bashful.

MYTH-REPRESENTATION

Hello. I am Acidpit the dragon. Many of you will know me as "That big bugger who terrorizes villages". It is true that occasionally I have attacked humans but this is only because they run around screaming when I fly past. You see, screaming brings on one of my migraines and the only cure is human blood. Sorry, but there you go!

Anyway, I am speaking to you today in an attempt to put the record straight.

As I look back over the tales you humans tell about dragons I see a catalogue of lies and discrepencies.

Take Smaug! Great rejoicing took place when he was shot down by a "lucky" arrow (bloody jammy arrow more like!). Fact is, that one-shot-wonder Bard couldn't normally hit a barn door from three yards, but on the fateful day he strikes Smaug a fluke hit and suddenly he's the greatest bowman to walk the planet. If truth be told old Smaug would never have been struck down had the scale repairer turned up at the appointed time. I note also that there is no mention of the thousands of arrows that missed Smaug and skewered a herd of cattle in a nearby field.

Another of the falsehoods told is that George slayed the dragon. Not true! Stan, the dragon that is, came across a young lady in the woods and captured her. Having just gorged on a pig he knew he would have to keep her in his cave until he was ready to eat again. (Human flesh tastes really awful if killed too soon). Two days later Stan was at his wits end. All the woman did was nag; "This cave is dirty!", "Must you make those noises?", "Get your nails clipped!" and on and on.

He had just decided to give her up as a lost cause and drop her off at her village - from about 5000 feet - when into the clearing came the village idiot George. Stan greeted him "Hail hearty Knight!". Humans seem to appreciate this guff. "Hast thou come to save the fair lady?"

George scratched his head. "No mister dragon, I've come to find our Dad's pig Bessie!"

"Wouldn't you like to save the lady instead? You'll be a hero!"

"What do I have to do then?"

"Well, you take your sword and attack! It's alright, I won't hurt you!"

George waved his sword at Stan. Stan gripped it under his arm and rolled to the floor. "Oh, fine strike brave warrior. You got me there! Done like a kipper! Quick, take the damsel before I recover and here's a gold coin for the pig!" Not quite the usual version eh?

One other myth I'd like to dispel is that dragons are "cute". Only humans could describe a fire-breathing - or in my case acid-spitting - reptile weighing in at 10 tons, as cute. We have scales tougher than any metal, we wallow in our own muck and we play tunes with our own flatulence. If that is synonymous with cute then I'd like to meet your ugly!

Puff appeared cute in one of your songs because he befriended little Jonny Whatnot. Once more I am here to widdle on your bonfire. The only reason Puff - or as we dragons knew him, Fry them with one Puff - didn't turn young Jonny into another dragon snack was because little Jonny suffered from a horrible skin complaint and only the truly desperate dragon would have eaten him, and Puff wasn't desperate thanks to the agreement he had with the local villagers who regularly deposited unwanted wives, husbands and elderly relatives at his door.

I hope I have been able to dispel some myths today and remember, if I do fly over, stay still and don't scream and we'll get on splendidly.

Bye for now,

Acidpit.

(aka Steve Clay)

THE MAGNIFICENT 7's by Keith Burnard

Draw a grid 7 X 7, then using the numbers 1 to 7 (in any order) fill in the HORIZONTAL, VERTICAL and the two DIAGONAL COLUMNS.

Each column must contain the numbers 1 to 7.

See how many different answers you can come up with.

Example -> -> ->

1	6	4	2	7	5	3
2	7	5	3	1	6	4
3	1	6	4	2	7	5
4	2	7	5	3	1	6
5	3	1	6	4	2	7
6	4	2	7	5	3	1
7	5	3	1	6	4	2

More seven puzzles.   (Steve Clay)

Solve the anagrams and fit them into the grid. The highlighted letters will spell another seven letter adventure.

```
1. ( ) _  _  _  _  _  _          1. MALE COT
2. _ (‾) _  _  _  _  _           2. SEW TINS
3. _  _ (‾) _  _  _  _           3.GOT BEEP (4,3)
4. _  _  _ (‾) _  _  _           4. RED VACA
5. _  _  _  _ (‾) _  _           5. AQUONDM
6. _  _  _  _  _ (‾) _           6. DUD CELS
7. _  _  _  _  _  _ (‾)          7. DIN LIFE
```

FUTURE SHOCKS

by Jack Kelly

Those of you who thought that the days of the Spectrum adventure scene were numbered will be interested, no doubt, in a copy of "Adventure Probe" that was recently discovered by scientists. It had fallen through a timewarp from the year 2003 and it contained almost exclusively Spectrum adventure reviews!

Here are the games that were featured that issue ......

TREBLE AGENT, DOUBLE SCOTCH - In this game the screen splits into three and you control three agents who receive commands simultaneously. The first agent does what you tell it to do, the second does the opposite of what you type in, whilst the third carries out a selected action in accordance with the Haggis Probability Equation. Your task is anything but easy - get a popular Scottish adventure author to write a new game.

ARNOLD XIV - Having died of old age in the last adventure *("Arnold XIII - The Nursing Home Adventure")* Arnold gets reincarnated as a giant cabbage and proves that radishes aren't the only vegetables that repeat as he struggles to save his pal Winthorpe (the turnip) from dying at the hands of the evil menace of Heinz Zoop.

MAGNETIC SPOON - HOTEL GUEST - After proving, in the earlier adventures, that curiosity killed the cat, you again jump ship and land in a land populated by evil lizard men and ghosts who dislike having biblical passages read to them. In your quest you join forces with Alaric Darkroom and journey to the haunted hotel where it is vital that you LOOK CLOSELY UNDER BED TWICE in every room (whether a bed is mentioned in the text or not) or else you'll miss some vital object. The game comes in 26 parts, but only 2 contain gameplay - the rest text. It can be played in two modes. If you want to play the hard mode you'd best brush up on your German, your degree in astrophysics and your PhD in theatre studies.

PAROLE (128K) - FLOYDIAN SLIP - Not a lot is known about this game mainly due to the fact that on the loading screen the message "Game is loading - Please wait (a few months)" is printed. The reviewer attempted to contact the publisher about this but, as there was no check inside his letter, he never got a reply.

MICROFAIR BADNESS VII - This game contained so many in-jokes and humorous messages that the author only left room for a mere two puzzles. The first puzzle required you to open a chest. Unfortunately the memory restrictions prevented the necessary key from being added to the database. Still, the author cleverly led you to believe that if you got past the dragon the game would open up. The way to do this was to go to the telephone and call Childline. Ester Rantzen's voice would scare the dragon away.

INVADERS FROM PLANET W - Horrible aliens are attacking from a planet right next to Earth that had previously gone unnoticed. Every time these aliens played space invaders they changed size. Your search is for the golden Gameboy which will reduce the alien threat to something that could be stood on.

MAJOR PANIC - GREY TUESDAY - The 101st Loz Crayton game in which you play a Visa salesman and must stop an evil dictator from taking over the world by stealing his grey socks and NHS spectacles.

