

ADVENTURE PROBE

EDITOR: SANDRA SHARKEY ©ADVENTURE PROBE, 78 MERTON ROAD, WIGAN, WN3 6AT

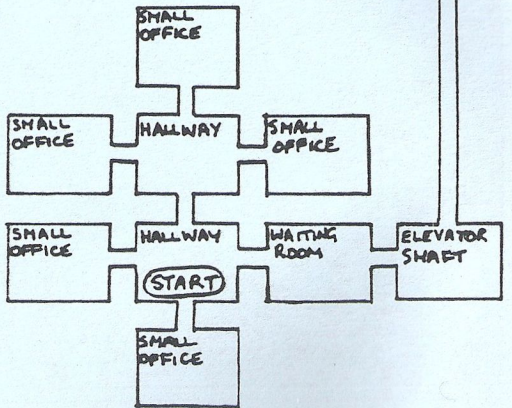
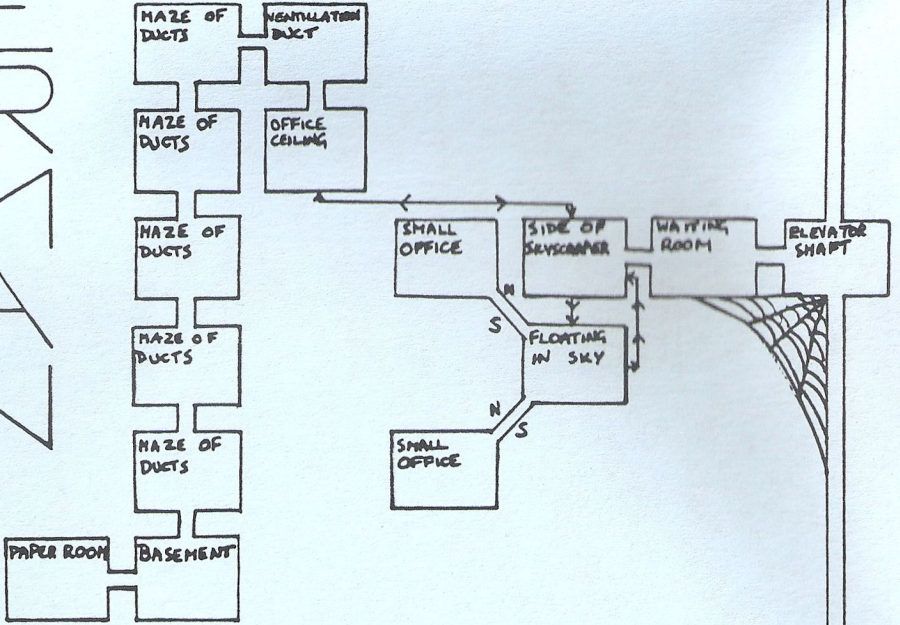
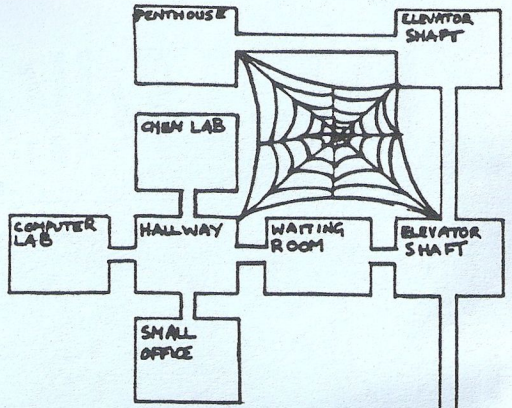
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ISSUE 8

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SURVIVAL



EDITORIAL

Welcome to Issue 8 of Adventure Probe.

Thank you to everyone who sent Christmas cards, I've never received so many before! I hope you all enjoyed the Christmas break and are back to your computers adventuring like mad!

Regular readers will notice the absence of PBM & Friends. Unfortunately for Probe, but good news for Anthony (Mudrik) Collins, he's now so busy writing adventures - both his own and joint ventures with other writers - that he can no longer find time to continue with his column. We wish Tony every success with his adventure writing and hope that he will continue to support Probe on the adventure front.

Special thanks to Christopher Hester for his wonderful artistic efforts in providing us with the front cover for this issue, and also Neil Scrimgeour for drawing the maps.

Let's hope the New Year brings forth some good adventures for us to solve and enjoy.

Happy Adventuring.

Sandra

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MEDALLION GRAPHIC ADVENTURES - £7.95 - INCENTIVE SOFTWARE

Incentive announced the formation of Medallion Graphic Adventures at the same time as they launched their Graphic Adventure Creator. The label was, and still is, intended to act as a showcase for "the very best adventures written using the Graphic Adventure Creator". The first two titles in the series have now appeared - entitled THE LEGEND OF APACHE GOLD and WINTER WONDERLAND.

Incentive have decided to price this product at a level equivalent to that used by the purveyors of some of the better QUILLED games (i.e. those produced by DELTA 4 and ST. BRIDES). This is understandable since Incentive would wish to encourage the belief that GAC'd games are, at the very least, as good as the best QUILLED games! However, I think that Incentive may have overlooked a vital factor in that the £7.95 QUILLED game is usually a two or three-parter, whereas these two GAC'd games are both single parters. Would you have paid £7.95 for each separate part of BORED OF THE RINGS? I doubt it!

Also, I would have expected that since these two titles are the first in the Medallion series, and therefore likely to receive much more attention than any subsequent releases, Incentive would have gone to great lengths to ensure that they displayed all the very best of the features that GAC has to offer. Sadly, however, this does not appear to be the case.

Both adventures are very plain looking - there are no redefined character sets, none of those nice little borders around the graphics which were such an attractive part of the GAC advertising campaign, and the graphics are of a quality vastly inferior to that which I would have expected to come from a GRAPHIC adventure creator!

THE LEGEND OF APACHE GOLD

You take the part of Luke Warme - lonesome cowboy, busted flat, and hoping for a miracle! An overheard tale of buried Apache gold sets your greed buds a-watering and faster than Clint Eastwood can draw and shoot you set off on a quest for sudden riches.....

APACHE GOLD is written by Pete Torrance (of SUBSUNK and SEABASE DELTA fame). I'd never played an adventure with a "cowboy" scenario before (isn't it surprising how few of them there are about?) and was quite looking forward to this one.

It carries many of the familiar Torrance hallmarks - a large number of objects to be collected and manipulated in certain ways to solve a large number of problems, a list of ingredients to be gathered to make another item, a gently humorous approach and a number of required inputs which are logical but not immediately obvious.

As is to be expected, you will need to "EXAMINE..." anything and everything you come across in order to discover hidden items and clues. In addition, the author has introduced some limited character interaction in that it is necessary to "TALK TO..." the characters you meet along the way because nearly every one of them possesses a nugget of information which will help you towards success ... some, however, will not give something for nothing!

You will need to discover their needs and satisfy them before the required information will be forthcoming.

I found that this method worked fairly well in all but one instance - the INDIAN TRADER is quite willing to trade you something you need, but he gives you no clue as to what he requires in return!

The result being that you must ferry every item you have discovered to his location and then go through a trial-and-error process until he finally accepts an object! Most unsatisfactory!

The graphics are unexceptional, being in the usual Torrance simple, illustrative style (e.g. an Indian sitting in front of a tepee, a Totem Pole in the centre of the Indian Village) rather than an integral and essential part of the adventure itself. They are really no better nor worse than those used in SUBSUNK and SEABASE DELTA.

The author has, however, tried to produce a few animated effects, which work adequately well, and has provided a GRAPHICS ON/OFF command for those who wish to use it.

WINTER WONDERLAND

This adventure is written by Tim Walsha and Simon Lipscomb and, quite frankly, boasts a plot so ludicrously illogical I won't bore you with any of its finer details! Suffice to say that, following a plane crash in the mountains, you stumble across the fabled city of Shangri-La and must find a way of returning to civilisation with news of your discovery.

The authors have gamely tried to emulate some of the features which Level 9 put into their games. For instance, "EXAMINE..."-ing certain objects will bring the response "Just scenery" or "Ignore it", which is very helpful and can save you a lot of time which could have been spent in chasing up blind alleys. Well done gentlemen!

They have also attempted to generate the atmosphere of a busy metropolis in the same manner that Level 9 used in WORM OF PARADISE - random messages appear at regular intervals giving details of the groups of individuals who are passing by you at that particular moment. However, most of these messages seem to revolve around either groups of shoppers or groups of skiers! Shangri-La would seem to be something of a cross between San Moritz and the January Sales!! (Who knows .. some people might consider that to BE Shangri-La!!!) Nevertheless, a brave effort has been made.

Unfortunately, the authors have also allowed their admiration for Level 9 to stray into the area of graphics. The pictures in this adventure (and there really aren't that many of them) seem to be a number of variations on two basic themes - a Snowfield, with or without crashed plane, and a Crossroads, with or without adjacent flight of steps! They really add nothing to the adventure at all, but merely get in the way.

The puzzles and problems, on the other hand, are quite nicely worked out and I enjoyed tackling them very much. Some interaction with other characters is required - simply offer them an object which you think might be useful to them and they'll either accept it or ignore you - but don't be too generous all the time - sometimes it doesn't pay to give something for nothing! In addition, at times you are allowed to perform actions which seem totally logical and reasonable at the time, only to find out later that it was a totally wrong thing to do! This is a feature I personally like very much as I feel it lends more realism to a game ... I only wish more authors would use it!

On the negative side, the adventure contains a fair few "instant death" locations (a personal pet hate!), and also gets infuriatingly illogical at times. For instance, early on, you come across a body of a Potholer. A Potholer? In the Himalayas?? Oh, come on!! And later, you are refused admittance to an Off Licence because you appear to be too young! You are old enough to crash a plane, but not old enough to buy a drink!! Ridiculous!!!

However, in conclusion, despite any shortcomings I've mentioned, I enjoyed both Medallion adventures immensely and at £2 or £3 each I would have no hesitation in recommending that you get hold of them and spend a couple of evenings tussling with the problems they have to offer.

However, at their current price of £7.95 one would expect, and deserve, to get much more than that!

The Graphic Adventure Creator will undoubtedly produce some classic games once people have had time to get to grips with it (as the QUILL has done before it). They may even appear on the Medallion label. However, neither of these two initial releases comes up to that mark!

Reviewer - JIM O'KEEFFE - Spectrum

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, (Dept. AP), 2 Minerva House, Calleva Park, Aldermaston, Berkshire. RG7 4GW

NEWS FOR GAC OWNERS!

Incentive have brought out a supplement to their handbook on GAC. This is available by mail order from Incentive, Price £1.25.

THE PAWN - Rainbird/Magnetic Scrolls - Price: £19.95 (disk only)

Starting life on the QL, 'The Pawn' was gradually converted to the Atari ST and Amiga, gaining graphics as it went. Now it's been converted to the humble Commodore 64. In each case, it is a game that has met with tumultuous applause. So what's all the fuss about?

The storyline is simple enough - you awake transported into the magical world of Kerovnia (though still in your jeans!) and your quest seems simple - escape. Of course things aren't that easy - in order to escape you must fulfil each quest given to you which will enable further progress through the game. For instance at the start, the wizard Kronos descends to ask of you a favour and deliver a note to the ruler of Kerovnia, King Erik. This turns out to be a simple task and you are left to explore the landscape. This includes an eerie wood, grassy plains, snow-topped mountains and the Palace initially, which can only be reached over a bridge crossing a river banked by cliffs. There's plenty of fun to be had here, like entering JUMP whilst on the bridge!

