

Adventure Probe

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(c) ADVENTURE PROBE, 78 Merton Road, Wigan. WN3 6AT
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EDITORIAL

Welcome to Issue 6 of Probe.

The response this month has been excellent. Thank you to everyone who has contributed in some form to the content of this issue. We have lots more reviews and information about another new section that will be introduced in the December issue. (see page 24)

I've decided to include a list of maps/solutions every month, to keep regular readers permanently updated on the maps/solutions 'Probe' has available.

The number of pages has stayed the same but the content has grown. I've widened the text and added a few more lines to the pages so 'Probe' is, in fact, bigger than ever this month.

This is my first issue as sole editor, I hope you enjoy it and look forward to receiving your comments. Contributions are particularly needed for the 'Precision Corner', 'Bugs and Amusing Responses', 'Objects and their uses' and 'Hints' sections.

Don't forget to write in, I love hearing from you. See you next month.

Sandra

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The latest trend in the computer adventure world is for the more humorous type of adventure. Bored of the Rings and The Boggit are just two of the many now available. In the PBM world the trend, not new by all means, is for games to be based on one of two major scenarios, Fantasy and Sc-Fi.

The Sc-Fi scenario is a particular favourite of the more established PBM companies, using this popular and entertaining form of adventure to great length as a basis for many of the more popular PBM games. If you look at a chart of the top PBM games, it is obvious to see that the Sc-Fi game is a great favourite of PBmers. This month we look at some of the Sc-Fi games available.

Probably the most popular of all is "Starglobe" by Time Pattern Games. It is now into its fourth 'launch' and has been running for several years. It is basically a diplomacy/war game, with each player commanding a space ship/fleet. The main aim of the game is to conquer/control as many star systems as possible.

Starglobe is a very serious game, using precise scientific rules. As with most PBM games, alliances play a domineering role in all versions of the game, particularly Starglobe 1. However, you are not restricted to playing a 'Kirk'-goodie goodie role. Many players opt to be pirates, others empire builders, or money grabbing mercenaries.

The 'modules' are the most original feature of "Starglobe". There are over one hundred of them at present, each one giving details of the many aspects of the games. All in all, Starglobe is an excellent game, brilliantly run by its GMs Ken and Carol Mulholland. A must if you are a Sc-Fi fan. It costs £2 to join with future turns at £1.90 a round.

Another popular game is Vorcon Wars by Vorcon Games. This is more a planet domination game, than space orientated, but is still a top class Sc-Fi game in its own right.

You play the role of a commander who has landed on the planet Vorcon. Your aim is to become a nuclear superpower. Starting with very little in the way of sophisticated weapons, you must build up both your armaments and scientific knowledge.

PBM & friends (cont)

The game is full of interesting features, such as frontiers, minefields, fortifications etc. In addition there are surveillance and protection facilities afforded by the modern satellite. In many respects it is more of a war game than an adventure, but still invokes a excellent atmosphere as you try to destroy your opponents bases.

The print-outs you receive with each turn are excellent, full of detail and not as complicated as you might think. The ultimate sacrifice is to start a nuclear holocaust, destroying you, all your opponents and most of the planet as well. If you are into Sc-Fi based war games, you won't get a better PBM game. Surprising enough, it is also one of the cheaper PBM games, costing just £1.50 to join, and each turn thereafter costing £1.00 - excellent value.

Thats about it for this month. So it just leaves me to say, "BEAM ME UP SPOTTY".

Anthony (Mudrik) Collins

(If you would like any more details about PBM, Anthony can be contacted at: 17 Larch House, 37 Shawsdale Road, Bromford, Birmingham, B36 8DG)

HINTS

SYSTEM 15000 - Janet Loxham

Here are the telephone numbers and codes of some of the companies.

L. T. FERRY	-	493 5429	-	INFRA and also VIN15
MIDMINSTER BANK	-	229 7629	-	MMB FR
" "	-	Account access code	-	AERCO4M5
A. R. ROUTLEDGE	-	930 7269	-	CCYRP455
SEASTAR TRAVEL	-	353 2104	-	None needed
RICHARDSON BOON	-	348 1408	-	7Y4Y
VINCHETTA	-	952 7001	-	EZRA
ELWOOD-BROTHER	-	010 1212 976 6868	-	EBV1657
CILISY	-	363 4017	-	673281
RES. MAN. BANK	-	010 1212 976 5757	-	M8R
" " "	-	Transfer Code	-	TFTB24
DRAIG COMMS.	-	837 1099	-	CRC3
MILLS DYSON	-	723 9293	-	6729
BIG APPLE	-	010 1212 976 5858	-	PIP537
SATATEL	-	222 2196	-	ST421

SOFTWARE REVIEWS

HAMMER OF GRIMMOLD - River Software - £1.75 - Spectrum Version

GRIMMOLD, mightiest of the mighty Dwarf Kings, is deeply troubled. His fabled Hammer - symbol of health and fertility - has been stolen by the evil magician, VALK! In the wake of this dastardly deed, great misery has spread throughout all the Land of the Dwarves. The King, in his desperation, has turned to you for assistance. He charges you to recover the Hammer and return it to its rightful owners.

Do you possess the courage to take on this task? Can you outwit the Hooded Men? Dare you face the Gigantic Orc? And how will you overcome VALK himself? All this ... and more ... awaits you!!

This is a text-only QUILLED adventure with a very professional looking presentation. The screen display - white lettering on a black background - comes through crisp and clear and easy to read. The redesigned character set (squarish, blocky letters) fits in well with the atmosphere and "feel" of the adventure.

In addition, some items are highlighted with a yellow flash which helps to break up the display and make it appealing to the eye (it also serves as an indirect hint towards the gameplay, as highlighted items are bound to have some importance - aren't they?). Both RAMSAVE and RAMLOAD (called STORE and RECALL) are supported, and most welcome they are too! I begin to wonder how I ever managed before these features appeared!

A few simple sound effects are dotted about - and it's amazing how much extra polish these little touches can give to the final product. I spotted a spelling mistake in the fourth word of the very first screen, and one more later on inside the INN, but apart from those the text was faultless. A sure sign that care has been taken!

On the minus side ... a couple of bugs (surprise! surprise!). One fairly small one ... and one great big whopper!

The small bug ... there is a TRAPDOOR in the game. You find it by moving a body ... and every time you move the body, you find another TRAPDOOR ... and you can move the body as often as you like!! A whole room full of TRAPDOORS may well be possible!!

The whopper ... The RESTORE GAME command doesn't work! Well not on my copy anyway! All attempts to RESTORE/LOAD/RESTART/RESUME etc., etc., were responded to by a coded message (more about coded messages shortly) telling me to "THROW ROPE". Which seems like nonsense to me!

Well, so much for all the technical bits ... what about the adventure itself?

I'm delighted to say that this is a good little adventure indeed! The text descriptions and messages (which are quite extensive in places) generate a good involving atmosphere, and I found myself pulled along by the game quite happily - eager to see what the next location would bring!

As is to be expected, you will need to EXAMINE anything and everything if you are to discover the items and information you will need to complete your quest. Problems and obstacles crop up fairly regularly and - for the most part - you will need to solve one problem (or set of problems) before you can move on to the next. The problems are generally fair and well thought out, but there are a couple of instances where only a precise form of words will produce the desired result. The TRAPDOOR mentioned earlier is an example of this - neither EXAMINE nor SEARCH will reveal the presence of a TRAPDOOR beneath the body, and neither PUSH, PULL nor anything other than MOVE will shift the body and reveal the TRAPDOOR to you!

Having said that however, I have to admit that the occasional precise input can probably be forgiven because ... the answers are given to you if you just type HELP!! Which brings me to the coded messages I mentioned earlier.

This adventure boasts a HELP command which, for a change, actually supplies clear cut, concise help ... and lots of it! Type HELP 1 or HELP 2 to produce two different lists of 9 items/persons/locations with which you may be experiencing trouble (if not hair-tearing frustration!!). Then enter the number corresponding to your particular problem and up comes a simply coded message telling you what to do! Simple, but effective ... and oh! so tempting!

With the solutions to 18 problems at your fingertips, it is possible to go a long way in this adventure in a very short time ... and it is very hard to resist taking "just a little peek". However, on balance, I think the inclusion of a HELP command like this is a good thing, and I salute the author for his courage in doing so! Nice one, Jack!

(continued)

I must also give a mention to the "cheese problem". You know that there is a piece of CHEESE in the adventure. You may even know where it is (if you are thorough). However, getting your grubby little mitts on it, is not as easy as you might think ... and the HELP command doesn't include this one! Others may disagree, but I thought the solution to this problem was absolutely lovely, and I got a real boost when I finally worked it out! For me, that problem was the highpoint of the whole adventure - and made the whole exercise worthwhile just on its own!

By the time I reached the climax of this adventure, I found myself thinking of the MEAL OF THE DAY in the RESTAURANT AT THE END OF THE UNIVERSE. As those who are fans of the HITCH-HIKER series will know, there was an animal who actually WANTED people to eat it! I feel that HAMMER OF GRIMMOLD is an adventure that actually WANTS people to solve it!

