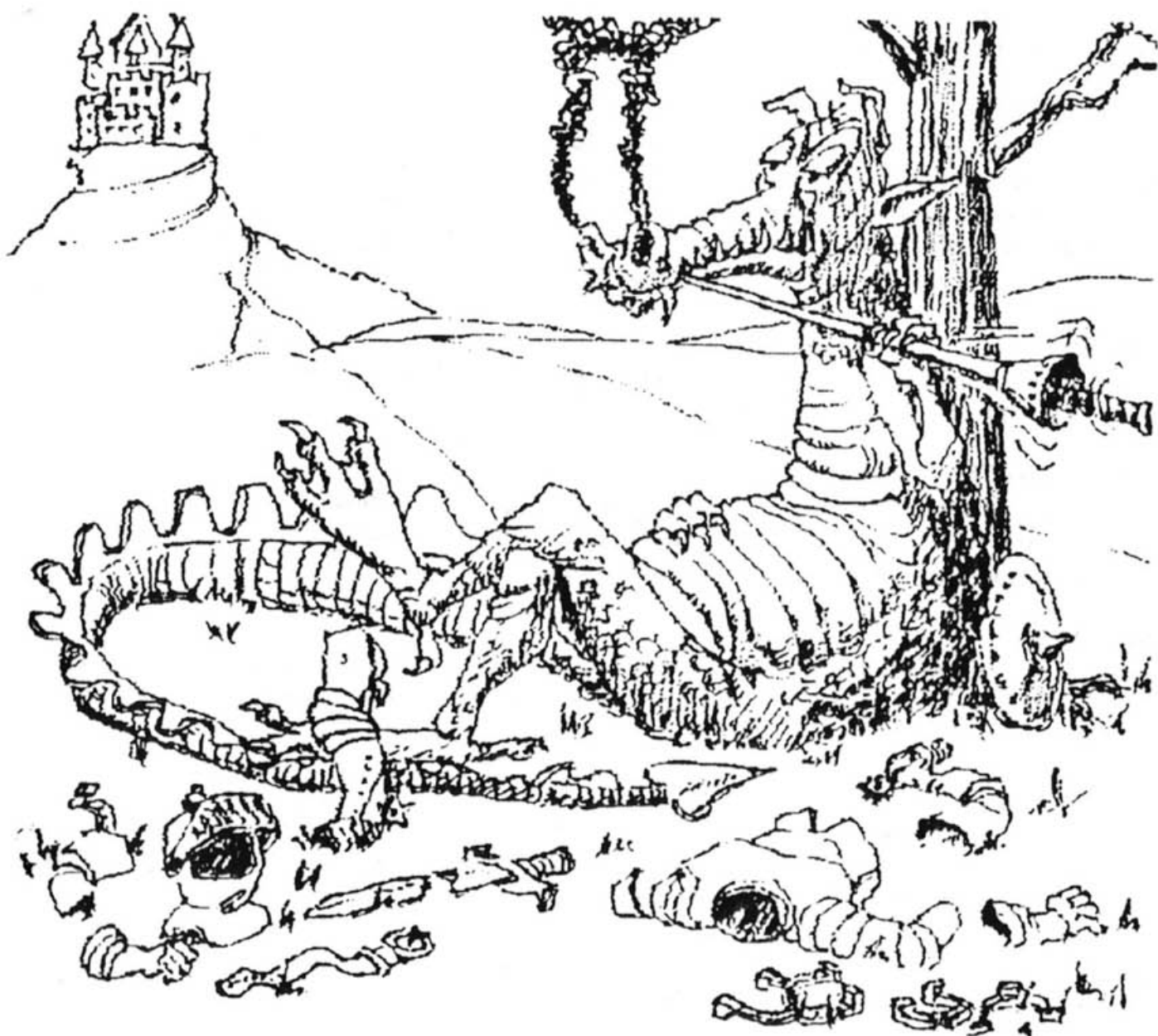


ADVENTURE PROBE

MARCH 1995 £2.00
VOLUME 9 ISSUE 3



?

EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

COPYRIGHT

Copyright on anything which does not carry the writer's name belongs to Adventure Probe. Copyright on all other items remains with the writer as Adventure Probe does not pay for contributions.

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

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

CONTENTS

EDITORIAL:	4
LETTERS:	5
REVIEWS: Black Dawn 2	9
Gory Story	10
Harboro	11
St.Jives	12
Hermitage	14
House Out Of Town	14
Knightwoode	15
King's Quest 5	16
Temporal Misplacement	17
Song of Taliesin	18
No.6 - In The Village	19
Zargo's Castle	20
Billy Barker in Walesville	21
SPECIALS: My Top Ten Adventures by Richard Batey	22
Convention News 2	32
Spectrum Emulator on the Amiga by Bernard Wood	33
Adventure Writing with Amos by Steve Clay	34
Survival Guide for Adventurers' Partners	35
AMIGA COLUMN: by Steve Clay	36
BEGINNERS CORNER: How to Map by Curt O'Grapher	37
PERSONAL MESSAGES:	38
IN TOUCH/ADDITIONAL SOLUTIONS:	39
NEWSDESK:	40
OBJECTS & THEIR USES:	41
GETTING YOU STARTED:	42
HINTS & TIPS:	44
FULL SOLUTION: Gobliins by Jenny Perry	50
GUIDE TO GOTHIC HORROR: Frankenstein by John Schofield	52
SERIALIZE SOLUTION: Golden Wombat of Destiny by Reynir H Stefansson	54
USEFUL ADDRESSES:	55
TELEPHONE HELPLINE:	Back



HALL OF FAME

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

Dorothy Millard, Karen Tyers, Barry Scannell, Mary Scott-Parker, Jenny Perry, Terry Taylor,
Wynne Snowdon, Phill Ramsay, Phil Reynolds, Peter Clark, Roger Dowdall, Martin Bela,
Joan Williams, Barbara Bassingthwaight, Walter Pooley, John Schofield,
Laurence Creighton, Jonathan Scott, Ellen Mahon, Frank Fridd,
Lilian Brand, Chris Lord, Reynir H Stefansson & Steve Clay.

Special thanks to :

Geoff Lynas for his usual excellent printing job and
Terry Taylor for supplying the humorous cover picture

EDITORIAL

First I must send all our good wishes to Joan Pancott, who is in hospital again having broken her leg in two places. It is now in plaster and will probably need further surgery in the future. I know Joan looks forward to Probe each month, but it is too much for her to read herself as she gets very tired reading for more than a short time. What may cheer her up a little would be a pretty card with a brief message which she can read herself. Joan, we all hope you are out of hospital very soon, and we're all thinking of you and Maurice.

The gremlins certainly got into the February issue. I'm sure I checked the files and amended some of the mistakes, but due to constant interruptions must have forgotten to resave. The pressure of producing a monthly magazine can be heavy, and so I can't promise an error-free magazine but hope I have done better this time. One mistake pointed out to me is that I have said SynTax is a monthly magazine, when in fact I know very well it is bi-monthly. I'm sure letters fall off the screen after I've typed them! Sorry Sue, I hope it hasn't caused you too many problems.

Starting this month are several series. As promised, John Schofield's Guide to Gothic Horror begins with Frankenstein – more to follow. The other series is Convention News. No.2 is in this issue, continuing from the article published in Probe last November. More will follow on a regular basis.

I'm still getting enquiries from adventurers worried about Zenobi Software. It seems certain Zenobi will continue until at least the middle of this year (see Newsdesk for new releases), but what happens after that depends on the flow of orders. John has told me, and I quote, "I might just wake up one morning and find that there are no more orders – then I can shut up shop and retire peacefully." We can't let that happen, CAN WE!!!?

A few sharp-eyed readers may have noticed that in last month's Hall of Fame I described the cover picture as humorous. Well, that was true until I had the idea of using it for a competition, and so Geoff used the picture of the tiger instead, (which should have pleased John "tiger-mad" Wilson), and the picture is now on the front of this issue. It originally had the caption "Sometimes the dragon wins", and I thought readers may like to submit their own caption(s).

The prize? Well, I had thought about offering a TV-recorded video of Lord of the Rings, but I've been advised that I would run into copyright trouble. Instead, how about a 6" classic lamp with replacement bulbs but, in true adventuring tradition, *no* batteries! Entries to the Probe office by Thursday, 20th April.

'Til next month, happy adventuring.

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



LETTERS

From Martin Bela of Alvaston

I just thought I'd add my views to that recurring talking point, mazes.

Perhaps the reason why some people do not like mazes is because of the illogical way in which moves are made. For instance, going north then south doesn't necessarily return you to where you started. Most illogical. This of course wouldn't happen in the real world. Or would it? Just suppose that you are climbing among some very muddy and slippery hills. Going north may take you up a hill, then as you go east you slip down the hill and find yourself back at the first location. That's fairly plausible, isn't it? Perhaps then, mazes ought to have some sort of logical reasoning for their "one-way" connections.

If any adventure writers out there want to make their games easier for beginners to get into, then why not include on the disk or tape another game much shorter and simpler than the main game, but with puzzles and locations based loosely on it. The first adventure I bought used this method, and I might not have bothered to complete it (or bought any more adventures) if I hadn't been so pleased with myself for completing the beginners game. If anyone's interested, that game is "Lord of the Rings".

★

Next month's Beginners Corner will deal with Mazes. Having more than one level is an interesting suggestion, and in fact just this morning I've received a revised version of BOX which has a Novice and an Expert level in the same game. I haven't had time to test it yet, but will obviously mention it in my review. I don't know whether authors will have the time and inclination to write two versions of the same adventure, but their views will be appreciated. (Barbara)

From Lilian Brand of Elswick

With reference to SPELLUNKLER, I received a letter from James Waddington a few weeks ago (together with a refund cheque) informing me that unfortunately "Spell" had folded. Maybe you could pass on the information.

I would like to thank you for printing (with his permission) L.C.'s address. Some time ago, after advertising in Probe for Football games, I received a very nice letter and a game from him. At the same time I had a few health problems and ended up putting my computer away. When I decided that I was feeling well enough (a couple of weeks ago) to go back to my games and catch up on my correspondence I discovered that I'd mislaid the letter. I can now write to L.C. and thank him.

★

I'm glad to hear you now have full health and you're adventuring again. I'm sure Laurence will understand, and that he will be delighted to receive a letter from you and anyone else who would like to write to him.

Thank you for the information concerning Spellunkler. I'm sorry to hear about another adventure magazine ceasing publication, although it isn't as surprising or such a loss as The Adventure & Strategy Club. (Barbara)

From Ron Quest of Gunthorpe

It doesn't seem long since forecasts of doom for the text adventure were coming thick and fast, new Amstrad-ST-C64 games seemed nonexistent and Zenobi was the only dependable distributor. Judging from reviews and adverts in the last few copies of Probe the adventure scene certainly seems to have well and truly turned the corner. Not only are authors writing them faster than we can solve them but half a dozen software houses are distributing them in all formats including emulations for PC and Amiga.

My only complaint about all this is that having jettisoned my trust +3 in favour of an Amiga 600, I find that, discounting the point and click or RPG games from the big software houses, there seems to be no adventures written directly for the Amiga.

Plenty of emulations, but most of these are games I already have in original Spectrum or C64 format. Apart from the key responses in emulations being very slow, playing 48K games on a 1 meg. machine is not what I envisaged when I converted to the Amiga.

I am still working my way through the Lost Treasures of Infocom and although not knocking these games in any way, I think many of the "home grown" adventures are well up to this standard, and in some cases better. I am looking forward to some of our authors turning their talents to the Amiga.

★

I'm positive that if PAW had been released for the Amiga we would already have plenty of text adventures to the standard of those we are used to playing on the 8-bit computers. I know of **three** authors, all Probe readers, who are currently writing games for the Amiga - one as a direct result of Steve Clay's excellent series of tutorials on AMOS. If anyone else is writing an adventure, please let me know.

As I don't receive many contributions for Amiga games, since Christmas I have been looking for suitable text and text/graphic adventures. So far I have completed Gory Story, Knightwoode, Mystery 2144AD, Time Zoner (Pt.1), Temporal Misplacement, Talisman and Thrallbound; my reviews of the first five will be in this and future Probes, the other two have already been reviewed. I'm also planning or in the process of playing Zut Alors 1 & 2, World, In the Dead of Night, Colossal, Night at the Top, Castle of Doom, Box, Life After Death, The Holy Grail, The Golden Fleece, and Frustration. These are all PD/Shareware text or text/graphic adventures and vary in quality from poor to very good.

I haven't found much in the way of commercial adventures that seem as interesting or to pose the same sort of puzzles as text adventures. The best of what I have seen so far are VALHALLA 1 and 2 which, although purely graphical, have familiar puzzles such as find key/open door, give object for reward, but are a delight to play with a simple but efficient operating system - reviews will be in future issues. I also enjoyed the demo. of DreamWeb (and not because of the naughty bits, and anyway I understand you can't see much on a television screen) but because I could go round the picture examining almost everything there and receive a specific response, just like a well-written text adventure. I haven't seen the full game so don't know if it lives up to its own publicity and my expectations.

There must be lots of other good adventures available, it is simply a question of finding them amongst the thousands of bad ones. If any readers know of *any* adventures of a reasonable standard, please send in a review or forward details so that I can obtain a copy. (Barbara)

From Ellen Mahon of Stanley

As one of the contributors to the "Personals" I felt I had to reply to Anne Borland's letter. It's a pity that the column irritates her so much, maybe it's a case of "one man's meat...."? I buy a newspaper every day, but, as I'm not a sports fan I never read the back pages – it doesn't irritate me that they're there though! "Live and let Live", I say.

She then states in her letter that understandably there has to be variety within the pages of Probe – just as long as the space isn't "wasted" on the "Personals". (Very understanding, eh?) Anne also says that she doesn't want to be a killjoy, but she'd like to see the precious space, that in her view "gives gratification to so few" put to better use.

She concludes her letter by (in my opinion) shooting herself in the foot, when she makes a plea to readers to submit something for publication in the magazine, as readers contributions are the only way to ensure that Probe continues....

As you know, I don't **just** contribute to the "Personals", but I do enjoy writing (and replying to) the messages. Surely the "messages" are – far from being a waste of space – helping to keep Probe alive by ensuring that at least one(?) page will be filled each month? Items that can't be included in the current issue of Probe – due to lack of space (be it by the inclusion of the "Personals" or not!) also ensure that we see another issue of the magazine.

Anyway, I must stop here – I've another batch of "Messages" to write.....

From Tinkerbelle

Like Anne Borland, I enjoy my Adventure Probe. I like the letters, the reviews, the camaraderie; but unlike Anne, I enjoy the Personal column, too. Don't get the wrong idea, there are things that I don't like about Probe. I don't possess an Amiga, so the Amiga column by Steve Clay holds absolutely no interest for me. But there are people out there who do own Amigas. No doubt they find the column informative and interesting. Just because I, personally, don't like a particular item is hardly a good reason for my asking for it to be scrapped. Nor would I do so. Probe tries to cater for everyone, and there will always be parts which appeal to some rather than others.

Yet Anne wants the Personals scrapped simply because they don't appeal to her. Perhaps we can hold a contest for all other Probers to suggest what items they would like omitted from Probe in the future?

I can see it now! "Don't publish reviews of PC games, 'cos I ain't got a PC". "Don't publish Amstrad or Spectrum stuff. There can't be anyone who still actually uses those computers (and I use the term loosely)".

Don't publish silly stories....

Don't publish.....

And every month we'll look forward to the two staples popping through our letter-boxes which used to hold the pages of Adventure Probe together.

Come on Anne, don't be selfish. Just because you don't like one section doesn't mean the rest of us should have to be deprived of it, too!

I expected a deluge of letters from readers, both supporting and denouncing Anne's opinion. The above are the only two I received by 4rd March (I had to keep to some sort of deadline), so either the readers don't care one way or the other, or they don't like to express their views in print.

During the 33 issues I have edited the magazine it has slipped into a rough formula. Each month I draft out a plan - 4 pages for letters, 14 for reviews, 6 for articles/poems/stories/quizzes, 2 for Steve for his Amiga stuff, 3 for news/in touch/help wanted/personal messages etc., 14 for the entire reference section (hints/solutions etc) and so on, not forgetting the "permanent" pages such as contents/hall of fame, editorial, useful addresses, and telephone helpline.

Some months these sections may be smaller, larger or on rare occasions, break even; it all depends on what I have in the way of contributions and how much space they take when I've typed them up. Also last minute letters or news can upset my best laid plans.

No contribution is wasted. If there is no room in the next magazine it is put into its appropriate folder within the main folder and kept until next month. This month (March) I have started several series which will run for quite a while, and there are serialized stories in the pipeline which will be published in future issues. It is very reassuring to know that I have the best part of the next three, four or more magazines already planned.