Soon you will have explored above the wood and met up with the lonely guru in his hilltop house. He beckons you to enter, and is ready to give you your next task, that is if you can stop him laughing at you! It seems that there's a silver wristband locked around your arm and the guru won't stop laughing until you remove it - trouble is, you can't! The wristband also prevents you from going off the edge of the map, as there's a dotted red line across the edge of the 'playing area' that can only be crossed if you're carrying nothing ... but you can't remove the wristband so you're stuck in the game! A novel touch.

Later quests have you searching for lead for a group of alchemists, and dealing with the inevitable dragon. It seems that all the traditional elements are here - a wizard, a princess, a castle, so what makes the Pawn so special? There are three main answers.

Firstly, the program boasts an incredible parser to deal with your inputs. Quite simply it's better than that used by Infocom and makes the QUILL's two-word input look prehistoric! You can enter almost anything as if you were talking to the computer in plain English, and yet your input will be understood. The Pawn manual lists the following as PART of a possible input!

" GET ALL EXCEPT THE CASES BUT NOT THE VIOLIN CASE THEN KILL THE MAN EATING SHREW WITH THE CONTENTS OF THE VIOLIN CASE".

Objects can be shifted from within others, placed ON others, or all placed together in a larger object. The parser is also very clever when dealing with a word that has several meanings, perhaps as a verb AND an object, as in the command "POT THE POT PLANT IN THE PLANT POT" which I'm told is accepted! I just wish I could find a pot plant to try it!

What's more, if your last input was slightly wrong, you can call it back at the press of a key and edit it just like a Basic line! This also allows you to repeat commands that are very long, or alter them to refer to different objects without retyping the whole thing! Dead useful!!

The parser, along with a massive vocabulary, makes for a much more flexible game than has been possible before. After all, it took several years to write.

The second reason for 'The Pawn's' rave reception is that when it appeared on the Atari ST, it featured stunning graphics. Since 'The Pawn' is a disk only game, (the text alone taking up many times the memory of the computer), it doesn't matter how much memory the graphics took up, as no text was reduced to fit the graphics in - each graphic is loaded in when required. On the ST the graphics were incredibly detailed, but what about the poor old 64? could it cope?

It was originally doubtful that the 64 version was to have any graphics, but Rainbird thought again, and commissioned computer artist Bob Stevenson (of Firebird loading screen and Compunet fame) to try and convert them from the ST to the 64. Sounds impossible? Then take a look at the results! To say they are good is a GROSS understatement. 'Brilliant' doesn't even do them justice ... I think they are easily the best I have ever seen on the Commodore 64 to date, with stunning use of colour and shading. What's more, there are about thirty of them! Each one takes up four lines less than the whole screen! As you play 'The Pawn', each new graphic is beautifully loaded (in about five seconds) and glides down the screen over the text. But these aren't just smooth - you can move them about to suit yourself, using the function keys to move them up or down a line. Better still, if you return to the same location, instead of waiting for them to reload, a tiny 'cameo' appears top right, that is a condensed form of the main graphic, so you can tell at a glance where you are, which is a really nice touch.

The final reason 'The Pawn' is so good is the packaging. It's been said before that the packaging of a game is superfluous, but with 'The Pawn' it just wouldn't be the same in a blank white box. Instead, there's a large glossy blue box with a great picture on the front which is also on the cover of the thick novella inside, and enlarged on a great poster.

Then there are the manuals detailing how to play, and the games' TWO disks. These actually contain a file to COPY them! The idea is to make a back-up which you can wear out without fear of losing the game, you just back it up again. However, all budding pirates are stopped, because the game halts every so often, usually upon loading a saved game position, and asks you to input a specific word from a line and page in the novella, chosen at random. If you don't get it right in three goes, the game will freeze. No novella, no game!

Also, at the back of the novella is a hint section which contains several coded messages which can be directly inputted for help in the game. Trouble is, they're massive lines of numbers and letters which take weeks to input - perhaps it's quicker just to play the game through! A word of warning though - only certain hints will be accepted, as some are too long to fit on the input lines! Ridiculous!

So, 'The Pawn' can be seen as a great technical step forward, with exceptional graphics, exceptional packaging and an exceptional parser. However, the plot is nothing new, but this is made up for with lashings of lengthy text to wade through, and you can explore and examine nearly everything, though things are not always what they seem, and some objects such as the tree stump, are only useful once you've got past a certain point.

You can have great fun though, just wandering round and talking to each character you meet. The guru is especially helpful if you ask him about each person - once you've stopped him laughing of course! He'll give lines of opinion on everyone, such as Kronos who is "a man running out of time, and he needs people to save his soul". Also try ASK GURU ABOUT KEROVNIA. Then, when you're bored of that, ask the salesman, Honest John, the same questions for completely different results, which may include hints! Clever players will also examine his horse and cart as much information can be gleaned this way.

The problems start off simple, but with the parser you'll be looking for just the right combination of words to do things, but when you get it wrong, you can rest assured you'll never get "You can't do that."

I'm worried though - Anita Sinclair who designed the game says it gets a lot harder later on - and I'm stuck already!

Although it's costly at nearly twenty quid, I have little hesitation in recommending you to buy it, though it is not a PERFECT program - there are some rather obvious bugs that I thought would have been ironed out. For instance, there's a faulty line of text near the start! Try opening the note you're given. Another strange and confusing thing is that the location name and score at the top of the screen are NOT updated when you reload a saved position, so you don't know where you are (until you make a move)! This is simply bad programming. But don't let me put you off - with two disks, and a sequel 'The Guild of Thieves' on the way, 'The Pawn' looks like keeping you engrossed not for a few weeks or months, but years! Go on, treat yourself.

Reviewer - CHRIS HESTER - Commodore 64

(THE PAWN has just been released for Amstrad!)

TIPS ON PLAYING THE PAWN

- 1) Avoid the hints that are too long to input - learn how much will fit in one go.
- 2) With short tips, use this very useful trick. Instead of entering HINT, which then asks you to enter the code on a special line, type HINT followed by a space, but don't press return! Now enter the hint without the spaces, typing very carefully, and leave a space at the end of each line (from the novel's hint section) so you know where you are. Now press return to enter the hint all at once. The reason for this is simple - if you use the special line, you CAN'T edit the hint if you get it wrong, and believe me, that's easy to do, especially as the keys auto-repeat! With my new method, you can call the whole line back again, and edit away!
- 3) If you enter a hint only to be told "You need more points to find that out" then don't despair - cheat! The coded hints are actually the words of the reply juggled up so only the computer can understand them. However, the very first code is how many points you need to get the hint! Simply use the tip above and enter the whole hint. If you get told you need more points, then alter the first code to read 5N as this requires only 5 points to work. The first word of the hint may be slightly wrong, but you can get to see the resulting hint! This works for all the hints I've tried.

(More hints on page 20)

THE SORCEROR OF CLAYMORGUE CASTLE - Adventure International/US Gold - £9.95

You wend your way carefully through the Forest, the leaves crunching crisply beneath your feet. A pale and watery sun slowly rises, and shines, between the bare, frost-laden, autumn branches. Its heat, weak at this time of the year, nevertheless warms your body and combines with the sharp morning air, biting cleanly in your lungs, to refresh your mind and spirit.

All is hushed. All is still. You near the edge of the Forest and step out into the open. You look upon your destination - Claymorgue Castle! It stands in serene isolation. Pretty as a fairytale picture. Yet secure and mysterious. What dangers lie behind those imposing walls, you cannot yet guess! But somehow you must get inside!

For somewhere inside are hidden the 13 Stars of Power, stolen from your master, Solon the Wizard, by the arch-fiend Vileroth and secreted away. Your mission is to penetrate the Castle and recover the Stars, avoiding the traps and trickery that Vileroth has undoubtedly set for you

My first exposure to the 'genius' of Scott Adams came through the Questprobe adventure SPIDERMAN which I found terribly disappointing, for a number of reasons (but that's another story!). Suffice to say that, by the time I had finished it, I would have been quite happy never to have heard of Scott Adams ever again! It was, therefore, with a certain amount of trepidation that I approached SORCEROR. But this game, as it turned out, was a quite different kettle of fish!!

There are surprisingly few locations in this adventure, but this is more than adequately compensated for by the large number of puzzles to be solved - all tricky! The text descriptions are brief, but generate a good atmosphere nonetheless. In this they are assisted by some really nice Teoman Irmak graphics which are very skilfully drawn.

The real joy of this adventure, however, is the magic! You start with just a few spells and will find more as you go along. You will need to discover for yourself what each spell actually does. There is a clue in the name given to each one, but it's very cryptic! You will also discover that some of your spells will work in a number of locations, while others will only work in one particular place - some spells can be used a number of times, but most can be used only once.

After some experimentation, you will begin to realise that the only way you will begin to realise that the only way you will make any progress is if you cast the right spell in the right place at the right time! and there is the biggest puzzle of the whole lot - working out what, where and when? Looking for the correct solutions kept me enthralled for ages. I think it will do the same for you!

Not that the game didn't have its share of niggly frustrations. It did. Like being able to use "U" but not "UP". Like having to use "WALK UP" and "WALK DOWN" on a staircase because simple "U" and "D" weren't enough! But, taken in the overall context of the game, these points pale into insignificance. I have now forgiven Scott Adams for the tragedy which was SPIDERMAN, and I look forward to playing some more of his adventures in due course.

A few hints? Well, O.K. then

- 1) Beware of the PLAIN ROOM. It is anything but plain! Try PUSHING and PULLING in all directions.
- 2) The BLISS spell will take you through no less than 3 deadly situations - if you tackle them in the right order! Try casting it at the Bottom of the Moat first
- 3) The way into the Castle is not over the Drawbridge, but under the Moat!
- 4) Found a Dragon? Don't forget to EXAMINE him!

..... Twilight has fallen as you make your way back through the Forest. The Castle is far behind you now. All its secrets have been laid bare. The 13 Stars glow warmly in your pocket, safe and sound. Much have you learned this day, and that knowledge has matured you. You entered the Castle a mere Apprentice, but now well, not a Master yet not by any means! But much closer to that high estate than you would have believed possible just a short while ago. You feel it in your bones. The weight of your experiences, the satisfaction from challenges met and conquered. You have grown a little, become somehow more complete!

An owl hoots far off in the distance. You stop to listen, deeply breathing the sweet night air. You sigh softly. It has been a very good day!

Reviewer - JIM O'KEEFFE - Spectrum

RESCUE FROM DOOM - Author David Edgar - Price £2.50

Professor Tefal, the only living scientist capable of designing a revolutionary new space flight engine, has been captured and imprisoned in the Mountain of Doom (nothing to do with Tolkien!).

Before the enemy can extract vital information from this genius, you must use all your wits and cunning to rescue him. To complicate matters, as you enter Mt. Doom an enormous cave-in seals the only apparent exit, so you will have to find another way out.

RESCUE FROM DOOM is QUILLED and Illustrated, it boasts a redefined text which is pleasing to look at, but the graphics are not very good, and they do not add to the game. I didn't think that the location descriptions were varied enough, they seemed to be nearly all caves and passages.

