

ADVENTURE PROBE

FEBRUARY 1995 £2.00
VOLUME 9 ISSUE 2



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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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, but small amounts (i.e. up to £4) may be in the form of 19p, 25p or 29p stamps to save on poundage/bank charges.

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 second week of the month (but will be a little erratic until I get back on schedule). Copy date for contributions and advertisements is 23rd of the previous month.

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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HALL OF FAME

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

Dorothy Millard, Dennis Francombe, Damian Steele, Barbara Bassingthwaite,
Ron Guest, Diane Rice, Steve Clay, Gary Pearman, Ian Osborne, Chris Lord,
Isla Donaldson, Peter Clark, John Schofield, Stephen Boyd, Jenny Perry,
Wynne Snowdon, Cheryl Galpin, Ellen Mahon, Phill Ramsay,
Bernard Wood, Karen Tyers, Anne Borland, Phil Glover,
Terry Taylor, Vicky Campbell, and Debby Howard.

Special thanks to :

Geoff Lynas for his usual excellent printing job, Dorothy Millard for the software,
and Terry Taylor who supplied the humorous cover picture.

EDITORIAL

Welcome to another issue of Adventure Probe. This is number 105 and it seems ages since the centenary issue. The winners of the 100th Issue Monster Quiz are announced on page 33. Well done, all who entered. It wasn't easy, and to answer just a few was no mean feat. I still have a few spare entry forms in case anyone who wasn't subscribing then wishes to have a go for fun. Just send me an SAE and I'll forward one by return, which is why the answers won't be published until *next* month, promise!

It has taken a while to get into the swing of things after the Christmas break, but judging from the rush of contributions recently, I think readers have now recovered. This issue has all your favourite, and least favourite items. The Letters column is back, which will please Phil Glover, who wrote, just too late for inclusion in this issue, to express his surprise at their omission. It wasn't deliberate, simple a matter of no letters. The festive season isn't the ideal time to be thinking about such things, so I took advantage of the spare pages and published Oddbod's story in full, rather than spoil it by splitting it over two issues. His tale has been very well received, maybe it struck a chord in some readers' memories.

The sad news about The Adventure & Strategy Club (see *Newsdesk*) came as a shock to me. Once more it really makes me appreciate the very very loyal support I get from Probers. Fanzines need support, as trying to break even on costs can be a headache, so obviously there comes a time when the number of subscribers drops so low that it isn't possible to carry on. I still don't understand why some players no longer wish to receive the monthly or bi-monthly magazine that keeps them in contact with other adventurers. Sue, Hazel and Geoff will keep in touch with their friends, so don't forget to give them a call.

I received an interesting phone call from Bernard Wood regarding the Spectrum emulator on the Amiga. He has written it all down and his findings will appear in the next issue. Also in that issue will be the first of a series of detailed playing guides by John Schofield under the heading "Guide to Gothic Horror". These will include Frankenstein (very topical at the moment as yet another film version has been made), Dracula, Wolfman, Jekyll & Hyde and Jack the Ripper. Karen Tyers is having a great time playing "golden oldies" and her contributions will be appearing in Probe to stir a few memories and encourage the dusting off of some old tapes!

The Useful Addresses list is shrinking and hardly a month goes by without a deletion, so I'm please to say Laurence Creighton has asked me to add his name, and he'll be delighted to hear from anyone who wishes to write to him - see M-Z of Useful Address on page 54.

The Telephone Helpline is another page that will have to be amended as most U.K. telephone numbers require an additional 1 in their long-distance codes. I seem to remember B.T. writing to me ages ago but their circulars are so unreadable I probably threw it away. So that all amendments can be made at the same time, I shall be grateful if helpliners can confirm their new telephone numbers, and maybe a few kind readers will ask for their names, available times and computer(s), to be added. The more the merrier, as it will offer help for a wider selection of adventures.

Happy adventuring.

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

LETTERS

From Karen Tyers of West Ewell

Firstly an apology – sorry this has taken so long to send, but with Christmas, kids, New Year

I want to thank everyone (particularly Hugh and Derek) who kindly answered my plea in the November issue for games to replace those I had lost. Aren't Probers wonderful? My list is now complete, plus a few I didn't have! Having not touched my computer for at least two years, I've been like a kid let loose in a toyshop, despite my middle-age!

I've been having a great time playing some of my really old games right back to the earliest (i.e. Magic Mountain by Phipps etc, and replaying some of Jack Lockerby's early stuff.) I'd forgotten how good they were despite the slow graphics, lack of Ramsave etc. Wouldn't it be great if some bright spark could get hold of these earlier games and tart them up a bit, adding Ramsave and the like. I think these would be a good place for beginners to start as they were not too complicated, but they were good enough to get us old hands hooked. What do other Probers think?

★

Karen's letter confirms once again that Probers are very generous, and it is nice to see that copies of these golden oldies are being passed around. Karen has sent me a thick wad of contributions for the games she has been replaying; I've published some in this issue and I've lots more for the future! (Barbara)

From Wynne Snowdon of Consett

During one of my rare bouts of conscious thought – i.e. not dreaming for a change – I considered how experienced players could give some help to adventure beginners who subscribe to Probe. I came up with a number of ideas, most more fantastic and less believable than the adventure we play. These were automatically swallowed up by my "can't you even TRY to be serious" wastebin.

One that did stick was a "Beginner's Corner" in Probe. Not a long term, full time commitment by the magazine but just a page or so in a few issues for any players, experienced or otherwise, to give hints and tips on how to work through an adventure. Possibly, alternative methods could be offered; this may also help the more experienced among us. It could also offer an outlet for readers seeking hints on any part of adventuring in general, rather than specific games, which poses them problems.

I don't know if this has been done before. If you consider it a worthwhile idea to which readers may subscribe, and for which space can be found in the magazine from time to time, I have enclosed a piece which may be suitable to start the ball rolling.

May I also suggest new adventurers purchase from Probe a copy of Goblin Gazette Number 7 (February '93). This issue contains a method of tackling mazes which I've used with great success ever since reading it. It also has an Adventurers' Synonym Dictionary which is very useful. Both items were written by Sharon Harwood who passed on the benefit of her experience to help the less knowledgeable.

May I also answer a letter sent by Damian Steele about my problems with saving "Og, the Great!" to disc. Sorry Damian, I think the problem was more to do with my hardware than the game itself, especially as I now find it will save as promised. I meant to put a correction in Probe but forgot – put it down to age and senility. Much as I'd love a free copy of your next game, looks like I'll have to buy it! (Damian's latest adventure is Rites of Passage, available from Adventure WorkshopBarbara)

Finally I'd like to say a word on the possibility of John Wilson giving up Zenobi Software. Ever since I bought my first secondhand Spectrum, I've been trying to work my way through Zenobi's long and excellent list of software with both tape and 3" disc. It's an almost impossible task as, every time I think I'm almost there, the list grows longer. The service has always been excellent – John need give no excuses for delay in sending out software because it's always sent to arrive by return of post.

The products are well packaged and a catalogue is always enclosed together with additional information on the games purchased. Not only this, but a free competition is offered with pretty good prizes for the winners. To provide such a service and still keep the prices so competitive must be a very difficult and time consuming task.

I can well understand the problems John faces but I would hate to see Zenobi disappear. It would leave a great big hole in the adventure scene which will be difficult to fill.

*

My thanks to Wynne for starting the "Beginners Corner". Her article is elsewhere in this issue, and next month I'll be publishing Dennis Francombe's help with mapping. If anyone else wishes to contribute something for this section I will be most grateful.

Les Mitchell has kindly allowed me to offer reprints of his Goblin Gazette. I don't keep a lot of copies in stock, but they can be ordered. Price : Issues 1 to 3 – £1 each, 4 to 11 £2 each.

I endorse everything you say about Zenobi (see NEWSDESK) and if/when they cease trading it will be almost the last nail in the Spectrum coffin. (Barbara)

From The Dead Warg, Chairthing of H.A.S.....

I noticed your family insisting on having you to themselves on Xmas day. I can only express my sympathy and hope this full day away from adventuring has not been too traumatic for your or indeed has any harmful lasting effects on the lost adventurers who have had their lifeline severed for such a long period at possibly crucial points.

The Mad Cat's saucy message to H.A.S. is duly entered in our records, revenge will be swift and terrible. We are even now arranging to have him tailed.

*

A bushy one, I hope, Mad Cat may need it to keep warm!

Thank you for your concern but my family soon found other things to do during Christmas, so didn't notice that I was playing on the new Amiga; this may be due to the fact that I was playing some easy games and so didn't display the familiar "I'm totally stuck" behaviour. (Barbara)

From Gary Pearman of Bristol

I thought I'd just write to comment on the high quality of the magazine, but I also wanted to raise a few points.

The first is about Gilsoft's P.A.W. which is an excellent utility, but lacks a few features, one of which is the ability to store a random number between 1 and x into a flag. This would come in handy for random movement of PSIs etc. Here is the small routine

```
Process 3
- - - - -
          RANDOM 60
          PROCESS 4
          DONE

Process 4
- - - - -
          GT 60 x
          MINUS 60 x
          PROCESS 4
          DONE
```

The routine will put a number between 1 and x into flag 60.

Last point, I would like to mention that me and some other people are starting up a small software house called "Sword Software" for the Amiga and Spectrum. We would be very grateful if anyone who has written a game or utility, overlay, etc. would send it in to use so we can publish it. There will be royalties on every copy sold. The Spectrum is dying - but it's not dead yet! Help us to keep it alive. Send your games or questions to Sword Software, 19 Great Leaze, Cadbury Heath, Bristol, BS15 5AT.

*

Can't say I will be first in line to encourage authors to use random PSIs. - predictable ones give me more than enough trouble. What do readers think?

There are so few outlets for Spectrum software that a new one is always welcome, but I'm afraid many ventures, no matter how noble, have fallen by the wayside. Nevertheless, I hope Gary and his friends get a good response, and that anyone answering their appeal will also keep me informed of their progress. (Barbara)

From Anne Borland of Canvey Island

I thought that is I wrote a very LONG letter, it would take up up so much room that the Personal Messages would have to be shortened through lack of space. Without wanting to be a killjoy, I feel that I must express the irritation which this column in its present Kozy Komer atmosphere elicits in me: It is of interest to only a handful of people who appear to be using it as their regular "in-joke" round-house. It is the only part of Probe I don't bother with, apart from searching through the names in the vain hope of finding a familiar one with an understandable message. In the past, it has left me feeling like Margo Ledbetter in "The Good Life", asking Gerry why he was laughing. I have recently been confirmed as having a smidgen of something called Humour, which information has prompted me to write this long-overdue letter.

Understandably, there has to be a variety, but after being left with a warm glow after lots of belly-giggling (or giggling – probably what Essex ladies resort to when no longer girls), by Oddbod's tale with its vernacular and dialogue worthy of a West End play and reminiscent of Hugh Walker (and the man loves opera!), I was brought back down to earth by pages 22 and 23.

On hearing that yet another Adventure mag. has closed down (Adventure and Strategy), it makes me even more aware of the waste of precious printed Adventuring space that Personal Messages uses for the gratification of so few. Surely there are more readable alternatives – even another page of clues or solutions would be acceptable. And if now possible, can I make a plea for all readers on your behalf: there are not many occasions which will make me sit and compose a letter, except very strong opinions and a feeling of vulnerability. The letter has been brought home by the closing down of A&S, a fore-runner of all the other Adventure mags.....

Though not normally a rah rah sort of person (in fact it usually makes me dig my heels in), can I just say that if we all sent in one contribution to Barbara (which needn't even be signed, providing it's decent), it would keep the only printed survivor of the Adventuring scene going for quite a while. If you value the little gem you receive every month, make an effort, drag yourself away from your computers, get something on paper, post it. Don't rely on other people doing it, shrug off your manana philosophy, as I have, because without your contributions, tomorrow there may be no Probe.

Feel much better for that, Barbara! Just a few more suggestions for occupations – how they do adventures, as suggested by Mary Scott-Parker:

LIBRARIAN – shelved it

DUSTMAN – thought it was rubbish and binned it

DETECTIVE – didn't have a clue

SOLICITOR – asked for legal aid

★

Apart from stating that it is the readers magazine and all the readers who send those Personal Messages are the same readers who send in other contributions and so keep my magazine files well stock, I'll just have to wait to see if next month's Letters pages push *everything* else out of the magazine. This may be the next controversial subject for which Steve Clay has been waiting so long. (Barbara)

AN ANNOUNCEMENT FROM THE GUILD OF THIEVES

The Guild would like to thank all those people who have fitted movement-sensitive lights to their property.

The devices are really helpful to our members who would normally have to fumble about in the darkness.

The Guild would like you to promote further use of these excellent deterrents. Thank you.

REVIEWS

CRACK CITY

Written by Garry Cappuccini

Reviewed by Barbara Bassingthwaighte
on an A1200 (under Spectrum emulation)

This is my first adventure played under emulation, but with a few simple instructions to follow I had no problems loading it.

Crack City is set in the future, in the year 2003, and you play the part of an agent of the Secret Intelligence Foundation. You have been given 3 days to complete your mission, which is to get hard evidence on a Mafia-style drugs ring and take it to your chief. You need to talk to people to get assistance with your task as you have to set up a meeting with the drug dealer, to try to get the evidence needed.

The start location (your apartment) requires a lot of careful examination as there are a few things you need before leaving home (although you do have to return to sleep). I found having to eat and sleep or you die, a bit like the random axe-throwing dwarf that used to appear in earlier games. Talk of sleeping - I lay on the bed, awoke refreshed but died of fatigue 3 moves later (just because I slept 3 moves too early!). The same happens if you eat before being asked - you die. So beware!

[This is one of six adventures on the Best of the Indies II compilation. The others, From Out of a Dark Nights Sky, Diablo, Gordello Incident, Hermitage and Bounty Hunter will be reviewed in future Probes.]

Available from Zenobi Software - Price : Spectrum single game £1.99 (tape) £3.49 (+3 disc), Best of the Indies II compilation £5.99 (tape), Amiga and PC under emulation Best of the Indies II compilation £6.99 (two discs). Please add 25p to cover postage.

FINAL DEMAND

Written by Steve Clay

Reviewed by Phill Ramsay on an Amstrad CPC

The Final Demand is part three of Steve Clay's "Taxman" series. Yet again, you, the intrepid tax collector, have been detailed to grab the taxes from six errant citizens who have "forgotten" to pay up on time. It is, perhaps, a measure of your reputation that you have been chosen to persuade these citizens to donate valuables to the Inland Revenue.

For the record, the citizens in question are: Rapungent, Pestcon Troll, Col Osal, Puff the dragon, Fairy Godmother, Oli Bungo

I started the quest inside a building. A sign advertised for an axe-throwing dwarf (must be accurate). Intrigued by this, I wandered inside and as luck would have it, I found a rod, and a little further on, a map. Now, knowing that I was on the right track, I examined the map more closely. If I tell you that it seems to have been compiled by a drunken cartographer who had failed his geography (and English) exams, you may have some idea of how much sense the map initially makes.

Having got past some acid, I found myself in 15 Hall. There is a helpful list secreted about the hall which gives you a good indication of the nine treasures which you will need to solve the problems set hereabouts.

After wandering around the playing area, I found a Silver Hall. Inside is a series of rooms which boast polished silver tiles. There is a dispensing room nearby where you can obtain blocks. Now, these blocks have to be dropped in specific locations and must turn to the colour indicated on a seal. What action dropping a block has on blocks in adjacent locations must be observed and taken into account. Personally, I found that this problem needed more than a little thought. It is surprisingly difficult. However, once solved, Oli Bungo paid up with no complaints.

I made my way to Rapungent's tower. Unfortunately, she couldn't let down her hair because some over-enthusiastic prince managed to scalp her as he was trying to climb her hair, leaving her as bald as the proverbial coot. The solution to this problem is a fiendishly difficult puzzle called "Revolution". As its name implies, it involves revolving locations. The inner locations rotate 90 degrees every time you move.... By the time I solved this problem, I was well and truly on the way to becoming as bald as Rapungent. Mind you, I *did* get a hare restorer for my pains!

Then there was the arm-eating chest to contend with, and soon afterwards, Rapungent will pay up, and that's another debtor you can cross off your list.

The Fairy Godmother, I found, is unhappy because her wand has been pinched, and has been left in the dragon's secure hands. Now I don't particularly like dragons. I had a nasty experience once in *The Hobbit*, you see. In fact, after Dwarves, they're the creatures that I hate dealing with most. An awful clue gave me the means to cross a series of stepping-stones across a chasm. It is in this region that I met the dragon. He wasn't in the mood to talk, apart from muttering something about it being dinner time. There isn't, incidentally, any time to be lost if your life is valuable to you.

