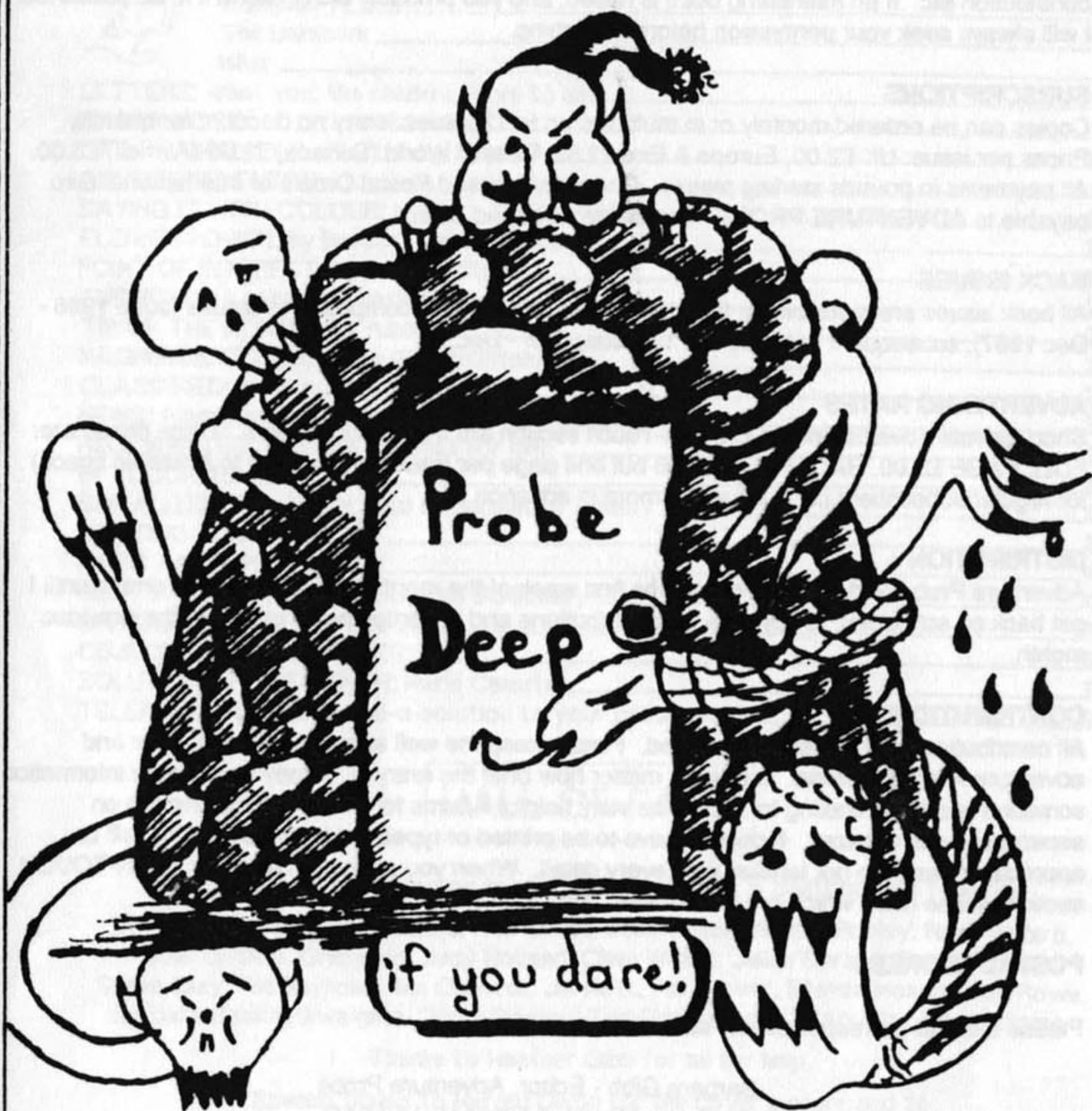


ADVENTURE PROBE

JULY 1993 £2.00
VOLUME 7 ISSUE 7



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ADVENTURE PROBE

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

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

BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

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HALL OF FAME

Many thanks to the following readers who have sent in contributions recently:

Dorothy Millard, Damian Steele, Ron Guest, John Wilson, Walter Pooley, Ron Rainbird,
 John Guthrie, Grimwold, Judy Holland, Clive Wilson, Julian Spragg, Ron Kilbride,
 Steve Clay, Phil Reynolds, Ian Osborne, Jill Nott, Phil Glover, Steven Moxen, June Rowe,
 Barbara Bassingthwaigte, Derek Dooley, Ted Goring, Peter Clark, Jay Honosutomo.

Thanks to Heather Gibb for all her help.

Special thanks to Harold Dixon for the cover picture and to
 Geoff Lynas for doing his best with what I send him.

EDITORIAL

Dear Readers,

This is my thirteen issue as editor and I hope it isn't unlucky. A large proportion of subscribers are due to renew after this issue. I have done my best to offer a well-balanced magazine (I delaying it for a few days to ensure I could include certain promised material) now I can only wait to see if most of you approve of my efforts and will at least order the August issue.

I'm always open to suggestions to increase the readership. Now that my one year of free banking has come to an end, I was advised to have a chat with an expert in running small businesses. This proved to be a very enjoyable one hour session. Talking almost non-stop about the magazine to someone who doesn't even have a computer and has never heard of adventures and fanzines was quite an exhilarating experience.

He says there seems to be no way round the bank charges (about £5 per month if I don't pay in too often and don't write a lot of cheques) but he also came up with a few ideas on how I may bring Probe to the attention of potential subscribers. One I have already tried. "Introduce a Friend" brought in 3 new readers so it was a minor success. Now I am looking at ways to reach more adventurers, maybe by advertising in schools, shop windows, etc. If you have any ideas (ones that don't cost any money) or can take the initiative and pass the word round, please do so.

There's now no Spectrum glossy magazine to give Probe a mention, but maybe Debby will find a few lines of space in Amstrad Action once she gets settled into her new job. Congratulations, Debby, I hope you find the job very rewarding.

I have tried writing to other magazines but they are either not interested or my pleas didn't land on the right desks. If you are on good terms with anyone who can help, I will see what I can do by way of a small reward.

Many of you will be aware of the disaster that almost destroyed Mandy's home. Well, while she was trying to cope with rising water, rotting furniture, no heating, etc. she received a letter to say that Commodore Force couldn't afford her services as Bash the Barbarian. Nothing to do with her ability, purely for financial reasons it seems.

It is a funny old world; deals you two or more unplayable hands, then suddenly decides to deal you an ace to relieve the tension. I have just spoken to Mandy and she tells me that the house is very slowly getting back into shape and one ray of sunshine is that Commodore Force have decided that they can't do without her expertise and have re-employed her. As "posh" journalists work well in advance of publication readers may not notice any break in continuity - It all depends on whether someone else had a stab at writing it and found out how difficult it can be!

It has taken three weeks to put this magazine together. My daughter helped me the first two weeks so that she could learn the word processor and desktop publisher I use - all part of her two weeks work experience as all pleas to get her a place with another company went unanswered. Anyway, her enthusiasm waned a bit towards the end, and I have had to rush to finish it by today, 22nd July.

'Til next month, happy adventuring.

Barbara A.F.I.O. Hon. Member

REVIEWS

BLACK KNIGHT

Written by Mandy Rodrigues

Reviewed by Gareth Pitchford on a Spectrum

(also available for the C84)



Most "Probe" readers will know the name of Mandy Rodrigues, and many will have played her Black Knight adventure — those who haven't should check it out as it's just been re-released by The Guild.

Black Knight doesn't come with any documentation, just the standard Guild cassette box, and as there's no in-game introduction you may be at a bit of a loss not knowing who you are and what you're out to do in the game. Having finished the adventure I'll tell you that you're Sir Galahad and your task is to slay the Black Knight of the game's title.

The adventure comes in two GACed parts, the second accessed by a password. In both the screen presentation is very poor, but that is typical with GACed games, however the screen colours are cyan paper and black text which is quite easy on the eyes.

Part one starts at the entrance to a beautiful valley. Quite atmospheric text describes this first, and all subsequent, locations. The problems range from very easy to average, making the game good for beginners. Unusually for a GACed adventure the command SEARCH is useful on more than one occasion.

In this first part you'll find yourself carrying out tasks as diverse as milking a cow and defeating an evil force (in the cave near the end of this part). There's a few characters around, like the drunken Warlock and the dwarf but most of it hinges around objects among which are interesting items like a lodestone, some mistletoe and a chastity belt!

Once over a bridge and having done a bit of a William Tell, you'll be ready to load up the second part of the game. This part seemed to me to be a lot shorter and a lot easier with only the inclusion of a maze to make it appear a bit bigger.

There's not really much to do before you meet and defeat the Knight. Only the leopard and the noisy soldiers (whom Mandy seems loathe to kill off) will really give you any problems.

So although the game isn't that big or difficult it is quite enjoyable and atmospheric (there's lots of flashes of lightning and mysterious voices around). A nice game to load up if you're getting stuck in another title to give your mind a break and boost your confidence a bit. Maybe it's a tad overpriced, £2 would have been a better mark, but you do get two bits for your money.

Available for the Spectrum and Commodore from:

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

Price: £3 either format on tape or disc.

Cheque/p.o. payable to Glenda Collins.



DUNGEON OF TORGAR

Written by Simon Langdan

Reviewed by Barbara Gibb on a Spectrum



This adventure has been available for a while, and although I bought it sometime ago it got lost amongst the hundreds of other adventures awaiting my attention. A chance remark by Tony Collins aroused my curiosity, and after hours of searching boxes and shelves I found it.

The original query was soon dealt with, then I found I couldn't just leave it there - I had to continue until I had completed the game, this is one of those games that can get you hooked!

The storyline is the traditional one of finding treasure and escaping with it. You start at the entrance to the dungeon complex with only a parchment and sword. Believe it or not, the sword is not needed, but the parchment is very useful because it lists the 10 treasures you have to find which are ticked off when they are carried. (X PARCHMENT to check).

An annoying leprechaun does his best to spoil your fun, and beware for he can give you some false or misleading information, as far as I could tell only one hint was really useful. There is also a maze (the reason why I was playing it in the first place) but this was easily mapped when I noted the different coloured circle on the floor of each location.

In addition to the irritating leprechaun, you will encounter a few real mean characters set on halting your progress. Searching and examining should find the means to defeat the Rockbeast, Deathbeast, skeleton and ghosts, a little more thought is needed to turn the table on the nasty wizard.

The text is adequate, with a neat screen display. There is at least one unsigned exit so check every compass direction. The puzzles are varied and interesting, ranging from easy to fairly difficult, but then, what may be obvious to me may not to someone else, and vice versa, so I would suggest that this adventure is suitable for any player who enjoys a traditional text adventure. If you can't immediately solve a particular puzzle, look around to see if another has to be dealt with first.

All the usual PAW commands are available, with standard abbreviations for compass directions etc. including X for Examine. Verb/noun inputs will sometimes suffice, but some three and four word input are necessary for exactness, eg. LOOK IN (object), PUSH (object) WITH (object), THROW (object) AT (object). Speech marks are needed when you SAY WIZARD "... ..".

By the time you get to the Throne Room you should feel well satisfied, and confident of typing the correct input to escape the final trap.

Simon has written at least two other adventures, and if they are up to this standard I know I will enjoy them.

Available from: The Guild, 760 Tyburn Road,
Erdington, Birmingham, B24 9NX

Price: £2 on tape, £4 on +3 disc.

Cheque/postal order payable to Glenda Collins.



PRE-HISTORY

Written by Micheal Hunt (Simon Avery)

Reviewed by Damian Steele on an Amstrad

This is the only Hunt/Avery adventure I have seen in which there are two principal characters and unlike most male-written adventures, the character you control is female assisted by a male.

Object allocation and use is no problem with the two characters as the male will take any object for his use as soon as it is discovered.

The idea of the game is to rescue your tribe members from the clutches of a group of slavers. Not perhaps the most original of stories, but it is enough to start the ball rolling.

A number of the objects required to complete the game can be found within the first few locations, but being too keen can spoil all chance of finishing the game if your companion gets his hands on something too soon.

One puzzle in particular which had me stumped for a while was where I was offered a cup by a tribal leader which I believed to be poisoned, but I was unable to refuse it. A short time later the answer became obvious having looked at the list of commands on the INFO/VOCAB screen.

The INFO screen makes an appearance in nearly all of Simon's games and is a useful aid in solving some of the trickier inputs, giving clues as to how a problem can be solved. Very often a problem toward the end of a game can be solved by a process of elimination by looking at which commands are left unused.

I thought that the various peoples in the game were a nice touch and it was interesting to discover the different approaches required to obtain assistance, without which a number of problems cannot be solved.

This, along with puzzles suited to the era in which the game is set - no advanced technology making a cameo appearance for the author's benefit - made for an enjoyable hour or so. The required inputs were fair and straightforward in nearly all cases and only once did I have to grope for that one phrase where I knew what I wanted to say, but couldn't make myself understand.

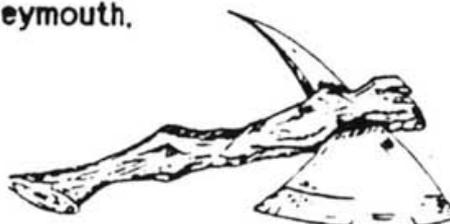
All said and done though, I was glad to have played this adventure and was suitably happy when I finished the task and freed my people, saving them from a life of misery.

The only regret I have now is to see Simon leave the 8-bit scene now that he has nudged his Amstrad aside in favour of a PC, but hope to see a 16-bit adventure bearing the Avery stamp of interesting puzzles and humorous messages. Oh, and squirrels. (See elsewhere in this issue for an explanation....Barbara.)

Available from: WoW Software, 78 Radipole Lane, Weymouth,

Dorset DT4 9RS. Price: £2 (tape) £4 (disc)

Cheque/p.o. payable to J G Pancott.



FOR PETE'S SAKE

Written by Jonathan Scott and Stephen Boyd

Reviewed by Barbara Gibb on a Spectrum

After reading both sides of the leaflet that came with this game I thought I would be in for a weird time, and my suspicions proved correct.

Unusually, especially in an adventure written by two men, you play a female character, Julie Brief, recently divorced from Pete. He sounds like a bit of a liability as he has managed to get himself arrested, convicted and imprisoned in the local jail. He makes two quick appearances in part one and an even briefer (sorry) one in part two. Actually, he isn't nearly as strange as the rest of the assorted characters you have to deal with.

As far as I can tell, and I have completed the adventure, you are Julie and you work in Matilda's beauty salon in a shopping mall stranger than the one in James Taylor's "Corporal Stone". The game starts at 8 o'clock in the evening when only certain establishments are open to you. This gives you time to solve a few puzzles and get the "feel" of the game. If you can find somewhere to SLEEP, when you wake up the rest of the locations should be open.

Part one involves getting your hands on the four missing ingredients Matilda needs to make her world famous "stew" - a beauty product that will even remove warts! These are no regular items (a car radio, a mouldy turnip, a Chip Ahoy chip and a cucumber sandwich) and obtaining them involves sussing out the correct order of events. When you re-enter the salon carrying the four items Matilda reluctantly gives you the password for part two.

Part two is set outside and inside Matilda's mansion. You have to gain entry, disguise yourself as a man, and destroy the briefcase containing the formula for her "stew". The screen display is neat with the location title and your score (out of 250 each part) on the top line. These always remain on the screen, the rest scrolling off if the screen becomes full.

In part one each move takes 1 minute (not in real time!) and if you remember you are a female and propose to someone, then choose the correct engagement present, you will know what time it is. I offer no apology for giving you this hint because unless you get at least the first part of this puzzle right you won't get much further into the adventure.

Those of you who have read my review of "Out of the Limelight" (March '93) will be aware of my problems when it came to dealing with characters (known to clever folk as PSI's) in PAWed games. Well, I am very pleased to tell you that I coped quite well with most of them, only having difficulty if I was trying to do something wrong or anticipating something such as giving the script to the actor before I knew why he was important. The writers have allowed a lot of flexibility in this area as I didn't have to spend hours juggling words and including/omitting speech marks.