Not only does it have that extensive HELP command, there are also a number of other hints, clues and messages written, scrawled and carved onto various surfaces throughout the locations for the alert adventurer to find. This makes it almost perfect for the novice adventurer who will receive encouragement and aid just about every step of the way. So, forget about the Artic series, and the early Interceptor titles, and the overpriced product which Ocean put out - if you are new to the art of adventuring then check out THE HAMMER OF GRIMMOLD. It's much better for you!

As for the more experienced adventurer - there is something here for you too! There is nothing new about this game, nothing particularly innovative nor spectacular - just standard, mainstream adventuring. So, if you prefer your adventures "cordon bleu" (looks good, but little substance) then wait for the next Melbourne House mega-hype! However, if you're into "meat and potatoes", you could do worse than send Mr. Lockerby a couple of quid!

Reviewer JIM O'KEEFFE - Spectrum

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DECEMBER ISSUE OF 'PROBE'

I plan to make the December issue as festive as possible, but to do so I need the help and support of readers. Any contributions with a Christmas Adventuring theme would be most welcome, e.g. poems, articles, letters etc. Contributions must be received by 1st December to guarantee inclusion. So don your thinking caps and get out your pens, I need your help Please!

Sandra

THE HAMMER OF GRIMMOLD - River Software - Price £1.75 - Commodore version

The fabled Hammer of Grimmold (King of the Dwarves) has been stolen by the evil magician, Valk. Using all your cunning and wits you must return the hammer to its rightful owner by entering the seemingly impregnable fortress, the Citadel, and overcoming Valk. A task which would make even the bravest weak at the knees - but not you!

This text only QUILLED adventure gave me many hours of pleasure, it has lots of atmosphere, and it is fairly challenging, with a strong storyline present throughout. If you get stuck there is a comprehensive Help command which gives coded clues by inputting numbers from 1 to 20. I thought this was a little too tempting, and could spoil the game if you cheated by perusing all the clues at once, but you wouldn't - would you?

Unfortunately there are a couple of spelling mistakes in the game, and a few dreaded bugs, some of these can be rather serious, for instance At a crossroads you are told that you can go north, if you try you are then told that no exit exists, this can be a major problem, because if you carry on South you discover a river which can only be crossed if you are wearing some boots, and you can't get the boots because they are North of the crossroads. (see note)

The solution to this dilemma is to get the boots before you pass the faulty location on your way South.

The other bug which I found annoying was in the shape of a rat, I killed it, and whilst trying to examine it the carcass promptly killed me very odd!

Still, bugs aside, I enjoyed the game, and I have no hesitation in recommending Hammer of Grimmold as an interesting game, worth adding to your collection.

Reviewer - PAUL SERBERT - Commodore 64

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(note)

Coincidentally, in the same post as the review arrived so did a letter from River Software pointing out that they had found the 'exit bug' that Paul described. Jack Lockerby, the author, assured me that this particular problem had been rectified Editor)

ENCHANTER - Infocom - Shop around for best price

For me, this is the game that confirmed the mastery of Infocom in the realms of Adventure, conveying as it does with brilliant text, a setting of mystifying decay and inexplicable unease at each corner and doorway of a ruined Castle.

The authors, Dave Lebling and Mark Blank, who also created the 'Zork' trilogy, have, I feel, written a story with shades of H. P. Lovecraft, in which some things are left more to the imagination, such as what shapes originally covered the bones left on the plates after a phantom banquet. I almost felt that I'd rather not know!

This atmosphere is woven into an excellent story which, for all the implied horror, still contains some great humour; just listen to the topics of conversation between frogs in a swamp when you have cast the correct spell.

Baffling problems abound with really satisfying solutions, there are no mazes as such (sigh of relief), whilst the mission dispenses with the finding and storing of treasures and concentrates on searching for spells and learning how and when to cast them. I could not ask for more in an adventure of this type.

The basis of the plot is soon established with a text that immediately captures imagination and interest. You learn that Belboz, Head of the Council of Enchanters, has summoned the Council urgently, because an ancient prophecy regarding the arrival of an almost omnipotent being named Krill has come true and it will need the Council's combined strength to keep him at bay. Nothing too original so far I admit, but read on.

Belboz holds the original scroll foreseeing this situation which advises (and I quote) "To send a powerful Enchanter is ill-omened. It would be ruinous to reveal over-soon your full powers". Belboz casts a spell - and you appear!

Belboz explains that he has interpreted the Scroll to mean that a Novice Enchanter, with but a few spells in his Spell Book, must find Krill in his hidden lair in the Castle, which he has overthrown, and learn his secrets, with which you may destroy him. No prizes for guessing who the Novice is going to be. I came to the conclusion that said Novice was a "cat's paw" to mislead Krill into thinking his opponents were beneath notice and would hopefully be lured into a false sense of "I'm alright, Jack". So off you go.

After a stroll through the surrounding countryside, during which you should find certain useful objects, a fresh water supply, and a Spell, you arrive at the ruined Castle, in which the greater part of the game takes place. Finding the way to enter the Castle is an easy problem to start with, then the story really gets under way and so does the Castle's miasma - from this moment on you get no peace of mind awake and very little when asleep.

Of the ensuing problems I have chosen the following as representative of the game.

There is a Door, guarded by several built-in creatures of various lethal attributes, all proof against magic. The solving of this problem alone is almost worth the price of the game.

How can you get what may (or may not) be a Spell Scroll from the far side of a room almost completely filled with a mechanical hammer which crashes repeatedly on to a stone floor and which you cannot by-pass. Again, a great solution to that one.

There is a sacrificial Black Mass which eventually cannot be avoided, where you are the sacrificial victim, helplessly laying on a stone slab watching the sacrificial dagger plunging towards you, unable to move. Get out of that!

You find a spiral staircase that apparently has no destination, either up or down and which, once on, you cannot seem to get off.

I must mention what is perhaps my favourite problem in the game. In a certain location many years ago, some Thing described as "The Terror" was sealed alive - it could not be killed. If released and allowed to escape to the outside world, Belboz, the Council and, presumably, anyone else working for the benefit of humanity would be destroyed. Unfortunately a very important Scroll was sealed up with The Terror and somehow must be obtained by you without releasing the unknown horror upon the Kingdom.

The main trouble was that as I could never see The Terror, each time I attempted to get the Scroll I released the Thing and could not control it. As a consequence, Belboz & Company fled the country and the game ended abruptly with my being designated a "Menace to Civilisation" and given minus points. When, eventually, I solved this teaser I felt as good as though I had received a Pools win (well, almost).

There is also a wonderful situation which will especially appeal to those players with "Zork" experience, but I daren't say more for fear of revealing something important.

I have only one small gripe with 'Enchanter' and I'm probably being too critical but, to me, it is a great pity that the game is interrupted each time the water supply runs out and a trip has to be made for a refill, which involves leaving the Castle. This became a bit of a bore and tended to dilute the adventure's weird atmosphere. I have found this sort of thing in other games, mainly of the verb/noun variety, and with me, such interludes come under the heading of "Journey Unnecessary".

In the rest of the 'Enchanter' trilogy, the Authors have dispensed with the need for food and water by including a spell which, when found, removes hunger and thirst. However, considering the excellence of the game in general, such a fault (if fault it is) should not affect my judgment of the adventure as a whole and I have no hesitation in giving 'Enchanter' maximum points : 10 out of 10. Of the games which I have so far completed, to only three could I give that rating.

One final observation. The official level of this game as per Infocom's rating is "STANDARD" level. Pardon my sceptical laughter but I always bear in mind the final words of a gaunt and dying Adventurer, found in the Underground Kingdom of Zork who, before he expired, whispered, "Beware the grades of Infocom. Standard is 'Hard', Advanced is 'Harder', but Expert is 'Impossible'".

Reviewer - R. H. RAINBIRD - Atari

ADVENTURES FOR AMSTRAD AND SPECTRUM

NYTHYHEL - reviewed in this issue of Adventure Probe. Price £2.99.

THESEUS - reviewed in this issue of Adventure Probe. Price £2.99.

MIAMI MICE - Price £1.99.

All are available for Spectrum and Amstrad by mail order only from:-

Tony Collins (AP), 17 Larch House, 37 Shawsdale Road, Bromford, Birmingham.
B36 8DG

THESEUS - Tony Collins - Price £2.99 (Amstrad and Spectrum)

In this GACed adventure you play the part of Theseus, the Greek hero. As Theseus you will travel to Greece and the Island of Crete, with plenty of things to do along the way.

The game is in two halves, the first part being 'The Journey to Athens and Hades'. The object of this half is to find the sword and sandals which were hidden by your father, Aegeus. On the way you will meet quite a few people, some of them are helpful to you but many of them seem quite set on killing you. You have to use different objects to kill different opponents which takes quite a bit of working out. You can get killed by using the wrong object on the wrong person, or thing, that you come across on your travels. When you get to Athens you then have to go to Hades to rescue your life-long friend who has been captured and is being held somewhere in hell.