I found a clearing which was shrouded in fog. Not far away is an enchanted wood. This is a much more ferocious wood than most, since if you take a wrong turn you get blown up Monty Python style. Using the ramsave facility here is strongly recommended. On the far side of the wood I managed to obtain the item(s) necessary for retrieving the wand. However, I found it's not quite as easy as all that. I returned to the Fairy Godmother's cottage and ended up face to face with Pestcon Troll. Lucky me!

I managed to persuade the Troll and the Fairy Godmother to pay up, which then left me Col Osal. The 15 Hall region is where you need to be. You'll find that these locations form a square, and it really is magic!

I have to admit I thought the idea for Final Demand - that of a taxman collecting taxes from six characters - might be wearing a little thin after the first two games. In all honesty, I have to say that if the idea is wearing thin, it doesn't affect the playability or enjoyability of this game. It is just as cleverly thought out and programmed as the first two parts, and is just as difficult, if not more so.

The standard of the problems is as high as ever. However, I found those set in this game were a little more awkward to solve than in the other Taxman games. Novice adventurers may find this a somewhat daunting game to attempt, and should be aware of the fact that they will need to contact WoW for help when they get stuck. In fact, intermediate and advanced adventurers could well end up - as I did - tearing their hair out in sheer frustration. Steve really does add a cerebral dimension in the problems which he sets!

There are some superbly awful plays on words (as I've come to expect in Steve's games), and some very tricky sequences which demand careful thought.

I played the PAWed version of the game on disc running under CPM. There is a GACed version available for 464 owners, which, I am told, is very similar to the PAWed version.

Overall, I enjoyed playing the game, although it isn't a game which you can play with less than full concentration. It's difficult, it's fiendish, but it's great fun. I have no hesitation in recommending the game, especially to more experienced adventurers looking for a challenge. It's a fitting third part to the Taxman series.

Amstrad version available from WoW Software. Price : £4 (PAWed/disc only), £2 (GACed/tape only). Taxman Trilogy Special offer - any two £5 (disc only), all three £6 (disc only) Cheque/p.o. payable to J.G.Pancott

Spectrum version available from Zenobi Software. Price : £2.49 (tape) £3.49 (+3 disc) "Tax Bill" special compilation of all three games £4.99 (tape or +3 disc). Please add 25p to cover postage.

Amiga and PC versions (under Spectrum emulation) available from Zenobi Software. Price : £2.99. Please add 25p to cover postage.

PRISON BLUES

Written by Simon Avery

Reviewed by Damian Steele

"As a desperate criminal locked up in one of Her Majesty's prisons, you are slowly going stir crazy. Escape! That is your only thought. Getting out of your present apartment is your first priority, but then can you escape from the prison confines to freedom or are you destined to continue your PRISON BLUES?"

This is one of Simon's earlier games as such, it tends to be a little easier than some of his other games. Therefore, it is suitable for beginners. Having said that, it's no pushover.

Escaping from your cell is, as the intro says, your first problem. This is easily achieved once you've EXAMined a few things and discovered that your cell door appears to have a Yale lock! Other puzzles involve beating a fellow inmate unconscious, drugging a guard, stealing valuable medical equipment and destroying an electric fence. (Moral question : Are you really sure that you want this dangerous character to escape?) All of which is enough to add several more years to your sentence should you be recaptured.

There are several nice touches in the game; a reference to the old TV series "Porridge" in which two of the principal characters had half of a game board each, and of course, there is a squirrel. All of this makes this a game well worth a look, especially as it is available for a number of different machines.

C64 version available from The Adventure Workshop - Price : £2 (tape or disc)

Spectrum version available from The Adventure Workshop - Price : £2 (tape) £4 (disc)

Amstrad version available from WoW Software - Price : £2 (tape) £4 (disc) Special offer. Choose any one game by Simon Avery on disc for £4 and add one or more games of the following titles for £1 each - Magician's Apprentice, Total Reality Delusion, Danger! Adventurer at Work!, Danger! Adventurer at Work! 2, Gerbil Riot of '67, Dances With Bunny Rabbits.

GOLDEN PYRAMID

Written by Laurence Creighton

Reviewed by Joan Williams on an
Amiga (under Spectrum emulation)



As a free-lance reporter, you jump at the chance of flying to Africa, where your contact has informed you that the Golden Pyramid has at last been found, seemingly untouched....

You start this adventure tangled up in a parachute at the top of a tree. You see a tropical bird guarding a nest and very little else. You must find a way of examining the nest, because once on the ground it might not be so easy! The jungle you have fallen into is everything you would expect, wild animals, traps for the unsuspecting, but making early progress in this game depends on quick thinking and really devious solutions. To put it in a nutshell, it's almost impossibly hard. However, I daresay a quick flick through the hints pages of Probe will help... Eventually you will reach a native village complete with a bubbling cauldron, a demanding witch-doctor and the chief himself, who will be quite happy to chat with you. You will need to make a map of course, as there is a need to go back and forth, and a classic problem from LC - how to light a torch (if you've found one). Just to add to your problems, you begin to get thirsty, the river seems the obvious place to find a drink, but have you got a container? The witch-doctor promises to help you if you give him a gift, but trust your judgement, the solution to entering his abode looks too easy, so be cautious before parting with this object, heed what the chief tells you.

When you eventually fathom out how to reach the pyramid, there's a good chance that you haven't got all you need, so backtrack to the village and equip yourself. (There's quite a bit of back-and-forth in this game.) Once inside, you are confronted by a closed door, an iron panel and a dusty air duct, the duct shouldn't baffle you, but the door and panel require more cerebral effort, so further exploration is called for before you tackle those particular problems. (This game gets harder and harder.)

Looking around the pyramid you discover a crystal room, a burial chamber and various other places which require logic and patience to come to terms with. If you are diligent, you'll acquire a talisman and also find a raft at your disposal, so you can cross the underground lake, where you'll find an urn. A granite slab, which clearly needs attention is the answer to the spike problem, but a great deal of thought is required before the solution comes to you and it's not easy. Solve that problems and you'll eventually find a map for the quicksands, don't be without it.

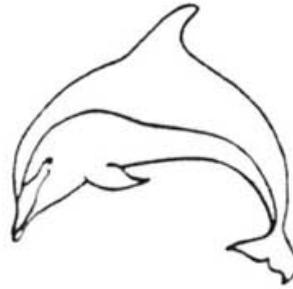
Once you have found your way through the quicksands there is still more to do, and even more backtracking, even more devious problems to tackle, and I daresay that the faint-hearted amongst you would have given up by now! However, the more tenacious adventurer will try to carry on to the end, going to and fro, hither and thither, round in circles, being totally baffled whichever way you turn. What I'm hinting at is that I think this game is the most frustratingly difficult one that I've played so far. "challenging" isn't a strong enough word - more "impossible" without the help sheet would spring to mind. Brilliant though! If you're ready for a challenging look no further than this gem from Laurence.

Available from Zenobi Software. Price : **Spectrum** £1.99 (tape), £3.49 (+3 disk), **Amiga and PC** under Spectrum emulation £2.49. Please add 25p to cover postage.

MAROONED

Written by Laurence Creighton

Reviewed by Joan Williams on an
Amiga (under Spectrum emulation)



Your new yacht is finished and ready for trials. You sail out to sea and put her through her paces. A violent storm comes up and wrecks the yacht, you are left floundering in the sea and had no time to send out a mayday signal; to make matters worse, you can't swim...

The first little puzzle for you to solve is how to get out of the first location, obviously swimming is out of the question and there is no sign of land. Tricky one this, but if you look hard enough the answer is there. When you finally find yourself on land some playing tips are available, but they will only give information as to how to play the game. A rope, which you can't reach dangles tantalising above you, but you should be able to overcome that minor problem, so up you go to begin your adventure. A few tricky problems are ahead before you make much more progress, you need to find a password and the correct clothes to wear before you get into the village.

A good look around will sort you out, but once you have got into the village, you'll have no problems moving back and forth, and you may need to go back if you haven't done all you should. A group of men will be extremely helpful at a price – but there are things that you just cannot do alone, so pay up. A well, with no visible means of access will provide you with the most useful object, you just have to work out how to get down it, then up again (one of LC's little gems). Eventually you'll be able to cross a pit and onto the next stage of the game. I just wish that "carrying allowance" was a little more generous, as there are quite a few objects which could be very useful, the judicious use of Ram Save helps though – just in case! The boat, surprise, surprise, is undamaged, but you need oars.

Although this isn't a really difficult adventure, it's certainly no push-over, a lot of thought and patience is required, particularly the latter. Anyway, across the lake finds you at a forked path, with more problems ahead. You need to negotiate a fence and somehow get across a marsh. If you have made a note of any conversation you may have had, you'll be rewarded eventually and don't forget to examine the bush, just to brighten your day. (I had a little giggle there Laurence, very funny.) Dealing with a fence shouldn't worry you too much, but how to open a locked shed and kill a rat might present you with more of a problem. The rat will kill you immediately unless you are armed with the ultimate rat deterrent, and the shed doesn't necessarily require a key.

Across the marsh you will see an object floating in the water, how to get this particular object had me stumped for quite a while but once the solution struck me, it seemed so obvious that I could have kicked myself. This object is very useful, so don't give it up too soon. A crack in a rock, which is just too small for you to get through reveals a sandy cove and a chest, could this be the answer to all your prayers? After all the trials and tribulations, one would certainly think so eh? This is another little gem from LC, well up to his usual high standard, loaded with problems, some fairly straightforward and some more frustrating than difficult, but a real joy to play.

Available from Zenobi Software. Price : **Spectrum** £2.49 (tape) £3.49 (+3 disk), also on Babs' Big Disc compilation £5.99 (+3 disk), **Amiga and PC** under Spectrum emulation £2.49 also on Babs' Big Disc compilation £5.99. Please add 25p to cover postage.

COMPILATION NUMERO TRES

Written by The Traveller in Black

Reviewed by Dorothy Millard on an Amiga (under Spectrum emulation)



Overview

This disk contains four games, Phoenix, Violator of Voodoo, Aztec Assault and Celtic Carnage, all written by The Traveller in Black, the name being taken from the hero of the four titles. I found it helpful if they were played in order, although they are all complete games within themselves.

None of the games can be described as easy and it has taken me a while to play and review them, most being played during the holiday period when I had more time. (yes, it is holiday time here in January in Australia - yesterday the temperature was near 100 degrees, so I hid inside with the air-conditioner on full).

Anyway, back to the games. For many years I have read about the tales of the Traveller in Black, in magazine such as Probe, but I wasn't at all sure whether I would enjoy these adventures, the subject matter not really being of my choice, but having been sent a review copy, I loaded up the games, read the documentation, put my doubts behind me and away I went.

My doubts were ill-founded and I soon found myself drawn into the story

PHOENIX

This is the first in the series and in it you have been recruited by the legendary Champions of Chronos to fight in the Great Temporal Struggle. A task that you found impossible to refuse, a task that sparked off that indomitable urge to succeed. As the Traveller in Black, the one they now call PHOENIX, you must gather your strength and compose your thoughts for it is time to do battle with those who must be destroyed.

Phoenix starts with you standing innocently enough in the spinney of oak trees, from where a little investigating will soon bring into view the village of Finvarra and another called Dunatis, but the villagers of the latter won't allow you to enter. Don't be in too much of a hurry to enter Finvarra, as it is necessary to find some objects and other locations which may not be obvious at first. At this point I missed something of vital importance and it took me a while to get the feel of the game and how the author "thinks". However, once past this point (I must admit with the aid of a hint), I was able to really get into the game.

Phoenix is somewhat gory in parts with dead and dying children in a number of locations. However, this is central to the storyline and you do "sort of" get used to it after a while. A certain amount of time is spent visiting people, greeting them to find out what they need, then doing what is necessary to cure them. In this game it is essential to interact with the other characters. The atmosphere created by Phoenix is excellent and I really felt I was there.

It was a real pleasure to experience the ending (sad though it was) and not to just be presented with a congratulatory message and little else.

VIOLATOR OF VOODOO

The second game in the series is set on the island of Santa Barbaro in the Caribbean at the start of the twentieth century. The stakes are higher this time with the whole island in jeopardy. An opening has been created in the space-time continuum and through it spew the depraved demons of the Primary Darkness in vast numbers, their very presence threatening the fabric of life itself.

Chronos dispatches two Time Crusaders to overcome the evil, and you, as Phoenix, The Traveller in Black, must do battle with the forces of the Primal Darkness on the island, because the demon at Finvarra (in part one) was only banished and not destroyed. It has returned....

In the Violator of Voodoo, as the name suggests, the art of voodoo is practised by the locals and consequently a knowledge of this greatly aids your progress and makes the game more interesting. Fortunately, enclosed with the instructions is a sheet which gives details of, as quoted on the sheet accompanying the game, "what is one of the world's most exotic yet misunderstood religions".

Your quest begins with you on a golden beach of the Caribbean Island of Santa Barbaro. Again in Violator of Voodoo it is important to interact with the other characters in the game, even if it is only in a very simple way, as they have lots of information to impart and without it you won't get very far.

I enjoyed Violator of Voodoo the most out of the four games, perhaps it is because by now I had more of an idea what was expected of me and how to play the game. I still had to resort to "cheating" a couple of times when I got completely stuck, but I did eventually master it.

AZTEC ASSAULT

Aztec Assault, the third in the series, is set in the year 1519 A.D., and death is an integral part of everyday life for the people of the Aztec Empire. Unlike some other cultures that fear or try to avoid death, the Aztecs welcome it with open arms. Human sacrifice is the alchemy by which life is made from death, and the sun provided it with the energy to continue its movement across the heavens. Without it, the end of the world, the fifth sun, will occur. The whole planet will be devastated by earthquakes and the "Apocalypse" will take place at this time also the Tzitzimime, the monsters of the twilight, will swarm out and hurl themselves on the few survivors. So it is written and so it has been told.

The Primal Darkness launch their latest attack on the ancient city of Tenochtitlan, which is laid to siege, the sacred ashes of the past rulers are stolen and Cuicoatl (the Snake-Woman) is either possessed or transformed. Demons roam the religious centres, killing as and when they please. This time the whole empire is at risk, as human sacrifices are no longer possible, and without them, the fifth Sun will surely occur. You might think that it is good that the human sacrifices are no longer being performed, but apparently if this ritual isn't carried out it will anger the gods causing the appearance of the fifth Sun.

I know the game has been well researched and is representative of that time and the Aztec people, but I still found it a little difficult to come to terms with the fact that it is necessary to aid these people to make human sacrifices. In some ways I found this game harder to play than Phoenix or Violator of Voodoo, and I found a number of things difficult to follow. In particular when you return to the path and drown, only to be instantly resurrected by the water's edge. I know this is how you discover the corpse of the dead child, but why it happened lost me!

While playing Aztec Assault you will find yourself on a number of sub-quests which it is necessary to complete before finally killing the victims. In certain places it is necessary to look the part before you are able to pass the guards. I enjoyed solving most of the puzzles in Aztec Assault and there are some interesting and slightly offbeat ones to challenge you.

This game in particular needs careful mapping. I found it took me quite a long time to map because after making an initial map I discovered that there wasn't room for other locations and the map had to be redrawn several times to make any sense of it.

CELTIC CARNAGE

Part four in the series is set over 2000 years ago in the land of Erin. Cuchulainn has disappeared and the Red Branch Knights of the king have been laid low by a terrible sickness. Queen Medb has crossed the border on raids, and has summoned from the Primal Darkness several of the most fearsome allies, not only Balor of the Evil Eye, but also Bres, Cical Footless and even the bloated Lot, each ready to quench their thirst for blood and souls. As Phoenix, it is your task to cure the "sickness", stop the forces of the evil Queen Medb and her allies and, of course, to learn what has happened to Cuchulainn, the hero of Ulster. If you fail then the Emerald Isle will be dramatically altered and, in turn, possibly the future of the entire world.

I know it is authentic, but I found the various names of both people and places difficult to come to grips with because of the unusual spellings (in modern terms that is). I wonder how many places and names I eventually spelt wrong either in my notes or in the walk-through. Celtic Carnage is a little different to the other three games, as it isn't necessary to use those dreadful quotes when talking to people (I just can't get used to pressing ALT-P to get a quote mark, it just doesn't feel right) and it is written a little differently. Also it is necessary to search in a number of locations as well as examine. I found Celtic Carnage to be less gory than the other three, but again it is important to interact with other characters in the game. It isn't possible to enter a few locations until later in the game when certain actions have been undertaken. This prevents you from entering before you are ready. Once I had my map established I had a great time searching through the locations in Celtic Carnage hoping to find something to aid me in my quest.

Conclusion

My main conclusion must be that I really enjoyed playing Phoenix, Violator of Voodoo, Aztec Assault and Celtic Carnage, my initial reservations being totally wrong. All four games have been well researched and are very accurate. I found them to be bug free and atmospheric, with well written location descriptions and messages adding to the enjoyment. The documentation supplied with the games is adequate and sets the scene well, especially in Violator of Voodoo, with which you have the added information on voodoo.