For Pete's Sake is one of those adventures that can be difficult and confusing until you have joined three or four links of the chain. Some characters and objects only appear at certain times, and a character may disappear before you have realized what to do. The gardener in part two wandered off whilst I was ramsaving my position. As most of your progress depends on giving the correct item to a particular character or helping them in some other way, such as arranging the funeral of someone whose death you caused in the first place, it is essential to note responses, and suspend all normal acceptable behaviour.

The text is very humorous tongue-in-cheek stuff with some awful puns. (e.g. carton of klim = carton of milk that has gone off i.e. turned!), clues are hidden in the location text and responses, so read them very very carefully.

I preferred this adventure to the authors' previous game. It is reminiscent of Escape from Hodgkins Manor, (they have managed to work in a reference to Zikov), and I think a knowledge of the Zikov trilogy, especially the first story, *may* help some players. I think For Pete's Sake is what it would have been like if Jonathan and Stephen wrote it today, for they have developed a style all their own, and I like it!

Soon Amiga owners will have a chance to play 48K Spectrum adventures on their big shiny new machines but I wonder if they will! (Hello Hugh, are you going to give it a try?). I may be wrong, but the 8-bit text adventurer seems to have a much wider choice than the 16-bit, and I think these very individual authors still deserve an opportunity to show players what they can do.

For Pete's Sake may not be to everyone's taste, but for £2.49 it is worth taking the chance, and I think you may be very pleasantly surprised.

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



MUMMY'S CRYPT

Written by Laurence Creighton

Reviewed by Steven Moxen on a Spectrum

One afternoon whilst browsing through some rare books, you read about a hidden Mummy's Crypt. It is said not to be far from here, so you start your pursuit, with a pair of stout boots.

The adventure begins near a log cabin. Outside is an old man who needs your help with an injury. First you need to find and gather objects you will need later on. Remember to look under and look behind things (not often used in Laurence's adventures). You need to get rid of a bird so you can find what you need in its nest, cross a chasm and find a means of light to see in a cave.

After completing and collecting items around this area, you are ready to climb the hill. You come to a wire fence which you have to pass and some angry bees. Then you have to go down a pit and enter the Mummy's Crypt to find the entombed treasures.

As I am a Laurence Creighton fan I knew I would enjoy this adventure. I personally rate it one of his best to date. It is a bit harder in places than all his other adventures, but a most enjoyable one. If you are also an L.C. fan this adventure is a must. If you haven't played one you are missing out on some very good adventures.

Buy Mummy's Crypt.

Available from: Zenobl Software, 26 Spotland Tops,
Cutgate, Rochdale, Lancs. OL12 7NX

Price: £2.49 (tape). £3.49 (+3 disc).

EYE OF THE INCA

Written by John Olsen

Reviewed by Dorothy Millard on a C64

This game is written by John Olsen who also wrote Perils of Darkest Africa, Night of the Walking Dead and Revenge of the Moon Goddess. If you've played any of these games you will know that you are in for a treat. I would rate this in the top ten Public Domain games.

The game starts with you having finally found the long lost Incan Temple here in the jungle clearing. Now you must search for the world's largest diamond, the "Eye of the Inca". You must collect twenty six golden objects and the diamond to complete the game.

The early part of the game isn't too hard but later on when you get to the furnace and the quicksand you will need to put your thinking caps on. There is also a very novel way of crossing the pool to get the diamond near the end. Recommended, and if you enjoy this one, try his others which are harder.

COMPLEX I

Written by Norm Kosty & Crazy Bill

Reviewed by Dorothy Millard on a C64

At the start of the game you are presented with a graphic opening screen which sets the atmosphere rather well. You are Christopher Starr a regular type earth person, leading a very regular Earth-type person's life, when you are called upon to help.

Complex is part of the freeware system whereby you are requested to send a donation to the author. It contains descriptive location text but use of the examine command is limited. This does not detract however from a great game. My skin crawled when I opened the garbage bag to find maggots, and the thought of getting them... need I say more? There is a way through the woods which it shouldn't take an experienced adventurer too long to discover and then the game really opens out. The puzzles are well thought out. I found it a very interesting game to play which suited me because the puzzles are logical and with a little thought fall into place nicely. There's plenty here to keep you amused for quite a while. It is well worth the price. I recommend it.

THE UNKNOWN

Reviewed by Dorothy Millard on a C64

You start The Unknown in a grassy field and although you may not think so at first there is a way out. A little careful mapping should sort out the problem. The game opens out a little more once you enter the dungeon which is never ending. Once you have found the gold piece and button on the wall, you may as well return.

Once you enter the town, again careful mapping is required. Beware, it all looks the same, but you need to find the gypsy and the snowdrift to progress.

This game is reasonably well written and contains no obvious bugs. An enjoyable game but note that it must be mapped carefully as a lot of the locations look the same. Definitely worth a look.

Available from the Commodore PD library of The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX. Send SAE for their full catalogue.

ISHAR

Reviewed by Harold Dixon on an Amiga 1200

The evil Krogh has built his temple Ishar on the borders of the kingdom of Kendoria. As his powers grow he looks with greed toward Kendoria with plans to take over and use the country for his own evil purposes. Quite evidently he must be stopped! Such is the plot of Ishar - Legend of the Fortress, a curious role-playing game from Silmarils in France.

A role-player with a few differences. The characters are set up fully-created for you as the game proceeds, I suppose leaving more scope for game-play. Starting with one character you may enlist others as and when you meet them, but all members of the party have a vote on whether or not you may enlist them, so the choice is not entirely in your hands! You also have to be careful who attacks who, for instance if you have a goblin in your party and the enemy is a goblin, your goblin may turn on the slayer of his fellow-man and murder one of your party - you may well have a mutiny on your hands and find it necessary to drop certain characters from your party from time to time, or end up dead! Relationship between characters is very important, depending on their alignment - good or bad they can kill each other depending on race or class - dwarfs are not friendly with elves! Information about your party can be gathered by visiting psycho-analysts.

There are Cleric Spells and Wizard Spells of varying power available, all explained in the manual, also there are Potions which can be mixed and used in various ways, you need the Magic Flask to mix the potions in, experiments are most interesting at this stage - most mysterious!

Combat is simple - just ATTACK - ATTACK, you can run away simply by using the usual mouse-movements, but you must kill the enemy to obtain the cashbags they carry. They are certainly needed when you visit the town.

In the town you can buy weapons, armour, and potions. You get the food and rest you need in the inn. Information is gathered at various points as you proceed, and as in most of these types of games, do not waste time in providing yourself with weapons and armour or you will soon be dead! Training is also available for a price - things seem pretty expensive so you will have to get a move on in combat and gain experience and gold both to train and to buy the things you need. It is not really good to be told that "you are skint" - get out there and kill them baddies!

Spell training is also a must. There are also LOCKPICK, ORIENTATION and FIRST AID options depending on the characters skill-level in each specific field.

Movement is the click-on method with the mouse, the manual also gives keyboard and joystick instructions.

The graphics are quite good. I particularly like the buildings - tall circular artifacts with many windows and an impressive entrance. I have not got too far into the game yet, but what I have seen so far I am satisfied and most intrigued with - certainly one worth looking at. There is, I gather, a version available for the lesser powered Amigas.

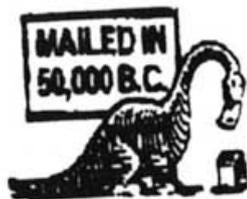
Shop around for the best price.

Special Reserve's latest catalogue quotes

Amiga (1 meg) and Atari £10.49. PC £10.99. (Barbara)



LETTERS



From Phil Glover of Hall Green, Birmingham

I'm sure that the news of the closure of FROM BEYOND has come as a shock to many of us, and the next blow was that Jon Lemmon is to stop writing Spectrum adventures for COMPASS SOFTWARE. Both Tim and Jon have probably written letters to various magazines and people explaining their reasons, and I've published the ones sent to me in our current issue of the SAM ADVENTURE CLUB disk magazine.

However sad the news is, when I read their reasons I couldn't pick fault with them, as the Spectrum, and its adventure scene, have both gone into a steep decline. Coverage may continue in the multi-format magazines such as PROBE and RED HERRING, and we'll naturally continue our coverage of these games as SAM is a perfect machine for Spectrum 48K adventures. The games may continue for some time, especially if existing Spectrum owners actually support adventure writers where possible. Spectrum games are still plentiful and offer superb value for money.

I'd like to thank both Tim Kemp and Jon Lemmon for all they've done for Spectrum adventuring: Tim for his YOUR SINCLAIR adventure column and FROM BEYOND, and Jon for writing sixteen adventures for COMPASS SOFTWARE. Both have always given good service to their readers/customers, and have been a credit to the adventure scene. I hope Tim may decide to write the occasional review, letter or article for other adventure publications, and that Jon can enjoy some well-deserved rest for all his game-writing. Tim and Jon were part of the golden age of adventures, but times sadly change, and reality must be confronted, especially with ever-decreasing sales of games and the computer industry deciding that we all must have bigger and more powerful machines instead of 8-bits. I may also succumb to buying a bigger machine one day, as they are undoubtedly excellent, but I'll still be bashing away on my Spectrum and SAM for many years, as they're still fine machines, and there are many adventures I've yet to play.

I sometimes feel that the enthusiasm and friendliness of adventure playing is changing as people buy bigger, more commercial programs with flashy graphics and sound in them. I still love many of the old Spectrum titles with the individual style and humour of the writer stamped on them; those W.H.Smiths cassettes with Biro-written labels for home-produced games, some of which took ages getting them to load... Ah, happy days! Thanks again to Tim and Jon, for making adventure playing so friendly and enjoyable.

★

I *didn't* know Jon Lemmon had ceased writing adventures. He knows I didn't always like his games, especially the ones that include arcade sequences, but I *always* bought them because I appreciated the work he put into them, and so gave my full support - hoping the next one would be more to my taste. His last(?), Lost Tomb of Ananka, was definitely so, and I am very sorry to hear that no more will be written. Tim knows he is always very welcome to contribute to Probe in whatever way he wishes. Jon doesn't take Probe, but no doubt the above will be passed on. So, Jon, if you would like an advertisement or anything else to be published in Probe please contact me. (Barbara)

From Ron Kilbride of Kippax, Leeds.....

In the March 1993 edition you (i.e A.P.) referred to Computer Cavern re obtaining old games etc. I have had problems with this company concerning games without English instructions. Neither their catalogue nor a compliment slip (describing the games) made mention of this.

They have been investigated by the Trading Standards Department and have been warned that their catalogues must include all correct information in the future. The matter has not in this instance been taken further because they have offered me credit and they claim that I was infomed verbally of the lack of English instructions.

My complaint is not the only one made re this company, and the Trading Standards assure me that any futher complaints against this company could lead to prosecution. In the opinion of the Trading Standards I would have no trouble in winning a small claims action against Computer Cavern (their correct name is Capri Marketing), but they are not worth bothering with - nice as pie when selling, but arrogant perturbers of the truth when faced with complaints as far as I am concerned. My main contact in the Trading Standards Department is:- BUCKINGHAMSHIRE T.S. - Mr J.McNULTY (0296 383212) who is quite prepared to speak to Adventure Probe; also WEST YORKSHIRE T.S - Mr ALI/Mr CRIPPS (0532 530241)

*

Thank you for your warning. I mentioned this company in good faith (I understand at least one glossy has also published their name), and can only offer the following sound advice. Whenever dealing with a company for the first time, never order anything of great value until you are sure what sort of service you actually get from them, and never part with your money unless you are sure you can get it back if things go wrong. (Barbara)

From Harold Dixon of 52 Windsor Street, Colne, Lancs BB8 9LD.....

It is good to get back into print again, even if it is only on the old printer - now working via the Amiga. I am still at odds waiting for a connection with the 64/monitor, but not too worried about it. I have a copy of the American adventure-creator Visionary - question: does anyone know how I can get hold of the Visionary handbook, which is advertised in the Visionary manual, but seems to have no address to contact?

I would like to thank Dorothy Millard for offering to sort out Zargo for me. I have not decided quite what to do just yet, Dorothy, I will get in touch with you soon about the matter. I have sent off for the Amos Creator Handbook. I have a copy of Amos off the front of a mag and might give it a go. adventures are possible with it I gather. I would welcome any tips anyone might care to give on using Amos in this method.

I still have plenty of adventure software left on a disk, plenty of books on the 64, listing books and magazines. I would be glad to part with them for a few pounds + postage. Send S.A.E for details.

*

I've printed your full address so anyone who can help can write directly to you.(Barbara)

From Julian Spragg of Aylesbury, Bucks.....

First of all, please forgive me if I am covering old ground here, but as a new reader of Adventure Probe since March 1993, I do not have the historical knowledge of Probe that I wish I had. I have been following the debate regarding a 16 bit adventure utility with some interest, and I thought that you would like to know of my experiences in this field.

Having been a keen adventurer since the glorious days of Level 9's 'Colossal Adventure' (the original version that was text only, not the enhanced version that appeared later), I made the move to a 16 bit in September 1987 (although I still use my trusty CBM 64 to this day to play games such as the excellent Dance of the Vampires). The very first game that I bought was Level 9's 'Knight Orc' trilogy, a true masterpiece which demonstrated even back then just what could be done with a machine such as the Amiga. I decided that I would like to try my hand at writing a game, and set about finding a utility that was in the same mould as the Quill/GAC i.e an integrated development environment. The first utility that I tried was a utility ported from the Unix world called 'Adventure Definition Language'. This proved to be an uphill struggle of titanic proportions from day one, and I reluctantly gave in and moved on. The next utility that came into my sights was a commercial release called 'Visionary' by Oxxi- Aegis. Although this is an undoubtedly a very powerful package, it still suffered from the same problems as ADL i.e being a compiler development environment which was still not what I was looking for.

Finally, just as I was beginning to despair of ever completing my quest, I noticed in a small advert that there was a utility written to run under AMOS called Creative Adventure Toolkit. This is a licenseware product costing 3.50 published under the Deja-Vu label (disk LPD 83). Having already bought AMOS, I thought what the heck and ordered it. Upon receiving it, I printed out the excellent disk documentation and set about running it. Imagine my surprise and total amazement when I was confronted with a front-end that wouldn't have looked out of place on the Quill. Several weeks later, I had several simple adventures up and running on stand-alone disks which had proved quite easy to write using this system. Now although this system is not the most technologically advanced that could have been written, I feel that it could amply handle a lot of conversions from the many 8-bit classics that are still available and being marketed through the good pages of your magazine.

The following are a list of CATs facilities:

- 1) Vocabulary - The limit is 500 verbs, nouns and prepositions. Nouns 474-500 are reserved for directions and exits.
- 2) Synonym menu - The limit is 500 synonyms for verbs, nouns and prepositions.
- 3) Location Text - Location descriptions may be upto 500 characters in length.
- 4) Object Text menu - There is a limit of 200 objects.
- 5) Deletions - There is a limit of 500 deletions.
- 6) Message Text - Each message may be upto 500 characters in length with a limit of 500 messages.

There are also facilities for object initial positions, object attributes, object weight table, strength/ability, objects conveyable, room adventure starts, set input timeout, screen resolution, system messages, title screen, flags, etc. There is also support for Graphics for locations (created using any IFF compatible paint package) and sound using GMC okr tracker modules.

Now bearing in mind that AMOS and AMOS Compiler were given away as coverdisks on CU Amiga 93 (available as a back issue) I feel that this could offer an economical solution for any of the million plus Amiga owners who would like to enter the satisfying world of text adventures creation. All adventures written using this system can either be run under a RAMOS disk (which is stand-alone) or compiled once developed to run like greased lightning. This utility is also memory dependant (min 1 MByte) but the bigger the internal memory, the bigger the adventure. On a 1 MByte Amiga, you get around 120Kbytes for data entries alone and a further 100-200Kbytes for your response and routine entries. With 2 MBytes rapidly becoming the standard, just think of the possibilities. Also the author of the utility, Philip Richmond (UK resident) is quite happy to help if you are having problems, have found a bug or there is something that you're not sure about by sending him an SAE. I just hope that he gets enough positive feedback to continue developing this utility.