TITANIC TROUBLES- The evil Abomination strikes again, this time in the form of a large iceberg, and you, Feenicks, must stop it from taking over the world. With more dead bodies than Terminator VI and lots of horrible demons this game is historically accurate in every respect except for one minor point - the Abomination had nothing to do with the sinking of the Titanic.

THE TAXMAN COMETH BACKETH (AGAINETH) - A very short game. After you complete the first puzzle the game automatically ouputs to your printer a membership form for Mensa. TWO MANY KOOKS - IN A CORN FLAKES - An alien integrates himself into society as a compiler of the Times crossword puzzle. His alien vocabulary of words like XZYLEMO and EXPLOACTICATION confuses everyone and you must stop him before the entire London business community hang themselves.

BEHIND CLOSED JAWS 3D - Working on the assumption that four letter words compress better in the Quill text compressor this game features them almost exclusively. The task is simple - you have to escape from one of those horrible toilets that play music. The actual game takes up about 4K - the fun is to be had in reading the responses when you type in various peoples names but most fun is to be had by typing QUIT.

SEVEN .... By June Rowe

..... swans a-swimming, in the song "The Twelve Days of Christmas)

.... maids with seven mops, said the walrus in Alice

.... deadly sins are anger, avarice, envy, gluttony, lust, pride and sloth.

.... Hills of Rome are Aventine, Caelian, Capitoline, Esquiline, Palatine, Quirinal and Viminal.

.... Seas are Antarctic, Artic, North and South Atlantic, Indian Ocean, North and South Pacific Ocean.

.... Sisters are the White Cliffs of Dover

..... Wonders of the World are the Colossus of Rhodes, the hanging Gardens of Babylon, the Mausoleum at Parnassus, the Pharos at Alexandria, the Statue of Jupiter at Olympus, the Pyramids of Egypt, and the Temple of Diana at Ephesus.

.... Ages of Man are infant, schoolboy, lover, soldier, justice, pantaloon and second childishness (according to William Shakespeare)

..... years is how long Adventure Probe has been supplying its readers with news, views, help and encouragement.

HAPPY BIRTHDAY, PROBE!

and good health to its editors, past and present.

JUST FOR FUN - Can you find at least 7 adventure titles with the following connections:

Spoof	Pyramid	Tomb
Gold	Ring(s)	Lost
Island	Castle	Time
Animal	Star	Black
Escape	Mission	Project
Return	Temple	Moon
Key(s)	Crown	Murder
Magic	Crystal	Planet
Quest	Curse	Space
Dracula	Dragon	House

CAPITAL LETTERS PUZZLE compiled by Diane Rice

What do the initial letters stand for?

1) The 7 H O R
2) The 7 Y I
3) The 7 S
4) 7 B F 7 B
5) S W A T 7 D
6) The 7 A O M
7) The 7 W W
8) The 7 D S
9) 77 S S
10) The M 7
11) The 7 W O T W
12) The Seventh D A
13) 7 L B
14) Seventh H
15) 7 D
16) 7 D O T W
17) The 7 S O G

18) The 7 S
19) The 7 S
20) The 7 S
21) A P Seventh B
22) The 7 Y W
23) 7 S A S
24) 7 V O A P
25) 7 L G S I T B S
26) The S 7
27) A Seventh S O A S S
28) 7 C O T R
29) 7 C O A
30) A S F
31) 7 E O A F P P
32) 7 C
33) 7 V
34) The 7 P O W
35) F X 7 ▪ Q I T Q

Syracuse News

Well here we are on the 25th May typing up a *news* column and the first event to be reported took place on 16th April!!! But, the Spring Acorn User Show at Harrogate was the second largest Acorn event of 1993 and the largest north of the Watford Gap. It lasted 3 days and was visited by many dignitaries of the computer world - well, Dominick Diamond and somebody dressed up as Dennis the Menace (?). Cleverly, they didn't attend on the same day so there was no confusion.

The whole family visited the show on the Friday to ensure Dominick rather than Dennis was there (Christopher - an inveterate Beano fan was not totally pleased by this strategy). It cost £13 to get in and there were no pass-outs. This was about the only thing we found to grumble about.

Dominick turned up (sans cravat) and looked almost human. He played a few games of some new shoot-em-up with kids peeled from the front of an enthusiastic queue and demonstrated his natural talent for *talking about* computer games. My daughter queued up for his autograph for a while and was, of course, at the front of the queue when he had to be whisked off for his lunch! My only contact with him was to inadvertantly displace him laterally by about a metre as I buffeted my way through the mass of bodies that conspired to block any attempt at forward motion. I don't think he noticed!!

It was well attended. This means it was crowded, hot and sweaty. Don't young male computer enthusiasts ever wash their socks? Some 5,000 people braved the beautiful spring weather (lots of rain on the way there - none at Harrogate- lots of rain on the way home) to visit the show. Fifty exhibitors did a roaring trade - I know I spent £215 and I watched some other bloke shell out over £500 on a couple of bits of kit at the Computer Concepts stand. (Lovely people - they gave me the latest Impression upgrade for nothing - anywhere else it costs £11.50.). The venue was good, they sorted the pass-out situation on day 2 and 3 and all in all it was a great day out. If nothing else it just went to prove that there were other folk out there who use these machines.

I'll certainly go again next year.

The big one (Acorn User Show) is at Wembley Exhibition Centre in the last week of October.

I'm trying to keep this down to one page this issue - as its the birthday issue (Happy Birthday) and space is at a premium. I received Mary Scott-Parker's poetry booklet this morning (I'm not a poetry freak) but if you are looking to spend a cheerful hour you could do a lot worse than read this collection - good fun!! (You can keep the stamps Mary!!!)

The filofiction prizes for the May wordsearch compo (hope the Wilburs arrived safely) are as follows - the 3 winners will receive one of the following (make 2 choices): Porterhouse Blue, The Judas Factor, Watching me, watching you, Torpedo Run, A Judgment in Stone, Not a penny more/not a penny less, The Rats. (You can work out who the authors are!) This will continue to be the prize list for further competitions until they've all gone - so somebody's going to get the Jeffrey Archer **eventually**!!

A bit more news:- Acorn have announced that they are killing off the BBC Master 128 (spares will be available for another 5 years). The significance of this is that the 128 is the last BBC computer still being manufactured - so that's it - eleven years since the first Beeb and now they are no more!!

My digitizer arrived last week - the one I ordered at the Harrogate Show - but I haven't installed it yet - plenty of time. I might fit it after the June Heritage event at Lindisfarne commemorating the first recorded Viking raid in AD793 - which I will be video-ing.

There's a Spectrum emulator being touted around at the moment that works on the PC and Amiga. It may even work on the Archimedes (only time will tell). Its all a bit quiet as yet but Tim Kemp mentioned it in the latest "From Beyond". Tony Collins is on to it too!

Finally, I am launching a Science Fiction/ Fantasy short story magazine in the autumn so if anyone wants to try their hand send me a SAE for guidelines at the Lynsoft address:-
. Saltburn. Cleveland. TS12 1
32 IRVIN AVE.