The second part consists of your adventures in Crete. The main object being to find and kill the minotaur which is deep inside the labyrinth. You will visit many locations, consisting of mountains, palaces and quite a few others. You will also bump into some horrible monsters - if they don't bump into you first! But persevere and you will get there.

This is a text/graphics adventure, and luckily the pictures do not take ages to draw which I really appreciated, although you do have the facility to turn the graphics off. The author seems to have done a lot of research into Greek Mythology before actually sitting down to write the game, which I think more writers should do. It is also an original idea instead of just finding treasure, killing dwarves etc. Another thing I really liked was the fact that the mazes aren't hard (because I hate doing mazes) although I did have trouble with the labyrinth. But I managed to sort it out in the end (alright I had help). There were also two parts that I was stuck at for quite a while which made me pull my hair out, but luckily they were sorted out before I was completely bald!

The game is very good value for money, in fact I think it should be sold for quite a bit more than Tony charges for it. Maybe some software company will see this review and ask to try it, and then offer to sell it for him. If so they will not be disappointed, as I think it is much better than half the games that are on sale for a lot more money than this. I really do urge people to buy it as soon as possible, they will not be disappointed. It is a good adventure for both novice and expert alike.

Reviewer - SUE BURKE - Amstrad

NYTHYHEL - Tony Collins - Price £2.99

In this two part adventure you play the part of Professor Lancer who is the Founder of the Occult, and you have to work your way through the game via the strange world of the paranormal to find and rescue Penelope.

You begin in an office where you will find enough things to set you off on your journey. Along the way you will also find certain objects from which you will learn spells which will help you get rid of unwanted things. But to use the spells you must be carrying the correct object for the particular spell. You can sometimes get help by talking to the people that you meet on the way.

After leaving the office, with the help needed to progress further, you will go on quite a few journeys, having to piece together the clues as you go along. You will go on a train, to a village and into woods, where you have to do quite a few things before you can move on to part two of the adventure.

In part two, which by the way you can only get into with a password, you will come across farmers, a van, police and lots more people and puzzles to cope with before you can actually rescue Penelope from the Druid. You will need a lot of patience to sort out one particular part of the game which is I'm not going to tell you 'cause I was stuck there for ages! Perseverance will get you there.

Again, this is a text/graphics adventure with quick to draw pictures that can be turned off if you prefer. The author has, once more, come up with a pretty original idea which makes the adventure all the more worth playing. I enjoyed it because you can let your mind run riot and you feel as if you really are Professor Lancer, because the things you have to do are pretty true to form. Not like some games when half the things you have to do just don't make sense.

Once again I would recommend this adventure to people, in fact I already have and they've borrowed my copy. It's good to sit there watching people struggling when you've already done it, and I must point out that they say they like what they have seen of the game up to now.

You won't be wasting your money if you buy both 'Nythyhel' and 'Theseus', it will certainly be money well spent.

Reviewer - SUE BURKE - Amstrad

BEERHUNTER - Global Software - Price £7.95

The object of this adventure is to collect enough beer to be allowed into a party, which at first seems easy enough, but as you go along there are a few things which make you realise that it's not quite as easy as it appears.

This is a GACed text/graphics adventure which I think would have been better in text only. The drawings are very basic and the pictures of the bars seem very similar, I feel that the space taken up by the graphics would have been better used if you had more to do.

There are lots of objects that I could find no use for. I know that there are usually some unusable items in most adventures, but I think there were a few too many in this one. There aren't many locations either - I found 41 (42 if you count the end).

Obviously this is one of their earlier games and, hopefully their more recent ones will have improved somewhat, with more text and less repetitive graphics.

I think this game would be more suited to the amateur adventurer, just to give them a taste of adventuring. Then again, having said that, they might find it pretty boring with hardly anything to do. Many of the problems occur with vocabulary, it took me ages to find out how to hang-glide off the roof of the Barbican. For anyone else who is stuck there "Go bar" to get served with a drink.

The price asked for 'Beerhunter' is, in my opinion, too high. I would put it in the £2.99 bracket. If it goes on sale at this price then it would be worth considering, otherwise, I'm afraid I wouldn't go out of my way to recommend it. I am contemplating getting their new game but am a bit dubious about wasting my money again. If I do get a copy I will review it as soon as I finish it, and hopefully will be able to give it a better review than this one.

Reviewer - SUE BURKE - Amstrad

MAPS/SOLUTIONS WANTED

Has anyone got maps/solutions to Colossal Adventure, Adventure Quest and Dungeon Adventure for 'Probe', please?

COLOSSAL CAVE - Cowan Software - Dragon - Price £6.00

It's pretty strange that the Dragon, which has been around for about four years now, has until now had no faithful cassette-based version of that forefather of all adventures COLOSSAL CAVE. Cowan Software have stepped in to fill the gap - but how successful have they been?

The first problem which confronts the player is how to get the darned program to load! After twenty minutes of fiddling about with volume levels I finally managed to load it and I immediately made my own security copy - very easy to do as the SAVE game routine saves the whole program, including the loader. Now I could actually get down to the game itself!

You start off outside a brick wellhouse, and there are a few objects to collect nearby. The initial problems of getting into the underground system by unlocking the grate and getting some light seemed nothing more than a formality, but you have to remember that these are the original puzzles which other games have copied. Once 'safely' underground there are dozens of locations to explore and plenty of objects to manipulate.

There are also two of the most difficult mazes I've come across - the *saw* maze and the *different* maze. Eventually, however, I managed to satisfactorily map them. There are also plenty of treasures to collect although so far I've attained a top score of only 51 out of 200 - there's obviously plenty more to be done yet!

The location descriptions in this game are generally better than those seen in most Dragon adventures, but even so they have been significantly shortened from the original, presumably to make everything fit into 32K. There are some block graphics as well and sometimes the location description takes up most of the screen.

The vocabulary seems adequate although there are some omissions - for example, I generally like to be able to EXAMINE all objects, and a HELP routine is often useful. I suppose, though, that this is a matter of taste.

Commands are of the verb/noun variety and several can be strung together at a time, separated by a colon. Response time is very quick and, if you don't touch the keyboard for more than one minute, the program tells you to get a move on. Problem is, there's no HOLD or equivalent so you can't leave the program and go away for a break - you're liable to find you've been killed by a nasty dwarf in the meantime.

The program was written using an adventure generator program which is also available from Cowan Software. COLOSSAL CAVE shows that this generator can produce decent adventures - and at six pounds (not exactly cut-price but I suppose it could be worse) it's surely a must for every Dragon adventurer's collection. Although it has a few faults, it is part of adventure history and can't be ignored by any self-respecting adventurer.

Reviewer - ALAN COOK - Dragon

(Cowan Software are at 23 Bristol Avenue, Manchester. M19 3NU)

ADVENTURES FOR SPECTRUM AND COMMODORE 64 (QUICKLOAD)

HAMMER OF GRIMMOLD - reviewed in this issue.

REALM OF DARKNESS - Recover treasure stolen from the King's castle in the face of a fierce dog, a wounded hyena and a fire breathing Mutant Mole.

MUTANT - Your job is to exterminate. Your mission is to seek out the Beast that is laying waste the mountainous regions of a small island.

WITCH HUNT - Based on Scottish folklore, this adventure puts you in the clutches of an evil witch. Your quest is simple, find your way home again.

THE JADE NECKLACE - Play the part of Phillip Mallow, private eye. Outwit Big Fats and his henchmen. Help the Police Captain put Big Fats behind bars.

All the above adventures plus LIFEBOAT and MATCHMAKER are £2.50 from:

JACK LOCKERBY (AP), 44 Hyde Place, Aylesbury, Canterbury, Kent. CT3 3AL

ADVENTURES FOR THE 48K SPECTRUM

THE DRAGON OF NOTACARE - Read the review in Issue 4 of 'Probe'.

TREASURE - You play the part of a thief who has to find an ancient temple, which is hidden in a large forest, and steal the treasure within.

RESCUE FROM DOOM - Professor Tefal has been kidnapped and imprisoned in the mountain of DOOM and you have been assigned to rescue him. This adventure has pictures to complement the text description of every location except two.

PRICE: £2.50 each plus 30p postage and packaging, or £6 for all three plus 50p postage and packaging. Send cheque/PD to:

David Edgar, 1 High Parksail, Erskine, Scotland. PA8 7HY

ULTIMA IV: QUEST OF THE AVATAR - Origin Systems/U.S. Gold - Disk only Price
£19.95

This is the latest epic in the Ultima series of graphical role playing adventures from 'Lord British'. Unlike most role playing games however, ULTIMA IV has an end purpose to it, and contains a variety of adventure style problems which must be solved if progress is to be made. This makes a welcome change from the usual affair of wandering around aimlessly bashing monsters and collecting gold.

Also, unlike most games of this genre, you neither create your own character (not directly at any rate) nor does the computer generate one at random for you. Instead, at the beginning, you visit a fortune teller who decides your characteristics and profession type (Ranger, Paladin, Fighter, Druid etc.) from the answers which you give her to various questions posed by her. Anyway, on to the game proper.

The package consists of a cloth-like coloured map of the Land of Britannia, a Spell Book, a comprehensive Player's Guide and a quick reference card.