Anyway, enough of my rambling. I just thought that I would write to let you know of my experience in the 16 bit utility world. I hope that utilities such as this will encourage text adventures to be written on the new breed of 16/32 bit machines and will see text adventuring through the nineties and into the 21st century.

Thank you for listening.

*

I'm always pleased to hear for readers, especially newish ones, as their thoughts and experiences can sometimes make us relive our own early days of adventuring. I try very hard not to forget the readership covers a very wide spectrum (sorry!) from young to oldish, from novices to experts, from 8 to 32 bit+. The players of adventures seem to be asking for text adventures for the Amiga/Atari/PC machines, authors seem willing to write them. I just hope that an easy-to-use utility (TADS?) comes along soon before it misses the boat like STPAW. Many of you are now buying Amigas. What are you playing? Has the novelty of point and click worn off? Are the games more relaxing? Cheaper? (I doubt it). More enjoyable? Longer lasting? Let us know. (Barbara)

From Ron Guest of Sheffield.....

Thank you for the lead but sadly it does not fit. I am beginning to think this Scart business is more trouble than it is worth, as although I expected a little difficulty getting one to fit the +3 I recently bought an Amiga and cannot get one to connect that to my Hitachi either.

*

As none of the suggestions or addresses of companies has resulted in a suitable lead, I am at a loss as to what more you can do, except buy a different TV! (Barbara)

From Jill Nott of Letchworth, Herts.

Congratulations on your seventh birthday issue which I have just received.

I have been adventuring for several years but only discovered fanzines about a year ago, first From Beyond and, more recently, thanks to Jack Lockerby, Adventure Probe.

I find the reviews invaluable in deciding what games to buy. The title "Tax Returns" was a complete turn off to me but I bought it, along with "Taxman Cometh" after reading A.P. and loved them both.

May I use your pages to say two thank yous?

The first is to your telephone helpliners. I only manage to solve about one game in three without help. Sometimes I miss something stupid, sometimes it's for the want of a peculiar or obscure input, but the result's the same - frustration! Now help is immediately available from a friendly fellow enthusiast. My 15 year old son gave up playing some time ago but he has now returned to the fold because he knows help is only a phone call away should he need it.

The second is to John Wilson of Zenobl, who has suffered much at my hands. I've sent him orders with the wrong amount of money, with an unsigned cheque and on one occasion, with two cheques. Yet every time he has sent my order by return of post and sorted out my muddles later. Cheers, John.

With best wishes for the next seven years....

*

Many thanks for your best wishes. I hope Probe is still around in seven years time. The telephone and postal helpliners do a great job, and your thanks will be greatly appreciated by all concerned.

Zenobl prides itself on its first class service and I've *always* received a reply by return of post. Most home-based concerns give a good service - in my experience it is the large commercial companies who can be very slow to send the goods. However, I must say that I telephoned Datel at 10 o'clock one Monday morning and the goods were delivered at 8.30 the next morning. (Barbara)

From Damian Steele of Paignton, Devon.....

In reply to June's letter in the June issue about The Fabled Treasure of Koosar.

I too bought a copy of the game and was stuck on this particular problem myself for a couple of weeks. What I was doing wrong was attempting the problem each time from a saved game instead of starting afresh, thereby missing the important clue. Okay, I did solve this problem without it but I can't help feeling that had I started again I may have finished it a lot quicker. The funny thing is though I feel better for having solved it "on my own" so to speak than I think I would have by using the clue.

Another reason why I was glad to read June's letter was that I now know that the game CAN be completed.

The problem of finding the map has given me so much trouble. I was beginning to think that the game was bugged. So, thanks June. I shall go back and have another try now I know success can be achieved.

In response to the point raised by Ron Guest in the June issue with regard to point allocation in games I say the following: points, like most aspects of a game are down to personal preference. I prefer games where you CAN finish and score less than the maximum. This gives an incentive to go back and explore the game again, perhaps trying out new ideas, to search for those elusive marks.

Now that I am more confident in game writing, I too am introducing a scoring system to give both a reward at the end - by hopefully achieving 100% - and to give a guide along the way as to how far the player has progressed.

I feel that to 'magically' increase the score at the end is like saying "Well done, you completed the game" when in fact, the player has only finished it. There is a difference. I was interested to read The Grue!'s letter (June issue 1993) particularly the section where he mentions the time taken to write an adventure. The question I want to ask is: How long DOES an adventure take to write?

Surely the time taken depends on a number of different factors; whether you count the time at the keyboard or the total time from start to finish, the machine itself (and the software), the complexity of the adventure, the originality of the subject - creating a completely new world is harder than setting the action in, for instance, modern day London - and of course the author him/herself.

I have written a few adventures - hopefully being released soon by Tony at The Gullid. When I first started I took over a month (total time - not writing time) to produce one game. As I grew more experienced and used to the software's little 'quirks' I cut this time down to a week and the latest has taken me the length of a long weekend.

As I understand that using the Gullid is faster than the GAC which I use, I would say that producing an adventure in a normal weekend is not out of the question. All that is needed is the original inspiration and plenty of coffee.

*

Best of luck, Damian, and when you do finish it, don't forget to enter the competition!

I know many authors who take months, even years, to write and programme an adventure, and then spend more time putting the finishing touches to it when playtesting reports are received.

No way am I suggesting that a quickly written and programmed adventure is inferior to one that has been in preparation for years. I think it all depends on the author/programmer. I would like to hear the views of past, present and future authors, so drop me a line and I will be pleased to print your experiences, thoughts etc. (Barbara)



From Steven Moxen of Horsham, W Sussex

I enclose a review on Mummy's Crypt and return the review tape you sent me. I spoke to you on the telephone about an article in Goblin Gazette (June 1993), from Mike Brallsford, about the rise and fall of Spellbreaker! Mike also explains why he didn't send out the last issue of Spellbreaker! - he didn't have any spare cash for the postage. I wrote to Mike and sent him a 28p stamp for issue 29 of Spellbreaker! which he owed me. I received the magazine on the 12th July, a few days after my letter to Mike.

*

I thought you would enjoy the adventure, the review is in this issue. The article in G.G. states that the magazines are all in envelopes just waiting for stamps. I meant to send for mine but forgot in the hurly-burly of getting Probe ready. I will write to Mike and send him a copy of this issue as a "welcome back" present. I'll also try to send a few spare stamps which may help. Mike has no need to be embarrassed, I have found most adventurers very fair and understand. To obtain a copy of the latest issue of Goblin Gazette, send a cheque/postal order for £1.50 (payable to Les Mitchell) to 10 Tavistock Street, Newlands Avenue, Hull, HU5 2 LJ. To contact Mike Brallsford write to 19 Napier Place, Glenrothes, Fife, KY6 1DX Back issues are available at £2 per issue.

MY TEN MOST by Lee Morrall

.....Excellent Adventures

1. Mindshadow (Activision 1985) - Superb plot, four different parts with incredible atmosphere and intrigue, not to mention brilliantly drawn graphics with a wonderful abstract quality in every location!
2. Jack the Ripper (St.Brides/CRL 1987) - Splendidly gory descriptions, bags of atmosphere and detail, and a superb parser.
3. Dracula (CRL 1986) - Great puzzles and atmosphere from the master of the macabre, Rod Pike.
4. Hampstead (Melbourne House 1984) - A simple text adventure, but with great humour - a real-life satire from the Lever/Jones camp.
5. The Big Sleaze (Delta4/Pirhana 1987) - Wickedly humorous fun from the king of the spoof adventure Fergus McNeill.
6. Twin Kingdom Valley (early graphic adventure) - A classic example of the archetypal adventure theme.
7. Mordons Quest (Melbourne House 1985) - A gem that beats the pants off other more "sophisticated" games on this label.
8. The Pawn (Magnetic Scrolls/Rainbird 1986) - Ambitious and successful. The Pawn wasn't too pretentious to lose the atmosphere of a good basic adventure.
9. Fish (Magnetic Scrolls 1988) - An unorthodox, and highly entertaining game from the Anita Sinclair stable. Exploding parrots anyone?
10. Leather Goddesses of Phobos (Infocom) - I never had the pleasure of playing this one, but it sounds good to me!!

Common Adventure Objects

1. Lamp (torch, candle)
2. Key
3. Rope
4. Food
5. Map
6. Shovel
7. Vine
8. Robes (or cloak)
9. Axe or Sword
10. A Ring

Fruitless Adventure Commands

1. Wait
2. Help
3. Swim
4. Shout
5. Jump
6. Talk
7. Kill
8. Sleep
9. Break
10. Dig

Unusual Adventuring Objects

1. An Ocarina - Jack the Ripper
2. A Lathe Retaining Bracket - Hampstead
3. A Mandrake - Price of Majik
4. A Valerian - Lords of Time
5. A Piece of Sausage - Philosopher's Quest
6. A strong but fine chain about nine feet long with 21 tiny bells attached - Wolfman
7. A Cannabis Plant (ooer) - Lord of the Rings
8. A Bullet-making Kit (Nythyhel/Methyhel)
9. A Chinaman's Disguise - Sherlock
10. A Girocheque - Hampstead (not so unusual in real life)



Common Causes of Death in an Adventure

1. Swearing
2. Starvation
3. Fatigue
4. Death at the hands of the enemy
5. Attacked by wild animals (possibly eaten)
6. Falling
7. Drowning
8. Eating a poisonous substance
9. Dehydration
10. Obliteration



LIFE OF GRIMWOLD - PART 4

(continued from Part 3 in Probe, Sept '92)

After dealing with the "Wampire", Grimwold felt a lot happier as he trudged along the smooth tunnel. He actually began to whistle, strange peeping and blowing noises issued from the depths of his beard as he lengthened his stride to something equalling the length of a crippled Imp.

Rustling through his pockets, he found the clove of garlic that had been given to him earlier. He chomped cheerfully through it, totally unaware that the noxious vegetable could have been used on the "Wampire". But then, it is difficult for a Dwarf to remember anything much. He had, in his 121 years, learnt how to breathe, eat (he could do *that* very well!), quaff ale (Actually, quaffing is a highly skilled technique that is all too often regarded as a messy means of getting as much beer down a throat in a short a time as possible. Despite its rude appearance, quaffing involves many motions, such as the quick raising of the flagon at an appropriate angle and simultaneously opening the mouth to receive not more than 78% of the fluid offered.), not to mention certain other functions. He had also learned to sing, in the manner only a Dwarf can. He had committed to memory over four thousand songs about Gold. Such as "Gold" by Baby Beater Baldgrim, the beast of Bedpans; "Gold" by Sid, the Sidewinding Slinker of Sooty Chimneys; not to mention "Gold" by Bouncin' Berty, the Bulbous Bear-Eater of Belboz. Grimwold was currently trying to establish himself as a songwriter with his song "That heavy yellow metal that some call Gold", but nobody was interested in marketing this melodious ditty as it was considered too radical.

Grimwold remains politely silent as we discuss his skills and musical tastes, but now that we have finished, he starts grumbling again. It was not mentioned that Grimwold was a qualified grumbler as it is assumed that the reader knows that all Dwarfs, apart from 'Appy Angus, the Aging Optomist, are accomplished in this area.

Grimwold kept on trudging, his studded boots (leather, of course) occasionally striking fat yellow sparks from the tunnel floor. With his in-built sense of direction, the Dwarf knew he had turned full circle since he landed in the hole below the bridge, so it was no surprise when he stepped out from the tunnel into the bottom of the chasm. The floor was rocky here, stones having fallen from high above, or perhaps been thrown down by curious adventurers wanting to know how deep the chasm was. Grimwold snuffled through his thick beard as his brain started to whirr and click with the beginnings of thought. "Surely," he reasoned, "if the bridge is above me, then all my gear should be around here somewhere."

Of course, this is not an exact translation of the Dwarf's mutterings, all unnecessary swear words, curses and blasphemies having been removed. He took over half-an-hour to announce the above in the Dwarven language which is very rich in curses. But, for now, we'll skip over that. You may not think that the prospect of finding this equipment would give cause to swear so much, but, being a Dwarf, Grimwold could fit in an enormous amount of curses into any sentence on any subject. It is perhaps not surprising that not many Dwarfs are invited to Church tea parties, something that troubles our hero very much.

He searched methodically through the rocks and stones until he found his beloved war-axe. Unfortunately, he had dropped his sack before he mounted the bridge and it had not descended this far.

Grimwold cursed even more as he thought of the Balrog munching his food. Still, he had his axe and he cuddled its familiar weight. The axe was not sharp. Grimwold didn't like it that way. Sheer weight and the Dwarf's bloody-minded approach to combat usually forced its way through most opponents' armour. "What," argued the Dwarf, "is the use of a weapon sharp enough to shave with, when no self-respecting Dwarf shaves anyway?"

Hefting the axe over one shoulder, Grimwold scanned the walls of the ravine for possible exits until he found one that looked promising. The large flashing neon sign above it stating "TREASURE - THIS WAY" rang little bells in the Dwarf's head and he sauntered rather heavily down it. This tunnel was not nearly so smooth as the previous one, but that didn't put our hero off in the slightest. Deep scratches scarred the floor, some so deep the Dwarf had to climb carefully down, take a dozen steps across their width before climbing back out again to continue on his way.

The air was also getting hotter and a hazy orange glow reflected off the walls in a way which would have the most intrepid adventurer looking for a large knight with a lance to take with them. Grimwold, however, was new at the adventuring business and had met only one dragon. Its name was Rory and lived in a small cave next to the Dwarf's home mine. Rory often used to squeeze his bulk into Grimwold's mine for a quick game of Snap and would wax long and lyrical about the old days when he would play Snap for real, with whole kingdoms and fair damsels. But, Rory was old, even older than Grimwold's great-grandfather who still put in a good day's work at the mine even though he was well over two thousand years old. Grimwold used to laugh at the old Dwarf whose beard was so long he was always tripping over it and then rolled about the floor trying to get up again.

The heat increased gradually as he trundled happily down the tunnel, thinking his Dwarvish thoughts, perhaps thinking of his sweetheart, Fidget. It had taken three years of cautious and subtle questioning before he correctly ascertained her sex. Dwarfs of both sexes wear many layers of clothing, usually leather, and all have beards, making differentiating between male and female quite difficult.

In time, the tunnel emerged into a brightly lit cavern. Grimwold stepped out and confronted a Dragon. Not a Dragon like Rory at all, this one was big. Very big. It sat atop a large pile of treasure that could only be the treasure of Norr-luk and surveyed our hero through eyes larger than a dozen dwarven war-shield..... (to be continued)

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SAYING IT WITH COLOUR by Mary Scott-Parker

The Prince of Orange, in the pink, was a bit of a chameleon. Writing purple prose he earned a black mark and ended up in the black books, going from being the blue-eyed boy to the black sheep of the family, when he was caught red-handed, in a blue funk, showing a yellow streak with a white feather.

Browned off, he saw red and took off like a greyhound for the wide blue yonder. A greenhorn and in the red he headed for the White Cliffs. White horses beckoned and a ship flying the Blue Peter gave him the green light. Cutting through the red tape and telling a white lie, he said he had a black belt. The sailors, green with envy because of his blue blood, gave him black looks and beat him black and blue. However, his green fingers came in handy. On a red letter day they showed him a red herring in black and white in the yellow pages, and putting him on a desert island, they MAROONED him.

FLOWER POWER by Barbara Bassingthwaighte

All answers have 5 letters ending in "T".

All clues fit anywhere going down each petal.