The memory used on the illustrations could have been better spent on longer and more varied descriptions. I would also like to have seen a bigger examine routine, I soon became bored of the words "I see nothing special".

Although some of the problems were well thought out, I didn't think there were enough of them (where were the enemy guards?). I completed the game in a little under 1 hour.

RESCUE FROM DOOM seems to be bug free, and there are very few spelling mistakes. It may be suitable for beginners, but I am afraid it just wasn't my cup of tea.

Reviewer - PAUL SERBERT - Spectrum

ADVENTURES FOR THE 48K SPECTRUM

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

TREASURE - Reviewed in Issue 7 of Probe.

RESCUE FROM DOOM - Reviewed this issue.

PRICE: £2.50 each plus 30p postage and packaging, or £6 for all three plus 50p postage and packaging.

Send cheque/PO to:

David Edgar, (Dept. AP), 1 High Parksail, Erskine, Scotland. PAB 7HY

SUE'S NEWS
BY SUE (ALIAS BUNNY)

Well here I am, I survived Christmas - just - so being the idiot (I looked the word up and it seems to sum me up) that I am I thought I'd share my experience of life with you.

Where should I start? I think I'll start from when I put my Christmas tree up, then had the decorators in and ended up carrying my tree from room to room. I was determined that I would not take it down but, I have to admit that I gave in, I got sick of my balls falling off and being stood on (sorry! - baubles).

Christmas Eve was good (I think). I went on a pub crawl and the gang my sister and I were with couldn't just walk to the next pub, we all had to do the conga, after the pubs had shut it was back to a lad's house for a party. I eventually remembered my way home and crawled into bed, only to see a head pop round the door. "Mum, can we get up now?" "No," I replied "I've only been in bed ten minutes." Then a voice comes back "You can't have been in bed for just ten minutes because it's five o'clock in the morning." Heads kept popping round the door approximately every half hour till they all gave up on me and got up.

I had a lovely headache for the rest of the day, helped along by kids who wanted me to fix their things together.

New Years Eve I bought two budgies (I got sick of turkey) - before anyone phones the RSPCA, it was a joke - I did buy two budgies though and as of yet they haven't got names. Some silly idiot, not mentioning any names (but I am sorry!) tried stroking them and let them out of the cage.

We caught one after about ten minutes, but the other one didn't want to know. We eventually threw a coat over it, trapping it against a door, and I started laughing saying it's most probably on the ceiling laughing at us. We crawled down the door with the coat, I put my hand under to get it and it wasn't there! It was standing at the side of me. That is until I put my hand out to catch it - great idea these open plan houses for trying to catch budgies.

While I'm here I would like to thank Dave for coming round to see me, I really enjoyed it (his company, before anyone gets the wrong idea) and would like to say thanks again for his lovely present.

Dave, you should have got yours before you read this, if so I hope you enjoy them. I told you some of them would come in handy, by the way don't forget January 23rd. In case anyone is wondering about the date, it's my birthday, and any donations will be much appreciated.

I suppose with it being an Adventure magazine I'd better mention Adventures. Spytrek, Flock One, The Lost Phirious Part 3, Stryptische, there that's that out of the way.

No, I'm only joking, as far as adventuring goes I'm not doing too well lately. In Flock One I'm stuck in a maze and have been for days. Very Big Cave Adventure has been driving me mad with a stupid rabbit that won't let me catch it. (I've just realised! My alias is Bunny - it must be an intelligent rabbit).

By the way any suggestions as to why I've been nicknamed 'Bunny' would be helpful, as being the innocent thing I am I'm still trying to figure it out.

I'm still trying to figure Quan Tulla out as well, but I will do it if it kills me.

I've also got another problem that's really bugging me, and that is - someone I know has told me he has an unusual hobby, the thing is he will only give me the initials which are I.P.M.S. I know that it stands for International P..... Modellers Society, but I don't know what the "P" stands for. I do know it isn't plane, pornographic, potato or pegs. Please help!

Thanks to everyone who sent me Christmas cards. Must go, I've got to teach my budgies how to shut up while I'm trying to listen to records. Hope to see you next month.

Sue (Bunny)

(Good luck with the budgies, Sue. Do you think that your nickname may have something to do with the size of your family? As for your "P" problem try "Photographic".....Sandra)

If you can help Sue with any of her adventuring problems her address is:

Sue (Bunny) Burke, 122 Glenwood Drive, Middleton, Manchester. M24 2TW
Tel: 061 653 0005

IN-TOUCH

I got a heavy package from the Interceptor/Players Software Club this morning. It offers 'Aftershock' for £4 - £6 off depending on micro, 'Karn' etc. for £1.99, and all 'Players' tapes at £1.50. Membership is free, just write to:-

INTERCEPTOR SOFTWARE CLUB
LINDON HOUSE
THE GREEN
TADLEY
HANTS

Robert Burgess, 1 Middlefield Road, Rotherham, S. Yorks. S60 3JH

I would like to swap my copy of 'Worm in Paradise' (Amstrad) for either 'Lords of Time, Erik the Viking or Dungeon Adventure.

DAVID OYA, 24 Kingsway, Banbury, Oxon. OX16 9NY

Has anyone got a Spectrum version of the Quill (must be version A), with or without the manual, at a reasonable price? Please contact:

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

Has anybody got a copy of "London Adventure" (Fridaysoft) for Spectrum? Can't find a copy anywhere!

JOHN BARNLEY, 32 Merrivale Road, Rising Brook, Stafford, Staffs. ST17 9EB

I am going to co-ordinate a newly formed "Adventure" group in the Dragon Users Group. I am looking forward to it very much. I hope to build up a treasury of Dragon (Adventure) related information, and will try and help anyone in this line.

PETER ASBURY-SMITH, 73 Guinness Court, Lever Street, London. EC 1

(Dragon owners please get IN-TOUCH with Peter!)

RUSH JOBS CALENDAR

MIR	FRI	FRI	FRI	THU	WED	TUE
8	7	6	5	4	3	2
15	14	13	12	11	10	9
22	21	20	19	18	17	16
29	28	27	26	25	24	23
36	35	34	33	32	31	30

This is a special calendar which has been developed for handling rush jobs. All rush jobs are wanted yesterday consequently all dates run backwards - with this calendar a client can order his/her work on the 7th and have it delivered on the 3rd.

Everyone wants his/her job by Friday, therefore there are three Fridays in every week.

There are five new days at the end of the month for those 'end of the month' jobs.

There is no 1st of the month - so there cannot be late delivery of those 'end of the month' jobs.

No-one likes Mondays so these have been eliminated.

There are no Saturdays or Sundays, so overtime rates can be kept to a minimum.

There is a special day each week, Mirday, for the performance of Miracles.

GETTING YOU STARTED

TERROR OF TRANTOS - Pauline Garnett

At start: ENTER HOUSE, OPEN CUPBOARD, TAKE ALL, THEN ENTER STORE, TAKE ALL, YOU WILL HAVE TO LEAVE EITHER THE BLANKET OR MATTING, THEN ENTER TAVERN, GIVE COIN TO GUIDE, YOU ARE THEN TAKEN TO A RAVINE, TAKE STAFF, S, E, S, E, E, YOU ARE OUTSIDE A TEMPLE, PART - AS LOBO, WITH SACK, GO E, HOLD SACK OVER HOLE, SWAP - AS SCARN, ENTER TEMPLE, CLOSE DOOR, CATCH DOG, DOG GOES THROUGH HOLE AND IS CAUGHT IN SACK, AS LOBO, TAKE KEY, W, OPEN DOOR, ENTER TEMPLE, JOIN, UNLOCK DOOR, ENTER PASSAGE, YOU CAN NOW TRANSLATE RUNES ON STAFF, NOW GO TO WELL.....

MAFIA CONTRACT II - Edward Yoong

OPEN DRAWERS, GET KEYS, UNLOCK DOOR, OPEN DOOR, W, UNLOCK DOOR, OPEN DOOR, GET PISTOL, GET GRENADE, E, E, E, FIRE (SAVE GRENADE FOR LATER), D, S, GET MEAT, N, E, S, UNLOCK DOOR, OPEN DOOR, START CAR, N, N, N, (YOU CRASH YOUR CAR), W, S, THROW MEAT, SHOOT LOCK, OPEN DOOR, GET GLOVES, WEAR GLOVES, E, N, E, UNLOCK TRUNK, OPEN TRUNK, GET CUTTERS, W, CUT FENCE, N, W, WAIT (UNTIL BUS ARRIVES WHEN YOU SEE "OK"), YES (TO BOARD BUS), N, W, S, W, W.....

TEN LITTLE INDIANS - Edward Yoong

WAIT, WAIT, E, READ SIGN, D, GET SPANNER (NEEDED TO DISMANTLE THE SUIT OF ARMOUR LATER), U, E, S, EXAMINE SAFE, TURN 1983, EXAMINE SAFE, GET YELLOW FIGURINE, N, EXAMINE TABLE, GET MATCHES, N, (MAZE OF COUNTRY ROADS), E, N, E, (COUNTRY ROAD WITH RAILWAY STATION AS MARKER), W, N, W, W, GO GATE, U, DROP YELLOW FIGURINE, D, E, N, W, N, E, E, E, EXAMINE MUD (YOU SEE A BRASS KEY NEEDED TO OPEN THE DOOR AT THE FRONT OF THE MANSION), W, S, EXAMINE CRATES (YOU SEE A CANDLE), EXAMINE CRATES (YOU SEE A COIL OF ROPE), GET CANDLE, GET ROPE, N, STAMP FOOT (YOU HAVE FALLEN THROUGH ONTO THE WHARF PILINGS), LIGHT CANDLE, DROP MATCHES, SWIM, DIVE, GET VIOLET FIGURINE, SWIM, GET BRASS KEY, N, W, N, W, W, GO GATE, U, TIE ROPE (TO WINDOW), GET YELLOW FIGURINE, CLIMB ROPE, W, OPEN DOOR (WITH THE BRASS KEY), GO DOOR, EXAMINE SUIT, PULL ARMS, (THIS OPENS THE DOOR TO THE UTENSIL ROOM), DISMANTLE SUIT (WITH THE SPANNER).....

CIRCUS - Ron Rainbird

Start in a field: S, GO ROAD, S, S, OPEN BOOT, GET FLASHLIGHT, GET SPANNER, N, N, GO FIELD, N, DROP TIN, DROP KEYS, DROP SPANNER, DROP KNIFE, E, E, GET SHOVEL, DIG, DROP SHOVEL, GET STARTING HANDLE, W, W, DROP STARTING HANDLE, GO TENT, LIGHT FLASHLIGHT, W, KICK CHEST, LOOK CHEST, GET SLIPPERS, WEAR SLIPPERS, W, GET COSTUME, WEAR COSTUME, GO CLOSET, GET WHIP, S, E, E, N, GET ROPE, E, E, DROP WHIP, EXAMINE ROPE, ERECT NET, W, CLIMB LADDER, GO TIGHTROPE.....

HINTS

RETURN TO EDEN - Linda Friend

When in the Dream Park at the multi-coloured sands location dig (with spade) here you find the number for the lost property office if you need to get back things that have been tidied up by the cleaning droids. Remove your tradclads first though, or the nudibots will chase you away!

.....