Readers ideas and comments will be greatly appreciated. (Barbara)

From Frank Fridd of Whitstable

I am in the middle of writing a new game for the Amstrad CPC464 and I would like to include RAMSAVE and RAMLOAD for the convenience of the player, but I do not know how to do it.

Is there anyone that would help me write a routine that would be called from BASIC? There's a free copy of the game, when I have finished it, for the person who helps me. My address is

107 Primrose Way
Chestfield
Whitstable
Kent
CT5 3QN
Tel. 01227 792587.

*

It is great news that you are writing a new game, and I hope someone can help you with your problem. Thank you for a preview of part one, I promise to look at it as soon as possible. (Barbara)

WOULDN'T IT BE NICE IF by DOROTHY MILLARD

..... MY PENCIL DIDN'T BREAK EVERY TIME I START TO DRAW A MAP.

..... REVIEWERS UNDERSTOOD THE MEMORY LIMITATIONS OF CERTAIN MACHINES

..... ALL ADVENTURE AUTHORS COULD SPELL

REVIEWS

BLACK DAWN 2

Written by Andrew Campbell

Reviewed by Barbara Gibb on an Amiga A600

The year is 5035 – a time of intergalactic war and alien infestation. As a prisoner caught and convicted to 3000 (yes, three thousand) years solitary confinement for "accidentally" killing 102 scientists you thought being forced to wipe out a legion of alien scum was definitely not going to be part of your punishment. It is, so your task, as the player, is to rid the Dawn system of all hostile lifeforms. If you don't succeed in the time allowed there is a very graphic picture of what will happen to you.

You have a pistol, first aid kit and radio, and a time limit on each planet to wander around a maze-like system of corridors on each planet looking for the nasties. The PD version has 10 planets, but your initial choice is from only 2. Wibblet and Terran, and you have to save your position after defeating each one. If you register (only £5) you will get an extra 20 planets and using your saved position from this version you don't have to start from "scratch".

Full details on how to play are given on the Instruction option when you load up, and the author seems to have gone to a lot of trouble to explain everything so that even novices like me can understand what to do. I found I adapted very quickly to the operating system.

The corridors are full of horrible creatures for you to splatter all over the screen (especially if you leave the gore splatter turned ON), and there are plenty of bags of cash just waiting for you to pick up and then spend at the computers you will find. I seemed to have a generous carrying allowance of 17 items, 15 stored in the backpack plus something in each hand and a wonderful assortment of headgear and armour can be worn. Black Dawn 2 is not my sort of adventure, but I should think it is a bargain to anyone who enjoys D&D type games.

According to the instructions Black Dawn can be installed onto a hard drive. I played it on an A600 and it worked perfectly, but someone else tried it on their A500 and each time it crashed after a few moves.

My copy of Black Dawn 2 was supplied by Zenobi Software – price £1.49 including p&p. The original Black Dawn is also available for the same price.

ONLY YOU CAN SAVE MANKIND by Terry Pratchett, pub. by Corgi £3.99
Reviewed by Chris Lord

Is there life inside your computer? Whole galaxies just beyond your monitor screen? Well yes, at least in this novel. This is a bit of a departure for Terry Pratchett, unlike his other novels this one deals with the mundane pursuit of computer games, no magic, no luggage. Johnny is a schoolboy who while playing the latest space shoot-em is begged by the aliens to stop shooting because when he does they REALLY DIE. In his dreams he communicates with the screewee (alien) captain and agrees to allow them safe conduct, thing get difficult when other players start to join in too, and the laser beams fly. The characters are superb, my favourite is Wobbler the schoolboy computer hacker who always had the new games pirated before the shop got them. The derelict Space Invaders are also a great touch. If you are looking for a book to make you feel fourteen again, this is it.

GORY STORY

Written by Philip Richmond

Reviewed by Barbara Gibb on an Amiga

This is a Public Domain text-only adventure written using the author's own Creative Adventure Toolkit.

It starts in a forest to the west of a circle of standing stones. When you explore further you will enter a portal and meet King Azzan, the leader of the last colony of a race who live underground. They fled from a dying star and have to stay underground because our Sun is dangerous to them. One of their scientists has developed a serum which would allow them to venture above ground, but when his demands were refused he escaped to a village called Little Zorning. Azzan begs you to recover the serum and so save his people. When you accept the challenge you are transported to the outskirts of the village, where your adventure really begins.

It is a small village, and after solving a few puzzles you progress to the gates of a mansion. After finding a way into the extensive grounds, you are bitten by a Rottweiler guard-dog and now have a limited number of moves before you die of rabies, or find the cure. The mansion and its extensive grounds has the usual assortment of locations, plus a corpse and five characters in the form of one ghost, one human maid and three vampires, not so common, I hope.

The excellent title encouraged me to start playing, but I don't think the game quite lived up to it as far as blood and horror are concerned, so squeamish players needn't worry too much. The game has the appearance on screen of an early Infocom game, which I feel isn't exactly anything to boast about as I think these games were very poorly presented. The parser can handle most inputs, similar to a PAWed adventure.

You have a choice of large or small text, and I could read the smaller font on a television providing I didn't do so for long periods. The default display has a lilac border, but you can eliminate this by pressing F1 twice, alternatively keep pressing until you get the colour you like. According to the instructions you can also change the colour of the text by pressing F2 but this seemed to only alter the title at the top of the screen, and some instructions at the bottom, both lines remained during play. My only criticism is that the prompt seemed a bit slow to appear after an input.

The text is descriptive and well written, only wordy when necessary, not always the case in text adventures on the 16-bit machines. The puzzles are not difficult if you are a methodical player and make a map, as it is essential to know the position of four items necessary for the rabies cure. The ending is not the killing of the vampire/alien scientist; remember you still have to recover the serum for King Azzan and his race. This is quite neatly done, although I did have trouble getting the ghost to move. Gory Story is a genuine PD/Freeware adventure written to demonstrate the author's own writing utility, and to date this is the best text adventure I have played on the Amiga. I hope there are more, because there seems to be a lot of Amiga owners crying out for text adventures.

If you think the author's name is familiar, he also wrote No.6 – In The Village, now rereleased by Zenobi Software and also reviewed in this issue.

My copy of Gory Story was supplied by Zenobi Software – price £1.49 including p&p.

HARBORO

Written by Dorothy Millard

Reviewed by Phill Ramsay on an Amstrad CPC

You have been sent to Harboro, a market town, where a murder has been committed. The police have arrested a suspect, but cannot proceed further without firm evidence against him – evidence such as the murder weapon, for example, which you are told to go and recover.

You begin your quest in the Police Station. There is not much information to be gained here, and the desk sergeant is about as communicative as a tortoise in the middle of its hibernation. Looking around the playing area, you'll find that it's quite large. When I played the game, I got the feeling that it was *too* large. It seemed almost that so much memory had been used up in creating a large playing area that little had been left for problems to be programmed in.

The problems themselves are not very difficult. In fact, novices might find this to be one of those rare games which they can buy and have a realistic hope of completing without too much difficulty. [That was Dorothy's intention when she wrote Harboro, St. Jive and Lost in the Amazon Barbara]

There are one or two problems which struck me as being a trifle obscure. For example, initially the Lady of the manor won't allow you to enter because she doesn't like the look of you. This is the only hint which you are given, from which you must deduce that your hair needs cutting.

Once inside the living-room of the manor house, the Lady appeared and brought me tea and biscuits. When I did a Redescribe, surprise, surprise, the lady appeared and gave me tea and biscuits. When I entered a command which wasn't recognized, the Lady arrived and gave me tea and biscuits. Could this be love, I wondered?

When I left I must have gained a couple of stones in weight from the hundreds of biscuits and the gallons of tea which had been forced upon me. Nor was this the only bug which I found within the game. I must add that the bugs which I found in no way prevented completion of the game, but the fact that they were there irritated me, all the more so because I found that there was little depth to the game, and to be frank, I had to force myself to play the game through to its conclusion.

The majority of the problems simply concern carrying the right object when you try to do something. Of the other problems, there is only one which requires a little preparation, as it concerns a passage which, once you've entered cannot be exited by returning the way you came. Unless you've unblocked the other end of the passage first, you're stuck.

There are several characters within the game, for example shop owners, a beggar, a vampire and so on. This is another area where the game fell down for me. The characters were like cardboard cut-outs. They stood somewhat pathetically in their home locations, unable to venture outside or to do anything, really. If you enter Talk CHARACTER, you get the default OK message, but never any other response which might have helped bring the characters to life. At many of the locations, if you try to EXAMINE your surroundings, all you are treated to is the default message. No additional information which might help draw you into the game is present.

There are, incidentally, several situations where you can get killed, very suddenly and with absolutely no warning. Now, these days, lots of people seem to be criticizing the sudden death scenario in adventures, but I'm not one of them. It's a fact of adventuring life that if you try to jump down a 200 foot cliff you're not going to survive the experience.

I find sudden deaths present the adventurer with a challenge which, once overcome, is a rewarding experience. True, it can also be frustrating, especially if the solution to the problem is so obscure that only the author could think of it. However, in this area the game is solid and the solutions are logical and straightforward.

The game has been converted to Amstrad format using the Quill, so has a very basic verb/noun parser, and no ramsave facility. It is therefore available on disc or tape format. I believe this game is being sold with another of Dorothy Millard's, so it's best to check with Phil Reynolds first. [It is coupled with St. Jives - please see next review Barbara]

I'd gauge the game firmly at novice level. I'm sure that some apprentice adventurers out there will look forward to a game which they will have a better than even chance of completing without any help. However, intermediate and advanced adventurers will zip through the game in an hour or two and will end up feeling let down by the lack of any real challenge. Personally, I found the game both superficial and boring. I understand Harboro to be one of Dorothy Millard's earlier games, and boy does it show.

[Please see the review of St.Jives for ordering details]

ST. JIVES

Written by Dorothy Millard

Reviewed by Phill Ramsay on an Amstrad CPC

The object of your quest is to destroy a mad scientist, who, if left unchecked, will no doubt wreak untold chaos on St. Jives, and on all the known world, too, I should think.

I haven't been given a synopsis of the plot, so my understanding of it is limited to what I could glean from playing the game, and that wasn't much. No doubt, by the time this is published Phil Reynolds will have produced suitable inlays/information files, so you will have the relevant information at your fingertips.

The game has been converted to Amstrad format using the Quill, and so is available on disc or tape and has a very basic verb/noun parser.

As to the game itself, the problems which have been set are not very difficult and their solutions are pretty obvious. Having said that, it is very much a case of wandering the town and finding the right object(s) which will enable you to solve one problem and to open up a way into another section of the map where more problems await you.

There are several doors which need various coloured keys before you can go through them. One thing that I liked about the programming here is that if you have the correct key in your inventory, you simply have to type UNLOCK DOOR at the correct location. You don't have to fiddle about specifying which colour key you want to use.

There are several characters within the game, but with whom no interaction is possible. With this lack of interaction the characters are just not convincing, and it tends to give the impression that little or no thought had been given to this aspect of the game.

The majority of the problems are of the tried and trusted type: carry an object to enable you to perform some action which will then either yield important information or lead to discovering another object of importance. There are one or two red herrings knocking about the game, but they soon become obvious. There is a very irritating weight limit. If you solve the problems in the wrong order, you'll soon find that you can't carry all the objects which you discover, and you have to start leaving items all over the place to pick up the other items which might be of use. Indeed, now I think of it, there has been a similar type of restrictive weight limit in all of the Dorothy Millard games which I have played. I don't know whether she simply likes realistic weight limits, or whether this is done to make the game last longer and disguise the fact that there isn't a great deal to it.

One of the sub-quests which you have to undertake is delivering a letter to the Lord of the castle. Further on, you are expecting to brew a potion of sorts – but you will find that it's not possible to carry all the ingredients plus the letter and a light source. I ended up going back to areas of the map I'd already been to to pick up items which I needed and then retracing my steps back to the castle to drop the missing ingredients with the rest. Some people may like this kind of toing and froing, personally, it bored me, since all I was doing was transporting objects from A to B. There were no additional problems to solve which justified being made to retrace your steps. It simply seems to be a convenient way of padding the game out a little.

As to the difficulty level of the game, I have to put it firmly at novice level. More advanced adventurers will solve the game with ease, zoom through it, and find themselves disappointed at the end by the sheer lack of a challenge.

The version of the game which I played contained several grammatical errors, and several bugs (although these did not prevent completion of the game). When I tell you that the most entertaining aspect of the game was, for me, the various bugs within it, you may understand that *St. Jives* contained little to encourage me to continue playing it.

However, on the other hand, novices should be rubbing their hands with delight at the thought that here is one of those rare games – one that novices may attempt with more than an even chance of completing it unaided.

St. Jives and *Harboro* are available together from The Adventure Workshop. Price : **Amstrad** £2 (tape), £4 (disc), **C64** £2 (disc or tape) Cheque/postal order payable to P.M.Reynolds

THE ZORK CHRONICLES – written by George Alec Effinger

Published by Avon Books – 1990

Reviewed by Chris Lord

The novel of the classic computer game, it's got to be a let down, right? Wrong, this isn't standard sword and sorcery fare given a prestigious title to cash in, this is **QUALITY**. The story starts by introducing Glorian, the adventurer's guide who is attending the award ceremony for the supernatural and fantastic wayfarers association. You know the kind of thing, like oscars for ogres. There are some nice gags here and some of the other characters and gizmos are introduced. Well after this episode Glorian is transported to the Underground empire to serve the adventurer Mirakles, (a well-meaning but slow hero), on his quest. Many of the descriptions are taken from the game or at least seem to be, I'm no Zork expert so the book may aid you in playing the game. At first it seems to be very similar to the Pratchett Discworld stories but after a few chapters Zorks' characters become richer, some rather tragic. A worthwhile purchase if you can find a copy. Check those secondhand bookshops.

HERMITAGE

Written by Tony Collins

**Reviewed by Barbara Bassingthwaite
on an A1200 (under Spectrum emulation)**



This game is basically good against evil.

Your task in part one is to rid the land of superstition and evil by finding the hermit and killing him, who according to your Archbishop is possessed by the Devil. Once he is dead, that's half your task completed. In part two you have to search around the forest and local village to collect certain items needed to perform the ceremony to cleanse your tormented soul.

Set in the Middle Ages, you play the part of a monk called Ambrose who returns to the monastery to find evil has struck and everyone is dead. I did find the description of one mutilated body a bit gory. As you search the monastery you find even the Archbishop is dead with a knife in his back, which you take with you. Once you have found the hermit's lair and killed him you are ready for part two.

In part two as I said above you have to search the forest and local village to collect items for the ceremony to cleanse your tormented soul. It's a good idea to have a word with Geoffrey as he can help if you ask him the right questions. Also when you attend the cock fight do a SAVE as you don't always win and you need the money to buy some pigs.

Available on Best of the Indies 2 compilation from Zenobi Software. Price : Spectrum £5.99 (tape) Amiga & PC (under Spectrum emulation) £6.99 (2 discs). All prices now include postage.

HOUSE OUT OF TOWN

Written by Simon Avery

Reviewed by Damian Steele on a C64

"Being a solicitor is not without its problems. One of the most difficult tasks to befall you in your profession is the organising of wills. In HOUSE OUT OF TOWN, you play Mr. Parker, quite experienced in your trade, who has been asked to sort of the last will and testament of a Mr. Dickens. The only problem is the whereabouts of the will. Rumour has it that it is hidden in the late Mr. Dickens' house that lies out of town."

The game starts in Parker's office. Before embarking on the task you must gather a few essentials and leave the office – remembering that these are unsafe days we live in and what happens to unsecured property – before heading off to find some way to get out of town. The train station is nearby and luckily there is a train going – yes, you've guessed it – out of town. Purchasing a ticket may take some time but you will get it eventually if you are patient enough. Pick up another valuable item and wait for the train to arrive and then you can begin the game proper.

Simon has included a small maze in the game but before you start to groan and complain, he has also provided an easy way to go through it. The only thing to remember is that there are a number of items in the maze that you need which aren't on the direct route through it.

After the maze comes the house. It is quite large but not particularly well furnished. I get the impression that Mr. Dickens was either being bothered by bailiffs or a gambler from the lack of household goods. The house has four levels to it but two of them are not immediately obvious and will require some pushing, pulling and twisting of various things to gain access to them. Of course pushing and pulling some things will lead to your death so save before trying it.

There are a few sudden deaths but if you are saving regularly you can simply load up again and easily avoid them. In general the puzzles are pretty good although not overly taxing and nearly all are completely logical. There is only one which nudges at the bounds of realism and that involves the acidic content of something. That aside, H.O.O.T. is a good game and ideal for the less experienced adventurer to spend a few hours with or a pleasing half an hour for you experts out there.