A brand new regular report on what is and what will be on the Amstrad adventure scene.

Welcome to this new addition to Probe and an addition which I hope I will be able to continue to write for the foreseeable future. It's a great opportunity for Amstrad users to find out news of what's going on in the adventure world. Hopefully I, Jeremy the Hobbit, will keep you informed of every single thing that happens each month.

To start off, a call to WoW Software's Jason Davis (author of the acclaimed two Yarkon Blues games, Smirking Horror, and Help Inc.) reveals that he has two games in the pipeline. "A Matter of Life Or Death" is a game which Jason has been working on for some time and presumably will contain the same zany humour we have come to expect from him. A more recent idea of Jason's is "Shadow Over Insport" which is planned to be his very first *serious* game (that is to say, without the zany humour we have come to expect from him!). This will be a Lovecroft-type affair. (For those of you who aren't aware of HP Lovecraft's works, he inspired Dave Lebling to write "The Lurking Horror", and is considered one of fantasy-horror's most leading writers.) and will be a two, maybe a three, parter (the same applies to "Life or Death"). I'll keep you informed on how they are both progressing.

By the time you read this, Topologika *should* have released their very long awaited newie, "Spy Snatcher" (text-only) by Jon Thackray and Jonathan Partington. It will cost £15 for Amstrad CPC (or PCW) DISK ONLY. On speaking to Brian Kerslake (head of Topologika), he says that this will be the company's very last adventure game unless sales improve dramatically. The last few games that they have released have not sold too well and so the decision is one that they have considered for a long time. This is a grave warning to all Amstrad players and adventurers alike as Topologika are the ONLY commercial company left producing text adventures for us. If they go, then we are going to have to rely on our home-brew market COMPLETELY. Come on, adventurers, let them know we need them and support their games. Our fate is in our own hands. Have a look through their back catalogue for some games you haven't yet played. I can recommend most of their games, especially "Avon" and "Last Days of Doom". Topologika can be contacted at:- PO Box 39, Stilton, Peterborough, PE7 9RL.

That's all for this month, hopefully I'll be able to grab as much news as I can and cram it all into next issue's column.

*****

FRAC 2, an updated version of the PD adventure creator (reviewed in an earlier Probe) is now available for £5.00 from Amiganuts, 169 Dale Valley Road, Southampton, SO1 6QX.

John Wilson has supplied me with various snippets. Ian Osborne is taking over the Amiga Force PD section and will be covering adventures. Ian is an avid adventurer and if I remember rightly handled the Crash adventure section in its last days! Also news that Jonathan Scott is currently converting For Pete's Sake using Hatrack.

Have you written an Amiga adventure? If so, Zenobi are willing to evaluate any Amiga adventure with a view to publication. Amiga games will be published at a budget price - "None of this £9.99 crap!" a Zenobi spokesman informed me.

Price crash!! The Amiga A600 floppy version has been reduced in price to £199 standalone or £229 with the games pack. These prices now begin to compare with the Sega and Nintendo prices and with games at around half the price even more people will opt for the Amiga!

Coming soon! Simon the Sorcerer is a graphic adventure from Mike Woodroffe. Mike thinks it will take the crown from Lucas games but then he would think that. The name's a bit boring for a start. Let's hope the game isn't the same.

Ishar 2 is now being advertised in all the glossies, as to whether it is available though is something entirely different.

The Legacy is a 3D RPG from Microprose and has been developed by... wait for it.. Magnetic Scrolls!! So that's where they went to! Little information at present but the game is said to contain the window system used in Wonderland.

Out Now! Worlds of Legend: Son of the Empire. 3D isometric RPG. This is the follow up to Legend. (Mindscape £25.99)

Nippon Safes Inc is a graphic adventure set in a fictional city in Japan. You can play one of three characters all recently released from prison. The game plays out a different story with each character and therefore you get three for the price of one! (Global £26.99)

Hard Disk Back-Up System: A new system from Lyppens Software Productions allows you to store your hard drive data on video tape. All cables are supplied and all for a competative price of £59.99. It is available from Power Computing (0234 843388)

Books! Have you marvelled at the wonderful manuals supplied with the new Amigas (heavy sarcasm!) then you will be delighted to learn that Bruce Smith's books have done Commodore's job and produced insider guides to the A600 and A1200. Both cost £14.99 and explain in simple terms what the hell it's all about. Available at all good bookshops or order them at your library.

NEWS

Tim, Your Sinclair and From Beyond

Many Spectrum owners are probably already aware that Tim has resigned from Your Sinclair, and indeed it looked a very sad magazine when I checked it out in W H Smith's - no adventure column, just 36 pages of nothing! No wonder the August 1993 issue will be the last. Now comes the news that the next issue of FROM BEYOND will be the last. I hasten to reassure readers that there is nothing sinister in his decision (outstanding subscriptions will most certainly be refunded), he has simply lost all enthusiasm and interest for the magazine. Regular readers of F.B. will be aware that he has always stated he would publish the magazine only for as long as he enjoyed it, and now it seems he has decided it doesn't interest him any more. Rather unfortunate for Commodore owners as this also applies to Pathfinder, which never got as far as the printing press. Good luck, Tim, with whatever you decide to do next, and you know you are very welcome to contribute to Probe.

If you haven't yet seen a copy of From Beyond, why not send for the final issue? A good response may even persuade him to continue, but I doubt it as Tim is a very single-minded person and always knows what he doesn't want to do, even if he isn't sure what the future will bring. Send a cheque or postal order (payable to K.J.Kemp) for £1.75 to From Beyond, 36 Globe Place, Norwich, Norfolk, NR2 2SQ.

Adventure Coder: Still Going! by Christopher Hester - Editor

Some of you may be wondering what's happened to "Adventure Coder" magazine recently. Fret not, it still exists! What happened was that it took a while to get some back issues finally sorted out that were due from last year. Then I waited for the new issue to be printed up. Alas, after some time, the issue was returned from my publishers, who told me it was no longer possible for them to print anything any more. Aagh! So I thought about producing the magazine myself for a while. However, my publishers had given me the name of someone who knew someone else, who might be keen to produce the mag. I'm just starting negotiations now to arrange the future printing of it then, so fingers crossed, the new issue should see the light of day soon! I can't say more than that at the moment, but I must offer my apologies to all my readers who have been waiting for the next issue. Mind you, only _one_ of them asked me what's happened to Coder! So might I assume the other readers aren't bothered about it? Or is it a mark of complacency in the adventure writing scene at the moment? (Not helped by me!) I don't think so. Well, whatever, the ball will soon be rolling again on _the_ magazine for adventure writers - celebrating its _fourth_ birthday in July! Enquiries (enclose an SAE) to Adventure Coder, 3 West Lane, Baildon, Near Shipley, West Yorkshire, BD17 5HD.