The Guide contains all sorts of useful information, ranging from a Bestiary to a potted history of Britannia. Finally, of course, the package also contains two double-sided disks - Side A being the main program, Side B the towns disk, Side C the Britannia disk (also used for saving your current game on) and Side D is the underwater disk, containing the dungeons.

The main playing area is a colourful multi-scrolling map over which you move your character, across hills, grassland, forest etc. You can also capture a pirate ship and sail across the sea to explore various islands.

The playing area is huge - Origin Systems claim it is 16 times larger than ULTIMA III, and I can well believe it. Scattered throughout the land are various towns, villages and castles. Entering these gives you access to various types of shops etc., and also allows conversation with the numerous characters who you meet - this is absolutely essential, as you gain information vital to solving the game from these characters. also, you may find that some of these characters are willing to join you, and eventually you will have a travelling party of 8.

Besides the towns there are dungeons to explore and shrines to meditate at. And of course, there are loads of monsters to do battle with - victory bringing gold and experience points.

Finally, what is the purpose of it all? - To become an Avatar (i.e. 'The living incarnation of a Deity') and enter the abyss to recover the lost codex of Britannia.

All in all, this is a fascinating and highly addictive game - possibly THE game of 1986. Don't hesitate - BUY IT!

RATINGS

GRAPHICS - ****
SOUND - ***
ATMOSPHERE - *****
ORIGINALITY - ****
LASTABILITY - *****
OVERALL - *****

Reviewer - JOHN MACVIE - Commodore 64

INCENTIVE SOFTWARE

The first two GACed adventures in Incentive's Medallion Range are:-

The Legend of APACHE GOLD - written by Peter Torrance the author of SUBSUNK and SEABASE DELTA.

Lonesome Cowboy 'LUKE WARME', not a Dime to your name and only dreaming of riches. But there is a LEGEND. A legend of great riches in an Indian Burial Ground.

WINTER WONDERLAND - Breaking through the dense cloud cover you were relieved to see a dazzling white snowfield spread below you. Desperately preparing for a crash landing, you were distracted by a glint of sunlight on glass - a building! Could THIS be the lost civilisation?

Your attention however was drawn back to the ground hurtling towards you...

APACHE GOLD is available on Commodore 64, Spectrum, Amstrad CPC - tape only - Price £7.95.

WINTER WONDERLAND is available on Commodore 64, Spectrum, Amstrad CPC and BBC B - tape only - Price £7.95.

Incentive Software (AP) Ltd., 2 Minerva House, Calleva Park, Aldermaston, Berkshire. RG7 4QW

THE THIRTEENTH TASK - Arc Software - Author Alan Cook - Price £3.00

The Thirteenth Task is a machine code text adventure set in the old times of Greek mythology. You, Hercules, have finished all twelve tasks given by Eurystheus, the ruler of the land. After completing all twelve tasks without fail, you have been given another task, a Thirteenth Task, and the most difficult and dangerous.

You must kill Hades the ruler of the Underworld, and win his crown for Eurystheus your master. It is also said that people usually have to be dead before they can enter the Underworld!

You start in a rocky mountainous area, cornered by a lion with no way out. Careful, logical thought is needed to escape, as with all the problems. After finding out how to escape you come across a labyrinth. Finding a way through will enable you to find more of Hercules' enemies, like a Gorgon and later on to Chimaea who guards the entrance to the Underworld.

This adventure holds a few commands I've never come across before. Here are a few as stated in the instructions e.g. EXPLAIN, CATCH, not to mention some others that are not in the instructions.

The Thirteenth Task has a nice display with brief descriptions of your surroundings and has atmosphere too. There's a small command window at the bottom of the screen as well that keeps the screen tidy.

I did notice one flaw in the program. When loading in a SAVE game, if an error appears off the tape, the whole program will erase itself, which means loading the adventure back in again. Still, don't let this put you off as it is a good adventure that has a lot of logical puzzles with a good story line too. If you enjoyed Channel 8 adventures then you should enjoy this one.

Reviewer - Philip Ravenscroft - Dragon

ADVENTURE FOR DRAGON

The Thirteenth Task is available by mail order only from:-

Arc Software (AP), 272 Mearns Road, Newton Mearns, Glasgow. G77 5LY

READERS LETTERS

I was pleased, and amused, to notice in issue 5 of "Adventure Probe", that my previous article (entitled: "Do's and Don'ts"), provoked some interest from other readers, both favourable and unfavourable.

As an Author, I always welcome discussion on anything that I have written, and I have no objection to constructive criticism. However, one comment that was made, deserves a reply, this was (how dare I express my opinion on Mazes).

The whole point of belonging to a group such as this one, is that members are always free to express opinions, despite the fact that other members may not always agree with them.

I stand by my condemnation of Mazes being programmed into Adventure games, they are boring, unnecessary, and often used by programmers to fill out an Adventure game with extra locations, instead of adding more realism to the game, by way of atmosphere and puzzles.

For those who enjoy them, my final comment would be ... you are stuck in a rut ... you are stuck in a rut ... you are stuck in a rut ... you are stuck in a rut

MALCOLM SERBERT, 171 Kings Road, Harrogate, North Yorks. HG1 5JQ

.....

One feature that you may like to add to 'Probe' which could save a lot of hair tearing would be to list those Amstrad 464 games that will not run on a 6128. Whereas some, such as the Hobbit and Spytrek load (on tape) every time, the only problem being the waiting. Others, such as Terrormolinos and Colossal Cave will not load at all. Apparently the DOS takes up space in the "front" 64K of memory, so not leaving enough room for "big" games. Frustration sets in.

GEOFF SNELL, 20 Knox Green, Binfield, Bracknell, Berks. RG12 5NZ

(If you know of any games that won't load on the 6128 let us know and we'll print a list Editor)

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READERS LETTERS (CONTINUED)

I'm glad that you raised the matter of Lenslok in issue 4, as it gives me the chance to make a few comments on this device. I came into contact with Lenslok for the first time just recently ... when I was playing PRICE OF MAGIK. I had expected to have trouble with it because I use an old reconditioned TV for my adventure playing and its screen resolution is not of the best!

I had heard that Lenslok requires a fairly good screen resolution or it is difficult to read the code that the device generates. So, as I say, I expected trouble ... and trouble I got!!

I suppose that each time I attempted to restore a saved position I must have had about 6 to 10 attempts before I finally punched the correct code! At first I didn't mind this. I was just pleased that I'd got the thing to work at all!!

However, after some time, the process began to become most annoying and I found that I was starting to avoid possibly 'dangerous' moves in order that I wouldn't get killed and have to restore a saved position!

Now, one of the delights of the Level 9 games is the huge complexity of the scenarios and much fun can be had from sticking your nose into all the little nooks and crannies you can find ... and from trying out some really outlandish commands on the basis of "well, you never know!!" - and if your nose got cut off in the process, it didn't matter because you had saved your position (hadn't you?)! But, due to the difficulties of Lenslok, I became loath to investigate the little nooks or attempt anything else untoward. The result being that although I eventually finished the adventure, I think I must have missed a lot of what it had to offer ... and I resent that! I feel very disappointed about that indeed!

So, in conclusion, I can understand how software houses feel that they have a need for Lenslok (or something like it) but it seems to me that it is just another example of something being foisted upon the adventurer which he neither wants or needs but is considered good for him by the producer. Lenslok managed to destroy the atmosphere of PRICE OF MAGIK for me and, I suppose, now that Level 9 have used it once, it will ruin the atmosphere and enjoyment of many adventures in the future!

JIM O'KEEFFE, 28 Sable Close, Beaver Estate, Hounslow, Middx. TW4 7PE

READERS LETTERS (CONTINUED)

Having started on adventures about 6 months ago in the hope that they would offer a different type of challenge to the strategic/wargames games, which up to then I was playing. I must say that they do in many ways offer a better challenge than I had hoped for in the many different types of problems to be solved e.g. how to use the objects found, get past the various creatures etc. encountered, mazes and how to get some of the items needed to complete the adventure.

The biggest problem I have so far encountered in the small number of adventures I have completed is finding the right syntac to get the computer to do what is needed because of the limited number of words and ways the program allows the computer to respond. I do find this a bit annoying at times, e.g. how to kill the elf in FOREST AT WORLDS END (Kill elf with bow), sounds as if you hit the elf with the bow or something.

Do you and the other readers consider this to be a legitimate problem or something that just has to be put up with? Still must not go on too much about this until I have done some more adventures to find out if they all have this little problem.

STEPHEN J. McCALL, Hall Cottage, Hall Road, Framingham Earl, Norwich, Norfolk. NR14 7SB

.....

You asked for our views on game prices. Well, I totally agree with Jim (see Letters Issue 5). I really enjoyed playing THE BOGGIT, but at £7.95 it is not worth £6 more than THE HELM or SEABASE DELTA. In fact I solved it much faster than either of the others!

It might seem selfish of me, but I don't really care how much extra time etc. programmers put in to the more expensive adventures. If I can solve them in a week then they're not worth eight quid!