Incidentally, something I do like about Phil Reynolds (of The Adventure Workshop) is that when you pay £X.XX for Y games, you get full value as each game comes on its own disc unlike a number of software houses who send all the games on one disc. In addition to that, each disc sleeve is fully labelled and contains the game intro. details.

Available from The Adventure Workshop. Price : **C64** £2.00 (disc or tape) **Spectrum** £2.00 (tape) £4.00 (+3 disc)

KNIGHTWOODE

Written by Tony Kingsmill

Reviewed by Barbara Gibb on an Amiga A600

This is a Public Domain text/graphic adventure written using AMOS. On loading you are greeted with a picture showing a sign saying "Welcome to Knightwoode", blue sky and lovely countryside. This is the land before Coldrock Castle was built and its occupants, evil soldiers, ruled the surrounding villages. One day it was decided that Red Tassel was old enough to do something about this unsatisfactory situation – your task is to help him.

Described by the author as "an adventure of immense proportions" I was looking forward to a marathon task. Sadly, I completed it in a day, and would have been quicker if I hadn't had trouble with one input because I wasn't told I couldn't do something. The solution is only as long as a medium-sized 8-bit text adventure, so it must be the pictures that make it "immense"!

The game is divided into four sections – The Village of Knightwoode, The Great Unknown, The Great Bridge and Coldrock Castle and Tower. When you have completed a section you see a pictorial map and numbered options, but need a password to enter another area. The illustrations are colourful but very poor quality. I feel they would have benefitted from a reduction in size rather than fill the screen. Thankfully, you have a choice of playing the adventure as a text-only game, which also speeds up the game as it doesn't have to keep accessing the disc. The text isn't much better than the pictures, being in a very basic language and not very descriptive. Surely it can't be because of memory restrictions as the pictures are loaded in when necessary and not held in ram! The puzzles are simple, once you give up looking for more complex solutions to them, and shouldn't give any bother even to a beginner.

My thanks to Steve Clay for passing this game to me – pity I can't recommend it. Available from most PD libraries.

KING'S QUEST 5

Reviewed by Jenny Perry on a PC

A friend was moaning to me about her boring housework and asked me about my day. "Well", I said, "I've scared a snake, got rid of a yeti, melted an Ice Queen's heart and been eaten alive by a sea serpent." Yes, all these and more are included in King's Quest 5.

King Graham arrives home one day to find his castle and family have vanished, leaving only a huge hole in the ground. The only witness to the disappearance was a little owl perched on a nearby tree. Fortunately, he's a magic owl owned by the good wizard Crispin. The owl, whose name is Cedric and who sounds like Mrs Doubtfire, tells you that the evil wizard Mordach has kidnapped your family and then takes you to Crispin's house. Crispin listens sympathetically to your tale of woe, sprinkles you with fairy dust so you can understand the language of the animals, gives you his old wand which is on its last legs and practically out of magic and instructs Cedric to accompany you.

Now you can begin your quest to find your family and dispatch Mordach.

You begin by Cedric's house, where you can fiddle around with the icons and get used to the controls. You soon find a path leading to a neighbouring town, which you can explore and meet various shopkeepers. They all stock something you'd like to buy but as you left your purse at home you must acquire these items using indirect methods.

Outside town there's an inn with some dodgy characters, a vicious bear attacking a beehive and an anthill, which will cause you to perform a sweet little dance every time you go too close. You also see a large sign warning you of the Wicked Woods and an endless desert. This desert holds objects essential to the game but I kept dying of thirst until finding useful hints in an old copy of Probe (nice to be appreciated.... Ed).

The fortune teller has some helpful advice, but only if you cross her palm with gold. Funnily enough, she wasn't interested in my round yellow custard pie. Eventually you pluck up the courage to enter the wood - beware, the witch will try to turn you into a toad. If you can deal with her you'll still have to find your way out. Complete panic set in here, so I tried unlikely combinations of things to do and luckily one of them worked.

After assisting the various characters you find in the town and the surrounding area you'll be ready for the long hike up a snowy mountain. You can perish in many different and interesting ways between now and the end of the game and I found them all. I spent ages in the mountain throwing my rope up to a tree, only to have it snap the minute I climbed up. I *knew* I should have stuck to that diet! One toboggan ride, an Ice Queen, a yeti and a monstrous bird later you're stranded on a beach with a leaky boat and a man who may help you if only he could hear you.

When you set sail you'll discover a remote island inhabited by Harpies. These are pretty brazen women and you're a respectable married man so, after diverting their attention, you grab some things left flying around and flee.

Mordach's castle starts with the type of maze almost impossible to map as you always face forward; also secret doors in the walls keep opening and closing. After 4 or 5 unequal struggles to map this I gave up and wandered aimlessly. When you find the way out things really heat up.

Have you ever faced death by piano? Try it and see. If you're skilful enough you can defeat Mordach and rescue your family.

This is a lovely game to play as the graphics were so easy on the eye and the controls were simple to use. The puzzles begin gently and progress in difficulty but to keep you on your toes there are a couple of occasions where you only have one short chance of solving a problem.

Sierra have recently issued a CD with the first 6 King's Quest adventures on it, which is good value.

Special Reserve have the PC CD Rom version for £29.49 and the Amiga & PC disc version for £14.49 (£2 cheaper with the special offer coupon).

TEMPORAL MISPLACEMENT

Written by Jason Strudwick

Played by Barbara Gibb on an Amiga

It is the year 2037. You play an agent for the Global Science Corporation Complex sent back to 1994 to find and reassemble an energy crystal which was accidentally sent into the past through a temporal rift.

The game begins just after you have transported to an unidentified car-park outside a prison. Once inside the prison complex you discover that due to a strike there is only a skeleton staff on duty. No one questioned or prevented me from wandering around; the only barriers being locked or jammed doors and a metal detector.

You can explore and map the sprawling concrete walkways, cell blocks, education centre and recreation areas. Objects are very rarely hidden, but as many of them are red herrings, only obvious once I had completed the game, the number of puzzles to solve is remarkably small.

The parser doesn't understand nouns that are not included in the "you can see" list and this is common to all AMOS-written games I have played recently. Oh, how I miss looking for clues in the text! Also TAKE is not accepted so I had to keep reminding myself to GET an object.

There are nearly 100 locations, most of them are just "walk-throughs", and every one of them is illustrated with what I think are digitized black and white pictures. They are quite cleverly done, if a little fuzzy on a television, combining photographs of the author's friends and relatives with the interior and exterior of various buildings. There is a credit to Prime Television News so perhaps he used some of their footage.

This is an interesting game if you need some mapping experience and don't expect much in the way of puzzles. I felt very disappointed when I'd completed it because the author has obviously gone to a lot of trouble to select suitable pictures, he just didn't make the game difficult enough for me.

Temporal Misplacement requires 1 meg. of memory. I played it on an A600, but according to the instructions it also works on an A500 and A1200.

I received a copy of the adventure from Sue Medley of SynTax. and the next day a copy came from Zenobi Software. I think both companies probably consider it well worth including in their PD catalogue.

THE SONG OF TALIESIN

Written by Dennis Francombe

Reviewed by Wynne Snowdon on a Spectrum

You are Gwion Bach whose soul is held by Hag Ceridwen. Your life is spent tending the cauldrons of the witch together with your companion old, dumb Arwan. One day, a few drops from the cauldron fall on Arwan and lifts his spell of silence. You become a boy again trapped in the cave of Hag Ceridwen. Arwan tells you to seek a Spell Bond which will free you from the witch.

In Ceridwen's retreat lies the grimoire without which you can not cast the spells you find along the way. You meet, for the first time, a hostile black cat which you will often meet again in your travels and which always bodes danger. Leaving the cave you wander around finding a village and a drowned city – neither of which you can enter immediately. Eventually, you meet the enchantress, Aranrod, who offers help after you give her something from Ceridwen's cave. She also wants the Cup of Lyr filled with the blood of the Black Witch. To get the cup you need the help of Gwyn the archer whom you find sorely wounded.

Travelling on, you meet a jovial pedlar who turns out to be not all he seems and you gain a spell which helps you to get the antidote for Gwyn. Later, you meet Elen – I know this adventure is full of witches but this Elen is not the Witch of Stanley. Elen's son, Emrys, has been taken by the army of Lyr to be sacrificed by the Black Witch. You meet Lyr in his castle but are thrown out before you achieve anything.

You arrive at a crack in the mountain through which you see young Emrys in a cage but magic prevents your entry. You overcome a rather nasty goat and sort out an engineering problem before finding the spell to enter the mountain. When Emrys is freed you find a further spell which has an amazing effect on Gwyn. With his help, you carry on alone up to the bare mountain where the second part of your adventure begins – but not before you lose all your possessions.

Part two finds you on the bare mountain where no living thing is to be seen on the surface. Aranrod once again helps to get you started but only if you've remembered a name from part one. From her you regain some of your possessions – including the all important grimoire. You look around the bare ground and find a hole, at the bottom of which is a key. Sounds easy doesn't it?! Getting the key, however, will take all your adventuring skills. You are harassed by red devils but gain much from the experience. Then, by a stroke of luck, you meet Gwydion the Hunter who seeks revenge on the Black Witch for the death of his son. After your meeting you know you can call on at least one friend for help.

At last, you enter the mountain and have your first glimpse of the Black Witch, Brenwyn. You find the Cup of Lyr but need help to overcome the witch and fill the cup with her blood. Then, back to Aranrod with your somewhat gruesome prize.

By now you probably think you've done enough to gain your freedom – but you still have Hag Ceridwen to contend with. Aranrod helps you gain entry to the drowned city where your search continues. Here you must beware the creatures of the deep and break one spell to claim the most important of all. Back on dry land, you defeat the old hag Ceridwen and her familiar. Then on to the village where you again meet Emrys and the serene Elen (definitely NOT the Witch of Stanley). Here also you meet Lord Gwyn who gives you a new name – Taliesin.

Dennis Francombe is one of my favourite authors and *The Song of Taliesin* is, once again, up to his usual standards. I don't know where he finds his storylines but assume he is a great fan of folklore and myth. His style of text writing it truly like reading a book which I can't put down. Turning the pages, however, is much more difficult than with the type in the local library.

In *The Song of Taliesin* the main plot is to free yourself but there are complex sub-plots woven into the story which, if not resolved, will defeat your aims. Some, on their own, would make good bases on which to build adventures so this really is a program to stretch the minds and imaginations of the players.

Many of the problems are quite difficult but, in the end, have logical solutions. As usual with this author very little is given away for nothing so you really have to seek to find. It's well worth going back for a second look as objects tend to pop up in one place because you've done something in another. Most of the spells, for example, are particularly well hidden.

Ramsave is available and I recommend its use often as you face many dangers. Luckily, by your own endeavours and with the help of your friends, you should overcome them.

You've perhaps guessed that I really enjoyed *The Song of Taliesin*. While it is probably suitable for the more able adventurer I would recommend anyone to try it. Any beginners should feel a sense of achievement by doing only some of the program and, if they complete it, should no longer be called beginners.

Available from Zenobi Software. Price : **Spectrum** £2.99 (tape) £3.49 (+3 disc) £2.99 (3.5" +D disc) **Atari, Amiga & PC** (under Spectrum emulation) £2.99. All prices include postage.

NO.6 – IN THE VILLAGE

Written by Philip Richmond

Reviewed by Barbara Bassingthwaighe on an A1200 under Spectrum emulation

Most of us have heard of or seen the television programme "The Prisoner" which was a popular cult series in or around the sixties, and it was still found to be fairly popular on its rerun in 1992. This game is based on that series.

You are No.6 and have to escape from The Village back to your London home, which is harder than you think as there are lots of red herrings leading you off in other directions. You are free to roam within the boundaries of The Village, and allowed to enter most buildings without any trouble.

As you wander past the lighthouse onto a secluded beach you wonder if you could launch a small boat from the shore, or maybe even swim to freedom. No wait!! Perhaps if you refuelled the unguarded helicopter you could escape into the sunset. You'll just have to try it and find out.

Once you have found the right way to escape its not a very big game but you can have fun trying the unsuccessful ways to find out what happens. I quite enjoyed the game – it was a bit different.

Available from Zenobi Software. Price : **Spectrum** £2.99 (tape), £3.49 (+3 disc), £2.99 (3.5" +D disc), **Atari, Amiga & PC** (under Spectrum emulation) £2.99. All prices include postage.

ZARGO'S CASTLE

**Written by Harold Dixon with help from
Dorothy Millard and Hilary Walton**

Reviewed by Wynne Snowdon on a C64

Baron Zargo has lost his crown jewels – the chucklehead. To be more exact, he dropped them in his castle and they were lifted by some mischievous imps. The imps don't want the jewels but have hidden them away in various parts of the castle, just for fun. The baron, who wants to retire to the countryside, doesn't find it at all funny. He's offered to give his castle and any other treasures found therein to anyone who can locate the jewels and return them to him. Not an easy task really. Not when you think about all the traps and hidden dangers awaiting the seeker. You, however, decide not to think about them – and I guess there are worse things in life than owning a castle. So, off you go

You start in the garden area but don't need to waste too much time there initially. Moving into the castle, which seems to have more rooms than Buckingham Palace, your exploration will take you not only up a couple of floors but also under the building. There are all the usual rooms you'd find in your everyday castle – and a few very unexpected ones. Visit the elven grotto and find this adventure's version of a young Elvis. Try the teleport system for "quick and easy" travel. And why not experience a new form of chair ride for added excitement? Locate hidden passages and find a way to leave a puzzle room if you can. Have a flutter in the games room if you fancy your luck. There's even an indoor watertight room where you're sure to drown unless you have the right equipment. If, however, you find the computer room you can return there later without having to hold your breath. And so it goes on, normality, fantasy, magic and a lot of danger. Just what you need to keep interest alive.

The creatures and characters you meet are not altogether helpful. Some, in fact, are extremely dangerous. You'll come across a rat, a scorpion, a magician and the guardian of the family sword, as well as hornets, snakes, elves and dwarves. You have to sleep with a very unlikely bedfellow at one stage so you can move on in another. Eventually, you should find all you need to please the baron thereby gaining the deeds to the castle. You'll also be left with some gold which should help pay the rates for such a big place for a while.

I found this adventure very difficult to do. To be truthful I wouldn't have completed it at all without a lot of help and I doubt very much if any of you will find it easy. The text is pretty good and needs to be read carefully. I found some of the commands were a little obscure but the text clues did help. There are also some quite humorous responses. There are probably less than fifty locations in this adventure but, with so much toing and froing, it feels like hundreds. None of the locations are there to just pad out the program. There's lots to do in all of them and you should have found, been given or come across an abundance of items before your adventure is over. Luckily, there's no carry limit. What's more, you'll need almost all of them and will really have to get your brain cells going to solve the many, many problems you'll face.

As there is so much to do and find the program incorporates multi-load and, therefore is only available on disc. Waiting for the various parts to load every few moves, together with the slow parser was, to me, very tedious. However, my drive started to act up half way through and I had to re-load often so perhaps I found it more tedious than most. I prefer the speed of PAW and multi-part rather than multi-load adventuring – but you can't have everything and, for an adventure like this, some inconvenience is worthwhile.

There is no ramsave/ramload facility but you can save to tape and disc. I had a small problem saving to disc which I think was caused by the multi-load rather than my machine. I used a separate disc to save, and when the saved data was loaded back, the program immediately looked for the game disc to load in the appropriate location. As the game disc wasn't in the drive, I got an error reading. However, I found the tape save very quick – in fact it was quicker than changing discs – so was happy to use it.

I have tried to be as objective as possible about the program in this review. Some things I really disliked but, on reflection, these were outweighed by the quality, and quantity, offered. The author has crammed in as much movement and as many problems as I've ever seen in one program. In my estimate it is most suitable for experienced, and patient, players but that's never a reason for beginners not to try.

If you own a C64 with disc drive and enjoy a challenge, this program is well worth the buying price. I'd also be interested to know if anyone who tries it can truthfully say they finished without even a little help. Available from Adventure Probe Software – price £3 (disc only)

BILLY BARKER IN WALESVILLE

Written by Damian Steele

Reviewed by Phill Ramsay on an Amstrad CPC

You are crime reporter Billy Barker. Whilst taking a break from your crime reporting activities you decide to tour Walesville, the home of castle ruins. As you decide to take a snapshot of a castle, you take a step backwards and disappear. Fortunately, you aren't harmed, and are soon examining your new surroundings. You must escape the castle into which you have stumbled. So much for the plot. If the plot sounds a little thin, there is no case for complaints under the Trade Descriptions Act, since I found the game itself to be as thin as the title. There is very little to it, and the problems set are quite obvious and straightforward.