Penniless Competition (Spectrum and Sam Coupe)

Jim Whittle tells me that the competition to win a 14" colour television is still outstanding, and he has made a special offer. The first _ten_ applicants for the game will get it FREE - but hurry as this offer has been circulated to other fanzines. The price has now been dropped to £2.49 so even if you don't qualify for a free one, it won't break the bank! If no one has completed the game by August, Jim plans to release a series of part solutions via fanzines. To get a copy send a cheque or postal order - refunded if you're one of the lucky 10 - to Ivysoft, 17 Parkside, Ivybridge, Devon, PL21 0HU. Cheque/p.o payable to J. Whittle.

IN TOUCH

FOR SALE: Atari STE computer (TOS 1.62) upgraded to 1 meg. complete with mouse, joystick etc. and a huge assortment of software covering adventure, sport and arcade games (e.g. Another World, Battle-Master, Populous, Premier Manager, Mega-Lo-Mania, Blood Money, Manchester United (Europe). All in original boxes, and in excellent condition. £150 plus £10 to cover all postage. Contact: Mr. J. Wilson, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX.

FREE: Your Commodore Magazines - From Dec.'85 (Issue 1) to Dec.'87 (only one missing) plus a few later issues, also a few listings books for Commodore C64, (I think .... Ed) Also, Conqueror (Tank Simulation) which won't run on an Amiga A1200. ONLY HAVE TO PAY POSTAGE ON ANY ITEM. Contact: Harold Dixon, 62 Windsor Street, Colne, Lancs. BB8 9LD.

FOR SALE: Amiga software - Hatrack II (£15), Photon Paint v2.0 (£12) - both will work on an Amiga with 512K or more of memory (and that means ANY Amiga!) - seller wants to upgrade to TADS when it is released for the Amiga! Contact: Jonathan Scott, 25 Lansdowne Road, Kilfennan, Londonderry, N. Ireland, BT47 1QT.

FOR SALE: Multiface 3 (transfers 48K tapes to Plus 3 discs), with Genie cheat finder (£15). C64 discs - Zork 1, 2, & 3, Jinxter, Scapeghost (£5 each), Commodore Disk User disks. £2 each or £5 for 4 (seven programs per disc), or exchange Plus 3 or Amiga discs or offers. Contact Ron Guest - Phone: Sheffield 617077 or Nottingham 664989.

WANTED: Any working software for disc drive Commodore 64 especially Paperclip, Printmaster, Printshop, GEOS or similar art programs. Also any unwanted adventures. Contact: Dot Vaughan, 104 Tangmere Drive, Lordshill, Soton, SO1 8GZ (Tel: 0703 736939)

FOR SALE: Amiga 500 Software. Adventures: Zork 1, Hitchhikers Guide to the Galaxy. (£5 each, Infocom/Mastertronic). RPG: Eye of the Beholder 2 (£12), Dungeon Master (£8), Strategy: KGB (£12), Dune (£12), Sabre Team (£10). Prices include postage and packing. All software is original and virus free. For full list send an SAE to Neil Ashmore, 5 Park Crescent, Furness Vale, Stockport, Cheshire, SK12 7PU.

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 Prices include Postage & Packing. Contact Neil Shipman, 1 Heath Gardens, Coalpit Heath, Bristol. BS17 2TQ. Tel: 0454-773169

RED HERRINGS

No.6 - IN THE VILLAGE played by Barbara Bassingthwaighte on a Spectrum

Log, Oar, Inflatable Raft, Iron Rod, Tubing, Bucket, Spade, Umbrella, Newspaper, Phone, T.V., Radio, Rope, Phial, Axe, No.36's note, and believe it or not, the Jammer.

HELP WANTED

DRAGONFLIGHT: Does anyone have any information about this game on the Amiga? Any help will be appreciated. Please contact: Ann Bailey, 23 Eureka Road, Midway, Swadlincote, Derbyshire. DE11 7NP

ZAK McKRAKEN: How do I explore the chambers without waking the Guardian of the Sphinx?Please contact: Roger Dowdall, 14 Dawley Green, South Ockenden, Essex, RM15 5LW.

KINGS AND QUEENS OF THE CASTLE

Dot Vaughan, 104 Tangmere Drive, Lordshill, Soton, Hants, SO1 8GZ

(Always enclose an SAE when requesting help......Barbara)

All Spectrum Adventures : White Door, Green Door, Red Door, Open Door, Shipwreck, Prince of Tyndal, Crown of Ramhotep, The Prospector, Castle Eerie, Matchmaker, Davy Jones' Locker, Jade Necklace, Witch Hunt, The Challenge, Lifeboat, Realm of Darkness, The Mutant, Jack and the Beanstalk, Enchanted Cottage, Hammer of Grimmold, The Cup, Escape, Magic Treasure, Lost Dragon, Use Your Loaf, Forgotten Past, Behind the Lines, Crown Jewels, Treasure, Eye of Bain, Ground Zero, Microman, Malice in Wonderland, Rescue from Doom, Jester's Jaunt, Yellow Door, Planet of Death, Inca Curse, Brian and the Dishonest Politician, Ship of Doom, Espionage Island, Golden Apple, Arrow of Death 1 & 2, The Sorcerer, Lords of Time, Quest for the Holy Eggcup, Seabase Delta.
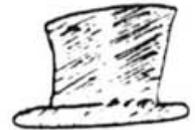
7th BIRTHDAY PRIZE DRAW

Of course readers are welcome to write to Probe at any time, but as a special incentive I have gathered together some very special prizes for the first 7 names to be pulled out of the top hat on 7th August 1993 (I would have made it the 7th day of the 7th month but I know that won't be possible due to the various delays in publishing the magazine, and I must give the overseas readers a fair chance.

All you have to do is put ADVENTURE PROBE'S 7th BIRTHDAY PRIZE DRAW at the top of whatever you send, with your name, plus your choice of prize if possible, but that isn't essential at this stage. It doesn't matter what computer you have because I have managed to get prizes to cover most formats - but only one per winner as publishers are having a hard time, just like the rest of us.

John Wilson of Zenobi Software, (whose suggestion this was in the first place) has offered winners the choice of any title from his Spectrum list, and Atari and Amiga PD lists. Joan Pancott of WoW Software has offered any Amstrad winners the choice of any title from her current catalogue. Tony Collins of The Guild has offered any Commodore winners to choice of any title from his current catalogue. Les Mitchell of Goblin Gazzette has kindly sent me three copies of Issue 7 (very appropriate). Sue Medley of SynTax has generously sent me a copy of the PC version of her adventure Oklib's Revenge. Any winners who can't find something amongst that lot can have a back issue (or two) of Adventure Probe.