In all four games I would recommend establishing a map as soon as possible, as a lot of travelling is done from one place to another and without it you would soon get lost. One minor point which gave me a little trouble, and which could easily be overcome by a note included with the instructions, was the use of quotes, which are necessary when you talk to people in Phoenix, Violator of Voodoo and Aztec Assault. This is another chance to play some "classic" games. For the small amount of money asked, you can't go wrong and if, like me, you are unsure of the subject matter, give it a go, you may well be surprised.

Available from Zenobi Software. Price : **Amiga and PC** under Spectrum emulation £5.99. Please add 25p to cover postage.

YELLOW PERIL

Written by Dorothy Millard

Reviewed by Cheryl Galpin on a C64

This text-only adventure is a sequel to the Land of the Purple Sea, also by Dorothy, in which everything is purple. After escaping from that adventure, the mad scientist continued his experiments, and Yellow Peril is the result.

Before loading Yellow Peril there is a main menu that offers an instruction file which tells you about the game and offers a list of useful words; a help file which tells you where you may apply for further help, if needed, (and a plug for Probe magazine); and the option of reading about Dorothy's 12 other adventures plus her latest, Misty Island, which is due for release very soon.

As you begin Yellow Peril you find you are standing on the same lonely beach, but everything is now yellow, even the sea. There are other locations which may be familiar to those who have played Purple Sea.

When you explore the island you will meet many weird creatures, including a Yellow Cow that has a passion for berries, a Yellow Whatsit, and the great Yellow Peril itself. You will have to use magic to return home, but not until you have solved many puzzles and found a lot of things.

The game supports abbreviations for often-used commands such as X for examine (which you have to do to a lot of things), R to redescribe a current location, I for inventory and SC for your score. Saving your position is well supported, and this can be done to Disk, Tape or Ram (memory).

While playing the game, you will have to ENTER many places such as enter church, enter gate, enter hole, rather than a compass direction.

It has been written on the Quill, and has lots of locations and brain-teasing puzzles to solve.

Yellow Peril is a well written and excellent adventure. Keep it up Dorothy.

Available from The Adventure Workshop. Price : £2 on tape or disc. Cheque/postal order payable to P.M.Reynolds

'TWAS A TIME OF DREAD

Written by Clive Wilson

Reviewed by Phill Ramsay on an Amstrad CPC

This game is the third part of the "Singer of the Song" trilogy, which began with The Darkest Road, and continued with "The Unborn One". Now, three thousand years have passed, and during this time the land has all but been destroyed.

One dark night, the Mysterious Stranger returns and talks to you, a descendant of the "Singer of the Song". He tells you that when the Black Wanderer sowed the seed of "The Unborn One", he also sowed another seed which would lie dormant until the time was ripe....

As the seed matured it mutated. It divided and sub-divided, became many, and called itself Legion, although it was more than just one being. It spawned far to the East, and it is here that you must travel to confront it. The stranger tells you that the Silent Song too has mutated within you, but how and why and what this might mean, he cannot, or will not, tell you.

You are flown by a giant bird far to the East, to a region known as the Saddest Lands, where you must confront the evil in an attempt to prevent it spreading to the West. It is at this point that the game begins.

Having played and enjoyed the first two parts of the trilogy, I was looking forward to playing the final part, but wasn't sure if Clive Wilson would be able to live up to the quality and enjoyability of the first two parts.

However, I need not have worried about the game – it is easily as good as the others, and in some ways is even better. If anything this game is slightly easier, but the aspect of the game which really brought it to life for me was the inclusion of some subtle (and some obvious) humour.

It's often the case that games seem to take themselves ever so seriously, so to play one which has an amusing slant makes a pleasant change. For example, at one location I found a well. Deciding to try everything, I tried to climb down it and fell to my death.....or so it seemed. However, a message scrolled up saying that we couldn't have a sudden death with no warnings. "Reviewers", I was assured, "don't like them.....Quick, before anyone notices.." and next thing I knew I was back at the top of the well none the worse for my (imaginary?) demise. Thanks, Clive!

At another location, I found a locked chest. I tried examining the chest and discovered that "It's a big chest belonging to Dolly Parton". However, I don't want to spoil the fun so all I'll say is that if you want to see more examples of the humour, you'll have to play the game.

It has been written using the Amstrad version of PAW and therefore runs under CPM and is only available on disc.

Exploring the first few locations, I soon discovered Clive Wilson's love of hiding things in the location descriptions, (something which caught me out several times in the first two games), so it's well worth while looking everywhere. The Examine command appears to be synonymous with the Search command, but it's always as well to use both just in case....

I found a few locations which boasted an apothecary and a shed, and here I found a couple of items which come in very handy later on in the game. Indeed, not too far away I found a wood, and trying to climb a tree I fell, and was unbraided by the game for being so foolish. The response almost caused me to miss something, but having been caught out by Clive in his earlier games, I was half expecting such devious traps.

Eventually, I found my way to the Great Wall, only to be informed that it is unclimbable without special equipment, and I was advised to return to the part of the map I had just emerged from and to find the correct equipment. This is quite a devious problem to solve and may well prove to be beyond some inexperienced adventurers, as you try to find the necessary equipment. However, persistence may be the key to the solution.

Inside a cave you may find a route to continue on with the game – or end up back where you started. Using a wishing-well may yield beneficial results and you have a one-in-three chance of choosing correctly. Paying careful attention to what's said might just give you an edge.

Further on in the game you will have to negotiate the giant's pathway, and if you're unlucky a stag will take a rather unhealthy interest in you. At least, if you die you are offered a resurrection at your last saved position. Not long after successfully negotiate the giant's path there is a pack of baying hounds to be summoned and then got rid of – permanently.

Further still in the game there is a marsh to be overcome – complete, of course, with its noxious gases. And no, holding your breath will not help you. This is one of Clive's more awkward problems. Once solved, it's not that difficult, but the same can be said of most problems, can't it?

On finding another cave, it may seem that you cannot proceed further, but that's not necessarily true. If you haven't got the right object, tough! Around this point in the game, you will enter the screaming madness; a delightful locations, believe me!

A little further on, finding a die might help you, especially if you can be lucky with it. Another thing I want to add by way of a clue is don't always believe everything that you're told. One or two things might be a little inaccurate, or should I say misleading? I'm sure that it's not deliberate.....

Not a million miles away I found a Valkyrie guarding a key. Now how do you get past a Valkyrie? What do you do when it won't let you get the key? I checked my "Adventurer's Encyclopaedia For Avoiding Big and Nasty Monsters" and was told to: Find a friend to help". I did, and so must you.

By this point, I knew that the rest of the game held no terrors for me. That was true, until I found a door suspended in mid-air. I tried opening it, but it was locked, of course. Having unlocked the door, I tried opening it. I couldn't, of course, because it was bolted in addition to having been locked. At long last, I could, and then entered the final phases of the game....

As I said earlier, I thoroughly enjoyed playing "Twas a Time of Dread". All the problems were very logical and solvable, although I have to add that a few of them were a little awkward and quite devious, but not so much so that their solutions are unfathomable.

There are several instances of humour within the game, which adds immensely to its enjoyability.

The locations descriptions – and indeed the text in general – give the impression that lots of thought and effort have gone into them. The sheer quality of the descriptions adds an extra dimension to a game which really is excellent.

The overall quality of the game is very high – well thought out and presented. I really can't recommend the game too highly. As to the difficulty level, I'd place it between intermediate and advanced, but novices shouldn't be put off playing a superb adventure. If you like a challenging, well written adventure, give "Twas a Time of Dread" a try.

In fact, if you've not played the first two parts of the trilogy, give yourself a treat and order all three.

Amstrad version available from The Adventure Workshop. Price : £4 (disc only) Cheque/p.o. payable to P.M.Reynolds

Spectrum version available from Zenobi Software. Price : £2.49 (tape) £3.49 (+3 disc). Please add 25p to cover postage.

Amiga and PC versions (under Spectrum emulation) available from Zenobi Software. Price £2.49. Please add 25p to cover postage.

WEEN

Published by Coktel Vision

Reviewed by Ian Osborne on an Amiga

Ween? Isn't this what you do with babies when they're old enough to eat solids? Maybe, but the Ween in question is a point-and-click graphic adventure available for the 16-bit machines.

The plot is hardly awe-inspiring. Magic, monsters and megalomaniacs with unpronounceable names. Quests, questions and questionable intellects of the NPCs. Infamous baddies, incredulous goodies and the inescapable feeling you've seen it all before. "Place the three grains of sand in the revuss on the day of the great eclipsæ" screams the manual. The player just screams.

Thankfully the game as a whole is considerably better than the plot, and contains several innovative touches. Your ally Petroy offers advice on the various objects and settings you encounter and Urm the fruit bat can be summoned at any time, but only helps if you give him strawberries. His assistance is needed to solve specific problems, and there's no danger of using the fruit in the wrong place. Finally the copper ball you find early in the game transforms into interesting and useful artifacts when combined with the (aaargh!) sacred jewels collected en route.

The interface is identical to Coktel Vision's previous offering Fascination: drag the mouse pointer over the playing area, potentially-useful items being highlighted underneath. "Hunt-the-pixel" situations are nowhere near as common as before, though they're by no means absent. Towards the end you find yourself combining objects for the sake of it too, in the (usually justified) hope that something will happen. Also in common with Fascination, Ween is very linear, preventing the player leaving a location until the problem is solved. This aspect of the game is dealt with far more logically than before; there's always a valid reason why you can't progress such as a locked door or an unleapable pit, but at times you feel you're playing a series of mini-adventures instead of a complete game.

Perhaps Ween's biggest fault is that its final stages appear to be dramatically under-playtested. The puzzles become more obscure and the parser less user-friendly; e.g. sharpening a pencil might be possible by using the sharpener on the pencil but not the other way round, and some chained puzzles are unnecessarily sequential. Watch out too for a nightmare of a problem involving lowering a drawbridge. After going through a tedious routine that makes little sense you're presented with an equally mind-numbing task that's almost impossible unless you're playing using a monitor - fail and you're back where you started.

Ween does not come recommended. It's fun at first but the weak storyline and annoying idiosyncracies mean you soon lose motivation. In this day and age you expect more from a full-priced game than a three-disk adventure that doesn't recognise the second drive. Some of the advertised features such as changing the font didn't work either, presumably being confined to the PC version. If Coktel Vision could combine the originality of Fascination with the initial playability of Ween they'd have a great game; as it stands, this is another one for the bargain bins.

Available for the Amiga, PC and Atari. £25.99

Zenobi Software has kindly supplied Adventure Probe with a huge selection of PD/Shareware Amiga discs, mainly arcade games but some adventures. Short, or longer reviews when appropriate, will be published in this, and future issues of Probe. They are all available from Zenobi Software, only £1.49 per disc, including postage.

EVIL INSECTS (one disc)

Reviewed by Barbara Bassingthwaighte on an Amiga A1200

This is a simple one-location game. All you have to do is kill the insects and avoid the bombs they drop.

You have a gun and shoot at the roof so the bullet rebounds at an angle and kills the insects, which move across the screen from left to right in set patterns. When you have killed them all you get is another screenful to get rid of, and, basically, that's it.

I played the game to a score of 20,000, waiting for something to happen but there were no surprises, not even a bonus bug. It reminded me of a poor Space Invaders game, not addictive, just repetitive. (One disc, A1200 only)

ROCKETZ (one disc)

Reviewed by Barbara Bassingthwaighte on an A1200

You need a monitor for this game as you cannot read the information screen on a TV.

Your task is to control a space rocket on its mission. Well, I didn't get very far as the rocket was uncontrollable and just spun around in circles before crashing. I tried for hours and found it unplayable. I wonder if the programmer actually played it?! (A1200 only)

OVERLANDER (one disc)

Reviewed by Barbara Gibb on an Amiga 600

This is a horizontal-scrolling game based on the coin-op Moon Buggy.

As soon as the game has loaded you are given three choices of in-game music. I prefer a fourth option - silence, so I turned the volume off on the TV/monitor, but no doubt players who find it impossible to enjoy a game without background noise will find one to their liking.

Using the joystick, you control a vehicle across the rugged terrain, leaping over chasms and destroying or jumping over pointed hills that litter the surface of the moon. While you're trying to keep an eye on where you are going, nasty spaceships are dropping bombs on your head. You can shoot upwards at the spaceships, and with practice even I got the timing right. You can also shoot forwards at the larger of the pointed hills to help clear the route. The buggy always moves forward, but you can slow it down to avoid the bombs. However, this is a dangerous manoeuvre because if it stops it bursts into flames.

The graphics are beautifully drawn and coloured, and the control of the buggy very smooth and responsive. Due to my lack of expertise, I've only seen the beginner's level of this game, so I don't know if the scenery and gameplay changes when you reach a higher level; perhaps someone can let me know. Overlander is Shareware, so if I did want to play it for any length of time I would be obliged to register. If others like it and send a few pounds to Mark Sneaky, the programmer, maybe he will write something a bit more original.

KELLOGG'S LAND (one disc)

Reviewed by Barbara Gibb on an Amiga

This is a platform game featuring that grrreat tiger from Kellogg's Frosties, my favourite cereal.

For me, playing an arcade game for eleven minutes is one minute too long, but this brilliant game almost converted me. I've played it half a dozen times, each time getting to a higher level, but also discovering hidden sections that I'd missed.

This is a good game if you haven't played one before or if, like me, you only play for a short time to unwind after a long session at the keyboard. There is a smashing training level, accessed by choosing the GUIDANCE option on the opening menu. Simply play through this level by jumping underneath each of the question marks you meet and follow the advice given by the cuddly bear, who I think is called Chocos.

The basic storyline is to free your friends by working your way around at least 20 levels, collecting the flakes of Frosties, vitamins, bottles of milk, jumping on the acorn-throwing ants, dodging the flying ants, etc. There are plenty of houses to enter; for some you will need an appropriately-coloured key, others are unlocked. By pressing the fire button whilst standing in front of a door to may enter "secret" sections where you will find a rich source of items to collect, usually including an extra-large Frostie.

In common with other platform games, you can jump on clouds (but don't loiter), and be transported upwards or forwards when bits of ground suddenly move when you step onto them. There are stones which build into stairs and flowers which give you an extra bit of bounce, and probably many more that I haven't found yet.

Tony is very good at running and jumping, but not much use in, say, water. To overcome this, if you enter the right house you will be given the chance to change character. Smacks is a frog, and obviously a very good swimmer; he can also blow bubbles - very useful for capturing the underwater ants! Coco is a monkey, and therefore a good climber - I haven't got to where he is needed. Toucan is, surprise, surprise, a bird, and so must be needed when flying is called for; once again I haven't got that far into the game.

I've only seen the training level, and the first three levels of the game. Collecting vitamins (letters) and the extra-large vitamins prolongs your lifespan, and there are lots to pick up, but bumping into the nasties, jumping on spikes, falling into the water without first transforming into Smack, and my lack of joystick expertise and concentration, deminishes my playing time so much I'll just have to be satisfied with discovering all the "secret" places near the beginning.

Control is via the joystick, and the response is excellent, unlike a few expensive games I've seen. The Highscore table suggests there are at least 20 levels, so this must be quite a large game.

Although Kellogg's Land is described as German Commercial Freeware, don't be deceived into thinking it is sub-standard. I think it is up to commercial standard. I don't know how large the game is, but it is well worth £14.99 instead of the PD price of £1.49 including postage.

Very highly recommended.

BESIDE THE SEASIDE (A Taxman Tale)

by STEVE CLAY

My search for Eddie Snipperhands and, more importantly, his money, or rather that part of it that belonged to the revenue, had brought me to the seaside town of Washem-by-the-Sea. I arrived in town towards the end of the summer season when Washem was winding itself down in preparation for the winter hibernation.

In Clawfoot Road I found a flaky-fronted guesthouse complete with whitewashed cartwheels and old chimney pots arranged on the tiny yard of cracked paving stones that formed the sun terrace. The Splendide was the name of this humble abode and I saw a sign showing VACANCIES in the bay window. I didn't fancy that so I took a room instead. The landlady of the establishment, Mrs Byamile, was a tall woman with a permanent scowl and a set of nasty looking curlers in her hair. She guided me up to a room so high up I was suffering from nosebleeds.

As I made my way up the stairs I couldn't help noticing that Mrs Byamile had wooden legs. More curious than that was that she had real feet! The room itself brought back fond memories of the days I've spent in damp dungeons and musty cellars. Even the flowers on the wallpaper had wilted.

"There seem be a lot of cobwebs up here!" I pointed out.