There are several secret rooms to be discovered, and a few objects hidden within the room descriptions. The only problem which set any remote kind of a challenge was how to get across a pond within which lurked a creature just waiting to devour me. Even so, the problem is easily solvable and should not pose anyone too many problems. The game itself is quite small (29 locations) and of these, seven are used to create a maze. Mapping the game is quite straightforward, and even with the inclusion of the maze of tunnels, should not be beyond any adventurer, no matter how inexperienced.

The game has been converted to Amstrad format using the GAC, and is therefore available on both disc and tape. The game is firmly one for complete novices to attempt. Intermediate and advanced adventurers will rip through the game in an hours or so, and may well be left with the feeling that the game doesn't represent value for money. Indeed, it must be emphasised that this game is being sold along with another of Damian Steele's (Black Mass – see my review in Probe, November 1993 Barbara) which does, I suppose, compensate a little for the lack of any real content in this game. In short, if you're a novice, or don't like difficult adventures, then give this game a try. Otherwise you may feel that your money would have been better spent on something else.

Available from The Adventure Workshop. Price : **Amstrad** £2 (tape) £4 (disc) **C64** £2 (disc or tape) including Black Mass. Cheque/postal order payable to P.M.Reynolds. Also included on **C64 Public Domain** compilation #2 from Adventure Probe Software – price £2.50 (tape) £2 (disc)

MY TOP TEN ADVENTURES by RICHARD BATEY

The following are my favourite adventures at this moment but in no sequence other than alphabetically. I have also included quotes from other sources to back up my claim that these games are something special.

01 > Castle Blackstar Published by CDS on Spectrum

This game reminds me a lot of the Level 9 games, only it tends to be a bit drier humour wise. A text only game that is big with lots of places to visit and lots of problems to solve. The aim of the game is to locate and return an orb to the goddess Artemis from Castle Blackstar. If you should happen to find any valuable treasure on your quest, well, no questions asked alright? Well worth finding a copy.

"Castle Blackstar is a super text adventure" Derek Brewster, Crash magazine.

02 > Cloud 99 Published by Zenobi on Spectrum

Originally published by Linda Wright on her own Marlin label, this game deals with the naughty Jack Frost who has messed up the weather good and proper. You, of course, have to sort it all out. A fun game that is not too hard to solve but with some delightful puns on the way! The best independent game ever written as far as I am concerned.

"...the humorous tone and the ingenuity of the puzzles make it one of the most enjoyable adventures to play". Crash Magazine.

03 > Fantasia Diamond Published by Hewson on the Spectrum

You may have heard about The Hobbit, a game that was revolutionary in its time with characters that lead their own lives and that you could interact with. Well this game is same type of game but where as The Hobbit has loads of bugs (just look at the game the wrong way and it would crash) this one does not. This was the first adventure game I ever bought and brings back sweet memories of reading Crash for the latest hints and tips. Ah! Briefly, the plot concerned you recovering the Fantasia Diamond with the help of the characters scattered around the game. Let nobody tell you that character interaction does not work, tell them to look at this game. You will be hard pressed to find a copy of the game anywhere nowadays.

"A well thought out and well executed adventure." Keith Campbell

04 > Hitch Hikers Guide To The Galaxy

Published by Infocom

The very first Infocom game I ever played, they always say you remember your first! There is not a lot I can say about Infocom that has not been said already...simply the best. In this one you have to guide Arthur Dent on his travels around the Galaxy, having weird and wonderful fun along the way (though Arthur would not quite see it that way). Superb.

"Personal rating of 12,877,431 out of 10 by Paul Coppins from Computer And Video Games" ((when it was good)).

"The game really knows where where its towel is." Big K magazine March 1985

05 > Lords Of Time

Published by Level 9 for various machines

The British equivalent to Infocom, that was Level 9. I played this game a long time before I ever saw an Infocom game and therefore remains my favourite text adventure of all time. Your task is to stop evil Time Lords (no connection to Dr Who) from changing history. In order to accomplish this you must travel backwards and forwards in nine time periods collecting objects that will help you in defeating the Time Lords. You virtually get nine adventures in one game! Superb times ten.

"Level 9 have done yet another adventure that makes you think." TV Gamer April 84

"Highly recommended". Popular Computing Weekly 1st Feb 1984.

06 > Out Of The Shadows

Published by Mizar Computing

A simple role playing game - but on the spectrum! I remember reading a review of this game in Crash magazine in which Derek Brewster raved about the game. I must have this I thought and rushed down to my local computer shop to order a copy of the game. I was not disappointed. You can imagine that the graphics are nowhere near the standard of todays games (in fact the characters are virtually stick men) but the play is the thing and once you started to play this you could not stop (at least I could not). All of the quests are very similar in that all you needed to do was to find a way to the bottom of the dungeon (there was only one) and recover an item of treasure. You would have to fight Goblins, Balrogs, Dragons etc while recovering weapons and armour that you could use. Reading the above the game does not seem to be that exciting but I can assure you that it was/is and I would recommend it to any spectrum owner. You could also find the game on the Fourmost Adventure compilation.

"I wholeheartedly recommend any arcade adventure or fantasy fans to spend some time with this game as that will be rewarded with many happy hours of play."

Derek Brewster Crash Magazine December 1984.

07 > Secret Of Monkey Island 2 Published by Lucasarts on the PC and others

What can you say about Lucasarts games that as not been said before, just read any of the glossy magazines to see what I mean. If you have never played one of these games

then you really do not know what you are missing. I played Kings Quest 1 to 3 on my amiga but nothing prepared me for SOMI 2. SO FUNNY! The plot involves Guybrush Threepwood (the hero of SOMI 1) searching for the legendary treasure 'Big Whoop.' During the quest you will have to overcome many obstacles including the ghost of LuChuck, the baddie pirate from SOMI 1.

One of the best games ever - said by every glossy computer magazine you can think of.

08 > Special Operations Published by M C Lothlorien on the Spectrum.

The first, and only, Adventuremaster game released by Lothlorien. It was also one of the first games I ever bought and I still have a huge affection for it. Difficult to describe, it involves selecting a squad of 5 commandos to undertake one of seven missions during World War II. Each of the commandos has a one of 30 special skills which you know of and another skill you will find out if you interview them. You can only interview 5 of the 30 possible commandos so you have to choose wisely. Skills range from Doctor, Cartographer, Interrogator, Pickpocket etc. The missions range from finding a secret German Compound to blowing it up. Once you have selected your party and mission you have to move your men around a map on the screen, a basic version of a map you might find in a role playing game, investigating houses, caves, lakes etc in order complete your mission. I told you it was difficult to explain! The fun was working out what each of the skills could be used for and what use any of the objects found could be made of.

"Lothlorien has produced a welcome addition to the range of strategy war-games available and deserve praise for its success in creating the proper atmosphere of stealth and desperation."
Sinclair User 1994

09 > Supercom Published by Atlantis on the Spectrum

A hacking I will go, a hacking I will go, I wish. There is something appealing about breaking into some other large computer and having a nose around. Unfortunately (or fortunately you may say) I would not know how to go about it in real life or be able to afford it (British Telecom make enough already without my help). So this is the closest I will ever get to fulfilling my fantasy, playing a budget game sold for £1.99 at time of release. It seems that there is a criminal megalomaniac holding the country to ransom with a super powerful computer (a QL I think it is) and it is up to you to stop him with your humble Spectrum and Supercom modom. Break into other computers, find that elusive codeword, fool artificial intelligence systems etc. Can you save the day?

"This is a fine hacking game and one that is fun, challenging and very addictive."
Crash Magazine May 1986

"I think you will be hooked." Popular Computing Weekly 20 March 1986

10 > Ultima IV : Quest Of The Avatar Published by Origin on the PC and others

Ultima, the ultimate fantasy land for all you fantasy lovers out there, including me. My favourite games are on the whole fantasy based so this game is manor from heaven. Though there are more impressive games out these days but I still have a fondness for this one. I find role playing games initially hard to get into but once you are in oh boy you are hooked. This is the only one I have completed (thanks to the excellent help booklet written by John Barnsley) and I did this while supposedly studying for examinations. I did pass but no thanks to this game! The quest in the game is to learn the true qualities of life such as Honesty, Compassion, Valour, Justice etc with the ultimate aim of becoming an Avatar. Truly awesome.

"This is an absorbing game with plenty of depth that should please those who enjoy quest-type adventures." Keith Campbell Computer and Video Games

"If you only buy one game this year, make it this one."
Roger Garrett Popular Computing Weekly 20 Feb 1986

So there you have it, my favourite top ten games at this time. I will let you into a little secret though, my true all time favourite game is 'Chaos' published by Games Workshop on the Spectrum. I am a big Julian Gollop fan and think all of his games are the best that money can buy. So there.

Zenobi Software

ADVENTURES

THE WELL OF ZOL

In these modern times the use of the word '**VIRUS**' to describe a corruption of data on a computer or its 'storage' items has lent itself to a more 'acceptable' understanding of the word and all that it really stands for. However in the world of medicine and science the word's usage is one that can strike fear into the heart of even the bravest scientist - for in this context it is used to describe a disease that has the potential to kill and maim thousands of innocent people. This is one such case and it will be up to you to stop the spread of the dreaded virus.

A strange and very virulent virus is plaguing Earth. People are dying in their thousands and doctors are helpless to assist them. There is no known cure for the virus and it seems nobody able to produce one. However a chance discovery by one **PROFESSOR H.ZOSTER** - an eminent virologist - of a small fungus that could just contain the ingredients to produce the much-needed vaccine may be the answer to an awful lot of prayers.

From notes made when he was but a young lad and on his very first expedition, the professor has uncovered the source of a fungus that might just be able to eradicate the dreaded virus from the face of the Earth. Seemingly the fungus is to be found within the confines of a well and in some far-flung corner of the globe.

Professor H.Zoster is too old and frail to undertake such a perilous journey; it would be more than his fragile old frame could withstand. So it is decided that **YOU** are to be the one to undertake the task and to venture out in search of the ancient well and all it contains.

With the fate of the entire world in your hands you have no alternative other than to accept, so you begin your preparations for the journey.

Eventually, with everything you think you will need for the long and arduous journey safely crated up and packed away, you don your hat and set forth. The professor holds out his calloused hand and say "**Good luck, you will need it.**" then bids you farewell ...



ADVENTURE

NOTES

The usual abbreviations are in plentiful supply, so use the likes of **H** for **Help**, **G** for **GET**, **I** for **Inventory** and **QQ** for **QUIT**. Please note that all compass directions are shortened to 1 or 2 letters, as are **UP** and **DOWN**.

Some new words have been 'coined' especially for this game so use **LIN** for **Look Inside**, or **LUND** for **Look Under** or **LIND** for **Look Behind** and always remember to stipulate just what it is you are **LOOKING BEHIND** - e.g. **Look Behind Tree** or **Look Under Mattress**.

Use **RAM SAVE** and **RAM LOAD** to store a game position in **MEMORY** but always use the standard **SAVE** and **LOAD** to store a more permanent record to **TAPE** or **DISK**. Memory is only temporary.

FOREWORD :

"Barely a week goes past without at least ONE letter from a would-be author dropping through my letter-box. Most of them are from people who have a 'tale' in their head and want to know the best way they can get it 'out' and on to tape. Some are a bit more advanced than this and are from people who have already started work on the 'getting out' process and want to know my opinion of their efforts. Some are from people who have done all the donkey-work and have produced a working game, which they now wish me to evaluate with a view to publishing it on my ZENOBI label. All are welcome and all get a reply, because it is people like this that keep the adventure scene alive. When they are not beavering away at their 'masterpiece' they are the ones who play the games the rest of us write ... they are the ones who part with their hard-earned gold in order to share our 'dreams'. So it was with Keith Burnard. His first effort was written in BASIC and took ages to process even the simplest command. However Keith was determined to write his own game and even though it took him many a long month to do so, he did what he set out to do .. even if he did have a change of mind on more than one occasion, not to mention a complete change of writing utility. I will be the first to admit that RADIOMANIA is not up there with the likes of 'THE HOBBIT' or 'LORDS OF TIME' but it is a genuine effort at producing a playable adventure and one that shows what can be done by anybody with enough time and perseverance and a little help from his friends!"

BALROG '92

Spectrum 48K/128K+2

RADIOMANIA

The Story So Far

Lying cosily tucked up in bed you start to drift into a sleep. Suddenly you hear a noise from the nearby window and peering through half shut eyes you notice a small elf-like figure tiptoe towards your bed. With great deft and guile it steals your favourite radio from off the bedside cabinet and starts back towards the window. The radio was a gift from a close friend, so plucking up your courage you leap out of bed and rush after it, determined to retrieve your radio. In your haste you trip and knock yourself out on the edge of the bed.

In the morning you awake and cursing to yourself rub your sore head, get dressed and prepare to look for your radio

NOTE : You may SAVE and LOAD a game position on TAPE but you may also choose to use RAM as a place to store a game position in ... type SAVE or LOAD and follow on-screen instruction to choose the medium of your choice.

**ADVENTURE**



WoW SO ADVENTURES FOR

NEW ADVENTURES

	AUTHOR	CASSETTE	DISC
SIMPLY MAGIC	M & J TREWHELLA	£2	£4
CRISPIN CRUNCHY	M & J TREWHELLA	£2	£4
TIME	M & J TREWHELLA	£2	£4
		ALL 3 GAMES ON 1 DISC	£6
ORB QUEST (Four Parts)	P & T STITT	£5	£7
THE TALISMAN OF POWER	CHRIS BURY	£2	£4
POWER CURSE (Two Parts)	ADRIAN CONN	£3	£5
ADVENTURES OF ZEBEDEE GONIG	DARREN THOMAS	£2	£4
JUSTICE (Two Parts)	ANGELA SWINBOURNE	£3	£5
BEYOND THE DARK MIRROR	RCD ENTERPRISES	£2	£4
WHO'S AFRAID OF THE BALROG?	MARLON	£2	£4
ESCAPE FROM PRISON PLANET (Two Parts)	PETER CLARK	DISC ONLY	£5
HOUNDS OF HELL (Two Parts)	PETER CLARK	DISC ONLY	£5
A MIDSUMMER DAY'S DREAM (Two Parts)	PETER CLARK	DISC ONLY	£5
RAIDERS OF THE LOST TOMB (Two Parts)	PETER CLARK	DISC ONLY	£5
(All Above Games - 464 or 6128 or PCW)	2, 3 or 4 GAMES ON 1 DISK		£7, £9 or £11
"DREAM" - Parts 1 & 2 - "PIRATE PROBLEMS"	PETER CLARK	GAC Tape - £3	
"DREAM" - Parts 3 & 4 - "WONDERLAND"	PETER CLARK	GAC Tape - £3	
RAIDERS OF THE LOST TOMB (Two Parts)	PETER CLARK	GAC Tape - £3	
THE ANGELICUS SAGA (Two Parts)	M & MJ CREWDSON	£3	£5
THE ANGELICUS ANSWER	M & MJ CREWDSON	£2	£4
THE ANGELICUS SAGA & ANGELICUS ANSWER	M & MJ CREWDSON	2 GAMES ON 1 DISC	£6
HELVERA - MISTRESS OF THE PARK	BOB ADAMS	£2	£4
GRUE-KNAPPED	BOB ADAMS	£2	£4
HELVERA & GRUE-KNAPPED	BOB ADAMS	2 GAMES ON 1 DISC	£5
MAGICIAN'S APPRENTICE	SIMON AVERY	£2	£4
PRISON BLUES	SIMON AVERY	£2	£4
TOTAL REALITY DELUSION	SIMON AVERY	£2	£4
DANGER! ADVENTURER AT WORK!	SIMON AVERY	£2	£4
DANGER! ADVENTURER AT WORK TWO!	SIMON AVERY	£2	£4
GERBIL RIOT OF '67	SIMON AVERY	£2	£4
DANCES WITH BUNNY RABBITS	SIMON AVERY	£2	£4
Choose any one of the above Simon Avery games on disc at £4 and Add one or more games at £1 each	For Example:-	6 GAMES ON 1 DISC	£9
A THIEF'S TALE (Three Parts)	SIMON AVERY	£4	£6
A THIEF'S TALE + Any 3 Simon Avery Games		4 GAMES ON 1 DISC	£9
A Day in the Life of a TUPPERWARE SALESMAN + GRIMWOLD'S BIG ADVENTURE - FREE!	GRIMWOLD	£3	£5
MERLIN (Two Parts)	MICHAEL HUNT	£3	£5
PRE-HISTORY	MICHAEL HUNT	£2	£4
YARKON BLUES	JASON DAVIS	£2	£4
YARKON BLUES II (Two Parts)	JASON DAVIS	£3	£5
THE SMIRKING HORROR	JASON DAVIS	£2	£4
HELP Inc.	JASON DAVIS	£2	£4
YARKON BLUES I & II & SMIRKING HORROR	JASON DAVIS	3 GAMES ON 1 DISC	£7
YARKON BLUES I & II, SMIRKING & HELP Inc.	JASON DAVIS	4 GAMES ON 1 DISC	£8
OUT OF THE LIMELIGHT (PAW)	JONATHAN SCOTT	DISC ONLY	£4