HINTS AND TIPS

ENTHAR 7 played by Barbara Gibb on a BBC

Sector 4 is a self-contained sector and therefore you need only visit it once. You start in a dense thicket. E (see gate in distance and a camera focused on area outside gate), Go NW and proceed around the perimeter fence to winding dusty trail leading north. Go along trail to the southern edge of rubbish-filled crater. Now go D, N, N (south face of rubbish heap). U (top of rubbish), SEARCH RUBBISH (now have robot outer casing), EXAM CASING (can be worn), W, SEARCH RUBBISH (now have aerosol can), EXAM CAN (filled with black paint). Return to perimeter fence and work your way around until you are at the southeast corner of building. WEAR CASING before going W to the security camera. SPRAY PAINT ONTO CAMERA. The gates open and a robot approaches - If you are wearing the casing it thinks you are another robot and ignores you, otherwise you are dead. Now go W and N to a forecourt, U to top of ramp, and N through the automatic sliding doors. N takes you into a revolving door in which you are now stuck. PUSH DOOR for it to move a bit, and PUSH DOOR a second time before going N and N to a 3-way junction. Go E and E into a tool cupboard, TAKE PLIERS, and go W as far as possible to the south end of laboratory. Go N and TAKE FLASK (empty), N and N takes you to an anteroom. A tall Securibot is patrolling, and works to a pattern, so WAIT and watch its movements. It is always in the same order - SW, NE, NW, SE. The following always worked for me. Go E when the robot is at SE corner. WAIT, S, TAKE DECIBOX, NE, S, TAKE TRANSLATOR, W, N, W (safely back in anteroom), EXAM DECIBOX, EXAM TRANSLATOR. You now have to find the archway/teleport chamber so that you can return to the Command Centre, so go S, S, S, E, E, E, N, E, D, D, S (see
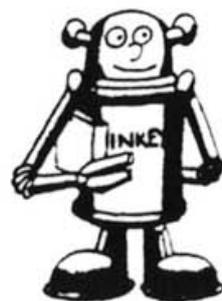
PYRAMID played by Jenny Perry on a C64

Grab the blanket on the camp bed. Wet and wear the blanket to pass through the wall of fire.
Crawl through the mist.

ELVIRA 1 as played by A. Pense-Hill on an Amiga

Where keys can be found:

Captain of the Guard's Office.
In the stable, examine ring in last stall.
Kill falcon to find it.
In Torture Chamber.
Dumb waiter, use magic to get it.
Use sword to kill archer (falls into moat) enter moat to get key.

ELVIRA 2 as played by A. Pense-Hill on an Amiga

To get the keys out of the Piranha's tank, disguise yourself as a Laboratory assistant, offer to help Dr. Frankenstein and he will give you poison. Get the poison formula from the Library and some meat from the freezer. Feed the poisoned meat to the piranhas.

ZZZZ played by Barbara Gibb on a C64

PUSH BIKE to outside the igloo then RING BELL for Sanman to appear. GIVE BIKE TO SANMAN for him to ride off into the sunset, leaving the door of the igloo open. Leave the cheese by the pit for later in the adventure. THUMB LIFT when Sanman rides past you to get a lift to the mansion. KNOCK ON DOOR and CLIMB VINE, then CLIMB DOWN to find the baton. WEAR TIE before ENTER (telephone) BOX. REPLACE HANDPIECE then ENTER DUMB WAITER before ANSWERing PHONE. FILL BUCKET from the well, then FILL the PISTOL from the bucket of water. FIRE the PISTOL at Billy the Kid, don't forget to take his hat.

EXAM BOOKCASE to find "money" for duckshoot expressbus.

CLIMB DOWN WELL and put out the fire under the trapdoor. Examine the ashes to find bus stop sign, STEP OVER CROCODILE to arrive at the busy road. RAISE SIGN to attract attention but STOP BUS for one to actually stop. Give the money to the conductor.

TOWER OF DESPAIR as played by Barbara Gibb on a C64

The three doors, Despair, Hope and Destiny, have to be entered in a specific order.

ENTER DESPAIR, EXAM ORB, WEAR GAUNTLET and TAKE ORB which disintegrates and you are now holding a short black rod.

ENTER HOPE, EXAM ORB (ears ache with noise) COVER EARS (orb destroyed, now see a short yellow rod), TAKE YELLOW ROD, JOIN ROD, INSERT ROD (door opens) ENTER DESTINY (now in an area of open moorland).

MIGHT & MAGIC 3 - played by Ron Rainbird on an Amiga 500 (1 meg.)

18. Map locations of Caverns are as follows:

Arachnoid Cavern Area B4 - Ref. XO Y7
Cursed Cold Cavern Area D1 - Ref. X9 Y5
Cyclops Cavern Area B1 - Ref. X12 Y10
Dragon Cavern Area F1 - Ref. X10 Y10
Magic Cavern Area E4 - Ref. X7 Y7

19. Some handy Passwords for use at Mirror Portals:

Arena - ARENA
Baywatch - SEADOG
Blistering Heights - REDHOT
Fountain Head - HOME
Swamp Town - DOOMED
Wildabar - FREEMAN

20. Passwords for use in various locations:

Arachnoid Cavern - 20501
Cathedral of Carnage - JVC and WEEDS
Castle Bloodreign - OGRE and NORTIC
Cursed Cold Cavern - ICICLE, TOMORROW, CHAIN and ECHO
Fountain Head Cavern - RATS

ADVENTURE IN TIME AND SPACE

played on a C64 by the author, Dorothy Millard

Section 1 - The Present Time

This section is mainly spent collecting items necessary for later sections. Make sure you examine everything carefully. Try moving items too.

Section 2 - Deserted Space Station

Turn the hook on the bunk bed to reveal a secret passage. The magnetic boots are necessary before going outside. Put the passcard on the shelf to open the door. Heed the sign which tells you not to go any further.

Section 3 - Cave Man Era

The cave man likes the picture of the beautiful woman. Use the pick in the cave to create an entrance. Make sure you examine the river, then use your pocket to keep what you find safe.

Section 4 - Medieval England

Examine the rocks at the start. Search the undergrowth to find a way to the cave. The salt you need to cross the ice is in the cave. You will need to find something to use as a fuse before clearing the snowdrift. You will need to trade in the blacksmith's shop.

Section 5 - Alpine Region

Search the vegetation for a bucket to get the slime in. You will need a branch to clear the snow. It isn't recommended that you enter the pond. You need to go through the blizzard to find the snow monster, who you will need to blind in order to pass. The boulder can be levered.

Section 6 - Far Off Planet

Get the clock working to distract the guard while you enter the prohibited area. You need to look like the guard to prevent him chasing you out again. The protin pills are red herrings. Only the paper clip is necessary to get from the office. Use it to pick a lock. Cut the fruit as you will need the contents in the next section.

Section 7 - London Suburbs

Give the rat the pip! Enter the bar then push the switch before opening the security door. You will need the sledgehammer to enter the shed. Remember the last key is dirty!

OKLIB'S REVENGE played by Harold Dixon on an Amiga A1200

At the start. when you get to the moat someone throws a little box down to you. It lands in the moat. Just out of reach. You can retrieve it by swimming for it. but take off those heavy boots first!

ERIC THE UNREADY as played by The Grue! on a PC

The Crescent Wrench of Armageddon

Go into the tavern and ask Howard about Bruce the walter. Give Bruce the coupon and he will give you a menu, read the menu and select Mead Lite. Now go to the castle and go north, another exit will appear to the northwest, pick up the berries and go northwest.

