

ADVENTURE PROBE

ISSUE 2

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EDITORIAL

Welcome to Issue 2 of Adventure Probe. We would like to thank all the contributors who have helped provide the content of the magazine. Without their efforts Probe could not exist as it relies on feedback from readers to provide as wide a range and as great a depth of opinion and knowledge as possible. This month we would like to hear from YOU. Tell us about yourself, your interests etc. We would like to treat every reader as an individual, but to do so we need to know more about you than just your name and address. We imagine that you would also like to know more about us.

My name is Sandra, I am 35 years old but (sorry Kevin) I'm a brunette who doesn't have a clue to Mordon's Quest. I'm also the mother of five sons for whom I bought a Spectrum 48k for Christmas, and I have to fight them off to use the ***** thing! I'm the only one in the family who plays adventures - usually at ridiculous times of the night when I don't get disturbed. My favourite adventures are Valkyrie 17, Hobbit and most Level 9 (not including Snowball). I have a burning ambition to write adventures but until I can get my youngest son off to school I just don't get the time.

My co-editor is Pat who also has children, not as many as me, but then who does? She has two pre-school sons and the same burning interest in writing and playing adventures. In addition to Adventure Probe, Pat's interest in writing generally, and adventure writing in particular, has led her to launch Adventure Contact which is an attempt to provide a forum for all adventure writers in need of help, support, advice or just plain friendship with like-minded individuals. She also loves getting letters! Her favourite adventures include Snowball (!), Subsunk and currently Price of Magik. She gives house-room to an Amstrad 6128 - the kitchen table actually, in fact it is an ever-present companion at meals. At least she doesn't have to share it with her children....yet!

In future all reviews will carry a note stating whose opinion you are reading. Since everyone has different views of the same adventure (eg Snowball!), it would be helpful to know whether you share the same general taste as the reviewer. We would welcome reviews from you, the reader, both on games we have reviewed and on those we have not. Don't worry about spelling, grammar etc...we'll tidy it up for you if need be. In particular we would welcome coverage of Commodore (we don't have access to one), less well supported machines such as Dragon, Atari and Electron etc, and also games which don't seem to make it to the pages of the glossy monthlies due to their lack of hyped-up advertising.

Don't forget to send your own adventures in for review....if they aren't quite polished yet we will make allowances for that in our write-up.

Amongst our contributors this month was T.D. Frost who rates a special mention (as well as three months free subscription to Probe) for the 24 maps and solutions he sent in. He has also won the competition ! The more contributions like this we receive, the better the service we will be able to offer to you, the adventurer. So get your pens out and send us some more. The best contribution wins three months free subscription so what are you waiting for?

We would also like to know which adventures you are currently tackling and stuck on so that we can give clues which will be relevant to YOU. If you have any moans about the presentation and/or content of Probe, please tell us. If we don't know what you don't like we can't do much about changing it.

The more feedback we receive, the more the magazine will contain. If every reader sends in something , letter, hints, tips, anything, the more we can give you to read and enjoy. Don't be shy! See you next month.

Sandra & Pat

MESSAGE FROM ANDROMEDA - Interceptor - £1.99

You are the captain of a space patrol cruiser whose mission is to locate the source of a distress signal from the previously unknown planet of Andromeda.

This adventure has been around for a long time and has recently been reduced in price.

The graphics are reasonable and don't slow you down too much. The text descriptions are short but fairly atmospheric. Although you are not restricted to verb/noun input the vocabulary is very precise.

On the whole it is fun to play with logical problems that someone fairly new to adventuring should be able to overcome.

At its new budget price it is certainly worth buying.

RETURN TO ITHACA - Atlantis - £1.99

In this QUILLED adventure you take on the role of Odysseus returning home to his beloved Penelope. If you can get out of the first location that is!

The adventure uses verb/noun input with a limited vocabulary but once you manage to 'set sail' in your galley you embark on quite an enjoyable adventure.

The graphics don't enhance the game and I feel that the memory taken up by them would have been better used for a more friendly vocabulary.

If you do try this adventure then I would advise you to examine everything and don't be put off by the annoying response 'I can't' as occasionally you do find useful objects.

The game is well priced at £1.99 and quite enjoyable, but I wouldn't say it is an easy adventure. Definitely one to try.