FTWARE

R THE 464 & 6128



FOR PETE'S SAKE (Two Parts) (PAW) +Free Game - FRED'S NIGHTMARE	STEPHEN BOYD	DISC ONLY	£5
ESCAPE FROM HODGKINS' MANOR (PAW)	JONATHAN SCOTT	DISC ONLY	£4
RED ALERT (Two Parts) (PAW)	JONATHAN SCOTT	DISC ONLY	£5
BEGINNING OF THE END (Two Parts) (PAW)	JONATHAN SCOTT	DISC ONLY	£5
THE END IS NIGH (Three Parts) (PAW)	JONATHAN SCOTT	DISC ONLY	£6
ALL PAW GAMES - 464 or 6128 or PCW		4 GAMES ON 1 DISC	£11
THE TAXMAN COMETH (464 or 6128) (GAC)	STEVE CLAY	£2 TAPE ONLY	
TAX RETURNS (464 or 6128) (GAC)	STEVE CLAY	£2 TAPE ONLY	
THE FINAL DEMAND (464 or 6128) (GAC)	STEVE CLAY	£2 TAPE ONLY	
THE TAXMAN COMETH (PAW)	STEVE CLAY	DISC ONLY	£4
TAX RETURNS (PAW)	STEVE CLAY	DISC ONLY	£4
THE FINAL DEMAND (PAW)	STEVE CLAY	DISC ONLY	£4
ALL PAW GAMES - 464 or 6128 or PCW	2 GAMES ON 1 DISC £5	3 GAMES ON 1 DISC	£6

GAMES FOR CHILDREN

THE LAST SNOWMAN (Personalised)	M & MJ CREWDSON	£2	£4
THE BIG TOP	RONNIE SLATER	£2	£4
SEVEN LOST GNOMES	DOROTHY JONES	£2	£4
THE CASE OF THE MIXED-UP SHYMER	SANDRA SHARKEY	£2	£4
2 GAMES ON 1 DISC £5	3 GAMES ON 1 DISC £6	4 GAMES ON 1 DISC	£7

RE-RELEASED ADVENTURES

THE TRIAL OF ARNOLD BLACKWOOD	COLIN HARRIS	£2	
ARNOLD GOES TO SOMEWHERE ELSE	COLIN HARRIS	£2	
THE WISE AND FOOL OF ARNOLD BLACKWOOD	COLIN HARRIS	£2	
ANGELIQUE A GRIEF ENCOUNTER	COLIN HARRIS	£2	
BRAWN FREE	COLIN HARRIS	£2	
		5 GAMES ON 1 DISC	£8
LOST PHIRIOUS PART 1 - THE CASIOPIA	NEIL SCRIMGEOUR	£1.50	
LOST PHIRIOUS PART 2 - THE PLANETS	NEIL SCRIMGEOUR	£1.50	
LOST PHIRIOUS PART 3 - FALKRHANON	NEIL SCRIMGEOUR	£1.50	
		3 GAMES ON 1 DISC	£3.50
BLACK KNIGHT (Two Parts)	MANDY RODRIGUES	£3	£5
ATALAN	MANDY RODRIGUES	£2	£4
		2 GAMES ON 1 DISC	£6
CITY FOR RANSOM	JOHN PACKHAM	£2	£4
PANIC BENEATH THE SEA (Two Parts)	JOHN PACKHAM	£3	£5
PROJECT ANNIHILATION	JOHN PACKHAM	£2	£4
		3 GAMES ON 1 DISC	£7
PROJECT X - MICROMAN	T KEMP/J LEMMON	£2	£4
FLOOK (Two Parts)	DAVID OYA	£3	£5
CRYSTAL THEFT	PAUL WILSON	£1.50	£3.50
COLDITZ ESCAPE (Two Parts)	FRANK FRIDD	£3	£5
THE SOUND OF HIM	FRANK FRIDD	£2	£4
	BOTH FRANK FRIDD	GAMES ON 1 DISC	£6
VIDEOWORLD (Two Parts)	GRAHAM PARRY	£3	£5

ALL PRICES ARE INCLUSIVE OF FIRST CLASS POSTAGE WITHIN THE UK.
PLEASE ADD £1 TO COVER ADDITIONAL POSTAGE FOR OVERSEAS MAIL

CROSSED CHEQUES/POSTAL ORDERS PAYABLE TO: JG PANCOTT
ADDRESS: 78 RADIPOLE LANE, WEYMOUTH, DORSET DT4 9RS

TELEPHONE: 0305 784155 1pm to 10 pm

The Adventure Workshop

Adventures for the Commodore

NEW RELEASES

Misty Island

by Dorothy Millard

You know too much and have been unceremoniously dumped semi-conscious on a remote Misty Island, with no food, to die. Of course this doesn't appeal to you, dying, that is!

Can you find a way to survive this nightmare and even escape back to civilisation.

In your semi-conscious state you hear the spies whispering something about 'hiding the evidence'. The men leave you to regain consciousness. Now it is up to you.

NOW AVAILABLE on DISC or TAPE Priced £2.00

YELLOW PERIL

by Dorothy Millard

What a weird place. You've done it again. This time everything is yellow. Oh, you feel sick. Not Yellow!!!! After turning everything purple in Land of the Purple Sea, and eventually succeeding in returning home, you have continued with your experiments in an effort to find out what went wrong. For several years you have been careful but this hasn't led you to discover what happened. You are standing on a lonely beach, but this time everything has turned yellow, even the sea. But something else is different too - you appear to be in a different place! In YELLOW PERIL you will meet many weird creatures such as the Yellow Peril, the Yellow Whatsit, a Yellow Cow with a passion for berries, the friendly Yellow Spotted Cat and many others. Using magic and lots of ingenuity you must find a way to return to civilisation.

NOW AVAILABLE on DISC or TAPE Priced £2.00

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

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

THE ASSASSINS' GUILD

by Phillip Ramsay

You are an assassin. Well, that's perhaps stretching the truth slightly. You are an apprentice assassin. Having successfully passed your first year exams, the Grand Assassin decided that your practical skills need assessing before you may be allowed to progress to the second year of your apprenticeship.

Being of an ironic disposition, the Grand Assassin chose an unusual form of test for you. It is not that he dislikes you more than any other apprentice, but every year someone is given the short straw, and this year it's you.

Your mission is more ironic than most. The Grand Assassin informs you that a Third Year apprentice has, as his final test before becoming a fully accredited assassin, to assassinate princess Helena, daughter of King Kyros of Kranger.

To ensure entry to your second year of apprenticeship, you must, you are informed, save the life of princess Helena and assassinate the assassin who is to assassinate her. You must pit your puny skills against a cold-blooded, ruthless colleague who has considerable advantages over you.

With a sense of dark foreboding, you accept the mission and leave the Guild....

NOW AVAILABLE FOR THE AMSTRAD CPC on DISC £5.00 for CPM+ ONLY

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

Convention News 2

I was outraged! That Grinwold could treat his father with such deep contempt. After the awards had been announced, I gave the Dwarf to understand exactly what I thought of him and his race.

But the Dwarf swore (several times) that he had thought the Elf's claims to be nothing more than an elaborate charade; and undergoing a rapid change of heart, he told me that if the Elf would but seek him out in the mines of Chudleigh, he would be happy to talk and, if Sapleaf were, truly, his father, welcome him for his lost kinsman.

Accordingly, I rushed out of the hotel and attempted to catch up with the Elf. But alas! in the intervening time whilst I had been talking to Grinwold, he had made good his vow to travel to the Forgotten Mountains. There was no doubt in my mind that if Sapleaf reached his destination, his life would soon be over. There can be few adventurers who view the prospect of an encounter with the indigenous dragons with anything but a shiver running down their spines.

And I could not allow Sapleaf to travel to his doom thinking that his only son had forsaken him. No, I decided, I would travel after him, overtake him, and inform him of the misunderstanding. Perhaps I could be the means to reuniting this sad and splintered family.

Two weeks later, I approached the kingdom of Kranger. It seemed obvious to me that the Elf would travel by this route, since nearby lies the last great refuge of the Elven Nation, the Gloomy Forest. Now, the Elves are decidedly touchy about Humans entering their forests, so I decided to make discreet enquiries in the local Public House.

I left much refreshed, but without any solid information regarding the Elf. I was beginning to regret my resolve to find him, when an almighty slap on the back floored me.

As I regained my feet, I glared into the grinning, ugly face of Draffan, a half-Orc whom I had once helped out of a nasty situation involving some Hynths.

With many an exclamation casting aspersions on our respective parentage, we jostled and shoved each other the way friends who have not seen each other for years do.

I know Draffan is a half-Orc, but I never did discover the other half of his parentage. He wandered slowly to a secluded corner, in

the shade, and he questioned me about my presence in that part of the world.

I told him a modified version of the tale, and he frowned; he understood well what it is to be called hybrid and other such names, and could perhaps empathise more than any other creature with Grinwold.

He promised to make enquiries, directed me to a decent enough inn, and scurried away, tenacious and dependable.



I expected him to have little more success than I had already achieved, and yet, just as dusk was settling its brief twilight across the city, he entered my room, startling me into drawing my dagger and assuming a fighting posture.

He grinned as he observed I was getting slow in my old age. His face lost its smile, however, as he told me that he had located the Elf.

This was great news, I thought, until he explained that the Elf had been caught attempting to free King Kyros's unicorn from the palace compound. He had been arrested and was currently being held in the castle dungeons. The executioner would already be torturing him, lest he be a spy or an assassin, and, my friend informed me, there was little chance that he would see daylight again.

Since King Kyros ascended his throne, he had been the subject of repeated assassination attempts, and had responded by making an example of any suspected of treachery, whether they were guilty or not.

Groaning in exasperation, I questioned Draffan about the possibility of rescuing the Elf. Despite his natural colouring, I could swear that he went several shades paler.

"Dotran, my friend," he said to me, "rid yourself of the notion. It is exceptionally dangerous and doomed to failure. The standard punishment for such an attempt is public flaying and slow impalement. Surely this Elf cannot be worth such a risk?"

"Perhaps not," I conceded, "But I find that I cannot simply stand idly by and do nothing. I came here to pass on my news to the Elf. If I must rescue him from the dungeons to do so, then so be it."

Draffan sighed deeply, then nodded slow agreement.

To be continued....

The story of Grinwold and the Bunny has had to be withheld due to legal action. We hope to print the story at a later date.

THE SECRET LIFE OF THE SPECTRUM EMULATOR FOR THE AMIGA by BERNARD WOOD

First off – the Amiga 500 & 500+

1. Load up emulator as usual.
2. Press right mouse button and go to the title bar at the top of the screen.
3. Go to setting and come down to Task Priority. You will see figures –10 to 5. Highlight 5 and release button.

This brings faster screen update and typing, especially on Quilled games.

On the 600 and 1200, assuming you have the old version of the 1.7 emulator, which has 4 icons on the Workbench screen.

Load the 600 with the emulator with Spectrum 10 Icon, on the 1200 load the emulator with the Spectrum 20 Icon. Now follow the instructions as for the 500 & 500+

The reason for this being the difference in the speed of the processors in the 3 models.

500 & 500+ : 68000 processor, 600 : 68010 processor, 1200 : 68020 processor

Now that's the easy way. Another way is to make a copy your emulator and rip it apart with Messy Sid (a program which allows you to take certain bits out of a program).

Put your copy of the emulator into Sid. Keep all your Directories (highlighted orange).

On the 500 & 500+ keep INFO, SPEC –00, SPEC –00 INFO, SPEC ROM

and your game which is on the emulator. Delete the rest. This is assuming you have the old version of 1.7, as mentioned above.

On the 600 exactly the same process but keep SPEC 10 and SPEC 10 INFO instead of SPEC –00 etc.

On the 1200 keep SPEC 20 and SPEC 20 INFO, all the rest the same as for the 500/500+.

It works, honest. I've done it myself. Doing this uses up less of the Amiga's ROM memory, allowing it to run faster.

If anyone has any problems they can write to me or 'phone between 6 and 10 pm. Tuesday to Friday, or anytime up to 10 pm weekends.

If you would like me to do a disc for you, send me a blank disc with details of which model Amiga you have, and I will send you an amended copy as above. You can then load the disc and then swap to the game you want and load it via the doctored emulator.

By the way, Messy Sid II which I used is available from Zenobi Software for under £2.

Well, I hope this has been of some help, and please do not hesitate to contact me if you need help and I will try my best to answer your questions.

Bernard Wood, 2 Culpin's Close, Spalding, Lincs. PE11 2JL Tel. 0775 760512

ADVENTURE WRITING WITH AMOS by STEVE CLAY

Whilst I await questions or suggestions for future articles on adventure writing with AMOS or ADVSHELL I thought I'd give you a help routine based on that employed by Topologika. In case the system is unfamiliar to you a sheet is supplied with the game with numbered questions on that relate to certain points in the game where a player may get stuck. You type in the number and a cryptic hint is given first, the second time a more informative nudge and finally a blow by blow solution to the particular problem. In this example the questions will be given on screen. You could of course supply a printed list with your game or better still allow the player to find the sheet in one of the early locations of your game. You need a separate set of flags and messages. So at the top of your program where all the arrays are dimensioned add the following:

```
Dim HF(n/3): HM=n/3
```

```
Rem *** Note that n will be replaced by the number of messages you have. The numbering of the messages is important! In your response table you would call a separate sub-routine when the player typed 'HELP':
```

```
If VE=28: Gosub HELP: Return: End if
```

```
Then elsewhere you would insert the sub-routine.
```

```
HELP:
```

```
Cls
```

```
Centre "***** HELP PAGE *****"
```

```
TE$="Enter the number next to the question you wish answered. The clues will "
```

```
TE$-TE$+"given firstly as a cryptic clue, secondly as a gentle nudge and "
```

```
TE$-TE$+"finally as a full solution to that problem."
```

```
Gosub PRM
```

```
You would then print the items and their corresponding number. For example;
```

```
Print "1. The sword in the stone?"
```

```
Print "2. The big bird with blue eyes?"
```

```
Print "3. Crossing the lava flow?"
```

```
HL1:
```

```
Input H$
```

```
H=VAL(H$)
```

```
If H<HM: Rem ** Checks that an illegal number has not been requested
```

```
If HF(H)-2: TE$-HM$(H+(NM*2)): End if
```

```
If HF(H)-1: TE$-HM$(H+NM): End if
```

```
If HF(H)-0: TE$-HM$(H): End if
```

```
Gosub PRM: Return
```

```
End if
```

```
Goto HL1
```

To explain! This is why numbering your messages is important. If for example you are offering help on ten items then the help messages 1 to 10 would offer the cryptic clue for each item. Messages 11 to 20 would be the gentle nudge and 21 to 30 would be the solutions. You would Dim HM\$(30), HF(10) and HM would also equal 10. The value of the messages required is computed after the TE\$- part of the listing. If an illegal value is entered it is ignored.

So in the above example HM\$(1) would be something like "Perhaps someone stronger might help?", HM\$(11) could be "How about something to drink" and HM\$(21) would read "Drink strength potion". Of course this routine would allow you to offer just a single hint.

There would be no need for the HF(n/3) array then or any reference to it. You just check the value of the input against your number of help messages and if it is legal then print it!

Failing an influx of questions I'll deal with using the disk to store your location/message text giving you lots of room for response tables etc. If you have anything you want answering – I promise not to print your name if you do not wish it – then contact me at the following address :

STEVE CLAY, 17 STANLAW ROAD, ELLESMERE PORT, SOUTH WIRRAL, L65 OEY

SURVIVAL GUIDE FOR ADVENTURER'S PARTNERS (or the twelve commandments!)