You find yourself by the keep and some killer turtles are after you. Pour the tort-ease on the turtles, they fall asleep. Now go into the stables and give the mead lite to Jake or Elrod, while they argue over the mead take the branch from the cart. Go to the parapet and light the branch in the boiling pitch, then go back down to the keep and melt the wax. Pick up the wax and put it on the rusty key, then take the wax impression to Howard and he will cut you a new key.

Return to the keep and unlock the door with the shiny key, once inside you will have to play the Wheel of Torture game, win the game and you will be given the Crescent Wrench.

The Black Gate (End Game)

Put the pitchfork in the pitch and take the candygram, then attack the bird with the crowbar, put the raw steak on the eye, cut the lightning with the bolt cutters and finally turn the moon with the wrench. You get caught and end up in the castle turret.

In the turret, turn the hourglass, this will give you more time to do things. Now look into the crystal ball, a gust of wind will turn the pages of the spellbook. Read the spellbook and get the eyeballs, then put them in the skull and HOOT. The mirror changes and you see some symbols on it, examine the symbols and answer the puzzle.

XI + XI = IIIVX (nine plus nine = eighteen, all in reverse)

A secret passageway will open, go to the bedroom and take the makeup and the boomstick. Return to the passage and wait until around 10.35, then put the makeup on the chain. Quickly return to the bedroom and open the window then sit on the broomstick. You should find yourself taken to a crawlplace (BUT if you end up outside the black gate just sit on the broomstick again). Open the trapdoor and go up into the wedding cake. Wait until the makeup eats through the chain holding the chandelier and it falls, killing the beast.

Give the candygram to the witch (BOOM), quickly take Lorealle and go out. Once again you find yourself outside the Black Gate, blow the whistle and a duck appears, all you have to do now is sit on the duck.

HELVERA - MISTRESS OF THE PARK
played by Peter Clark on an Amstrad

The gas bottle/balloon/fan problem:

Fill the balloon with gas from the cylinder. Tie the balloon. Go to where you find the shaft and the fan. Examine shaft and fan.

Close the shaft. Turn the fan on.

Release the balloon. It will float westwards and break the laser beam for you.

Open the shaft again and examine it to find the Blue Ball.

WEEN as played by Janice Charnley on an Amiga

Click on the skeleton's eye socket to pick up a hungry worm, which will eat the mushrooms. Fasten the horn to the piece of wood with tropical creeper to make a pickaxe. Collect resin in the bowl and pour it over the flower. Use the baton/stick as a divining rod to find where the spring used to be, then use the pickaxe to start the flow. Collect spring water in the pot and pour over the mushrooms. They will grow and push the rocks away, leaving behind a stone which you can throw at the red bird. When the bird flies away, pick up another worm to eat the giant mushrooms blocking the path, then make your way down to the beach.

Click on the monster, who offers to return your lost haversack in return for gold. Pick the strawberries and call Urm, using the flute found on the beach. When fed, he will leave a piece of gold on the beach. Give this to the monster to receive your haversack and magic contents.

The spider offers to weave a magic sail for your boat in return for fish eggs! Use the net to catch a fish. Push the tree to collect coconuts, which will fit into the lobster pots. Use the sword to cut bamboo for a mast, then cut the fish open and give the eggs to the spider. It will leave you a sail for attaching to your mast. Attach the oar to the notches and use the hammer on the half-buried boat ribs. Lay these over the boat and fix the lobster pots to them. You are now ready to sail to Volcano Island!

DANCES WITH BUNNY RABBITS played by Damian Steele on a C64

Tip the jar to discover the cookies, then get eating as you'll
need what you find.

Remember, Indians are vain, gentlemen rescue ladies in
dis-dress and dogs chase sticks.

CIRCUS played by Jenny Perry on a C64

(also applies to other computers)

Crack the whip at the tiger. Swim in the water tank.

Erect safety net by tiger's cage with the clowns help.

Cut a hole in the top of the tent while you're swinging on the trapeze.

PRECISION CORNER

IMPACT - THROW SWITCH (wear gloves first).

BEGINNING OF THE END - SAY WIZARD "GIVE POTIONS".

RED ALERT - OPEN FLAT WITH CREDIT (card) in Part 1.

BERMUDA TRIANGLE - WALK ROUND PIT to find the village.

MUMMY'S CRYPT - PRICK BIRD after you have woken it up.

GETTING YOU STARTED

CURSE OF THE 7 FACES as played by Barbara Gibb on a Spectrum

The aim is to find and destroy the evil wizard. You start in the Hallway of the Seven Faces. READ NOTE (says "say SLAB to move to and from Hall of 7 Faces and Wizard's Hallway), TAKE (empty petrol) CAN, SAY SLAB (Hall of Ancient Wizards), S, MOVE SLAB (small hole underneath), D (dungeon), SE (priests' hole), TAKE KEYS, TAKE PILLS, NW, U, N (Hall of Wizards), SAT SLAB (back at Hall of 7 Faces), E (Room of 7 Mirrors), S (sign says "go south at your own peril"), S (red room), E (yellow room), NE (pink room), S (green room), SW (purple room), NW (orange room), SW (blue room), E (rainbow room), NE (colourless room), TAKE TORCH (which is off), S, N (back at Room of 7 Mirrors), LOOK IN MIRROR -

7 LOST GNOMES as played by Lorna Paterson on an Amstrad

(I understand this adventure was written for children and therefore will be of special interest to readers with a young family)

You start in the garden. W, S, S, S, W, TALK SHOPKEEPER (given gobstopper), GET SLEEPING gnome. E, E, TALK BUTCHER (given bone), W, N, E, DROP SLEEPING gnome. W, N, E, E, E, S, THROW BONE, S,

7 PARCHMENTS OF KANDOS as played by John Schofield on a Spectrum

GET WINESKIN, OPEN FRONT DOOR, OPEN BACK DOOR, U, E, GET SPADE, E (goblin here or next location east), KILL GOBLIN, N, GET TUBE, EXAMINE TUBE, EXAM SCROLL (you find the word GORLAB), W, E, S, CLIMB TREE, GET PICCOLO, E, N, E, DIG EARTH, DROP SPADE, GET AMULET (endurance and magic points increased), S, W, W, S, W, PAWN CHESS (money and ticket), EXAMINE TICKET (4 figure number for safe in castle), DROP TICKET, E, E, BUY SWORD, BUY FOOD, BUY MATCHES, DROP MONEY, KILL SHOPKEEPER (this creates exits up and down), U, GET HORN, BLOW HORN ....

ERIC THE UNREADY played by Neil Shipman on a PC

Saturday - you begin in the Farmyard, holding just a work slip.

Talk to farmer - W into Barn - get rope - open chest - examine vial (Tort-Ease) - get it - examine bottle (Hog-Wild) - get it - E - NE to Privy - get newspaper - read it - tie rope to hook - D to "Up To Your Knees In It" - give hog-wild to pig (She hangs on to your leg) - climb rope - SW to Farmyard - kiss pig (The farmer's daughter arrives, the pig lets go and the farmer offers to complete your work slip) - W into Barn (The cows stampede, the barn collapses and you make your exit)

Sunday - you wake up on the bed in the Barracks.