"Don't worry, they keep the flies down!" She replied. "Tea is at six sharp and the door is locked at ten. You're not to bring any ladies back to your room and if you want to have a jacuzzi bath then let me know at breakfast and I'll give you beans for tea."

After breakfast the next day I enquired of Mrs Byamile the whereabouts of Eddie Snipperhands.

"He normally runs the cable car to the visitors centre on Mount Figgis, but the centre is closed today so he could be anywhere. You can try all the pubs in the district or better still have a word with Gypsy Rose. She knows everything!"

"Why, is she a medium?"

"A medium? Never! She's a size twenty two if ever I saw one!"

Confused, I left in search of this font of all knowledge. I headed first to the booths that littered the seafront. The tower that housed the cable car had a closed sign across the gates confirming the information I had received. Not far from the tower was a black billowing tent that my razor sharp mind quickly singled out as the trading premises of Gypsy Rose. Added to this was a large billboard next to the tent. 'Gypsy Rose: Fortunes won, lost and read'. A second sign was tied to the closed tent flaps. 'Closed due to foreseen circumstances!'

I turned away from the tent and bumped into a small rotund lady about four foot high and the same across.

"Sorry to have kept you young man, but I've been to the doctors with this....."

She waved a hand at me. ".....tarnished palm. Bane of a fortune tellers life."

She opened up the tent and beckoned me in. "Right, that will be three silver pieces please!" She held out her hand with a greenish palm showing.

"You haven't told me anything yet!"

"No, but I will!" Unable to find an answer to that, I paid up.

"The gentleman you seek is in the Dragon!" My puzzled look prompted her to elucidate. "The George and Dragon Inn near the pier."

"Is that all I get for three silver pieces?"

"Oh no! Never wear green and avoid women with beards!"

Having left Gypsy Rose, I went in search of the George and Dragon. It wasn't hard to find as someone had wittily put an erection on the roof that gave the impression that a dragon had crashed into it. At the door was a heavy set, facially challenged, lady.

"Is George in?" I joked. The left uppercut that followed loosened a couple of teeth. With profuse apologies to the woman for hitting my jaw on her fist I slipped into the pub. It was a friendly place, well the carpet was clinging to my feet. I enquired of the barman as to the current position of my quarry. He pointed to a small corner table at which sat a man bearing the trademarks of Eddie Snipperhands. At the end of each arm was a shiny metal appliance. The left was a collection of blades that looked like a demented man's idea of what a Swiss Army Knife should look like. The right was formed into a hoop into which a tankard was placed.

"What's he drinking?" I asked the barman.

"If you're paying it'll be Blowtorch!"

"Right then, two Blowtorches." He poured into two tankards a thick red liquid.

I took them over to the table. Eddie quickly took to me. Or rather he took to my ability to purchase him Blowtorch. After one encounter with this drink I reverted back to more sensible refreshments. Come closing time we were both the worse for wear. Out on the seafront, with the sea breeze doing its best to sober us up, Eddie removed his pint pot holder and replaced it with an implement that matched his left hand. "Shhtops shmuggers you know. They won't tuss me when I'm wearing theshhe." Hoping to take advantage of his drunkenness I produced my warrant card.

"I musht ashk you to hand over the shum of fifty silver peeshes." In my efforts to come up with that last sentence I had closed my eyes to stop the pink elephants winking at me. When I opened my eyes I could see Eddie racing down the prom towards the cable car tower. He wasn't always going towards the tower, but it seemed to be his intended target. I followed him on an equally meandering course. However I began to realise that I had a pressing need to relieve the pressure on my bladder. So upon reaching the tower, the gates to which were now open, I took time out to splash my boots. Entering the tower I heard footsteps tramping up the stairs. Occasionally there would be a thump as Eddie missed a step. I followed as quickly as eleven pints of Gnatswee lager and one Blowtorch would allow. I reached the top of the stairs just as Eddie jumped into the cable car which was pulling away. I jumped, missed, and in true hero tradition, grabbed a handy metal bar underneath, no doubt placed there for such a purpose as this.

I felt the car finally slowing and prepared myself to jump off. As the car ground to halt I jumped to safety but Eddie still had an advantage and ran off towards the visitors centre. However, as I followed I noticed that he hadn't taken a chance to shake hands with an old friend and his bow-legged gait hinted at a strong bladder pressure. I followed him into the centre.

The place was dark lit only by the eene glow of a large tropical fish tank in the reception.

I listened for a moment. Footsteps could be heard down a passage to the left of the reception desk. I followed this way and I could see luminous toilet signs. The passage ended in three doors; one marked male, one female, and the third marked other. The door to the male toilet was open and a bright light shone from within. As I entered, the night time hush was shattered by a chilling scream. Eddie Snipperhands lay writhing on the floor trying very hard not to clutch his vitals. Being a Taxman my training had prepared me for things like this and I quickly took advantage of Eddie's position and rifled his pockets.

He looked up at me with tear-filled eyes and asked me, "How did you find me?"

I looked down at him. "Like you, we had a tip off!"

SPHINX ADVENTURE REVISITED by CHRIS LORD

Some of you may have read my rambling monologue in the December issue of Probe and wondered (or probably not), did he play Sphinx again? Well I did, at least for a short time and here is what happened.

Barbara sent me a copy of the Acorn game on tape just before Christmas, so during that one holiday afternoon where you are too hung over to face getting drunk again and the only thing on TV is James Bond or the Sound of Music, I played it.

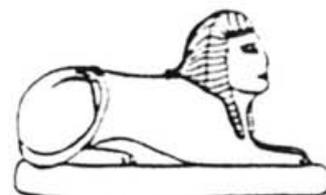
You think this may be a simple process but it took me an hour to find the Electron in the loft among all the other ancient hardware, an adventure in itself. I set the thing up (proud that I had found all the right leads), and switched on. For a few seconds nothing happened, then the screen shimmered into life. Eventually the tape loaded (my god am I glad we don't use those things any more), and the game began.

Sphinx is a text-only game written in 1982 and based on Colossal Cave. It's written in Basic so response times are pretty appalling, comparable to C64 G.A.C. games I have played. I started to wander around mapping locations as I went and soon found that the game was very inconsistent, direction commands allowed impossible linking of locations. Despite this I had fun playing a couple of the puzzles and of course there was the novelty of using the Electron, at least until the thing got warm and half the keyboard failed. At this point I gave up, frustrated by the limitations of the machine and unable to face another interminable tape load wait.

But at least the game was less frustrating second time around. I got further with it in a couple of hours than I had in the several years that I had played the game 10 years previously. With a little confidence and knowing just a little more about how the games work makes all the difference.

I ask, were there ever really any genuine entry level adventures even when the industry was at its height or have they always been designed for enthusiasts?

I'm sure there must be lots of other readers who have a particular game they've been playing for a **very** long time, but for some reason never completed it. Why not send in details of what you have done so far and maybe someone can offer some help? (Barbara)



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Attempt to claim your eccentric rich uncle's treasures hidden around his mansion.



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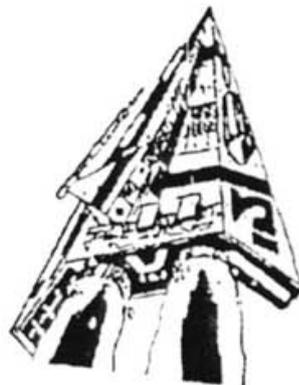
Pyramid

Find and enter the pyramid, search for the treasure and then escape with it, and your life.



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Rescue the princess imprisoned in the castle, then go back for all the treasure.



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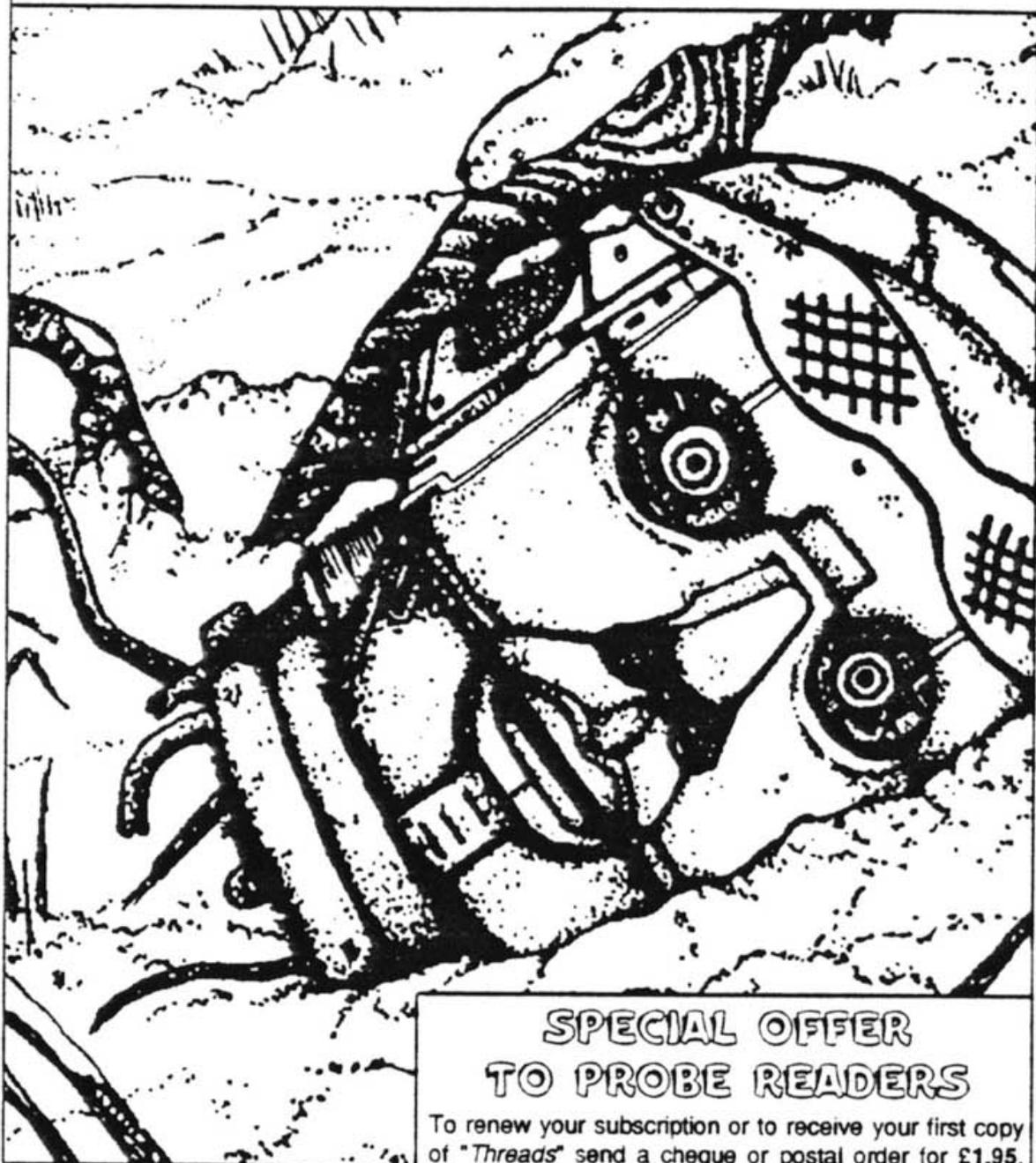
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Zenobi Software

ADVENTURES

DIARID

This is the story of how **DIARID** rescues his beloved **GRAINE** from the **CASTLE OF MISTS**.

The wild wind rattles the rafters and the old man draws his tattered cloak tighter about his frail figure. His audience settle down in mute anticipation, clutching their cups of rough potheen and edging forward in order to hear better.

"'T'was when time was new-born and **FINN MACCUMHAL** had led the **FIANNA** to overcome the 'Dark Forces' that threatened our land. That was the time when the Penian hero, **DIARID**, whispered in the ear of **FINN MacCumhal** that after long service in the cause of **ERIN**, he would fain return to the house of his mother, where his betrothed, the fair and lithesome **GRAINE**, awaited him ..."

As the voice drones on - and the woodsmoke from the open fire swirls across the room, you are drawn mystically into the tale and find yourself acknowledging your chieftain's permission to return home. Joyously you set forth



Spectrum 48K/128K+2

NOTES

Once more **DENNIS F. FRANCOMBE** allows you to enter his 'world' of romance and intrigue, a place where 'truth' and 'wisdom' will conquer all ... with a bit of 'luck' thrown in!

This tale comes in two parts ... In **part one** you will journey through such places as the '**LOST LANDS**' and the '**SEA OF SERPENTS**', whilst encountering such characters as the **mermaid** and the **bear**. You will finally get to meet the illustrious **BRAN** .. without whom your passage in **part two** would be nigh on impossible. Please note that you will need to utilise **BRAN** and his abilities to their utmost in order to complete the task-in-hand and thereby complete the game ... so treat him well!

The game will recognise all the '**standard**' commands, however it will also accept such '**complex**' ones as **SEARCH DUST**, **GET BOOTS AND WEAR THEM**. However in most cases a simple **VERB/NOON** input will suffice. Use **RAMSAVE** and **RAMLOAD** to store/recall a game 'position' to and from **MEMORY** but always use the normal **SAVE** and **LOAD** for a more permanent record.

Some useful words are ... **SPREAD**, **CROSS**, **GREET**, **RAISE**, **CRUSH**, **EMPTY**, **FASTEN** and **PUMP**.

Use the command **SAY TO (Character) "GO WEST"** in order to converse with them .. or whatever!

HINTS : No spade, then try using your shield ... Remove boots before going paddling!!!!
If all seems 'lost' then just call on Bran ... Hungry, then just spread the cloth.



Zenobi Software

ADVENTURES

BRIAN: THE NOVICE BARBARIAN

Down through the 'mists-of-time' some words have become synonymous with our youth and 'Cool' could most certainly be counted amongst their number.

In Balrog's youth it was 'cool' to sport 'D.A.' style haircuts or to wear 'brothel-creeper's'. Whilst in Cat's younger days such items as 'Loons' and 'platform-soles' were seen to be the very epitome of 'coolness' - 'Far-out, man!'

However to today's more educated youngsters the pinnacle of 'cool' can be something as simple as just wearing your cap backwards! Just ask your kids if you want clarification of this, or if you need to discover just what it takes to survive in today's 'cool' world.



Spectrum 48K/128K+2

To one such one young lad - namely **BRIAN WOODLOUSE** (aged 15) - this was of secondary importance because he had set his sights on much greater things. He strove not to emulate his fashion-setters but to become the one thing he prized most in all this universe to be a true **BARBARIAN** just like his grandfather!!!



However such dreams are not easily attained and to become the target of his deepest innermost desires **BRIAN WOODLOUSE** must first gain himself a 'quest' - one that he was capable of completing - one that would gain him the respect of other Barbarians - one that would put his name up there with the other 'greats' of these times.

So it was, on one damp windy morn, that **BRIAN WOODLOUSE** (aged 15) was to embark upon the journey that would once and for all put the object of his desire within his puny grasp. So it was, on one miserable week-day, that **BRIAN WOODLOUSE** (aged 15) was to set off on his first quest - to seek the '**Wand of Flute**' which had been stolen from the great one known as '**The High Mage**'. This task was the one that would take him to the far and distant kingdom of '**Krud**' and the one that would endanger not only his own life but also those of practically every other person he met on the way !!!! Some of whom did no more than to do their best to assist young **BRIAN** succeed with his quest.

Will the quest be a successful one or will the dreams of a young lad lie scattered and broken amidst the debris of battle ... help **BRIAN** complete the quest and reveal it all.

ADVENTURE

NOTES

This game will accept all the standard commands such as **EXAMINE**, **REMOVE**, **SMASH**, **JUMP** and **PULL**, as well as some more unusual ones such as **RETRACT**, **UNROLL** and **LENGTHEN** so have no fear about what you type in ... the worst that can happen is that the programme will not recognise it!

Don't forget to save your 'progress' - if you make any that is - to **TAPE** or **DISK** in order to give yourself a permanent record of it and if things get too tough you can always try using the commands **HINT** or **HELP** - no guarantee they will work though !!!!!



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A Two Part Text Adventure

Exactly a month ago a stranger came to the village of Elswood bringing talk of a sorcerer gathering an army in the western marshland. Handing you a map of where he thought the sorcerer was hiding, he continued, "the army of the souless are nearly ready to attack the Free. There is a chance to stop them, providing you hurry. A brave warrior, such as yourself, must restore the souls to the bodies to defeat the sorcerer. All I know is that the souls are stored in a cavern underneath the marshes." Equiped with a sword and the map, you leave at night, ready to free the souls and defeat the sorcerer. Your quest will be filled with danger and difficulty. Good luck, SOUL HUNTER.