1. Try not to show that you think your partner is completely out of their tree.
2. Always keep a good supply of earplugs on your bedside table so you don't get woken in the middle of the night by your partner mumbling about a one-legged dwarf and a tiny boot whilst carrying a toad.
3. Try (very hard) not to be concerned when your partner insists on examining and searching everything in the supermarket.
4. Don't complain when your partner wants to pack a rope, a lamp, a shovel and a rucksack when you go on holiday.
5. Always be prepared for outbursts of "that's how you do it!" from your partner. This is particularly important when driving in the fast lane of the motorway! In severe cases be prepared to leave the motorway at the next exit and head home for your partner's sake.
6. Try and show that you are interested in what your partner is doing. However, be very careful, as you may be sucked in to the adventuring world, and become ONE OF THEM!
7. The best way to avoid No.6 is to perfect the blank-eyed, gormless look. This works as your partner then thinks you are nuttier than them.
8. Do not, under any circumstances, contact your G.P. as it may be you that ends up in a strait-jacket.
9. If you go out together for the evening, remind your partner (gently) that this is the real world, and that they must not use the king's undies, dig holes, etc. as this would almost certainly be a fruitless (and arrestable) exercise.
10. Learn to love unidentifiable things lurking under piles of fluff. After all, dust is only a protective covering for furniture.
11. Learn to cook!
12. When you can't stand things any more, remember that you married them "till death do you part", which might come sooner than you (or they) think.

Signed: A survivor. (Counselling available on request!)

AMIGA COLUMN by STEVE CLAY

It gets shorter every month and the column is shrinking as well. This month has seen me struggle to find anything to write about. So here goes...

Gamesmith is a game creating utility with the experienced programmer in mind. Hisoft have produced a system that will allow those conversant with C or Assembler to write high quality products by drawing on a number of routines provided. The reviews recommend this product unreservedly to anyone wishing to produce commercial quality games. The package includes both a C utility (DICE) and an assembler. It costs £100 but the money it could return far outweighs this.

The best advert for AMOS, Valhalla, has been joined by Valhalla 2 – Before The War. Having had a bash at this second instalment via a coverdisk demo (or rather having become stuck in this second instalment) I have to put this at the top of my wants list. The story follows the events before those in Valhalla 1 making this sequel a prequel and you play the chap who became the Lord of Infinity. Your aim is to overthrow the current incumbent of the throne, who is the father of the hero of the first game! Got that? (Sounds like the start of that old American comedy programme SOAP!). The game uses the same system as the previous game with the added bonuses of fewer traps, an automap feature and an icon that allows you to cut out the superfluous speech. The main character now talks with a deep voice rather than the reedy one of the previous star!

Also on coverdisks recently I have encountered The Crystal Dragon and Flight of the Amazon Queen. Crystal Dragon is a Black Crypt/Dungeon Master copy with more emphasis on the puzzles which fails to explain why, having passed down a corridor and through a couple of doors, my two adventurers had the stuffing kicked out of them by a wandering guard. Actually, level one begins with a puzzle. The answer to it is a matter of trial and error but the sight of the door opening is very nice. Alas, very quickly things start to give off warnings, such as both your party have torches in their inventory but you have to place them in the hands of the characters to light them. Missing this point has you entering the dark dungeon and crashing into walls, losing points right, left and centre. There is also the fact that you need to put the weapons in the correct hand or your bold adventurer is unable to operate. This appears to be a fussy game and I got the feeling you may well be killed off for not eating with the correct knife and fork at dinner. RPG masters will probably love it. They are somewhat mad anyway! The cover demo of Flight of the Amazon Queen was a special version for the magazines. You have to gain access to the headquarters of the programmers and interview them. However, having seen two screens and interviewed the blonde number who stars in the game I was reduced to running the cursor about the screens in the vain hope that it might pick up on something of interest. I'm still trying and therefore can't comment on the thing except to say that the animation of the young lady is good, while the main sprite had a tendency to walk as if it was crossing its legs.

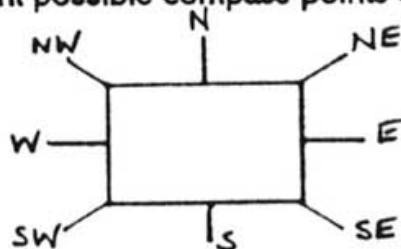
And that would have been it if I hadn't gone to the local library today and found a book that may be of interest. Amiga games – Hints, Tips, Cheats and Adventure Solutions is published by KUMA books (01734 844335). It contains a vast amount of information on many adventures as well as level codes for arcade games including Lemmings. Adventures covered include Another World, Dungeon Master, Chaos Strikes Back, Nightmare, Monkey Island 2 and many more. It was published in 1994 so there is a lot of to date material. Price £9.95 or order it from your library.

BEGINNERS CORNER

HOW TO MAP – A brief guide for the novice adventurer by Curt O'Grapher

For each location that you visit, draw a rectangle large enough to contain a brief description; enough to recognize it should you visit it again at a later stage.

This rectangle will then have eight possible compass points of exit to the next location, so



Draw in one of these lines for each exit indicated in the text or subsequently discovered by you. Continue to the next location and add the next rectangle to the line in the direction that you have taken and so on until your map begins to take shape.

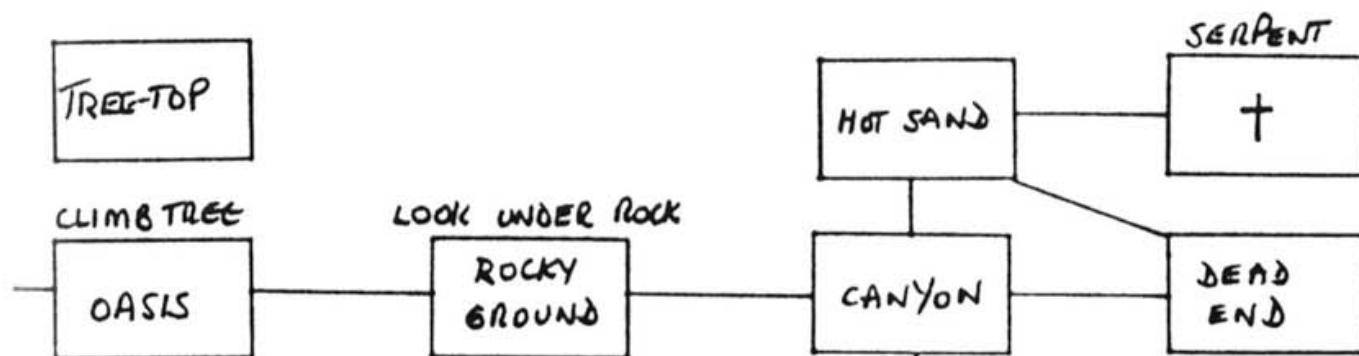
Other directions, such as up/down, climb tree, etc. may be written in between locations in place of direction lines.

You may wish to leave space around locations to allow the addition of special notes, e.g. roll carpet, look under rock, etc.

Alternatively, you may prefer to number each location and keep brief notes as to what is required to solve any problems encountered there.

Small crosses may be used to indicate areas of sudden death.

Eventually, your map will take shape, so



Caution – Most locations tend to extend into the area at the edge of the page. To avoid the trauma of no more room, run through the early locations, prior to mapping them, to see in which direction the adventure is proceeding.

Editor's tip – If, like me, you can't draw straight lines and boxes, treat yourself to a stencil. I use a Computer Flowchart Template, available from most good stationers. The Helix one costs about £2. The edge will help you draw lines, and you have a choice of shapes, including rectangle, and square (which is the one I use).

NEXT MONTH – "How to solve a maze without tears" by Laurence Creighton.

PERSONAL MESSAGES

To Anne B – If we both team up and write very long letters perhaps we will succeed in eliminating the mutual irritation. (Rattled Snake)

To W.S. – I do apologise. I didn't realise you just haven't got a sense of humour. (Nemo)

To Dopey – That's a very subjective question. (Tweepy)

To Conan the Librarian – Where've you got to, you little squirt? (Socrates)

To Geoffrey – Here's your starter for 10. "What number comes between 3 and 5?" and no conferring. (M.S-P)

To Steve – "Oh I do like to be" Excellent, more of same please. (M.S-P)

To Ellen – Yes, I've "caught" it. Still running. Getting awfully fit. Might enter the London Marathon. Sorry about the "adhesive" remark, also. (M.Polo)

To Snow White – Correct, I am from the "Away" Counties. I'm certainly not close to that teeming metropolis, London. Who do you think I am? Go ahead, Snowy, take a guess. I you'll never get it. (M.Polo)

To M.Polo – You will never escape the Maze-Hoppers' Association. (Dirty Harriet)

To Grimwold – C'mon, cough it up! (Uncle Horace)

To Damian – I did, and twisted my ankle (Uncle Horace)

To The Spiral Enchanter – She's a pretty dumb witch, ain't she? (Uncle Horace)

To Damian – Please take note, I don't like spiders. Especially the ones that kill me! (Ellen)

To Phill – Don't worry, I can wait!! (Ellen)

To Pete – Mummy says, "Hi" (Ellen)

To I.Jones – Be that as it may, I much prefer your daddy (Ellen)

To John Brandon – Are you, like me, in Torment to??? (Ellen)

To All – I didn't lock myself in the car, I was locked in it?? (Ellen)

To Dead Warg – Just you leave Mad Cat's tail alone! (Ellen)

To Spiral Staircase – Oops, Enchanter, I think someone's been winding me up (The Witch of Stanley)

To the Spellkeeper – It wasn't my fault. The plasatic bag slipped, and obstructed my vision (Loobiloo)

To John Brandon – How could you tell Eileen the outcome, and still leave me in the dark??? (You-know-who)

To John Brandon - Don't worry, mum's the word! (Eileen)

To Tweepwold - Ready for another back rub yet? (Snow White)

To Mary - Mad - loopy. Cat - Kool Cat. NOT Krazy Kat (Mad Cat)

To Ellen - OK. I'll bring some mutton, 'coz I doubt old, toothless wargs are tender enough. (Mad Cat)

To Witchy - Roger. Wilco! (Mad Cat)

To Grimwold - OK *You* know what "cower and tremble" means? Or would it better to ask Tweepy or Kasar? (Mad Cat)

To Witchy - Its previous owner did. He also mumbled something about zorching you some interesting ingredients. (Mad Cat)

To Ellen - A necromancer is one of the most powerful Magick users around. The Microsofties are using their powers to enslave the world. (Mad Cat)

To the Spiral Enchanter - You got it, Teddy Bear. (Mad Cat)

To Trasymachus - Mum wants to know if you'd like to star in our next pot of scouse. (Mad Cat)

To Dead Warg - Send a large one. There's more meat on 'em. (Mad Cat)

To All - QRL? (TF6-005)

To Ellen - Nope, that wombat wasn't. (Reynir)

To mte - Shut yer trap! Who has Worked All Microwave Ovens? (Ro-wan)

To Ro-wan - Hmf! I'm still steaming over that one! (mte)

IN TOUCH

FOR SALE : Amiga games - DEATH MASK (Doom-style, 2 player, 1 meg) £10, SIMANT (1 meg) £10, BARBARIAN 2 £5, WRATH OF THE DEMON £5, CAPTAIN FIZZ £2. PC games - LEATHER GODDESSES OF PHOBOS (all original packaging incl. comic book, scratch 'n' sniff, 3D glasses, etc. 5.25" disc) £10, STARGLIDER (cga 5.25" disc) £5. Please contact Chris Lord on 01803 554473

ADDITIONAL SOLUTION

The following solutions have been added to the files since last month. Cost : one 29p stamp each, plus a stamp for the return postage, regardless of the number of solutions. **WARNING** : Reading a solution can serious damage your enjoyment.

DAVY JONES LOCKER (Atari), DOMES OF SHA (Atari), EUNUCH'S BALL, HAMMER OF GRIMMOLD (Atari), KING'S QUEST 6, MUTANT (Atari), TALISMAN, TEMPORAL MISPLACEMENT, THRALLBOUND.

NEWSDESK

SAM/PAW News

Phil Glover has written with details of the latest developments, which is great news for SAM owners. He says "The SAM disc version of Spectrum PAW is on the point of release. It was stipulated by Gilsoft (whatever form they take at present) that this SAM conversion can only be used by existing owners of Spectrum PAW for copyright reasons. As a result, it'll be available on a PD basis, but with a chunk of code missing. This can only be added if the user has the PAW cassette from which to load the code file. I'd think that owning the manuals as well could be useful! We're trying to see if the PAW database conversion programs could be released in full PD form. This would enable users to convert their Spectrum PAW tapes to SAM disc, without being able to use the full PAW utility itself, which shouldn't upset Gilsoft. If I hear from any SAM owners wanting the full SAM/Spectrum PAW utility, I'll have to appeal to any Probe readers who may be willing to part with their old copies of PAW. As usual, I'll keep you informed of any more developments." Sounds very promising, and I will certainly buy a copy (although I don't have a SAM) as I am a registered user of the Spectrum PAW. If anyone is willing to part with their copy, with manual, please let me know and I will gladly pass details to Phil.

New Releases from WoW Software

OUT OF THE LIMELIGHT and THE END IS NIGH, both by Jon Scott and Stephen Boyd, have been converted to the Amstrad format and are available on disc only. Individually, "Limelight" is £4 (1 part), and "End is Nigh" is £6 (3 parts) but the bargain way of buying the later is as the complete Zikov compilation of all four games on one disc for £11 (eight parts).

New Releases from Zenobi Software

This month's release is THE 39 STEPS by Jack Lockerby, based on the famous novel by John Buchan and *not* on the various film versions that you may have seen. This is a 128K game, so only available for 128K Spectrums and PCs under emulation. The next release, at the end of March, is CIVIL SERVICE 2, Jack's follow-up to his very popular Civil Service with its brain-teasing puzzles. I understand C.S.2 has more of the same, (but probably a lot more difficult to solve), and will be available on Spectrum Amiga, Atari and PC. Due out at the end of April is FISTFUL OF NECROMOMICONs by George Hoyle (all formats), and in May FLAMEOUT by Laurence Creighton should be ready.

Zenobi Software Pricing Details

With effect from 1st March, the standard price of ALL games will include postage, so *single* games on Spectrum (tape & +D), Amiga, Atari and PC will be £2.99, but the +3 discs will remain £3.49. All *single* games on licence from GI Games will now be £2.49 on tape, and as above for all other versions.

Atari Versions of Spectrum Adventures from Zenobi Software

There is now a very good emulator and providing you have at least 1 meg. of memory, a 48K Spectrum game should run on an ST, STE and Falcon. ALL the titles that are available for the Amiga are now available for the Atari using this emulator. I have seen some of my favourite games and they played very similar to the Spectrum/Amiga ones, and looked great on screen. Price - £2.99 including postage for single games.

OBJECTS AND THEIR USES

MICROFAIR MADNESS – compiled by Bernard Wood

LEVEL 2

- Chair pull twice, stand on chair
Carrier bag search for smartos, cut to make shirt
Smartos examine for glasses
Mat wrap around yourself
Stapler to staple mat
Scissors cut bag
Glasses once sprayed, become dark glasses
Budgie drop near robocleaner so you can climb on its back
Gizmo press button when near one-armed bandit
Door give to Sparton Software for alcohol
Alcohol give to reviewer
Note give to Tim
Fanzine give to security guard
Pass to get into gym
Trampette to get across chasm
Seed cake plant in botanical garden
Dragon 32 give to professor
Metal give to man listening to music
Spray can spray glasses, spray wall when Lawson is present
DTHS game give to people on Adventure Prize stall
Wheel give to hamster
Net to catch bug
Bug give to crow
Rope tie to wheel
Spanner undo bolt on wheel
Cracker unroll
Banger put in hot dog
String tie to banger
Hot Dog give to dog, don't forget to hold string
Picture lift to get string
Robocleaner climb on, go to rubbish dump on its back, jump off
Egg put on radiator
Bird to get rid of snake
Fire alarm break glass to water seed cake
Spade used to plant seed cake
QUEST FOR THE HOLY SNAIL (mini adventure)
Credit card to buy lamp
Lamp pour oil on excaliber
Excaliber throw into lake for coin
Sheets tie together to make rope
Chimney feel up to find string
String give to Gordo for key
Coin give to Gordo for mug of beer
Mug of beer give to Bleak Night



GETTING YOU STARTED

ANGELICUS SAGA played by Peter Clark on an Amstrad

Start in Dormitory wearing uniform. X uniform and search pockets, you find a small key. Open the locker with the key and you find a photo, a choc bar and a torch. Under the bed you will find a pair of boots. Get them and wear them. If the intercom buzzer sounds at any time during the above actions, press the button and you will be told your task.

Go east to North Corridor and south to South Corridor. Lift the carpet and you will discover a crowbar. Go west into the Equipment Room where you find a hook. Get the hook and go east then south into the Lounge Bar. Get the beer bottle then X bar to find some matches. Under the bar you will find a battery which you can put in the torch. Now head north until you reach the Dining Room and get the chair. Now go east into the Kitchen where you should give the photo to the cook. She will return it together with a hamburger sandwich

.....

CRUISE FOR A CORPSE played by Peter Clark on an Atari

After the animated introduction, the first thing you should do is take a stroll around the ship making a note of where people are and examining everything in sight.