NB Every verb needed to start the game has been included in our list of useful verbs.

PLANET OF DEATH - Artic Computing - £1.99

This is an early text adventure in which you are stranded on an alien planet. Your goal is to find your captured space ship and escape.

There isn't a lot to say about 'Planet of Death' except that I didn't enjoy playing it.

I found one or two of the problems annoying because of the limited vocabulary. For instance, to destroy the forcefield with your laser gun you have to input 'field laser' three times.

There were only about twenty locations that I could find including a maze with a block of ice in it. The ice turns into a pool of water for which I could find no use at all.

Perhaps I missed something whilst playing the adventure, but I did complete it.

Even at its new low price I wouldn't recommend this one at all.

Sandra (Spectrum)

THE LOST PHIRIOUS (Pt 1 The Casiopia) [VIDIPIX]

In this text adventure you are stranded on a deserted spaceship. Your task is twofold. First you must find your way off the ship onto the moon, and then discover the means of transporting down to earth. The game is Qilled but none the worse for that! The best comparison I can think of is that it is similar in style to Subsunk, ie logical problems with a few smiles along the way. The character set has been redesigned to a blocky style which is very easy to read, although I wasn't too struck on the border/paper/ink combinations which I found something of a strain after a while. Having said that, the level of difficulty is such that an expert adventurer should zap through fairly quickly, while the beginner is likely to spend a good deal of time thinking rather than watching the monitor.

Overall the game moved quickly, but occasional pauses were irritating. The author has taken the trouble to vary the standard "What now?" with a variety of phrases including "What now thy greatness?" and "Give me thy command" amongst others. These were gratifyingly congratulatory when the input was successful, and nicely sarcastic after yet another futile attempt at an apparently insoluble problem!

I felt the spaceship section was very atmospheric, I even fancied I could hear the ring of my space boots echoing through deserted metal corridors, but the mining area did not feel quite so real. However, apart from a bear, all the objects fitted well into the game logic and helped bolster the atmosphere.

Definitely suitable for beginners in its lack of complexity, the game also holds interest for the more experienced, and at £2.50 it is well worth buying.

(Pat)

THE LOST PHIRIOUS (PT 2 The Planets) [VIDIPIX]

Following on from the Casiopia comes The Planets which although at first sight is similar to Casiopia, proves after a few moves to be a good deal harder....and better! Screen presentaion is the same as part 1 but there similarity ceases.

Your aim this time is to find out where The Phirious is and collect supplies and transportation to reach it. Tis part is set on all (or nearly all) the planets of the Solar System. I haven't reached Venus yet but I've visited all the others with the exception of Jupiter where you actually explore one of its moons.

The game consists of visiting tourist centres on the various planets, some deserted, some humming with activity. Buying a drink on Uranus isn't as easy as it looks, and taking a trip up a giant plant gives you more than you bargained for. These are just a couple of the problems you will encounter.

Overall, this game like its predecessor is easy to get into, vocabulary offering little difficulty. The only glitch I have noticed is that it seems possible to 'drop all' but not to 'get all'.

For the more experienced player the Planets offers a greater challenge than The Casiopia, but beginners who have had a shot at the former should find The Planets solveable (Plenty of clues are scattered about if you look carefully for them) and very enjoyable. The Planets is also £2.50 and both games are available for Amstrad on cassette only.

(Pat)

READERS REVIEWS

Something to say about an adventure YOU have played? Then write it down and send it in!

READERS LETTERS

Dear Adventure Probe,

"The Quill" Adventure Writing System

I bought this utility some time ago but am very much a newcomer to computing and it is only within the last month that I have seen an adventure on the monitor. I stress this fact in order that my little tale is properly presented and also wish to be very fair to Gilsoft who have created this very clever little adventure writing tool.

All critics were fulsome in their praise of it and stated that anyone who wished to write an adventure could do no better than to obtain one. Impressed by these recommendations I obtained one and looked forward to creating 'a monument more enduring than bronze' to quote the old Latin gentleman, Horace.

The six locations for the mini adventure all worked nicely and I could go with ease from one room to another. I was uneasy about 'input buffers' as well as 'null entries in the Movement Table' which was followed soon by 'diagnostics won't help you much at this stage' and 'lit torch not created' as well as a jewel and an open safe being in this limbo condition.

Why certain objects merited the numbers 252, 253 and 254 was beyond me but their roles in the adventure were clear. Mysterious objects called 'user flags' now reared their heads and the vocabulary coding was an enigma as was the 'Movement Table' which was shrouded in a thick mist of provisos. Then came the demands to delete many of the words I had so painfully typed in which left me in a state of utter confusion. This was followed by a bewildering mass of regulations to do with switching a confounded 'torch' on and off. In the meantime all flags were apparently very busy being engaged in 'decreasing'. Cryptic dashes in certain places now followed, the meaning once more being entirely lost on me.

It was at this stage that I demanded large quantities of aspirin and retired to bed - broken and dispirited. I reflected that all the pieces of paper I had which testified to my knowledge of English, Literature, German, Shorthand, Book-keeping, Bible Knowledge, Pathology, Anatomy, Local Government, Central Government, Economics, Economic History, Physiology, Music etc. were of no avail to me.

Why am I such a flop with the "Quill"? It is because these clever people who create these things cannot grasp the fact that we, the beginners are totally pig-ignorant of the subject and need to be guided like a blind man. I wanted to ask questions concerning something on every page and would willingly have paid extra to have had a copy of "The Fool's Guide to the Quill".

From correspondence with a certain magazine I conclude that I am the only person in Europe who has not made a howling success of the "Quill". I am the first to concede that it is a clever tool but it is utterly beyond me.

Robert Lamb, 82 Finkle Street, Cottingham, East Yorkshire. HU16 4AZ

ATTENTION!

Don't forget to write to Probe.....we want to hear from YOU!!!!

READERS LETTERS

Dear Editor,

Congratulations on your first issue of Adventure Probe. It's nice to see the views of other people, on the subject of Adventure game playing and programming.

I share your views on graphic adventures. You just can't evoke an atmosphere with a bunch of pixels, no matter how clever the artist, and it's almost a crime to waste the memory on graphics, when you could be adding detail and depth to your plot instead.

However, I do believe that judicious use of sound can add greatly to the atmosphere of a plot, not particularly music, but more the special effects type of sound, such as ticking clocks, creaking doors, machinery etc. What do your other readers think about this opinion?

If you still need Playtesters for Commodore 64 or MSX or even Amstrad or Spectrum, I can recommend my son Paul at the same address, he is an avid Adventurer, and he acts as reviewer for 3 national Computer Magazines, so he asked me to mention his name.

If anybody out there is stuck on any of the games we have finished, then we would be glad to help. (See Kings/Queens of the castle for list)

Malcolm Serbert, 119 Skipton Road, Harrogate, N. Yorkshire, HG1 5LJ

PRECISION CORNER

This section is for those adventures where only certain words will do. Contributions welcomed!

RETURN TO ITHACA

Remove helmet, Fill helmet, Extinguish fire, Get sword, Get driftwood, Board ship, Drop driftwood, Drop sword, Remove helmet, Drop helmet, Down, Examine chest, Get rope, Up, Drop rope, Down, Get lamp, Up, Drop lamp, Raise anchor, Set sail, Drop anchor, Leave ship.

FOREST AT WORLDS END

Kill elf with bow.

EMERALD ISLE

Invert bowl (to see underwater)

VALKYRIE 17

Pour poison, Put mirror.

MICROMAN

Wind handle, Push twig.

PRICE OF MAGIK

Cast FLY at me.

WISE AND FOOL OF ARNOLD BLACKWOOD

Walk sideways, Duck head.

MESSAGE FROM ANDROMEDA

Point rod at plate, Turn sphere.

HEROES OF KARN

Water ashes, Water witch.

HINTS AND TIPS

WISE AND FOOL OF ARNOLD BLACKWOOD

Search the sandbin, open the box - no don't stop yet! Hold your breath if the smell is unpleasant. Equip yourself for mountaineering. Tartan jeans are stylish! The range entrance is a low trick. Arch-wizards, don't approach head-on.

BRAWN FREE

Hop it quick at the ditch. Lever the chest. Use the plank at the chasm. Greet the charm in a chamber.

WAXWORKS

When you find the 'No Waiting' sign, do the opposite!

VALKYRIE 17

To put the laser out of action put the mirror by the door. The shaving foam is useful if you don't want to be seen.

HAMPSTEAD

Don't catch the train if you aren't carrying a magazine, credit card, and lathe retaining bracket.....among other items!

HEROES OF KARN

Buzz past the bear. Flute music is best bar none. Don't play with the bottle.

FOREST AT WORLDS END

Fiddlers kill elves and flying lizards. Toss the caber at a gap. Summon the dragon.

BORED OF THE RINGS

Cross the pixie's palm to find the way. Cover your eyes in marshy ground.

EMERALD ISLE

Dress up to enter the palace. Don't be frightened to move in the dark. Look for gold the western way. Wear sensible footwear to ensure a smooth climb. Pay to view. Walk the plank, not the mud! Dress well when winding to open all doors. Don't let the poor man starve. Lengthen the climbing aid. Do a 'Tarzan' in the forest. Keep the canoe still the nautical way.

MESSAGE FROM ANDROMEDA

Treat the skeleton humanely. Read the maze for a password. Unscrew the sphere, then repeat in reverse. Aim at the plate. Don't handle poison.....unless protected. Detonator is remote.

THE LOST PHIRIOUS. Part one

Even pasties on the Casiopia can be tasty. Nudity is disgusting! Disguise is essential. Use your senses. Opening surgery cabinet is a key event. Violence is frowned upon. Find a lever to get the wrench. Collect tools to repair transporter. Talking gets you going. Navigators use maps.

SEABASE DELTA

Shoot the mast down. Stick the button down. Burst the hen's peace. Annoy the octopus. Toss pancakes to sneak through. Iron foil and reflect on it. Walk the plank. Forget the torch. Unscrew magnet.

MICROMAN

Climb the hedge. Forget the razor. The twig is a bridge. Turn the thimble upside down. Forget the fish it's a red herring. Examine the blind. Foil reflects heat. Mice don't like cheese. Refer to manual for bottles.

AL-STRAD

Waterwings help swimmers. Alcohol is a fuel. Pack some power. Flying carpets ... no! - tablecloths! Keep the toilet clean. Search pockets. Study the pictures. Break skeleton for dogfood. Amulets are strengthening.

INVINCIBLE ISLAND

Natives are grateful for trinkets. The old native looks hungry. There is a remedy for snake bites.

ROBIN OF SHERWOOD

Rest at the camp. Steal the sherrif. John gives no quarter. Herne has a watery home. Leaford Grange hides a low secret-passage....begins outside!

MORDON'S QUEST

Check the drainpipe to get going. Tarzan likes amphibians - take a good look at your map. Pygmies detest blowpipes. The plant likes meat. The dagger is a sacrificial tool. Go NW from the beach....repeatedly! Spiderman loves his Aunt. The octopus can't see in the dark.

GREMLINS

The post-box covers the vents....after a bit of D.I.Y.

HOBBIT

Examine the magic door carefully for an exit. Elrond is a good map reader. Bard needs some direction.

LORD OF THE RINGS

Swim the lake for a surprise. Keep your name secret at Bree - use an origin-al one instead. The green knight appreciates perseverance. The Red Lady's promises are hollow. Share the work at the ferry. Carry meals with you. Keep trying patiently in the moving trees.

THE MURAL

Keep on looking at the books for a way back.

ADVENTURE WRITERS!

Adventure Contact is just for you. As a writers' circle for adventure writers it will keep you in touch with what's going on. Newsletter 50p from 13 Hollington Way, Wigan, WN3 6LS.

OBJECTS AND THEIR USES

PRICE OF MAGIK

<u>OBJECT</u>	<u>SPELL</u>	<u>USE</u>
Prism	XAM	Examines magic properties of target
Broom	FLY	Makes things float upwards
Candle	SPY	Cast on object to find its location
Feldspar lens	SEE	Shows hidden exits
Grimoire	MAD	Makes you or your opponent mad
Trumpet	BOM	Brings inanimate things to life
Little mirror	ZEN	Transports you to the Mists of Time
Blue box	IBM	Makes opponent fearful of you
Elder cross	DET	Detects some dangers
Silver mail	FIN	Makes wearer turn into a fish
Crystal ball	ESP	Enables astral body to explore
Valerian plant	FIX	Makes you well
Ashes	ZAP	For fighting
Claw	SAN	Makes opponent sane
Wheel	DED	Cancels all magic
Pendulum	DOW	Tells you if an object is magic
Staff	HYP	Hypnotises target
Axe	KIL	Makes target berserk

EMERALD ISLE

- Copper coin - Insert in telescope
- Bronze coin - Buy carbide granules
- Silver coin - Insert in ticket machine
- Gold coin - Pay for vaccination
- Carbide granules - Insert in lamp and fill with water

MESSAGE FROM ANDROMEDA

- Coin - no use found
- Knife - cuts vine and rope
- Metal bar - no use found
- Pistol - to attack guard and soldier
- Gloves - wear to avoid being poisoned

SUBSUNK

- Mattress - jump on it wearing veg strainer to find key
- Key - opens locker
- Locker - contains coat hook and pin-up
- Pin-up - gives clue to clearing flood
- Packing case - use gun to open
- Gun - load with bullet
- Aftershave - wear to neutralise smell in deep freeze

COMPETITION

Last month's competition was a bit of a washout as we only received one correct answer.....in fact we only received one answer period! The winner was T.D Frost who correctly answered '2' and receives three months worth of Probe free.

Due to the lack of response we have decided not to hold any more competitions unless enough of you ask us to. Do you want it to continue?

SERIALISED SOLUTIONS

Getting you started on the road to Hampstead.

HAMPSTEAD

SEARCH LOUNGE, GET UB40, U, E, OPEN WARDROBE, GET TRACKSUIT, WEAR TRACKSUIT, W, D, E, SEARCH KITCHEN, GET SANDWICH, GET KEY, E, UNLOCK SHED, S, GET CLIPS, WEAR CLIPS, GET BIKE, N, OPEN GATE, E, RIDE BIKE, S, DROP BIKE, S, JOIN QUEUE, GET GIRO, N, GET BIKE, N, E, DROP BIKE, S, EXAMINE RACKS, N, GET BIKE, N, N, E, E, NE, E, E, NE, N, GET LATHE, SW, S, E, DROP BIKE, N, CASH GIRO, GET MONEY, S.....

HOBBIT A solution in three parts

Second part. (Inside Beorn's house)

OPEN CURTAIN, OPEN CUPBOARD, EAT FOOD, NE, WEAR RING, E, E, THROW ROPE ACROSS RIVER, PULL ROPE, CLIMB INTO BOAT, CLIMB OUT OF BOAT, E, BREAK WEB, (REPEAT UNTIL WEB BREAKS), NE, BREAK WEB (REPEAT UNTIL WEB BREAKS), N, WEAR RING, EXAM DOOR, WAIT, (UNTIL DOOR OPENS), NE, WEAR RING, S, OPEN BARREL (IF CLOSED), DRINK WINE (IF THE BUTLER HASN'T), CLIMB INTO BARREL, CLOSE BARREL, (THE BUTLER MAY DO SO()), WAIT, (UNTIL THROWN OUT OF TRAPDOOR), E.....

Third and final part in Issue 3

NEVERENDING STORY Part two

FROM START.....E, N, DROP FRAGMENT, DROP LEATHER, DROP HORN, DROP STONE, E, TAKE GLOWGLOBE, W, N, TAKE APPLE, S, DROP APPLE, N, W, TAKE ROPE, E, E, NE, TAKE BOOK, READ BOOK, DROP BOOK, W, REMOVE PLANKS, D, SE, W, TIE ROPE, D, D, TAKE POUCH, TAKE COIN, DROP POUCH, D, U, E, S, E, TAKE TIN, W, TAKE KNIFE, N, E, E, N, OPEN TIN, N, TAKE RUSTY KEY, S, SE, SW, D, CUT WEB, DROP KNIFE, W, SW, E, UNLOCK CELL, E, DROP KEY, W, W, DROP COIN, W, TAKE GOLD KEY, E, E, S, N, E, D, U, E, NW, U, S, S, TAKE APPLE, EAT APPLE, TAKE HORN, S, BLOW HORN, E, TAKE AURYN, W, TAKE FALKOR, FLY EAST.....end of part two.

Part three next month.

VALKYRIE 17 A solution in three parts

Part two

In the town outside the butchers shop.....GET STRING, IN, GET LAMB, GIVE BOX, OUT, N, W, N, IN, PAWN NECKLACE, GET MONEY, W, S, W, N, TIE STRING, CLIMB IN, PULL STRING, E, E, E, IN, N, N, PAY BILL, W, BUY GIRL DRINK, GET BAG, OPEN BAG, DROP BAG, GET KEY, E, E, KILL GIRL, HIDE BODY, W, N, U, W, W, S, GET ALL, WEAR VEST, DROP KEY, S, GET FOAM, N, N, E, E, D, S, S, S, S, W, W, S, GET MIRROR, BUY TICKET, S, E, S, IN, GET BOTTLE, W, N, POUR POISON, GET CAN, DRINK LEMONADE, DROP CAN, GET RINGPULL, S, S, E, INSERT RINGPULL, TURN TELESCOPE, W, SWIM, D, GET AQUALUNG, U, SWIM, N, N, W, S.....part three next month.

TEMPLE TERROR A solution in two parts.

W, GET PAPER, READ PAPER, E, E, GET PAINT, W, MOVE ROCK, N, W, GET CANDLE, N, GET SCROLL, READ SCROLL, S, E, N, N, W, GET MATCHES, E, S, E, S, LIGHT CANDLE, GET KEY, N, W, N, E, MOVE CARPET, UNLOCK TRAPDOOR, N, W, W, GET BLANKET, E, N, GET SPOON, W, N, E, SMOTHER FIRE, E, S, READ MESSAGE, N, W, N, N, E, SAY CHOP, GET AXE, GET GLASS, OPEN POT, PAINT GLASS.....to be continued next month.

KINGS/QUEENS OF THE CASTLE

JOHN BARNSLEY, 32 Merrivale Road, Rising Brook, Stafford. ST17 9EB can offer help on the following adventures:-

Subsunk, Heroes of Karn, Voodoo Castle, Terrormolinos, Jewels of Babylon, Mordon's Quest, Empire of Karn, Crystals of Carus, Neverending Story, Mindshadow, Valhalla, Urban Upstart, Robin of Sherwood, Hampstead, Wizard of Akyrz, Hobbit, Time Machine, Circus, Arrow of Death (Part two), Emerald Isle, Gremlins, Lords of Time, Sorceror of Claymorgue Castle, Red Moon, Ten Little Indians, Perseus and Andromeda, Worm in Paradise, ZZZZ, Feasibility Experiment, Valkyrie 17, Bored of the Rings, Pirate Adventure, Seabase Delta, Very Big Cave Adventure, Golden Baton, Peter Pan, Message from Andromeda, Zork 1, Forest at Worlds End and Lord of the Rings.

John has also partly completed the following adventures:-

Price of Magik, Twin Kingdom Valley, Arrow of Death (Part one), Hulk, Se Kaa of Assiah, Ring of Power, Castle Blackstar, Adventure Quest, Colossal Adventure, Seas of Blood, Redhawk, Beatle Quest and Escape from Pulsar 7.

MALCOLM AND PAUL SERBERT, 119 Skipton Road, Harrogate. HG1 5LJ offer help on the following adventures:-

Fools Gold, Moriana Quest, Quest, Crowley Manor, Snowball, Heroes of Karn, Valley, The Pen and the Dark, Subsunk, Hobbit, Urban Upstart, Invincible Island, Ship of Death, Colditz, Spiderman, Inferno, Bored of the Rings, Mindshadow, Arrow of Death (Part one), Lords of Time, Hulk, Return to Eden, Circus, Waxworks, Ten Little Indians, Time Machine, Feasibility Experiment, Golden Baton, Hampstead and Perseus and Andromeda.

Malcolm and Paul have also partly completed the following:-

Claymorgue Castle, Sherlock, Worm in Paradise.

T. D. FROST, 61 Baile-Norrie Crescent, Montrose, Angus. DD10 9DT offers help on:-

Warlord, El Dorado, Hexagonal Museum, Golden Rose, Urquhart Castle, Prospector, Alter Earth, Rifts of Time, Mountains of Ket, Temple of Vran, Final Mission, Eureka, Knights Quest, Pharoahs Tomb, Magic Mountain, Greedy Gulch, Espionage Island, Inca Curse, Subsunk, Sea of Ziron, Eye of Bain, Jewels of Babylon, Holy Grail, Mafia Contract, Golden Apple, Legacy, Crystal Frog, Marie Celeste, 1942 Mission, The Helm, Earthbound.