Woman's wear

You win

Grain

Heated bread

Balloon pops

Human pump

Begin

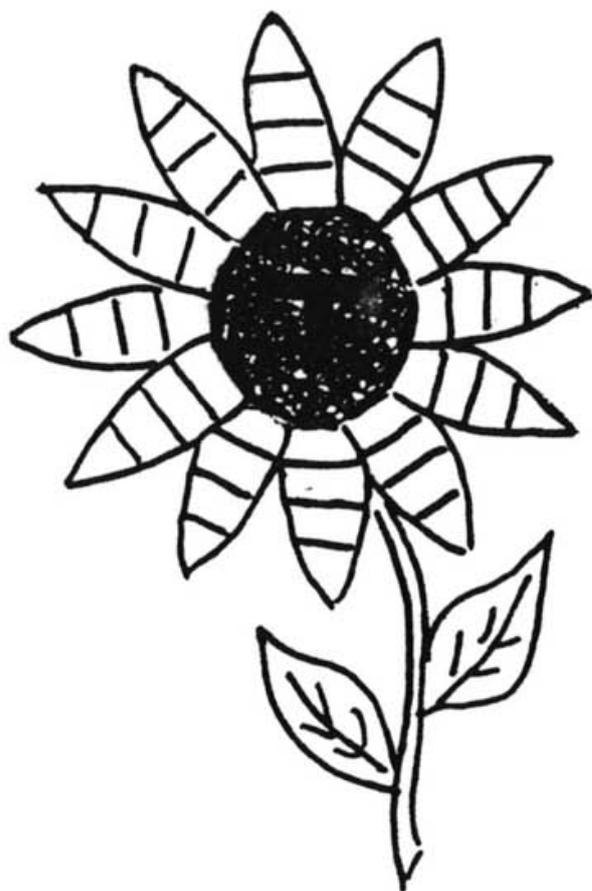
Men's wear

Flower

Cook meat

Damp

To box



POINT OF INTEREST

by Damian Steele, Hon. A.F.I.O. Member (until Simon reads this!)

Have you ever noticed the number of times that a certain animal appears in games by Simon Avery? This one animal seems to have a monopoly on animal bit-parts.

That animal is a squirrel.

Although often only a source of entertainment with witty comments like "complaining of the lack of repeat fees" in DAAW2, quite often it provides either information or acts as a puzzle in it's own right, as in Gerbil Riot or Total Reality Delusion.

Bearing in mind that Simon lives in such a rural environment, is there some deep and mysterious meaning which Freud would love to reveal behind the inclusion of this beastly, or is the humble squirrel merely a trade mark of Simon's work?



ANSWERS

Number Cruncher by
Dennis Francombe
(April '93)

$$3 + (3 - 3) = 3$$

$$4 - (4 \div 7) = 3$$

$$(.5 \times .5) + .5 = 3$$

$$(.6 \times .6) - .6 = 3$$

$$(7 \div 7) - 7 = 3$$

$$\sqrt{(8 - 8) + 8} = 3$$

$$(\sqrt{9} \times 9) \div 9 = 3$$

$$\sqrt{10 - (10 \div 10)} = 3$$

How Many Silver Coins by
Geoffrey Pogson (May '93)

There were 769 coins in the chest.
The final division gives 61 coins each,
from a pile of 244.

(If the restriction on there being less
than a thousand coins originally is
lifted, then there are an infinite
number of solutions.)



TIP OF THE MONTH

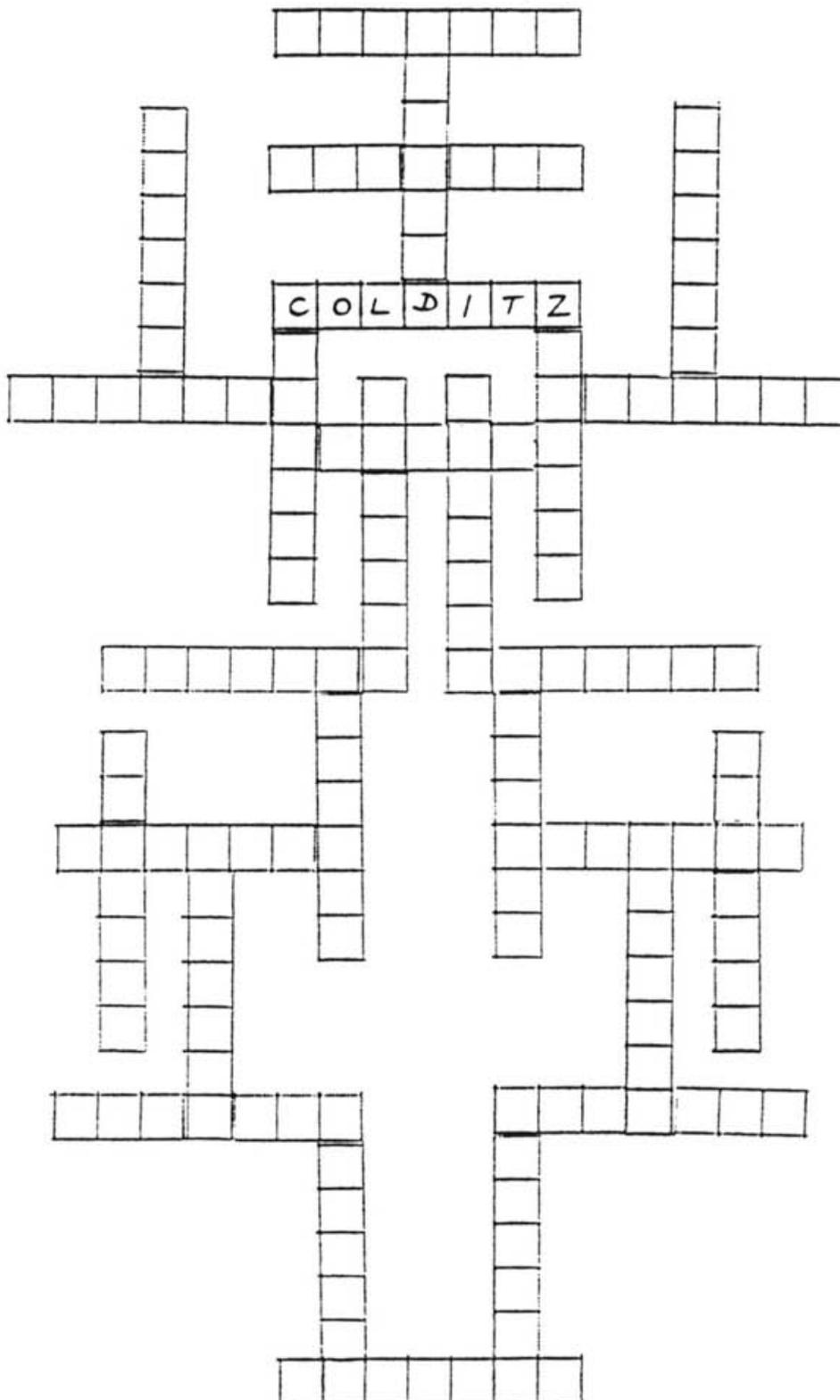
Ever wondered what to do with those tear-off strips from your fanfold paper?

Had trouble with cassettes rattling and unwinding in the mall?

Try threading a page-length of holey paper through the two large holes in the cassette and secure the end with a small piece of sticky tape. The cassette may get broken but the cassette tape should still be safe.

(If you have a tip you would like to pass on, please let me know - Barbara)

MAGNIFICENT SEVEN by Gareth Pitchford



Fit the following game titles into the grid above:-

- | | | | |
|---------|---------|---------|---------|
| ACHETON | DRACULA | PIMANIA | SUBSUNK |
| ALSTRAD | ECLIPSE | PYRAMID | TEALAND |
| BUTTONS | HELVERA | REDDOOR | THEDARE |
| CALLING | INFERNO | REDLION | THEHELM |
| COLDITZ | INFIDEL | REDMOON | THEPAWN |
| CUDDLES | JUSTICE | RUNAWAY | WARLORD |
| DEADEND | KAYLETH | SMASHED | ZARANOL |

CLASSIFIEDS by Steve Clay

TEN TURN LAMPS! A must for any adventurer, 3 groats will buy this excellent lamp that lasts a full ten turns before..... you wish you had invested an extra 2 groats in our FIFTY TURN LAMP.

FREE! To a good home. Breeding pair of woolly mammoths. Likes children (Toasted). Box 237.

OLD MAN seeks nubile young lady. Must be patient. Box 398.

COLLECTORS PLATES! Hundreds of designs. Send 2 groats for free list. All plates limited to the number we sell. Box 722.

LEGAL NOTICE: Hopeless, Hopeless and Wingnut (Solicitors) seek information on the whereabouts of Mr J.R.R. Tolkien. Our client, Mr B.Baggins Esq. requires interview regarding "royalties". Reward offered. Box 661.

AXE-WIELDING DWARF seeks employment. Experienced in cave systems and various dungeons. Recently obtained Hit-first-time degree from night school. 1 gold piece per day. Box 490.

MULTI-MILLIONAIRE TELLS SECRET! A fascinating story of rags to riches. King Yahoolee was born seventh in line to the richest throne in the southern continents. This book follows his early childhood on a remote farm through the mysterious deaths of his six brothers and finally his accession to the throne. King Yahoolee says "You too can become a millionaire if you are in line to a throne. With my book you can't go wrong." 3 silver pieces. Box 221.

SADDLE SORE? Then be sore no more with new wonderous NO-CHAFF! Rub all over the saddle to prevent those painful moments. 1 groat per tub! Box 390.

FROM THE MAKERS OF NO-CHAFF! We are pleased to bring the latest cure for embarrassing wind. NO-CHUFF tablets. Blow away all your troubles and make friends again. 2 groats per 50. Box 390.

ROCK BOTTOM PRICES! We now have four ornamental rock bottoms; Model 365: Standard human bottom with random raspberry, 2 silver pieces. M441 Trolls bum plays "God Save The Monarch" when sensor is triggered. 4 SP. M16 Ogre model with built-in roar! Guaranteed to annoy the neighbours! 5 SP. M322 Seven Dwarf version. A collection of seven dwarf bottoms with random flashing lights and continually playing the HEYHO song. Drives anyone mad after less than ten minutes. A great gift for people you don't like much! 6 SP.

THREE WISE MEN! Seek A-Z street guide to Bethlehem. Box 674.

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THE DARK GLADIATOR



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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 occurred 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 FSP ADVENTURES.

CELTIC CARNAGE

THREE battles have already been fought and much blood shed in the winning of them, but still the '**WAR**' rages on.

FINVARRA had been a struggle, **SANTA BARBARA** even more intense and **TENOCHTITLAN** the hardest of the lot. But they would pale into mere insignificance when compared to the battle that was soon to rage on the shore of the '**EMERALD ISLE**'.

For once again **CHRONOS** has need of the legendary **PHOENIX** ... the 'traveller-in-black' ... for once again the evil forces of the '**PRIMAL DARKNESS**' have reared their heads and cast their wanton eyes on a land to be conquered. Once more poor simple souls will be their target and their lust for blood, power and domination their only driving force. Yet again it will be up to **PHOENIX** to drive them back to the dark, dank corners from whence they came and there to lick their wounds in deep, abject failure.

THE STORY SO FAR ...

Spectrum 48K/128K+2

The Great Temporal Struggle Continues :-

"Know you, that over 2000 years ago there lived a proud race of warriors in the land of **ERIN**. Many were the heroic deeds of the **CELTS** in battle and many were the legends of this people; although, without doubt, the greatest of them was **SETAVIA** or as he was to be later known ... **CUCHULAINN**. The son of the god **LUGH** and the beautiful **DECHTIRE**, he was already a 'living legend' because of his incredible feats of strength and valour - even before he had reached the age of twenty.

Know you, that when Ulster's need for heroes was greatest, **CUCHULAINN** disappeared and the **Red Branch Knights** of King **Conchobar** were laid low by a terrible sickness known as the **CESS NOINDEN ULAD**. This was the time when **Queen Medb** of **Connacht** crossed the border on the infamous raid, the **TAIN BO CUAILGNE**. Initially just to steal the prized bull, **Queen Medb** now intends to conquer **Ulster** and slaughter every warrior and she has every reason to believe she will be successful - for she has some formidable allies. Summoned from the '**Primal Darkness**', she has several of the most fearsome **Fomorrians**. No only **BALOR** of the Evil Eye, but also **BRES**, **CICAL FOOTLESS** and even the bloated **LOT**, each ready to quench their thirst for blood and souls.

Know you, that it is the task of **PHOENIX** to cure the 'sickness', stop the forces of the evil **Queen Medb** and her **Fomorrian** allies and, of course, to learn what has happened to **CUCHULAINN**, the hero of **Ulster**. If he fails then the course of history in all the '**EMERALD ISLE**' will be dramatically altered and, in turn, possibly the future of the entire world. But will even the mighty **PHOENIX** succeed against the forces arrayed against him. He has known success in the past, or was it the future ... but perhaps the odds are too great this time. For not only **BALOR** and the **Fomorrians** have emerged from the '**Primal Darkness**' there is also **GORE!!!**



MURDER HUNT II

In the previous game in this series, **FATHER PADDY MORPHY**, with your help if you bought the game, managed to track down the killer of the Sexton of the church of St. Ivan the Terrible. This was done with great skill and clever deduction, and was a notable credit to the detective powers of the humble priest. So flushed with success **FATHER MORPHY** took it upon himself to treat his weary body to a relaxing holiday in the country. It is at this point that the **next** tale starts to unfold



Spectrum 48K/128K+2

FATHER MORPHY had always been fond of his aged relative and now that he had the chance to pay them a visit, albeit a short one, he felt sure that he would enjoy every tiny minute of his stay.

The hall was an imposing building and the surrounding gardens were a proud testament to the love and devotion bestowed upon them by the gardener cum general handyman that looked after such things. Even the weeds that used to invade the path around the side of the hall were now conspicuous by their very absence.

However there had been a certain intangible 'feeling' that led **FATHER MORPHY** to suspect that all was not quite as it should be and that 'feeling' was to be brought more sharply into focus by the events that confronted the priest when he arose from his slumbers that morning

Rising from the warm comfort of the bed, **FATHER MORPHY** dressed quickly and prepared to make his way down to breakfast. However to his great surprise the door of the bedroom was locked ... from the outside ... and an unearthly silence hung over the hall. Just what macabre events had taken place during the night and would he last long enough to find them out?

NOTES

It will be necessary for **YOU** and **FATHER MORPHY** to discover a means to leave the locked room and for that means to be discovered before the arrival of the '**sinister-figure**'. Then, and only then, can the real task of uncovering the hidden secrets of the hall begin and the search for truth and justice be entered into seriously.

This game will recognise all the 'standard' commands such as **EXAMINE**, **LOOK**, **QUIT** etc. It will also recognise the use of **RAM SAVE** and **RAM LOAD** to store and recall a position to and from **MEMORY**. There is a 'cheat' mode built into the game ... to activate it simply type **CHEAT** ... it is up to you to discover what it actually does though!

HINT

Just because it is not listed does not mean that it is not there ... so try it and see what happens. You never know, you might be very happily surprised by what you find there!

ADVENTURE

AMSTER PRODUCTIONS PRESENTS
A NEW TEXT ADVENTURE
FOR THE AMIGA - PC - ATARI ST
WRITTEN BY KEN BOND
CALLED

THE TEST

This is a greatly enlarged and enhanced version of the adventure originally released on the Amstrad CPC. This new version contains many new puzzles and has been written using the AGTBIG adventure utility

TEXT ADVENTURING AT ITS VERY BEST

ALSO AVAILABLE: GRUE-KNAPPED!

HELVERA - MISTRESS OF THE PARK

All Titles Cost £3-00 each

BOB ADAMS

81 UPLANDS

MELWYN GARDEN CITY

HERTS. AL8 7EH

PLEASE STATE VERSION REQUIRED (3.5" disk only) - AMIGA, PC or ST

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

THE SPECTRE OF CASTLE CORIS from FSF ADVENTURES

This is the second adventure in the series featuring Alaric Blackmoon, hero of "The Axe of Kolt". Created Duke of High Jamack by the grateful King Kelson of Hecate, Alaric decides to take some time off from his new role as Commander of the Royal Household Dragoons, and tour the towns and villages of his new demesne. En route, his horse goes lame and he finds a farm where he leaves his mount while he continues on to the next town, Corwyn, on foot. On nearing the town, he comes across a group of people laden with all their worldly possessions, who are fleeing the town. What is this "spectre" that is terrorising the once peaceful town of Corwyn? What has happened to Baron and Baroness Coris, who live in the nearby castle? Duke Alaric decides to investigate!