While I'm on the subject (in case any programmers are interested) I like to solve lots of fairly hard problems, rather than not so many very hard problems.

GWYNNE WRIGHT, 118 Dark Lane, Bedworth, Nuneaton.

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THE HELPER

Both 'the offices' of 'Probe' and myself are receiving huge volumes of mail from travellers in distress so consequently we thought it would be a useful idea to publish the answers to pleas for help in 'Probe', together with any particular problems that seem to be creating difficulties for a number of people.

Naturally, the answers supplied will be dependent upon my own knowledge combined with any information Sandra may have in her files. I feel it most unfair to give advice on an adventure I have not completed 100% myself, but in some instances I may have to rely on "untested data".

I would appreciate it if you could write in to Sandra with your information, ideas and help so that your letters and thoughts can be incorporated into my responses. I would also like to know the type of format you prefer, i.e. to simply print an answer underneath each letter or to create a column of tips and ideas centred around published and unpublished correspondence received. In some instances it may prove useful to write a 'special' on a particular adventure if general response merits this.

I have decided to use a nom de plume for a variety of reasons, and not simply because of the precedent set by adventure columnists in the rags. Firstly, I am already swamped with correspondence and secondly, and more importantly, I do not want to take credit even if I have worked the solution out for myself.

I receive so much help and advice from so many people that it is impossible to credit everyone. Indeed, in many cases, I could not tell you who supplied the original tip. For the most part combined efforts and pooling of resources is probably nearer the truth. Therefore, when writing notes in 'Probe' under a nom de plume, hopefully everyone who has contributed knows they are being credited, albeit anonymously. This also avoids the problem of crediting the wrong person, omitting a credit or two or, in cases where several people have supplied similar help, who to credit.

I've lost count of the number of times I have seen my own solutions in print under someone else's name and I have even seen my solutions offered for sale. I know this is happening to other people and I desperately want to avoid these problems. So, if your ideas or tips appear in this column, please remember that I am not claiming personal credit and that everyone is grateful for your help. (continued)

I will assume that if you write you do not mind your tips being used in this way. Hopefully, Sandra will find space to include a list of contributors every now and then. Views and opinions please.

I am particularly keen to receive information from readers who own one of the less popular machines and from those people who can give help on some of the lesser known adventures so that we can also assist minority groups.

On a personal plea. Has anyone out there completed ACHETON on the BBC? If so I'd love to hear from you. Indeed, correspondence from BBC owners would be particularly welcome as this group of adventurers seem to be neglected by the commercial rags. Despite the fact that my files for Amstrad, Commodore and Spectrum adventures are assuming gigantic proportions there are still a lot of gaps so please write in.

For those of you who may be interested, the adventures that seem to be attracting the most correspondence at present are THE SPHINX (probably because Merlin in Electron User has been plugging it), BORED OF THE RINGS, THE BOGGIT and KENTILLA. The old Level 9 games are back in vogue since Jewels of Darkness was released, and SECRET OF ST. BRIDES seems to be taking over from THE VERY BIG CAVE ADVENTURE which, together with SNOW QUEEN, seemed to form last months problem areas. Adventuresofts REBEL PLANET and ROBIN OF SHERWOOD have their followings.

For once and for all can I tell everybody how to get out of the Dungeon in ROBIN OF SHERWOOD? (Although I cannot believe there can be many people who are still stuck judging by the number of letters I've answered recently). It's getting like the Goblins Dungeons in the Hobbit! Just when I thought I'd sorted it, another flipping Goblins Dungeon appeared in THE BOGGIT and another wave of anguished travellers have been pleading for help.

Oh! By the way, where possible I intend to give straight answers and not cryptic clues so it is possible I may give "unwelcome information" from time to time, so be warned!

Well I reckon I've already overrun my space, although I was never actually given a 'column length'.

Yours in adventuring

THE HELPER

AH! AH! You thought I'd forgotten ROBIN OF SHERWOOD!? Close your eyes parents - here is the answer:-

STAND ON SHOULDERS (of prisoners), LOOK GRATING to see the guard sitting ten paces away. WAIT and when the guard comes over GRAB ANKLE, STRANGLE GUARD, EXAMINE GUARD to find sword. UNDO BOLT with sword, PUSH GRATING, ENTER GRATING and you are on your way. There are no keys. Now the odd person who did not know the above need not feel left out - for you know now!!!

.....

HELP GIVEN

For all of you who have written in to 'Probe' and had your name in previous 'Helplines', THE HELPER has supplied the following help for you.

.....

GEORGE O'DONNELL - Bored of the Rings Part 3.

The pixie has the sunglasses by the Black Gate of the Tower. To get this far:-

From the start at the bottom of a gully in the mountains. Go East to the waterfall and TAKE the platinum BRICK. Go South to the mountain stream and East to the cliff with a convenient rock. SAY HOG and the rope appears TAKE ROPE, TIE ROPE (to rock) and CLIMB DOWN to the foot of the cliff. When Goldbum appears GIVE BRICK and GO NORTH into the marsh. The route through the marsh is N, SE, SE, N, N, E, S, E, E, S, E, E, N, W, N, E, E. When at pixie WEAR SUNGLASSES and W, W, S, E, S, W, W, to return to the Basilisk who now turns into concrete.

GILL COPPENHALL - Sphinx.

Assuming you have found the shrine of the Fairy Chief and gone UP to the Fairy Grotto, if you WAVE WAND there the Mithril Ring will appear.

RICK TRAVIS - Snow Queen.

Assuming you have reached the walled courtyard, perhaps if you PRAY Gerda's breath will turn to ice crystals which could form angels. Angels don't like demons. Now you should GO NORTH and WEST to the garden where there are ice flowers. Flowers like you talking to them. The flowers give you some very useful information.

HELP GIVEN (cont)

SIMON STEELE - Project Volcano.

Presumably you are stuck with the code needed to wipe out the Vorsh II computer. Try Pentagon, Septagon, Decagon giving 5, 7, 10. Enter these numbers and you've finished. If you're stuck earlier on let us know.

GWYNNE WRIGHT - ZZZZ.

Dig in sand, lift bucket, dig again. Ring the bell on the bike outside the igloo. Thumb a lift on the road, but wear the tie. Knock on the large oak door and just open it but check the wall and the vine. Hope that's enough to get you going.

JANET LOXHAM - Lords of Time.

In the Invention Room SAY EUREKA and IN to the Invention Alcove where there is an anagram for James Watt. SAY JAMES WATT, IN, and you are in a recess. TAKE WHEEL, DOWN and you are back in clock. In the roots of the plant DROP BOTTLE which kills plant. EAST to the long tunnel, EAST, UP the treacherous stairs, UP the narrow stairs, UP to top of stairs, TAKE CLOAK, WEAR CLOAK to render self invisible. OPEN TRAPDOOR, UP and under table of nine Timelords, UP to go behind Timelords. As you are invisible they can't see you. You have two moves in Mists of Time.

.....

If you write in for help and I can't help you personally I'll forward your queries on to THE HELPER for inclusion in the next issue of Probe - adequate time permitting. Please be specific in the kind of help you require, be it a hint, a nudge or more detailed help.....Sandra

.....

Has anyone got a map and/or solution to QUAN TULLA? Lots of people are stuck in this adventure and I am unable to help them.....Sandra

.....

HINTS

LORDS OF TIME - Janet Loxham

The candle will not last indefinitely. To get the firefly - which will give eternal light - take the tiger's tooth to the paved area in the garden in Time Zone 1. Examine the compost heap twice to find a mushroom ring. Eat the mushroom and a tooth fairy will appear. Give the tooth to her and she will give you the coin. She will also ask if the coin is enough. Answer in the negative and she will present you with a firefly. Accept this.

.....

EUREKA (Roman) - Graham Robson

The witch would feel happier if you put luck on her side. If your axe is blunt why not sharpen it with some water and a stone. Cut the trees in the forest for some useful mining props. The skull is found where the lepers are. To get swamp rose go E, SW, E, S in swamp. To get tooth after cutting tree go W, ENTER, DIG, USE PROPS, S, USE HAMMER. To get eagle wait on the road by the trees until nightfall then enter camp and S, to find chest then open it with key.

.....

RETURN TO EDEN - THE HELPER

There are two platforms. In order to ascend, the other platform must be heavier and to descend, the platform you are on must be heavier. Therefore it is essential to ensure the platforms are correctly weighted, bearing in mind that the stone is twice the weight of the other items and that you count as five. Furthermore, you have to ensure that not only is there sufficient weight to take you up but that you can attain sufficient weight to return.

.....

FOURTH PROTOCOL - Jim O'Keefe

The passwords to Cencom will always be one of these three - PHOENIX, FIREBIRD or ROCKET.

OBJECTS AND THEIR USES

URBAN UPSTART - Janet Loxham

- | | | |
|---------------|---|--|
| Lager | - | Give to football fan and he will then allow you to get the rat trap without becoming violent. |
| Food | - | Found by the church. Eat it to give you strength to open the door of the old building. (Cross bridge to reach the building.) |
| Cheese | - | Insert in the rat trap and drop it in the old building to kill the rats. |
| Cardboard box | - | Found in the cellar of the old building. Open it with the scissors. Inside are the boots. |
| Boots | - | Wear to cross the building site. They stop you from sinking into the mud. |
| Flying suit | - | Examine the pipes on the building site to find it. Wear it. |

BUGS AND AMUSING RESPONSES

Robin can do naughty things to Marian in ROBIN OF SHERLOCK! It's good fun to steal her clothes, may even be necessary ... says GEOFF SNELL (AMSTRAD).

CHRISTOPHER HESTER (Commodore 64) suggests you try the following inputs in ZORK 1:-

Climb in sack - Enter Sack - Cut manual with hands - Cut manual with sword - Zork - Down (at Aragain Falls) - Down (at chasm) - Look at me - Kill me with hands - Swim - Swim in water - Clean me - Clean me with water - Jump - Back - Climb (at impassable mountains) - Take me - Hit mailbox with hands.

Bug in Zork! Enter GET LANTERN AND RUSTY KNIFE you get garbage text. Enter DIG SOUTH WALL WITH SHOVEL gives no response, but you've made one move in the game! Another bug?

PRECISION CORNER

SHERLOCK - Janet Loxham

The ending to Sherlock is very temperamental and it is sometimes difficult to convince Lestrade that you have enough evidence to convict Mrs. Jones and Basil. The following might help fellow sufferers!

To convince Inspector Lestrade of Mrs. Jones' guilt, you need to be carrying the following:-

1. The gun - carefully examine the stream when Lestrade returns to Leatherhead between 9.00 and 10.00 on Tuesday.
2. The bank book and the note - open the drawer in Brown's study, carefully examine the drawer, open the false bottom and get them.
3. The bloodstained clothes - carefully examine the bookcase in the Jones' residence to reveal a secret room behind.
4. The folder and the unfinished note from Tricia Fender's safe.
5. Ask the cook and Daphne about Basil.

Ask Tricia about the clothes and she will reveal that she is really Mrs. Jones and that she killed Tricia. Take her to Lestrade in Scotland Yard along with the three notes from Basil's flat and say to Lestrade:-

"TRICIA FENDER BLACKMAILED MRS. BROWN"

"MRS. BROWN KILLED HERSELF"

"MRS. JONES KILLED TRICIA FENDER"

Say to Mrs. Jones:-

"TELL LESTRADE ABOUT CLOTHES"

"TELL LESTRADE ABOUT TRICIA"

Lestrade should arrest her. Now say to Lestrade:-

"BASIL HAS PLANS"

"THE LOCATION IS OLD MILL ROAD"

"THE SALE IS AT 2.30"

Follow Lestrade to Leatherhead and go South ahead of Lestrade into the main street. Here you should find a police cab. Climb into the cab.

(You must get into the cab before Lestrade otherwise the program will crash - it did on my version anyway!)

Get out of the cab the moment it reaches Leatherhead again and go North to Platform 2 of the station to see Basil and the Agent get onto the train. Say to Lestrade "FOLLOW ME" and then go South and climb back into the police cab.

GETTING YOU STARTED

FERRYMAN AWAITS - sent in by THE HELPER.

In this game one of the tricky bits is to actually start the game. You must do everything in the right order and you have no spare moves. A false move on the first input is death, which is a bit unfair:-

SAY NIMLAK and the priest gets his due deserts. DOWN, PUSH PRIEST, DOWN into the pit. SOUTH, DOWN, SOUTH, DOWN, WEST, JUMP, WEST, DIG, WEST, JUMP, WEST.....

.....

ENTHAR 7 - sent in by THE HELPER.

- (1) GET HELMET, STAND UP, S, W.
- (2) SEARCH, E, S, PLUG TORCH INTO SOCKET.
- (3) N, N, W, PRESS BUTTON, LIGHT TORCH.
- (4) W, SEARCH, CLIMB UP SHELVES, GET CELL, D.
- (5) GET CLEANER, INSERT CELL INTO CLEANER.
- (6) E, SE, SE, E, S, OPEN DOOR, S.
- (7) GET GLOVES, WEAR GLOVES, GET PLASTER.
- (8) REMOVE BAG FROM CLEANER, GET BAG, MEND BAG WITH PLASTER, ATTACH BAG TO CLEANER.
- (9) N, N, W, NW, NW, E, GET MAP.

.....

ADVENTURELAND - extract from a solution by R. H. Rainbird.

START IN FOREST, E, E, GET AXE, S, GO HOLE, GET FLINT, U, W, GET MUD, CLIMB TREE, READ WEB, GET KEYS, D, CHOP TREE, GO STUMP, GET BOTTLE, U, W, GET FRUIT, E, GO STUMP, DROP FRUIT, GET LAMP, DROP AXE, D, GET RUBIES, U, DROP RUBIES, D, GO HOLE, UNLOCK DOOR, DROP KEYS, U, U, GET AXE, U, E, N, DROP MUD, DROP LAMP, DROP BOTTLE, DROP FLINT, N, GET OX, SAY BUNYON, SWIM, GET MUD, GET LAMP, GET BOTTLE, GET FLINT, S, W, W, GET OX, E, GO STUMP, DROP OX, U, GET CHIGGERS, E, GO HOLE.....

.....

GETTING YOU STARTED (CONTINUED)

EL DORADO - extract from a solution by Tom Frost

Start. S, E, S, GET TORCH, N, N, S, S, GET FLINT, N, N, W, (S,N until
Pygmies appear), TRADE BEADS (now go to west valley), LOOK THROUGH, LIGHT
TORCH, DROP FLINT, W, U, W, THROW SPEAR, W, GET ROPE, E, E, N, N, N, N, GET
BATON, E, S, W, W, N, TIE ROPE, D.....

.....

ERIK THE VIKING - extract from a solution by Linda Friend.

Following on from last month.

Notes.

You are standing on deck and you see an immense dragon. UP, UP, E, N, GET
FEATHER, S, W, D, D. The dragon is very happy and a whistle appears on
deck. If you get hopelessly lost at sea, blow it and the dragon will take
you somewhere recognisable.

THE DOLPHIN. After you have obtained the flask from Al-Kwarasi on the first
visit to the stone quay, the next time you see the dolphin blowing bubbles,
OUT, FILL FLASK, IN. You now have the fishes breath mentioned in the
"ingredients".

THE RAG BAG. If you forget to mend the sail after you have got the needle,
opening this will fill the sail with wind.

THE PLUG. You may find the maelstrom near the deep fjord (it isn't always
there) if so, THROW PLUG.

.....

THE BOGGIT - extract from a solution by John Barnsley

Part 2. From the Goblin's Dungeon. (Make good use of 'RAM/SAVE' during this
part!)

DIG SAND, LOOK (you can now see a locked trapdoor), SMASH TRAPDOOR, LOOK,
TAKE TORCH, EXAMINE TORCH, EXAMINE BATTERY, INSERT BATTERY INTO SWORD, TAKE
CASH, THROW ROPE AT WINDOW (until it becomes securely caught), PULL ROPE
(you are now in a dark winding passage).....

GETTING YOU STARTED (CONTINUED)

THE COUNT - extract from a solution by R. H. Rainbird.

Start in bedroom. GET SHEET, GET UP, N, W, GO DUMBWAITER, RAISE DUMB, GO ROOM, GET MATCHES, GET GARLIC, GO DUMB, LOWER DUMB, LOWER DUMB, GO ROOM, D, TIE SHEET, TO RING, GO PIT, LIGHT MATCH, GET TORCH, LIGHT TORCH, CLIMB SHEET, UNLIGHT TORCH, UNTIE SHEET, GET SHEET, U, WAIT, (until bell rings), GO DUMBWAITER, RAISE DUMB, GO ROOM, E, E, GET CARD, GET CLIP, DROP CARD, DROP NOTE, W, W, GO DUMBWAITER, LOWER DUMB, GO ROOM, PICK LOCK, OPEN DOOR, GO DOOR, DROP STAKE, GET VIAL, EMPTY VIAL, GET TABLETS, DROP VIAL, W, CLOSE DOOR, LOOK DOOR, DROP CLIP, LIGHT TORCH (when getting dark), EAT TABLET (when getting dark), GO DUMBWAITER, RAISE DUMB, GO ROOM, GO OVEN (when dark).....

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THE CRYSTAL FROG - extract from a solution by Tom Frost

E, S, E, GET APPLE, N, E, DRINK LIQUID, W, W, N, N, E, ENTER, GET SPADE, EMPTY BARREL, LOOK, GET MUTTON, W, W, W, N, N, EXAMINE LEAVES, GET COAT, LOOK, GET KEY, S, S, E, S, EXAMINE ARMS, ENTER GAP, DIG, LOOK, DROP SPADE, GET BOX, E, E, DROP BOX, LOOK, GET MACE, W, S, W, GET MASK, W, W, W, W, UNLOCK DOOR, OPEN DOOR, ENTER, DROP KEY, GET BUCKET, N, USE MACE, DROP MACE, GET COINS, S, S, GIVE COINS, LOOK, GET SCROLL, READ SCROLL, DROP SCROLL, N, W, S, GET FOOD, S, FILL BUCKET, N, W, W, GIVE FOOD, GET ROPE, E, GET BAR, WEAR MASK, S, S.....

.....

MYSTERY FUNHOUSE (16K VERSION) - extract from a solution by R. H. Rainbird.

Start front of Funhouse. WEAR SHOES, DROP WATCH, E, EXAMINE TREE, GET BRANCH, EXAMINE GRATING, CHEW GUM, STICK GUM, TO BRANCH, GET COIN, WITH BRANCH, DROP BRANCH, W, GO COUNTER, GIVE COIN, ENTER FUNHOUSE, N, N, E, W, W, W, PULL BLUE, GET SIGN, D, PULL GREEN GET TRAMPOLINE, S, DROP SIGN, GET SPECTACLES, N,U, W, U, U, U, U, GO LADDER, DROP TRAMPOLINE, GO TRAMPOLINE, JUMP, E, GET COMB, CRAWL, S, D, GO SLIDE, GIVE COMB, GET KEY, GO STAIRS, E, E, N, S, S, E, WEAR SPECTACLES, LOOK MIRROR, UNLOCK DOOR, GO DOOR, DROP SPECTACLES, GET HANDLE.....

.....

GETTING YOU STARTED (CONTINUED)

ENCHANTER - extract from a solution by R. H. Rainbird

Note: When thirsty, drink water from jug; refill jug from brook when jug empty. When hungry, eat bread.

Inventory: Read Spell Book

Start at junction: NE, IN SHACK, OPEN OVEN, GET BREAD, JUG AND LANTERN, GO OUT, NE, SE, NE, DRINK WATER, FILL JUG WITH WATER, SW, SE, SW, SW, S, GNUSTO REZROV (spell given you by Crone), NE, NE, E, E, REZROV GATE (after memorising Rezrov Spell), IN, MEMORIZE FROTZ THEN FROTZ LANTERN, N, N, E, E, E, E, E, MEMORISE REZROV THEN REZROV NORTH GATE, N, GET KREBF SCROLL, E, MEMORISE NITFOL THEN NITFOL FROGS, LOOK UNDER LILY PAD AND GET DAMP (CLEESH) SCROLL, GNUSTO KREBF SPELL, GNUSTO CLEESH SPELL, W, S, W, W, W, W, W, S, S, S, S, E, DOWN, N, OPEN DOOR, N, MOVE BLOCK, E, GET STAINED SCROLL (EXEX), GNUSTO EXEX, W, S, U, W, U, GO TO BED AND SLEEP, GET UP, EXAMINE BEDPOST, PUSH BUTTON, GET GOLD SCROLL (VAXUM), GNUSTO VAXUM SPELL.....

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SORCEROR OF CLAYMORGUE CASTLE - extract from a solution by R. H. Rainbird

Start in a field. GO MOAT, TAKE BREATH, SWIM DOWN, GET TOWEL, SWIM DOWN, SWIM EAST, U, GET CRATE, OPEN CABINET, S, GET PERMEABILITY SPELL, S, PUSH EAST, CAST SEED, W, PUSH SOUTH, GET STAR, D, CAST LYCANTHROPE, GO HOLE, GET STAR, GO HOLE, WALK UP, N, DROP STAR, DROP STAR, PULL WEST, GET METHUSELAH SPELL, GET UNRAVEL SPELL, E,N, E, CAST UNRAVEL, W, GET BRICKS, W, PULL LEVER, DROP WOOD, GO DRAWBRIDGE, DROP BRICKS, E, E, E, GO CHANDELIER, CAST WICKED QUEEN SPELL, GO BALLROOM, W, N, GO DRAIN, TAKE BREATH, SWIM DOWN, SWIM DOWN, SWIM DOWN, SWIM DOWN, LOOK BOTTOM, CAST BLISS, GO DRAWBRIDGE, E, E, E, GO CHANDELIER, CAST LIGHT SQUARED SPELL, GET STAR, GO LOFT, GET POTION, THROW CRATE, JUMP, W, S, WRING TOWEL, PUSH EAST, GO DOOR, D, GO LAVA, S, GET STAR, GET DIZZY DEAN SPELL, N, N, U, U, W, DROP STAR, DROP STAR, DROP STAR, PUSH EAST, GET DUST, W, DRINK POTION, PUSH DOWN, THROW DUST, LOOK DRAGON, GO HOLE, GET STAR, GET FIREFLY SPELL, W, GET STAR, U, DROP STAR, DROP STAR, DROP STAR, N, E, GO CRATE, GO HOLE, GET METAL, GO HOLE, GET DOWN, W, W, GO DRAWBRIDGE, LOOK BATTLEMENTS.....

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KINGS/QUEENS OF THE CASTLE

JOHN BARNESLEY, 32 Merrivale Road, Rising Brook, Stafford, Staffs, ST17 9EB, offers help in the following:-

Adventureland, Adventure Quest, Arrow of Death (Pt.1), Arrow of Death (Pt.2), Boggit, Bored of the Rings, Castle of Terror, Circus, Claws of Despair, Colditz, Crystals of Carus, Denis through the Drinking Glass, Empire of Karn, Escape from Pulsar 7, Espionage Island, Eureka (1 - 5), Eye of Bain, Feasibility Experiment, Fools Gold, Forest at Worlds End, Golden Baton, Gremlins, Hampstead, Heroes of Karn, Hobbit, Hulk, Hunchback the Adventure, Inca curse, Invincible Island, Jewels of Babylon, Kentilla, Knight's Quest, Lords of Time, Mafia Contract, Magic Mountain, Mindshadow, Mordon's Quest, Mystery of Munroe Manor, Neverending Story, Perseus and Andromeda, Pilgrim, Pirate Adventure, Planet of Death, Price of Magik, Project X/Microman, Quest for the Holy Grail, Quest of Merravid, Red Moon, Return to Eden, Return to Ithaca, Ring of Power, Robin of Sherwood, Seabase Delta, Secret of St. Brides, Secret Mission, Ship of Doom, Shrewsbury Key, Snowqueen, Sorcerer of Claymorgue Castle, Souls of Darkon, Spiderman, Subsunk, Temple Terror, Ten Little Indians, Terrormolinos, The Curse, The Golden Apple, The Helm, Time Machine, Urban Upstart, Valhalla, Valkyrie 17, Velnor's Lair, Very Big Cave Adventure, Voodoo Castle, Waxworks, Wizard of Akyrz, Worm in Paradise, Zim Sala Bim, ZZZZ.

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TOM FROST, 61 Bailie Norrie Crescent, Montrose, DD10 9DT, has completed the following:-

Alter Earth, Castle Adventure Crystal Frog Crystal Quest, Earthbound, El Dorado, Eureka, Espionage Island, Eye of Bain, Final Mission, Golden Apple, Greedy Gulch, Hexagonal Museum, Holy Grail, Inca Curse, Island Adventure, Jewels of Babylon, Knight's Quest, Legacy, Mafia Contract, Marie Celeste, Magic Mountain, Mansion Quest, Mission X, Mountains of Ket, Operation Nightingale, Pharoah's Tomb, Prospector, Rifts of Time, Se Kaa of Assiah, Sea of Ziron, Ship of Doom, Spy Trilogy, Subsunk, Temple of Vran, The Helm, The Traveller, Time Quest, Urquhart Castle, Warlord, Zacaron Mystery (Pt.1), 1942 Mission.

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MICHAEL JENNINGS, 19 Church Hill, Dodworth, Nr. Barnsley, S. Yorks., S75 3RX offers help in the following:-

Fantasia Diamond, Forest at Worlds End, Heroes of Karn, Lord of the Rings (Pts. 1 & 2), Neverending Story, Robin of Sherwood, Subsunk, Warlord.

DON'T FORGET TO ENCLOSE A SAE WHEN REQUESTING HELP

KINGS/QUEENS CONTINUED

LINDA FRIEND, Westland House, Front Street, Chedzoy, Bridgwater, Somerset, offers help on the following:-

Classic Adventure, Emerald Isle, Erik the Viking, Forest at Worlds End, Hacker, Heroes of Karn, Jewels of Babylon, Lords of Time, Mindshadow, Snowball, Terrormolinos,

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SUE BURKE, 122 Glenwood Drive, Middleton, Manchester, M24 2TW. Tel.061 635 0005 offers help in the following:-

Al-Strad, Bored of the Rings, Brawn Free, Espionage Island, Forest at Worlds End, Heroes of Karn, Inca Curse, Jewels of Babylon, Klondike Gold, Message from Andromeda, Microman/Project X, Lords of Time, Mindshadow, Mordon's Quest, Mystery Mansion, Planet of Death, The Hollow (Text), The Hollow (Text/Graphics), Trial of Arnold Blackwood, Seabase Delta, Ship of Doom, Smuggler's Cove, Souls of Darkon, Spytrek, Subsunk, Terrormolinos, Warlord.

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

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

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GANG OF THREE, 17 Larch House, 37 Shawsdale Road, Bromford, Birmingham, B36 8DG, offer help on the following:-

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

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DON'T FORGET TO ENCLOSE A SAS WHEN REQUESTING HELP

KINGS/QUEENS CONTINUED

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

Arrow of Death (Pt.1), Bored of the Rings, Circus, Colditz, Crowley Manor, Feasibility Experiment, Fools Gold, Golden Baton, Hampstead, Heroes of Karn, Hobbit, Hulk, Inferno, Invincible Island, Lords of Time, Mindshadow, Moriana Quest, Perseus and Andromeda, Quest, Return to Eden, Ship of Death, Snowball, Spiderman, Subunk, Ten Little Indians, The Pen and the Dark, Time Machine, Urban Upstart, Valley, Waxworks.

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PETER BROWN, 57 Ropers Avenue, Chingford, E4 9EB offers help on the following:-

Adventure Quest, Beerhunter, Bored of the Rings, Castle Dracula, Colossal Adventure, Dungeon Adventure, Emerald Isle, Erik the Viking, Espionage Island, Forest at Worlds End, Heroes of Karn, Hobbit, Inca Curse, Jewels of Babylon, Lord of the Rings, Lords of Time, Message from Andromeda, Mordon's Quest, Neverending Story, Planet of Death, Price of Magik, Red Moon, Return to Eden, Robin of Sherwood, Seas of Blood, Ship of Doom, Snowball, Souls of Darkon, Spytrek, The Lost Phirious Pts. 1 & 2, Warlord, Worm in Paradise.

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M. TYLER, 12 Longmore Road, Hersham, W-O-T, Surrey, KT12 4NU, offers help in the following:-

Circus, Espionage Island, Golden Apple, Invincible Island, Planet of Death, Quest for the Holy Grail, Seabase Delta, The Count, Valkyrie 17.

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NEIL TALBOT, 31 Chadcote Way, Catshill, Bromsgrove, offers help in the following:-

Adventure Quest, Africa Gardens, Espionage Island, Fantasia Diamond, Golden Apple, Hobbit, Knight's Quest, Lords of Midnight, Mountains of Ket, Return to Eden, Sinbad and the Golden Ship Pt. 1, Snowball, The Inferno, Urban Upstart, Velnor's Lair, Warlord.

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If you would like to offer your services as a King or Queen send a full list of all the adventures you can offer help in to ADVENTURE PROBE, 78 Merton Road, Wigan. WN3 6AT

MAPS AND SOLUTIONS AVAILABLE FROM PROBE

1942 Mission	-	MS
Aftershock	-	MS
Boggit	-	MS
Bored of the Rings	-	M
Castle of Terror	-	MS
Circus	-	MS
Classic Adventure	-	MS (Abersoft)
Crystal Frog	-	MS
Crystals of Carus	-	MS
Dragon of Notacare	-	MS
Earthbound	-	MS
Emerald Isle	-	MS
Empire of Karn	-	MS
Enchanter	-	S
Erik the Viking	-	S
Espionage Island	-	MS
Eureka	-	MS
Eye of Bain	-	MS
Feasibility Experiment	-	MS
Final Mission	-	MS
Galaxias	-	M
Golden Apple	-	MS
Gremlins	-	MS
Greedy Gulch	-	MS
Ground Zero	-	M
Hampstead	-	MS
Heroes of Karn	-	MS
Hobbit	-	MS
Hunchback the Adventure	-	MS
Inca Curse	-	MS
Incredible Hulk	-	MS
Jewels of Babylon	-	MS
Legacy	-	MS
Lords of Time	-	MS
Mafia Contract	-	MS
Magic Mountain	-	MS
Marie Celeste	-	MS
Mindshadow	-	MS
Mordon's Quest	-	MS
Mountains of Ket	-	MS

MAPS/SOLUTIONS CONTINUED

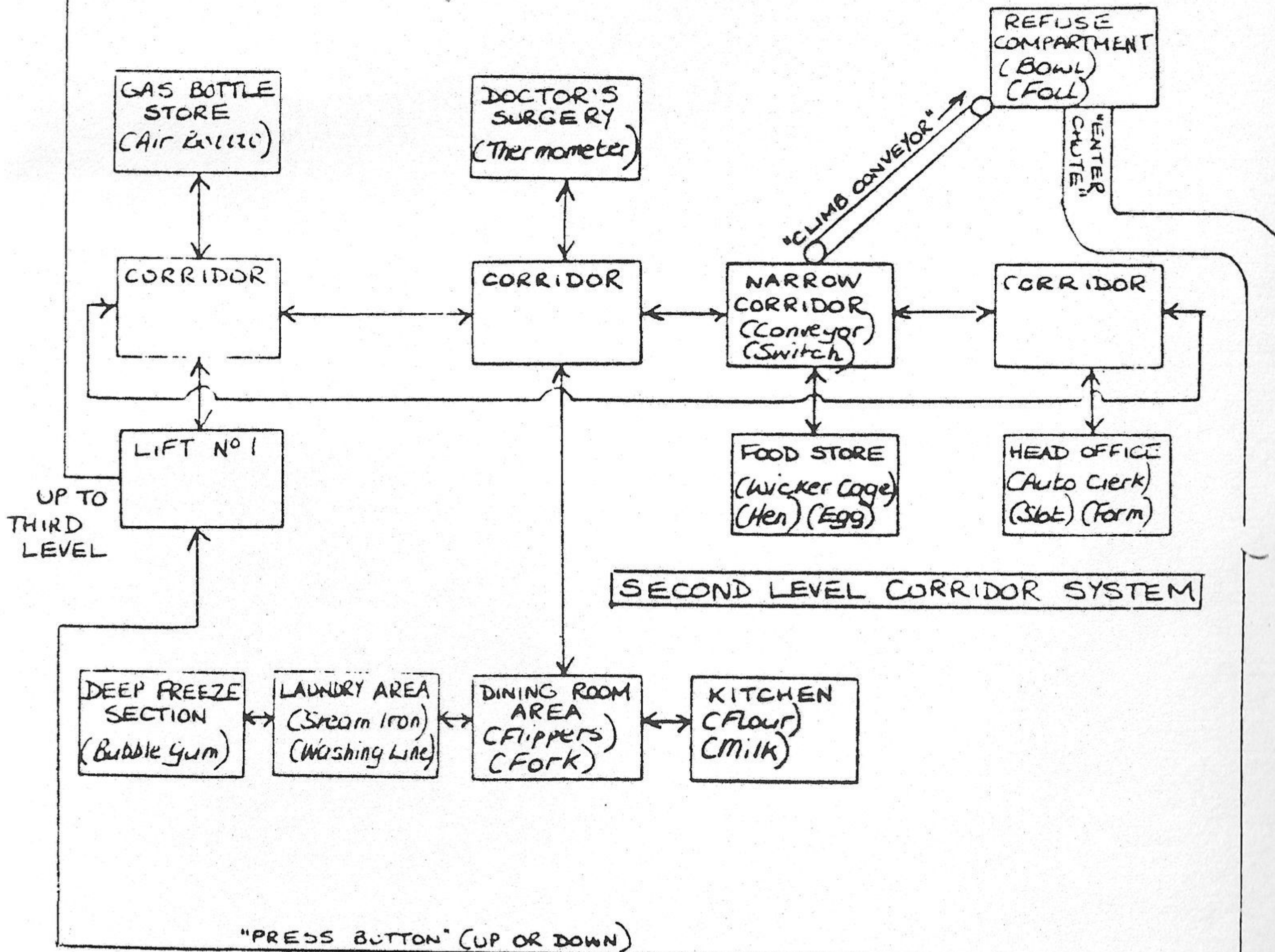
Neverending Story	-	MS	
Pegasus and Andromeda	-	MS	
Pharaoh's Tomb	-	MS	
Pirate Adventure	-	MS	
Planet of Death	-	MS	
Price of Magik	-	MS	
Project X/Microman	-	MS	
Quest for the Holy Grail	-	MS	
Red Moon	-	MS	
Return to Eden	-	MS	
Robin of Sherwood	-	M	
Sea of Ziron	-	MS	
Secret of St. Brides	-	MS	
Sinbad and the Golden Ship	-	M	(Part 1 only)
Snowball	-	S	
Sorcerer	-	S	
Spy Trilogy	-	MS	
Subsunk	-	MS	
Ten Little Indians	-	MS	
The Curse	-	MS	
Time of the End	-	MS	
Time Machine	-	MS	
Temple of Vran	-	MS	
Temple Terror	-	MS	
The Helm	-	MS	
The Knights Quest	-	MS	
Urban Upstart	-	MS	
Valhalla	-	MS	
Valkyrie 17	-	MS	
Velnor's Lair	-	MS	
Very Big Cave Adventure	-	MS	
Voodoo Castle	-	MS	
Wishbringer	-	S	
Wizard of Akyrz	-	MS	
Worm in Paradise	-	MS	
Zim Sala Bin	-	MS	
Zork 1	-	S	
ZZZZ	-	MS	

S FABASE DELTA

MAP TWO



TO LIFT NO 1 (TOP LEVEL)
(MAP 3)



TO TUBE STATION "BETA"