Examine card - examine armour (Your squire tells you to report to the Union Hall) - wait (The squire releases you) - look - get helmet and card - E into Courtyard - get newspaper - read it - (The Sergeant-At-Arms drags you to the Union Hall) - talk to young knights - talk to old knights - wait (Until the shop steward gives the quest to YOU!) - W to Village Square - talk to Ponce - examine sign - W to Armoury - talk to Giovanni - give card to Giovanni

THE BOGGIT as played by Barbara Gibb on a Spectrum

Start in your tunnel-like hall. WAIT three times until Grandalf tarzans through the window, places a box of chocolates and a card on the carpet, then leaves through the broken window. TAKE CARD, READ CARD (invitation and warning), TAKE CHOCOLATES, THROW CHOCOLATES (through window), EXAM CHEST, OPEN CHEST, CLIMB INTO CHEST, TAKE DIARY (birthdays of friends - note Fordo's) DROP DIARY (should now hear chocolates exploding outside window), CLIMB OUT OF CHEST (where you were safe from the explosion), CLOSE CHEST, EXAM DOOR (has combination lock), DIAL 28285 (Fordo's birthday - door grows wings and flies open!), E (outside boggit-hole at Fag End) Grandalf asks the value of a 14th share in Thorny's dwarvish treasure) SAY NOTHING ....

EVILUTION as played by Barbara Gibb on an Atari ST

Start in a bar in the Three Bells Tavern. I(nventory) - 20 gold coins. BUY BEER (cost 1 gold coin). You can repeat this until the bartender suggests you should lie down. He says you can rent a room upstairs for 5 gold coins. BUY ROOM (given key), S, SAY STORYTELLER. HELLO - the storyteller talks to you and you tell him your mission i.e. to find your brother. N, U (see door to your room), UNLOCK DOOR (need small key), OPEN DOOR, W (into room), SLEEP (awake to a loud explosion), E (to landing), E (strange room), TAKE ALL (peacock feather, goat's tongue, large pebble and note), EXAM FEATHER (see word "FLY"), EXAM TONGUE (see word "SPEAK"), EXAM PEBBLE (see word "PROTECT"), READ NOTE (from wizard called Zimaraf), CAST PROTECT AT ME (need to be carrying pebble), CAST FLY AT ME (need to be carrying feather) - you are hovering above the ground. E (out of the broken window to the village green as the tavern door is locked), U (above ground - got a good view of the surrounding area), TAKE BOTTLE, EXAM BOTTLE, D, E (FLY spell wears off), E (into undertakers), TAKE PHIAL, EXAM PHIAL (full of rat poison), W, W, N, N (gravedigger should be somewhere around here), EXAM GRAVEDIGGER (carrying a bronze key and clear crystal), KILL GRAVEDIGGER (he transforms into a demon), CAST DEATH AT DEMON (need bottle), KILL DEMON (repeat until he is dead), LOOK, TAKE ALL (key and crystal), SLEEP, NE, E (east side of graveyard), EXAM GRATING, UNLOCK GRATING (need bronze key), OPEN GRATING, D (see *sleeping* bats and a barrier of skulls) EXAM CRYSTAL, EXAM BARRIER, CAST UNDO AT BARRIER (opens way to east), E (disused storeroom), TAKE CROSS, EXAM CROSS, W, SW, S, S (village green) Shops should now be open ....

LOST WORLD played by Barbara Gibb on a C64

Start at your campsite at the base of a very high plateau. I(nventory), X EQUIPMENT (need rope), X TORCH, W, TORCH ON, IN (cave) TAKE ROPE, X STONES and TAKE MACHETE, OUT, E, E, X BAMBOO and CUT BAMBOO (need machete - now amongst bamboo), X SKELETON, READ LABEL, X LABEL and TAKE AXE. Return to your camp S and S. X PLATEAU (see pinnacle), CLIMB PINNACLE (need equipment and rope), X TREE and CHOP TREE with axe. CROSS TREE (lose all except rope and torch). Now in clearing, so go U ginkgo tree to spy out the land. Go D and E. X REEDS and TAKE REED. E and TAKE dead FISH (which only appears if you have climbed the tree). E (see apemen approaching). They see you and pursue you W and W. GO BROOK and USE REED so that you can breath under water. WAIT until the apemen go away. Go U. OUT ....

Auxiliary
Generator

Terminal
Control

Printer Hall

Programming
Area

Chief
Programmer's
Office

Programming

Programmers'
Rest
Room

Hydroponics
Fields

Cryogenics
Laboratory

Cybernetics
Laboratory

Research Section

Central
Access Chamber
Zone 'C'

Food Production

Food
Processing

Bacteriology
Laboratory ✖

Chemistry
Laboratory

Decontamination
Chamber

Bio-
Electronics
Laboratory

Technical
Officers'
Dormitory

Level Three
Transporter

North

▲

Commander's
Quarters
✖

Science
Officer's
Quarters

Senior
Officers'
Dormitory

Police
Chief's
Quarters

LEVEL THREE
Programming/ Research/ Food/ Residential

Chief
Programmer's
Quarters

RBB1F

RBB3F

RBB2F

RBB4F

RBB1S

Main
Recreation
Room

RBB5F RBB6F RBB7F RBB11F

RBB2S

RBB12F

RBB3S

RBB8F RBB9F RBB10F

RESIDENTIAL BLOCK 'B'

RBB12F

RBB16F

RBB13F

RBB17F

RBB14F

RBB18F

RBB15F

RBB19F

×

Internal/
External
Monitoring
×

Security

Central
Access Chamber
Zone 'B'

Medical
Section

Pre - Op

Cells

Operating
Theatre

Personnel Data
Storage ×

Armoury ×

North
▲

Main
Spares
Storage
Area

Level Two
Transporter

Mortuary

Security
Booth 2

LEVEL TWO
Security/ Medical/ Stores/ Residential

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 Six (of Seven)

I next travelled south until I came to the steps in the north wall of the PLATEAU. I mounted the steps only to be sent reeling again by small rocks hitting me on the head. With a sudden flash of inspiration I put the pot on my head and ventured up again with no problem, the rocks just bounced off the pot. As I wandered around on the PLATEAU I passed through a field of white poppies but as I approached the FORT, Storm Crows swooped down and forced me to retreat. Exploring to the south and east I came across a fall of snow. Remembering that VIROID in the cave with two exits just below the south wall of the PLATEAU, I decided to make a snowball and then roll it over the edge hoping that it would block up one of the exits. Not being able to do anything else on the Plateau for the time being I travelled round to the south-eastern corner of the PLATEAU and found that the snow had effectively sealed off one exit. It was now a simple matter to go in the other entrance and kill VIROID number 13.