Now you are ready to start seriously. Take the piece of paper and smooth it out then read it. Go and show the note to the barman who will give you Father Fabian's Mass Book. Now ask him everything that you can.

Move around the ship asking everyone that you meet everything that you can. This may have to be done more than once to get all the available information. Now return to the Dining Room and the Priest should have gone. Pick up the paper from the floor and read it. It is a receipt for a diamond bracelet. Now go around the ship again asking everyone that you meet about the bracelet

DEADLINE played on an Amiga

You start on the south lawn near the Robner house. I (nothing), N along the path to the front door. KNOCK ON DOOR. Mrs. Robner invites you inside, and tells you Mr. Coates will be reading her husband's will at noon in the living-room. You are now in the Foyer of the house. N (hallway), E (foot of stairs), U, U, W, W, W, W (up stairs and along hallway to outside the library where the body of Mr. Robner was found), N (very detailed description, so read carefully and take notes), EXAMINE NOTEPAPER (doesn't seem to have anything written on it), TAKE PENCIL, RUB NOTEPAPER WITH PENCIL (see part of message), TAKE CALENDAR, EXAMINE CALENDAR (July 7th, lists an appointment with Baxter at 2 pm), TURN TO JULY 8 and EXAMINE CALENDAR (9 am states "Call Coates! Will completed"), EXAMINE PAPERS, EXAMINE SAUCER, EXAMINE CUP, EXAMINE CARPET (see a few small areas of dried mud near the desk), EXAMINE balcony WINDOW (door closed), OPEN WINDOW, N (onto balcony), EXAMINE BALCONY (see some dried mud on the floor), EXAMINE RAILING (some paint scraped off), S, S (hallway), E, E, E, E



INVASION played on an Atari ST/STE

Start on bridge of shuttle craft. I (carrying trousers, shirt and disk), S (corridor), S, S, S (by door), E (library), INSERT DISK (told your mission), W, N, SW (staircase), D, D (laboratory), TAKE ALL (slide and knife), CUT FINGER (blood drips onto slide), U, U, NE, N, N, E (transformation device), INSERT SLIDE (into slot), PRESS BUTTON, DROP ALL (otherwise beams bounce off them), IN (cubicle – you are changed into Xolsck), OUT, TAKE ALL, W, S, E (incinerator unit), THROW TROUSERS IN UNIT, THROW SHIRT IN UNIT, W, S, S (by huge door), EXAM DOOR (need codename), SAY XOLSCK (door opens), S, E (store-room), TAKE WARSUIT, EXAM WARSUIT (enables survival in hostile conditions), W, N, N, N, N, N (back on bridge), TYPE TA11XA (course code as given on observation screen), PULL JOYSTICK (to slow down – now docked to mothership)

LORDS OF TIME played by Karen Tyers on a Spectrum

GET HOURGLASS, EXAM PORTRAIT (it comes to life), N, GET MATCHBOX, GET CANDLE, EXAM CLOCK, WIND CLOCK, IN, TURN COG 1 (or 2, or any number up to 9), SWING PENDULUM, OUT

TALISMAN played on an Amiga A600 (2 meg. memory required)

You start in a small comfortable cave. Your rating is Cave Sweeper and your inventory is empty. STATUS informs you that your strength is 10 (I never got higher than this) and your hit power is 2 (I never got higher than 8). Go S to exit the cave and explore the area to find the SHORT SWORD and then the FLUTE – their position is random. Now go to the location which is S, E, E, and E from outside the Wizard's cottage. You are now in a tree. EXAMINE to find and take a GOLDEN RING from the nest. Return to outside the cottage and go E to enter it. TALK to the Wizard who, if you have his GOLDEN RING gives you SILVER KEY and tells you about a secret passage. Go W, S and W to the shore of a lake. If the boatman is already present go N to enter the BOAT. If not, OPERATE the bell to summon him and re-DESCRIBE until he appears. Leave the BOAT by going N then W to the SWAMP. You should see a TRUNK. EXAMINE it then USE the SILVER KEY to open it and GET the ROUND ROD that is inside. Go E x 6 times, then S and E to see a STEEL DOOR. EXAMINE the door to see it has a round hole. USE the ROUND ROD to open the door. Go N into a N/S Tunnel and GET the RUSTY KEY

WELL OF ZOL played on a Spectrum, Amiga (e) and PC(e)

Start in a rock clearing. E, E, N (inside cabin), TAKE AXE (not allowed – yet!), X FLOOR, PULL FLOORBOARD (automatically drop anything already carried), S, W, W, S (bank of widish stream), X STREAM (note coin), PLACE FLOORBOARD (across stream), N, E, E, E (bottom of hill), U, U, E (narrow path blocked by a trap – do not try to go any further east at the moment), X PATH, TAKE SPADE, W, D, D, W, W, W (bank of stream) FISH COIN (need spade), DROP SPADE, TAKE COIN, N, E, E, S, X WOODSMAN, TALK WOODSMAN, GIVE COIN, TAKE SLEDGEHAMMER, N, W, W, W (small clearing – see tree stump), LIND STUMP (look behind stump to see a dead bird), TAKE BIRD, X BIRD, PLUCK FEATHER (it blows away), W (end of path), SEARCH GRASS, TAKE SCYTHE, CLIMB TREE (repeat if necessary). As you reach the top you see the feather blow away again – you will catch up with it later), D, E, E, S, CROSS STREAM (via floorboard-bridge), X STREAM (see whetstone), SCRAPE SCYTHE (on whetstone to sharpen it)

HINTS AND TIPS

ATALAN played by Peter Clark on an Amstrad (also available on C64)

In the grotto, the dwarf will require a roast boar before he will part with a key.

The iron key will unlock the Temple Door and give you access to the crystal goblet.

If you wish to drop the goblet at any time make sure that you drop it on something soft as otherwise it will smash.

It is worth looking behind a waterfall.

END IS NIGH available for Spectrum Amiga(ø) PC(ø) Atari(ø) & Amstrad

General hint – only open the air-tight container when you are in a green zone.

Part 1

Give the broom to Aggie for a guinea which you need for your 3 wishes. Note what the sprite says each time you MAKE WISH as a check of your I(nventory) won't show them.

Examine the sycamore tree to get a divining-rod.

You can't pass Guy Fawkes if you are wearing the slippers.

If you are able to extinguish the fuse on the gunpowder and thereby prevent Guy Fawkes from blowing up Parliament, Black Rod will open the door to the dungeon.

Wear the slippers to sneak passed the Giant with a capital G.

Mend the golly to get some matches for the dynamite.

Pulling the chain in the dungeon opens the crate in the wine cellar.

You need the £100 note to buy the dress.

Use the divining-rod to get passed the Rook on the chessboard.

There will be a GOOD potion inside the flask if you had the well-sprite's blessing, otherwise it is a BAD potion.

To go north from the Pictured Room you have to first give a dress to Matilda. If she isn't here, WAIT or R(escribe) until she appears.

Talk to the Old Foggy, then give him something to satisfy his craving.

You need the mini-mechanism to mend the mine-transporter so that you can return to the old house and so teleport to part two – The Interstellar Zone.

HELVERA – MISTRESS OF THE PARK played by Peter Clark on an Amstrad (also available on the Spectrum, Amiga, Atari and PC)

The yellow ball is in an egg.

The combination of the safe can be found on a train in a puzzle. You must complete the puzzle with the missing piece first though.

You must do a bit of DIY pottery with the clay and bake it to get the brown ball.

FLIGHT OF THE UNICORN played on a C64

Drop the horseshoe to find something magical.

To open the magic gate you have to be wearing the ring and SAY the password. For the password – the Raven will give you a clue if you type HELP. The answer is an anagram.

To grow the beanstalk you need the seed and some rich soil to put into the porcelain plantpot.

To wake the king, and have an object thrown at you, drop the cockerel in the king's bedchamber.

The giant at the top of the beanstalk is confused if you are disguised as an Englishwoman!

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

Maze : The maze is different each time.

In the statue room use the ladder to cross the chasm then pick up the stone cup from the statue. Pick up the ladder before you leave.

Pick up the rib cage from the skeleton in the subway and use the sandwich on it to make a trap. Use the trap in the crab pool to catch a crab.

Take the head from the statue that looks like a bull and a fish.

In the lava room use the cup on the pedestal and the fish head statue on the plaque to fill the cup.

Find the wheel spoke and the gear from the rooms containing broken robots.

In the machine room use the wheel spoke on the missing part and the cup of lava on the funnel to get beads. Get the wheel spoke when you leave.

You should find a tunnel that leads to Sophia's cell. Use a bead on the statue to kill the guard.

Find the eel figurine and go to the sentry room. Use a bead with the statue there, one on the eel figurine and another on the statue to open the doors.

Go to Sophia's cell and pick up the piece of statue. Try to open Sophia's cell door. Leave Sophia and go to the canal.

MYSTERY OF ARKHAM MANOR played by John Schofield on a Spectrum – also available for the Amstrad and other computers(?)

GENERAL :

Note that after sunset you can't enter most buildings – but you can enter the Inn at any time provided you've paid for the room.

Despite what you may have read (STATUS option brings up MONEY, INTELLIGENCE and SANITY as bar charts) I found *no way* of reducing Sanity in Part One (in Part Two, being in the same location as a ghost certainly does – and quickly!).

You have enough money at the start to book a room and send off a telegram, but not to also buy the paper and matches (you *get* these but money is reduced).

PART ONE

Day 1 (23rd) – spend this mapping the game and meeting various characters (Jones the policeman, Brown the vicar, Barman, Zombie in graveyard, Walker the blacksmith, the teacher and Allan the mad woman).

Jones – SAY ALLAN and SAY WALKER/BLACKSMITH to find that he's the chief suspect and SAY COLONEL/LEMIN to find he's been murdered. *Brown* – Try getting the Cross in the church to bring him there to tell you to leave it alone. At the moment you can't go north into the Crypt so SAY CRYPT and he unlocks it. Get the book from the Crypt – it's in Latin so you can't read it.

Send your first report off in the Telegraph office so that you'll have some money in your bank account the next day. Send a telegram off requesting information on Walker.

The barman wants some flour. Get the corn and SAY ROOM so that you can enter the guest room (you only need to do this once).

Examine the knocker in Harrison Street – *don't* SAY COLONEL/LEMIN if you decide to USE it – wait until next day (you won't be able to find Mrs Lemin again).

I couldn't get Walker, the blacksmith, to say anything. EXAMINE ANVIL to see the burnt wood. With the knife from 13 Price Lane USE KNIFE to create a bag of charcoal.

The schoolteacher hasn't anything to say until you GIVE BOOK when she says "Mark Shadow of Dial for word". The chalk is used for this in Part Two.

If you map through the Arkham Wood maze (5 locations), you find a clearing, the Folly and the gates and walls to Arkham Manor. The needle and hammer are used in Part Two.

The only thing Allan is about the gates if you SAY GATES to her.

The exit to Part Two is at the Gate, which have an invisible barrier present. Leave objects for Part Two here.

At the mill, drop the corn on the ground floor and then EXAMINE and USE WHEEL. The key found here is for Part Two. Take the bag of flour back to the Barman and GIVE it to him. You can now go south to the cellar and get the bottle and bag of saltpetre. The bottle is used in Part Two. The bag of charcoal and saltpetre may signal to you that you have two ingredients of gunpowder.

Before going to the guest room to USE BED, go to the graveyard (*note* you can EXAMINE GRAVE here and EXAMINE SIGN outside the Inn). If you hang around here until after midnight, another character arrives called Smith. He drops a wallet and then a rag just before he leaves. Whilst he's around, take a photo of him (I also photographed Walker and Allan, but probably unnecessary!). Take and EXAMINE both WALLET and RAG. The rag is a handkerchief which can be USED to blow your nose! Now go to USE the BED to wake up on morning of 24th.

Day 2 (24th) – if you now go to Harrison Street and USE KNOCKER, EXAMINE Mrs Lemin and GIVE WALLET (it was her husband's and invites you in). Inside is a gun (revolver with one bullet) which she says you'll need – but in actual fact this is one object I've not found a use for! You can't take it to Part Two and you can't USE it to shoot anybody and nobody seems to want it.

At the Bank you should now be able to get some money for your report. At the Telegraph Office will be replies to any telegrams you've sent. Send another report about Smith and

include the photo of him. Altogether, if you have enough money, you can get replies (the next day) on Walker, Allan, The Vicar and (when you find the name) Guy Leydon. The replies you get say Walker is harmless, Allan a local eccentric and the Vicar is a keen amateur chemist. Guy Leydon is the Manor owner and an occultist.

Jones, if you ask, says there's no one called Smith. If you visit the vicar and SAY GUNPOWDER he tells you it's made from charcoal, saltpetre and sulphur. You've not found any sulphur so SAY SULPHUR. He says there's some in the vicarage, and if you now go there you can get a vial of sulphur. Visit the store to GET MATCH and PAPER (this takes money without you being aware of it). The matches are obviously USED when you're ready to blow up something. READ PAPER for a telephone number (357) to be used in Part Two.

There's not much else to do on the 24th except for sending off reports etc. and discovering that Walker is no longer present. I couldn't find any more characters appearing after dark (the Zombie seems harmless) so you can USE BED again to sleep until the 25th (Part One ends at sundown on the 25th).

Day 3 (25th) – a visit to the Telegraph office will have replies to your telegrams and one as a result of your report about Smith which tells you he's actually Guy Leydon.

The teacher and Allan have vanished today, but inside Allan's house at 11 Boxer Road is a crumpled note with the incomplete message "Destroy highest point and ..."

If you go to Bridge Road on the way to the Mill you now find a small gold ring. Take this back to the Vicar and GIVE RING – the wedding can not go ahead and you can GET CROSS for Part Two.

With the note as a clue, take the charcoal, saltpetre, sulphur and matches to the Folly. Drop the first three items (at ground level) and USE MATCH to damage the Folly (this is the only location you don't kill yourself!). Now go to the Manor Gates where moving South means saving data for Part Two. I'm fairly sure that the 6 objects required to be taken to Part Two are the Bottle, Key, Needle, Cross, Chalk and Hammer. The watch could be taken but seems of no use – other objects do not appear if you try to take them. The only use for the watch seems to be to USE it to make time pass a bit faster.

I found it fairly easy to crash to game – perhaps through playing on a +3.

PART TWO

To get into the Manor USE KEY (from Part One) at the French Windows. (The Butler won't let you in the main doors). Take the candlestick and dial to the Summerhouse. EXAMINE FLOOR, DROP STICK, DROP DIAL to create a sundial. USE CHALK to mark the shadow EXAMINE FLOOR again to see the word "KALKALA".

In the Library USE PHONE – the butler won't let you. GIVE BOTTLE. USE PHONE. SAY 357, you can now get information by SAY LEYDON, SAY ARKHAM, SAY SHEYBOTH. GET BOOK to make an exit south into the Hidden Room. The ghost is usually here who decreases your sanity. READ SCROLL after getting it and the Foil. The torch is needed in the Passage beyond the library where another key is found.

USE BUCKET in the bathroom to fill it. At the top of the stairs, USE HAMMER to open the door. Inside the Study, DROP FOIL and DROP NEEDLE to make the machine into a recorder. USE this for a message.

[John had done remarkably well to reach this point. I give him 100% for playing a game that is so user-unfriendly it took me ages to even get out of the first location. Barbara]

SERENDIPITY played by John Schofield on an Spectrum (also available for the Amiga under emulation

Use the fork and rope to get up the tree and then make use of the Grue's Black Hole.

A straw rope wouldn't hold my weight !

Throwing the washer makes an exit from the well bottom. Insert the bone to progress further.

Did you search the pool before stamping your feet?

For some reason look *in* mirror doesn't work.

Five marks short? Did you try to get the Dictionary?

STAFF OF POWER played on a C64, Spectrum, Amiga(e), PC(e)

This adventure can be divided into four sections (underground cave system, giant's castle, knight's castle and Zyx's castle) joined together by an outside area, the centre of which is the crossroads. Your mission is to defeat Zyx, and so you'll first have to find a sword, shield, ring and warhorn, one in section.

You can swim in the moat but you can only get the shield from inside the knight's castle.

To find a rope, go north and north from the crossroads, then south once to return.

Smash the boulder at the west end of the beach to find a light spell.

When you feel a faint breeze examine the cave and jump up onto the ledge.

When in the boat, examine it. Note it has a wooden seat so TAES EVOM to find a useful spell. The pillar on the island isn't important.

Don't open the sack, KCAS EVOM instead – you have found the first magical object.

If you have the compass you can go further north through the forest to the giant's castle.