THE PAWN - Chris Hester

Here are some extra hints that go beyond those in the novella, and actually tell you the wording needed to solve the solutions. Because of this, I've encoded them so you don't accidentally read them. To decode them, simply take each letter and swap it with the one directly above or below it in the alphabet line below:

ABCDEFGHIJKLM
ZYXWVUTSRQPON

E.G. SZG becomes HAT. You'll find these extra hints invaluable.

- 1) How can I stop the Guru laughing when he sees my wristband?
IVNLEV HSRIG. BRV HSRIG GL YZMW
- 2) How do I move the floorboards in the treetop house?
XDLHV WLLI. DRUG YLZIMH DRGS IZPV
- 3) How do I move the boulder?
Get the rake and hoe, then IVNLEV HSRIG. BRV IZPV GL SLV DRGS HSRIG.
- 4) Then, how do I get past the rocks?
BVOD NV RU BLF URMW LFG!

Although these are my own tips, I have read other tips for later on in the game, but I won't reveal them, as I haven't tried them out yet.

.....

COLOUR OF MAGIC Part 1.

Cats love milk.

Give to those less fortunate than yourself.

.....

OBJECTS AND THEIR USES

THESEUS Part 1

- Tube/reed - Insert the reed into the tube to make a syringe.
- Helmet - Wear it for protection against Periphetes.
- Coin - Give it to ferryman to get you to Hades.
- Vase of liquid - Use it to free Pirithous.
- Bottle of chloroform - Insert the syringe in it, then insert the syringe into the carcass.
- Carcass - Give it to Cerberus.

NYTHYHEL Part 1

- Relic of Fire - Say the incantation to destroy the Shadow Lurker.
- Money - Need it to pay taxi fares.
- Kit - Laboratory at the back of the museum, to make a bullet.
- Shovel - Dig with it in the centre of the woods.
- Computer - Use it to find Dr. Steven's address.

MIAMI MICE

- Walkie Talkie - Use it to Call Chief.
- Cashcard - Insert it into the cash dispenser in the Guinea Pig Bank.
- Heavy weight - Throw it at the mousetrap.
- Grenade - Throw it at the cheese to destroy it.
- Lollypop Stick - Use it to remove the cotton reel.
- Bomb - Throw it in the saucer of milk.
- Whistle - Blow it to call the dog.

THE HERMITAGE

- Crucifix - Throw it at the vampiress.
- Bottle - Fill it with water.
- Blanket - Wet it in the river then wear it for protection from the heat.
- Bag of coins - Throw it to the man by the rope bridge.

(Contributions wanted for this section, please.)

PRECISION CORNER

RETURN TO EDEN - Linda Friend

Attach band to wishbone (makes catapult). Pull balloons (at water meadow) will r
take you back to the beginning, but you need the shoot to return to the forest.

VERA CRUZ - Linda Friend

The clues:

Pistol

Cartridge case (to the left of the chair)

Button (in the shadow on right of picture)

Thread (left hand)

Needle marks (left arm)

Handbag

Carnet (next to handbag)

Addresses (press Copy twice when over Carnet)

Ashtray

Cigarettes

Matches

Note

WARLORD - Linda Friend

To get down from the platform - JUMP ONTO STRAW

To get back up - GET LADDER, LEAN LADDER AGAINST PLATFORM, UP.

SHERLOCK - Allan Shortland

Code for the ripped note:-

A=I B=N E=U F=M G=D H=E I=V K=S L=O M=K N=A

P=G Q=D R=B S=H T=R U=T V=W W=L X=P Y=R

Code for the singed note:-

A=M C=R D=B G=D I=O K=T L=W O=P P=L R=U S=A

V=E W=S X=N Y=T Z=Y then read it backwards.

QUESTPROBE 3 - Allan Shortland

To save Thing, HOLD BREATH and WAIT until you reach the bottom. FEEL DOWN until
you get to the machine and SMASH MACHINE, ENTER MACHINE. The torch can now LIGHT
TAR (make sure that the flame is on high).

(Contributions wanted for this section please.)

BUGS AND AMUSING RESPONSES

THE PAWN - Chris Hester

- 1) Faulty text if you open the letter, then read it.
- 2) You can't deal with the door of the shed until you've entered SW to be told it's locked!
- 3) You can easily become confused with the bottles that Honest John has to offer, not only because they are described several ways, but if you buy one, you cannot open it with John there! He thinks it's still on his cart. Also, one bottle contains some ale, but I couldn't DRINK it, only TASTE it! So much for the parser!
- 4) An annoying feature is that in one game, Kronos appeared as I entered the cliff and handed me a chest, telling me to give it to the adventurer to open. Since saving your position is a longish disk-swapping event (why no RAMSAVE?) I decided to open the chest, just for fun. Of course it blew up, but the point is that, no matter how hard I try, I cannot get Kronos to reappear and give me the chest again!

I've tried playing the game again from an earlier point, looking for anything I might have done to trigger his appearance, but all I remember doing was talking to Honest John, and entering DROP ALL and GET ALL to see if it would work. One of the bottles broke, so I won't do that again. Can anyone tell me how you get Kronos to reappear? Is the chest a second quest? Yet I hadn't completed the guru's quest! I bet his appearance was a bug.

(Contributions wanted for this section..... Sandra)

ADVENTURING - A DEFINITION

ADVENTURING IS like reading a book that you're writing yourself.

Sandra Sharkey, January 1987.

Anyone else got a definition of adventuring?

ADVENTURE CROSSWORD
Compiled by Christopher Hester

CLUES ACROSS:

1. Nautical budget adventure. [7,5]
6. Easiest way to travel down a snowy mountain? [3]
8. Make this, not war! [4]
9. Noble title for each knight of the round table. [3]
11. Wizard's magic pole. [5]
12. You start stuck in one of these in Questprobe 3! [6]
13. Pat's magazine! [7]
14. Level 9's red satellite. [4]
18. Sandra's magazine! [5]
19. Delta 4 are this with serious software. [5]
20. This insect was in a Level 9 paradise. [4]
23. Monsters that turn to stone when killed. [6]
25. Incentive's million-seller utility. [1,1,1]
26. First game by 7 down. [4]
27. Arthur Dent's sought after drink in Hitchhiker's Guide. [3]
28. Wise man in fits of laughter in the Pawn. [4]
30. Something British to tie your rope to, to reach a balcony? [4]
33. The heroine's first name in Snowball. [3]
35. Dig this at beaches. [4]
36. Featherly utility. [5]
39. Flashy name for a magical wizard? [11]
40. What bards like to tell. [4]

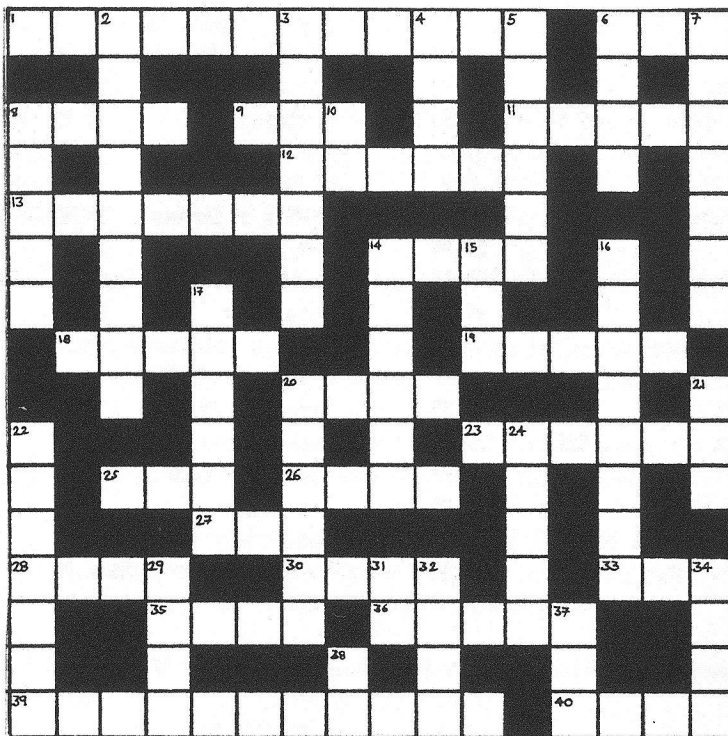
CLUES DOWN:

2. A colossal, classic style of game. [9]
3. Sci-fi instrument to give out energy. [7]
4. What every player needs in the dark. [4]
5. Level 9's family name. [6]
6. Wax used to hold together a scroll. [4]
7. American adventure company, famous for 26 across. [7]
8. What keys like getting into. [5]
10. Sun god. [2]
14. You'll have to look into this one. [6]
15. Magical sphere. [3]
16. Bug-ridden detective. [8]

ADVENTURE CROSSWORD

CLUES DOWN (cont.)

17. You can CARRY this, it's also the POINT, if you don't REFUSE! [6]
20. Male witch? [6]
21. Conversational command. [3]
22. Favourite place of role-playing dragons? [7]
24. Of Kings and Queens. [5]
29. Computer operator. [4]
31. Unit of intelligence. [1,1]
32. Bard's favourite instrument? [4]
34. The bane of many a lost player? [4]
37. Favourable condition for 4 down. [3]
38. Command used to enter buildings. [2]



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SERIALISED SOLUTIONS

.....
O.K. I give in!! Back by popular request are the serialised solutions. I've decided to begin with three of the Level 9 games that seem to figure quite prominently in the 'Help Wanted' letters that I receive.
.....

COLOSSAL CAVE

1. You have to find 15 treasures in the first part of the adventure before you can begin the end game. You do not need to have picked up every treasure, merely seen it so be very careful you can get all the treasure back to the house before the end game materialises.

The treasures are:-

COINS	JEWELLERY	DIAMONDS
SILVER BARS	ORIENTAL RUG	MING VASE & PILLOW
PLATINUM PYRAMID	EMERALD	PIRATE'S CHEST
TRIDENT	PEARL	RARE SPICES
SILVER CHAIN	GOLDEN EGGS	GOLD NUGGET
		(Leave until last)

There are three treasures in the end game:-

ORB	SCEPTRE	CROWN
-----	---------	-------

2. SCORING.

You start with 30 points (10 points are deducted for each death)	30
15 treasures each worth 5 points	75
15 treasures each worth 10 points to own	150
Reaching Hall of Mists	30
Reaching End Game	50
3 Crown Jewels each worth 50 points	150
Not using QUIT	9
Not using SAVE	1
Leaving right objects in right place	5
Exploding dynamite	20
Killing dwarves	80
Surviving blast	100
3 groups of elves worth 100 each group	300
Completing the game	100

TOTAL	1100

3. You commence the adventure standing beside a small brick building at the end of the road.
4. Enter the building either by ENTER or EAST to find yourself in a small building with a rusty iron ladder leading downwards. There is an empty bottle, a bunch of keys and a brass lamp.
5. TAKE KEYS, TAKE BOTTLE and TAKE LAMP. The building can be left by OUT, EAST or WEST and in this instance GO EAST to a small hill. To the north is a volcano, the significance of which becomes apparent later in the game. Indeed this is true for several of the above ground locations.
6. GO SOUTH and you are lost in the forest. There are, in fact, only two locations with this description, you are in the eastern one. SOUTH from either of these two locations takes you to besides a large oak tree. You can climb this for a view of the countryside and it is useful to note the landmarks and their relationships one with the other. One landmark is a tall pinnacle of rock. DOWN takes you back to the eastern forest location so GO SOUTH again to return to the oak tree.
7. From the oak tree GO SOUTH to the picnic spot where there is a sign which says "No Litter" so do not drop anything at all here. There are some sandwiches. TAKE SANDWICHES, NORTH takes you back to the outside of the building but instead GO WEST to the valley (actually just south of the outside of the building). FILL BOTTLE with water.
8. GO SOUTH to the tree-lined valley and SOUTH again to a 20ft. deep depression with a padlocked grate. UNLOCK the GRATE and GO DOWN.
9. TURN lamp ON and you are in a tiny rocky cave GO WEST to a low passage but leave the gilded cage for the present as your hands are full.
10. GO WEST to the room filled with debris with 'XYZZY' scratched on the wall and a black rod. SAY XYZZY to return to the inside of the building.
11. DROP BOTTLE, DOWN into the dry well, TAKE COINS, UP, TURN lamp OFF, DROP SANDWICHES, DROP KEYS and DROP COINS. SAY XYZZY to return to the room filled with debris and TURN lamp ON.