I stopped to ponder on my next move and decided to fetch the Baby Weaver and try to thwart those bats. I put in the correct co-ordinates 08/14 and arrived at GOSGATE HALL. I entered and retrieved the Baby Weaver and started the long trek up to the VALLEY OF THE CAVES. As I passed SOLJER FORD I filled the pot with water to see if the water would crack the hot, stone door. Once I was at the gorge I released the Baby Weaver and it span a web, effectively trapping the Moonbats inside the small cave. I soon trapped and killed the Viroid lurking here (14).

I then headed for that hot, stone door and threw the water over it. It split with a resounding crack. I entered and killed VIROID number 15.

I now teleported to BODHOLM 13/30 where I found that cart with the wheel missing. I fixed the cart with the wheel that I found at Sheyel Harbour and pushed it to the WINDY DRY. I climbed up on the cart clutching the wind vessel and the wind soon blasted me to the far end of the valley at the TARPITS. I tried to climb the slippery slope inside the mine without success so I walked through the tar, some of which stuck to the soles of my boots. The slope presented no problem now and VIROID number 16 was soon killed.

There was no way that I could leave here by foot so I used my teleport facility once again, this time to reach MOONHOLM 04/22. I climbed up onto the roof and covered the hole with the mat that I found at Warholm. I went inside and the old woman gave me the cape. I then decided to see if the cape would give me some protection at STORM STEPS, where the lightning had stopped me the last time. I entered the co-ordinates 02/43 and this time I was able to enter MYLAKS HOLE and soon found and killed VIROID number 17. Only 5 more to go!

(to be continued)

It has been suggested that I should revive the SOLUTION OF THE MONTH section, and as I had planned to print a full solution for an adventure that had a connection with 7, I chose the following game. It is an old favourite that was published for most computers............Barbara

ESCAPE FROM PULSAR 7

You start in freighter's social room. I (wearing a watch which only counts turns) DROP WATCH, READ SIGN ("Pulsar 7 Crew only"), MOVE COUCH and TAKE ROD, S (crewman's cabin), CLOSE DOOR (ensures pillow appears on bunk), GO BUNK, MOVE PILLOW and TAKE circuit BOARD, D (or DOWN), N, W (another cabin), GO BUNK, GO VENT (random chance that dust will kill you when you move from here), N, E (ship's bridge), GO CONSOLE and INSERT circuit BOARD, N, EXAMINE CONSOLE (see two buttons), PRESS WHITE button (activates emergency airlock), N, N (junction), E (captain's cabin), GO BUNK, EXAMINE BUNK and TAKE TABLETS, D, W, W (galley), DROP TABLETS, E, E, E, E (workshop), GO LATHE, EXAMINE TOOLS and TAKE screwdriver BLADE, N, D. It is dark so TURN ROD (light source) - can now see that you are in a maze of ventilation ducts. S, D (reactor room), TAKE WOOD, MAKE SCREWDRIVER (need blade and wood), TAKE HAMMER, U, TAKE cake TIN, E, S, W, W (storeroom), SMASH LOCKER, WITH HAMMER, DROP HAMMER, EXAMINE LOCKER and TAKE SPACESUIT, E, N, E, N, W, N, E, U (totally wrecked cabin), SEARCH WRECKAGE (see bunk), GO BUNK (note illustration), EXAMINE CEILING (find metal grille), REMOVE GRILLE (now see a hole), JUMP (off bunk into hole), TAKE CABLE, W (cargo storage hold), N, GO CRATE and TAKE SQUARE block, W, S, E, D, D (in ventilation ducts again), N, U (ship's bridge), N, N, W (galley), DROP cake TIN, DROP SCREWDRIVER, GO LARDER, TAKE FLOUR, TAKE RAISINS, N (galley), DROP FLOUR, DROP RAISINS, E, E, E, E (workshop), EXAMINE LATHE, REPAIR LATHE (need cable to hook it up to power supply), TURN SQUARE block into a round block, so TAKE ROUND, D (maze of ducts again), N, W, N, U (ship's bridge), N, N, W (galley), DROP ROD, EXAMINE OVEN (see round hole), REPAIR OVEN (need round block - oven is now functional), TAKE FLOUR, TAKE RAISINS, TAKE TABLETS, TAKE cake TIN, TAKE BOTTLE of water, EMPTY BOTTLE, MIX FLOUR, I (have cake mix), BAKE CAKE (you've now got a drugged fruit cake), TAKE SCREWDRIVER, TAKE ROD (light source), E, E, E, E (workshop), D, N, W, U (creature's hideout). The creature is here, plus some magnetic boots. GIVE CAKE to creature. It eats all the cake and falls asleep. TAKE magnetic BOOTS, D, N, U (ship's bridge), N, N, E (captain's cabin), GO BUNK, EXAMINE CEILING (find metal panel), REMOVE PANEL (need screwdriver made from blade and wood - see hole).

SAVE here before you continue as you will encounter more of that lethal dust.

JUMP (from bunk into hole in ceiling - now in a large metal pipe. U (emergency airlock - inner door should be open, outer door closed). WEAR SPACESUIT. WEAR magnetic BOOTS, PUSH RED button (inner door closes, outer door opens), GO DOOR (out on hull), GO HATCH (shuttle bay), PULL LEVER (opens bay doors), GO SHUTTLE (inside - see yellow button), PUSH YELLOW to complete adventure.

FINAL MESSAGE: You have ESCAPED! CONGRATULATIONS!!
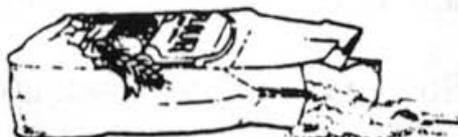
TELEPHONE HELPLINE
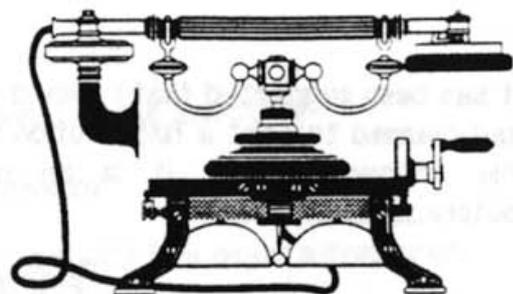
DOREEN BARDON	0653 628509 MON - FRI 6pm-10pm Spectrum
	Weekends - any reasonable time
JOAN PANCOTT	0305 784155 SUN - SAT 1pm - 10pm Various
ISLA DONALDSON	041 9540602 SUN - SAT Noon - 12pm Amstrad
BARBARA BASSINGTHWAIGHTE	0935 26174 SUN - SAT 10am-10pm Spectrum & BBC
BARBARA GIBB	051 7226731 Afternoon & Evening Various
DAVE BARKER	071 7321513 Mon-Fri 7pm - 10 pm Various
VINCE BARKER	0642 780076 Any reasonable time C64
	(In abeyance until further notice)
MANDY RODRIGUES	0492 877305 Mon-Fri 10am - 9pm Various
SHARON HARWOOD	0702 611321 Any day 10am - 7pm Spectrum
LES MITCHELL	0482 445438 Any reasonable time Amstrad.
	Commodore, Spectrum
GRIMWOLD	0626 853254 Any reasonable time but not after 10pm
(Simon Avery)	Amstrad

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