VALHALLA – Level 1 played on an Amiga

Put the grey crystal on the Stone of Concullis for it to change into a yellow crystal.

Be careful which of the four SKULLS you give the Talisman to – three of them are traps.

Use the credit card in the PSB machine to open a nearby door.

To transform the cold protection, drop it onto the altar with the half white/half black disk in its centre. You should now be able to take the Eye of the Beholder to the well to obtain the green crystal.

Put the piece of coal on the crystal flame to get a crystal which will enable you to get passed the Winged Guardian by the Warrior's tomb.

To get the red crystal, put a lit candle on the altar in the chasm room to open the nearby chest.

To get beyond the "password" Skull, put the Jug of Infinity on the Infinity Stone, then look at the stone whilst facing the skull. Hold onto the crystal, you'll need it again later.

To satisfy the Remembrance Skull, put the dagger on the World War memorial to get a poppy.

Put the Remembrance Prayer/Parchment on the Altar of Sadness, then take the Tears of Loyalty to the Water of Hope in the "cracked tiles" maze to get the blue crystal.

BLACK CRYPT played by Mary Scott-Parker on an Amiga

(continued from last month)

Need 3 Mirror Keys

13.08 Make your way to 06.15

06.15 False wall, proceed South

06.14 Open door with Greengold key

08.11 Get ring of Demajen. Because you walked round the Medusa's room earlier, a portion of it will be illuminated on the Wizard sight map. Teleport to the point closest to the door at 13.17

13.17 Open door

05.17 Face E and enter haze sideways [left]. Quickly head E [monsters permitting] and shelter in the corner at 07.29 until all are dead, 4 or 5 in all. Activate detect trap spell.

03.21 Push little button

02.26 Step South 1 square

02.25 Face W, drop down pit and kill monster

Level 25

04.25 Eye key [to door at 20.25.24]

03.28 Push nose

02.27 Enter haze

Level 24

06.27 Step onto studs [teleports to 05.17]

05.17 Teleport to point closest to false wall at 21.24 and enter wall

21.25 Open door with Eye key

18.25 Get 1st Mirror key. Teleport to closest point to haze at 28.22 [the map in the book is slightly wrong!]

28.22 Enter haze

Level 26

02.23 Put ring of Demajen into alcove [deactivates traps]

09.03 Get Eye key [to door at 06.24] and Orb of Life

02.03 Enter haze and when on level 24 teleport to 06.25

Level 24

06.25 Dispel magic haze

06.24 Open door with Eye key

06.21 Get 2nd Mirror key

06.27 Step on studs [teleports to 05.19]

22.17 Open door with Mirror key

22.15 Open door with Mirror key [activate detect trap spell]

22.13 Face E and proceed

30.12 Open door. Take 2 steps forward. Take 1 step back. Take 1 step forward. You will be teleported to 18.17.24 [step L, Fx4, Rx5, proceed E and return to 30.12] Step forward

33.12 Enter haze [teleports to 34.16.24]

36.17 Press nose [drop down pit to 27.02.25]

Level 25

25.03 Explore then enter haze [teleports to 30.12.24]

SOLUTION OF THE MONTH

GOBLIINS

Solution written by Jenny Perry on a PC

Screen 1 – Fighter hits horn, picker uses it, twig falls. Wizard zaps twig which turns into pickaxe.

Screen 2 – Wizard zaps apples, hitter hits apples 1, 2 and 3. Picker picks up apples 1 and 3 and drops them at bridge so he can cross. Now he uses pickaxe on rock to obtain diamond.

Screen 3 – Knock on door.

Screen 4 – The wizard zaps left hand plant and the fighter/climber climbs it. The picker picks pot 1 and feeds right hand plant. When it's full the fighter can get past it and punch the book. Now the picker can climb the book to give the diamond to the large-sized wizard.

Screen 5 – This is tricky. The wizard zaps the pole at the bottom of the slope. The fighter/climber climbs up and punches the eye of the statue, which makes his tongue drop down. Now stand the picker on the tongue but make room for the wizard later. The wizard zaps the top of the coffin and rushes down the slope and stands on the tongue. While the scary skeleton comes down the slope the fighter punches the eye again and raises the level of the tongue. This means the goblins won't see it and lose their lives. Now you can pick up the mushroom and leave the level.

Screen 6 – The climber climbs the spider's strand and pulls one of the two middle strands. Now the picker can pass the nasty spider in the middle, pick up the gun and shoot the spider guarding the exit. He then has to carefully position himself to shoot the spider on the ledge so he can pick up the pillow, which he places on the middle part of the crossing. The wizard zaps the spider and the potion you need lands on the pillow.

Screen 7 – This is fiddly. The wizard zaps the bag of seeds which the picker can now pick up. Move the wizard to the top of the tree and the fighter next to the scarecrow. Now the picker sows the seeds. Quickly click on the fighter, who punches the scarecrow to scare the birds away. Now the wizard can zap the clouds to make it rain and a plant will grow. The picker picks it and the large wizard appears. Give your items to him and he rewards you by throwing you in the dungeon at the start of the next level.

Screen 8 – The wizard zaps the skeleton, and then the bone to produce a flute. The picker picks it up and plays it to the snake in the corner. Now the fighter/climber can climb the snake. The wizard and the picker can now stand on the loose plank. The fighter punches the boulders above the plank causing one to fall on the plank and bounce them up.

Screen 9 – Picker gives meat to dog. That's it !!!

Screen 10 – Picker puts meat by hole to occupy tree monster. The wizard can now zap the branch with the leaves on, which shoots out. The wizard stands on the end of the new branch while the fighter stands on the rock and pulls the end of the new branch. This sends the wizard upwards where he zaps the cork to free it. Now the picker takes the windsock and stands on the branch, where the fighter sends him up to join the wizard. Pick up the cork, bung up one of the top holes and stand over the other with the windsock. Now the fighter hits the poor defenceless little bird in the bottom of the tree. He flies to the top where the picker uses the windsock to catch him. Phew, I'm exhausted.

Screen 11 – Picker drops bird by dog. When dog's mouth is open wizard zaps him and he flies off. Now the fighter hits the left hand door.

Screen 12 – The picker picks up the feather and tickles the skeleton's feet. Then he gets the cup and ball and gives it to the skeleton and picks up the key, which he gives to the monkey in the cage who escapes. The wizard zaps the feather, transforming it into a flyswatter which the picker uses to swat the fly. The wizard zaps the fly to change it into a dart which the picker throws at the picture. Get the king with pins in then pick up the elixir.

Screen 13 – This took me ages. First the wizard zaps the tree trunk to reveal a bird call. The picker uses this on the branch 4 times to produce a bird who lays an egg. The fighter hits it then the wizard zaps it and is carried past the bad guy. The wizard now zaps the horn, then the picker uses the elixir to become invisible and pass the baddie. Now get the carrot to attract the rodent which the wizard zaps. Whilst the bad guy is distracted the fighter can now join his friends without being seen.

Screen 14 – The wizard zaps the oval boulder which changes into a ladder. Picker gets stick and uses it in small hole on top of rock. Now pick up the watering can and water the plants except the front left hand carrot. The wizard zaps them (one has extra energy, one has door, one a key and the rest are unpleasant surprises). The fighter bashes the key, the picker uses it then the wizard zaps the door.

Screen 15 – Another fiddly one. Pick up the matches. Fighter punches the cannon then cannonballs. Picker gets cannonball, loads the cannon then fighter hits it again to aim it upwards. Now light it with the matches. Collect the carrot and repeat the performance with the cannon, this time loading it with the carrot and pointing it straight ahead. Fire it and the carrot lands in the stewpot. Now use the matches on the wood under the pot. The rat-wizard-thingy will now wake up but cannot hear you. Repeat the first sequence of cannon loading and get another carrot which the wizard zaps to turn it into an ear-trumpet. Use it on the rat-thing and then get the mallet and hit the balloon with it. Pick up the pendulum and off you go !!

Screen 16 – Pick up the stone and put it down on the X. The wizard zaps it to turn it to steps then climbs up and zaps from left palm tree. Picker picks pickaxe (don't try saying this when you've had too much wine) and hits the ground in the middle of the screen. At last he manages to dig a hole – you need to use the pickaxe 3 times – then he holds the pendulum over it.

Screen 17 – Fighter bashes logs causing one to fall off which the picker uses to spring the small mantrap. Wizard zaps bag then log which turns into deodorant (no Brut force needed here). Now the picker has to move niftily. He sows the seeds near the logs and when the foot hops in he quickly squirts it with deodorant, picks it up and puts it down where he found the seeds. When it's nicely cooked pop it in the large mantrap. Now get the dagger and put it where you put the foot. Wait for the dragon to set it alight, pick it up and go.

Screen 18 – Use lit dagger on statue's heart to light it, then place it in statue's right hand. Get the key, insert it in the statue's ear then stand on the right hand in turn to be transported to the next screen.

Screen 19 – Fighter punches banana. Now the picker uses false nose, banana and soap by the scribe to receive book. The wizard zaps the castle door.



Screen 20 – Wizard zaps small spot by plinth then fighter hits pole to reveal steps. Wizard zaps cork then picker reads book to giant, causing him to move his hand. Now get the bait from the top of the turret and exchange it for the bowl. A sad creature appears. Pop the bowl under the giant's eye and read the book to him again to make him cry with laughter. Take the bowl of tears and use it on the creature then pick up the catapult.

Screen 21 – Use catapult on rope holding bananas. (Yes, it *may* seem extremely obvious, but I was stuck for ages on this). Stand all 3 goblins on the shark.

Screen 22 – Hit the wicked wizard with the catapult. Wizard zaps the bottle, turning it to steps then climbs up and zaps the creature which captures him. Shoot the catapult at the rope and throw it up to hook on top right of bird skeleton. Fighter climbs rope and punches creature who then captures him. Pop the bag directly underneath the captured fighter, use the catapult on him, then zap the creature. Quickly pick up the bag. YIPPEEE IIIII!

GUIDE TO GOTHIC HORROR Pt. 1

by JOHN SCHOFIELD

FRANKENSTEIN

NOTE : X gives your inventory in the game.

Part 1

At the start Look Around and then get out quick.

Check out the Chimney and sit and wait.

Don't forget to recover your money from the chair.

Find a chest in the garden and unscrew its hinges with your knife.

To escape your pursuer – from the Mountain Path go N – N – E – N – W – Look Around – Climb the Tree – Jump to Ground.

Visit the store with your money and Look Around the boatyard.

Cast off, replace the hemp with the matches to protect them. Plug the hole with the hemp, then keep bailing with the bucket.

At the rift Look Around, Tie the Rope and then dig for something useful in the gully.

To get rid of the wolves, go above them on the path and Throw or Drop the Stone, then cut the wolf up you've killed to get rid of the rest.

Find a staff in the cave and then use it in the Snowfield to Prod the Snow to see which direction is safe. Get the wood and return the same way.

Drop the wood, get your matches from the tin and make a fire.

When the monster comes, give him the picture.

Part 2

Look Around and ask why your hosts are sad. Sleep and enter the bedroom to Look Around. Pray and greet the priest in the church.

In the forge, Look Around and hit the anvil with the hammer. Ask Carl where he's seen the monster and for a job to earn some money.

With some money you can buy a gun and ammo, and some food.

Look Around at the Cable Car Shed.

After sleeping in the hut Look Around and Read the paper. Look Around at the window and follow the creature.

After being blocked in, Examine and Rub the Ice at the Winding Tunnel to find a body. Go north and Load, Aim and Shoot your gun. You can now get his axe. Go back North – West – West to where it's brighter. Look Around and Dig Ice. You can now climb up but rest before using the axe again. Repeat this until finally you can get out if you drop the axe.

You see your quarry enter the Chateau – so on the Gallery set a trap by lifting a floorboard creating a gap you must jump across.

Go to the Tower Room and he'll come after you. When he falls, go down to the Hall and Load, Aim and Fire your gun again.

Remember the name PROMETHEUS on his diary.

Part 3

NOTE : IQ gives your score in this part.

Look around, think or ponder, examine the bench and sink. Drink and Look into the water.

Listen to and Watch the couple, then run away.

You are wounded, so Search the Shore, eat the salt and rub the salt on your wound. You now rescue a woman and then unfortunately kill her.

Return to the sea and drink, then search some bushes to find two kinds of fruit. Smell each and Eat the Peculiar Fruit. You can now go north from the Leafy Hollow.

Try to go North or South on the road to raise your IQ.

Listen outside the dwelling and Look Around on the path locations.

Wait on the garden path for the hunters to leave and then open the shed door quietly.

Search the shed, examine the wall and look through the gap. Keep looking until the man is alone. Open the door quietly again and go to the man. Look Around and you'll return to the shed.

Keep looking through the gap until you see a lion outside!

Split the Strange Fruit and Push the Segment under the door. Wait until the hunters collect the lion.

With an IQ of 95 you can Read the Book. Open the door quietly and re-enter the dwelling. This completes the game with an IQ of 100.

Next month – DRACULA

SERIALIZED SOLUTION

GOLDEN WOMBAT OF DESTINY played by Reynir Stefansson on a PC

I immediately set off for the tower. Once there, I scaled the steps at max. pace until I was back at the nameless horror. I caught my breath, pulled out the book and began the rite.

As I sang out the last word, things began to happen. Before I could figure out what was happening, the radiant image of a smiling, incredibly beautiful woman appeared, accompanied by a DeMille-type angel chorus. Then she and the chorus disappeared. The only thing remaining was an old egg that looked like a large turtle egg. I picked it up and started downstairs.

I then found something moving in the egg! Puff, I froze momentarily. If the Empress had laid it while still a monster, I felt it would surely contain a baby monster! I didn't know what kind, nor did I want to know. I then thought of the ray machine.

I raced down the stairs, thundered through the wrecked district and blazed north along the avenue. Whatever was in that egg was about to hatch, that much was clear.

I slapped the egg under the spike, ran to the machine and hammered my fist onto the button. The machine hummed and the orange-red flash struck the egg lying on the floor. Hot damn we're cookin' now! There were some violent convulsions inside the egg and then it exploded with an eeevil scream, vapourizing instantly and leaving nothing behind but a pearl, which I picked up instantly.

I glanced at the lever on the machine and pulled it. It was still stuck. I looked into the slot underneath it. There was something in there, but I couldn't get at it. In frustration and anger I pulled out the hamster and put it into the slot. Soon it returned with a large carrot and settled with it on the floor.

Did the carrot block the lever? I pulled it. It moved. Then I heard an electronic voice warn me not to pull the lever, because it controlled the city's life support system. But what about the other lever, the one in the tower? Did it do nothing? Only one way to find out.

I went to the tower's top room and pulled the lever. The lights blinked. Another computer voice told of an aborted shutoff. I then thought of the flap in the alley where the skull was. Perhaps it had sprung open during the outrage, allowing me to see what was inside.

As I turned towards the door, I saw a jewel box on the pillar. I felt the pearl in my pocket and figured it'd look great in that box. I put it in. No sooner had I pulled my hand away and stepped back when the box snapped shut and the pillar disappeared into the floor. Yet another computer voice said something about the Room of the Ultimate Hallucinations being open.

As I turned into the alley I met a satisfied-looking aardvark. The flap was as immovable as ever. I grasped for the skull. This time no ant ran out to bite me. No wonder the aardvark looked so happy.

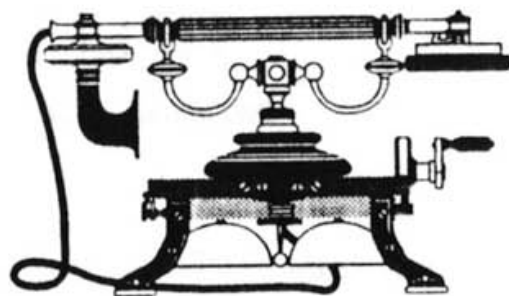
I took the skull and sauntered once more south along the avenue. When I got closer to the road sign, I saw something else as well: an open entrance on the wall by the sign. I held the skull tighter and entered..... THE END

Does anyone have any suggestions for the next serial? If so, please let me know as soon as possible. (Barbara)

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 Frobshire - 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	01626 853254	Any reasonable time but not after 10pm	Amstrad
(Simon Avery)			
PHIL GLOVER	0121 777 7324	Mon-Thurs 6pm - 10pm	& Sun 11am - 5pm
			Sam Coupe

THE ULTIMATE INFOCOM HELPLINE

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

Ring **GRUE** on 01695 573141 between 7.30pm and 9.00pm Monday-Friday

Or write to 64 COUNTY ROAD, ORMSKIRK, WEST LANCS. L39 1QH

ADVENTURE PROBE

Telephone 0151 7226731 Afternoons and Evenings

or write to: The Editor, 52 Burford Road, Liverpool L16 6AQ

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN