

Welcome to issue 3 of Adventure Probe. This issue contains a variety of articles and reports on the current state of the hobby.

We hope you will find it an interesting read and that it will provide you with some new ideas and inspiration.

Well, it's time to get on with it. This issue contains a variety of articles and reports on the current state of the hobby.

ADVENTURE PROBE

What we would like to see in this issue is a variety of articles and reports on the current state of the hobby.

We are looking for articles on a wide range of subjects, including but not limited to: new games, old games, and the hobby in general.

Articles should be written in a clear and concise style, and should be of interest to a wide range of readers.

We do our best to find articles for this magazine, but we are always looking for more.

ISSUE 3

£1.00

AUGUST 1986

Don't forget to write to us if you have any comments, suggestions, or articles you would like to see in the next issue.

Thanks to all our readers for their support and interest in Adventure Probe.

If you can supply us with any news or information, please let us know.

Any readers looking for more information, please contact us.

(c) ADVENTURE PROBE, 13 Hollington Way, Wigan, WN3 6LS

All orders please send to the address above.

REVIEWS

TIME MACHINE - Mysterious adventures - Shop around for best price.

You are a local news reporter for the Tulkington and Dunsby Gazette whose best "scoop" so far was when the Mayor's cat got itself trapped on the Town Hall roof and local firemen spent four hours trying to rescue it.

However, your new assignment is to investigate the strange goings on around the old house on the Moors.....

You begin the adventure on the Moors lost in thick fog, but your quest truly begins when you locate the house.

One of my first adventures was "Waxworks" also a 'Mysterious Adventure' - and one I thoroughly enjoyed, once I got used to typing "Go door" instead of "Enter" or "In".

You certainly have to "Go" a lot in this adventure, but I have to say I really enjoyed "Going" everywhere.

There are graphics but, if they don't turn you on, you can turn them off. I found 'Time Machine' very easy to map and a total pleasure to play. Although it only took me a couple of hours to complete the adventure, they were hours in which I was totally absorbed and really felt that I was travelling through time, and I was sorry when I'd solved it.

If you've tried 'Waxworks' and enjoyed it then this is definitely for you, not too difficult - but good.

SPY TRILOGY - Tartan Software - £2.50

This is a linked three-part text/graphics adventure using verb noun input. The graphics are simple but quick to draw and you have the option to turn them off. The game incorporates the very useful Ram Save facility which makes saving your position a very simple task.

Part 1 is a 'supposed' simulated test to determine your suitability for entry into the Secret Service - it turns out to be a dream. Part 2 is the proper initiation test which you have to complete to get to part 3 - the mission proper. You are given the option to play parts 1 and 2 in "practise mode" until you've mastered about 90%, then you have to play for real against the clock.

The only gripe I had with part 1 was a chess puzzle, this could be because I'm no good at chess and prefer more straight forward 'type in a command' adventures. But parts 2 and 3 more than made up for this one complaint.

I found part 1 intriguing once I realised what I was trying to do, although I was a little confused initially. Part 2 was a little more to my liking as my mission was more straight forward, and I really had to don my thinking cap for part 3.

The author gives plenty of information in an introduction to each part of the adventure. Access to parts 2 and 3 are gained by typing in a code that is given on completion of each section.

I have never played such an unusual adventure and with the addition of a bonus 4th game this is more of a compilation tape for the price of one budget adventure. In my opinion the author gives excellent value for money for a very unusual and most enjoyable adventure.

(Available by mail order only for Spectrum - see Adventure Shop for details)

TIME OF THE END - Mandarin Software - £2.95

I'll let you into a secret, Kilroy really was here! Well according to the author of this QUILLED adventure he was.

'Time of the End' is an unusual text adventure with some very surprising and funny moments. The author supplies you with a verb list to help with the game. Just one groan with this one. I am a very determined "Examiner" and the response to "Examine object" although amusing at first became more and more annoying.

The story outline tells of a series of disasters that have struck earth. They are being caused by powerful alien beings who are playing a demented game with our planet to overcome their boredom of infinity.

You visit the aliens' planet and are sent back to Earth in a different body. You have to try to return to your own body in order to go back to the alien world and destroy them.

The adventure is very atmospheric with some excellent descriptions that transport you to a different world, and make you feel as if you are really travelling from one planet to another. The story is full of twists and surprises (including a meeting with Kilroy himself) and is set with intriguing problems for you to overcome. The author also uses some sound effects which help to create even more atmosphere.

I managed to reach 60% on my own but (here I hang my head) I had to send for a hint sheet. I only had to wait for a couple of days for the hint sheet to arrive but it made me realise just how much I was enjoying the adventure. I couldn't wait to get further into the strange new world I'd discovered.

Of course when the hint sheet finally arrived I could have kicked myself as I'd missed something obvious. I went on to finish the adventure with 92% - don't know what I missed - and experienced a great feeling of satisfaction at having completed a very enjoyable adventure that is well worth the price as it's guaranteed to give you hours of entertainment.

(The sequel to 'Time of the End' is split into two parts under the main title 'The Bottomless Pit'. Part 1 is subtitled 'The Minister of Alien Affairs' which should be available in early September and part 2 'Into the Abyss' possibly available in October. I've had a sneak preview of an unfinished version of part 1 which promises to be every bit as good, if not better than its predecessor. Full review when I get the finished version. Available by Mail order from Mandarin for Spectrum and Commodore 64. See Adventure Shop)

(Sandra. SPECTRUM)

ADVENTURE EXCHANGE SERVICE

Don't leave completed adventures gathering dust - exchange them with AES. We will try to organise one exchange for you every month. Membership is free with just a small handling charge of £1.50 per exchange to cover administration costs. For further details send sae to:-

AES
78 Merton Road
Highfield
WIGAN
Lancashire
WN3 6AT

READERS LETTERS

Dear Sirs,

As well as writing adventures ourselves, we at St. Bride's are always looking out for new authors of adventures written on the Quill or the GAC. We are also particularly interested in anybody who makes effective use of the Illustrator or the graphic facilities on the GAC, and would be delighted to hear from anyone who has written a game which we might be interested in marketing or who would be interested in undertaking to illustrate games on a commission basis.

All this may make us sound terribly business-like. We try to be, but essentially we are players and writers of adventures who are interested to see your new magazine for the same reasons as everybody else.

Friscilla Langridge, St. Bride's School, Burtonport, County Donegal.

(Well all you budding adventure writers and artists here's your big chance!
EDITOR)

.....
Dear Pat, (Nobody ever writes to me....Sandra!)

Congratulations on Issue 2. Just what we need - facts, information and help!
More importantly someone to contact who you can rely on.

Please find enclosed:-

- 1) Full solution and maps to 'Price of Magik'
- 2) What information I've got on Ground Zero
- 3) An update of adventures I can help on
- 4) £1 for the August issue

Keep up the good work.

John R. Barnsley, 32 Merrivale Rd., Rising Brook, Stafford, Staffs. ST17 9EB

(Flattery will get you everywhere. One month's free subscription for your help.
Thank you. EDITOR)

.....
Dear Scroll Keepers, (You don't spell Sandra like that!)

Thanks for making a mention in Probe 2 regarding my being stuck in 'Enchanter'.

However, I'm pleased to say that the mental blockage eventually lifted and, rather to my surprise, after one or two hiccups I completed the game, which in my opinion is one of the best adventures that I have tackled. (Maybe because I was successful.)

In the event that the solution may be of help to your magazine in some way, I enclose a copy which I hope is clear enough to enable other players to achieve maximum points, although I understand that with the aid of the relevant 'Invisiclues', the end may be reached by different routes.

I have several solutions 'in the rough' which I am hoping to eventually transpose to type, so when (and if) I am able to do this I shall send you copies. They are mainly Scott Adams adventures and Brian Howarth exercises in non-logic.

READERS LETTERS (CONTINUED)

Best wishes on your joint venture - I see you have a mention in Tony Bridges Adventure Corner in PCW.

R.H.Rainbird, 62 Coniston Drive, Holmes Chapel, Nr. Crewe. CW4 7LB

(One months free subscription in anticipation that you'll find some typing time. EDITOR)

.....
Dear Pat,

Thanks very much for your help with 'Snowball' which I enjoyed playing very much as I don't care for Dragons and Magic Spells. I've been adventuring for about 18 months and have completed 'Lords of Time', 'Heroes of Karn', 'Mindshadow', 'Eric the Viking', 'Forest at Worlds End', 'Terrormolinos', 'Hacker', and 'Jewels of Babylon'.

I'm doing 'Dungeon Adventure', 'Classic Cave', and 'Worm in Paradise' at the moment. I'm a bit bogged down in 'Dungeon' and 'Classic' so I've left them for a while, but I think the 'Worm' is awful. I don't like the new parser and I'm fed up with being fined. I suppose I'll finish it eventually, but I've gone off Level 9 a bit.

Thanks again for your speedy reply to my letter.

Linda Friend, Westland House, Front Street, Chedzoy, Bridgwater, Somerset. TA7 8RE.

(Lovely to receive a letter from another female adventurer. Apparently we're a rare breed! EDITOR)

.....
Dear Pat,

Thank you for the copies of 'Probe' and 'Contact'. At the moment I'm fighting my way through the last of the available 'Nemesis' adventures (Angelique) and I think that they're really good value. I've also found Arnold's Dad very willing to give a nudge in the right direction if I get really stuck in one of his adventures.

Another software house I've found very good with after sales assistance is Duckworth's whose 'Castle Dracula' was the first adventure I ever did and whose constant postal encouragement stopped me from flinging the thing away in frustration. This game together with 'Mountain Palace Adventure' from the same suppliers I would thoroughly recommend to any other Amstrad owner.

Like every other adventurer I've talked to I would gladly see the back of all graphics in our adventures. And the limited use of sound in the Nemesis adventures proves the point that there is still tremendous opportunity for imaginative sound and/or music effects.

It does seem unfortunate that the software houses will insist on producing adventures with graphics which are not only unwanted but indeed frequently detract from the game. I find this even harder to understand since I have yet to find an adventurer who really hankers after an electronic comic.

I hope I haven't rambled on too much but it's always nice to hear from fellow adventurers and I hope the mags are a big success.

John Olsen, 11 Campbell Avenue, Dumbarton, Strathclyde. G82 3PQ

READERS LETTERS (CONTINUED)

Dear Pat, (I give up!....Sandra)

I would like to thank you for sending me your magazine. What can I say but BRILLIANT. At last a magazine for adventurers by adventurers. Having read it through I was pleasantly surprised (no offence) to see how professional it is. And to actually be able to agree with all the points made is really fantastic. Well done!

All the ideas are excellent, well thought out and cleverly put together. Your reviews are exceptionally good, far better than those in the more 'famous' magazines. Would you let your readers do independent reviews, or a group of readers all expressing their opinion on a particular game? (Yes...EDITOR)

I would like to point out something which may benefit you and your readers. I'm sure you have seen the 'Home Computer Club' leaflets in all the magazines. Well I must recommend this club. I joined several months ago and have bought the following software:-

'Morden's Quest' - 75p (special introductory offer)
'GAC' - £13.95 (A must!...Also entry into a £500 comp.)
'Fourth Protocol' - £10.95
'Price of Magik' - £6.95

As you can see there are some excellent offers available and it is great value.

I received a letter from a Mr. E. Yoong of Belfast, asking for help with 'Red Moon' and 'Mafia Contract'. He said he got my name from the July issue of 'Probe'. Thank you for printing my name, I am most grateful because I do enjoy helping other adventurers.

Thanks to Mr. Yoong I have finished 'Morden's Quest' and 'Tower of Despair' (a game I have been playing for almost a year.)

Anthony Collins, 17 Larch House, 37 Shawsdale Road, Bromford, Birmingham. B36 8DG

(Good to see that our readers are helping each other on 'stuck' adventures. Anthony also wrote to ask if we were considering a section devoted to Play by Mail adventures. We were - so we gave him the job of writing it. Hope you find it as interesting as we do. EDITOR)

.....
Dear Pat,

Thanks for the issues of 'Probe' and 'Contact'. I've read the ink off them already and I'll probably have another look later on. I must apologise for forgetting to mention what machine I have when I offered my services for playtesting. You'll be glad to see that I've filled in the questionnaire as you requested so this is no mystery any more!

As far as graphics in adventures is concerned there has been a lot of 'siding up' in the computing magazines, since the start of computer adventures, with arguments like:-

"graphics will use up valuable memory which could be used to improve the game"
and "without graphics there is no real sense of direction atmosphere"

READERS LETTERS (CONTINUED)

Dear Pat,

Why didn't you publish my little 'Red Moon' tip? You must have read it, it was in my now infamous IDENTITY CRISIS letter in Amtix. I'm sure some Red Moon players would be only too happy to have their most persistent problem disappear forever and note the word i.e. until I found this tip the ghost of that ***** cloaked statue continually haunted me wherever I went. This magic word kills ghosts of objects off at the same time.

I first became interested in computers about four years ago when I met my college's mainframe, a DEC 20. It was this beast which later was to kindle my love of adventures when after two years of trying I managed to gain higher level access. What did I find at this theoretically more academic level? I found MUD and that magnificent Crowther and Woods classic 'Colossal Caves'.

I have completed and can offer help on 'Planet of Death', 'Espionage Island', 'Forest at Worlds End', 'Heroes of Karn', 'Hobbit', 'Subsunk', 'Dun Darach' and 'Bored of the Rings'. I can also offer limited help on the following 'Red Moon', 'Return to Eden', 'Lord's of Time', 'Emerald Isle', 'Lord of the Rings' and 'Neverending Story'.

I must go now holidays are beckoning. When I come back I'll be placing a regular order for your excellent publications.

Gordon Yacomine, 30 Finavon St., Dundee, Scotland.

(For those of you who don't know the useful word in 'Red Moon' it is 'BURY' then name of ghost. EDITOR)

BLANK ADVENTURE MAP CREATOR
A Silicon Dream Factory Production
by Gordon Yacomine

For those of you who find drawing neat maps impossible, this short program will enable you to run off yards and yards of blank map with only connecting routes and descriptions to be filled in when playing an adventure.

```
90 REM TOP ROW
100 FOR A=1 TO 8
110 PRINT £8," ----- ";
120 NEXT
130 PRINT £8
140 FOR A=1 TO 8
150 FOR B=1 TO 8
160 PRINT £8,"   :   : ";
170 NEXT
180 PRINT £8
190 NEXT
200 FOR A=1 TO 8
210 PRINT £8," ----- ";
220 NEXT
230 PRINT £8
240 PRINT £8
250 PRINT £8
260 GOTO 90
```

READERS LETTERS (CONTINUED)

It is my opinion that so long as the graphics are of a reasonably high quality and don't take half an hour to draw (the Hobbit's only fault) then they cannot possibly affect the quality of the game. After all there are good and bad in everything - including adventures.

Richard J. Nurden, 1 Oliphant Circle, Malpas, Newport, Gwent. NP9 6NT

(Everyone should have received a questionnaire by now, if you haven't had one let us know as we plan to write an article based on the findings from them. EDITOR)

.....

Dear Pat and SANDRA, (Hooray! Fame at last.)

Thanks very much for help with 'Subsunk' which I have now completed.

A friend of mine with a BBC is to blame for my addiction to adventures. He was playing 'Return to Eden' and wanted to know what to do with a mushmat. Not having a clue what he was on about I told him to kick the ***** thing. He did this, called me a genius, and I was hooked.

Having always been an all-round sportsman I never thought that sitting in front of a computer for hours on end would be my cup of tea. I am now an avid 'shiny bum'. (Army term for sit-down jobs.)

I am at present trying to teach myself basic which is a bit of a slog. I have a GAC and will attempt adventure writing, although I do prefer solving them more.

I am trying to find someone in my locale who is also interested in adventuring but everyone around here prefers the shootemup arcade games.

I'd also like to say that what both of you have set up is a breath of fresh air to adventurers and a much appreciated service.

Alan Stewart, 11g Craigpark Street, Faifley, Clydebank. G81 5BS

(Does anyone live near enough to Alan to put him out of his misery and share his interest with him? EDITOR)

.....

Dear Pat and Sandra,

I would like to subscribe to Probe for a year and enclose £12. If this is not enough I am sorry and will send you the rest. If it is too much don't worry as the magazine is well worth the money! In fact it is the best thing to happen for a long time.

Some time ago I wrote to you about help with 'Worm in Paradise'. You helped me immensely and I am pleased to say that I've nearly completed it.

Thanks a lot and keep up the good work.

R. Connelly, 171 Crofton Road, Orpington, Kent. BR6 8JB

(We've given you an extra 2 months each on 'Probe' and 'Contact' as the price is only £9 for 1 year. We appreciate your thanks for the help we gave you. EDITOR)

.....

PBM AND FRIENDS
by Anthony Collins

Welcome to a new section of our magazine. Over the next few months I hope to introduce you to a form of adventuring that was around long before home computers became as popular as they are today. I will bring you the latest news and events in the PBM world, review old and new games, and bring you first hand knowledge of one or two of the more popular games. As this is a new venture, I hope you will send in your comments or any suggestions you have for 'PBM and Friends' so that we may help each other as we go along.

As this is the first month I will try to explain what PBM is, what it involves and generally introduce you to an extremely fascinating and satisfying form of adventuring. I am personally playing a game called 'Saturnalia' which is very much like playing a computer adventure because it is fantasy based - but more of 'Saturnalia' later.

What is PBM? Well PBM stands for Play By Mail. Each different game - there are about 30 available at the moment - is played by as few as 25 and as many as several hundred players. Each game is run by a GM (Game Master), who processes your orders and then returns a report of what happened with each new turn.

As some of you may not be too familiar with the jargon of PBM I will try to explain in more conventional terms. Consider a PBM game as being a computer adventure but on a much larger scale. In fact several popular games are run on large mainframe computers, with many times the memory of home computers.

Instead of entering your moves/actions into the computer you send your 'orders' to a GM. The GM will then try to accomplish what you want, but unlike computer adventures, what happens also depends on two types of characters. Firstly, there are other players - these are known as PC's (Player Characters) - and secondly there are NPC's (Non Player Characters) - these are independent characters controlled by the GM.

When you join a PBM game you are usually given a Rule Book, a CSF (Character Start Form) and a number of turns - this depends on which game you choose. Obviously the Rule Book tells you what you can and can't do in that particular game. The CSF however is a form which you fill in with miscellaneous information about the character you are creating. You must give your character a name, a short description of physical size and maybe a short story of the character's past history.

The most important part of the CSF is the Character's Abilities. This usually takes the form of 5 abilities and you are given a set number of points to be divided between each ability. As an example I will show you my own CSF for 'Saturnalia'.

NAME: Mudrik

Combat ability - 60, Magical Power - 30, Vitality - 65, Scouting Ability - 50, Perception - 45.

SEX: Male, AGE: 23, HEIGHT: 6ft, BUILD: Medium, EYE COLOUR: Brown, HAIR COLOUR: Black, long, FATHER'S PROFESSION: Teacher, RELIGION: Corgul, Dianodus, EQUIPMENT: Shield, Long sword, Spear, Leather armour, Backpack, Tinderbox, Lantern, 8 Rounds Rations, 2 Oil flasks, 50ft Rope.

As you can see, you can easily identify with your own character as it is totally user definable.

OBJECTS AND THEIR USES

GROUND ZERO

Ornaments - Examine them to find keys
Keys - Lock and unlock doors
TV - Switch it on
Lights at junction - Examine them to move safely

TIME MACHINE

Gloves - Protect hands from broken glass
Cassette recorder - Play it
Flashlight - Obvious
Painting - Examine it to find a key
Bell - You can ring it if you like
Drawer - Open it

AZTEC HUNT FOR THE SUN GOD

Bone key - Unlocks gate to get the fawn
Fawn - Return it to its mother
Stone knife - To cut spider's web
Bamboo pipe - Gets rid of scorpion

BORED OF THE RINGS

Pepper - Drop it at entrance to Morona
Battery - Insert it in vending machine
Coin - Give it to pixie
Mat - Move it to find a door
Sunglasses - Wear them to get rid of basilisk

DIAMOND TRAIL

Mackintosh - Protects against acid water
Gun - To kill the man

DRAGONTORC OF AVALON

Warrior spell - Kills winged devils and werewolves
Heal spell - Will cure bites

EYE OF BAIN

Ruby - Carry it, say fire to pass beast

FOREST AT WORLDS END

Ring - Wear it to enter witch's hovel

ARROW OF DEATH Part 1

Coins - To pay the beggar
Amulet - To pay bargeman
Toadstools - Drug the broth

CASTLE BLACKSTAR

Mirror - Say friend to it
Broomstick - Say Abracadabra to fly

LORD OF THE RINGS

Innkeeper - Has information

MICROMAN

Thimble - Wear it when swimming
Pepper - Gets rid of mouse

AL-STRAD

Armbands - Blow up and wear them to swim
Bananas - Give to the monkey

GETTING YOU STARTED

Morden's Quest

Start in master bedroom - TAKE BLANKET, S, W, N, TAKE NEWSPAPER, E, N, E, CLIMB DRAINPIPE, N, S, W, S, (MORDEN APPEARS AND EXPLAINS YOUR QUEST), YES, N, E, TAKE TRANSPORTER, TAKE TORCH, LIGHT TORCH, N, N, N,

You're on your own now - Good Luck!

=====

Hobbit. A solution in three parts
Third and final part

In Laketown - CARRY BARD (IF YOU SEE SMAUG 'SAY TO BARD " SHOOT DRAGON "), N, N, U, N, N, N, DROP BARD, EAT LUNCH, TAKE TREASURE, S, S, S, D, S, S, WEAR RING, W, WAIT, WAIT, W, WAIT, WAIT, W, WAIT, WEAR RING, W, N, W, SW, W, W, W, W, SW, W, OPEN CHEST, PUT TREASURE IN CHEST.

Adventure completed

=====

Neverending story. Part three.

E, N, UNLOCK DOOR, E, E, U, NW, U, W, W, E, S, S, N, W, U, W, E, E, E, E, U, E, SAY PLEASE, E, E, MEET THE EMPRESS TO FINISH THE GAME.

Adventure completed

=====

Valkyrie 17. A solution in three parts.
Third and final part.

You are at the taxi rank. CLIMB IN, SCHLOSS DRAKEN, W, N, MOVE DUSTBINS, D, N, N, N, WEAR AQUALUNG, N, E, E, DROP AQUALUNG, U, E, EXAM PIPES, GET GUN, S, U, PRESS BUTTON, 2, TOR OFFNEN, SPRAY CAMERA, S, SHOOT GUARD, EXAM GUARD, GET PASS, N, E, INSERT PASS, DRAKEN, PUT MIRROR, ROCK PEDESTAL, GET DIAMOND, N, SHOOT MAN, W, S, D, D, SHOOT GUARD, W, W, W, S, CLIMB IN, AIRPORT, S, S, S, S, IN, OPEN DOORS, W, GET PARACHUTE, WEAR PARACHUTE, MOVE STRAW, GET PETROL, E, FILL PLANE, DROP CAN, CLIMB IN, START PLANE, TAKE OFF, E, JUMP OUT, DROP PARACHUTE, S, W, IN, N, W, GIVE DIAMOND.

Adventure completed

=====

Temple Terror. A solution in two parts. Second and final part. You are now the proud owner of a shiny homemade mirror. W, S, S, W, REMOVE LEG, GET STAKE, E, N, N, W, OPEN COFFIN, KILL VAMPIRE, N, E, READ MESSAGE, PRESS CIRCLE, PRESS TRIANGLE, PRESS CROSS, DEFLECT BEAM, N, W, N, EXAM RUBBISH, GET KNIFE, W, GET ROPE, E, E, THROW ROPE, SWING ACROSS, W, CUT LEATHER, N, EXAM SKELETON, GET TOKEN, S, E, SWING ACROSS, W, S, E, S, INSERT TOKEN, W, S, E, S, S, W, S, E, S, E, S, W, S, S, S, S.

Adventure completed

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In the next issue we have decided to just 'Get you started' in a number of adventures. Solutions will be available for those who require them but we don't want to spoil an adventure for anyone by printing something that might be read inadvertently. Also it is difficult to decide where to split an adventure for serialisation if it happens to be one that we haven't played ourselves.

CRYPTIC HINTS

ERIK THE VIKING Blow the horn to man the ship.

GREMLINS Flash at the gremlins to scare them away. Press remote to cook a gremlin.

MORDON'S QUEST The milk cans are not static.

SPIDERMAN Go to the top to lower temperature. Warning! Leave the egg alone.

GROUND ZERO Lock all doors to keep thieves out. Sliced bread goes further. Throw money around to disperse queue. Keep getting the ladder after use.

TIME MACHINE Cut off the Robot's supply. Sewing helps fix the boat. The Brontosaurus is a vegetarian.

KENTILLA Trolls prefer the dark.

OPERATION NIGHTINGALE A lubricated saw will cut metal.

TEMPLE OF VRAN Warts do not like cats. Elephants like peanuts. The bow and arrow is not a present.

TERRORMOLINOS Put the bull in a china shop.

TIR NA NOG Two halves of a torc make a whole, to disappear!

CIRCUS The funny man will help make things safe.

COLOSSAL CAVE A three-pointed spear will open a shellfish.

DIAMOND TRAIL Remember the Green Cross Code when crossing the road. Hide the real one in the plastic one. Swap the fake for the real.

DRAGONWORLD Can't get into the city? Seek help from a birdbrain.

EMPIRE OF KARN Shantra needs something before you can take off.

GOLDEN APPLE Hit top C to break glass.

MAGICIANS BALL Drunks can talk to trees.

THE PEN & THE DARK Keep visiting Courtney's office. Use coins to make a wish. You can get warm clothing if you exchange wisely.

RED MOON Protect hands when getting sword. To become like Alice - eat the mushroom.

TOWER OF DESPAIR Piety before anything else.

REDHAWK Redhawk! Don't be selfish. Drop the radio so Kevin can listen too! The vase is old - place it in a suitable setting.

WANT TO BE A WRITER?

Adventure Contact caters for both the novice and the experienced adventure writer and is only 50p per month. Sample copy from:

Adventure Contact, 13 Hollington Way, WIGAN. WN3 6AT

KINGS/QUEENS OF THE CASTLE

JOHN R. BARNSLEY, 32 Merrivale Rd, Rising Brook, Stafford. ST17 9EB can offer help on most adventures. We printed a selection in Issue 2 and will print an updated list in Issue 4. John is also interested in swapping solutions.

MICHAEL RICHARDS, 8 Victoria Road, Roche Cornwall. PL26 8JF. Michael's list was also printed in Issue 2 and will be updated in Issue 4.

MALCOLM & PAUL SERBET, 119 Skipton Road, Harrogate. HG1 5LJ offer help on Amstrad and Commodore 64 games. See Issue 2 for full list and Issue 4 for update.

ANTHONY COLLINS, 17 Larch House, 37 Shadowsdale Rd, Bromford, Birmingham. B36 8DG offered help in Issue 2 and will be updated in Issue 4.

T. D. FROST, 61 Bailie-Norrie Crescent, Montrose, Angus. DD10 9DT. See Issue 2 for full list and Issue 4 for update.

JON FRAISE, 79 Clapgate Lane, Wigan, Lancs, offers help on the following:-

VALKYRIE 17, ARTIC ADVENTURES (except Golden Apple and Ground Zero), BLACK CRYSTAL, ESCAPE FROM PULSAR 7, KENTILLA (Mastertronic), TIMEQUEST, SUPER-COM, ID (Some help), OUT OF THE SHADOWS.

MARK GREAVES, 16 Buckler's Court, Northend, Portsmouth, Hants, offers help on the following:-

HOBBIT, RED MOON, LORDS OF TIME, CASTLE OF TERROR, NEVERENDING STORY, SNOWBALL, COLOSSAL ADVENTURE.

LEN JAMES, 37 Northway, Lymm, Cheshire, offers help on the following:-

FOREST AT WORLDS END, MESSAGE FROM ANDROMEDA, MINDSHADOW, WARLORD, THE WILD BUNCH.

SIMON LILLEY, 21 Roberts St, Rushden, Northants, offers help on the following:-

MAFIA CONTRACT, SHIP OF DOOM, INCA CURSE, THE ISLAND, THE HULK, SPIDERMAN, BORED OF THE RINGS, BLACK CRYSTAL, DRAGONTORC, FOURTH PROTOCOL Part 1.

GRAHAM ROBSON, 169, Buddle Rd, Benwell, Newcastle upon Tyne, NE4 8JW, offers help on the following:-

QUEST FOR THE HOLY GRAIL, HOBBIT, GRAND LARCENY, CASTLE OF TERROR. TERRORMOLINOS, RING OF POWER, GREMLINS, DANGER MOUSE Part 1, ADVENTURELAND, HULK, VELNOR'S LAIR, RED MOON, CIRCUS, TEN LITTLE INDIANS, EMPIRE OF KARN. HEROES OF KARN, SPIDERMAN, EUREKA - Prehistoric, Roman, Arthurian, Germanv. MINDSHADOW, SORCERER OF CLAYMORGUE CASTLE, ARROW OF DEATH Part 1 & 2. MORDON'S QUEST, CRYSTALS OF CARUS, ROBIN OF SHERWOOD, NEVERENDING STORY, WIZARD OF AKYRZ. ESCAPE FROM PULSAR 7, PERSEUS & ANDROMEDA, SECRET MISSION, VOODOO CASTLE. PIRATE ADVENTURE, PILGRIM, KENTILLA, SE KAA OF ASSIAH Part 1, TIME MACHINE, DUNGEON ADVENTURE, RETURN TO EDEN, EMERALD ISLE, LORDS OF TIME, ERIK THE VIKING, GOLDEN BATON, PLANET OF DEATH, INCA CURSE, SUBSUNK.

ALAN STEWART, 11g, Craigpark St, Faifley, Clydebank. G81 5BS, offers help on the following:-

RETURN TO EDEN, MESSAGE FROM ANDROMEDA, SUBSUNK, FOREST AT WORLDS END. WARLORD.

PERRY WILLIAMS, 12 Godestone Rd, Cambridge. CB5 8HR, offers help on the following:-

CLASSIC ADVENTURE, NEVERENDING STORY, DUN DARACH.

PRECISION CORNER

FOREST AT WORLDS END Touch rock.

FOURTH PROTOCOL Telephone numbers:-

Blenheim	-	04382731
Security	-	71288989
Sir Anthony	-	12377563
Phone box	-	02586141
PSA	-	79265856
Car phone	-	179794433

BORED OF THE RINGS

In the maze go E, N, E, E, S, W, S, W, S.

INCREDIBLE HULK

"Remember nightmare" to stay as Hulk for longer.

LORDS OF TIME

Time one - Wave lodestone.

Time two - Wave leaves, wave mirror.

MORDON'S QUEST

Say frog to answer Tarzan's riddle.

From getting the aqualung go N, N, N, SE, U, SE, Take breath, D, N, E, into a large cave where you can refill the aqualung.

RED MOON

To swim underwater you must be carrying the flask, tubing and mask.

PLANET OF DEATH

Field laser.

GROUND ZERO Trade radio. Exam saddlebag.

(The ladder seems to be in different places in different versions. Spectrum in the garage, Commodore 64 on top of shed.)

MICROMAN

Empty bottles.

Use mirror.

Push receiver.

QUEST FOR THE HOLY GRAIL

Give shrubbery to Knight.

ROBIN OF SHERWOOD

Stand prisoners.

Grab ankle.

Strangle guard.

Undo bolt.

HOBBIT - in the Goblins' Dungeons.

From Dark Winding Passage to Goblins' Gate go	-	SW, D, W, E.
From Ring to Gate go	-	N, SE, W, N, D, S, W, E.
From Lake to Gate go	-	N, SW, N, SE, W, N, D, S, W, E.
From Ring to Lake go	-	N, S, W, SW.
From Cave with Crack to Ring go	-	NE, SE, E.
From Dark Winding Passage to Ring go	-	SW, D, N, SE, E.
From Gate to Ring go	-	D, D, N, SE, E.

KINGS/QUEENS OF THE CASTLE (CONTINUED)

GEOFF WING, 171, Beadlemead, Netherfield, Milton Keynes, offers help on the following:-

EUREKA (1 - 5), TOWER OF DESPAIR, HAMPSTEAD, NEVERENDING STORY, PERSEUS & ANDROMEDA, HOBBIT, WIZARD OF AKYRZ, COLOSSAL CAVE, MONROE MANOR, FOURTH PROTOCOL Part 1.

GORDON YACOMINE, 30 Finavon St, Dundee, Scotland, offers help on the following:-

PLANET OF DEATH, ESPIONAGE ISLAND, FOREST AT WORLDS END, HEROES OF KARN, HOBBIT, SUBSUNK, DUN DARA H and BORED OF THE RINGS.

Gordon also offers limited help on the following:-

RED MOON, RETURN TO EDEN, LORDS OF TIME, EMERALD ISLE, LORD OF THE RINGS and NEVERENDING STORY.

JOHN SADLER, 12 Wheatsheaf Close, Wheatsheaf Lane, Wrabness, Manningtree, Essex. CO11 2TE, offers help in the following:-

Full solutions for MESSAGE FROM ANDROMEDA and WORM IN PARADISE, also limited help on WARLORD.

Dur thanks to all those who have offered help. If you require help either from the Kings/Queens or from Probe, please send sae and full details of the help you require.

HELP WANTED

BEERHUNTER How do I get past the doorman in the foyer of the Barbican? Another problem I have come across is if I go down the stairwell I cannot get back up. Also if you go in the lift, 'Press Button' you go up to the next floor. When you leave the lift the location is described 'You are outside a lift with a sign on it', the sign reads Out of Order and you cannot re-enter the lift.

Simon Clegg, 15 Churchill St, Heaton Norris, Stockport. SK4 1NB

MURAL There appear to be three of us all stuck at the same point. We've posted the coupon and received a watch. What do we do next? Vine is a recognised word but what do we do with it?

If anyone can help write to Pat at Adventure Probe.

Any help appreciated on the following adventures :-

FANTASIA DIAMOND, SMUGGLER'S COVE, CASTLE BLACKSTAR AND CLASSIC ADVENTURE.

John Sadler, 12 Wheatsheaf Close, Wheatsheaf Lane, Wrabness, Manningtree, Essex. CO11 2TE

Also wanting help in CLASSIC ADVENTURE is Richard Nurden, 1 Oliphant Circle, Malpas, Newport, Gwent, NP9 6NT, who says "I've been playing Melbourne House's 'Classic Adventure' for months now and I still haven't found the end game! I'm stuck in the repository not knowing what else to try. HELP!

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ADVENTURE SHOP

ADVENTURES

VIDIPIX - The Lost Phirious Parts 1 and 2 - Text only adventures for Amstrad CPC's (both reviewed in Probe 2) - £2.50 each inclusive from :-
Vidipix, 125 Occupation Rd, Corby, Northants. NN17 1EG

TARTAN SOFTWARE - Spy Trilogy - A three part text/graphics adventure for Spectrum - £2.50 inclusive from:-
Tartan Software, 61 Bailie-Norrie Cres, Montrose, Angus. DD10 9DT

MANDARIN - Time of the End - Text only adventure for Spectrum and Commodore 64 - £2.95 inclusive from:-
Mandarin, 14 Langton Close, Woking. GU21 3QJ

MALTDAL - QOR - Text/graphics adventure for Amstrad CPC's - Disc £10.50, Tape £5.50 inclusive from:-
Maltdale Software Ltd., PO Box 292, London. SW11 6BH

NEMESIS - The Trial of Arnold Blackwood, Arnold Goes To Somewhere Else. The Wise And Fool Of Arnold Blackwood, Angelique: A Grief Encounter - Text only adventures for Amstrad CPC's at a special price of £2.50 each until the end of August only. Brawn Free - Amstrad CPC's text only £2.00 - all prices include postage and packing and are available from:-
Nemesis, 10 Carlow Rd, Ringstead, Kettering, Northants. NN14 4DW

UTILITIES

TARTAN SOFTWARE - Spectrum only - Write your own adventures using the Adventure Builder System - £4.50 inclusive - add graphics with ABS Graphics Aid for use only with ABS - £2.50 inclusive - or buy both together for £6.50 inclusive from:-
Tartan Software, 61, Bailie-Norrie Crescent, Montrose, Angus. DD10 9DT

GOLDMARK - Amstrad only - Tape-to-Disc service, either D.I.Y or transferred for you : details on request. Also program to transfer LORD OF THE RINGS from tape to Disc with no fuss, or transform 10 minute loading to 3 minute loading from tape - cassette £4.00 : SPEED-TRANS transfers most programs with speedlock - £5.50 cassette : VIEWTEXT lets you see text in a binary file - cassette £3.00 : All these or further details from:-
Goldmark Systems, 51 Comet Rd, Hatfield, Herts. AL10 0SY

NEMESIS - Amstrad CPC's - IDLE MEDDLER tape to disc transfer £4.50 : BONZO MEDDLER an even better tape to disc transfer system £5.00 : CUTEDISC a utility for manipulating disc files £3.00 : BONZO CLONE ARRANGER release rarely used discs for further use by storing their contents on tape in a format which will easily transfer back to disc when required £6.00 : all these from:-
Nemesis, 10 Carlow Rd, Kettering, Northants. NN14 4DW