Available now on Disc priced £5.00 and on Tape priced £3.00

THE FORGOTTEN PAST

by TREVOR WHITSEY

You awake early one morning, to discover that you are lying, on a deserted beach, on an unfamiliar shore. Shaking your head to clear the muzziness, you look around then suddenly realise that you can't remember how you got here then desparately searching your memory you discover that you can't even remember who you are! Shocked by your discovery, you try to gather what shattered wits you have left, then deciding that nothing would be gained by just standing here looking at the pounding sea you set off to explore the beach thinking that somewhere there must be a clue as to who you are and what you are doing here.....

Available now on Disc priced £4.00 and on Tape priced £2.00

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The Adventure Workshop



Adventures for the Spectrum

NEW RELEASE

A DAY IN THE LIFE OF A TUPPERWARE SALESMAN

A Two Part 48K Adventure

by **SIMON AVERY**

This adventure takes you to a new world, the world of Horace Hugglethwaight.

Horace was a travelling salesman who wanted more than just Tupperware to fill his remaining years, not that Tupperware wasn't excellent, it just wasn't much to live for.

It was a dark and stormy night when he entered a small hamlet and booked a room in its one Inn. After settling himself in his small room, he wandered down to the bar and bought himself a drink. Shortly afterwards, a grey-haired man came in and settled next to him.

Trying not to appear too obvious, Horace overheard the man telling the barman about some lost treasure deep in the Greystone Hills. Horace listened very carefully and then went to his room. 'Treasure!' he thought. 'At last! A chance to break out of sealed plastic containers! I reckon I'd best get started first thing...'

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THE QUEST FOR THE TALONS Pt.3

by CUCARACHA

(continued from December 1994)

Whilst overhead small bats flitted in the dark night sky, the Maronod tossed and turned in fitful sleep, seemingly unable to find a comfortable spot upon which to lay his weary body.

"Oh for my old feather-bed," sighed the Maronod, tamping down yet another small hillock in the proximity of his rump. Then, in a moment of irate peevishness, it sat bolt upright and began to pound the ground with the pommel end of its staff. To a third-party it would have appeared a very comical sight indeed, that of a small misshapen creature mercilessly beating the area of the clearing with a large wooden staff, but to the Maronod itself it was an act of self-preservation.

"I'll make this clearing comfortable to lie on or else I'll die in the attempt," growled the creature, raising the staff high above its head once more. With that it brought the staff crashing to the ground and delivered an awesome blow to a rather unobtrusive mound of earth that had become the focus of its attentions. As the staff contacted the mound the ground clove in two and both the staff and its wielder vanished into the resultant hole.

"Kraaakk!!" shrieked the Korat as piles of soft earth and a rather weighty Maronod clutching a wooden staff landed on top of it. "By the great breastbone of Xerty I will slaughter the one responsible for disturbing my slumbers!"

In the darkness of the tunnel neither the Korat nor the Maronod could discern just what was what and for a moment silence reigned as both parties struggled to ascertain just what had taken place. The Maronod was first to recover its composure and sensing a certain amount of danger emanating from the dark shape shuffling in front of it, stepped slowly backwards.

"Just stay where you are!" snapped the Korat, leaning forward to get a better view of the creature that had tumbled into his tunnel. "By all that is mighty I will make you pay for disturbing the rest of a Korat warrior". Then all went quiet and the only indication that anything living was in the confines of the tunnel was the small glint of starlight the reflected off the Korat's beak.

Once Maronod and Korat had roamed the land in abundance but fate had decreed that they should both become members of "dying" races. Now, many years later, the two adversaries that stood toe-to-toe in this damp, dark tunnel could be the last of their respective breed. Suddenly, as though this fact had just been told to them both, the Maronod and Korat felt an urge to contact each other and both creatures took one step forward.

"Greetings, great warrior," said the Maronod, doing its best to see just what the shape opposite was doing. "Though it may not seem like it, I can assure you I come in peace."

The Korat hesitated for a second, then twisting its head to one side in order to take advantage of what little starlight there was in the tunnel, it hissed "Bringing down the roof of one's home on one's head is not what I would consider a peaceful act!"

There was a low shuffling sound as the Maronod adjusted its feet in order to prepare for any attack that might come its way, and then the silence was broken by a rushing noise as even more of the tunnel roof came crashing to the floor.

"I was merely trying to make myself more comfortable," groaned the Maronod "and it seems I was a shade over-enthusiastic in my wielding of my staff. Us Maronods are not a warrior-like race and it is not in us to attack without provocation. I apologise profusely for any inconvenience I may have caused you."

At this point, the Korat drew itself up to its full height and was about to bear down upon the small creature huddled at the far end of the tunnel when one word seared into its mind and caused it to stop all thoughts of destruction.

"MARONOD, you say you are a MARONOD! Can this be true? Are you the answer to all my entreaties? Are you the one that can restore me to my former glory? Are you the one that can allow me to revenge my brothers and recover the stolen talons?"

Once more a deathly hush filled the tunnel and the Korat waited with bated breath to hear the answer to its questions....
(to be continued)

100TH ISSUE MONSTER PRIZE QUIZ WINNERS

1st Richard Batey - 98 points

2nd Nancy Finnighan - 93 points

3rd Lorna Paterson - 91 points

4th Jenny Perry - 82 points

5th Isla Donaldson - 80.5 points

Runners-up (in alphabetical order)

Margaret Abbie

Roger Dowdall

Tony Norris

Peter Bergamann

Phil Glover

Jill Nott

Anne Borland

Keith Green

Margo Porteous

Pauline Bryant

Vicky Jackson

Diane Rice

Jean Childs

Chris Lord

Jon Scott

Steve Clay

Geoff Lynas

Damian Steele

Neil Currie

Mark McDermott

Joan Williams

S W Dale

Dorothy Miliard

David Wren

Congratulations to all the 29 readers who sent in replies.

The quiz really was a monster one requiring a grand total of 115 answers. It took me a whole day and evening to check and recheck the forms and I think most of the entrants will be pleasantly surprised at how many correct answers they submitted.

The complete set of questions and answers will be published in the next magazine.

BEGINNERS CORNER

HOW AND WHERE TO LOOK by WYNNE SNOWDON

You all know the feeling! You find your way through the locations of an adventure without actually achieving anything, or, going along happily until you find an obstacle you can't pass. It's usually then you remember all the places you've been without finding anything useful. And why? Because you haven't looked properly.

Adventuring is a constant battle of wits between writers and players and the writers tend not to give much away – quite often not even clothes to stand up in. If they do, remember the Greeks bearing gifts. So, how do you find the goodies they've hidden away?

While not trying to teach grandmother to suck eggs I suggest checking your inventory at the start to see if you've been given anything at all. Read all the text thoroughly. Some writers secrete little hints among the descriptions. Speed reading may be a commendable attribute but it won't help if you miss clues. Take note of everything there, then thoroughly check the list for anything hidden. Be aware that, in adventuring, even a blade of grass can hide an elephant! Leave nothing to chance and no stone unturned.

Try any or all of examine, search, move, lift, push, pull, feel, touch, break, cut and so on until you are happy that there is nothing left to find – AND THERE PROBABLY WILL BE! Examine and search are not always the same as you should find out from responses to your commands. Don't forget that you'll sometimes be allowed to look under, on, behind, in, through, etc. Some "finds" may help you to gain others so check them all out.

Some responses to a command will be "you can't do that" or similar. Being misled into the belief this is so for the whole game, you may miss the one thing you're allowed to find or do using that command. I stumbled for ages in "The Enchanted Cottage" (what a good game!) because I thought searching was pointless but, in one particular place searching is vital.

Some writers will try to fool you by placing more than one object in the same place so it's sometimes worthwhile to examine more than once. Others will give you a "carry limit" which will force you to drop some of your hard won loot. Just remember where you drop it – and that some may break and be useless if needed later.

Sometimes objects won't be created until you've done something in another location. For instance, you may examine a wall in one location without success. Somewhere else you may pull a lever with no apparent result. However, this may have opened a hole in the wall which hides exactly what you've been looking for. So, just because nothing happens in your current location, you can't assume your actions have not caused a change elsewhere – if you're stuck go back and look again.

The above are by no means the only ways to locate objects but may make a good starting point on which to build. It probably sounds tedious but, if you want to progress, you should make finding things one of your prime objectives. You'll soon get into the habit of looking and, when you find something particularly well hidden, you'll feel a well-earned sense of achievement.

Next month – How To Map by Curt O'Grapher

[Further contributions to this section will be gratefully received Barbara]

PROGRAMMING ADVENTURES WITH AMOS Pt.6

by STEVE CLAY

To produce an inventory and to list the objects present at the current location in the form of a sentence, rather than a list, you will need to make a few changes and replace the current inventory objects here routines with the listing provided below. The new routines will assume that you have 30 objects but if you have more or less then swap your number of objects for the 30 in the listing. The object text will require editing slightly by changing the upper case letter at the start of the text for its lower case version. "A crystal sword" becomes "a crystal sword". If for some reason you have all your object text in upper case then ignore the last point.

This routine should replace the original OHERE routine at the foot of process one.

OHERE:

```
FIRST=0: LOBS="I can see ": LOB=999 Rem ** See Note 1 **
```

```
For N=0 to 30
```

```
If COBL(N)-LOC: Rem ** See Note 2 **
```

```
Inc FIRST
```

```
If FIRST=2: LOBS=LOBS+"OBJ$(LOB): End If
```

```
If FIRST>2: LOBS=LOBS+" "+OBJ$(LOB): End If
```

```
LOB=N: End If
```

```
Next N
```

```
If FIRST=0: Return: End If: Rem ** See Note 3 **
```

```
If FIRST=1: LOBS=LOBS+OBJ$(LOB)+".": End If
```

```
If FIRST>1: LOBS=LOBS+" and "+OBJ$(LOB)+".": End If
```

```
TES=LOBS:Gosub PRM: Return
```

For an inventory change the lines in the above routine as follows:

Note 1:

```
FIRST=0: LOBS="I am carrying ": LOB=999
```

Note 2:

```
If COBL(N)-253 or COBL(N)-254
```

Note 3:

```
If FIRST=0: LOBS=LOBS+"nothing.": End If
```

I have yet to receive any questions regarding ADVSHELL or BT or even PC so if there is something giving you trouble or even if you are trying something different and need help with AMOS in general (this excludes fast scrolling shoot em ups I m afraid) then write to me.

**STEVE CLAY, 17 STANLAW ROAD, ELLESMERE PORT, SOUTH WIRRAL,
L65 0EY**

AMIGA COLUMN by STEVE CLAY

Discworld, the graphic adventure, has been released on the PC. Which has nothing to do with the Amiga you may say, but the arrival of the PC version could mean an Amiga version in the pipeline. From a review in PC Zone it would appear that the game is faithful to the Discworld books without actually following any particular story. The graphics look good and the characters look comical enough. The puzzles are said to be involved, which is quite rare in a graphic adventure. I would phone Psygnosis and ask about possible Amiga versions but the last time I tried they had never heard of the Discworld game even on PC so I won't bother just yet! All we can do is hope and pray!!

I have finally had a go at the demo of the Dreamweb adventure, the top down adventure with naughty bits. (If you can see them!) The publishers of Dreamweb could well have a sponsorship deal with Opticians if the size of the sprites and background is anything to go by. Dreamweb operates via a point and click interface that is a little tricky at first but soon becomes second nature. There are lots of objects to examine and I think everything in the game can be examined even if it has no bearing on the game. There have been problems getting this games onto the shelves but I have seen it for sale. So now you have no excuse not to go out and buy it. Unless, of course, you don't actually want the game in which case you do have an excuse.

Gory Story is a PD adventure available from Syntax PD. (Address inside back cover, I think!) It has been written by Philip Richmond, to show what his licenseware adventure creator, CAT, can do. This is a story of vampires and zombies and the like. It is a good game for beginners as even I scored 25/100 before requiring assistance and even then I was on the right lines. If you are wondering about buying CAT then you might like to look at Gory Story and see what it is capable of. (review in Probe next monthBarbara)

Another plug for a PC magazine and Sue Medley. PC Mart is a fortnightly magazine that costs 75p at present. The main reason for reading PC Mart for non-PC users has to be the adventure column. This covers PC releases but as the majority of them are written with AGT then there are likely to be Amiga and even ST versions floating around.

The torrent of point and click adventures that flooded out at the start of 1994 have been reduced to a mere trickle. However there are two bargain packages currently on sale. (Special Reserve have them at £20 each). The first is Classic Collection Lucas Arts, the second Classic Collections Delphine. Both have five titles on which works out at £4 each. The Lucas package has Monkey Island 1, Indy Jones and the Last Crusade, Zak MCKracken, Maniac Mansion and Loom. The Delphine package has Another World, Flashback, Cruise for a Corpse, Operation Stealth and Future Wars. So if you have missed these games then can you afford not to buy them now?!



NEWSDESK

The Adventure & Strategy Club

It was very sad to hear that the A&S Club has had to close down. Sue Roseblade, Hazel Miller and Geoff Hyman, together with a group of loyal adventurers have worked extremely hard to keep the club going. The club will retain and expand their collection of solutions, and so continue to give help to their former members. I will say more in my editorial.

News about Zenobi Software

No more Zenobi Software? I have had many enquiries about this, as, I'm sure, has John Wilson, all in response to the NEWS item in their recent leaflet. John has advised me that the end of Zenobi depends on how the end of year figures add up. It has been a bad year but hopefully it will prove to be better than feared. Equipment wears out and needs replacing, the cost of the "raw materials" has soared as suppliers close down, and sales are falling despite all John's efforts.

Players can't honestly expect Zenobi to be around forever, although I understand they will keep going for at least another few months. I strongly advise readers to buy as many games as they can afford now, while they are available. With some bargains up for grabs, especially the compilations, you should try to complete your collection as soon as possible.

In the meantime, Zenobi's February release is in fact, a rerelease. NO.6 - IN THE VILLAGE by Philip Richmond. Some players may recognize this as a Quilled text adventure based on the cult TV series The Prisoner which was itself a sequel to Danger Man, both starring Patrick McGoochan. This could be a great time to revive the adventure as I'm sure I heard that someone has plans for a feature film based on The Prisoner.

I know there are also some excellent adventures by very popular authors being playtested at the moment, and sincerely hope Zenobi will still be in business when they are ready for release. It is really up to the customers. I know there's a group of regulars who have bought every adventure as it was released, if only we could get the message to a few hundred more!

New C64 adventure from Adventure Workshop

Dorothy Millard's latest is called MISTY ISLAND and is due of soon. Watch this magazine for further details.

News about Amstrad Action

Debby Howard, who, as most of you know, writes the adventures column in A.A. tells me that the magazine has a new editor and they now seem more interested in training up staff rather than producing a decent magazine, which, by the way, is now only available by *subscription*, which explains why I have been unable to find a copy in W.H. Smiths. Debby's mail has not been forwarded to her for the last three months, and the adventure column has been reduced back to one page.

Debby has also sent me a copy of a booklet listing all the hardware, software, magazines, books, etc. that she has for sale. It covers all computers (Amiga, Atari, Amstrad, Spectrum, Commodore, etc.) and also lists the solutions she has for sale. The booklet is free, just send a C5 or foolscap SSAE to Debby Howard, 10 Overton Road, Abbey Wood, London SE2 9SD.

PERSONAL MESSAGES

- To Loobiloo – Don't forget to investigate all locations and save us all a great deal of time. Keep take the steradent! (The Spellkeeper)
- To Ellen – Mummy knows best (I.Jones)
- To Martian – Thanks for the help (The Goblins)
- To Miss Demeanor – Thanks for the info. but I've never "wanted" a sign (Uncle Horace)
- To Mad Cat – Maybe not for you, but I'd not be too happy! (Uncle Horace)
- To Grimwold – Hey, what happened, it's empty!! (Uncle Horace)
- To Damian – I'm at the "designer stubble" stage now, I hope I don't fall off! (Uncle Horace)
- To Damian – In fact you could say it was a round (and round.. and round.. and round.. and round) trip (Ellen)
- To Phill – Eileen has been (severely) dealt with, oh and by the way, how's your uncle Hawkeye keeping?? (Ellen)
- To Mad Cat – Is a necromancer a vampire in love? (Ellen)
- To M.Polo – Did you manage to "catch it", or are you still running? (Ellen)
- To Tutankhamen – Don't talk to me about mummies!!! (Ellen)
- To Jenny – S'funny, but I was pretty "dumb" in THAT adventure too, sniff, sniff (Rudi)
- To Pete – That's right too, ain't it? (Rudi)
- To Tweepwold – Are your nuggets up to scratch yet? (Dopey)
- To Phill – The man at C.A.B. has seen the (hand written) proof – and he's told me to sue you for breach of promise!!! (Loobiloo)
- To Peril – Thanks. It's just a pity that Yogi couldn't do the same, isn't it? (Boo Boo)
- To Mad Cat – What opposition? And who spilt the beans about my new grimoire? (The Witch of Stanley)
- To Mad Cat – What's a grimoire? (Dopey)
- To M.Polo – Does that mean you come from the "Away" counties, then? And I'm not saying who you really are, 'cos you'd just deny it wouldn't you? (Snow White)
- To Tweepwold – Seen anything interesting in your crystal ball lately? (Doc)
- To The Witch of Stanley – It's a tome full of spells, rituals, ceremonies and magical incantations. You must be the only witch not to know what a Grimoire is! (The Spiral Enchanter)
- To All – QUESTION. How did Eilen Mahon manage to lock herself in a car, set off the alarm (much to the amusement of a little old lady who was passing), and then be unable to escape because the car was locked? No wind up, 'tis true. Answers and thoughts via the personals, please! (Phalanx)
- To Neutralspit – Now, the last couple of Probes show you in the light I prefer to think of you: totally silent. What's wrong? Lost our voice, have we? Still recovering from jumping into bed with Fry-Them-With-One-Puff, are we? You have my deepest sympathy, and scorn! (The Viper)
- To Fry-Them-With-One-Puff – By the six triangles of Nigglutt. I'm scared. Really, a cowardly dragon with apparent dyslexia should be humanely put down, don't you think? Either that, or be force-fed smokeless fuel! (The Glumwynd)
- To All – The grand fool, Rakhir, accepted my challenge to a duel to the death! You can guess the outcome. I'm pleased to announce that Rakhir is dead. May he rest in pieces. Now, anyone else want to chance their luck? (The Viper)
- To Wynne – Where's your sense of humour kept, then? (Nemo)
- To Eileen – 'Tis our secret. Say nowt to you-know-who. She won't rest until she finds out the secret, but keep firm. Be resilient. Feign ignorance! Trust no one (John Brandon)

To Mad Cat – If you've not been neutered as yet. I've a rusty razor blade here which could be press ganged into service. After all, we can't run the risk of there being another of your ilk knocking about, can we? (Trasymachus)

To Damian – Played one of your adventures recently (minus steele wool). Could this be an omen? (Ellen)

To Phill – What makes you think that I want to play your new game? (Ellen)

IN TOUCH

FOR SALE : **Amiga** software – Jinxter (£10), Suspicious Cargo (£7), Cruise for a Corpse (£5), Future Wars (£5), The Pawn (£10), Dick Tracey (£8), Curse of Enchantia (£5), Sim City (£7), Fantastic Worlds {Mega-Lo-Mania, Pirates, Populous & Wonderland} (£12), The Greatest {Snooker, Dune & Lure of the Temptress} (£12), Leisure Suit Larry 1 (£7) **Amiga** hardware – Power scanner 3 (£50). **PC** software – Ecoquest (£10). **C64** software – on *disk*: Zork I, II & III (£10), Might & Magic (£5), Might & Magic II (£5), Knights of Legend (£5), Moebius (£5), Curse of the Azure Bonds (£5), Pools of Radiance (£5), Elvira II (£5), Windwalker (£5), Dragons of Flame (£5), on *tape* The Tolkien Trilogy (£5). Please contact Vicky Campbell, 5 Pyecombe Corner, Woodside Park, London N12 7AJ, Tel. 0181 445 7876

FOR SALE : Dragonsphere CD-ROM £20. Please contact Neil Shipman, 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ, Tel. 01454 773167.

WANTED : A copy of WONDERLAND by Magnetic Scrolls for the Atari computer. I have an Atari 1040 with 4 megs. of memory and have seen, in old magazines, good reviews for this adventure but cannot find anywhere that still has a copy. If anyone has a copy for sale, perhaps they could contact me, Peter Clark, at 459 Bramford Lane, Ipswich, Suffolk, IP1 5JH.

WANTED : Patch or Press to suit version A of The Quill. Will pay a reasonable price or swap for some adventure games. Please contact Garry Pearman, 19 Great Leaze, Cadbury Heath, Bristol, BS15 5AT.

HELP WANTED

From Cheryl Galpin – In AFRICAN SAFARI, how do you stop the monkey from jumping out of the boat when you are going down the river in the storm at the start?

[Cheryl lives in Australia, so if anyone can help please contact the Probe office and I will gladly forward the information with her next magazine.....Barbara]

ADDITIONAL SOLUTIONS

The following solutions have been recently added to the files: BALROG'S DAY OUT (BCD4), BLACK TOWER (for C64, not the Diane Rice adventure), CASTLE OF DREAMS, CAVE EXPLORER, CAVEMAN (disk 1 only), CIRCLEWORLD, CITY OF ATLANTIS, CLEMEN'S REVENGE, CODEWORD ARGUSEYE, COLONEL'S HOUSE, COSMIC CAPERS, CRITICAL MASS, CROOKED CANYON CAPERS, CYBERMINE ADVENTURE, DAMSELS IN DISTRESS, FAIRY TALE ADVENTURE, FARMER'S DAUGHTER, FLOTSAM, FOOL'S GOLD, FOREST OF EVIL, FORESTLAND, FOURTH PROTOCOL, GIRO QUEST, GOBLIINS, GOBLINS 2, GOBLINS 3, GORY STORY, ICELAND ADVENTURE, INFINITE INFERNO, ISLAND OF SPIES, JUST ANOTHER POW, KNIGHTWOODE, LOST ISLAND, LOST PLANET, LOVERBOYS, MACBETH (pt.1), MAGIC STONE, MARTIAN PRISONER, MEGA ADVENTURE, TIME OF THE END, TIME ZONER (pt.1), TRAMOTANE ALLIANCE, TROLLBOUND, VAMPYRE HUNTER (text part only)

OBJECTS AND THEIR USES

MICROFAIR MADNESS – 128K Spectrum & PC (under emulation) Compiled by Bernard Wood

LEVEL 1 – Main Game

- Bottle fill with water, give to tramp for pass
- Airmiles give to Myke for torch
- Battery for torch
- Frog drop near Frenchman. enables you to get harp
- Curtains use to catch frog, burn to get calculator
- Fob insert into telephone
- Metal bar to open cupboard
- Harp to send giant to sleep
- Screwdriver to unlock packing case
- £10 note show to Balrog, buy game
- Game (disk) insert into Speccy
- Gold brick to smash television
- Cello bridge
- Bridge drop to cross river
- Coffee put into coffee machine
- Poison dip dart into to kill Mistress
- Wellies to carry water
- Water for coffee machine
- Credit card insert into cash dispenser to get £10 note
- Match to light curtains
- Oil can oil casters on armchair
- Bottle from under car – full of petrol, pour onto curtains
- Crystal place in indentation in Tardit
- Calculator give to Dentist



The Great Caravan Caper Mini Game

- Dowel to enlarge hole
- Hook tie to string to make fishing line
- Nutcracker to undo nut and bolts
- Gold key unlocks suitcase
- Silver key unlocks cupboard
- Jacket search for airmiles
- Screwdriver to unscrew strip
- Cool shirt wear under normal shirt
- Cool pants wear under jeans

The Hoppit Mini Game

Ring wear to make yourself invisible
Cassette tape ... give to playtester
Orb give to Edmond
Sheet of music .. get key to unlock chest
Tights wear them, throw them, climb them

The Search for Smok Mini Game

Hole fill with water
Screwdriver unscrews tiles
Ears wear as a disguise
Toilet roll drop near dog
Moth balls put in ears
Coloured keys ... need to get into rooms



KING'S QUEST 1 – Compiled by Jenny Perry

Pouch in tree, a treasure
Carrot in garden, show to goat to pass troll
Egg in nest up oak tree, a treasure
Walnut (gold) ... by walnut tree, crack it, a treasure
Bowl location south of elf, give to woodcutter and input "fill bowl"
Pebbles in sand in river, see sling
Sling in hole in tree up clouds, use on giant, need pebbles
Ring elf gives this, grants invisibility but only once
Cheese in witch's cupboard, give to rat
Note by witch's bed, a hint as to the gnome's name
Key from gnome if you don't know his name, for way to clouds
Beans from gnome if you do guess his name, plant in flower bed
Clover amongst other clovers, protects you from leprechauns
Dagger under rock west of moat, frees the bucket
Fiddle present from woodcutter, play to leprechauns
Water (in bucket).. well, throw at dragon
Mirror dragon's lair, give to king in throne room
Shield by leprechaun king, give to king in throne room
Chest giant, give to king in throne room

GETTING YOU STARTED

ADVENTURE ISLAND played by Dorothy Millard on a C64

Start on the beach. GET SHELL. EXAMINE SHELL. E. E. GET LOG. EXAMINE LOG. W. W. W. GET dead FISH. EXAMINE FISH. E. DROP LOG. CLIMB LOG (to top of cliff). EXAMINE feral CAT. HELP. E (to edge of deep gorge). GET ROPE. EXAMINE ROPE. GET grappling HOOK. EXAMINE HOOK. TIE ROPE (to what?). TO HOOK. GET COCONUT. EXAMINE COCONUT. W. D. E (to beach). THROW HOOK

CUDDLES played by Karen Tyers on a Spectrum

Start in playpen. EXAM RED BRICK (see letter D). GET BOWL. DROP BOWL (Nanny picks you up - her brooch scratches your face). GET BROOCH. THROW BROOCH (Nanny puts you down to look for brooch). N. N. EXAMINE PURPLE (see letter N). W. W. S. EXAMINE BLUE (see letter I). CLIMB TREE. GET TEDDY. EXAM TEDDY. D. N. E. E. N. EXAM GREEN (see letter B). N. W. W. GET HACKSAW. E. E. E. EXAM YELLOW (see letter B). W. S. S. E. EXAM TUNNEL. EXAMINE ORANGE (see letter O). N. CUT CHAINS. GET WAND. N. N. SAY DOBBIN (rocking-horse goes away). N. W. GET DOLL. E. N. GET TRICYCLE. S. S. S. S. S. W. N. N. W. W. EXAM BOX. GIVE DOLL. W. W. EXAM FLAGPOLE. LOWER FLAG (king's undies). E. E. E. E. S. S. E. N. N. N. N. E. E. USE UNDIES. EXAM CUPBOARD (twice). GET ROMPER SUIT. GET GLASS. W. W. S. S. S. S. W. S. S. W. FIX MIRROR



THE DARE played by the author, Dorothy Millard, on a C64

You start in a cubicle, with a bleeding head, in the dark. HELP (just feel your way around for a bit). FEEL CUBICLE. LIGHT TORCH. GET toilet PAPER. BANDAGE HEAD (you make a temporary bandage with the toilet paper). GET PAPER. EXAMINE FLOOR (there is a small gap at the bottom). SQUEEZE UNDER the door to the washroom (the lights come on automatically). DROP TORCH. EXAMINE FLOOR (there is a pile of dirt in one corner). EXAMINE DIRT. GET HAIRCLIP. EXAMINE DOOR (it's locked). PICK LOCK with the hairclip. DROP HAIRCLIP. S to cafeteria. S to toy department. LOOK BEHIND screen. GET STEPS. N. E to kitchen. DROP STEPS. CLIMB STEPS (they break). W. S. GO STAIRS. D. D. N to hardware department. SEARCH FLOOR

RAIDERS OF THE LOST TOMB played on an Amstrad (GACed version)

You play Jack Williams, the chief crime reporter for the Daily News. The game starts in the avenue outside your own house. I (letter and ticket). X LETTER. X TICKET. E (hall). E (bedroom). TAKE SUITCASE. PHONE FOR TAXI. W. NE (kitchen). X MICROWAVE. TAKE KNIFE. SW. N (study). X DESK. OPEN DRAWER. TAKE CALCULATOR. S (hall). X CUPBOARD. X ANORAK. X POCKET (now have a screwdriver). W (get into taxi which has just arrived). SAY AIRPORT (taken to city airport). WAIT (flight called). N (in seat on plane). FEEL UNDER SEAT (find chewing gum). N (toilet). X CUPBOARD (find radio). X RADIO (note description). X STUDS. UNSCREW STUDS (need screwdriver). X RADIO (a bomb). STICK GUM BETWEEN CONTACTS (now safe)



REALM OF DARKNESS played by Karen Tyers on a Spectrum, (also available for Amiga(e), PC(e), C64)

E, N, NE, E, SEARCH GRASS (find bean), SE, E, D, D, D, D, SW, SW, LOOK UNDER BUSH, GET SPADE, NE, NE, U, U, U, U, W, NW, W, DIG BUMPS, GET CARROT, SW, EXAM HOLE, DROP CARROT, GET STAFF, S, W, S, DIG, GET BOTTLE, S, IN, GET NET, OUT, N, N, E, WEAR NET, U, LOOK OUT TO SEA, GET BEES, D, W, N, RELEASE BEES, N, JUMP, EXAM FLOTSAM, GET COIN, GET CHEST, JUMP

rites of Passage played by Dorothy Millard on a C64

Start in a room. INVENTORY (you are carrying a small key and a spanner), EXAMINE SMALL key, EXAMINE SPANNER, EXAMINE SKYLIGHT (out of reach), EXAMINE SHELVES, EXAMINE CUPBOARD (has a small keyhole), UNLOCK CUPBOARD (using the small key - see toy boat, string and spider), EXAMINE TABLE, READ TOME (history of the Family of Elders), EXAMINE DRAWER (the handle has fallen off), TIP TABLE (the drawer slides open revealing a heavy key), EXAMINE HEAVY key, E (into an east/west corridor), EXAMINE DOOR (locked), UNLOCK DOOR (using the heavy key), E (to a flight of stone steps), GET BLACK potion, EXAMINE BLACK potion, S (the door is stuck), U, W, DRINK BLACK potion (you are now in control of the spider), U

SIMON THE SORCERER played by Diane Rice on an Amiga

You start in the Wizard's house where you find a note from Calypso asking you to rescue him. He also left a postcard for you to use when saving/loading a game and a map which you can use to move rapidly around the game. Key points are marked on it once you have visited them. Pick up the MAGNET from the fridge door and the SCISSORS from the drawer. Walk to the duck pond then through the left hand arch. Pick up the LADDER from outside the first house then enter and pick up the SPECIMEN JAR and the COLD REMEDY. Walk to the inn and pick up the matches from the fruit machine. Use the scissors with the sleeping dwarf to get a BEARD. Talk to the Wizards in the back room and tell them that you will do anything to become a wizard. They will make you one if you find the magic staff. Walk to the forest and talk to the owl. Pick up the FEATHER he drops. You can keep talking to him to receive hints that may or may not be useful



TRINITY played on an Amiga

Start outside the Palace Gate. I (wearing a wrist watch and your pocket contains a credit card and a 7-sided coin), TAKE COIN FROM POCKET, EXAMINE COIN (worth 50p), N (Broad Walk), BUY CRUMBS, TAKE ALL (crumbs and change), FEED BIRDS (see ruby), EXAMINE RUBY (large bird steals it), E, E (Lancaster Walk), READ NOTICE, S (Flower Walk - see soccer ball), TAKE BALL, NW (The Wabe), EXAMINE SUNDIAL (triangular gnomon casts a shadow), EXAMINE GNOMON, UNSCREW GNOMON, TAKE GNOMON, N (round pond - see floating paper bird), EXAMINE BIRD (see writing), UNFOLD BIRD, READ PAPER, NE (back at Lancaster Gate), WAIT (gust of wind blows away an old woman's umbrella into a tree), THROW BALL AT UMBRELLA, TAKE UMBRELLA (see clue), W, W (black Lion Gate), PUSH PRAM, E, PUSH PRAM, S, EXAMINE PRAM, OPEN PRAM, CLIMB INTO PRAM, OPEN UMBRELLA. The west wind blows you to Lancaster Walk, the pram crashes and you drop some of your possessions, TAKE ALL EXCEPT PRAM

HINTS AND TIPS

BARDIC RITE played by John Schofield on a Spectrum, 128K only, also on PC(e)

Do a retreat after smashing the glass door in the clock.

Revive the monk with wine, light the cobwebs, then follow the fire drill.

You need a bucket for the ingredients. Move the pots to upset the cook, then use his stove and keep waiting.

The fuse is made from straw. Put the powder in the Alchemist's vials.

Cut a leaf, and a rug with the knife, keep it under wraps as much as possible, then hide it under the rug.

Pretend you're the Alchemist to fool Eric.

After blowing the safe, wash your hands, change clothes and "plant" some evidence in Sbimms' room.

Dogs like meat - cats don't like dogs. "Hide" the dog from Sbimms.

Remember what Sbimms did to find Nerkin's music.

Fred's the archer. Only he can take the bow from the Keep. He'll need the telescope to complete the Alchemist's task.



CASTLE WARLOCK played on a C64 and Spectrum

To find the hut in the forest : from the start location go S, E, SE, S, W and S.

To find a cave : from the start location go N, N, NW, SE then CLIMB CLIFF. To access the stable : from the Main Hall, CLIMB the CHIMNEY onto the roof, then go N and D to a small room. You need something bony to pick the lock before you can enter the stable.

To access the bedroom floor : from the strong room go N into a "wobbly cupboard" - this is in fact a dumb waiter, so SAY UP and SAY D to get it to move.

FABLED BLACK ROSE played on a Spectrum

Play the pipe (whittled candle) to deal with the rat, then go down into the pit. Examine the spike and cut off the tail using the all-important knife. Tie a knot in it to make a "rope".

The long bone can be used as a bridge over the pit.

When on top of the mountain, look in the stump.

When you fix the star to the rod, the Elf queen appears, takes the wand and creates a bridge of gold - so that you can reach the Fabled Black Rose.

OG THE GREAT! Pt.3 played by the author, Damian Steele on a C64

To reveal the route through the maze enter AMAZING.

Some items have more than one use.

Pay attention to the wording of help messages for clues.

Try talking to Death. You may be surprised.

FLIGHT OF THE UNICORN played by Dorothy Millard on a C64

Whenever you are turned into a frog you drop all items you are carrying. DRINK POTION (to become a prince again), then GET POTION and any other items dropped.

If you are carrying the Raven it will give you various clues throughout the game.

From time to time throughout the game the Jester will steal one of the items you are carrying. This can be retrieved at any time by visiting the Jester's Room.

INDIANA JONES/FATE OF ATLANTIS played by Neil Currie on an Amiga

Submarine

Use the intercom and order the crew to the aft of the submarine.

Get the bread and meat and make a sandwich.

Use the stain on the leak to get the acid. Use this on the strongbox to get the stones and a key.

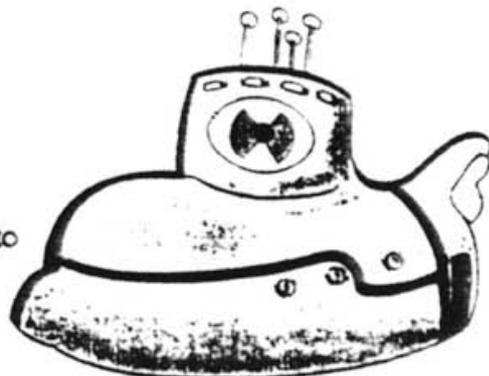
Go to the left of Sophia and tell her to distract the guard.

Use the plunger on the control in the conning tower to operate it.

Order the crew to the bow.

Use the greasy rag on the wires in the aft to fix the rudder.

Use the key on the wheel to control the sub. and steer it into the airlock.



Atlantis

Once Sophia is kidnapped again use the ladder on the steep incline then pick up the ladder. Open the stone box and use a bead on the rod to make a torch.

Use the three stones on the spindle and a bead on the statue to open the doors.

KING'S QUEST 2 played by Jenny Perry on a PC

It's random whether Grandma or the wolf is at home – Grandma is hungry.

Don't ask why but you have to throw the bridle at the viper. Killing him with the sword means missing out on a useful object.

The carpet can only be used for one return trip.

Wear the cloak and ring to enter the boat without paying.

Dracula is in his coffin at random – kill him if you have the stake and mallet.

Light the candle on the torch on the wall.

Avoid swimming in poisoned lakes.

Give the flowers to the mermaid in order to visit Neptune.

Pray in church. Open the clam. Look in the mailbox.

Be a kind angler and throw the fish back.



TOTAL REALITY DELUSION played by Peter Clark on an Amstrad (also on Spectrum and C64)

Wear the bucket that you find in the well.

Planting the cassette in the field where there is a scarecrow will produce a chain saw.

Woodlice can be useful when it comes to getting through locked doors.

JUST ANOTHER POW played on a C64

Talk to the guard who comes into cell 1 – you only get one chance.

EGDEH NUOL twice to find a couple of items – but only one is needed.

Talk to the prisoner in cell 3 – he will swap something for what you really need.

You can't remove the grating in the shower – you have to find another way of getting to the package.

You can only exit cell 2 if you already have the key.

Wait in the store-room for the cook to appear. If you give him something you can gain access to the bin-shed.

Wait in your new cell until you are put on a train for transfer to Colditz, then escape!

JOLLY POPPA DOWN played on an Amstrad

To gain entry to the workshop ROOD NO KCONK and then EOTELTSIM YAS.

Empty the sack, then examine it. You can carry all you need in it. To put something inside the sack, first drop it, then PUT <object> IN SACK. Don't forget to pick it up again.

To enter Mr & Mrs Santa Claus' house THGIN TNELIS ELTSHW.

Put the ice cube in the oven to reveal an important item.

Press the green button (works only once) to convert the ramp into stairs.

Shake the boot to find a vital object.

You must be correctly dressed for the job, so find and wear the snow shoes, long johns, parka and gas mask.



MOONSHARDS OF SACRIMORE played by John Schofield on a Spectrum (128K only)

Marridorn will follow you if you ask her.

Load the trebuchet with the boulder (which is heavy!) before confronting the Stone Guardian. Do a quick retreat back to the trebuchet and cut the rope.

Merridorn will show you a door on the mountain path.

You'll find that Aldaut's daemon is an illusion if you use the faery's spell. They just make good use of the moon dagger on Aldaut to complete the game.

To score 100% you have to kill the Hobgoblin, Spectre, Grigil, Werewolf and Captain's Ghost.

Try to sleep indoors at night – otherwise you need some light to ward off the Vampyre.

Be very wary of the whispering tree in Shadow Wood.

There are about 230 locations in the game, so happy mapping.

Red Herrings : a lot! – ribcage, spoon, shovel, lute, eyepatch, ankh, shell, silver ring, cradle, amulet, jewels, sickle, wolvesdung, gravestones, drum, spindle, broomstick, altar, cherub, human remains, candlestick, cauldron, bench, tables, chairs, piccolo, looking glass, violin, ladle, doll, harpsicord, talisman, trinkets.

MIDSUMMER DAY'S DREAM played by John Schofield on a Spectrum (128K only) and Amstrad

Kick the rubble for something useful.

You may have to throw the stone in the pond many times.

Use the spell up the tree.

You'll have to give the Grue his favourite tippie.

Before leaving the Inn, move the crates, use the mangle and check under the bed and in the jug.

Talk to the parrot until you find out what it wants.

You should have a suitable gift for the sailor.

Paint the crow and use your bottle in the dark.

ORB QUEST played on a Spectrum (128K only) also Amstrad

Each word on the scroll is an anagram, and the whole message is read backwards – remember what it says when captured by the Troll army.

You'll need protection when challenged by a skeletal warrior.

Fit the brass ring to open the trapdoor in the log cabin.

The squirrel contains stuffing, and a key. Remove a stone in the cellar to find a keyhole.

Point the ring at the bolt of fire Malak fires at you. Note what he says.

The black spider is poisonous – the other (right) is white and made of crystal.

SCARY MANSION Pt.1 played by John Schofield on a Spectrum

Scoring : Leaving House in first 10 turns to be given Tram Ticket (6)

Examine Sink in bathroom to find soap (2)

Sit Down Flotsam's Chair to be told about murder (5)

Give Soap to Guardian to get rid of him (8)

Unlock Cabinet in bathroom with useful key (3)

Unlock Cupboard in your room with useful key (4)

Open Fridge in the kitchen (3)

Enter 2277 to open the Violin Case (3)

Enter the Newsagent's wearing Dirty Old Man's Disguise (7)

Buy Magazine with some of your cash (3)

Open Front Door (for 2 moves) by wearing Prostitute's disguise (5)

Pouikes gives you the CND Badge in the Flower Power Den (6)

Play Violin to get rid of Professor Quarryfarty (9)

Climb in Tram on Platform 2 to complete part one (5) Total: 69.

SERENDIPITY played by John Schofield on a Spectrum

The paper can be used to get the Computer working and stacking the boxes will give you another clue.

Something in the wellington will help you climb the drainpipe.

You should have two apples to make a pair (pear).

Find a disguise in the Fortune Teller's Tent then hang around for some help (but don't wear it too soon).

Someone's under the table in the Beer Tent! Did you find what she wants in the Attic dust?

Throw the slipper at the dustbin. You'll need one of the objects you find again after giving it to Bob.

The wallpaper gives you directions through the coloured slabs.

THRALLBOUND played on an Amiga

"Sell" your horse to the guard at the gate. Ignore the stub/table/hole, they are just scenery. Read the runes on the large stone on the grassy plain.

At the beach, swim and then go N and W. Return S, E and UP - other directions will result in your capture.

If you can get to the top of the tree, you'll get a valuable reward.

Kill Karl and take his leg. You *can't* retrieve the knife that falls into the water.

The guard outside the chief's house is stubborn and won't leave his post as often as you would wish. His movements are random, so you may get caught before you are able to enter the house.

Give the coin, sword and ring to the boat-builder.

The statue, woodpiece, bearskin and horsedropping are red herrings.



YELLOW PERIL played by the author, Dorothy Millard, on a C64

You only have three opportunities to enter the fisherman's hut.

When crossing the river on the repaired raft you can only carry five items in safety.

The items you "cannot quite see" are the jewels which the Yellow Peril wants. To see them you will need the magic mirror.

Do not drop the berries for the cow to eat - it is necessary for her to follow you to meet the bull, and she will only do this while you are carrying the berries.

To read the book and find out the magic words, you must have drunk from the magic fountain and be carrying the magnifying glass.



VALHALLA Level 1 played on an Amiga

The books sometimes give vague clues.

The TINY keys unlock the various chests. You can't use a key on the wrong chest, so try each chest until you find the right one.

The round gems are your "key" to deactivating those mean doors that close behind you.

Break a tile in the "well" room to find your father's ring. Take it to the start location, remove the book and replace it with the gold ring which is turned into a parchment. You must take this to the long broken altar (Altar of Justice) and it will be transformed into the Symbol of Justice. This has to be given to one of the skull altars to open a door.

The withered Rose can be revived in the Water of Life and then placed on the Love Skull to open a door.

The piece of wood is very useful as a bridge - on more than one occasion.

Drink the potion of strength before you try to pick up the boulder. Don't carry it too far - it isn't needed so drop it somewhere safe.

A chalice is in one of the chests. Fill it with water, then change the water to wine by placing it on the Miracle Stone. Give the wine to the Wine Skull for a rubber-soles potion.

One of the crowns is a trap. Ensure you pick up the *right* one.

Put the crown on the throne for a warrior's shield.

The electrodes can be deactivated by swapping the warrior's sword for the warrior's shield - you can now walk backwards and forwards in safety.

To get the Blood Skull to open a door give it a bloody sword.

Put the Talisman of Light on the correct altar of four and a door to the north will open, to your credit (card).

BLACK CRYPT played by Mary Scott-Parker on an Amiga

Level 11

Just go round the level and collect anything worthwhile.

16.19 False wall, face South and enter

18.18 Enter haze, teleports to 01.06.12

Level 12

01.02 Read rune [answer in manual]

06.02 Go up the stairs

Level 13

Level 13 is very easy to do, just work your way round, sticking to the left hand wall all the way [two false walls to watch for are through the door at 36.18 (go S) and 28.13 (go W)] moving slowly and carefully, because of the spiders and other green monsters. Keep a supply of cure disease spells activated, as party members soon become diseased upon contact with the spiders. All but four of the doors can be opened without keys and the 4 Nether keys to the locked doors are lying about nearby, [33.30, 34.20, 03.05, 04.18]. Behind each of the Nether doors is another locked door, but these doors require an Octa key and these are not found on this level. Also lying around are four Pearls or Orbs of the Planes [11.29, 32.01, 06.01 and 08.24] Each pearl, when fitted into an alcove opens a nearby staircase. Each staircase leads to another level and after completing the quest on that level, you will obtain an Octa key and one of the 4 special weapons used to kill Estoroth. You can either complete level 13 first, collecting all 4 pearls and then completing the four quests below, or you can complete part of level 13 and upon finding a pearl, opening up the staircase and completing the quest below.

On completion of level 13, with 4 Pearls or Orbs of Planes

35.02 Step onto floor studs [teleports to 01.01.17]

Level 17

01.01 Put Orb into altar

Level 13

35.02 Go down stairs

Level 24 is the Medusa level and is DIFFICULT. Before embarking on it, make sure you have a few teleport scrolls and at least 4 [8 would be better] potions of Invincibility [Never use the last one, or you can't make any more] I think the idea is to trap the Medusa [the floating skull.....the scroll by the entrance is FALSE!] in a corner with 2 create wall spells.... Good Luck! If this fails, however you might like to try the following in desperation.

06.03 South, East then North

11.06 Open gate

13.08 Open door

Inside this door is the Medusa's domain. As coming face to face with the Medusa invariably means instant death, tread warily. Give all party members a potion of Invincibility. Open gate and while protected by the potion, make your way round the central island in a clockwise direction [checking position on the Wizard sight map regularly] side-stepping nasties, killing them or walking through them and covering as wide an area as possible [so that you can teleport to the maximum number of places within the room] until you get to 28.05 and the Greengold key. Get key and teleport to 13.08 (more next month)



SERIALIZED SOLUTION

GOLDEN WOMBAT OF DESTINY played by Reynir Stefansson on a PC

I immediately retraced my steps back towards the glass dome. En route I came across a most extraordinary sight, that looked like the visuals from a fantasy/horror movie and the soundtrack from a 50's box office hit.

When I came back to where I saw the termite, I could neither hear nor see anything unusual. I cautiously entered the archway, but got through without trouble. I was in a walled garden, resembling a courtyard. Inside I found the termite. It was clinically and legally dead. I felt glad I hadn't sniffed from that bottle myself.

In the courtyard I found a coin, just like the one I had found earlier.

In the wall itself I could see two large squares with deep slits around them. The one further from me was inscribed with "Do Not Push!", but I pushed on it anyway. I pushed again and again, but nothing happened. Nothing at all. I went to the other square. It looked the same, except it wasn't inscribed with anything. I pushed. I pushed again. It gave slightly. I pushed harder, and then with all my might.

I almost lost my balance when the stone square gave and disappeared into the wall with some clunks and clicks. "A secret passage!" I thought. Before I could react, the stone appeared again and closed the hole. Miffed, I pushed again and again, but to no avail.

Before I left, I gave the inscribed square one last push. This time, it revolved around itself easily. The other side was inscribed with the final words of one of the city's last inhabitants, describing a plague (so it *was* true!) razing city and country.

The Empress herself had been saved, but at what cost? The rite used (called Kthalak) had been deliberately and completely perverted, turning her into a nameless, bloated horror. Only by Kthalaking her again with her real name, could she be restored to former beauty.

"A nameless, bloated horror....." These words set some wheels whirring in my brain. There was a nameless, bloated horror in the tower. And there was this coincidence with an Empress named Rosalind carved in damn near every tree around the city, and the fact that it *had* been run by an Empress.

This had to be too good to be true. I immediately delved into the Adventurer's Guide To Magick. As Lady Luck would have it, there was indeed an article under "Transformations" on this Kthalaking. The only snag was that the author wasn't sure he had transcribed it correctly.

Well, it was the only thing I had, so it would have to do. But before I did it, I wanted to finish exploring the dome.

In one part of the dome I saw a sign requesting donations for some Wombat Campaign. Thinking about the one I'd found earlier and before thinking of anything else, I grabbed the other coin and put it in a funnel that stuck out of the grass. There was some grindings and groans from old cogs and gears, a "thank you" sign sprang from the ground and an old, wobbly recording played. Then everything went back to its former position.

All this commotion toppled a hamster out of his sleeping hole in the undergrowth. I picked him up without any objections.

(to be continued)

SOLUTION OF THE MONTH

THE BLACK TOWER – written by Diane Rice

Played by Barbara Gibb on a Spectrum

PART ONE

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 (not needed), TAKE GAUNTLET (leave the crust for the moment), E, E, S, S, W, X STREAM. There is a trap just 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 (now hanging around), X TREE, X HOLE (see egg). You can only TAKE EGG if you are only carrying one other object. CUT ROPE (need sharp knife). You are now back on the ground.

TAKE BERRIES, TAKE GAUNTLET, E, N, E (near brambles), WEAR GAUNTLET and SEARCH BRAMBLES, TAKE BUCKET. Note: you can CUT BRAMBLES but it results in a blunt knife and the discovery of a ruby which is a red herring. W, N, E, SHARPEN KNIFE (if necessary), DROP ALL (note egg did not break), MOVE ROCK (the opal is another red herring), TAKE EGG, CLIMB ROCK (OK if only carrying one item, e.g. the egg), U (high in the tree), DROP EGG and go D to see that the egg has cracked open to reveal a gold key. TAKE BERRIES, W, N, E (glade), SIT, SEARCH GRASS (see beetle), TAKE BEETLE, X BEETLE, FEED BEETLE (need spray of berries – beetle starts to glow), W, S, E, TAKE BUCKET, TAKE GOLD key and SEARCH ROOTS to find a door. UNLOCK DOOR (need gold key – now on a flight of stairs), X PASSAGE (see ledge formed by the roots), X LEDGE (dusty), FEEL LEDGE and TAKE LANTERN, X LANTERN, INSERT BEETLE (now have a light source), IN (large underground chamber. Don't examine or take anything whilst the gnome is present (i.e. awake) otherwise you are thrown out and can't return. X CHAIR and X NOTE, X BATH, X BED. This last action awakens the gnome who hits you with a frying pan. GIVE BUCKET (just what he needs to fetch water on a Friday). He gives you a ring and escorts you outside. DROP GOLD key, X RING (note description), WEAR RING (saves on carrying capacity). TAKE KNIFE (sharpen it if necessary), W, W, W, TAKE RAKE, TAKE CRUST, E, E, S, S (junction).

X SIGN (see twine tied to post). You can't untie it, so CUT TWINE (need sharp knife), DROP KNIFE (for the moment) TAKE TWINE, E, E (another hut), RAKE FLOOR (need rake of course – you find some bones), DROP RAKE, TAKE BONES, X BONES (straight), KNIT TWINE (need bones and twine, makes a net), DROP BONES (for the moment), W, W, N, W, W (flowery dell), X POOL (see a fish swimming in the pool), THROW CRUST (as bait to attract fish), CAST NET (catch fish but lose the net), PICK FLOWER (ignore the sapphire – another red herring), WEAR FLOWER, E, E, S, E, E (back at hut), X POT (full of boiling water), COOK FISH, X FISH, TAKE BONES and TAKE FISH (need bones). You blow on it until it cools. EAT FISH (you devour it, and find a bronze key). DROP BONES. TAKE BRONZE key. W, SW (start location), SEARCH BUSH and TAKE THORN, X THORN, TAKE KNIFE, N, N, E, E (large cave – dark if not carrying the "lit" lantern), CLIMB ROCKS (find door), UNLOCK DOOR (need bronze key). You are forced through the door, lose the lantern and bronze key but should still have the ring and flowers [both worn] and the knife and thorn.

You are now on top of a steep slope, so go D (to west bank of a river), S and S to near a waterfall. IN (behind waterfall where you see a chest), X CHEST, HIT CHEST (you automatically pick up a rock and smash the chest open). LOOK in CHEST and TAKE PIPE, OUT, N, N, NW, IN (inside barn), X HOLES (see ratabbit looking out), X RATABBIT (note "warm fur"), PLAY PIPE (swarm of ratabbits appear, fascinated by music they follow you), OUT, SE, S (where river flows gently), SWIM (you swim across but ratabbits drown. Do not go into the cave you - you will freeze to death. SWIM back to the other side and go S and D to below the waterfall where you see dead ratabbits. TAKE RATABBITS, SKIN RATABBITS (need sharp knife), X RING (note thread), REMOVE RING and TAKE THREAD. Now with your still sharp knife PIERCE THORN and THREAD THORN so that you can SEW SKINS to make a warm cloak. DROP THORN, DROP KNIFE, You dropped the ring so TAKE RING and WEAR RING. WEAR CLOAK and before you leave SEARCH SHINGLE and TAKE FLINT. U, N, N, NW (corn field) LOOK UNDER hedge and TAKE STRAW, IN (inside barn), PUSH BALES (to find a cart), X CART (note heavy iron wheels), REMOVE WHEELS and TAKE CART, X HOLE and TAKE WHISKER, OUT, SE (where river is below a steep slope). You should have cloak, ring and flowers [all worn], plus flint, straw, whisker and cart). LAUNCH CART and BOARD CART. The current carries it to the opposite bank. You jump out and the cart floats away.

Ensure you are wearing the cloak before you go IN to the cave. X HOLE (blocked by frozen stream), DROP STRAW, STRIKE FLINT (which ignites the straw), X STREAM (melted), SEARCH STREAM and TAKE BELL, X BELL, RING BELL (no clapper), REMOVE RING, MAKE CLAPPER (need ring and whisker), TIE CLAPPER (to bell), Now go IN (to a tunnel). You can go further N and N to a dead end, can see a Black Tower to the NE. Return S and IN to the tunnel and X WALL (wet and cold), FEEL WALL (find crack which is the outline of a door - but no doorbell!), RING BELL (door opens and you are magically transported out of Part 1.

You should be given the code word FLOWERS. If you don't have the flowers you will be told BELL which causes a few problems in part two, although the author has been kind and you will be give a hint before you become too frustrated.

PART TWO

Enter the correct code word which is FLOWERS. LOOK D, TAKE MOSS, DROP MOSS (falls into hole), TAKE MOSS, DROP MOSS, TAKE MOSS, DROP MOSS, LOOK D (no glint of water), TAKE MOSS (needed later), D (you land on the moss which has absorbed the water - ignore the topaz ring), U (the ladder), E, NE, NE, E (top of hill), SEARCH PATH, TAKE ROPE, S (west bank of river), LOOK UNDER brambles and TAKE MUSHROOMS, N, W, N, EXAM ALTAR (dedicated to Goddess Flora - flowers not margarine!), REMOVE FLOWERS (the only possession that survived the journey into part two), KNEEL then PUT FLOWERS (onto altar - you are transported to a large cavern). RIP DRAPE, TAKE CLOTH, TIE CLOTH [to wrist - saves carrying capacity], X STATUE (tall!), THROW ROPE (catches on the hand of the statue), CLIMB ROPE (note smile on face of statue!), SMILE - you are told your task is to destroy the Morjan crystal. TAKE TORCH, D (rope), PULL ROPE and PULL ROPE again - this time you are transported back to the grove.

S, SW, SW (near bush) LOOK UNDER [bush] (find hatch), PULL BUSH (hear noise), LOOK (see hole in ground), D (dark if not carrying lit torch). SEARCH TUNNEL (see recess), INSERT HAND, LOOK, TAKE JADE [figure], X JADE (note description), E, X HELMET (this one is a red herring as the gnome doesn't recognize you if you are wearing it when you call him, also it falls off when you are "flying" and can't be retained or retrieved). X GRILLE (see dungeon but no way in), W, U, SE, READ SIGN (you have been warned - save your position in case you have forgotten something).

S (no exits), HELP, CALL a FRIEND (gnome appears and offers help – must not be wearing a helmet), SAY YES (gnome gives some advice and disappears to be replaced by a Roc). X ROC, LOOK. Repeat LOOK until a feather appears. TAKE FEATHER, X FEATHER, READ FEATHER (note instructions), DROP FEATHER, CLIMB ROC (now on its back), say FLY (now in the air), say FIND SHIELD (as advised by the gnome – bird swoops down and you slide off). You are now on a small rocky island. X CHEST (told that as well as the shield, 2 words are hidden in the "word search"), Input KEY HELMET (they, plus a lamp appear), X HELMET (note the owl design on it – ignore it, also the lamp which isn't needed). DROP ALL (can be collected later), TAKE KEY, D (into hole). TAKE DAGGER (ignore rope). DIG (find another helmet), TAKE HELMET, X HELMET (note the raven crest – this is the one you need), WEAR HELMET, U (sand half fills the hole so you can't go down again), CLIMB ROC, FLY, FLY (now in Roc's nest).

X NEST (note description of nest, you can also see a chest, bale of silk, bucket, chalice and ivory) – ignore the last two). TAKE REEDS (nest made of them), WEAVE REEDS (into basket), CUT SILK (need dagger), DROP DAGGER, TAKE SILK, X SILK (clue), TIE SILK [to basket], X CHEST, UNLOCK CHEST (need key from island), TAKE BUCKET before you OPEN CHEST (now trapped inside chest. You have only 5 moves – SEARCH CHEST, TAKE SHIELD, BEAT DRUM, LOOK, LOOK again and a gnome appears – if you had the bucket you should be out of the chest. ENTER BASKET and the Roc should appear in response to you beating the drum; the basket drifts down to the beach. X SHIELD (dull), TAKE SAND, RUB SHIELD [with sand] – must do it here as you will lose the sand in flight. CLIMB ROC, FLY, GO ISLAND (so you can collect objects left here), TAKE MOSS, TAKE MUSHROOMS, TAKE TORCH, TAKE CLOTH, TIE CLOTH, TAKE JADE, CLIMB ROC, FLY, LOOK D, GO TOWER.

X GUARD (note Raven crest on helmet), WAKE GUARD (you must be wearing the Raven-crested helmet), GIVE MUSHROOMS to the guard who eats them and then leaps of the tower), REMOVE HELMET, DROP HELMET, OPEN DOOR (smell gas), X DOOR, X BRACKET, INSERT TORCH [into bracket], IN (dark but safe if not carrying torch), HOLD BREATH before going D (see broken gas pipe), INSERT MOSS so that it is safe to BREATHE. Don't go down with a torch, so return U and OUT to top of tower.

TAKE TINDERBOX, LIGHT TORCH, DROP TINDERBOX, TAKE TORCH, IN, D, D, N (stone slab blocks way), X SLAB (smooth except for recess), INSERT HAND into recess (base raised), INSERT JADE statue (slab slides back), N, E, NE (see crystal on pedestal on other side of archway), RAISE [burnished] SHIELD, REMOVE CLOTH, COVER EYES (use cloth as blindfold). Now, protected against the brilliance of the crystal, go IN (the shield reflects light and crystal shatters), E, SW, W, W, D. Ensure you REMOVE HELMET (if still worn) before you go OUT to finish and a rapturous welcome. WELL DONE (220/220)

NEXT MONTH

Reviews – Because of a Cat, Gory Story, Harboro & St.Jives, House out of Town, Impact, Knightwoode, Song of Taliesin, Time Zoner, Underworld – The Village, plus others

Full solution – Goblins by Jenny Perry

Guide to Gothic Horror – Frankenstein by John Schofield

Beginners Corner – How to Map by Curt O'Grapher

Specials – My Top Ten Adventures by Richard Batey, Survival Guide for Adventurer's Partners, Little Red Dragon by Ellen Mahon,

plus all the usual regular sections.

M-Z OF USEFUL ADDRESSES

Concluding the brief write-ups of the entries in the Useful Addresses on the inside back cover of the magazine.

Moonshine PD – sells Amstrad Public Domain software. Run by Martin Greenhalgh.

Motivations – run by Alec Carswell, offers, via mail order, Spectrum adventures including some under licence from Zenobi Software.

Round Corner Software Library – PD/Shareware library for PC owners, run by Grimwold aka Simon Avery. £1 per disc full of adventures.

Soft Options – home-based company dealing with secondhand software (and some hardware) for 8-bit computers. Very reasonable prices and friendly service. Send large SAE for list for your particular computer.

Special Reserve – commercial company selling software for Atari (although list shrinking), Amiga, PC and consoles, also computers, monitors, CDs, etc. Membership essential but the fee of £7 per annum/£12 for two years is soon recovered on purchases at greatly discounted prices.

Spectrum Software Hire – offers a library service for Spectrum software, including, I believe, adventures.

Spectrum UK – a bi-monthly magazine for Spectrum owners. Well printed, with an adventure section written by Joe Blizard. £1.50 per issue.

Spellunker – I haven't heard from them for a while but it is/was a monthly magazine for adventurers. If any reader knows the latest situation please let me know.

SynTax – monthly disk magazine and extensive PD/Shareware library for Atari, Amiga and PC owning adventurers. £3.50 per issue, please state which computer you have.

Topologika – software company selling classic adventures (also educational programs) on disc for the BBC, CPC, PCW, IBM, Nimbus, Atari and Archimedes. **WoW Software** – software company run by Joan and Maurice Pancott for Amstrad owners. Large catalogue of adventures available on tape and disc, with discounts on disc compilations.

ZAT – fanzine for Spectrum and SAM Coupe owners. Brilliantly illustrated by Darren Blackburn (who drew the cover for Probe's 100th issue), and edited by Martin Scholes and Darren. Publication is a bit irregular but worth waiting for. £1.50 per issue.

Zenobi Software – software company run by John Wilson with an extensive catalogue of Spectrum (and Amiga and PC under emulation) adventures. At least one new or release title each month. Orders always sent my return of post.

Additional address:-

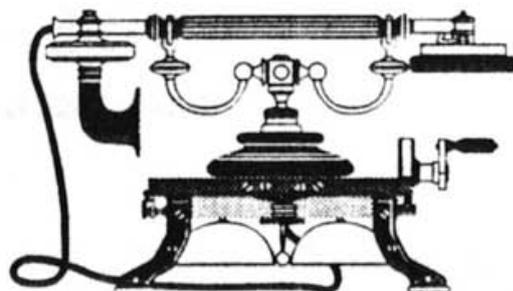
Laurence Creighton – known as LC or Laurence "The Quill" Creighton, author of 16 adventures (available from Zenobi), with more in the pipeline, he is a legend in the Spectrum-adventuring world. He is an avid Probe reader, and he has asked me to include his address in this list as you will be delighted to hear from readers regarding anything, even their views about his games! He lives in South Africa but it isn't expensive to send letters, which take about a week if sent airmail.

Additional entries very welcome – please write with details.

USEFUL ADDRESSES

- Adventure Coder** - 17 Hill Foot, Shipley, West Yorkshire. BD18 4EP
Adventure Probe - 52 Burford Road, Liverpool L16 6AQ
Adventure Workshop - 36 Grasmere Road, Royton, Oldham, OL2 6SR
Alchemist Research - 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN
Alternaties - 39 Balfour Court, Station Road, Harpenden, Herts, AL5 4XT
Amster Productions - 81 Uplands, Welwyn Garden City, Herts, AL8 7EH
Armchair Adventurer - 36 Globe Place, Norwich, Norfolk, NR2 2SQ
Binary Zone PD - 34 Portland Road, Droitwich, Worcs, WR9 7QW
Borphee Computers - 64 County Road, Ormskirk, L39 1QH
Dream World Adventures - 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL
Elyzium Software - 50 Chadswell Heights, Lichfield, Staffs, WS13 6BH
Fictitious Frobishire - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ
Format Productions - 34 Bourton Road, Gloucester, GL4 0LE
Jack Lockerby - 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL
Jean Childs - 24 Waverley Road, Bagshot, Surrey, GU19 5JL
Laurence Creighton - 306 Mount Curtis, 307 Main Road, Sea Point,
8001 Cape Town, South Africa
Lynsoft - 32 Irvin Avenue, Saltburn, Cleveland, TS12 1QH
Moonshine PD - 19A Kenyon Avenue, Garden Village, Wrexham, Clwyd, LL11 2SP
Motivations/SAFE - 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL
Peter Hague - 32 Chancet Wood Drive, Meadow Head, Sheffield, S8 7TR
Round Corner Software Library - Hamlyn's Cottage, Old Exeter Road,
Chudleigh, S.Devon, TQ13 0DX
Soft Options - 151 Balsusney Road, Kirkcaldy, Fife. KY2 5LH
Special Reserve - P.O. Box 847, Harlow, Essex, CM21 9PH
Spectrum Software Hire(Softsell) - 32 Dursley Road, Trowbridge, Wilts, BA14 0NX
Spectrum U.K. - 28 Rockingham Drive, Melton Mowbray, Leics, LE13 0LQ
Spellunker - 11 Finsbury Drive, Wrose, Bradford, W.Yorks, BD2 1QA
SynTax - 9 Warwick Road, Sidcup, Kent, DA14 6JL
Topologika - P.O.Box No.39, Stilton, Peterborough, Cambs, PE7 3RL
WoW Software - 78 Radipole Lane, Weymouth, Dorset, DT4 9RS
ZAT - 33 Dawley Bank, Telford, Shropshire, TF4 2LQ
Zenobi Software - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

TELEPHONE HELPLINE



JOAN PANCOTT	01305 784155 SUN - SAT 1pm - 10pm Various
ISLA DONALDSON	0141 9540602 SUN - SAT Noon - 12pm Amstrad
BARBARA BASSINGTHWAIGHTE	01935 26174 SUN - SAT 10am-10pm Spectrum & BBC
BARBARA GIBB	0151 7226731 Afternoon & Evening Various
VINCE BARKER	01642 780076 Any reasonable time C64 (In abeyance until further notice)
MANDY RODRIGUES	01492 877305 Mon-Fri 10am - 9pm Various
SHARON HARWOOD	01702 611321 Any day 10am - 7pm Spectrum
LES MITCHELL	01482 445438 Any reasonable time Amstrad, Commodore, Spectrum
GRIMWOLD (Simon Avery)	01626 853254 Any reasonable time but not after 10pm Amstrad
PHIL GLOVER	0121 777 7324 Mon-Thurs 6pm - 10pm & Sun 11am - 5pm Sam Coupe

THE ULTIMATE INFOCOM HELPLINE

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