MICHAEL RICHARDS, 8 Victoria Road, Roche, Cornwall. PL26 8JF offers help in:-

Bored of the Rings, Hampstead, Ten Little Indians, Valkyrie 17, Mindshadow, Mordon's Quest, Robin of Sherwood, Robin of Sherlock, Subsunk and Terrormolinos.

KINGS/QUEENS OF THE CASTLE (cont)

Anthony Collins, 17 Larch House, 37 Shawsdale Road, Bromford, Birmingham, B36 8DG. 8DG, offers help in the following:-

Hobbit, Bored of the Rings, Message from Andromeda, Forest at Worlds End, Lords of Midnight, Red Moon, Marie Celeste, Ship of Doom, Inca Curse, Espionage Island, Pharoah's Tomb, Magic Mountain, Colditz, Valkyrie 17, Eye of Bain, Subsunk, The Helm, Planet of Death, Quest for the Holy Grail, Golden Apple, Ground Zero, Fourth Protocol (part 1), Mafia Contract 1, Microman (Project X), Commando and Golden Baton.

Anthony also offers limited help on:-

Warlord, Jewels of Babylon, Heroes of Karn, Gremlins, Seabase Delta, Tower of Despair, Time Quest, Hampstead, Kentilla, Spiderman, Sherlock, Castle Blackstar, Castle of Terror, Fantasia Diamond, Zork 1, Eureka, Sorcerer of Claymorgue Castle, Morden's Quest, Crystal Quest, Mafia.Contract 2.

Adventure Probe can also offer help on a number of adventures. If you do ask for help either from us or one of our Kings of the Castle please don't forget to send a SAE and state name of the adventure and machine you are using, list of objects found and any use made of them. A note of the furthest location reached would also be useful, or a rough sketch map. Please specify whether you want clues or a full solution.

HELP WANTED

RETURN TO ITHACA How do you get the wax statue?

PRICE OF MAGIK What is the correct wording to give the password to the gargoyle?

MURAL Any help appreciated.

WARLORD How do you get the amulet?

CHAOS FACTOR Any help appreciated.

ISLAND OF RIDDLES How do you get the egg? How do you get past the snake?

LUDOIDS What do you do with the desk?

GROUND ZERO Any hints appreciated.

CLAWS OF DESPAIR Any help appreciated.

MURDER AT THE MANOR Hints wanted please.

ARNOLD GOES SOMEWHERE ELSE How do you use the spells?

JOHN BARNSLEY, address in Kings/Queens of the castle.
John wants full solutions to Kentilla and Erik the Viking. He is prepared to swop a wide range of solutions with other readers so if you're stuck get in touch with John.

KEVIN COOKE 51 Celyn Avenue, Cardiff. CF2 6EJ
Kevin wants "30-35 year old blonde with clues to Morden's Quest"

R.H. RAINBIRD, 62 Coniston Drive, Holmes Chapel, Crewe, Cheshire. CW4 7LB is stuck halfway in 'Enchanter' on Atari.

USEFUL VERBS

We have compiled a list of useful verbs for adventurers. If you come across any verbs that we have overlooked drop us a line and we will print them in the next issue. We have left space in each alphabetical section for you to add any useful words of your own.

Answer Ask Attach Attack

Blow Board Borrow Breathe Bribe Buy

Cast Catch Chop Climb Close Count Cut

Deflect Dig Dive Draw Drink Drive Drop

Eat Empty Enter Examine Exit Extinguish

Feed Fill Fire Float Fly

Get Give Go

Help Hint Hit Hold

Insert Invert

Join Jump

Kick Kill Kiss Knock

Lay Leave Let Lever Lift Light Listen Lock Look

Make Marry Mend Melt Move

Open

Paint Pay Pick Place Play Plug Plunge Poison Pour Pray Press

Prise Pull Push Put

Quit

Raise Read Reflect Remove Repair Reply Rescue Ride Ring Row Run

Sacrifice Say Scatter Scream Screw Search Set Sew Shoot Shout Sing

Smash Smother Sow Stab Steer Swim Switch

Take Throw Tie Touch Turn Twiddle Twist

Undo Undress Unlock Unscrew Untie Use

Vault

Wait Walk Wash Water Wave Wear Weigh Weld Whistle Wind

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