

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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
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HALL OF FAME

Many thanks to the following readers who have sent in contributions since the last issue :

Dorothy Millard, Jenny Perry, Damian Steele, Walter Pooley, Ann Castelow,
 Nell Ashmore, Ron Rainbird, Peter Clark, Neil Shipman, Bernard Wood,
 Laurence Creighton, John Wilson, Jo Wood, Jill Nott, Tom Leahy,
 Hilary Walton, Steve Clay, Ingrid Solberg, Reynir Stefansson,
 Jay Honosutomo, Jean Childs, Bob Adams.

Special thanks to Venturesoft and Binary Zone for software.
 Les Mitchell who designed the entire cover.
 Geoff Lynas for another great printing job.

EDITORIAL

Dear Readers,

I know, I know, this issue is even later than the previous one. Sometimes all my plans fall into place, and the magazine is ready in a week, then I have months like this last one when practically everything went wrong. I have already started the November issue, honestly, so if you wish to submit anything, please do so as soon as possible so that I can get it to the printer by the third week of November.

If you have anything Christmassy please send it in NOW. Short stories, poems, puzzles (of any size and quantity), articles, jokes, etc. all are appreciated. If you can print out some Christmassy clip art it will be especially welcome - otherwise I will have to use the same ones as last year.

As I write this I have just heard from Les Mitchell that he has had to close down Goblin Gazette. This is *NOT* because he has lost interest, but because his new job involves quite a bit of travelling and being away from home for 3-4 days at a time. Les is also Branch Officer of the Humberside Branch of the National Autistic Society, work very close to his heart. Somehow he has to also find time to attend a part time degree course in Sociology - sounds like he has a very busy time ahead. I will always be pleased to hear from you, Les. All the best for the future from the readers and myself.

I get quite a lot of telephone calls, but last week I received a special one that certainly took me by surprise, and almost lost for words. It was Dorothy Millard, calling all the way from sunny Australia. We had a lovely chat and I even managed to give her time to get in a few words. Your message has been passed on, Dorothy, and Jason (of Binary Zone) will be delighted to publish your adventures. So all you Commodore owners, you can now go ahead and buy her Westbury Mystery, R.J's Ultimatum, etc.

Apart from the success of the Adventurers' Convention, most of what I have been hearing lately has been depressing. However, some late *good* news is that Zenobi has a new adventure out on 5th November. It is called "Serpentine Tale" by Diane Rice. I've already played it and can assure you it is every bit as tricky and entertaining as her Black Tower - review in the next issue of Probe.

That's all folks,

*til next issue. bye for now.

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

LETTERS



From Damian Steele of Paignton

Please find enclosed some more contributions for the magazine. I'm sorry that there isn't more but I have been working hard on another game recently and when I have had time I've not had the heart to sit down and face another adventure. More, however, will follow.

You enquired some time ago where my game The Black Mass could be obtained from. This will appear with a number of others in the next Guild catalogue which will be produced by Jason Mackenzie. (Who, I was shocked to learn knew nothing of Probe until recently.)

The following is the list of winners for my competition from the August issue - Ann Castelow, Stockton, Cleveland.

Although I offered three copies of the game in a FREE to enter competition (apart from the stamp etc.) I was saddened to see only a single entry who, of course, was immediately chosen as a winner - even though her answer was incorrect.

What does one have to do to generate interest these days? It seems that free software isn't enough. Are Probe readers really so pessimistic that they would rather not enter at all than face the possibility of losing? Or is it that they have so much software they couldn't do with another game? If you can answer this one you deserve an award because it is beyond me!

I am certain about one thing. With a response like that I am VERY unlikely to bother making such an offer again unless something restores my faith in the game-playing Probe-reading public.

Please don't feel that I am having a go at you or the magazine with the above. It is just that I am upset and angry by the lack of response. Should you think it wise to do so you may print some or all of the above. Perhaps that way I may discover why the response was so poor.

Anyway, I shall finish here and hope that things will be a little cheerier the next time I write.

★

I have printed your letter in full. Many thanks for all the contributions. Probe would be a thinner magazine if it wasn't for the contributions you, Dorothy Millard, Mary Scott-Parker, Steve Clay and Ron Rainbird send in. I have no explanation for the lack of response to The Black Mass competition. I know how good the prize is because I have played it, and in fact I will be reviewing it in the next issue. A few readers did ask me how they could buy a copy and I told them to enter the competition first. Now that it is available from Binary Zone PD I hope they do because it is well worth £2.50 (*please see advertisement elsewhere in this magazine*).

I ran a Birthday competition in the June issue and only yourself and one other person responded before the generous deadline. I have now given up running prize competitions but will continue to publish quizzes, crosswords, wordsearches, etc. which readers can do at their leisure because the answers won't be given until quite some time later. (Barbara)

★★★★★

From John Wilson of Rochdale

Mandy has every right to be annoyed with Tony Collins, but not because he has had the audacity to pass her "babies" to another publisher without first receiving her express permission to do so, but because, unless I am missing the point completely or my normal "suspicious and nasty" mind is being even more "suspicious and nasty" than normal, the whole episode would serve to highlight the fact that Tony has been registering as un-employed and drawing state benefits whilst actively persuing his role as a full-time "software house" owner.

The mere fact (that as Tony's own words in a recent letter to me would seem to confirm) that "The D.H.S.S. are sending him on a six-month course" can only suggest that my assumptions are correct. For unless Tony was registering as un-employed, the D.H.S.S. (or anyone else for that matter) is powerless to send him or anybody else on a course of any description. To the best of my knowledge this course of action can only be adopted when the person in question has been in receipt of "long-term" benefits and never when they are actively engaged in full-time employment. Something that Tony always assured me that he was!

In the light of this I have written to Tony Collins and requested that he cease publication of all titles currently under licence from Zenobi Software and that he also ceases work on any "conversions" that he was in the process of producing. True to his present form he has yet to acknowledge receipt of this letter (or any of the others I have sent him in the past few weeks), so I am taking this opportunity to inform the adventure-playing public of my actions and to apologise to those of them who were looking forward to playing the Commodore format of such classics as "Jekyll & Hyde", "Very Big Cave Adventure" and "Bored of the Rings". There will now also be no conversions of the likes of the four "Traveller-In-Black" tales or even Geoff Lynas' "April 7th". I am sincerely sorry about this but I would ~~never~~ have entered into the original agreements had I known the full story behind Tony's activities. It is bad enough having a few "tax-dodgers!" amidst the ranks of those who produce the adventure games you all love so much, we do not need even worse offenders. After all, it only takes one bad apple in the barrel for all the others to become "tainted" as well. And I have spent too long establishing a good and honest reputation to have it tarnished by being party to some underhanded actions.

If by some mistake I am completely wrong in my assumptions then I will whole-heartedly apologise to Tony but if I am not, then I am afraid that he deserves everything he is going to get. ZENOBI SOFTWARE is a full-time organisation and I removed myself from the "un-employment register" the day I started trading Tony, it appears, was content to sign-on and earn a few bob on the side as well.

★

John has always run Zenobi as a full-time business, keeping proper accounts, so I can understand his annoyance (to put it politely) when he sees others apparantly breaking the rules.

I can assure everyone that I don't draw any benefit other than the child allowance, and that will stop next year. (Barbara)

From Marcus Kantara, 2nd Level Mage, Scintillus Academy, 2nd Dome on the Right, (familiars not allowed)

After reading a friend's copy of Probe (and thoroughly enjoying it) a plea to readers for 16-bit reviews caught my eye.

Having owned an IBM PC, here at the academy, for some time, I thought I would put quill to parchment and send in a review of a recently released game entitled "Day of the Tentacle".

If this review is suitable for publication, I would be more than willing to send in further reviews, hints 'n' tips, etc. Keep up the good work.

★

That is the right attitude, Marcus. I don't mind in the least if Probe is shared between friends as my aim is simply to help adventurers. Your review will be in the November issue, and I'll be happy to receive anything you may wish to contribute. You only have to check the Hall of Fame each month to see that the same names appear month after month, and only a handful of them send in hints and tips on a regular basis.

For some reason when readers change to another computer they stop sending in contributions, and many state that they don't wish to review. There may be a variety of reasons, but it means that I can't always give equal coverage to 8-bit and 16-bit every month. I can write most of the 8-bit material myself but this restricts it to my own point of view, not desirable in a magazine with a tradition of printing something for everyone.

At the moment I am looking for reliable Amiga-owners who are willing to have a go at reviewing some PD stuff that I have received. Don't worry if you haven't written a review before, it is very simple. Load in the disc and as you go on from there make notes of your thoughts, then put them into some sort of order using printable language, add a few technical details if applicable, send off to Probe and wait to see your name and work in print. If it was an adventure you reviewed it would be helpful if you could also send a few hints and tips and/or a getting you started. I will accept contributions in any form - best handwriting, typed, printed or on disc - all are gratefully accepted.

From June Rowe of Launceston

I enjoyed reading Jack Lockerby's "walk through" of JESTER'S QUEST, but I would like to correct a minor error. Eta, the seventh son of parents who favoured the letters of the Greek alphabet as names, was born prematurely and was therefore named Early, after his father commented "We can't call him Eta because his E.T.A. (expected time of arrival) was a bit off." I only mention this because the name Early comes into some of the verses which appear when the game is ended by accident, as in "Sorry, Early - now you're late!"

★

Sorry about that June. I typed it and didn't notice the error. Thanks for putting the record straight. (Barbara)

AN OPEN LETTER TO JON LEMMON

From Laurence Creighton, Cape Town

I read with utter dismay your letter in the various magazines lately.

At the outset let me say that your absence from the Spectrum scene is going to be sorely noticed. As one of my peers, I look up to you as one of the best authors around. Far be it for me to tell you what to do, but you realize how many people out there have come to know and love your games, and will be saddened to know The Lost Tomb of Ananak was your swansong? Merely because of lack of coverage is not sufficient reason to quit - your fans will still support you.

I too realize that the effort is enormous creating a good adventure, especially trying to make each adventure "unique". It takes me about two to three months to get a finished product out, and while I definitely agree with your sentiment that effort outweighs pleasure gained, I feel that if there are still even a few people out there getting satisfaction from one's games, it's all worthwhile.

Your games are brilliant Jon. A dear friend sent me ANANKA as a gift recently, and I wish my own games had half the atmosphere this game creates. Your games are of a quality and standard not many people achieve easily; you're obviously at the apex of your adventure-writing career - this is no time to quit. I agree heartily that it is hard to keep one's originality and standards high, but I have most of your games and you seem to have no problem there. At least tell us that you'll put out one or two a year.

What would have happened if Shakespeare or Wilde had packed it all in? Please Jon, have a rethink and keep us supplied with the wonderful games you are capable of.

Whatever you decide, I wish you well and I wish you luck.

★

A short time before Laurence wrote the above a couple of Probe readers wrote to me asking if Compass Software has ceased trading. I hadn't heard anything official, and tried to telephone Jon Lemmon but chose the very day that his telephone was out of order - (see following letter). I know Tim Kemp is his close friend, so I telephoned him and he told me that as far as he knew Compass Software wasn't writing or selling any more games.

I wrote to Jon asking for a statement for publication so that Probe readers would be aware of the situation. I also asked about the possibility of me selling his games under licence if the rumours were true. The following is his unedited reply. (Barbara)

From Jon Lemmon of Compass Software

Thank you for your letter. I have sent orders out, when I have had the inlays, covers, etc. for that particular game. I am now totally out of almost all game inlays and blank tapes, and can not get any more done for the actual number of orders I get in.

I have written to most people to let them know, when they have sent an order. But I must admit, in some cases I have been far too busy trying to earn a living to commit any more time to the adventure scene.

I have had only a few orders since I gave up, and have not had any for weeks, so I think people are getting the message. I know this may sound nasty, but the majority of my old regulars, know what is happening, and any people who ONLY NOW have decided to send for some old games have left it a bit late to make me think twice about giving it all up!

As to you or anyone else publishing my adventures, I really don't have any time at the moment to sort out the games, dig up or get done new inlays etc. etc. So, my games will just have to slip into obscurity, like the adventure scene on the Spectrum.

As to you telephoning me, you could have only tried on one day. My phone was out of order and the next day it was fixed, and I got no calls....

As you say, the Guild closing down, added to FB, Your Sinclair, Phil Glover who is jacking it in soon, the adventure scene on the Spectrum really is dead. And I was never into flogging dead horses!

Feel free to pass on these points to your readers, as it covers everything I want to say on the matter.

All the best, and good luck in the future.

★

My immediate reaction was "How sad that someone who has devoted many years to writing adventures can just let them gather dust." Now, two weeks later my thoughts are very different. I've had time to realize that someone for whom I had the highest regard didn't think it important that I and Probe readers should be told about what was happening to Compass Software.

Ever since I bought my first Spectrum machine I have been a loyal customer of Compass Software. For more than five years I have bought ALL his adventures whether they were my favourite type of adventure or not, so I was a little hurt when I realized that not once since I took over from Mandy had he sent me details of his new releases. Fortunately I subscribe to other magazines and read about them in FB and RH.

More importantly he did not tell me he was closing down Compass Software. I had to read about it in other magazines, and decided it was time to seek a statement from Jon himself.

I am very upset because Probe readers are being told it is ~~the~~ fault that it is too late for them to complete their Compass Software collection - what a way to encourage new players and treat faithful customers! For me the magic of his Drakon quartet has begun to fade a little. Maybe if I give them a bit of publicity in Probe, some generous readers will dust off their old copies, play them again for old time's sake, and then offer them to players who now have a snowball in hell's chance of buying a new copy.

Far too many excellent games have been lost forever and my offer of selling his games under licence was a serious one. A universal inlay can easily be designed, storyline and instructions can be duplicated for 5p a sheet, tapes can be bought in any quantity - so I can't see any problem should he allow someone (and I have blown any remote chance I may have had) of publishing his games. Jon doesn't, of course subscribe to Probe but I bet this gets to him one way or another.

The letters column is open to anyone who cares to express their view on this or any other subject, provided it isn't libellous. (Barbara)

From Jean Childs of Bagshot

I was sorry to read in the September AP that subscriptions had shrunk. (Maybe word has got round that I am now a subscriber. Of the first five jobs I ever had, four of the companies went bust - the other one was the Inland Revenue. But that was twenty + (?) years ago and I thought the Jinx had worn off.) The first issue I sent for to try you out was the July issue. I thought it looked okay and decided to subscribe to the end of the year in order to extend my 'trial' subscription. I really enjoy reading the letters section and I think you've got a great bunch of people out there supporting you.

Can I please add my bit on the 'weekend' adventure writing saga? Right! I too support Damien Steele's letter in the July issue. I tend to take quite a bit longer to write mine, but I believe it can be done. But, having said that, I must put in a good word for Steve Clay regarding his letter in the August issue, as when I first read Damien's letter I also thought he was having a 'knock'. It was only after I had re-read it a couple of times that I fully understood the point he was making.

Next, I would like to ask a question. Do you have to be famous to receive a postcard from Romania? Because I haven't had one.

Now that I have exposed myself as being a complete idiot, I will try and be serious. I don't subscribe to AP for the reviews. Why? I have an Atari 520ST and a PC. Of the thirty-five reviews in the July, August and September issues of AP, two were for the Atari and one for the PC. Is this due to a lack of support from Atari/PC players? The words 'practise what you preach' cross my mind, and I enclose two reviews and a solution for Atari games. These have previously appeared in another magazine but I have re-vamped the reviews for publication in AP, if you want them.

I have only recently acquired access to a PC (as far as playing games that is) and am currently playing my first PC game. As soon as I have finished it, I will review it for you. Again, if you want it! I admit that I have only seen three issues of AP but, based on this limited source, it does appear to me (and I'm now sticking my neck out) that AP does lean towards the 8-bit user. It would be interesting to know a) how many AP subscribers have 8-bit computers, b) how many have 16-bit, and c) how many have both.

This brings me to the main point of my letter, and is aimed at those lucky people who do have both 8-bit and 16-bit computers. Do you write mainly reviews for the 8-bit because you have a better choice of games? Is it because you prefer playing games on your 8-bit? Is it because you feel the majority of AP subscribers prefer reading 8-bit reviews? Or do you entirely disagree with me? No I am not trying to start an 8-bit versus 16-bit user war. There are enough problems in this world with colour, class and creed.

The type of computer a person uses is based on preference and (unfortunately) cost, and should remain so. All I am saying is that many 8-bit magazines have gone. R.I.P. The future, at least for the 8-bit user, lies in the multi-format type of magazine. Many people, if they can, will continue to buy bigger and faster computers. If they do and they prefer to keep their trusty old computers also, then I feel that they are in a position where they can and should support both. If they only support the new then the old will die. If they lean towards the old, then those people who are only interested in the new will go away. The magazine then ceases to be multi-format and walks on rocky ground. I can see that I shall be using the PC more and more. But I won't be getting rid of my Atari. I also realise that I must support them both for the same reasons I have given, or the day will come when there will be nothing for the Atari. And one day, the PC.....

Welcome to Probe, Jean. The subscription list is very fluid at the moment, I win some, I lose some, and I am still at a loss to understand why some readers don't resubscribe. A few return after a short time, backdating their subscription. Many I never hear from again, and would dearly love to know the reason why.

I suspect that some who only buy one issue are using the telephone helpline without supporting the magazine any further. I also spend a great deal of time answering enquiries from non-subscribers whose questions range from "Can you give me a list of all the adventures available for my computer" to "Can you supply all the back issues of Probe".

If readers switch to another magazine I don't mind (at least not too much), at least they are still supporting adventuring. Perhaps it is because I'm not part of the PC set that I am losing a few readers, maybe they feel I'm not giving them enough coverage. True, but not by choice - I publish everything I get for the 16-bit computers, and can't make up the shortfall myself. Some magazines reward their contributors, and it has been suggested this is why readers change their allegiance. I could do the same, but I am a firm believer in giving help to anyone who requests it and ask nothing in return, which is often what I get.

It seems the only common factor between those of us who have received postcards from Romania is that all the recipients had their names published for one reason or another in the issue of Probe which I sent to Marin (I still don't know how he got my name and address) and we are still wondering what connects him to Tatiana. If you would like a Romania pen pal I can give you Marin's address, or maybe you could write to Tatiana, I'm sure either will be very pleased to hear from you.

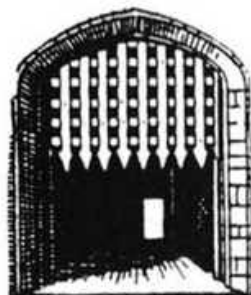
The reason there aren't many reviews of Atari games is lack of software. I rarely get Atari adventures for review and as I don't have a private income I have to be very selective in what I buy myself, and I certainly can't pay £15-35 a time for the arcade adventures which I don't particularly enjoy anyway. In addition to "The Obscure Naturalist" I have reviewed the Atari versions of "Grue-knapped" and "The Test", and sad to say Ken Bond has told me that sales of the latter are very poor, so maybe 16-bit owners don't like home-grown adventures, or perhaps the price is too low. I don't know.

I'm hoping someone will send me a review of "Excuse Me Do You Have The Time?" but so far no one has. I will be too busy to give it the attention it deserves until after Christmas. Probe readers often send in reviews of games they have played using their own software, and it is also a fact that when most readers upgrade they don't send in contributions as often as they used to. Just a few of the problems I have to contend with.

As it happens the two reviews you sent are for adventures that have already been reviewed in Probe - "The Obscure Naturalist" as already mentioned, and "Helter - Mistress of the Park". Similarly a solution for Treasure Hunt on Jersey has already been published. This is not to say they are not appreciated, and I am seriously considering publishing your reviews in the November issue to give readers the chance of reading someone else's viewpoint.

I think only the readers themselves can answer what they play on which computer(s) - It is something I have been trying to discover for the last 15 issues. I will never get rid of my Electron, BBC, Spectrums, Commodore and Ataris and I can't see me being in a position to buy a PC even if I wanted one, besides I believe text adventures are rare on the PC so I can't see any reason for getting one for entertainment, but I suppose the speed and memory would be useful for preparing the magazine. Sorry about the long reply, but you raised so many good points they deserved more than a few lines in response. I hope readers will write in with their views. (Barbara)

REVIEWS



THE BLACK CRYPT

by Raven Software/Electronic Arts

Reviewed by Tom Leahy on an Amiga

The Black Crypt is an excellent RPG. It follows the usual format of creating a Party of four adventurers, a Fighter, Druid, Cleric and Magic User and various extra characters may join or leave the Party during the course of the game. The game is controlled by use of the mouse and is very user-friendly. The object is to reach and destroy a happy-chappy by the name of Estoroth Palingiver, not the sort of bloke you would like to meet in a dark passageway. There are many monsters, traps and puzzles that attempt to stand in the way of your quest to despatch Mr. Palingiver.

All the puzzles are logical and there is a very welcome Automapping feature within the game that goes by the name of Wizard Sight. Before reaching the final level where Estoroth dwells it is essential that each of your Party has in his (or her) possession a special Artefact which has magical properties and is needed to kill Estoroth. There are many scrolls to collect containing useful spells, and information, but beware, some of the scrolls are false!

Black Crypt comes on three floppies, needs one meg. of RAM and is Hard Disk installable. Included in the game manual is a complete set of maps covering the 28 levels of the game. These are essential as mapping the game yourself will prove extremely difficult because there are a myriad of spinners, false walls and teleports throughout the quest.

The Black Crypt is a very polished and enjoyable RPG. The graphics are 64-colour extra-half-bright and are the best I have seen in any RPG on the Amiga and the sound contains digitized effects. It is a vast and intricate game that will keep you busy for a long time. I fully recommend it.

THE BLACK PEARL

Written by Tony Rome

Reviewed by Barbara Gibb on a C64



The year is 1912. You are Forrester Kilbride, a skilled hunter on a safari expedition somewhere in Africa. You reach a previously uncharted region but your superstitious native bearers refuse to proceed further. You are now left to continue your hazardous trek alone, in search of the Black Pearl, said to be the largest in existence. You possess only a loaded rifle and a piece of flint, as you begin your perilous journey to the forgotten Land of the Kalmad.

Your adventure begins in the jungle and you soon realize that you are on the wrong side of the nearby fast-flowing river, but a good look around will discover the means of rectifying this little problem. A quick visit to a native village seems like a good idea before crossing the "ropey" bridge to a gold mine which could be a death-trap and in fact it already has

been for at least one miner. If you survive the hair-raising Indiana Jones-style mining truck ride across a ravine, and then blast your way out into open country before you die of hunger, or get killed in the dark, you are doing quite well.

The next few locations are a little friendlier, and if you are kind to the beggar he will give you something that will save your life a little later. Deserts have never appealed to me so I was glad when I reached the cooler mountains, and closer to my objective.

Animals play a great part in this adventure. I was a little surprised at the first, a tiger, because I thought they only lived in Asia; however I think the rest ~~are~~ indigenous to Africa.

The Black Pearl, like all Tony's adventures, is written on the Graphic Adventure Creator (G.A.C.), and as stated in previous reviews, he is one of the few authors who has used this utility to great effect. The neat colourful illustrations certainly enhance the game (the camel reminds me of the one on the side of the Williams F1 racing car) and the puzzles logical, at least to me. Only twice did I have trouble finding the right input; the first was when I had to get out of the truck. It took me about 3 hours but at least I laughed when I found the correct words. The second was at the very end, but this didn't take nearly as long, and anyway I always get stuck at the end of adventures!

A great little game, suitable for adventurers of all levels of experience.

Available from: Logyk Software, 391 Gillott Road, Edgbaston, Birmingham, B16 9LL Price: £3.50 on disk, £3.00 on tape. Please see advertisement for special offer.

BULBO AND THE LIZARD KING

Written by The Balrog

Reviewed by Bernard Wood on an Amiga 500



(Spectrum version under emulation)

"Bulbo and the Lizard King" is another tale of the "Seeker of Gold". You play the part of Bulbo who is a Boggit. Your quest is to seek out and destroy the evil lizard king Stratos. To aid you in your quest you can have up to four companions with you, one of which is a donkey who is vital in the first stages of your quest, but, and here's a clue, is not needed to finish the quest.

On your travels you will encounter Orcs, Bears, Dragons and Wolves, you will have to cross vast lakes, fast-flowing rivers, wide chasms and ravines, all of which are crossable with a little thought and kindness to a certain creature you come across. You find your companions in the start location, which is the market place. You can hire or fire, but go easy as the bag of gold you start with is not limitless.

Your companions will give you assistance if you ask them, e.g. ask elf for help; also certain of your companions will talk to the creatures you encounter on your travels. If you ask them, giving you vital clues to finish the game. There are none of the usual search X and find Y type of locations in this game, but searching the donkey's pack can be of great use. Waiting in certain locations is vital, provided you have the right companion with you and have been kind to a certain creature you came across earlier.

Overall this is a most enjoyable game which gets the old brain working, but if you make as much use of your companions as possible the answers will be there.

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

Price: Spectrum version - £1.99 (tape) £3.49 (+3 disk),
also on "The Balrogian Trilogy" with Fuddo & Slam
and Seeker of Gold - £2.99 (tape) £3.99 (+3 disk)
Amiga - £2.49 with free emulator.

Please add 50p per item to cover all postal charges...



THE CAVES OF DYANTY

Written by Nathan Fritz

Reviewed by Damian Steele on a PC

This is a fairly short adventure written with the Adventure Game Toolkit (AGT).

The story is simple. You are an archaeologist investigating the lost race of the Dyantians. Whilst searching through some ruins you discovered a small button near the outline of a door. Having pressed the button and entered the room beyond you are now trapped inside a complex of rooms and passages. The object is to escape with details of the Dyanty race.

This is a moderately easy game with some nice - if not original - ideas such as secret rooms and weapon-wielding maintenance robots. Nothing is very complicated and it is therefore suitable for both the beginner and the more experienced player.

There are a number of death sequences which, for the most part, can be passed easily with logical thought. The only one I would really grumble about is when exploring underneath the water works. By taking the wrong exit - which you won't know you have done until you do - the player is killed off by a long fall - or rather by the landing.

Mapping of the cave system is relatively easy as the entire area has only 47 locations in total and they can be plotted on a seven by seven grid.

Although there are a number of minor errors in the game - such as being able to score 480 points out of a stated maximum of 440 - there is nothing which detracts too much from the adventure.

This game is worth a look at but doesn't hold much for the player to return to once it has been completed.

This game is available as Shareware with a registration fee of \$5.00.



HERAKLES - THE EARLY TRIALS

Written by Jonathan Kemp

Reviewed by Barbara Gibb on a C64 (disc only)



"Driven mad by the goddess Hera, Herakles killed both his wife and his children, mistaking them for his enemies. On returning to his senses he consulted the oracle at Delphi to discover how he might atone for the murders. He was advised that he should seek out King Eurystheus of Mycenae and serve him for twelve years. Should he prove successful in completing the labours set him, then he would be granted immortality, at the moment of his approaching death, and would live forever with the Gods on Mount Olympus. Eurystheus demanded that Herakles should complete ten labours, each to the King's satisfaction. Each labour was more than any ordinary mortal might hope to achieve and as each was completed, so the next was chosen to be even harder."

This disc-based adventure covers the first six of the labours, all of them set on the mainland and to whet your appetite I will tell you that they are 1) Killing the Nemean Lion 2) Destroying the Lernaean Hydra 3) Capturing the Cerynean Hind 4) Capturing the Erymanthian Boar 5) Cleaning the Stables of Aegias 6) Driving the Birds from the Stymphalian Marsh. The adventure also includes additional puzzles that are really preparation for the other labours which are not, unfortunately, included in this version.

Two things nearly put me off this game before I had even got started.

After studying the impressive picture of what I think is the Argo (of Jason fame), I was presented with the security clearance consisting of two sets of three numbers which designate a page, line and word in the manual supplied with the adventure. What annoyed me was that I was convinced I was using the correct wording according to the instructions, yet the program didn't always accept the input. You are given several goes at getting it right but if you don't think you are going to succeed, do what I did and re-load so that you get a different set of numbers. [The manual advises you to ignore the headings on the page, but I counted it if the program rejected my first attempt and sometimes it worked.] It might sound like a lot of messing, but believe me it is worth the effort.

Well, you might not think so at first. The first location was only a few words, "Your own simple rustic house. You can see:- A basin." Trial and error got me to a few more locations, all equally sparse in description. I knew there must be a lot more to the adventure than I was seeing, so I decided to do what I should have done *before* I even loaded the game, I read the manual. There on page 7 was a list of the In-Built Commands, the gem of them was that if I typed T and pressed return I would be rewarded with a full location description.

What a difference this made to the game - the first location became a 17 line description that told me more than I could ever have expected, and the rest of the full text was of the same high standard. In fact it is the best I have seen in *any* adventure on *any* machine. It is very descriptive, often with a sense of humour, so don't expect it to read like an encyclopaedia; in a nutshell it is informative, poetic but never boring. For example, a very early location is the midden, a refuse dump to you and me. Using the long text option you are treated to over 10 lines of text describing this smelly and fly-infested place.

Exits are not stated in the short text, but the full version does, and you won't get far without knowing where you can go. As you must return to a specific location after each

task, you will find you must know exactly where each town, shrine and landmark is, so mapping is essential. In time it will build into an accurate map of Greece in the dark ages.

The basic program has been written using the Quill, and then extra machine code routines have been added plus full page graphics to illustrate each labour, a total of 150K. Obviously not all this is in memory at the same time so the disc is accessed at regular intervals, especially when you are requesting the full text option. To speed up gameplay it defaults to the short text, i.e. you only get the long version on request.

Messages are usually helpful, but on at least one occasion it will flatly refuse to name someone, so you must either know or find out who is the god of the oceans. Not too difficult and praying to him will get you on your way to completing the first labour. Herakles used very few weapons, so don't expect to find a lot of objects, a little research will help if you're not sure how our hero managed to complete each task, and despite the amount of travelling involved, for the sake of realism I was willing to put up with it.

I don't know what Herakles had been up to the night before the adventure begins, but I found his loin-cloth in the undergrowth a few locations away from his house - perhaps he had washed it and left it out to dry! I could write pages and pages about this adventure but any more would be telling you too much and spoil the whole adventure. It is entertaining, educational and a masterpiece of programming. If you have a Commodore 64 with disk drive £5 will buy you weeks and weeks of entertainment. I am hoping the second half of the adventure will become available. I'll keep you posted.



Available from: Garry Marsh, 47 St. Georges Ave West, Wolstanton, Newcastle-under-Lyme, Staffs. ST5 8DF Price: £5 including p&p. Cheque/postal order payable to G. Marsh

DUNGEON

Reviewed by Damian Steele on a PC

Dungeon is a text-only adventure and, according to the supplied information, was created at the Programming Technology Division of the MIT Laboratory for Computer Science by Tim Anderson, Marc Blank, Bruce Daniels and David Lebling. It was inspired by the adventure game by Crowther and Woods - although which adventure game is not specified - and Dungeons & Dragons by Gygax and Arneson. The original was written in MDL (sometimes called MUDDLE) but has been updated(?) to FORTRAN IV by an anonymous and paranoid DEC engineer.

The first thought I had when I played this game was that I had seen it before somewhere. The similarity between Dungeon and the ZORK games by Infocom will strike anyone who has played them. So far I have found that Dungeon has elements of the first two ZORK games - or do the ZORK games have elements of Dungeon? - and may encompass the third later on in areas as yet undiscovered.

Some of the location and object descriptions are word-for-word between the two versions. The puzzles seem to be identical as well - the thief wanders around stealing your possessions in the same way and putting objects in the trophy case keeps them safe as in the first ZORK - thereby giving anyone who has played the ZORKs a distinct advantage.

Some of the files on my PC version are dated 1978 and the game itself is marked as having been updated on 18.Jan.1979. As I don't know the names of the Infocom team I can only suggest the possibility that they worked on Dungeon and then cut it down to fit the newly emerging C64. If anyone has any information or ideas about this it would be interesting to read them and perhaps know for sure who copied who if anyone copied anyone.

THE MENAGE

Written by Lee Morrall



Reviewed by Barbara Gibb on a C64

The year is 1929 and you play Detective Hatherton (of the Yard) sent to a mansion to investigate the murder of a young man called Patrick Walker. Your superiors (and the author) hope you to discover the motive, weapon and murderer, or murderers.

The mansion has lots of rooms, and the owner has many guests staying there, so plenty of clues, red herrings and suspects. The game is in three parts, each loaded in separately.

Part One gives a brief introduction. You may type "t" for Tutorial and I would advise you to read it at least once. Now you are ready to work your way through the list of suspects (14 human plus a chow which I think you may safely eliminate from your enquiries) by typing "i" followed by the appropriate number for the person you wish to interrogate. You should make notes, and even re-load this part later if you need to check any facts.

Part Two is a normal text adventure. Getting out of the first location, the lounge, isn't easy. Constables block the three doorways and you need a password before allowed through any of them. Once this password is known you have free movement to explore the mansion to look for clues in order to determine who did the murder, with what, and why.

Scattered around the mansion are something called jigclues which are extra pieces of information that should help you decide who to arrest. There are five to be found and at least three are needed before you can be successful. As you collect your evidence it is placed in an evidence bag in the inventory.

Part Three requires a password, given to you when you ARREST someone at the end of part two. Wait for it to prompt you to press the space bar to display the list of suspects. You have to type the number that corresponds to the name of your suspect. You will then be asked some seaching questions just to establish the reasons for your accusation.. Get them all right and you will be allowed to see his or her confession.

An unusual game, and a nice mixture of adventuring and Cluedo without that smarmy Richard Madley or, if playing the board game, wondering if the "lead pipe" card is missing.

I think it is written in BASIC, but if not, I stand corrected. Anyway the responses are instant, and the screen presentation neat and legible. Examine can be shortened to X, but if you wish to examine something you will probably have to be precise, e.g. X OCCASIONAL TABLE. I believe this is Lee's first adventure, and he has come up with something out of the ordinary. I wish him good sales, and look forward to his next adventure.

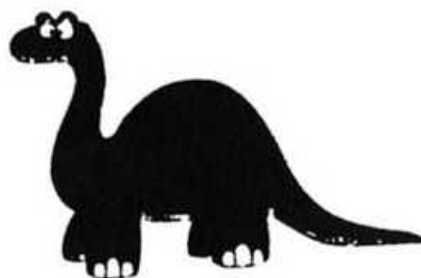
Available from: Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW

Price: £3.50 on tape or disk.

PREHISTORIC ADVENTURE

by Crusader Computing

Reviewed by Barbara Gibb on a Spectrum



You are at Stonehenge. In the centre of the ancient ring of stones sits an old man who beckons you over. "Listen to me," he whispers, "for I know the secret of eternal youth! I know how to make a potion from the large blue Amaranth fruit, but my supply is now exhausted. The fruit grows on a tall arrow leaved tree, found on but one island. I recall hiding the map to the island beside an underground stream beneath this plain, but over the centuries I have forgotten precisely where.

Be warned, brave Adventurer, that the potion can brew within the stomachs of certain animals, and those that eat them, so fearsome creatures from many ages still roam the island today. Hurry now, bring me the fruit and you too may drink the elixir of life."

This introduction is displayed on screen whilst the game loads, and I make no apology for printing it in full. It sets the scene, gives some good clues to get you started, plus an ingenious explanation as to why some animals and humans from another era are still around.

You play a character called Ohio. I'm not sure why you are called this, but it is in keeping with the adventure, and a change from Indiana, because most of the creatures you meet, mainly dinosaurs of all shapes and sizes, are given nicknames which are discovered by typing, for example, NICKNAME IGUANODON - in this case you are told it is Iggy, and you can use the nickname for your inputs, thus avoiding having to type those awkward Latin names like allosaurus (shortened to Ally).

Following the hints given by the old man at Stonehenge, I set out to find the map which would pinpoint the mysterious island. It wasn't long before I found a slight mar in the game. I'm not an expert typist, but I can type a verb noun input fairly quickly, and soon found that I was too fast for the programming. For example when I typed TAKE SHOVEL it appeared on the screen as TKE SHVEL which of course was garbage as far as the machine code programming was concerned. I slowed down and with firmer key presses I made some progress.

I could have done without the plain maze, but I survived, which is more than I did on my first attempt at sailing to the island. Here I met a Witch-doctor called Ug who laughing at me, as, with a wiggle of his nose (shades of Samantha in "Bewitched"), he turned me into a Mussaurus. I wasn't familiar with this dinosaur and as it is important that you know the type of creature you have been turned into I looked it up in the beautifully illustrated poster that came with the game, and discovered a mussaurus is a mouse reptile about 20cm long - approximately eight and a half inches if using a British ruler.

From here on the adventure really hots up. Once you are back to human form further exploration brings you in close contact with more interesting dinosaurs, the ones that caused most amusement were Iggy the Iguanodon who was warming his backside on the hot rock of a volcano, and Boris the Brachiosaurus who lives inside the volcano and was constantly coughing because of the fumes.

All the dinosaurs have a part to play in your quest for the fruit of the Amaranth tree with the famous Tyrannosaurus Rex (just Rex to his friends, if he has any) making a late

appearance. He only wanted something to eat, and I had great pleasure in obliging. In fact the only thing I didn't enjoy about this adventure was having to kill a little furry creature called Dippy, short for Diprotodon, which according to the poster is a hairy marsupial which died out a few thousand years ago. I suspected he was Dippy by name and more than a little dippy by nature and therefore probably harmless, hence my reluctance to kill it, but unfortunately it *was* necessary.

The text is more than adequate. It is educational for those of us who don't already know everything there is to know about extinct creatures. Unusual for a game this well presented there is no EXAMINE command. All objects are either in open view in the locations, or given in exchange for an object. LOOK will redescribe the full location text, and SAVE followed by a word of your choice will save that position to tape, SAVE on its own will save the position to memory. Only once did I think I had found a bug, but it seems it was because I was inputting TAKE CLOTH and for some reason it only wanted TAKE, but TAKE (object) worked fine everywhere else.

Dinosaur is the "in" word at the moment and if you haven't already played this game I can recommend it. It comes in a double-sized yellow cassette case, detailed inlay and separate illustrated poster, now selling for less than half its original price.

Available from: Venturesoft, 16 Montgomery Avenue, Belth, Ayrshire, KA15 1EL Price: £4.00 or £3.50 if you subscribe for a minimum of one year to SAFE (Spectrum Adventure Federation) Full details from the above address.

Cheque/postal order payable to Alec Carswell.

MUMMY'S CRYPT

Written by Laurence Creighton

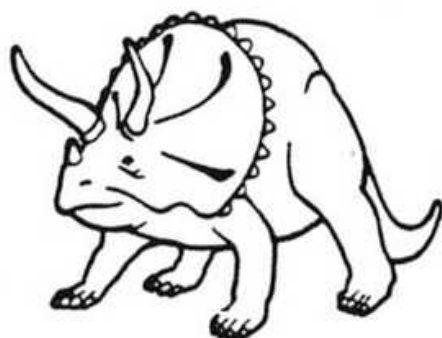
Reviewed by Jenny Perry on a Spectrum +3

(this adventure also works on an Amiga under emulation)

You have always been interested in obscure old books, so when your local librarian recommends a secondhand bookshop you are very grateful. Browsing in the shop one day you read about a hidden Mummy's Crypt which is reputed to be not too far away. Being an intrepid adventurer you buy a stout pair of hiking boots and set off on the trail.

You begin near a locked gate, which you can't get through yet so you decide to explore in other directions. You find lots of useful objects, some boys playing cricket who don't welcome interfering adults, a quarry, a dark cave, an old man with an injured foot and a chasm which is seemingly impossible to cross. The man needs help with his injury, so if you can assist him he will give you a useful object - stick with him and you will receive further help which you need later.

There are objects in abundance in this part of the game, including a rope that isn't quite long enough to get you across the chasm, a paper bag which is useful in more ways than one and your ever-useful lamp, which you need in the cave. You can look under and behind things to find more items - I didn't realize this but a quick phone call helped me on my way.



The means to get through the gate is in the cave, but getting it out is another story. Ten minutes later my brain cells clicked into gear so I collected the object and passed through the gate. You then came upon a beehive, buzzing with hostile bees. I knew how to get rid of these but the command was really obscure - phone call No.2 helped here. Soon you reach a pit which is a point of no return. You need the correct objects here and may need a bit of extra strength to carry them all.

Once in the pit you can either be completely stuck (yet another phone call) or you can pass through to a chamber - the door closes swiftly behind you, so be careful not to leave vital items behind. There is a lowered portcullis here and you need to break a light beam to raise it. My phone bill was rising by the minute - I was wondering whether Laurence Creighton has BT shares.

When you pass through the portcullis you find a red dot painted on the wall complete with cryptic message, and a room with an exit blocked by a boulder which follows you as you retrace your footsteps. I felt like the star in an Indiana Jones film, especially when I disposed of the boulder unaided. Soon you arrive at a lake - If you can cross it you find a hag who may be helpful if she's given a present, and a wall with something essential on top, which I just couldn't seem to reach.

Eventually you discover a secret passage and the door to the fabled crypt. If you thought the game was tricky so far you haven't seen anything yet! There is a coffin in a chamber with an arm lolling over the side barring your way. If you eventually leave this location you find yourself in a temple. There's something you need here, but getting hold of it and not losing it is yet another tricky problem. Just when you think you've found what the mummy wants you discover that you must find one more item to complete the game.

This is a brilliant game full of tricky puzzles and useful objects. There's lots to do in each location and a few cryptic hints if you know where to look. I'm looking forward to his next game.

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

Price: Spectrum: £2.49 (tape) £3.49 (+3 disk) Amiga: £2.49
with free emulator. Please add 50p per item to cover all
postal charges.



SUPASTORE

Written by M & L

Reviewed by Jo Wood on an Amstrad CPC

You take the role of Harrison Barnes, the odd job man for "Soopah Doopah Hypah Stores Unlimited". The store is due to be officially opened on Monday morning by the Countess Di Potsadosh, but there are a number of jobs to be done before this and they have to be completed before you are allowed to go home.

The tone of the adventure is very light-hearted and, as a beginners adventure, is ideal since it is virtually foolproof! (The game won't let you do things in the wrong place.)

The first thing you need to do is find the list of jobs to be done, so you know what to do.

(You will find some clues for commands to use in the list.) It is best to map the adventure first as it is possible to go everywhere with nothing dire happening to you! The puzzles are quite logical, except I found the hairnet a bit superfluous! Do make use of "Inventory" and note the location descriptions as most objects can't be "examined".

Most of the action takes place on the ground floor of the store though there are 52 locations in all so there is a reasonable bit to see. Humorous messages appear from time to time including a note of how much overtime pay is mounting up. Thus, you can try in future games to be more efficient so reducing that total, which gives you a reason for playing again even though you may have solved the adventure.

I found it an interesting game using a down to earth setting - just the thing for a rainy afternoon!

Available from: Dartsma, 47 Kidd Place, Charlton, London, SE7 8HP (Note: This adventure was on AMS 11 from Adventure PD and I understand Dartsma have taken over this library's adventures as Adventure PD closed on 30/9/83).



ADVENTURE PROBE SOFTWARE - AN UPDATE

The Adventure Probe Software catalogue is still in its embryonic stage, but I am working on it whenever I have the time.

In addition to Mandy, Simon Avery and Ken Bond have both kindly agreed to let me publish the Spectrum versions of their games. Each adventure will be thoroughly checked *before* re-release, and I will use a new inlay, the design(s) of which is still in my head. Please be patient.

I have managed to obtain the addresses of several more of The Guild's Spectrum authors and I've written to explain the situation as far as I know it, but as yet I haven't received any replies.

By chance I came across a Commodore version of "Flight of the Unicorn" written by someone I had brief dealings with quite a long time ago. I am pleased to say that Jeff Tullin has given me permission to publish any versions I can find of "Flight of the Unicorn" and "Sticky Fingers", so I would like to make the following appeal. If anyone has anything other than the BBC and Commodore version of "Flight of the Unicorn" and any version other than the BBC one of "Sticky Fingers", I will be very pleased to hear from them.

JUST A WORD

ROBOT - sent in by A. Pence-Hill

The word Robot came from the Czech word for slave, Robotnik. It was shortened by the Czech dramatist Karl Capek for his play R.U.R. (Rossum's Universal Robots).

It was translated into English in 1923.

WARM ICELANDIC GREETINGS from REYNIR H. STEFANSSON

G'day, down there!

I noted Mary Scott-Parker's contribution to the August Probe with great interest as I (with many other computerers) collect taglines. The word "tagline" is the FidoNet term for a oneliner of up to 57-70 characters, depending on mail readers. A mail reader, for those not knowing, is a computer program for reading and replying to electronic mail (E-mail). My favourite mail reader is called ATP and it comes with full source code in C.

C allows code that only a C compiler can love.
I have nothing against C, I just hate it!

On the larger mail nets, like UseNet and InterNet, the tagline is called a "sig quote", but that's about the only difference. My tagline file currently holds about 9000 lines. I keep about 1000 of them in a work file which I add new ones to and then occasionally synchronise with the main file.

Hi! I'm a virus. Add me to your tagline file.

And mentioning viri:

..... not known what this taglines does except replicate....
A virus is a daemon with an attitude problem!
Spread the word! Put it in a virus!

Other computer-related tags (if you don't mind):

"Format all 10 disks? But I can only fit 3 in the slot!"
"Hmmm, the Source is strong in this one."
(A)bort, (R)etry, (I)nfluence with large hammer?
0x29A: The hex number of the Beast.
<SMASH !> I just invented the world's first 2000-bit PC.
A computer's attention span is only as long as its power cord.
Airbags won't help when this machine crashes!
Aliens have invaded Earth! How else do you explain MS-DOS?
Assembler is the fastest way of crashing your computer.
Babbage's Second Law Of Computers: They still won't work.
Birdmodem: ZRCHRP Received. Sending BIRDSEED.PAK.
BREAKFAST.COM halted - cereal port not responding.
Check for *.BATs in your c:\belfry!
COCACOLA.BTL not found! SysOp crashed!
Computers allow us to make faster and more accurate mistakes.
Computers aren't intelligent. They just think they are.
Flush out the bugs! Use DDT!
God is REAL - unless declared INTEGER.
Help! I'm trapped in a town without a BBS.
Hex Dump: Where witches put used spells?
I don't have a handle on life, but I do have its FCB.
I knew it was a bad crash, when the FAA arrived.
Machine code executes and crashes faster.

Misspelled? Impossible! My modemm is error-xorrecting!
My code is crock full of kludges! :-(
One If by LAN, two If by C.
Our Lady of Blessed TeraFLOPs: Please don't crash on me now.....
Programming beats getting drunk or stoned.
Rather "Calon Lan" then Novell LAN.
Rule of Program Optimisation #2 (for experts only): Forget It.
Some Navy pilot tried to land on my modem's carrier!
Supercomputing isn't just black and white, but various shades of Cray.
Taglines are the bumper stickers of BBSing.

Of course, if I can't compress something to a good enough tagline, I can always chicken out and add that something to my quotations file, from which I get to see a picked quotation every time I boot my PC, plus the Shire Date for that day and a few other small things. Of course I wrote that program myself <smug smile>. A few of the taglines above are also my own work, but I better not tell which!]:-)

Here is Mary's fifth line in its entirety:

Men have many faults, women only two:
Everything they say and everything they do.

I've just replayed a Public Domain adventure for PC clones, called "The Golden Wombat of Destiny", written by a Huw Collingbourne from somewhere in England. It oughta help folk while off a few hours. Here are a few hints: (I have transferred them to the Hints & Tips section Barbara)

If folk can't solve the game from those hints, they are denser than I am - and that is *dense*!
P.S. Could you ping Mandy Rodrigues and ask her if she ever got any of my letters? Maybe she could reply via Probe?

★

It always amazes me how well non-British born people can master our peculiar language. Reynir's letter was perfect - if there are any errors in the above it is my copy typing that is at fault. The only Icelandic word I could come up with is "geyser". (Barbara)

ADDITIONAL SOLUTIONS

The following additional solutions are now on file. I'll only supply them for older games, (released for 6 months or more) but will gladly give help with the new releases by post or telephone. One 28p stamp per solution, plus a first or second class stamp for the return postage.

ADVENTURE IN ATLANTIS, AFRICAN ESCAPE, BILLY BARKER IN WALESVILLE, CAVES OF SILVER, CITADEL OF YAH-MON, COMPLEX 1, EYE OF KADATH, EYE OF THE INCA, FLIGHT OF THE UNICORN, GOLD ICON, GREAT MISSION, HOUSE (THE), LAND OF THE GIANTS, MISER (P.D.), PRE-HISTORY, SQUEAK Pt.1 & 2, SUPASTORE, UNKNOWN, WARLOCK OF FIRETOP MOUNTAIN, WEST, WHO DONE IT?, YUKON.

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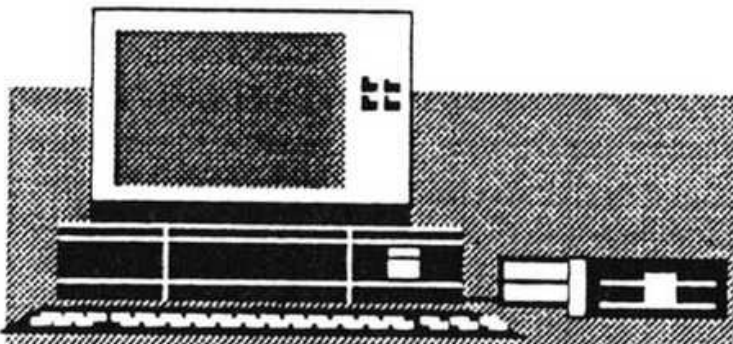
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Chudleigh.
South Devon.
TQ13 0DX

Prop. Simon Avery

COMMODORE 64 ADVENTURES by DAMIAN STEELE

Og The Great! (£3.50 tape/disc)

A three part adventure requiring the player to roam a land of myth and magic. To find and defeat a castle full of Trolls in search of a magical spellbook. Then to enter the realm of the Dead and steal a chest filled with gold and riches from under the nose of Death himself!

Because Of A Cat (£2.50 tape/disc)

A game we have all experienced. Facing a challenge at every turn the player must successfully purchase something from the shops. But life is never that easy. A myriad of problems must be solved including dealing with bureaucratic bank staff, transport difficulties and even a greedy tramp! A must for those who think life is straightforward.

After The Party (£2.50 tape/disc)

Set in an office building after hours this game requires the player to escape, avoiding vicious guard dogs and patrolling security staff. An easy sounding task but a game for those who like a challenge.

Just Another P.O.W. (£2.50 tape/disc)

This is a game in which the player takes the part of a captured airman during the second World War. Detained in Arnheim prison camp it is their task and duty to escape! Friends must be made along the way if success is to be had but beware, not everyone is friendly.

Billy Barker In Walesville (£2.50 tape/disc)

One of the author's earliest games, B.B. in Walesville casts the player in the role of Billy Barker - Daily Chronicle employee. Whilst holidaying in sunny Walesville, Billy discovers a route into an all but forgotten underground complex and then has to escape evading bats, beast infested pools and other lurking horrors.

Billy Barker's TV Hell (£2.50 tape/disc)

Sometimes working on the programme listings is not all it seems. Trapped in a nightmare world of television and cinema the player has to help Billy solve numerous problems until finally being able to awaken and escape to reality. Or maybe not.

Billy Barker Investigates (£2.50 tape/disc)

The word on the street is that stolen research documents are being brought into the country by a firm fronting as a shipping firm. Billy must enter the firm's warehouse and discover the proof to put the bad guys behind bars. To do so will require the aid of a cat, a dead mouse and a boomerang. To find out more play B.B.I.

The Black Mass (£2.50 tape/disc)

Another in the series of Billy Barker games. This time we see Billy acting as a domestic to procure the proof of Ritual Magic at the manor house. Not a game for those of faint heart.

Coming soon: another in the Billy Barker series.

The Eighth Crime sees Billy captured by a gang of thieves. Can reporter Billy escape from the isolated house before the gang returns to "finish him off"?

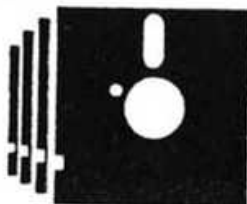
Available from: Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW

PUBLIC DOMAIN

The following titles are all **PUBLIC DOMAIN** and as such may be freely copied and passed to your friends ... if you have any ... however some are 'SHAREWARE' and as such it would be nice if you were to register with the author(s) and send them a small contribution .. Thanks!

ADVENTURES

Tark - Priestess Of The High Church
System 5
Odious's Quest For The Magic Slingshot
Fast Lane
Ghost Town
Mini-Adventure
Doppy-world
Treasure Search
Tomb Of Death
Sir Ramic Hobbs And The High-Level Gorilla
Quest For The Holy Grail
Star Portal
Underground Adventure
Elven Crystals
Snatch and Crunch
Crowley's Manor
Dark Pearl
Death Camp
Invasion
Crusade Adventure
The 'Original' Adventure
Hero
Under Berkwood
Nethack
D.D.S.T.
Once A King
Wizard's Tomb
Time Switch
The Treasure Of The New Kingdom
The Pyramid Of Muna
Son Of Stagefright
The Dudley Dilemma
Darkness Is Forever



ADVENTURES

DEMOS

Cola Wars (1Meg)
Cyberscape (1Meg)
Walker (1Meg)
Sam Fox Slideshow
Elvira II
Lost Boys DEF
Lost Boys Mind Bomb
What The Butler Saw (18)
New Order (music)
Micro-Mix (music)
ST-Connexion (music)
Lost Boys CEBIT '90
Mini-Run (superb animation)
'Pin-Ups' slideshow (18)
Michael Jackson (The way you make me feel)
Michael Jackson (Bad)
Dragon's Lair (1Meg)
The Prisoner (1Meg)
Whattaheck (Needs D/S drive)
Star-Trek (speech)
Snowman (1Meg)
Snowman (512k)
Equinoxe (music)
Fantasia
Iron Maiden (music)
The B-I-G demo
Space Ace
Auto-Route
Kylie Minogue (music)
Moonlighting
Batman
Dr. Who
Randall and Hopkirk
California Raisins (1Meg)
Red Dwarf
Elvira I
Predator
Robo-Cop (1Meg - Two Disks)
Starwars
Bruce Lee
Just For The Money (music)
The Cuddly Demo
The Union Demo
Oxygene (1Meg - music)
N.A.S.A. demo
Starwreck The Adventure

Please note that the above items are all 'Public Domain' and their 'quality' may vary quite considerably, however if the worst comes to the worst you can always format the disks and use them as 'blanks' ... what have you got to lose!

All the above are priced at **£1.49** each or **THREE** for **£4** or **SIX** for **£8** or **TWELVE** for **£15**

Blank disks to suit the **ATARI** range of machines are also available at the price of **£7** for **10** **TEN** disks. This is fully inclusive of all postage and packaging charges and includes labels.

ADVENTURES



<u>TITLE</u>	<u>AUTHOR</u>	<u>PRICE</u>
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The Dark Tower	J.A.Lockerby	£2.99
Treasure Island	J.A.Lockerby	£2.99
The Ellishore Diamond	J.A.Lockerby	£2.99
The Enchanted Cottage	J.A.Lockerby	£2.99
The Lifeboat	J.A.Lockerby	£2.99
Davy Jones' Locker	J.A.Lockerby	£2.99
Into The Mystic	J.A.Lockerby	£2.99
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Two For One (Challenge and Thief)	J.A.Lockerby	£2.99
Cortizone	High Voltage	£2.99
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Whiplash and Wagonwheel	C.Wilson & L.Hogarth	£2.99
Jade Stone	L.Wright	£2.99
Border Warfare	N.Clark & G.Tonner	£2.99
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Soulrinker	Tower Productions	£2.99
Enday 2240	Acesoft	£2.99
New Arrival	J.Taylor	£2.99
The Magic Shop	J.Taylor	£2.99
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The following compilation disks are also available and contain no less than **FOUR** games each

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Volume 3 Featuring : Jade Stone, The Magic Shop, The Mutant and The Dark Tower

Volume 4 Featuring : New Arrival, Treasure Island, Border Warfare and Dr.Jekyll & Mr.Hyde

Volume 5 Featuring : The Darkest Road, The Adventurer, Mines of Lithiad and Into The Mystic

These titles will all require a **double-sided** disk drive to operate correctly sorry!!

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COMPUTER TYPE ☐ STE ☐ STFM MEMORY CAPACITY ☐ 512k ☐ 1024k ☐ Greater than 1MEG

ATARI ST

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

The 'Unborn One' by Clive Wilson

The twisted trees that lined the 'Darkest Road' had shed many a leaf in the years since you last walked this land and ventured beyond the Eagleshorn, beyond even the Pinnacle in your search for the Black Wanderer. Once more, the Mysterious Stranger had appeared from out of nowhere and sought your assistance in putting right the problems besetting the land. For a vile plague had befallen the people... killing them in their thousands... and the Southlands were in dire need of some form of salvation. This plague was brought about by the one known as 'The Unborn One'. An evil concocted by the Black Wanderer and hidden away until now, just waiting to heed his call....

AVAILABLE NOW ON DISC £4.00 REQUIRES CP/M+ or CP/M 2.2

The Eunuch's Ball by Phillip Ramsay

WARNING THIS GAME IS FOR ADULTS ONLY AND SHOULD NOT BE BOUGHT BY ANYONE WHO IS EASILY OFFENDED.

One fine, summer's morning, you wake up to find a letter from your Uncle Edan. The thing dearest to him in the world has been stolen. He has ascertained that it is hidden somewhere in the village of Puggery, but cannot leave the mansion and neglect his duties as Grand Eunuch. He does not identify the object but says you will know it when you recover it. You are the only person he can turn to. When he discovered that the object was missing, he immediately thought that he needed a clever, intelligent, resourceful and diligent person to recover it for him. Unfortunately, none was available. Hence, he thought of you. You leap out of bed, determined to find the object for your Uncle. Five hours later, you alight from a bus and find yourself in the village of Puggery.....

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Also from Philip Ramsay

THE WIERDSTONE and SAVE YOUR SISTER

Two Graphics Adventures suitable for novice players on one tape or disc.

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Prices include p&p. Please make Cheques/Postal orders payable to P.M. Reynolds.

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

The Jade Stone by Linda Wright

You, Amora, daughter of Lord Senidea, are engaged to Amanton, an attractive guy who is, however, a bit of a wimp. On hearing that the evil Mallumo of Kradoom is about to declare war against your dad, Amanton declared that he would sort out said villain, in the hope of improving his standing with your father. With a limp wave, he trotted off towards Kradoom, and hasn't been heard of since.

That was until today, when a ghastly Putron (a servant of Mallumo) delivered a ransom note to your dad..... The note read "Amanton held prisoner. Will release him in exchange for your daughter or your kingdom. Signed Mallumo." Enraged your father screams "Idiotic future son-in-law! Suppose I'll have to rescue him!" and before either you or Sajo, the Lords' adviser, can stop him, your dad goes east, shouting "CALL OUT THE ARMY!".....

Sajo shakes his at the sight of the army heading into battle and whispers to you "THE JADE STONE is the only thing that can stop Mallumo and that has been lost for many a year now."

Assist Amora to locate the "JADE STONE" and thus find the means to destroy Mallumo.

AVAILABLE NOW ON DISC £5.00 REQUIRES CP/M+ or CP/M 2.2

First Post the Post by Gareth Pitchford

Ernie Spludge has had a terrible row with his fiancée Rosie Cheeques which ended in them calling off the engagement. After going home in a huff, he wrote a letter to Rosie telling her exactly what he thought of her, and posted it that very evening. In the cold hours of the morning Ernie realised that he had been wrong, Rosie also realising their mistake rang Ernie and they forgave each other and the engagement was on again. Ernie then remembered the letter, if that reached Rosie there is no way she would marry him after reading it. There is only one thing to do stop that letter. Comes with a FREE game Larry the Lemmings Urge for Extinction by Scott Denyer.

Note disc Version requires CP/M+ or CP/M2.2 please state which when ordering

AVAILABLE NOW ON DISC £4.00 OR ON TAPE £2.00

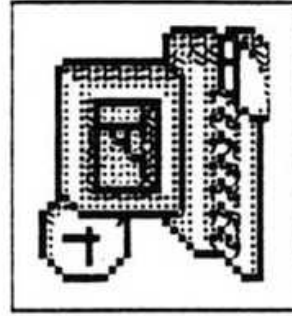
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Amiga V3.9	= £17.00
IBM V4.0	= £20.00
Elite (IBM / Amiga)	= £25.00
Demo disc £2.00(refundable)	
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- but order soon for Christmas!

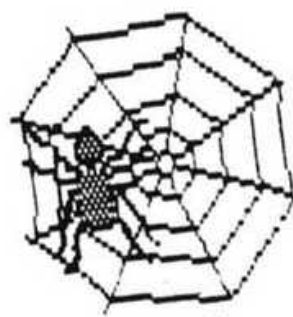
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The Dark Tower

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The Mines of Lithiad

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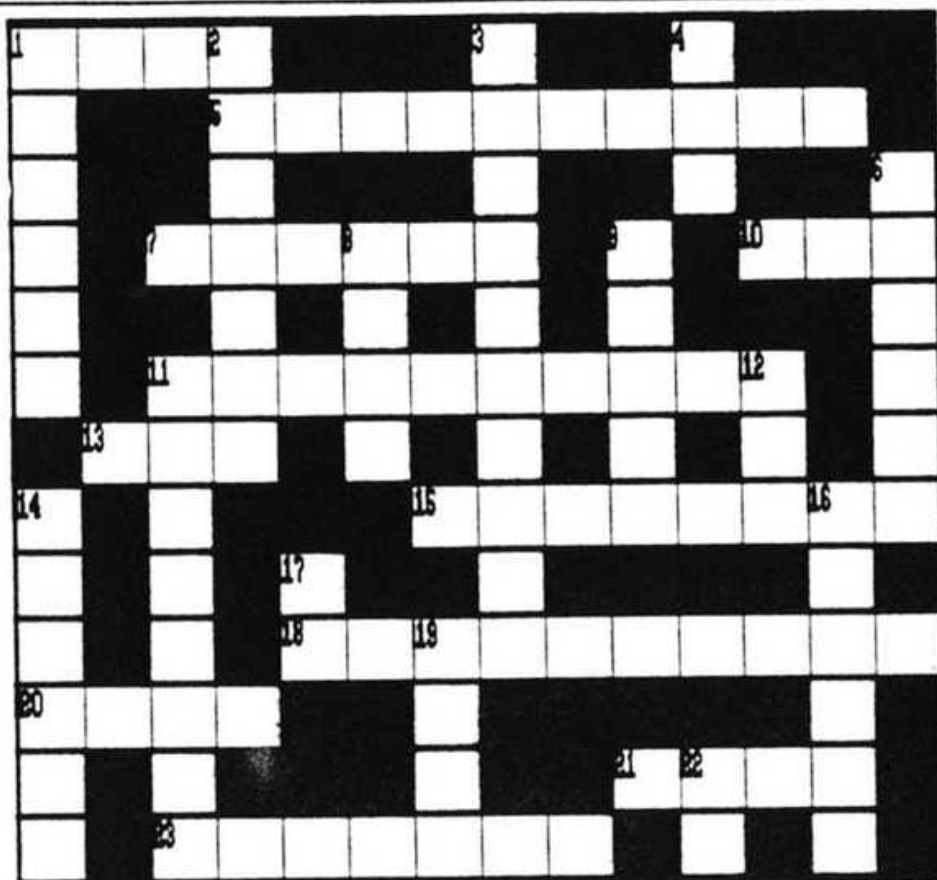
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ADVENTURE TITLE CROSSWORD compiled by MARTIN BELA



CLUES ACROSS

- 1) See 10 across
- 5) Unable to leave this planet. (10)
- 7) Your foot is on this. (6)
- 10 & 1 across) 24 hours fall. (3, 4)
- 11) Les, row backwards, amid moth. (10)
- 13 & 22 down & 20 across) A short U.K. quagmire. (3, 2, 4)
- 15 & 21 across) An attractive satellite. (8, 4)
- 18) Where Orpheus is said to have gone to bring back his wife. (10)
- 20) See 13 across.
- 21) See 15 across.
- 23) A good place for a cuppa ! (7)

CLUES DOWN

- 1) Dungeon of wholly inverted scrap cloth and its process of decomposition. (6)

- 2) In the whole he could be part of the marshes; but firstly, maybe he's just an old fuel ! (4, 3)
- 3) An entrance for Cliff Richards's backing group. (10)
- 4) The drinking vessel. (3)
- 6) Into the tics my confused. (6)
- 8) Need rearrange return to this garden. (4)
- 9) Not less off? (5)
- 11) This heavenly body looks foggy. (8)
- 12) Punch. (3)
- 14) A tuneful insect. (6)
- 16) This one could be a treasure ! (6)
- 17) See 19 down.
- 19 & 17 down) Been here before ? (4, 2)
- 22) See 13 across.

CONVENTION REPORT by DAMIAN STEELE

After a year of building up and looking forward to it, the 1993 Adventurer's Convention is over. Attended by over 60 people it was considered to be another success by all. Things began slowly at around 9.00 with half a dozen or so people setting up their computer systems but soon began to liven up as more arrived. For a while I thought things were going to liven up too much as I kept meeting people who said "Ah, so you're Damian," paused to rub their hands in that 'Now we've got you' sort of way, "Steele." But everyone was friendly and all thoughts of lynchings were soon put aside.

Spectrums featured heavily this year, far outnumbering the various other machines which included Amstrads, Commodore 64's and a PC or two. Perhaps this shows that 8-bits - and the Spectrum in particular - aren't quite as dead as some keep telling us.

The awards ceremony went well with Bob Adams, as Master of Ceremonies, handing another collection of certificates to The Grue! for his game The Four Symbols. Larry Horsfield received those certificates for people who didn't attend and, I'm sure, will arrange to get them to the respective parties.

The Megapoints competition - where a game is played by all contenders for twenty minutes whilst trying to achieve the highest score possible - was won by Larry himself. Or rather it wasn't. To gain his revenge for being set-up last year, Larry obtained a copy of the game prior to the convention and noted where all the points were given. On the day he then beat us all hands down with a score of 230 - just seven short of the maximum possible. (Larry says he would have got those as well but he forgot to examine the urchin!) With the average score in the region of 32 points, Larry was given the title of winner. He then proceeded to explain what he had done to the amusement of all except Martin Freemantle - the game's author - who had to admit he had been well and truly "got". The list of winners was redrawn to take this into account and the new winner was Gareth Pitchford who, incidentally, won last year's Megapoints as well.

Other than meeting people and playing the games on show, one of the busiest activities was buying some of the secondhand software on display. A number of formats were covered and games sold from 10p. Those I spoke to were happy and gave the impression that Santa Claus had visited early. Towards the end of the afternoon the subject of next year's convention was raised with a view of holding it in another (hopefully less expensive) location. No decisions were made so watch the pages of Probe for further details.

After things had broken up in the main hall there was a short lull before meeting in the lounge prior to going out for a meal. This year's destination was a nearby Italian restaurant named Antonio's. The meal was of a good quality and at a reasonable price. The wine flowed freely and the atmosphere was great! I won't reveal what was discussed there but look out for some interesting entries in the Personal column.

Back at the hotel, the evening was rounded off with a number of games of Trivial Pursuit. Thanks go to Larry Horsfield for bringing his set. It was agreed that the teams should be males versus females. I have promised that I wouldn't directly print the score in these pages but including the games played on the Friday evening the males won by a convincing total.

After the past weekend, I for one, am already looking forward to next year's convention and hope to see a few of the faces that were unable to attend this year.

THE ADVENTURER'S CONVENTION 1993

by BOB ADAMS

Arriving at 10.30 am, I was surprised to find the proceedings in full swing, with numerous bodies circulating numerous computers and software stalls. Considering that some of those present had been entertaining the hotel staff as late as 4 am that morning with false fire alarms etc., this was even more surprising. After being welcomed by Isla (you shall not pass without a ticket) Donaldson and greeted by Vicky (about time you bloody got here) Jackson, I was allowed to mingle with the collected stars of adventuring. This mainly consisted of saying hello to old friends whilst at the same time trying desperately to extract oneself before they started the hard sell by trying to get you to purchase their goods. This was epitomised by the group from Liverpool who had formed their own co-op society and were in serious danger of upsetting the Birmingham Chamber of Commerce.

After a quick adventuring type chat (would the Redskins win another game this year?) with the Grue, I was informed by a grinning Jenny Perry that my name had been entered for the Megapoints compo. Those that have attended previous conventions will know of my lack of success at this competition. This was closely followed by Martin Freemantle demanding his fee. I enquired as to how the competition was going and was informed that the average score was about twenty out of a possible 285. Good I thought, I might just stand a chance. He then added (after I had parted with my money) that Larry Horsfield had just scored 230!

Danny Paterson was making a marked contribution to this years proceedings. Whereas previously he has spent the day refusing to wear a badge and going round telling everyone that they're all mad, this year he was actually wearing a badge! The fact that it just said "Not Interested" was still a dramatic improvement.

Later in the day came the awards ceremony, which is either the highlight or the most dreaded part, depending on your viewpoint. I had fortified myself at the bar in preparation for this and was just about psyched up enough to get it over with, when suddenly Larry told me that he wanted to "introduce" me. I was rather taken aback by the fanfare and drum roll. That done, I had just about got my knees under control again when suddenly Vicky rushes up to make an announcement. Totally unexpected, I was presented with a humorous "MC's" award with the wish that I keep the following proceedings short! After that, all attempts at composure had gone right out of the window so the awards ceremony somehow followed but don't ask me how. Anyway, the categories and winners were:-

Best 8 bit Author:

- 1st Steve Clay
- 2nd Jack Lockerby
- 3rd= Laurence Creighton
- 3rd= Jon Lemmon
- 3rd= Simon Avery

Best 16 bit Author:

- 1st The Grue
- 2nd Sue Medley

Best 8 bit Adventure:

1st Tax Returns

2nd Lost Tomb of Ananka

3rd= Death or Glory

3rd= Diarmid

3rd= The Four Symbols

Best 16 bit Adventure:

1st The Four Symbols

2nd Oklib's Revenge

3rd The Test

Best New Author:

1st= Martin Freemantle

1st= Marlon

2nd Peter Council

3rd= Nigel Gettlewell

3rd= Dennis Francombe

3rd= The Grue

Best Software House:

1st WoW Software

2nd The Guild

3rd The Adventure Workshop

Most Helpful Adventurer:

1st Joan Pancott

2nd Barbara Gibb

3rd Sue Medley

(An additional award was made to Maurice Pancott, for all his help given during Joan's recent incapacity.)

A quiz was held during the day and the prize for most points scored was duly awarded to Sue Roseblade. If anyone was wondering as to whether her voice would last out the day or not, they will be comforted in knowing that when her name was read out, she was too busy talking to notice! The Megapoints competition was "won" by Larry Horsfield but just as I was about to present him with his prize, he decided to own up and declare that he had cheated by getting hold of a copy of the game in advance. This was sweet revenge for the trick played on him last year, when he was given a "doctored" version of the megapoints adventure to play, which did not allow him to score any points at all. After your MC had finally recovered from wiping the tears of laughter from his eyes, I duly named Gareth Pitchford as the true winner.

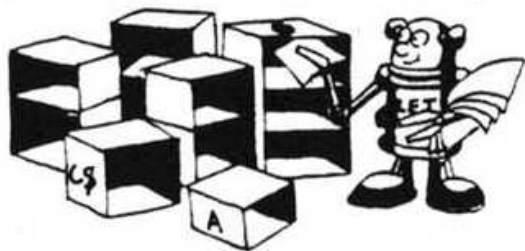
That pretty well wrapped up the proceedings except for a round of applause for Vicky and her organising skills and some discussion about where the next convention should be held. This included the question "Do you want the convention next year?" and was answered by a resounding "Yes!" from those present. The location is due to be discussed more fully in the pages of Probe in the coming months. The total number of attendees was down this year and many old friends were missed but it was nice to see some new faces as well.

Finally, the voice of an embarrassed Grue could be heard muttering that he has now won more awards for the Four Symbols than the total number of games he's sold. All in all, once again a great day - and roll on the next one! (Please keep the reports and suggestions coming in - all will be published in future issues.....Barbara)

THINGS SPECTRAL AND OTHER ANIMALS

by HILARY WALTON

My first computer was a 16-bit machine. Nothing unusual in that? What if I tell you that was 26 years ago? No, I'm not lying. It was an ICL 1901A; a main-frame of modest proportions that occupied a room 20 feet square. Still, it was fun to operate, even if it did take seven



hours to run a four-tape sort! It wasn't quite so much fun using an IBM 380; I fell about laughing when I first saw JCL, little realising that it was the ancestor of something even more horrendous: MS/DOS. Anyway, all that is simply to underline that there's nothing new about 16, or even 32-bit processing except the price of software.

Having wrestled with most forms of computer application, and the people involved with them, I've formed the firm opinion that, if you want to stay sane, the only thing to do with computers is to play games on them. Of course, if you're engaged in writing games software, you get the worst of both worlds: going mad trying to amuse other people! In pursuit of this objective, I've played on more types of computer than you can shake a stick at, including a CDC 9000 in California, with me in London playing golf via satellite (in 1973). I'm not telling you who I was working for at the time, but they deserved every penny it cost them!

Come the micro, and I'm working abroad. Because I'm engaged in computers applied to gas chromatography and nuclear gamma cameras among other things, playing games becomes a matter of necessity to prevent terminal brain overheating. Buy a 64, later upgraded to a 128D, but discover adventures while working for a computer manufacturer (the old great big cave adventure, written in Pascal and run on the p System). Decide not to get an Amiga because there's still plenty to do with the old 8-bit system. Don't get a PC because I can't stand MS/DOS!

Arrive back in England after nearly 20 years to find that no one's been looking after the language while I've been away. Everybody's calling everyone else "guy", while "the end of the day" seems to happen every time someone says "having said that". Everything's "each" and "every" doesn't happen, while the BBC insists that a team and a number "are" not "is". Besides all that, I'm burgled six days after arrival and threatened with mugging by a gang of six-year olds. It doesn't feel like the country I left, and no one uses discs.

By now I'm broke and unemployed, so there's no question of moving to an Amiga, even if I wanted to, which I don't: there's still too much I haven't done with the good old Commodore, and I'm intrigued by these Spectrum thingles that people seem to have. So I acquire various bits and pieces from odd places, start twisting wires together, and end up with a working +3 with a horrible soggy-feeling keyboard and a cute 3" disc drive. The RF modulator ain't good, giving a terrible TV picture, so I work out a connection to my Commodore monitor (which just happens to be an Amiga monitor I'm using with the 128) via the video recorder. Then, because no one seems to know anything about 3" discs, I twist a few more wires together and hook a connection to my hi-fi so I can load a few of the tapes I've bought at car boot sales. Six hours later, trying to untangle myself from all the wires that've got festooned round me, I'm still trying.

These Spectra thingies are fun! They've got more connecting wires than a radio telescope, and the tape tuning (individual to each tape) is like tuning to an extra-terrestrial broadcast. But it can be done! "Necris Dome" loaded at 1931 yesterday! Don't tell me that 8-bit is dead!!!

SPECTRUM TEXT ADVENTURES ON THE AMIGA

by BERNARD WOOD

Are you an Amiga owner and want to play one of the excellent text adventures available for the Spectrum? Well, here's your chance, courtesy of John Wilson of Zenobi Software.

I recently updated to an Amiga 500+ from a Spectrum +3, but I kept my Spectrum for text adventuring. When I read about John Wilson converting Speccy text adventures to the Amiga I thought, "Great, no more swapping computers when I wanted to play a text adventure", so I sent off for a game to compare it to how it ran on the Amiga to the Speccy, as I had heard reports that the emulator slowed things down.

HOW WRONG THEY WERE. In fact it is, in my opinion, better, and this is on a colour portable T.V. so just imagine how much better it would be on a monitor.

On the disc, along with your game, is a FREE emulator, at the moment v1.7 and full instructions.

You can Ram Save & Ram Load with no trouble at all, and for a more permanent save position, you can save and load from disc, again no problem.

I'll run through the loading procedure so that you can see how easy it is:-

1. Insert disc in DFC. When the workbench screen loads, double click on the Zenobi icon.
2. I used the SPECTRUM - OO - SPECIAL, so again double click on this icon.
3. When the emulator has loaded (about 30 seconds) press the right mouse button and move your cursor to the status line at the top, choose LOAD SNAPSHOT.
4. Find the file of the game, click on and click OK and away it goes.
5. To ramsave and ramload just type in RAM SAVE, to retrieve your position RAM LOAD.
6. To save your position to disc, right mouse button to status line, select SAVE SNAPSHOT, type in your own filename, click on OK and bingo - saved.
7. To load a saved position, right mouse button to status line again, select LOAD SNAPSHOT, select your file and press OK, and that's it.

As you can see, loading and saving is a piece of cake and with over 60 titles on 3.5" disc at the moment, you should be able to find something to your liking.

LONG LIVE TEXT ADVENTURES.

If you have any problems saving or loading please do not hesitate to give me a call on 0775 760512.

SYRACUSE NEWS

Just a quick note this month! I have been up to my eyes in the last few weeks getting the final touches to my quarterly SciFi mag sorted out. All I can say is - my admiration for Barbara and her ability to do the same task EVERY MONTH has no bounds!!!! Thanks to Ian Brown, Mary Scott-P and Barbara for their material support - the more subscriptions I can get the better.

Six people entered the Barbara Gibb AFIO word competition :- Neil Ashmore, A.T.Houlston, Barbara Bassingthwaite, Mary Scott-Parker, Jenny Perry and Damien Steele (see he puts his money where his mouth is!!!!). The winners were:- **Jenny, Barbara and Damien**. The books will be on the way ere the week is out! In fact, if the three reluctant winners of the last wordsearch don't get in touch by Dec 1st, I'll send their prizes to Mary, Neil and Lon Houlston (thanks for the kind words Lon).

Well -back to the photocopier - which has been a real pig ever since it overheard me telling Barbara that it had been no trouble at all for months now!!!

THREADS

OUT NOW!

Issue One of *Threads* is now available! Send £1.95 (Cheque or P.O. payable to Lynsoft) to:-
32 Irvin Avenue, Saltburn,
Cleveland. TS12 1QH

Threads is a new quarterly, 56-page, A5 magazine of Fantasy fiction. It is a platform for new writers.

If you would like to subscribe, contribute or comment - please get in touch!



AMIGA NEWS

reporter - STEVE CLAY

As mentioned last month, Star Trek is heading the Amiga way. Alas it is only heading the A1200 way. Bet they could have fitted it on the standard machine if they had really made the effort!

Dungeon Master 2 has started to appear in the forthcoming attractions sections of the glossies. From the blurb it appears that the programmers have made the monsters much more intelligent. They will now chase you and if need be go and find a few like-minded psychopaths before returning and beating your party to a pulp. No publisher or time of arrival is known at the present.

Still on the Dungeon Master theme, Special Reserve have it bundled with the data disk Chaos Strikes Back for £13.99 in case you're interested.

Codemasters in adventure shock!! Codemasters are set to release their first point and click adventure. Cosmic Spacehead is the title and screenshots show the graphics to be very similar to the Jetsons style. The screenshots also show that you have a massive five commands - LOOK, PICK UP, USE, TALK and GIVE - at your disposal. No price as yet but £19.99 is the current Codemasters fave!

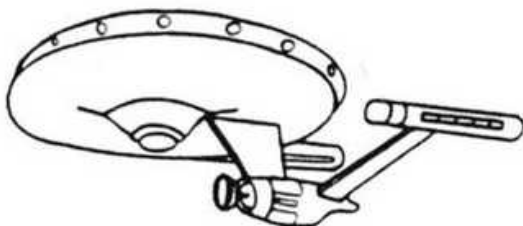
Electronic Arts are said to be about to stop producing software for floppy disks and concentrate on CD-ROM products. They say that piracy and the complexity of their programs are the reasons behind it. The shape of things to come?

Dreamweb is a top-down adventure causing a stir at the moment. It uses the Ultima type view and it is this different style that seems to be catching the eye. Moody graphics look nice and as for the top-down view? Why hasn't someone done it before?

Space Hulk the conversion of the Games Workshop board game is here and on the coverdisk of The One at the moment. It uses top-down views as well as 3D. It is said to be both gory and tough to play! Hardened game players should find it just up their street. (As long as there is a software shop up their street, that is!)

Don't forget folks that Zenobi have most of their Spectrum games available for the Amiga under emulation. £2.49 per game is the miserly asking price!

While I'm at it, the reason why the Taxman is not available on the emulated disks is that via the wonderful AMOS Professional I am writing an Amiga version. Most of the Spectrum puzzles are there but there are also a few added bits and pieces! The tile puzzle is now rendered in graphic form and can be solved using the mouse! Just thought you might be interested.



JEREMY'S NEWSDESK

reporter - JAY HONOSUTOMO

Sorry that the newsdesk hasn't been here for a couple of months, things got a little hectic when I returned from holiday. This all meant that news has piled up, so there's a fair lot to report this month.

Starting with WoW Software. The last "Taxman" game is being converted as you read this. Called "Final Demand" It will probably follow its two predecessors in style of play and plot. If this is so, then I'm sure a number of people would be very eager to get their hands on it, not least me! It will come in two versions, a GACed game for tape users and a PAWed game for disc users. Prices are yet to be confirmed, but it should be around £2 on tape and £4 on disc. (But please check for price and availability first!)

Peter Clark is currently working on a fourth game, titled "Tomb Of Terror". Details are very linear as it is still in its early playtesting stages.

Before I move away from WoW Software, I'd just like to wish Joan luck while in hospital. She has been very brave in her struggle and has continued to help the Amstrad adventure scene throughout. She really is a source of inspiration for us all. I'll look forward to seeing you soon, Joan!

All of the following "Adventure Workshop" games are available as of 15/10/83 (Now, in other words!) Please check prices with Philip before ordering, though.

Agatha's Folly by Linda Wright

The Jade Stone by Linda Wright

Dr. Jekyll & Mr. Hyde by Essential Myth

Five Phil Ramsay games including -

Sphere of Q'll, Save Your Sister and Eunuch's Ball

(N.B. The games written by Phil Ramsay were previously available on Debby Howard's "Dragonsoft" label (NOT PDI) and the last game [Eunuch's Ball] is ADULT only).

The following games are due out sometime during November (So please check first with Philip before ordering):-

I Dare You by Louise Wenlock

Domes of Sha by Jack Lockerby

First Past The Post by Gareth Pitchford (Inc. a free game "Larry the Lemming's Urge For Extinction" by Scott Denyer).

"First Past The Post" will come in two versions, disc programmed with PAW while ADLAN is used for the tape version.

Phew! That's just about all this month.

All that's left for me to say is

SEE YOU ALL AT THE CONVENTION!



NEWSDESK

Sorry, no G.A.C. at a bargain price

Damian Steele tells me that contrary to what some may have heard, the GAC is NOT Public Domain and has been withdrawn from The Guild catalogue, now published by Binary Zone PD.

New Commodore adventure from Logyk Software

Tony Rome tells me that his latest game, THE LAST DINOSAUR will be available from 1st December. The special introductory price will be £4 on disk and £3.50 on tape. See advertisement elsewhere in this magazine for details of other adventures and games.

Directory of Adventure Software

I receive, and spend quite a lot of time trying to answer, letters asking where certain adventures can be bought. With so many software outlets closing down it is difficult to keep track of some titles, therefore I have decided to attempt to collect details of what is *still* available and from where, into a directory which will, in time, be published in booklet form. I realize this is going to be a mammoth task, and emphasise it is intended as a guide to "home-grown", public domain, licenceware and shareware adventures, not commercial products.

I shall be most grateful if readers would send me details of *anyone* they know who sells adventures be they 1, 10, 100 or 1000+ titles, so that we may *all* benefit from the information. If everyone helps, the task will be much easier. Please don't rely on someone else sending the information - it is better for me to get the same information twice or three times rather than not at all. I hope the directory will cover titles for *all* computers but I repeat, only titles that are still available will be included. The project will stand or fall on what sort of enthusiastic response I get. Don't forget, if *you* sell adventures, send me full details and I will do my best for all concerned. Barbara

PRECISION CORNER

DEATHBRINGER played by Barbara Gibb on a Spectrum

The coded message on the screen in the hut at the beginning decodes as:- "MISSION STATUS: EARTH ORBIT ACHIEVED. GREEN COMPONENT RECOVERED. COURSE CHANGE TO RED PLANET WILL SOON BE INITIATED. RENDEZVOUS AT BATTL..."



MUMMY'S CRYPT played by Barbara Gibb on a Spectrum

To light the branch in a particular location input FOCUS SUN BRANCH - you will also need the broken bottle.

IN TOUCH

WANTED: C64 Software (disks preferred). Level 9, Classic Quests, Bard's Tale 2 & 3. Please contact: Ingrid Solberg, 109 Tosson Terrace, Heaton, Newcastle upon Tyne, NE6 5LY (Tel. 091 276 5765)

★

WANTED: PC versions of the text-only Level 9 adventures (published by Mandarin and/or Firebird as trilogies?). Please contact: Roger Staff, 30 Colborne Road, High Wycombe, Bucks. HP13 6XZ (Tel. 0494 534264)

★

WANTED: Copy of BARD'S TALE TIP BOOK, will pay full price plus p&p. Also a copy of any of the BARD'S TALE on disk for the Amstrad. Please contact: Darren Purnell, 35 Lever Road, Portstewart, Co.Derry, N.Ireland. BT55 7EB. (Tel. 0265 834221)

★

WANTED: Urgently, following adventures for the Amstrad. Fish, Gold or Glory, Kingdom of Speldome, Nocturne, Old Scores, Project Volcano, Questprobe 3, Rick Hanson, Royal Quest, Wrath of Olympus. I will pay handsomely for the above games, please write or phone with the amount required to: Phil Reynolds, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR (Tel. 061 652 7565)

PERSONAL

From Damian to:-

Larry Horsfield He was winding his watch!

Jenny Perry Live long and prosper. Regards to Custard.

Martin Freemantle Grasshopper!

Anyone else at the convention It was good to meet you all. See you again next year.



TIP OF THE MONTH

This month's useful tip has been sent in by Damian Steele

If your computer disks have sticky patches where you have removed a label, try applying a little white spirit with a tissue. In a short time you can wipe the glue away.

(If you don't have any turps, try lighter fuel which comes in a tin with a handy spout
.....Barbara)

I need contributions for this, and all other sections so please send in something.
now.....Barbara

HELP WANTED

Can someone please tell me the significance of the Radberry bush in UNNKULIAN UNDERWORLD? It has berries but I can't pick them.

Please contact: Peter Clark, 459 Bramford Lane, Ipswich, Suffolk, IP1 5JH.

(The following /S a plea for help but I couldn't resist the temptation to print the story behind the request...Barbara)

★

There I was, buying me sausages on Saturday, when someone tapped me on the shoulder. "Would you like a computer?" says a man carrying a black plastic bag. Now, I'm not exactly in computer-buying mode; more your Cumberland-or-Lincolnshire differentiation phase, but I adjust with lightning rapidity and say: "Eh?"

The fellow gives me a plying sort of look, and adopting a long-suffering expression, says: "They told me next door to look for a short, fat little bloke with specs 'cos he's a computer nut. I been repairing this computer," he shakes the bag, which rattles with an un-computer-like sort of jangle, "but got fed up and tried to sell it to them, but they don't want it and I don't want it. Do you want it?"

"Well, Cumberland or Lincolnshire?" says the sausage-shop lady, who's been following all this with less than rapt attention.

Next door is my friendly computer shop which I've just left. "Pound of Commodore," I says, wondering what's in the bag. "How much?" I asks, crafty-like and thinking nasty, empty-pocket thoughts. "You can have it free," says he, then drops the bag and vanishes.

"Pound of what?", says the sausage lady.

I peer into the bag. "Apricots," I answers.

Which is how I acquired (honest!) an Apricot F1. Trouble is, there's no manuals with it, and no boot disc. But I've had it apart, and it looks as if the vanishing repair-man was a total amateur, because there's practically nothing wrong with it, except that one of the IR senders is bust and someone's ripped off the monitor cable.

So could I make a plea, via Probe, for anyone who has, or knows about, manuals or boot discs or pin-outs for an APRICOT F1 to get in touch?



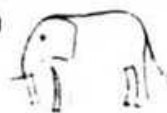
Please contact: Hilary Walton, 15 Holystone Gardens, North Shields, Northumberland, NE29 8JR.

SERIALIZED SOLUTION

JESTER'S JAUNT - a walk through by Jack Lockerby

(A Spectrum & Amiga (under emulation) adventure, designed by June Rowe, programmed by Paul Cardin. Available from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX)

PART TWO - Having explored and examined everything in the grounds you decide to head for the gate, but the guard would not open the gate for you, kept on about you not having everything that you needed for your quest. You scratched your head for a moment and took stock of everything in your possession. Ah! The dog whistle! One blast on the whistle and the faithful dog trotted up to your side. Now the guard opened that gate wide and we all went through. As soon as we were clear the guard slammed the gate shut with such a loud bang that the pony shied, threw me off and bolted into the woods. Travelling east into the woods you eventually arrived at a bullder's hut. Unfortunately the door had been blocked so to affect an entry you were forced to break a window - this caused you hand to bleed and you soon began to feel faint. You opened the first-aid tin and a plaster flew off and attached itself to the wound! Inside the hut you found a handsaw on a bench. Off to the south and west you fond a school which had been closed for a holiday. Checking around you discovered that Elfprince Zarlion had been a pupil and that he had been taught to sit and stay on command. You also found an old school cap that belonged to Zarlion. When you examined the badge you read "Be kind to elephants." Mm, that might be needed later. Retracing your steps back you suddenly stumbled across an old woman who entreated you to help her back to her caravan. She was much too heavy for you to lift so you set off to find a suitable conveyance. Off to the south was an oddly twisted tree which you were unable to climb to the top due to the smoothness of the bark. There was something shiny in next above so you took the handsaw and used it to cut down the tree. Sure enough in the nest was a golden chain which had a clip at each end. West of the tree you found a cart which you took back to where the old woman lay. You fixed on the wheel and got the hag into the cart and moved off. Pretty soon you found yourself bogged down and the old woman screamed out for you to do something and quick! You suddenly thought of that green hanky with the picture of marsh flowers on it - a clue! You dropped the hanky and were amazed when the bog turned into a fine carpet of smooth, green grass. You continued west and south pushing the cart until you arrived at the caravan. Here, the old woman managed to drag herself out of the cart and into the caravan. You immediately followed and noticed a cage hanging on one wall with a bat flying around inside. The old woman gave you the bat and told you that it really belonged to the Ogre. She also told you that if, by some unlucky chance you should find yourself lost in his woods then dropping the bat was your only hope of reaching safety. Moving north and west you arrived at the western edge of the woods where a gate barred any further progress. You climbed over the gate and in no time at all became hopelessly lost. You dropped the bat and followed him to the safety of its cave. East and south of the cave found you approaching the Ogre's domain. Once you were outside he confronted you with a puzzle - you answered it correctly but he still said that he was hungry and would eat Dinky. Well you soon settled his hash - once he had a taste of the contents of the pie-dish he released the pony. You quickly blew your whistle to summon the dog and then riding the pony you headed west for the next stage of your quest. (to be continued)



GETTING YOU STARTED

BLACK TOWER Pt1 played by Barbara Gibb on a Spectrum

You are on a road. X BUSH and TAKE BERRIES. Go NE and then S into a hut. TAKE RAKE, LIFT HEARTH and TAKE KNIFE, X KNIFE (blunt), N, W, N, N, E (middle of woods), SEARCH LEAVES (find rock), SHARPEN KNIFE (on rock), W, W, W (east bank of river where you see a basket), TAKE BASKET (need rake to pull it to shore), TAKE BASKET, DROP RAKE (for the moment), LOOK IN BASKET (two objects fall out), DROP BASKET, now TAKE GAUNTLET (leave the crust for the moment), E, E, S, S, W, X STREAM. There is a trap waiting for an intrepid adventurer like yourself. Ensure you DROP ALL and then only TAKE KNIFE, (should be sharp) before you attempt to CROSS STREAM. You should now be hanging upside down. X TREE, X HOLE (see egg). You can TAKE EGG provided you are only carrying one other item), CUT ROPE (with sharp knife)



CRYSTALS OF KINGS played by Barbara Gibb on a Spectrum

Start in Hall of Silver Tower. I (nothing), TAKE KNAPSACK, X KNAPSACK (for carrying crystals), WEAR KNAPSACK, W (library), X BOOKS, READ WORDS (clue), X TABLE, TURN KNOB (hear click), OPEN DRAWER, SEARCH DRAWER (find scroll), TAKE SCROLL, READ SCROLL (clues regarding the whereabouts of the 4 crystals), E, N, X STATUE, X BOWL, SEARCH BOWL, TAKE CRUMBS, N, SHAKE CAGE

FOR PETE'S SAKE Pt1 played by Barbara Gibb on a Spectrum

Start in hairdresser's salon. I (nothing), X VAT (contains facial skin cream, you also see a pot of jam), TAKE JAM (hesitate and it falls into the vat), W, X MATILDA (she has some of the ingredients needed to make her skin cream, but has forgotten what other ingredients she needs), S, S (by board), X BOARD (see cookery book), TAKE BOOK (can't), READ BOOK (find important page), TEAR OUT PAGE, READ PAGE (the missing items for the skin cream are:- a car radio, mouldy turnip, Chips Ahoy chip and a cucumber sandwich), N, N (Matilda snatches page from you and orders you to find the missing ingredients), S, E (toy department where manager says if you can find the other roller skate you will be rewarded), D (see skate), TAKE SKATE (spoilt brat prevents you), D (chemist), X WALL (brat moves to reveal a hole), SQUEEZE THROUGH HOLE (in electrical store), WAIT (assistant goes off to find a plug for washing machine), X MACHINE, X MANUAL, W, (livestock dept.) S, S (grocery dept.) TAKE KLIM, X KLIM (milk that has "turned"!), S, W, W, N, N (theatre), KISS MAGICIAN, PROPOSE TO MAGICIAN (he will now follow you), S, S, E, E, N, E (jeweller's). The magician offers to buy you an engagement present. You can choose the ring or bracelet as it isn't important, but if you CHOOSE WATCH you will know what the time is. Important for doors opening and closing!



DEATH OR GLORY Pt2 played by Barbara Gibb on a Spectrum

You start in a cave. I (jacket, smock and boots). Go S to the remains of the bridge you crossed at the end of part one. X STONES to find a knife. Go W and X ROCKS to see a tangled mess. X MESS and CUT MESS (need knife). TAKE SHOVEL and go E and N back to cave. Go N and WEAR JACKET. If you X ROBIN if chirps *at you* for about 10 minutes then flies away - he will be back later so don't worry. Go E and E to where snow and mountains block any way but west. DIG SNOW (with shovel). DIG SNOW, DIG SNOW and go SE. X ICE (note trapdoor). E. X LOG, X STUMP, LOOK IN STUMP (hear noise from west so CRAWL INTO LOG (hear talking). LOOK THROUGH KNOTHOLE (see picture of a blue goblin putting something into hollow stump)



THE FOREST played by Dorothy Millard on an Amiga

Start on a dusty path. CLIMB TREE, E, GET CRATE (something shifts inside but don't open it yet). W, N (to small clearing), E, N, W (to oak door of building). CLIMB IN WINDOW (too high). DROP CRATE, STAND ON CRATE, CLIMB IN WINDOW (study). GET BOOK, READ BOOK (something falls out). GET KEY, CLIMB OUT WINDOW, GET CRATE, THROW CRATE (it shatters)

HOUNDS OF HELL Pt1 played by Lorna Paterson on an Amstrad

GET SUITCASE, LEAVE CAR, N, N, N, EXAM PILLARS, ENTER HOTEL, EXAM PICTURES, RING BELL, ASK FOR ROOM, SIGN REGISTER, N, EXAMINE TAPESTRY, W, EXAMINE PAINTINGS, TALK TO MAN, ASK MAN ABOUT DOGS (given phial). E, U, U, UNLOCK DOOR, OPEN DOOR, N, OPEN WARDROBE, GET newspaper PAGE, READ PAGE, DROP SUITCASE, S, D, D, E, E, EXAMINE SHELVES, GET BOOK, OPEN BOOK, DROP BOOK, GET PHOTOGRAPH, EXAMINE PHOTOGRAPH, DROP PHOTOGRAPH, W, W, W (should now be alone in hotel)

HOUNDS OF HELL Pt2 played by Lorna Paterson on an Amstrad

N, N, EXAMINE BANK, SEARCH BOULDERS, GET GLOVE, WEAR GLOVE, S, SEARCH BUSH, GET CRUCIFIX, REMOVE GLOVE, DROP GLOVE, N, CLIMB OVER WALL. [follow compass directions in inscription over porch], N, E, S, E, E, S, E, E, E, N, W, N, N, N, N, NE, SEARCH GRASS, GET COIN, EXAMINE STONE, READ INSCRIPTION, SW, S, W, BUY PAPER, READ PAPER, TURN PAGE, DROP PAPER, GET NOTE, READ NOTE, DROP NOTE, E, N, NE, EXAMINE CHURCH, E, KNEEL AT ALTAR, PRAY, GET CONTAINER (of holy water)



THE HOUSE played by Barbara Gibb on a Spectrum

I (your pockets contain a bunch of keys and a letter). TAKE LETTER, READ LETTER, DROP LETTER, TAKE KEYS, X KEYS, UNLOCK DOOR, ENTER, CLOSE DOOR (prevents alarm ringing), X DOOR (find smock), X SMOCK, WEAR SMOCK, N, FEEL UNDER STAIRS, I (now have torch), X TORCH

JUNGLE ADVENTURE played by Dorothy Millard on an Amiga

Start by landing your float-plane on the river. GET LAMP, EXAMINE LAMP, E (clearing), E (jungle path), EXAMINE TREE, CLIMB TREE, GET VINES, EXAMINE VINES, D, N, E (meadow), E (cavern entrance). Don't go north or you will be trapped by a rockslide. LIGHT LAMP, S (into stair-well), D, D, E

R.J.'s.ULTIMATUM played by the author, Dorothy Millard, on a C64

Start outside your house. I (you are wearing earrings, a mohawk hairstyle, jeans and a motorbike jacket), EXAMINE JACKET (you find a small object which you were supposed to give to your aunt months ago), EXAMINE OBJECT (you can't remember what it is), EXAMINE JEANS (they need washing), N (someone shouts "Go away"), E, S, S (park), EXAMINE BENCH, LOOK UNDER BENCH (find a silver coin), EXAMINE TREE, CLIMB TREE, EXAMINE RUBBISH (you find a cinema ticket to see Labyrinth), EXAMINE PARK, EXAMINE ROSE GARDEN, W, S (railway station), BUY TICKET, E. You board train and arrive at White Cliffs, alight and walk to a cottage where you are admitted by a white-haired old lady

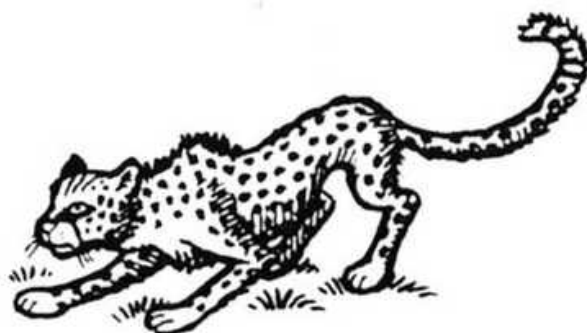


STRANDED (Zenobi) played by Neil Currie on a Spectrum

Start in the cockpit of your spacecraft. EXAM PANEL, PRESS BLACK BUTTON (opens outer door), S (hold), GET EXPLOSIVE, N, W (plateau), W, W (jungle trail), SEARCH VEGETATION (find cage), E, S, W (by dome), GET BIRD, GET BIRD, E, SE (clearing), GET BERRIES, EAT BERRIES, S, S (inside hut), DROP BIRD (gets rid of snake), GET CAN (of oil), N, E (burial mound), DROP EXPLOSIVE, DETONATE EXPLOSIVE (the blast makes you deaf to the spirit's wailing), TAKE BEADS

THEME PARK U.K. played by Barbara Gibb on a Spectrum

Start at main entrance to Theme Park. I (have token), X TOKEN (turnstile pass, 30 turns. It deducts once every time it is used i.e. every time you enter and leave each section), INSERT TOKEN (token automatically returned to you), N, W, W, X TREE, SHAKE TREE, SHAKE TREE, TAKE BANANA, N, N, NE, E, N, INSERT TOKEN, ENTER (safari park), DROP TOKEN (for the moment), N, X TREE, U, DROP BANANA, WAIT, (until elephant appears), JUMP ONTO ELEPHANT (which runs off, flattening the tall grass - eventually you fall off), N. See gorilla ahead - no weapon so return S, S, S, S, S (back at tree), U, U, X FORK, TAKE CARRION, D, D, S, TAKE TOKEN, INSERT TOKEN, EXIT, S, W, W, INSERT TOKEN, ENTER (native village), N, NW (see dog guarding hut). If you are carrying the carrion a leopard appears scaring the dog which runs off, chased by the leopard. Note you are still in possession of the meat. W (inside hut), X HUT



OBJECTS AND THEIR USES

R.J.'s ULTIMATUM written by Dorothy Millard
played by Steve Fairbrother on a C64

Fifty cents buy newspaper
 Silver coin buy train ticket
 55 dollars boarding house rent
 Suit wear to get in Green consulting
 Letter give to employment agency
 Overalls wear to get cleaning job
 Comb comb hair to get job
 Application form fill it in for executive job
 Bleached jeans wear for initial decency
 Introduction give to factory manager
 Small object give to your aunt
 Rucksack contains pepper and fifty cents
 Pepper pot throw at thugs
 Pen sign book and fill form
 Newspaper read about job and give to derelict
 Railway ticket train ride
 Plate of etc. eat
 Crumbs feed to ducks
 Old clothes wear
 Pay packet buy suit
 Small paper examine it
 Bus pass allows unlimited bus use
 Disco ticket entry to disco
 Disc entry to skating and arcade
 Cinema ticket entry to cinema
 Underwear don't be seen without it!
 Large earring dump it
 Hair do comb it out
 Bike jacket examine then dump it
 ID card get Bozo to fix it
 Reference A need to get executive job
 Tie wear to get in consultancy
 Reference B need to get executive job
 Whisky bottle give to hotel clerk

HINTS AND TIPS

BLACK CRYPT played by A. Pense-Hill on an Amiga

LEVEL 4 - Skull Glyph. If you must go through it (it's not really necessary) then make sure you have found the potion of invincibility on the same level and give it to the cleric to drink, then he will stay alive and can resurrect the others with the scroll of life.

CAN I CHEAT DEATH played by Peter Clark on an Amstrad

You need to have a drink before attempting to lift the drain cover.

A rat will give you a firearm in exchange for the Block which is found in the Gents Toilet.

In the lady's bedroom there is some money to be found if you remove your clothes. This can be used to buy some champagne later.

You will discover a female model in your travels. She will require a bikini, some champagne, a ring and a kiss before parting with a flower and some bathing trunks.

Give the flower to the widow. Wear the bathing trunks when you arrive at the swimming pool.

Death requires the egg timer.....or does he? What a peculiar ending!



CELTIC CARNAGE played by Barbara Gibb on a Spectrum

Kiss the hag for her to transform into the beautiful Fedelm. If you answer her riddle correctly she will give you a horn.

To summon Loeg in his Chariot, blow the horn at Cromm's Crest. By chariot is the only safe way travel, so just tell Loeg where you want to go.

The druid wants his son. Smash the idol with the hurly stick and take the child to him. You will receive instructions on what to do at Cormac's Claws.

You'll need a sickle to cut the mistletoe.

To get across the ford you have to deal with Fothad - a little sport should do the trick. His brother, Tuathal, guards the other side of the ford, and his death is closely "related".

You can TRAVEL TO the OTHERWORLD from Ballykeg Dolmen.

To get passed the barrier at the fissure you need a "password".

On Skye you will have to deal with Alfe before you can get the key to release Cuchulainn.

He is inclined to be hot-headed so cool him down first.

To find Cuchulainn's spear you have to FOLLOW the TRACK of the wolf through the forest.

Note the description of Gore and throw something at it. Even slugs have brains and if handled correctly they may make a useful weapon.

The final battle is at Muirthemne, and you need two weapons for a "successful" outcome, and a nice twist.



MANIAC MANSION played by Damian Steele on a C64

The door key is under the door mat. The glowing key opens the outer door to the lab.
The valve in the passage under the house empties/fills the pool.
Michael is needed to process Weird Ed's film.
Give some radioactive pool water and the can of Pepsi to the man-eating plant then climb it to get into the observatory.
Turn off the circuit breakers before Bernard uses the tools to fix the wires.
Give the Tentacle the wax fruit and the fruit drinks to get past.
Use the weight-lifting machine to get strong enough to remove the grate behind the bushes and to open the garage door.
Use the valve from the gramophone to fix the radio.
Get the Space Police's number from the wanted poster.
Play the Tentacle's record on the Victrola and record it on the cassette.
Open the secret panel (under Chuck the plant in the library) to find the cassette.
Use the recording of the record in the lounge to shatter the chandelier to get the old key which opens the dungeon door.
Get the package and give it to Weird Ed to become friends with him.
Don't touch Ed's hamster or he'll lock you up.
Use the glass jar from the pantry to get the water from the pool.
Use the paint remover on the patch just right of the man-eating plant to reveal a doorway.
Open the car boot to find the tools.
Fix the faucet in the bathroom to move the mummy and see the telephone number for Edna.
When you have dropped the developer use the sponge on the puddle of it in the passage beneath the house.
Take the batteries from the radio to use in the flashlight.
If you are stuck in the dungeon - with two characters - press the middle brick beneath the left hand window to open. Note - only a character by the door has time to escape and not the one pressing the loose brick.
Only push the button in the swimming pool if you want to quit. This is fun if you are completely stuck and fed up with the game.



R.J.'S ULTIMATUM played on a C64 by the author, Dorothy Millard

To get started, look under the bench, then visit your aunt by train.
If you don't know what the old lady wants, check your clothing.
Find some other clothes, then rent a room and get changed.
Visit the careers officer for a letter of introduction.
Join the queue in the employment exchange.
Visit the cafe and get something to eat.
Visit the cinema - If you're having trouble getting in, some rubbish may help.
The hippy is important.
Visit the opportunity shop. If they won't let you in perhaps it's your appearance. Look in the mirror! Now get a job in the factory.
Listen to the band.
The derelict is only around at night. Find out what he wants.



SPACE QUEST played by A. Pence-Hill on an Amiga

To escape laser beams, search the ground around the escape capsule to find a piece of glass. Reflect the beam with the glass.

HITCH HIKER'S GUIDE TO THE GALAXY played by A. Pence Hill on an Amiga

To open the speedboat's toolbox, search the boat's seat to find the key.

LEATHER GODDESSES OF PHOBOS by A. Pence-Hill on an Amiga

King Midas Angle Problem - Get jar of untangling cream from Spawning grounds and T-Remover machine from salesman. Put jar of cream into T-Remover (now have un-angling cream) and apply cream to angle problem.

THE TEST played by Barbara Gibb on an Atari

If you can't enter the building in the forest, check your possessions and read carefully. To burn the rope - make a "taper" from two objects, - you already have one, the other is found in the building - then light it from the electric fire.

Don't stand around watching the rope burn, it isn't good for your health.

To survive the trip into the quarry, you need something in which to travel down the chute, be careful or you will remain in it permanently.

The remote control detonator has a short range, so you can only use it at one location.

Make a careful note of what the inscription on the tomb says.

The wine bottle doesn't contain wine, although that may be the sound it makes as it travels through the air!

There is a steel key down the well, you'll have to go fishing for it.

You'll need the geiger counter and spade in the garden maze.

There are FIVE keys in the steel building - getting to all of them is tricky because the 3 buttons control the red, blue and brown rooms which revolve, thereby opening or closing doorways.

Four of the keys are needed to escape from the building, the other will be useful later.

ZORK 3 played by Ron Rainbird (available for various computers)

Ignore the sword in the stone. Trust the man on the cliff top.

Wait by the sea for a ship, then call out HELLO, SAILOR.

Pick up the bread. Jump in the lake and go down.

If at first you don't succeed in getting the shiny object, try, try, try, again.

Use the Scenic Vista Table to go places. Go to 2 for Grue Repellent.

Cross Aqueduct before an earthquake occurs.

You must fight the Hooded Figure in the Land of the Shadows - but not too early in the game.

When Hooded Figure is badly wounded, get hood before he dies - and don't leave the Cloak.

Gold Machine is a Time Machine - the other machines are merely window dressing.

Push to Gold Machine south and then east.

Hide ring in the seat of the machine.

Wait until guards have left before travelling back to the present. Dial 776 to go back in time - 948 to return.

THE FOUR SYMBOLS played by Damian Steele on a PC

Once you have the emerald symbol do not worry about the chap with the shovel - he just gets you back to where you need to be.

To get across the bridge, put a BRONZE coin into the pot to go south, and a SILVER coin in to go north.

Fidget is looking for a curious item. Matches are curious enough. Strike one to get him interested and then swap them with him.

Going south from the back of the tent takes you to a wasteland. Wander around to discover a disturbed area and dig to find the sword.

The arbalest needs some rope to make it work. The rope is in the clearing in the woods, to get it you will need the sharpened sword.

There is a medium-sized ball in the ballroom in the southeast tower inside the castle. Roll it across the green to catch the mouse - it becomes pinned by the tail. Do NOT use the large ball or the mouse becomes pancake.

Push the armour in the southwest tower to get the glove. Wear it to pick up the mouse.

The mouse is used in the maze to press a button. Feed the mouse with the cheese (from the shop in the village) to make it heavy enough to push the button down far enough.

Blow the dust from the spellbook to be able to read it.

Examine the masonry (by the ballroom) to find the fourth spell.

The swiss roll has a use besides food.



GOLDEN WOMBAT OF DESTINY played by Reynir Stefansson on a PC

The Empress' name is Rosalind.

It takes a lot of noise to wake a wombat. Wombats are nocturnal.

Black goes in black. Sometimes it takes a hamster to clear a jam.

If you find an egg, cook it - but be quick!

You need to go further south than possible. You also need a pre-killed human as offer.

INDIANA JONES/FATE OF ATLANTIS played by Damian Steele on a PC

The parrot can tell you the name of the book.

Get the animal caught by the snake to cross the chasm safely.

In the temple use the lamp oil to open the crypt.

To enter the theatre either beat up the doorman or move the crates and climb the ladder.

To activate the stage ghost select the correct combination of levers and push the button.

To get rid of the stage hand give him a newspaper.

PRISON BLUES played by Damian Steele on an Amstrad

The window provides an object of great use. Attach the rope firmly before climbing it.

Wear a Trustee uniform and use the broom to fool the guard. Drug the coffee to get past him. The lock on your cell is of the Yale variety and is susceptible to credit cards.

Don't smoke the cigarettes.



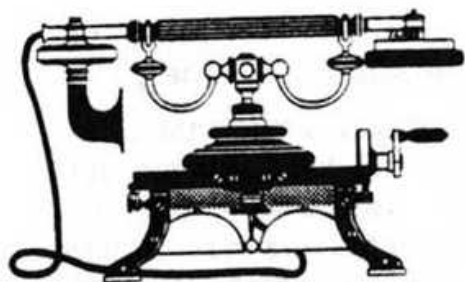
LEGEND OF KYRANDIA played by Ron Rainbird on an Amiga 500 (1 meg)

THE CASTLE OF KYRANDIA - Shortly after arriving on the island, you will find the burial ground of your family. I hope that you brought the flower with you because when you place this on the grave of your mother, her ghost will appear and give you some necessary information. She will also make the red gem on your amulet give you the power to become invisible. By going East and then North you will arrive at the Castle Gate which is guarded, so turn yourself invisible and then use the key on the lock. Head for the Library to the North-west of the Castle and go to the Fireplace there. This will revolve, allowing you access to the Catacombs. Go West as far as possible and then North to arrive at a Force field. Use your blue gem to overcome this obstacle and go North and West to find a Gold Key hidden under a rock. Go back to the Hall. Use the yellow gem when you again meet Herman and he will fall asleep. Climb the stairs and go West, North and West again to the Music Room. A set of musical bells is here and if you play the musical scale Do Fa Mi Re on them you will discover a second Gold Key hidden behind a picture. Go downstairs to the Kitchen and search for a Sceptre. Back to the Library and the revolving fireplace only this time you do not want to enter the Catacombs, but to inspect the reverse side of the fireplace. Look at the books in the Library and pull out books, the first letters of which, when put together, spell OPEN. This will reveal a Crown on the reverse of the Fireplace. From the Library, go East and North to the Royal Foyer and when it is opened, in strict order place the Sceptre, Crown and Chalice in the Alcoves from Left to Right. The Chamber of the Kyrogem is now opened which brings Malcolm at the double. Fight him! Enter the Kyrogem Chamber and stand in front of the mirror to the side. Render yourself invisible again. Malcolm should rush in and cast the "flesh to stone" spell which ought to rebound on to Malcolm, and that should be it except for the final sequence. THE END

LURE OF THE TEMPTRESS played by Peter Clark on an Atari

We left you at the end of the last instalment having negotiated the cave system and then visiting the shop after the Skori (see July Issue).

You now find yourself in the cellar of the castle. Firstly, look at the topmost cask in the stack at the bottom of the screen. Wait for a boy to enter and then talk to him. Now exit to the East to the Kitchen. Look at the carcass. Get the fat. Get the tongs from the wall and exit west back into the Wine Cellar. Save your game at this point. Wait for Minnow to come back and then talk to him. Tell him that you have come to get Selina. Tell him to tell the Skori that there is someone in the cellar. Tell him he's a scoundrel with the intelligence of a piece of toilet paper (Joke). Wait until Minnow has left then use the tongs on the bung in the barrel. Go behind the stack of casks on the right. Wait for a while until the Skori comes in. He will wander around for a bit and then fall down to drink the wine on the floor. If the wine runs out or you get caught you will have to reload your saved game. If you don't get caught, exit to the east into the Kitchen. Exit east from the Kitchen into the Passage. Exit through the right hand door into the Dining Hall. Go east and east and you should be in the Gate Room. Look at the lever. Use the fat on the lever then pull it. Look at the winch. Wait for Minnow to arrive then talk to him. Tell him to pull the lever. Wait for him to pull it then you should operate the winch. If you time it right, the chains should wind through the roof. Return to the Dining Hall and exit west. Exit west again to the Passage. Take the left hand exit up the stairs to the Balcony. Exit east and save your game. Now go north to the Drawbridge and kill the beast. Exit west to Selina's Room. You have now completed the game. Well Done!



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