AVAILABLE NOW ON DISC £6.00 REQUIRES CP/M+

AGATHA'S FOLLY by LINDA WRIGHT

You have just become the proud owner of a country cottage, not that the cottage is anything to shout about, as it not exactly very big and in the words of the estate agent was 'in need of some modernisation'. In fact the whole place as in a bit of a state. However there was nothing that could not be put right with some good honest sweat and the surrounding grounds more than made up for all the time and effort you would have to spend on the actual cottage. You were pleasantly surprised to find, that along with the cottage, you had also acquired a small lake, a semi-derelict mill and what could only be described as a 'folly'.

Having concluded the deal this morning, you have decided to spend the night in the confines of your new home just to get a feel of the place. Your furniture isn't due to arrive until tomorrow, because of a mis-understanding with the removal company, so you have brought one or two essentials with you, including an old camp-bed. Luckily enough you also purchased some furniture with the cottage when it was auctioned and tonight will also give you an opportunity to examine that in more detail. Local gossip has it that the previous owner just vanished without trace and you cannot help wondering what exactly did happen to them..... you love such 'mysteries' and with luck you might even find the time to try and unravel this particular one.

AVAILABLE NOW ON DISC £5.00 REQUIRES CPM+ or CPM 2.2

The Adventure Workshop, 36 Garsmere Road, Royton, Oldham, Lancashire, OL2 6SR
Prices include p&p. Please make Cheques/Postal orders payable to P.M. Reynolds.

AMIGA NEWS

There is little to report on the Amiga front this month - publishers go quiet and prepare for the autumn and Christmas releases. However there is some news. My cynicism with regards the availability of Ishar 2 last month was unfounded. The game is out and reviews are appearing. The general consensus of reviewers is that it is much of a muchness and overall more of the same only bigger than its predecessor, which is no doubt good news to fans of the Ishar series. (£17.99 Special Reserve)

Black Sect is a creepy graphic adventure set on the Yorkshire moors. Said to contain eerie soundtracks and sound FX, the game follows the players attempts to discover the motive behind the murder of their grandfather. Looks promising but the software industry is the home of broken promises.

Space! Lots of space games appearing all of a sudden. First off from Flair is Whale's Voyage. An RPG in which you trade with other planets and blow up their spaceships. One new, if somewhat nauseous, feature is the crew generation whereby the player picks a male and female and the fruit of their loins is the new crew member!! Perhaps the early part of the game is spent changing nappies and mixing buckets of Cow & Gate. Anyway once you get started and begin to explore you'll find the on-planet sections are relived in the Dungeon Master style 3D. (£29.99) Space legends is a three game compilation featuring Elite, Megatraveller and Wing Commander. Elite is the Amiga version of the classic space trading/combat game. Megatraveller is the version of the famous RPG. Apparently well implemented and bearing a close resemblance to its paper and dice relative. Wing Commander has a problem. If you own an A1200 then it runs okay. on anything less it runs very slowly thus destroying the game. (£29.99)

Dune 2 has arrived and is a war game set in the land of giant worms and spice. As with the first game the graphics look top notch! (Special Reserve price £19.99)

Anyone remember the games from the early eighties where you controlled a kingdom or a factory or whatever and you were given statistics and a popularity rating? Well now you can do much the same thing only in charge of a galleon. 1889 is the game that allows you to sail the seven seas contracting unpleasant diseases. You have to not only make a fortune but keep the crew happy and react to the global situation. Sounds a bit dull to me but if you like that kind of thing then suck it and see! Judging by last months 'For Sale' section my information regarding Jonathan Scott converting For Pete's Sake with Hatrack 2 is now null and void!

As news is short I thought I'd mention that Special Reserve have some bargains at the moment including Jinxter and Corruption at £3.99. Check the glossies for the ad's!

Anyone with any Amiga-related news can send it to:-

Steve Clay,
17 Stanlaw Road,
Ellesmere Port,
South Wirral.
L65 0EY.

SYRACUSE NEWS

Just received my last copy of "From Beyond" - pity it has wound up and a great shame it went out with a 'pop' rather than a 'bang'. I think Tim skilfully and consistently created a visually attractive and interesting example of DTP. Having very expensive equipment isn't a guarantee of success - you have to know how to use it. Tim certainly did. Alternatively, if you haven't got £1600 to spare for kit you can do what Barbara does (make do with what she has) and put out a damned good magazine anyway! As for the last issue of "From Beyond" - I just wish Tim had elected to send out a letter to everyone explaining that he wouldn't be doing "FB" anymore (and returned the brass) instead of trying to put out a final zine which he obviously found a real effort, given his lack of 'enthusiasm'. Shame such an asset to not only the computer adventuring community but also the small press publication fraternity went out with such a whimper!!!

The 'Mad Hatter' column in "Acom Computing" this month was 'as usual' - no news at all, a step through solution to "Fish" continuing ad infinitum, the "Elite" column and a solution to "Prince of Majik" ?? I've got a feeling that if the author doesn't start covering games being written now, rather than at the end of the '80s, by the time he gets through the older games there will be nothing left to serialise! He has a real luxury these days of having two full pages of a major computer magazine at his disposal to encourage adventuring - perhaps a bit more effort?

The Alps adventure writing utility - which is excellent - is undergoing a transformation (or at least it will do when Phil Hawthorne gets back from his holidays) one possible enhancement he is contemplating is to re-write it in C so it will run on PCs as well. More as I get to hear it!

Someone has written and produced a front-end piece of software that allows any Infocom game for the PC to be run on Acom machines. That's clever - I'll see if I can find out where it can be acquired and let you know next time.

Ian Osborne: Hope you got the book ok. Thanks for the magazines.

Maps: The maps for Levels One and Four of "April 7th"/"Survivor" are included in this issue of "Adventure Probe". They are meant to be the maps issued initially to the inhabitants of the shelter and so do not accurately reflect its state at the moment that the game begins! Some rooms no longer exist.

"April 7th" is available for the Spectrum from Zenobi, may be available on the Amiga via Zenobi's Speccy emulator, it should soon be available on Commodore 64 from The Guild, will be available as "The Survivor" on IBM PC machines from Christmas '93 and is available for Acom machines from Lynsoft.

Brace yourselves for the "Jurassic Park" computer games - they must be on the way (Amiga already imminent). The film itself was excellent - the plot a little sieve-like but the atmosphere and action

jaw-dropping.

Darren Blackburn, Phil Glover, Martin Scholes, Dave Ledbury etc. are busy launching the IEBA in a last ditch effort to support the dwindling 8-bit computer market. They have big plans which will come to nothing unless you support them. Contact: M.Scholes, 5 Beacon Flats, King's Hays Rd. Wellington, Telford, Shropshire. TF1 1RG

The winners of the wordsearch competition (Adventures beginning with 'A') will be announced next month at which time another competition will appear.

A quick competition: I am 41, I went to college 1970-73, at that time I was 6ft tall and 11st 10lbs - my hair came down to my shoulder blades. I played table-football for the college to the tune of "Speed King" and "Witch Queen of New Orleans". I went to the "Rolling Stones" farewell concert (supported by the "Groundhogs"), other concerts at the time included - "The Doors", "Hawkwind", "John Mayall's Bluesbreakers" and "T-Rex". In recent years I have acquired another 5 stones and had a haircut. I have seen two "Tina Turner" concerts, the "Eurythmics", "Eric Clapton" and "Dire Straits" (accompanied by my 12 year old daughter). The last cassette I bought was "Boss Drum" by "The Shamen". I have just bought my first HiFi including CD (benefits of moving house) and have been out and bought FIVE CDs. The competition is - you have THREE guesses to name ONE of the CDs I have bought. Usual prizes. Clues: all 5 are currently in the album charts (I think) and I have never owned any of them before (in another format). Send your guesses to me at CD Competition, c/o Lynsoft 32 Irvin Avenue, Saltburn, Cleveland. TS12 1QH.

I've just finished playing "Space Hulk" (the demo off the front of "PC Zone" - a highly amusing PC rag) and it's brilliant. Talk about virtual reality. Mind you watch where you get it from. Games Workshop are charging a healthy £44.99 in their shops. I've seen it advertised (in "PC Zone") from a mail order company for £24.99!!! All I need now is a 386 machine to play it on. Anybody want to buy an Amstrad PC7286 Family Pack for £450??

The one interesting bit out of the last "FB" was a section of editorial comment from Tim Kemp which warned of the demise of computing skills resulting from the popularity of keyboard-less, un-programmable, games consoles like the Sega and Nintendo machines. It certainly got me thinking. I think it is a view that could do with further examination. Any thoughts on the subject should be sent to me c/o Lynsoft.

A final word on the state of 8-bit computing (particularly adventuring) - if you enjoy writing and/or playing adventure games (text or otherwise); if there is someone out there marketing adventures; if John Wilson can find other format outlets for games produced on Spectrums; Then don't worry about what is going to happen - enjoy and get involved in what is happening!!

"Your Sinclair" and Tim Kemp both leaving a 'sinking ship' in the same month. Significant? In the words of Steve Wright - "It don't mean nothin'..."

JEREMY'S NEWSDESK

by our Amstrad reporter Jay Honosutomo

News this month begins with the resignation of "Amstrad Action's" Balrog. Balrog (aka Stuart Whyte!) has at last stepped down from his hallowed pages and handed over his mantel to Debby Howard. Debby will take over from Stuart in the latest issue of A.A. and her breath of fresh air into a 4-year reign by the Balrog, will, I'm sure, be a great asset to Amstrad adventuring. So, well done Stuart (and stay in touch with Amstrad adventurers) and Good Luck Debby!

Not much newswise this month. The only snippet being from Adventure Workshop. Phillip tells me that his work has been restricted to weekends only for conversions so the output has slowed down. He is working on "The Jade Stone" by Linda Wright at the moment and it should be out mid-August, with Clive Wilson's "The Unborn One" (follow-up to "Darkest Road") towards the end of the month.

Well, that's it! I'm off now for a short summer break, so expect the next newsdesk sometime in September!

MY OWN NEWSDESK

as reported by your Editor

Important developments at Zenobi

All Spectrum owners take note! With effect from 1st August all GI Games will once again be handled by Zenobi - the contract with Northern Underground has been terminated - so anybody wishing to purchase the likes of the 8th Day and Walter Pooley's adventures will now be able to do so from Zenobi. (That means an excellent mailing service...Barbara). Prices are as usual - £1.99 each.

All Spectrum owners **plus** Amiga owners take note! With effect from 1st August all new titles released by Zenobi will come (where possible!) in TWO versions. The normal SPECTRUM one and also one that will allow the game to be played on the AMIGA range of machines. This means that even the newest releases this time around will be available for BOTH machines and in future Zenobi hope to be able to do the same with all new titles. Their latest, Theme Park U.K. by Jack Lockerby, Black Tower by Diane Rice and Crystals of Kings by Keith Burnard, will be released on both formats and for identical prices.

These adventures, and others listed below, will need a Spectrum emulator to run them on an Amiga but that will be included FREE with each and every game and will be the most up-to-date version available, at present it is v1.7.

Other "conversions" available *now* for the Amiga include Jester's Jaunt, Kidnapped, Dark Tower, the entire Deep Water collection, Agatha's Folly, The Big Sleaze, Bored of the Rings, Corporal Stone, Golden Locket, Impact, Mummy's Crypt, Dr. Jekyll & Mr. Hyde, Staff of Power, Escaping Habit, and many more including John Wilson's own games (i.e. From Out of a Dark Night's Sky, Behind Closed Doors 1-3). The bulk of them will be £2.49 with multi-parters at £2.99.

Yet More Zenobi Software Spectrum releases

Out now ON TAPE: *Hamster Droppings* featuring The Lone Electron, Get Me To The Church On Time, First Past The Post, and The Quest For The Holy Snail; *Handful - One* featuring Aunt Velma, Desmond and Gertrude, and Brian and the Dishonest Politician (2 parts); *Handful - Two* featuring Star Flaws, Snow Joke, Larry the Lemming, and Raymond Pringle. Price: £2.99 each from 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX.

Out now ON DISK: *The Last of the Big Disks?* featuring Kidnapped, Celtic Carnage, P.C.W. and Microfair Madness; *Nope, Here's Another One!* featuring For Pete's Sake, Diarmid, and Krazy Kartoontist Kaper. Price: £4.99 each, see above for address.

Commodore 64 Adventures and Games from Logyk Software

Please see advertisement for full details. The Argon Factor competition hasn't been won yet, so, if like me, you bought it a few years ago you may find it worth while having another go at it. If you don't have a copy, I can assure you the adventure is a real challenge and those prizes should be a great incentive for you to complete it. Tony takes great pride in his adventures and is constantly improving them. I hope to review The Spanish Treasure in a future issue - i.e. as soon as I have managed to finish it. (Christmas '84 by my reckoning)

16-Bit Adventure from Amster Software

The Test by Ken Bond is a greatly enlarged and enhanced version of the original game (still available) published on the Amstrad and Spectrum. I will review it in a future issue, but I don't think you need wait for me or anyone else to tell you that it is an excellent text adventure. What else can you get for the Amiga/Atari/PC for £3? Well, actually, you can get Heivera - Mistress of the Park or Grue-Knapped! Please see advertisement for full details.

WARNING to anyone who deals with orders from overseas

Tony Collins has written to say that his bank has informed him that a number of "cheques" he has received from abroad are not cheques at all! They *look* like cheques but are actually forms filled in by customers of a Dutch bank to move cash from one account to another. They are called GIROKAARTS and should be avoided at all costs!!!

SAM ADVENTURE CLUB

Phil Glover has written to say that their next disk will be out the first week of August. It'll be a single disk (they've had a few doubles lately) but will still contain lots of material. All enquiries (SAE please) to Phil Glover, 43 Ferndale Road, Hall Green, Birmingham, West Midlands, B28 9AU.

SAM Software

The Occult Connection (review coming soon), written using the SAM Adventure System, is a text-only (64 column) adventure. It is on disk and is £5 to Club members, or £6 if not (why not?). See above for address.

PLAYTESTERS WANTED

Tony Collins of The Guild is looking for reliable playtesters for his COMMODORE adventures. Anyone interested should write to him at 760 Tyburn Road, Erdington, Birmingham, B24 9NX giving details of your set up i.e. tape and/or disk drive etc.

HELP WANTED

From Peter Clark, 459 Bramford Lane, Ipswich, Suffolk, IP1 5JH

I have been using PAW to write games on the Amstrad computers. I know that it is possible to include a "repeat the last command" process in the game so that the player does not have to type out commands over and over again. The problem is that I have not managed to work out how to do it. If someone out there can help I would be most grateful.

A thank you to Steve Clay for his PAW tips in the June issue. As you will be aware, the PAW manuals are not too clear in some parts and your tips will be of great use. I have already used them in the games that I am currently writing.

Good luck with your writing, Peter. I thoroughly enjoyed your Hounds of Hell. I agree with you about the manuals, and I've discovered I can learn much more by looking through the database of an existing adventure. (Barbara)

From Damian Steele, Flat 2, 4b Fenton, Southfield Rise, Paignton, Devon, TQ3 2NE

Can someone please explain about Green Cheese Sandwiches?

A very interesting question, Damian. I'm sure someone out there will be very happy to answer it, maybe even through the pages of this magazine! (Barbara)

IN TOUCH

Amstrad Software For Sale

Original Infocoms on disk: Sorcerer, Hollywood Hijinx, Suspended, Suspect, Ballyhoo, Stationfall, Lurking Horror - £12.50 each.

Adventures on disk: Silicon Dreams (3 adventures) £10, Time & Magik (3 adventures) £10, Lancelot £5, Gnome Ranger £5, Guild of Thieves £6, The Pawn £6, Lord of the Rings £4, Countdown to Doom £6, Return to Doom £6, Avon & Murdac £6.

Adventures on tape: Price of Magik £2, Warlord £2, Jewels of Babylon £2, Classic Adventure £2, Bored of the Rings £2, Seabed Delta £1.50.

Other disks: Bard's Tale £8, Lords of Midnight £3, The QUILL Adventure Writing System £4.

All with original packaging and in good condition - prices are negotiable.

Miss J.M. Holland, Woodacre, 463 Chester Road, Woodford, Nr. Stockport, SK7 1PR.

JUST A THOUGHT

It has been suggested that readers may like to send in brief comments as opposed to complete letters. If you don't like writing a carefully designed letter for publication, but would like to make a short comment such as "Loved the cover picture on April and May's Probe" or "More stories please", then please send them in.

You could underline to indicate anything you wished to be included in this new section.

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 Seven (final)

I teleported back to BODHOLM and entered the mill. I started at the white dust and suddenly remembered how the Storm Crows had spotted me in the field of white poppies on the PLATEAU. I decided to cover myself by rolling in the dust, after I had removed the cape. I teleported to those steps again, and keeping my head in the pot, I went up and headed for the Fort. This time there was no reaction from the crows and I was able to kill VIROID number 18.

Down off the PLATEAU I headed for SEDGE HOLLOW and those stinging nettles. After walking through the nettles I immediately teleported to the edge of the GORSE PITS. This time I felt no pain in my legs as I searched for the VIROID. It was soon found and as I killed it (19) I reflected that only another 3 and I'd be on my way home!

I travelled to the AHN SALTFLATS and filled the pot with salt. Back at the freshwater pool in between SWANFLEET and MOONFLEET I threw the salt into the water and the Gillworm died. It can only live in fresh water. The Gillworm might prove a tasty dish for the Sand Sharks so I teleported to the edge of ARRAT SANDS, threw the Gillworm in and the sharks devoured it. Big mistake! The Gillworm was poisonous and all the sharks were killed. Free now to move around in the sand I soon found and killed VIROID number 20. Only 2 to go!

I then moved off towards ARRATHOLM and knowing the correct input, the door opened and I entered to find yet another VIROID inside. This one is soon killed (21) leaving just one more to find.

Now the only place that I had not visited was RONE GAP on the east side of RONE MOUNTAIN. I teleported as close as I could. Once there, although there was the stump of a tree nearby, there didn't seem any way that I could get across. Why not teleport across? Sure enough I tapped in the co-ordinates and found myself on the west side of the GAP. A little further west and I came to RONE RUIN where the last of the VIROIDS was hiding. I pointed my pulser at it and fired. The VIROID was obliterated but something seems to be happening to me! I've turned GREEN! I'm _____ the rest of the message was garbled and we have not heard from the Bounty Hunter since!

THE END

A most entertaining storyline, and an excellent way of gaining help for a very difficult game.

If you would like a specific adventure given the same treatment, please, please let me know. (Barbara)

GETTING YOU STARTED

EMPIRE OF KHAN played by Walter Pooley on a C64

Note: Inputs have been underlined. Type list for objects and which characters are with you. Type end to save game. Use take as get is not understood. When talking to other characters (Darin, Ligni, Krizcotz, Weaver and the Apothecary) names must start with a capital letter and what you say must be between speech marks (" ... "). You start in the Hall of Callestean. list (to see Darin is with you), say to Darin "take sword", now go down to the cellar, take tinderbox and take plank. Go north to the Emerald Cove and east, east and east to the maindeck, down to the ship's hold, and east to a chest. *You can't take the chest, so say to Darin "take chest"*. You can now see a hole has appeared above the waterline so put plank in hole to stop the leak. Go west and west and take bottle of rum and take date. Return east and up to the maindeck, then up to the crow's nest. Now put bottle in lantern (which was empty), and light lantern (need tinderbox). Go down and call to Vorzdeshaa. Go down, east, take plank, west, up, and east to the foredeck where you see a powder keg, take keg, light keg, put keg in sea. A fish lands on the deck so take fish, west to the hungry cat, give fish to cat (the cat purrs), take cat. If you go south you will be on a beach



THE FOUR SYMBOLS - Part Two played by E.F.Goring on a Spectrum

Start in recreation area of castle. S, S (cobbled walkway), E (entrance to SE tower), SE (base of tower), PUT PEG ON NOSE, D (long hallway), W, N (kitchen), X BLOCK (swiss roll), UNROLL ROLL (now have a key), EAT ROLL, S, W, S (small cell), TAKE TWIGS, N, NW, E (library), X DESK (see spellbook - don't try to pick it up), X Book (dusty), BLOW DUST, READ SPELLS (Dispoz and Filtoz), W, N, E (ballroom), TAKE MEDIUM BALL, W, S, SE, E, E (to stairs), U (base of tower), NW, W, REMOVE PEG, N (south side of recreation area), X GULLY (see a mouse), BOWL MEDIUM BALL NORTH (catch mouse), N, W, W, S (entrance to SW tower)

ESCAPING HABIT played by Barbara Gibb on a C64

(Spectrum version very similar)

Start outside Hut One. W (outside church), N, W, IN (guard hut), X TABLE, X DISHES, TAKE RADIO, X RADIO, TAKE BATTERY, PUT BATTERY (into pocket), DROP RADIO, OUT, W, W, W (note monk entering camp and walking towards church), FOLLOW MONK (he unlocks door to church and drops his bible), TAKE BIBLE, IN (inside church), X MONK (bearded, wearing a brown habit, silver cross on chain and sandals), GIVE BIBLE (returns it as it may be useful to you), IN, CONFESS (monk advises you to disguise yourself as him, and to look in the theatre), OUT, DROP BIBLE (inside church), OUT, E, IN (inside Hut One), N, N, N, N (middle of hut by table), U (onto table), FEEL RAFTERS (find something), I (now have torch), X TORCH (needs battery), TAKE BATTERY (from pocket), INSERT BATTERY, PUT TORCH (into pocket), D, E, N (by bunk), X BUNK



JASON OF THE ARGONAUTS played by Neil Currie on a Spectrum

Start in your ship beached on an island. N (beach), W (end of beach), U, N (crossroads), E, TALK to SPHINX (asks you a riddle), SAY MAN (correct answer so you may pass), E (clumps of grass by road), TAKE GRASS, S, TAKE SPADE, W (grove), TAKE (unlit) TORCH, EXAM TORCH, TALK to APHRODITE (she smiles). Check I(nventory) to see you now have a smile. Go E, N, W, W (back at crossroads), N, TALK to CENTAUR (sad - crossed in love?), GIVE SMILE (can now pass north). Before you do, return S then go W to plateau. TAKE SHEEP, EXAM SHEEP, E, S, D (beach), DIG (need spade), LOOK, TAKE POTION, EXAM POTION, E, E (meet cyclops - OK if carrying sheep, now see boulder blocking way east



TIZPAN played by Neil Currie on a Spectrum

You play Tizpan, a regular hero type who lives in a bamboo hut in a tree in the deepest of jungles. I (wearing an oversized loin cloth), E (west bank of river), SWIM (east bank of river), S, S, S alongside the river, GO WATERFALL, TAKE GLOVES and WEAR GLOVES, exit by GOING WATERFALL. N, N, N, E (native village), N (in deluxe mud hut with east doorway guarded by female warrior), REMOVE CLOTH and you get a chance to go east to a second room in the hut. TAKE AXE, W, S, W, SWIM, N (clearing), TAKE RABBIT, S, W, S (end of short path), CHOP TREE (need axe), EXAM TREE, LOOK, TAKE NEST, N, E, SWIM, S, E, S, S (low cave), TAKE (unlit) TORCH,

CELTIC CARNAGE played by Barbara Gibb on a Spectrum

Start on a hill known as Cromm's Crest. Go N, N, N, N, and N to King Conchober Mac Nessa. X KING and TALK TO KING. Now X EMER (she is ill), TALK TO EMER (says find her husband), SW (to "kitchen/dining room"), X TABLE, X SHIELD (see head of Sualtairn), TALK TO SUALTAIN (advises you to find Loeg), X CAULDRON, TAKE STEAK, E, E, SEARCH ITEMS, TAKE SACK, X SACK (contains salt), W, S, S, NE, NW (to smoking remains of tents and huts), SEARCH and TAKE (metal) BALL (used to play game of hurley), SW, SE, S, S, E, E, N, N (home of the blacksmith, Cuiaín, which is guarded by a fierce hound), THROW MEAT, N, GET (hurley) STICK,



MERLIN - Part Two played by Lorna Paterson on an Amstrad

Start on a river bank. DROP HORN (needed again later), N, [N, E, S, E, N, E, GET LEATHER, EXAMINE LEATHER, READ RUNES, W, N, W, N,] N, DIG, LOOK, GET IRON, EXAMINE IRON, CLEAN IRON, EXAMINE IRON, W, W, EXAMINE SLOPE, CLIMB SLOPE, SEARCH CAVE, GET STONE, EXAMINE STONE, BREAK STONE (fossil),

[] route through maze

HINTS AND TIPS

WEEN played by Janice Charnley on an Amiga

During your trip to Volcano Island your boat springs a leak. Use the cauldron for balling out and use the copper pipe to reach for the bottle floating close by. as it contains a cork/bung. Read the note in the bottle. The key you can see will not unlock the hold, so smash it open with the hammer, take the tar and use it on the cork to plug the leak. Quickly bang it home with the hammer.

On reaching the island, take the key from the boat to unlock the door to an old man's home. There is a ring on the wall which you can't take before giving alms. Take his shovel, go outside and dig in the sand to find:-

his other eye!

his sandal

jewels

gold bar

fish bone

parchment

diamond

oyster (pearl) - use sword to open it.

Go back to the old man and give him these things plus the ecu. Call Urm to eat the bowl of strawberries and give the gold he leaves to the old man. When the old man disappears, hit the wall where he was sitting with your sword and go up the steps.

In the jungle scene, place the cauldron on the Orivor's left-hand hole in the ground. Touch the right-hand hole and he will dislodge the pendulum which was in the middle hole. Use the pendulum to find the hidden gold in the undergrowth: give this to the Orivor. After eating it, he will give you a rope which can be fixed to the branch you have cut to make a bow. Cut the smaller branches to make arrows. Fire at the walnut high in the tree to frighten a bird then, using the pipe, collect the feathers for your arrows. Fire at the walnut again, then open it with your sword to free the Nature Fairy.

In the green location, pick up the feather and use it on the chest to get pollen and venom. Mix them and use the Potion on the mushrooms - they will grow big enough to block the doorway, dislodging some truffle. If you click on the worm he says he is too full to eat any more. Use more Potion on the grass to grow Camomile. Use venom and truffle in the cauldron to make Luciferys and pour it on the rubies, to make fire. Camomile and water boiled in the cauldron will make a tea for a sickly worm, so give it to him and he'll eat the giant mushrooms.

Use the can lying on the ground with the glass eye to bring back the old man. He wants gold in return for opening the door. Call Urm and give him the strawberries growing near the spring. He will leave gold and redcurrants. Give the gold to the old man, who promptly disappears leaving his cane and glass eye. You must bring him back then call Urm and give him the redcurrants: Urm will offer to turn the old man to stone. Needless to say, the old man prefers to open the door.

Take the cauldron with you, and meet up with Ubi and Orbi who have lost your precious grains of sand.

Mix Vitalys to use on stone Borgol and statue. Move exposed lever, then use your sword on the bushes to reveal a locked door. Talk to the King of the ants, who asks for the pistil from the flower of youth. Use pollen on quartz, then give the pistil to the ant. He changes Ween momentarily into an ant. Get the axe/bolt and 3 grains of sand - from what looks like a haystack - before you change back to normal.

Go back to your former location to find the hideaway has opened to show the mechanism. Insert the bolt into the orifice, pull the lever, and take the key. Go left again.

Use the key on the locked door. Mix Change potion to use on the silver coin and on the grill. Use Venom on snakes and Luciferys on rubies. Go right to the spring and collect water to use on the flames, then go forward through the archway.

Click on the enlarged hideaway 5th from left four times to collect glue which can be put into the handily placed bowl. One hideaway is already lit up, just pull the lever. Use your sword to get the flawed jewel from the statue, then dig deeper to expose a ruby. Use Luciferys on it to reveal another jewel. Use Vitalys on this (pollen + truffle) to change it into a firefly. Put the sword into the crack on the left-hand wall to start the lava flowing. Pick up the firefly and use the glue on it, then use it on the hideaway in the 3rd pillar. Take the broken jewel and pull the lever. Use the glue to join the flawed to the broken jewel and use Vitalys on it. Use the firefly/glue to light up the hideaway on the 1st pillar from left. Pick up jewel from near the drawbridge and use it to light the hideaway 5th from left. Collect twig and pull lever. Poke the twig into the small opening in the statue's hand to release a jewel which will light the last hideaway. Put the copper ball in hole, remove it, pull lever, take jewel. Go to each lever, raising and lowering the floor blocks until the writing above the drawbridge changes colour. Use Vitalys on last jewel then use the bow and arrows to spell out Kraal's name on the faded writing. Each letter should turn white and the drawbridge will be raised.

You have been taken prisoner and must escape from your cell. Pick up the heart - it will fit the shape carved on the wall, but keep it. Pull the nail from the wall and use it on the lock to lift the bar 8th from the left. Take the pin and use it with the nail as shown on the carving. The bars will be raised and you can escape. (final part next month!)

THE FOUR SYMBOLS played by Damian Steele on a PC

To get into the shop - Get the timber from the pond by throwing the rock at it. Put the timber into the open window to keep it open.

To get the bronze coin from the robbers - Put the gravel into the collection box. Drop the brick at the crossroads. Shake the box by the robbers and they will walk away. The peg-leg will trip over the brick and drop the coin.

To get on the train - Collect the coffin and drop it on the platform. Hit the ticket machine and give the ticket to the guard. Get in the coffin and wait until the train picks you up.

To get the Emerald symbol - Place the second coin on the corpse in the shallow grave and his mouth will open, dropping the symbol.

ZAK McKRACKEN/ALIEN MINDBENDERS played by Damian Steele on a C64
You can avoid paying your 'phone bill by wearing the false nose and glasses (from the pawn shop) and, taking the bill with you, using the computer in the 'phone company to mark it paid.

On the alien spaceship give the "King" either the fan club membership card or a guitar.
In the ocean, use the kazoo to summon a dolphin.

Ring the baker's bell three times to get a loaf of bread.

In London only a female will be able to get past the guard by getting him drunk.

In the dark cave, use the "What is" command to find the nest and fire pit. Drop the branch into the pit and start a fire to see the unfinished drawing on the wall.

Sell the bent butter knife to the pawn shop owner for a lot of money.

To get the cashcard, use either the torn wallpaper or the 'phone bill.

Push Sushi into the lamp and take the fishbowl to use as a helmet.

Watch the dancing natives to see the sequence required to open the big doors on Mars.

If you kill the squirrel and then see the guru, he will make you wait for five minutes because you have a stained Karma.

On the plane, fill the sink with toilet paper. Turn on the tap and call the stewardess. When she is on her way, go to the other end and place the egg in the microwave. This will keep her busy while you open the luggage lockers. The oxygen tank is in the last one.

CORPORAL STONE played by Barbara Gibb on a Spectrum

In the betting shop - search the slips to find a winning one and give it to the assistant, you should now have £5.

In the clothes shop - give the assistant a ready-made pullover.

In the book shop - to learn French, examine books then read French.

In the garden centre - buy a fuchsia (need £2)

In the sports shop - buy a racquet (need £3)

In the toy shop - put the cheese on the track if you don't want a nasty surprise at the end.

At the fire engine - unlock door (need key from the Devil), then fasten belt before you start engine.

To beat the alien at squash - use equipment or ride bike in the gymnasium before entering the lobby with racquet.

When Bill runs at you - call OXO.

When Venus Flytrap says "feed me" - strike a match, light the rags and throw the bomb.

The aphid is starving so give it something to eat.



PERSONAL COMPUTER WHIRLED played by Barbara Bassingthwaite

How to help the following 7 characters: Garth Pickford wants a leaflet;

Dave Whitemere wants toy for daughter; Scott Denyer wants his hamster back;

Balrog wants £2 for Arnold tape; Tramp wants Arnold tape;

The Grue! wants prize money for tape; Phill Brother wants Adventure Probe

To get rid of the following:

Black Knight - get Black Knight doll and stick a pin in it.

Monster on bridge - Show it Garth's photo. It melts away.

Dragon with cold - make him a cup of hot Orc's breath.



HUMBUG played by Grimwold on a PC

Dispenser (on windmill) - Put coin in dispenser, press button 5, hit dispenser, get ticket.

Kevin the Clockwork Shark - Wash hands in the bathroom, get the hedgehog by wearing the gloves and comb your hair. (Wash your hair first if you've been "floured").

Slug - Plug in the kettle by the boiler. When it has boiled dry, you will have some salt. Throw this at the slug.

Longjohns - Wear the peg to overcome the smell when you get them.

Fence - Cut it with the wire clippers.

Crowbar - Wear the gloves to carry it and avoid the killer slime.

RIGEL'S REVENGE played by Barbara Gibb on a C64

To get a Rigel Uniform - When at south end of walkway in Suburbia. REMOVE MEDIKIT.

U (lamppost to see light to east), go EAST

until you can TAKE SCREWDRIVER (get it

now as you won't have time later). PUT

SCREWDRIVER IN SACHEL, go E, THROW

MEDIKIT AT LIGHT (it shatters), WEAR

GOGGLES (so that *you* can see), E (to

porch). TAKE RIGEL UNIFORM from pile of uniforms, go WEST until at south end of

walkway. WEAR UNIFORM and go N towards town.



You are not supposed to get caught at any time during this adventure. If you do, there is NO escape.

BIRTHDAY SURPRISE played by Damian Steele on a C64

Remove clothes to instantly return to the house from the garden. This is useful if you are lost in the maze.

Tie the string to the opened safety pin to make a "pan-catcher". Throw this when by the fish pond to retrieve the pan.

DANCES WITH BUNNY RABBITS played by Peter Clark on an Amstrad

In the hotel - cut the mirror with the ring (this is in the cabinet in the kitchen), then get the small piece of mirror. Now ring the bell, and immediately go south into the street. It is safe to re-enter the hotel after you hear the BOOM!

When leaving the town on the horse you meet an Indian who shoots the horse. Talk to the Indian. He asks for your gun. Give him the rifle.



STARFLIGHT (P.D.) played by Damian Steele on a C64

In the pilot's cabin: press the blue button to hear your mission.

press the orange button to activate the docking gear.

press the red button to activate the ship's computer.

press the green button to acknowledge the computer's question.

press the yellow button to speak to H.Q.

USE YOUR LOAF played by Ron Guest on a Spectrum

Many exits are not shown or even hinted at so try N, S, E and W at all locations particularly in own kitchen. Drop helmet and hanglider at top of cliff before input FLY HANGLIDER as a bit of a bug at end game insists you are carrying too much even with nothing in inventory.

Drop everything in granny's kitchen except bottle of water (do not pick them up again) then input MIX INGREDIENTS, KNEAD DOUGH, GREASE TIN, PUT DOUGH IN TIN, BAKE DOUGH, GET BREAD, GET BREAD.



ZORK 2 played by Barbara Gibb on a C64

When in the Dragon Room attack the huge red dragon with your sword, no damage, so go south. The dragon follows, so repeat the attack. You've got him interested. South again, he follows: attack him yet again. This time he is rather angry. Now go west into the Ice Room where he sees his reflection. Thinking it is an intruder he challenges and lets out a massive flame, thereby melting the ice.

The dragon is terrified of the torrent of water and dies with a puzzled expression on his face.

When in the Dusty Room put the brick, with string attached, in the hole in the rusty old box, then light a match and burn string. Retreat north to safety. when you return south you see a gaudy crown.



CHAMPIONS OF KRYNN - Part 8 played by Ron Rainbird on an Amiga 500

The Southern Outpost mapped on a 16 x 16 grid

After the Ogre Base (April '93), go back to second outpost to be assigned this next part of the adventure. Try to knock out the groups at map ref. 9 - 4 and 9 - 2 otherwise an alarm will be sounded and you will be attacked many times.

14 - 7 Entrance. You will be escorted to Commandant and thence to map ref. 6 - 8

14 - 1 Guard Tower

1 - 1 Guard Tower

9 - 2 Free the children and obtain a map - as well as bonus XP

8 - 4 Occupant will give you map and information plus extra XP

0 - 4 Guard post

14 - 6 Gatehouse. Fight draconians and gain 1000 XP

13 - 6 Guard post

12 - 6 Guard post

11 - 6 Tavern

8 - 6 Inn

6 - 6 Guard post

5 - 6 Guard post

3 - 6 Jadedfang's lair - a very tough fight but good rewards.

5 - 8 Guard post

4 - 8 Commandant's office

3 - 7 Door to Barracks - another hard fight

3 - 8 Back door to Commandant's office. Listen to possibly gain 5000 XP. Attack instead and you will meet some formidable opponents.

14 - 9 Guard's rest room

11 - 10 Empty Armourer's Shop

8 - 10 Empty General Store

3 - 8 Prison anteroom. You see cells containing loyal Guards.

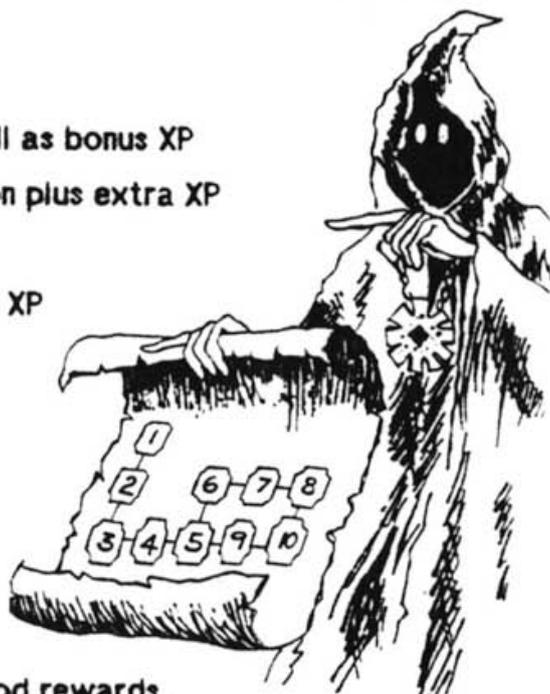
1 - 9 Secret door to prison

5 - 12 Guard post

5 - 13 Guarded store-room which contains 2 Scrolls and Healing Potion.

14 - 15 Guard Tower

1 - 15 Guard Tower



Note: All Guard Towers are occupied by Enchanters, Champions and Curates. Do not enter until you have freed the loyal Guards.

CHAOS STRIKES BACK - Part Two played by Mary Scott-Parker

The Four Paths from the DDD to the Corbums (see Feb.'93 for maps)

The Ros Path - It's easier to begin with the Ros path. To begin the second part of the Ros path, a pit in the DDD must be closed and to close it you must have come to the DDD via the Ros path (through the Dragon maze ... collecting the Emerald Key on the way) and carrying the blue darts from the Altar of Vi. When you enter the DDD you must persuade some obliging Rock Monsters to stand on the pressure plate adjacent to "Fighter Charge" to close the pit to the South. When the pit is closed, a staircase to the West is accessible, but drop an object first. Up the stairs (on level 2) live the Hellhounds and they regenerate fairly frequently. Enter the Blue Mist to be teleported through the wall, then head North and West to find the down staircase, which takes you to the other side of the pit you need to close. Press the button to switch off the forcefield and throw something onto the pressure plate to open another down staircase. Downstairs is the skeleton room and here the fun begins. Manoeuvre a skeleton in front of the portcullis door and freeze him (or her ... I mean, how can you tell?) If necessary, while you press the loose brick, teleporting him behind the door. Now using the darts and any other Ninja weapons, kill the skeletons through the door. The Neta path continues through another door behind the portcullis door, and if you do the Neta path first, then lightning bolts kill the skeleton for you, making it impossible to do it yourself and the pit upstairs will not close. Also, if the Neta door is open, then the skeleton is free to wander and harder to hit. Once the skeleton is dispatched, show something to the Eye sensor, and the pit upstairs will close. With the pit closed, the second part of the Ros path can be entered by opening the door with the Emerald Key. Ahead lies a wizzing corridor and a two level pit puzzle.

The Neta Path - The trickiest bit of this path is the invisible pit in the corridor of fire. Standing on the square immediately prior to the pit for a few seconds opens the wall to the East. Inside the newly opened alcove is a button, which closes the pit for a split second. To get across it, all the party members must be in perfect health. It helps if you have several fireshields activated at once, to help combat the fireballs, which cannot be avoided. Nip into the first alcove past the pit to repair the damage to the party, then quickly make your way to the end of the corridor, straight towards the fireballs, where an illusionary wall to the right gives access to a button which switches off the fireballs.

The Ku Path - The Ku path is found by dropping down the pit which says "Trust me. Enter the Pit". Dispatch the Stone Golem and use the Solid Key to open the door leading to the corridor called Dead End. At some point, not very far down the corridor, four Chaos Knights are generated behind the party and you will realize that the corridor is a dead end (for a while). However, all is not lost, after a little fighting, you will find that the wall behind you will give way and you can, in fact, move backwards down a very very long corridor. After a while, the party is teleported to another very long corridor, with a button near the end, which will reveal a staircase. This leads to Dragon Den (need I say more?) and here are four Dragons, all seemingly safe behind portcullis doors. If you stand in front of any of the doors, the Dragon inside will roar and shoot out fireballs, which will soon blast through the door. All the rooms have invisible inter-connecting doors, so watch out. Inside one of the chests are the Power Towers, which the Eye sensor needs to see for another door to open. Don't bother killing the Stone Golems, because they just regenerate.

The Dain Path - The Dain path is short, leading straight to the Corbum Room. Don't take all the objects from the alcove along the way, because a pit will open and the drop is a long one (about half way to Australia) straight into the "Surrender Your Possessions" trap.

CURSE OF ENCHANTIA played by John Guthrie on an Amiga

You start in the Dungeon - You're hanging upside down from a wall. Call "help" and the guard will rush in, have a bit of a fit on you, and in the process drop a key. Pick up the key and unlock the chains you're hanging from. Go to the pillar in bottom right hand corner and pick up the coin. Go to the back wall where the water is dripping and pull the mortar. A paper clip falls out, pick it up and go over to the door. Use the paper clip and get out of dungeon.

Corridor - See that goldfish bowl on the table at the start of the corridor? You want to take that, you need it later. Go to the door next to it and look through the keyhole (spooky eh?). The monster in the corridor disappears, enabling you to get past. Start going down the corridor, but watch for the statues' mallets trying to whack you, and avoid the monster who returns to give you some grief. Stop just before each statue and move after it's landed a blow. On your way you want to collect all the gems; there's one between the first statues and another to the right of the large table in the middle of the corridor. Pick up the coin from the top of the table. Take the gem just before the second statue past the large table, another on the wall before the last statue and yet another behind the block at the end of the corridor. You made it! Go through the door at the end of the corridor.

Lakebed - Put the goldfish bowl on your head, this will stop you from drowning. Pull the stuck fish free from those bars right by you, a good deed is often rewarded. Take the coin from behind the rock at the bottom right of the screen for some more money. Walk on a little bit and you'll see a patch of mud on the ocean bed. Look at it, then take a worm that's lying in it. Go up to the fishy storekeeper, give him the worm and in exchange you'll get a supply of oxygen to fill up the goldfish bowl and keep you going down there. Move on a bit and you'll come to electric eels. This is where your good deed is rewarded, as stuck fish you freed comes back and drops an oyster. Now, fortunately, this seems to be just what the turtle, who's circling you, wants, so give it to him and he'll rather nicely take you over the electric eels. Once you're over, pick up the cattle prod that somehow found its way to the bottom of the water and when the shark comes near you attack him with the cattle prod. Keep doing this and walk left towards the giant clam. When the clam is shut, jump over it. Go left and insert the cattle prod in plughole. You will be sucked down.



Pool Room - You're at the edge of a lake by the start of a cave. Go to the bottom right of the screen so that you can't see Brad anymore, and pick up the seaweed. Go to the wall and press the protruding rock to reveal the secret entrance.

Cave Corridors - There's a lot to do here so brace yourself. Pick up all the boulders and rocks that you find to give to the rock basher in the rock basher room. Go to each of the separate rooms and do exactly as described in the following steps:

Rock Basher Room - Give the rock basher all 18 rocks (three of each size) which you'll have to go back and collect because you can't carry them all at once. In return for all your hard work he gives you, er, some string.

Seesaw Room - Take the plank, then attach it to the boulder. Throw the monitor (see Polo Room) on to the plank and you'll be catapulted onto the higher rock where you'll find a magnet. Pick up the magnet and jump down.

Polo Room - Pick up monitor. After getting magnet from the Seesaw Room, come back and tie the string to the magnet and then throw it down the hole. It'll come back with a roll of wire attached to it. Take the wire to the corridor outside the rock basher's room where the mud monster is running about (don't worry, he won't harm you). Attach the wire to the loops and when the mud monster runs past a bit of mud will get caught on it. Pick up the mud.

Holey Room - Time to do a bit of snouting around. Look in the three leftmost holes, look in the rightmost hole and take the twigs out of it.

Well Room - Throw the coin into the well and a games show host appears to offer you three prizes; money, a woman or a helmet! Now, you're not going to like me for this, but take the helmet! You'll need it to get out of the caves. Go to where the boulders are falling from the ceiling and put the helmet on.

Exit Room - Jump in the bucket. Now, attach the mud to the seaweed, attach the twigs to the mud and seaweed and then wear the resulting mask. (Yes, I must admit that's not the first thing that sprang to my mind!. You'll have to wait for the next instalment to find out why!)

LEGEND OF KYRANDIA - Pt 2 played by Ron Rainbird (Amiga 500, 1 meg)

The Timbermist Woods - From the repaired bridge (see April '93), head West and enter Darm's dwelling. He requires a Quill. To do this, find the tree with a Songbird's nest and get a Walnut. Go to the Oak Grove and pick up an Acorn. Then search the forest for a Pine Cone. By heading South, you will eventually come to Deadwood Glade. Put the Walnut, Acorn and Pine Cone into the hole there and a plant will grow. This will magically affect the Yellow Gem in your Amulet, making it a Healing Agent.

Go back to the Songbird and heal it. A feather will flutter to the ground - this is your Quill. Pick it up and take it to Darm. He will give you a Scroll for later use. From now on, gems will appear mostly at random, on your travels. Collect each one: there should be ten in all. One can be found in the bubbling spring in the forest. Another at the Ruby Tree.

Use your newly attained healing power to counteract the poisoned sting of the Guardian of the Tree. When all gems are collected, go to the Marble Altar near Darm's House and place them in the Golden Bowl. To place them in the correct order, use the old "trial and error" method, although patience is required. When successful, a Flute will appear. Take it to Darm then head South and East until you reach the Serpent's Grotto. Malcolm will appear when you try to enter the Grotto. He will throw a knife at you which you must get and throw back. Malcolm leaves but first covers the entrance with ice. This can be shattered by playing the Flute.



You are now able to enter the Shadowrealms Labyrinth. (to be continued)

LURE OF THE TEMPTRESS played by Perter Clark on an Atari

You should now be outside the caves (see May '93).

Entrance Cave - Pull the left skull, push the left skull, then pull the right skull. The door to the west exit should now open. Go west.

Green Cave - Wait for Goewin to come in. Pull the right skull, push the right skull, pull the left skull, now tell Goewin to go to the Entrance Cave and pull the left skull. The door now opens to west. Go west.

Blue Cave - Pull the right skull, then pull the left skull. Wait for Goewin to come in then tell her to go to the Green Cave and pull the right skull. The west door should now open. Go west.

Grey Cave - Save your game then exit to the north.

Beast Cave - Kill the beast. Just keep on hitting his head and body. You may need to spend some time here getting it just right. It took me quite a few tries before I managed to kill the beast but I did it eventually.

Dragon Cave - When the dragon wakes, use the potion on him. Talk to him and use Option One twice. He will give you The Eye of Gethryn. Now exit east.

Beast Cave - Exit to the east.

Grey Cave - Exit to the east.

Blue Cave - Exit to the east.

Green Cave - Pull the left skull and exit to the east.

Entrance Cave - Wait for Goewin to arrive then pull the left skull and exit to the south. SAVE YOUR GAME.

Back in Turnville make sure that Goewin is with you then go to the Market Place. Wait for a Skori to turn up and enter the shop. (I had to wait ages but you might do better.) Look through the shop window while the Skori is inside. Listen to the conversation. Wait for the Skori to leave and then go into the shop yourself. Talk to Ewan the shopkeeper. (There is now a short graphic sequence)

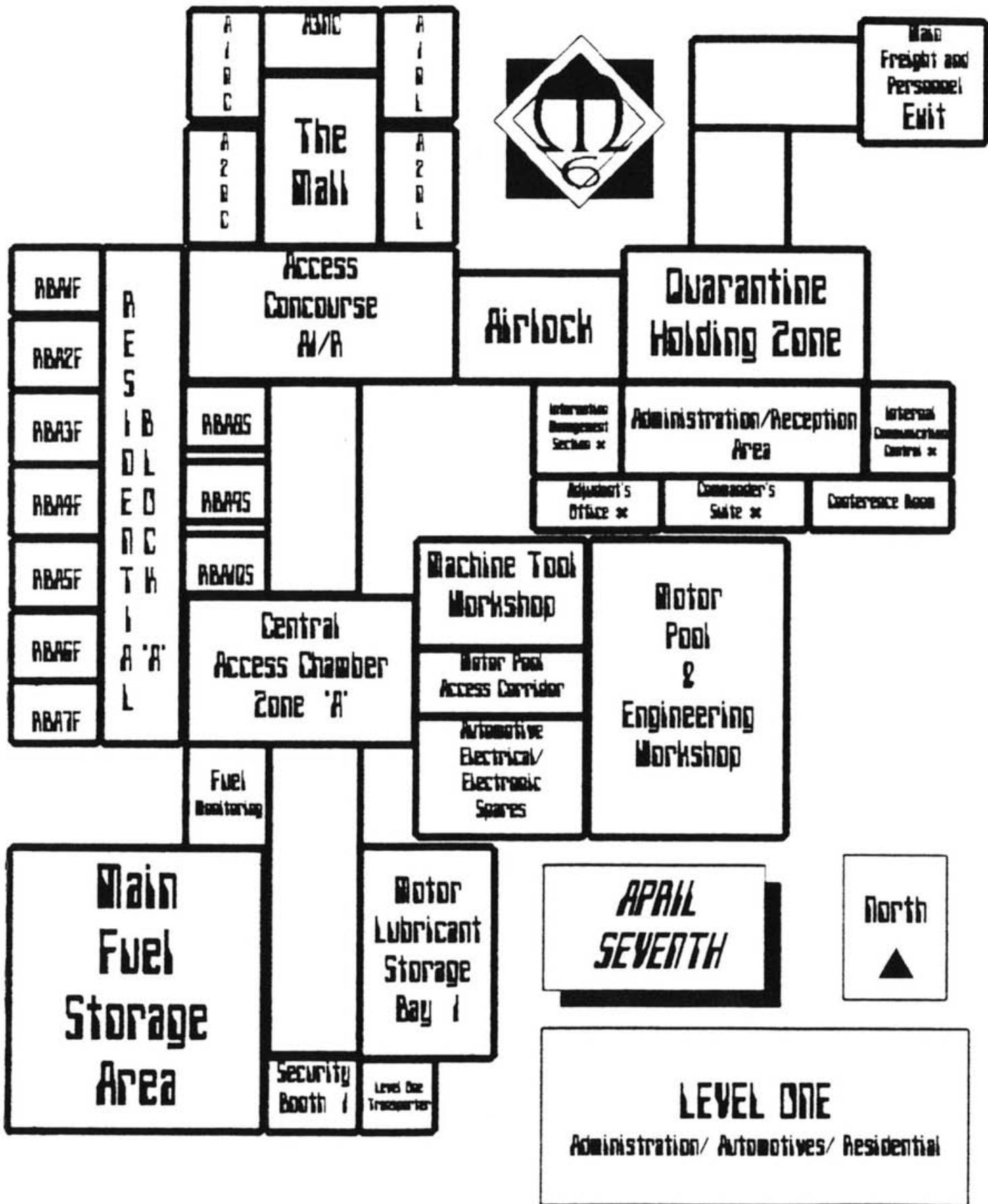
The next section of the game takes place in the Castle and details will be published in a later issue.

JUST A WORD

This heading is meant for unusual words with interesting definitions that sometimes occur in adventure games. This month's word, sent in by Mary Scott-Parker, is:

JUGGERNAUT

A Hindu god, the name literally means Lord of the World. His temple is at Puri in India and he is regarded as the remover of sin. His statue is 45 feet high and is kept in a temple, but on certain festivals it is taken out and dragged, in a huge wagon, through the streets. Fanatics were reputed to throw themselves under the wheels and be killed. Hence the word became synonymous with a relentless force, crushing everything in its path.



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R
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Reservoir
Access

Subsidiary
Parts Store

Electricians' Shop

Ventilation
Plant

Plumbers'
Shop

Refrigeration
Plant

Joiners'
Shop

*APRIL
SEVENTH*

Auxiliary
Fuel
Stores

Clothing
Stores

Maintenance
Section
Foyer

Records
Section
Foyer

Holographics

Sound
Studio

Access to Archives

Stores Access

Materials
Section
Foyer

Environmental
Section
Foyer

CD-Data
Readers

Quiet
Room

R
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LEVEL FOUR

Archives/ Workshops/ Stores/ Services

Access
Chamber

Level Four
Transporter

North
▲

Sewage Ponds

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OBJECTS AND THEIR USES

AZTEC ASSAULT by Alf Baldwin

- PRIEST** ___ Say hello and examine him. Note he has a black face.
- BIRD** ___ Has escaped from Royal Aviary.
- OPOSSUM'S TAIL** ___ Needed by midwife.
- HOLLOW TUBE** ___ A blowpipe.
- JUG** ___ Throw water at the hot wall to produce steam.
- FIRE** ___ Heats wall and useful for lighting a torch.
- POOL OF OIL** ___ To blacken your face so you will be mistaken for a priest.
- CALENDAR STONE** ___ Chronicle of disasters.
- RUBBER BALL** ___ Needed by players in ball court.
- THORN** ___ You need to draw blood to enter the Priests' School.
- PELLET** ___ Insert it into blowpipe and shoot it at bird to stun it.
- STICK** ___ For digging.
- SICK CHILD** ___ Take it to the temple of Ixtilton for treatment.
- YELLOW SEED** ___ Swallow it to see a vision.
- CODICES** ___ Details of sacrifice routine.
- URN** ___ Contains ashes of previous rulers. Priests take it.
- GOLD NUGGET** ___ Give it to the Goldsmiths.
- KNIFE** ___ For carrying out sacrifices.
- CHILD'S CORPSE** ___ Bury it at the Temple of the Water Gods.
- FEATHERS** ___ Give them to the Feather Artists.
- CLOAK** ___ Give it to the Lord in the Warrior School.
- BOW & ARROWS** ___ Needed in sacrifice procedure.
- DOG** ___ You must kill it to accompany the soul of the trader.
- TORCH** ___ To light the funeral pyre.
- PRISONER & VICTIMS** ___ You must kill them all as sacrifices.



THE DARKEST ROAD by Barbara Gibb

ORB not a light source but may shed some light on what to do at the finish.

MAP made up of two halves, your route through the swamp.

PIECE OF PAPER hint.

BOOK OF LIES more hints.

NEEDLE draws blood.

CARD advertisement.

MASK OF LIFE protects you.

GUARDIAN of the mask, and protector against evil.

DEAD ELF only has his shoes on.

ELVEN SHOES allow you to walk quietly.

SHADE OF THE FOREST gives you a password.

OLD KEY unlocks a door,

MERMAID needs cheering up.

DAIS a high platform.

RING on dais, the orb fits into it.

WINDOW leads to the Darkest Road.

WRAITHS don't like movement.

PLATTER a red herring.

GOBLET empty when you find it, "fill" it with something.

DEMON after your blood.

SIGIL note the design, needed at the final door.

DIAMOND eye-shaped!

FOOD give it to something for an interesting result.

IDOL one-eyed, may show you the way.

STONE breakable!

COIN note the design, needed at the final door.

STATUETTE kind of teleporter.

CHANGELING needs a role-model.

DOG hungry.

CAT a well-fed dog, good tracker if on a lead.

ROPE tie it to something.

FRONDS deadly if touched - blow them away.

MEDAL note the design, needed at the final door.

BLACK WANDERER your enemy, not a music lover.



SOLUTION OF THE MONTH

MARIE CELESTE by Walter Pooley

You start the adventure stranded in space, the Dymethium Crystals powering your vessel are faulty. Drifting for days, you see on your scanner a ship orbiting a nearby planet. Using your last dregs of power, you set a course for the ship and match orbits. Donning a spacesuit, you float across - the name of the ship comes into view - It's 'The Marie Celeste'.

The objectives of the adventure are:-

- 1.....Locate all treasure.
- 2.....Locate some Dymethium Crystals.
- 3.....To discover what happened to the Pirate Crew.

At the start you are outside the closed hatch of the Marie Celeste, so OPEN HATCH, ENTER, CLOSE HATCH, WEST, now If you take inventory, you will see that you have an atmosphere sampler, and you are wearing a spacesuit, we don't need then while inside the ship, so REMOVE SUIT, DROP SUIT, DROP SAMPLER. The first problem is to locate the plastic card that opens all the doors on the ship, and it is found in the captain's cabin, NORTH, UP, WEST, SOUTH, GET CARD, NORTH, WEST, into the officers' quarters, GET CASKET, NORTH, EAST, GET PASTE, EAT PASTE, (glucose paste, it keeps your strength up), DROP TUBE, (the empty glucose tube) NORTH, GET GLOVES, SOUTH, EAST, SOUTH, SOUTH, to the crew's quarter, GET FURS, NORTH, WEST, DOWN, WEST, WEST, to the computer room, GET BOTTLE, (bottle of elixer) EAST, EAST, SOUTH, EAST, back to the Utility room, (this is where you store all your loot) DROP FURS, DROP BOTTLE, DROP CASKET. Now INSERT CARD, (opens door), GET CARD, SOUTH, GET RIFLE, (now If an Android guard comes into range, SHOOT ANDROID), NORTH, GET TORCH, WEST, WEST, TORCH ON, NORTH, GET DIAMONDS, SOUTH, INSERT CARD, (door opens) GET CARD, SOUTH, DROP GLOVES, GET LATTICE, (the four dimension lattice), NORTH, EAST, EAST, back to utility room, DROP DIAMOND, DROP LATTICE, WEST, SOUTH, INSERT CARD, GET CARD, EAST, NORTH (to the Store room), GET SCREWDRIVER, SOUTH, EAST (into small room), OPEN CABINET, GET PHIAL, WEST, WEST, NORTH, EAST (back to utility room), DROP PHIAL, WEST, SOUTH, WEST, UNSCREW GRILL, DROP SCREWDRIVER, DROP CARD, EAST, EAST, SOUTH (to the ship's operating theatre), GET FREEZER, (needed to carry dymethium Ingots) NORTH, WEST, WEST, GET GLOVES, WEAR GLOVES, ENTER DUCT, NORTH, NORTHWEST, into the Dymethium Chamber, OPEN FREEZER, GET INGOTS, PUT INGOTS (in freezer), CLOSE FREEZER, SOUTH, SOUTH, GET CORD, GET PEARLS. Now to get out of the duct - SOUTH, WEST, U, (gets you back to the communications room), EAST, NORTH, EAST (back to the utility room), DROP FREEZER, DROP PEARLS, WEST, WEST, SOUTH, GET CARD, EAST, DOWN (to the Engine Control Room), EXAM RAFT (It's an Anti-Gravity Raft, needed to get a heavy bar from the ship's hold, and there is a button on it), PRESS BUTTON, (the raft rises from the floor, and will now follow you around).

UP, NORTH, NORTH, PRESS BUTTON (the raft settles on the floor), DOWN, NORTH, EAST (into the brig), GET ROPE (the brig door closes behind you), so LEAN OUT, INSERT CARD (door opens), NORTH, GET CARD, SOUTH, UP, (to where you left the anti-grav raft) PRESS BUTTON, DROP CARD, SOUTH, DOWN (to the catwalk above the ship's hold), TIE ROPE, (to the steel cord) TIE ROPE, (to catwalk rail) DOWN (into hold), NORTH, GET BAR, (you put the bar on the raft) SOUTH, ENTER SHUTTLECRAFT, SOUTH, SOUTH (takes you to the Shuttle Store-room), GET CAPSULE, GET DEVICE, (the electronic device which opens the safe in the Captain's cabin) NORTH, NORTH, OUT, UP, UP, EAST, PRESS BUTTON (the raft sinks to the floor), DROP CAPSULE, WEST, NORTH, UP, WEST, SOUTH, OPEN SAFE, GET JEWEL, NORTH, EAST, DOWN, SOUTH, EAST, DROP JEWEL, DROP DEVICE, WEST, REMOVE GLOVES, DROP GLOVES, GET SUIT, WEAR SUIT, SOUTH, SOUTH, GET COMMUNICATOR, IN (to Teleport Booth), ACTIVATE TELEPORT - you arrive on the planet in a swamp, (see below for notes on random element when you beam from the Teleport Booth) SOUTH, SOUTH, WEST, WEST, SOUTH, SOUTH (through the swamp, across a plain, and through a forest, takes you to a location where you see a Bronze Token), GET TOKEN, EXAM TOKEN (see strange symbols), EAST, EAST, EAST, EAST, SOUTH, SOUTH (to the end of a canyon, with a steel door set in the cliff face), EXAM DOOR (it has a keypad with buttons, and strange symbols). As you now have the Bronze Token, it is enough to simply PRESS BUTTON (to open a hatch in the door), IN, SOUTH, WEST, WEST (to an Ante-Room with a heavy metal door), EXAM DOOR (to see a window), LOOK THROUGH WINDOW (to see the space pirates. They indicate they will swap a Light Sabre for the Bronze Token), SWAP TOKEN (you get the Light Sabre). We now need to make our way back to the Utility room with the last of the treasure, so :- NORTH, EAST, NORTH, ENTER HATCH, ACTIVATE TELEPORT (to get back to the teleport booth), OUT, NORTH, NORTH, EAST, back to the Utility room for the last time.

That should be 100%

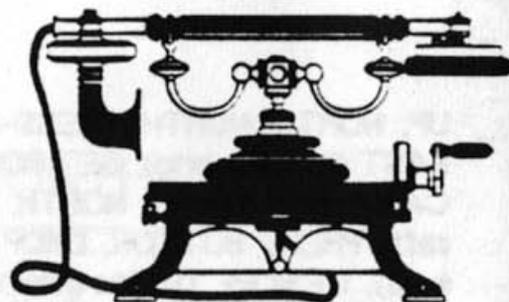
Should you get captured by the Android Guard before you have the laser rifle and the plastic card, you will be thrown into the brig, with no means of escape.

There is a random effect when you teleport down from the ship. If you don't arrive in the swamp, the directions to the Bronze Token will be slightly different, but the Bronze Token will always be in the Southwest corner of the forest. It's vital that you find it, for without the token you can't open the hatch in the steel door. The other two possible routes are from the Jumbled Rocks, SOUTH, WEST, WEST, SOUTH, SOUTH, to the token location, or from the Western Edge of the Plain, WEST, SOUTH, SOUTH, to the Token location.

Carry the laser rifle with you at all times, then when a Android Guard appears SHOOT ANDROID.



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 (Simon Avery) | 0626 853254 Any reasonable time but not after 10pm Amstrad |

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If you need help with an Infocom adventure then who better to help you than **A GRUE!**

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