..... to be continued

ADVENTURE QUEST

A) In the forest.

1. There are a number of variations, all of which work equally well and part of the fun of the adventure is to find the best combination of moves to ferry all the items you require to the correct place. The adventure is in several sections and at various points it is impossible to return to an earlier section so care is needed to ensure you have the right objects at the right time.
2. You commence outside a house at the end of the road. GO IN to the inside of the house where there is a white dot, a well, a bunch of keys, a bottle, fruit, a sling and a table.
3. TAKE TABLE, OUT, SOUTH to a narrow north south valley, SOUTH, SOUTH to a 20ft. depression where there are the remains of an iron grate, SOUTH to the sharp stones where there is an orchid two feet above your head, DROP TABLE, TAKE ORCHID.
4. GO EAST to the steep side of a valley where there is an onion. TAKE ONION, EAT ONION, you are told it is garlic and all the surrounding vegetation curls up and dies.
5. GO EAST to the base of a stone pinnacle, UP, UP to the top of the pinnacle where a wizard hands you a scroll. READ SCROLL:
"Take the talisman to the Black Tower through the four elements twice. It can defeat the Demon Lord, but only a companion can bring victory at the end. The talisman is nearby, but you will also need 4 stones to gain entry and these are guarded by servants of the enemy. You are the only hope for Middle Earth - the High Council lied when they pretended otherwise. The blessing of Typo, god of Adventurers, goes with you. Good luck!"
6. LOOK to see the stick and TAKE STICK, DOWN, DOWN to the base of the pinnacle.
7. If wolves attack you THROW STICK and GET STICK. The stick will frighten the wolves off and will sprout fruit. The fruit can be ignored.
8. GO WEST to the steep east sided valley, NORTH to the woodland where there is a unicorn, GIVE ORCHID and the unicorn nods and walks off north gesturing you to follow him.

9. GO NORTH through forest, NORTH to grove of tall trees, NORTH to woodland clearing, TAKE Pan PIPES, TAKE ancient MEDALLION.

10. GO SOUTH, SOUTH, SOUTH, WEST to the north south valley, NORTH to outside the building, IN to the house, DROP SCROLL, DROP MEDALLION, OUT.

11. GO WEST to the clinging plants, WEST to the forest, SOUTH, SOUTH, SOUTH, SOUTH, to the oak tree. DROP STICK, DROP PIPES, UP to the gnarled tree branch and TAKE silver BALL. DOWN, GET STICK, GET PIPES, WEST, NORTH, EAST to the clinging plants, EAST to the end of the road and IN to the house.

12. DROP STICK, GET SLING, GET BOTTLE but retain the silver ball.

... to be continued ...

.....

RETURN TO EDEN

1. You commence the game in the control room of a stratoglider. Initially, you have a race against time and must not waste any moves.

2. SOUTH is just a padded room. GO EAST or IN to a walk in cupboard and TAKE RADSUIT, WEAR RADSUIT, TAKE GEIGER counter, and TAKE COMPASS. The tent, watch and calculator are of no use.

3. GO OUT and OUT to be beside the stratoglider, SOUTH is to a plain, WEST to whispering blue grass and NORTH is to the dancing butterflies. None of these locations is useful to visit so GO EAST to the molehill and DIG. A tunnel opens up. This scores 50 points.

4. GO DOWN, DOWN, DOWN to the network of earthy passages. In fact, this is a single location. GO EAST to the immense domed cave and SOUTH to the comfortable cave. When you start to yawn SLEEP and there is a muffled explosion caused by the stratoglider exploding. You are only safe in this location. Time is no problem for a while and your score is 100.

5. NORTH, EAST, UP, EAST to the end of the tunnel. TAKE SPADE, WEST to the loose earth and DIG. GO UP. If you have the Geiger counter you will be warned that the radiation level is high and asked if you want to wait until it is safe. Answer YES. You find yourself by the charred remains of a spacecraft on a bleak burnt plain. Keep the shovel as it is needed later in the game.

6. GO EAST, EAST, EAST, EAST to the well-trodden path and DROP RADSUIT and TAKE RADSUIT so you are carrying it and not wearing it. This will prevent the animals from attacking you.

7. You are now vulnerable to the effects of radiation and so must not waste any more moves for a while.

8. GO EAST to the pleasant woodland and EAT GERANUM then GO SOUTH to the bend in the forest path and EAT BEAN to gain extra strength.

9. If you hear a helicopter gunship stay motionless until it passes. If you are wearing the radsuit it thinks you are a robot and will not attack but then the animals may attack you!

10. GO SOUTHWEST to the green sward and TAKE the sweet PEA. When the Ouija bird appears THROW the sweet PEA and the bird will lay an egg. This usually happens within the first move of taking the sweet pea. Be careful that the parrot does not steal things as his nest is on the other side of the river and certain items are needed to cross the river.

11. Once you have obtained the sweet pea GO WEST to Keystone Coppice and TAKE the STONE fruit. Then GO EAST to the Green Sward. The Ouija bird should appear in Keystone Coppice if you took the sweet pea. When you have the brick and are on the Green Sward PLANT the BRICK and a House-Plant grows. Your score is now 150.

12. GO IN the house-plant and TAKE the fish FUNGUS and GO OUT. Usually the see-bee will appear and will drop the telescope. If so, TAKE TELESCOPE and EXAMINE TELESCOPE. You will be looking on to the land below and will see:-

A fence along the forest edge
Zone guarded by sensors
Mine field
High wall
Field patrolled by Robot vehicles
An impenetrable dome over the City.

These are some of the puzzles ahead, roughly in the order in which they appear. Each must be resolved before you can enter the City.

..... to be continued

THE HELPER

No doubt, by the time you read this it will be all over bar the shouting, but at present I am still going through my annual penance of Christmas shopping which seems to become more traumatic every year. Consequently, the next few pages will ramble more than usual. (Is that really possible?)

One of the seasonal problems apart from overeating, is that the post becomes more erratic than usual but nevertheless, the postman has been staggering up the drive with huge quantities of mail and this morning was no exception.

When writing on a monthly basis news is often outdated by the time it is printed and sometimes things which I have not mentioned earlier seem to have happened so long ago in the past that they do not seem to qualify as news anymore. However, despite the general downturn in the home computer industry there seems to be the usual spate of Christmas offerings from the software houses, some of which are good news for the Adventurer.

There does seem to be a growing tendency for the so-called 'arcade adventures'. I am afraid I still tend to regard these animals as arcade games, although the odd one here and there catches my imagination. (Anyone wanting help on these should read the games mags unless you are really desperate and then we may just print a plea for help in Probe.)

Lying amidst the opened packages on my desk and the huge pile of letters are a number of new discs, two of which are 'arcade adventures' for the BBC which I think are worthy of a note.

I was rather taken with Superior Software's Repton I for the BBC as this type of game relies more on thought and forward planning than swift fingers. For those of you who have not played this game it is a little like boulder crash, though no doubt everyone will now be writing to say the two are entirely dissimilar!! Then Repton II came along and now there is Repton III.

The main thing that distinguishes Repton III from the earlier releases is that it has a built in screen editor so that you can plan, play and design your own screens. As usual the graphics are superb and there is even an enhanced version for the BBC Master which automatically boots from the disc.

My general verdict is that if you like this sort of game and you have not purchased Repton I or II then buy Repton III. If, however, you have already purchased Repton I or II, then I think Repton III is too similar to warrant purchase, unless, of course, you are Repton mad and want the advantages of the screen editor, the opportunity of winning the cash prize or another 24 screens to resolve. (Anyone want the editor codes and passwords to the first 20 screens?)

Another release from the Superior/Acornsoft stable is Castle Ravenskull. The graphics are superb, there is a cash prize but it is not my sort of game. However, as my fingers are not agile enough I have not been able to make progress and so have returned to the true adventures and the old brainbox.

Two new releases for the BBC which reached me by return of post from Central Computing are Mystery of the Lost Sheep and Street Patroller. Well, my Beeb has developed a fault and is in dock so I tried these on my BBC Master. However, despite being text only they are clearly incompatible with the Master as I got nothing but garbled rubbish on the screen - Master owners beware!!

I did try the Mystery of the Lost Sheep out on a friend's BBC and discovered the first problem was highly illogical, if amusing. If the rest of the game follows the same pattern then I think I shall enjoy cheating more than playing the game!!!

One nice idea Central Computing has come up with is a file of hints on the tape. So far, I have resisted the impulse to look at these. As the hint file has to be loaded as a separate file there is no chance of accidentally seeing something that may spoil the adventure and I rather like this idea. Both games appear to be excellent value at four pounds a piece and when my BBC is back in circulation I will let you know how I get on with them. At present they look a good buy and a bit different and it is worth noting that my order was fulfilled by return of post. Central Computing also promises to release Magician's Ball for the BBC - good news for BBC owners.

I have just received Dodgy Geezers for the BBC. A large two part adventure based on the Minder. The American Gangster style of responses is a little bit off-putting but I suppose that is the whole point of the adventure. Once again it is too recent an acquisition to give a fair review upon.

I am deliberately plugging the BBC in the hope that some Beeb adventurers may come out from under their proverbial bushels.

It is gratifying to note that US Gold has released Kayleth, the first of the Isaac Asimov adventures and The Temple of Terror, again for the old Beeb.

Incentive Software have released WINTER WONDERLAND and APACHE GOLD, both written with the GAC. I had some problems with GAC and was so pleased at the very speedy and efficient response from Incentive that I vote them best software house of the month on service alone. I received a replacement disc by return of post with all my problems resolved. How many other software houses can you name that will provide that sort of service? Come on let's hear about the good companies and let's give them our support by purchasing their products.

In amongst the sheaf of letters and parcels are the usual batch of adventure magazines. One newish journal that caught my eye is Glamdring. Unfortunately, much of it is printed on a dot matrix printer which is hard to read when copied. However, the content was a nice balance between reviews, tips, solutions and 'fanzine' type articles and I thought it was a good 60p.

Issue number 3 of Glamdring is noticeably different to numbers 1 and 2 which were quite simply atrocious. If issue 4 is as good as promised then I think this publication will have to go on my regular subscription list. (Oh dear!)

I have before me ten of the recent adventure magazines, amongst which is Probe and I reckon Probe compares very favourably with the others. In my view Sandra is beginning to achieve a nice balance but perhaps the odd mildly technical article may be nice? Any views or better still any contributions??

Rumour has it that Orcsbane is in its last dying throes and I hear a whisper that Henry Mueller may be considering closing the Adventurer's Club, but as yet this has not been officially confirmed.

I just warn Probe readers to check carefully before sending monies, etc. Play Safe Stick with Probe and of course Adventure Contact. I will not review this magazine but simply order you to go and purchase the latest copy. If you are at all interested in GAC or the QUILL it is essential reading.

There are some very loyal readers of Probe and Contact who have been writing to the rags recently and you will all, no doubt, have noticed the rather lengthy letters - Probe's was printed pretty well in full I suspect. So thank you to the magazines which support Sandra and Pat and thank you to those who wrote to the mags. - particularly Sue.

Well, after that diversion I will now proceed to get down to the true purpose of this column and answer your pleas for help.

The first batch of requests has me completely stumped so can anyone give Ron Rainbird any help at all on Earthquake 1906, Escape from Traam and The Curse of Crowley Manor - all Scott Adams. Unfortunately, I have not played these adventures and so can offer no guidance at all. Please help Ron as he has sent in so many solutions and tips for other people it is time his generosity was reciprocated.

Iain Findlay is stuck in Pettigrew's Diary and asks for any help at all on Part 1. I have not made a great deal of progress with this adventure, mainly because it did not appeal to me and I left it in favour of another. I have got a little way into the game, Iain, so if you are more specific I might be able to give a nudge. Hopefully, some kind Probe reader will send some guidance/solutions?

Anne Court has been playing Heroes of Karn on her Amstrad and is stuck with the stone slab, carved with a cross south of the Ring of Brosgar, and with the Pirate in the Pirate's Lair.

The first problem has me a little confused because I do not recall a problem here so I am wondering what Anne may have omitted to do earlier on in the game. Now I expect she will have obtained the frog and kissed it, attacked the barrowright with the Bible, escaped from the Castle Dungeon, given the honey to the bear and the meat to the falcon, obtained the songbird and freed Isatar with the flute, sorted the scroll and the dragon out, discovered the secret of the wooden box and the white poison, watered the ashes and defeated the witch, hydra and knight. Then I expect the clam will have been opened, the gold key found, the mandolin played and the plant watered. If so, Anne should be well on her way. Perhaps, if you give me a little hint as to what you have done so far I can help if you are still stuck.

For those readers who are wandering in Heroes of Karn the above is a sketchy outline of about the first two thirds of the adventure.

The solution to the pirate is to say to Khadim 'ATTACK PIRATE WITH DAGGER'. You should then TAKE SHOVEL, TAKE MAP, and Say to Isatar, 'READ MAP' (in the Pirate's pocket). Then EAST, SOUTH, WEST to the sandy beach, DROP MAP, DIG and TAKE EMERALD. Khadim is in the chest in the treasury and the dagger is in the King's Chamber.

Gill Copenhall is still having problems with the Sphinx and as she took the trouble to write a letter of thanks for the last tip I shall help her a little further. Gill when you read this I hope it is not late at night or the scream may cause consternation with the rest of the family!!

Gill has crossed the Lake after being coughed up by the serpent and has entered the Wizard's Spell Chamber. Then having gone EAST into the Inner Sanctum she has spotted the anagram DAVE KNEW W LANE written on the walls. Gill entered another chamber like the spell chamber and is stuck. In fact, Gill is so near to success that it seems a shame to spoil the ending for her. However, Gill, if you are still stuck read the next few paragraphs.

When you entered the Wizard's chamber the Wizard mumbled about lost spell-books and then disappeared. You must remember the key to the safe and SAY DIAXOS and the door to the West Ante-Chamber to the Inner Sanctum will then appear. GO WEST and TAKE the GOLDEN CROWN.

GO EAST to the Inner Sanctum. The Graffiti DAVE KNEW W LANE is an anagram for KNEEL, WAVE WAND. This is an essential clue for complete success.

GO SOUTH to the East Ante-Chamber, EAST to the room similar to the spell chamber and SAY DIAXOS to return to the Sorcerer's Lair.

From here and onwards the remainder of the solution will differ according to what you have achieved earlier in the game. You must collect any remaining treasures and take them to the Sphinx (where you should have left the first batch). You ought to have a total of 630 points once you have dropped everything at the Sphinx.

Ah! But the total should be 800 points so how to get the other 170. Well, Gill think of the anagram and do just that and Voila! (or the Egyptian equivalent.)

So many people have written for help in Scott Adam's Savage Island I and II it is unbelievable.

The last victims were Sgt. John Moore who does not know where to drop the loop to repair the force field and Ron Rainbird who is stuck on the volcanic lake unable to get the knife or the plastic block. I think it is time someone put all those frustrated owners of these games out of their misery and so I am going to give a few hints to crack the worst of the problems.

SAVAGE ISLAND PART I

You start off on a beach. DIG, WITH HANDS, EXAMINE HOLE, GET BOTTLE of rum. GO SOUTH to the rim of the volcano. Now GO VOLCANO, GO VOLCANO to the shore of the lake at the entrance to a cave and drop your watch and bottle.

You must now enter the lake and obtain the plastic block and the knife but do not forget to hold your breath. The block is down and east and the knife is down and north.

Remember the basin in the cave can be used to hold things so pour rum in basin and re-fill the bottle with salt water.

To defeat the bear spill salt water on the hot rocky cliff behind the bear. The water evaporates and the bear will lick the salt and cause no further trouble.

The bear and the hurricane appear to be random elements.

On the raft just keep on paddling interminable until you reach the cave. Once again this seems to be a random element but does anyone know better? Remember to carry a good supply of vines to repair the raft though.

Throw the coconut at the stalactite and carry the block through the forcefield.

Dig with hands in the bat guano to get the machinery working and carry the pirate rum to get the password.

After saying the password enter the forcefield when the caveman is out of his cave.

There is a light at the end of the tunnel my friends. You should use the bandana and obtain the codes for Part II.

SAVAGE ISLAND PART II

The codes for part II are 123 or 474.

Breathe out in the vacuum and hyperventilate after you reach the tunnels.

When you reach the caveman hold breath, open case and crush the flower.

Change into a caveman. The bandana is a rayshield.

If things are dark open your eyes but close them to pass the forcefield.

To remove the levers untie the bandana, tie thread then treadmill and walk on it. Fix flickering forcefield and then use the transporter.

In the ship drop the hoop near the Captain's quarters and press the button. The password can be said using device found with robopirate.

Let the robopirate carry you to the display case and press button.

Psychotransfiguration - it is legal and you will not get locked up - so try changing into a caveman.

** Many apologies if the clues seem a little familiar **

One of the rags said that people always write long letters in the summer when they are on holiday so they got swamped with correspondence during that time. This is very true but I also find that Christmas/New Year brings a mad rush of letters. Personally, I am always suffering from a combination of the after effects of Christmas shopping and overeating. I also find that adventuring at Christmas is definitely damaging to family relationships and so I desist and make no attempt to court trouble!!! Sometimes, when there is a new adventure in my stocking it is really hard though.

Some folk seem to be solving adventures at a phenomenal rate and I think Tom Frost must be one of the leading contenders. Tom, do you ever do anything else, or are you just sending Sandra several months backlog? In any event thanks very much Tom.

From the general mail this last month I'll select a few general problems which may help others who have not yet written.

1. REBEL PLANET

This time I have decided to be clever and supply the final part of the solution instead of the start.

To complete the third planet GO SOUTH, GO HATCH, PRESS IH, PRESS OH, LEAVE HATCH, DROP LIMCOM, EAST to the tube station and WAIT for the tube, (about 8 times). ENTER TUBE and WAIT about 3 times for Tundra then LEAVE TUBE.

SOUTH to the base of the perimeter fence, if you have the pass DROP PASS, GET WIRE FROM KUBE, GET plutonium power PAK, CONNECT WIRE to make a section of the fence safe, CUT FENCE, DROP CUTTERS, GET SCANNER, CRAWL THROUGH GAP to pass through the fence. Use HCAP when necessary.

GO SOUTH to the Tundra. SOUTH, SOUTH, EAST to the fallen boulders and a dome shaped rock, SEARCH ROCK to see the tin of jet juice, GET JUICE and GO WEST, NORTH to the Tundra.

GET PACK FROM KUBE and INSERT JUICE IN PACK, WEAR PACK, GET BONE FROM KUBE. The branch is useful to remember this location but has no other function.

The pack can only be used four times. PULL JOYSTICK and you zoom to the entrance of a cave where there is a Hal-Wolf. GIVE BONE TO WOLF and it clambers off.

ENTER CAVE and it is dark so VIEW SCANNER to see you are in a cavern with a staff. TAKE STAFF, GO WEST to the area of fallen boulders. WEST to the path across the river where there is a shadow. TALK SHADOW and the shadow will reply "Where's the Zeven?". GIVE STAFF TO SHADOW and the shadow dissolves leaving an outline saying Bitter Sea.

DROP SCANNER, NORTH, NORTH to the river, PULL JOYSTICK and you are back at the cave where there is a Crag Snapper. SING and the Crag Snapper calms down and goes. There are two crevices, SEARCH LARGE CREVICE to find an HCAP, a shiny lump of metal, a mind probe and a broken spy missile. GET PROBE. The other items are not required but you can eat the HCAP if necessary.

GO SOUTH, SOUTH, PULL JOYSTICK to be on a ledge in front of a derelict building with the remains of decapitated human heads. WEAR PROBE and your mind spins. DROP PACK, GO UP. You are standing before Dorado the leader of the Southern Underground. BITTER SEA and an old man's voice enters your mind: "the nine digits are a palindrome, now go, take the hover car".

There is a hover car here so TAKE CAR and you are transported back to the spaceport.

GET LIMCOM, GO HATCH, PRESS OH, PRESS IH, GO OUT, NORTH, NORTH, PRESS SS and ADVANCE CT 5 about 5/6 times until it will not advance any more. SOUTH, EAST and ENTER UNIT to be regenerated again. GO WEST, INSERT CARD INTO MACHINE, GET CARD AND HCAP, EAT HCAP.

When you re-enter the Caydia there is an Arcadian sat in cabin no. 1. EXAMINE ARCADIAN and TALK ARCADIAN, QUESTION ARCADIAN and ASK FOR HELP and you are told to destroy the Queen Computer.

GO SOUTH, PRESS IH, GO HATCH, GET SWORD FROM KUBE, GET STRIP FROM KUBE, WAIT about 15 times for the ship to land on Arcadian. When the ship has landed PRESS OH and LEAVE HATCH.

GO SOUTH to the Queen Computer Building. The power being generated by the entrance forcefields is staggering. Above the screens is a liquid crystal panel showing three red lights.

VIEW PANEL and the panel flashes type in 3 binary digits. TYPE 101 and two red lights show.

VIEW PANEL and the panel flashes type in 3 binary digits. TYPE 010 and one red light shows.

VIEW PANEL and the panel flashes type in 3 binary digits. TYPE 101 and all the lights go out and the forcefield dissipates.

ENTER BUILDING to the ante chamber, REMOVE BACK FROM LIMCOM and the battery falls out, DROP LIMCOM, GET BATTERY, ACTIVATE SWORD, EAST to the Arsenal where there is a guard. KILL GUARD, DEACTIVATE LASER, DROP SWORD and SEARCH ARSENAL to discover a phaser, a limpet mine, some elmonite, a photon grenade, a gravity bomb and the dead guard. Only the Elmonite is required so GET ELMONITE.

GO WEST to the Ante-chamber and UP to the Queen Computer Room which is the heart and soul of Arcadian. IMPLANT BATTERY IN ELMONITE which is now set to explode. DROP ELMONITE and GO DOWN.

You will now obtain the final congratulatory message.

2) THE BOGGIT

Look here folks I am fed up with the Goblin's Dungeon. After answering the millionth enquiry on the Goblin's Dungeon in the Hobbit I thought it had finally died a death but now that the flipping Boggit has come into the forefront it's started all over again.

Here is a solution to the Goblin's Dungeon in the Boggit:-

Once you have been captured by the Goblins you should save Part 1. Load part 2 and re-load the data from part 1.

DIG in the SAND, LOOK to see the locked trapdoor, SMASH TRAPDOOR, LOOK and TAKE TORCH, EXAMINE TORCH, EXAMINE BATTERY, INSERT BATTERY INTO SWORD, TAKE CASH, THROW ROPE AT WINDOW until it is secure.

PULL ROPE to enter the dark winding passage. TAKE ROPE, GO SOUTHEAST to the dark stuffy passage, WEST to a particularly dark stuffy passage, SOUTHWEST to the edge of a lake where Goldbum asks you a question, SAY AFRICAN OR EUROPEAN (Spectrum users KILL GOLDBUM), NORTH to a dark stuffy passage where there is a manhole, SOUTH to the junction in dark stuffy passages, EAST to the Big Goblin's Cavern where there is an egg.

TAKE EGG, EXAMINE EGG, NORTHEAST to the dark winding passage where you first entered the maze, SOUTHEAST to the dark winding passage with the cave-in, SOUTH to yet another dark stuffy passage, NORTHWEST to a dark stuffy passage with rubble and goblin refuse, EAST to inside the Goblin's gate, UP where you are now in a tree outside the Goblin's gate.

Whilst there seems to be an awful lot of dark stuffy passages all the descriptions do vary slightly so read and note them carefully and you will have no problems! There are 18 locations, including the first location with the trapdoor and the last inside the Goblin's gate. The Tree is the 19th.

O.K.? So no more lost in the Goblin's Dungeon pleas please (Oh dear!)

From here onwards surely you can sort out part 2 as the above is virtually a step by step solution to part 2.

3) SYSTEM 15000

Since Janet Loxham's tips in the Issue 6 of Probe lots of people have been asking for help. Now there is a nasty bit in this game whereby you have to wait about half an hour in REAL time for Geoff to leave vital information on the System 15000 Message Board and this is often the problem. So a starter for ten on System 15000:-

a) If you read your brief you will discover the code to Kingston Polytechnic and the list code SL312. You are also told to look out for L. T. PERRY, that COMDATA'S BANK is MIDMINSTER and that REALCO has stolen \$1.5 million from COMDATA.

b) Dial Kingston Polytechnic and type 421 for L. T. PERRY to discover L. T. PERRY DATA SYSTEM 493-5429 CODE INFRA.

c) Contact L. T. PERRY - if necessary several times to discover Richardson Boon's number is 348-1408. You will also discover the System 15000 User Network Message Board number is 746-4460.

d) Contact Richardson Boon Ltd. - CODE 7Y4Y to discover the Midminster Bank access for Realco Client Entry code. (The first three letters reversed and the last two plus the bank code, i.e. AERCO.)

e) Contact Seastar Travel to discover the Midminster Bank Code is MMBFR.

f) Access the System 15000 Message Board. Examine the message page several times - it may be a long wait - for the message BC=4M5 which is the Complete Realco Message Code.

g) Contact Midminster Bank and give codes from Seastar and Realco - 229-7629 : MMB FR : 4M5

Using the above and Janet's tips you should have no problems in achieving complete success now.

If you are stuck near the end the credit transfer initialisation code is 2175 (see the message board for an explanation). When you access the Reserve Manhattan Bank the transfer code is TFTB24. Success should not be one and a half million miles away!!

4) Infocom's Adventures are always a source of correspondence and they tend to attract a well-deserved cult following (even pre- Leather Goddesses!!). O.K. so I am stuck in Starcross but hopefully, that will not be a permanent state.

Now one journal, which shall remain anonymous, suggests that you kill the Thief early on in Zork 1. Has this guy played the game? The thief is essential to complete the game. Once you have resolved the feathered problem then kill the thief - in fact you must kill him. In my experience this is usually quite a way into the game.

A starter for ten in Zork III:-

You do not lose points if you die in the adventure but your lost articles may take a great deal of retrieving so beware.

Well you are now at the foot of the endless stairs so GET LAMP, TURN IT ON, SOUTH TO A LAKE, DROP LAMP (do not fret if it disappears - all will turn out well in the end!), JUMP INTO LAKE which is cold and so you should not swim too long, SWIM WEST, GO SOUTH TO A SCENIC VISTA where there are changing numbers on the wall and a bare table, GET TORCH, WAIT FOR NUMBER TO CHANGE TO 11, TOUCH TABLE and we seem to be back in Zork II. GET CAN OF GLUE REPELLENT, EAST TO SCENIC VISTA, WAIT FOR NUMBER TO CHANGE TO 111, TOUCH TABLE. You are now in a Damp passage, DROP TORCH, WAIT to be pulled back to the scenic vista. GO NORTH, to the shore. It is now advisable to SAVE GAME, JUMP IN LAKE, GO DOWN to Lake Bottom, GET everything here. In fact you will find that in addition to the repellent which you dropped there is a rather useful amulet. The hungry fish can be problematic.

Return to the lake surface, SOUTH to the Southern Shore, SPRAY REPELLENT ON YOURSELF so you can now go SOUTH to the dark cave, SOUTH, EAST where there is a strange key in the key room, GET KEY, OPEN MANHOLE COVER, DOWN to the acqueduct.

You must now go NORTH to the Water Slide, NORTH down the slide, GET TORCH, WEST to the junction and ignore the sword in the rock at present, as you cannot get it out of the rock.

SOUTH to a creepy crawl, SAVE GAME, SOUTHWEST to Shadowland and wait for the cloaked and hooded figure. A sword should appear in your hand to enable you to fight the figure. GET HOOD, GET CLOAK, GO EAST quickly to leave Shadowland.

NORTH to the junction, WEST through the Barren Area, WEST to the cliff, GET BREAD and

5. TOWER OF DESPAIR

You commence in the Inner Sanctum of Castle Argent. LOOK AROUND, GET GAUNTLET, EXAMINE GAUNTLET, GET lightning STAFF, EXAMINE STAFF.

GO EAST to the Hallway of the Keep, EXAMINE PORTRAIT, EXAMINE CHEST, GET LANTERN, GET RATIONS, GET WATER, GET ROPE.

GO NORTH to the main bedroom, SLEEP, MAKE SIGN, GO SOUTH to the Main Keep, EAST to the Chapel, PRAY ALTAR, GET DAGGER, EXAMINE DAGGER, GET SPHERE, LOOK SPHERE, LIGHT LANTERN.

GO WEST, SOUTHEAST to the Courtyard, GET STALLION, MOUNT STALLION, EAST, RIDE EAST, RIDE EAST, RIDE EAST to escape the Demonkins and arrive at the well.

GO NORTH, NORTH through the field, ASK RANGER, SOUTH, SOUTH through the field, SOUTH to within sight of Aescweald, SOUTH, to the Eaves of Aescweald, NORTH to the pine trees, SOUTH to the Glade where there is a stone statue.

LOOK ASHES to see the crystal, WEAR GAUNTLET, GET CRYSTAL, EXAMINE CRYSTAL, PLACE CRYSTAL in statue's hand and you are transported to the Endless Plain where you see the three doors of Despair, Destiny and Hope.

ENTER DESPAIR and

6. THE TIME MACHINE

At the start of the adventure you find yourself on the moors, GO NORTH, WEST, SOUTH, NORTH to the house. If you end up in the marsh GRAB BUSH.

TAKE the GLOVES, WEAR GLOVES, SMASH WINDOW, GO WINDOW.

EXAMINE PAINTING, TAKE KEY, EXAMINE DESK, TAKE CROWBAR, UNLOCK DOOR, GO DOOR to the cellar, TAKE TAPE recorder and PLAY TAPE recorder, ENTER the MACHINE.

You now have to press the buttons, either forwards or reverse, leave the machine and see where you are and if necessary return to the machine and try again. It may require several attempts to reach the destination you require. It is best to visit the sailing brig, the Sphinx, the swamp and finally the grassy plain. Those travellers who are lost should consult Sandra's excellent Map.

(Flattery will get you everywhere ... Sandra!)

7. BORROWED TIME

EAST, EAST, EAST, HIDE BEHIND CHAIR, NORTH, LOCK DOOR, UP, BREAK WINDOW, GET GLASS, GO WINDOW, WALK ON WIRE, CUT WIRE, DOWN, TALK TO MAN, SHOW GUN, TALK TO MAN, SHOW GUN, WEST, WEST, WEST, WEST, WEST, NORTH, BREAK DOOR, FREE MAVIS

8. ZZZZ

From the warm Ocean GO NORTH to the beach, GET SPADE, DIG SAND to find the bucket, LIFT BUCKET and a voice sighs, GET BUCKET, DIG in sand to free Sanman, WEST to the Border Post, PUSH BIKE, EAST to the beach, EAST to outside the igloo, RING BELL on bike and the Sanman opens the hatch. The Sanman will come out and ride off on the bike if you USE BIKE. EAST to inside the igloo, EXAMINE FRIDGE, GET CHEESE, CLOSE FRIDGE and you can see a tie and a chest behind the closed door. UNTIE TIE, GET TIE, WEAR TIE, OPEN CHEST, GET PISTOL, WEST, WEST, WEST, WEST to the edge of the pit, DROP CHEESE, EAST, EAST, NORTH to the side of the road and when the Sanman rides past THUMB LIFT, KNOCK ON DOOR, OPEN DOOR and a window above your head opens and a hand waves a handkerchief, EXAMINE WALL to see a strong vine, CLIMB VINE and when you are halfway up, the window closes, a door opens and you are asked what you are doing. Then your hand brushes against something which falls to the ground. CLIMB DOWN. The door closes and you see a baton, GET BATON, WEST, ENTER PHONE BOX and

9. ADVENTURE QUEST

The order in which one takes objects to the Snowman's cave and ferries them across the lake can be varied and there are many combinations, all of which will provide the correct solution. The key lies in solving the puzzles in the right sequence and having all the necessary objects at hand when you require them. The trick is to discover the means of moving objects from one part of the game to another for you will have no doubt discovered you cannot carry all you need all of the time. Try examining the trench in the lake and dropping things and how about throwing things through windows?

Once again, many thanks to everyone who sent solutions in to Sandra and for those unnamed adventurers who have willingly or unwillingly contributed to the above.

ALL THE BEST FOR 1987. Hopefully, you will have received lots of goodies in your stockings and that you will be writing in to tell Sandra all about them. Do keep writing in, even if your problems seem to be trivial. The content of this column depends very largely upon your correspondence and feedback.

Happy Adventuring.

Byeeee!

KINGS/QUEENS OF THE CASTLE

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, Pharaoh'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.

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

Classic Adventure, Dungeon Adventure, Emerald Isle, Erik the Viking, Forest at Worlds End, Hacker, Heroes of Karn, Jewels of Babylon, Lords of Time, Message from Andromeda, Mindshadow, Snowball, Subsunk, Terrormolinos, Warlord, Worm in Paradise.

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

Al-Strad, Beerhunter, 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, Miami Mice, Microman/Project X, Lords of Time, Mindshadow, Mordon's Quest, Mystery Mansion, Nythyhel 1 & 2, Planet of Death, The Hermitage, The Hollow (Text), The Hollow (Text/Graphics), Theseus 1 & 2, Seabase Delta, Ship of Doom, Smuggler's Cove, Souls of Darkon, Spytrek, Subsunk, Terrormolinos, Trial of Arnold Blackwood, Warlord, The Wise and Fool of Arnold Blackwood.

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, Pharaoh's Tomb, Planet of Death, Quest for the Holy Grail, Red Moon, Ship of Doom, Subsunk, The Helm, Valkyrie 17.

DON'T FORGET TO ENCLOSE A SAE WHEN REQUESTING HELP

KINGS/QUEENS CONTINUED

MALCOLM & PAUL SERBERT, 171 Kings Road, Harrogate, HG1 5JQ 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.

PETER BROWN, 57 Ropers Avenue, Chingford, E4 9EG offers help on the following:-
Adventure Quest, Arnold Goes to Somewhere Else, Beerhunter, Bored of the Rings, Brawn Free, Castle Dracula, Colossal Adventure, Dungeon Adventure, Emerald Isle, Erik the Viking, Espionage Island, Forest at Worlds End, Gremlins, Heroes of Karn, Hobbit, Hunchback the Adventure, 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, Time Search, Trial of Arnold Blackwood, Warlord, Wise and Fool of Arnold Blackwood, Worm in Paradise.

M. TYLER, 12 Longmore Road, Hersham, W-0-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.

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

JANET LOXHAM, 7 Newbury Street, Fulwell, Sunderland, Tyne & Wear offers help in the following:-

Espionage Island, Hampstead, Heroes of Karn, The Hobbit, Lords of Time, Mountains of Ket, Robin of Sherwood, Sherlock, System 15000, Temple of Vran, Terrormolinos, Urban Upstart.

DON'T FORGET TO SEND A SAE WHEN REQUESTING HELP

KINGS/QUEENS CONTINUED

A. McCRANN (MAC), Taunton School, Taunton, Somerset, TA2 6AD offers help in the following:-

Adventure Quest, Emerald Isle, Erik the Viking, Fantasia Diamond, Forest at Worlds End, Heroes of Karn, Jewels of Babylon, Lords of Time, Message from Andromeda, Morden's Quest, Red Moon, Warlord.

JONATHAN WILLIAMS, 116 Westmead Road, Sutton, Surrey, SM1 4JH offers help in the following:-

Jewels of Babylon, Message from Andromeda. Limited help is also offered on Castle Blackstar, Dungeon Adventure, Heroes of Karn, Redhawk and Warlord.

JOY BIRLEY, Eryl Don, Mona Terrace, Criccieth, Gwynned offers help in the following:-

Blade the Warrior, Bored of the Rings, Emerald Isle, The Hobbit, Lords of Time, Quest for the Holy Grail, Sinbad and the Golden Ship, Time Quest, ZZZZ.

VERNON LEIGH, 99 Oxford Road, Abingdon, Oxon, OX14 2AB offers help in: Emerald Isle and Twin Kingdom Valley.

GEOFF WING, 171 Beadlemead, Netherfield, Milton Keynes, MK6 4HU, offers help in the following:-

Gremlins, The Hulk, Return to Eden, Seabase Delta, Snowqueen 1 & 2, Spiderman, Subunk, Terrormolinos, Valkyrie 17.

730 SGT. JOHN MOORE, C/D Sgts. Mess, RAF Wildenrath, BFPO 42, offers help in the following:-

(Spectrum and Dragon)

Adventureland, Arrow of Death I & II, Circus, El Diablo, Escape from Pulsar 7, Feasibility Experiment, Final Mission, Forest at Worlds End, Ghost Town, Golden Apple, Golden Voyage, Hampstead, The Hobbit, The Hulk, Knight's Quest, Lords of Time, Magic Mountain, Mountains of Ket, Mystery Funhouse, Perseus and Andromeda, Pharaoh's Tomb, Pirate Adventure, Pyramid of Doom, Savage Island I, Seabase Delta, Sea Quest, Secret Mission, Se Kaa of Assiah I & II, Shennanigans, Smugglers Cove, Snowball, Temple of Vran, Ten Little Indians, Terrormolinos, Time Machine, Touchstones of Rhiannon, Urban Upstart, Voodoo Castle, Waxworks, Wizard of Akyrz.

DON'T FORGET TO SEND A SAE WHEN REQUESTING HELP

KINGS/QUEENS CONTINUED

ALF BALDWIN, 1, Bybrook Gardens, Tuffley, Gloucester, GL4 0HQ, offers help in the following:-

Adventureland, Adventure Quest, Aftershock, Arrow of Death I & II, The Boggit, The Castle, Circus, Classic Adventure, Colditz, Colossal Adventure, Devil's Island, Dungeon Adventure, Escape from Pulsar 7, Espionage Island, Eye of Bain, Fantasia Diamond, Feasibility Experiment, The Final Mission, Gauntlet of Meldir, Golden Apple, Golden Baton, Greedy Gulch, Ground Zero, Heroes of Karn, Hobbit, The Hulk, Hunchback, Inca Curse, Invincible Island, Kentilla, Jewels of Babylon, Knight's Quest, Magic Mountain, Message from Andromeda, Morden's Quest, Mountains of Ket, Odyssey of Hope, Perseus and Andromeda, Pharoah's Tomb, Planet of Death, Quest for the Holy Grail, Rebel Planet, Red Moon, Robin of Sherwood, Seabase Delta, Secret Mission, Se Kaa of Assiah, Ship of Doom, Sinbad and the Golden Ship, Sorcerer of Claymorgue Castle, Temple of Vran, Ten Little Indians, Time Machine, Twin Kingdom Valley, Urban Upstart, The Very Big Cave Adventure, Wizard of Akryz, Woods of Winter.

COLIN READ, 80 Beech Gardens, Rainford, St. Helens, Merseyside. WA11 8DN, offers help in the following:-

Doomdark's Revenge, The Hobbit, Invincible Island, Lords of Midnight, Pyjamarama, Seabase Delta, Seas of Blood, Subunk, Terrormolinos, Urban Upstart.

DEREK DIGGER, 7 Bigbury Lane, Wilden, Stourport-on-Severn, offers help in the following:-

Bored of the Rings, Brawn Free, Emerald Isle, Forest at Worlds End, Gems of Stradus, Ice Station Zero, Message from Andromeda, Microman, Neverending Story, Planet of Death, Quann Tulla, Ship of Doom, Subunk.

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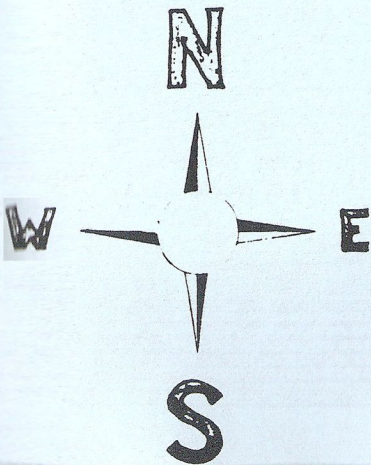
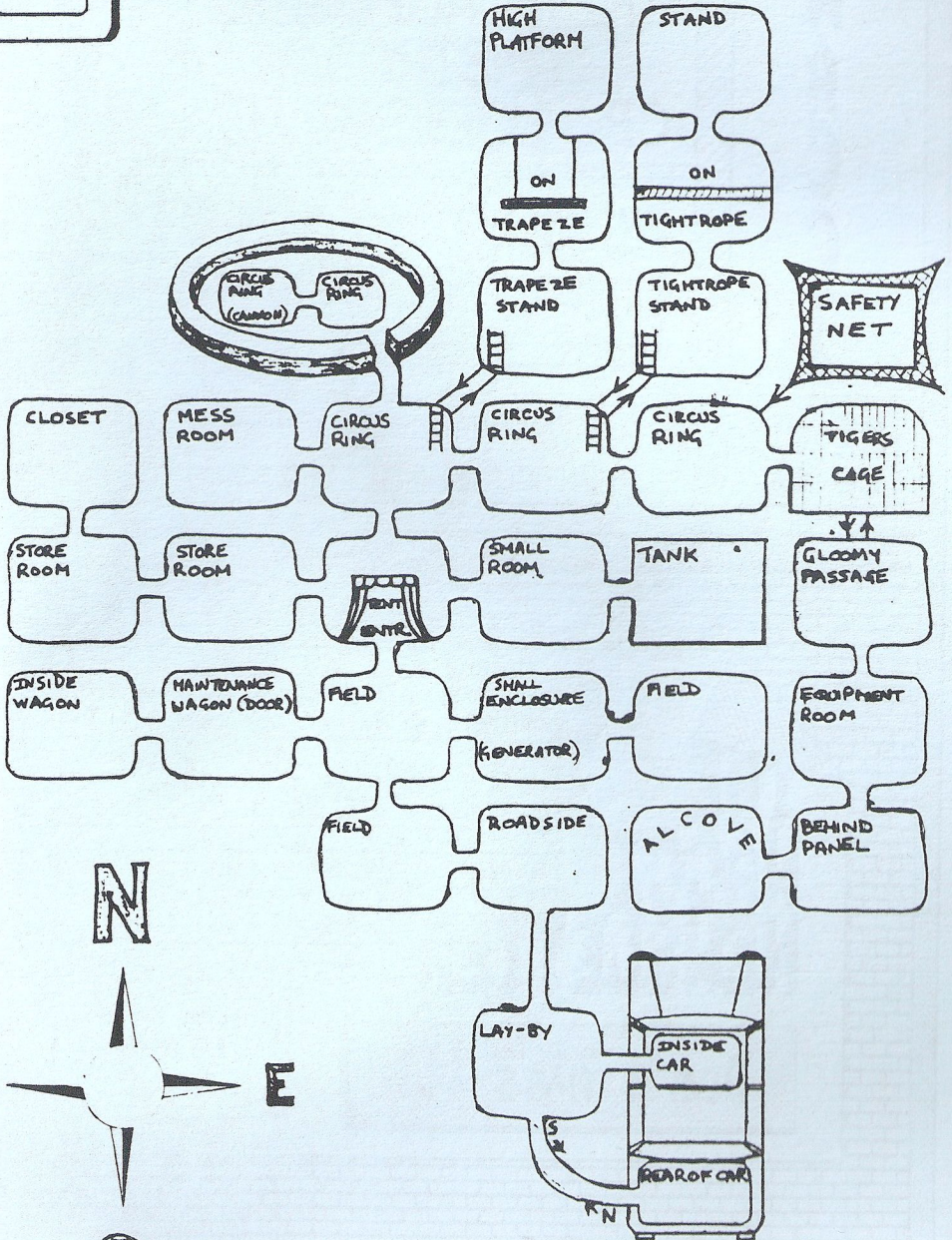
If you would like to offer your services as a King or Queen send a full list of all the adventures you can offer help in to ADVENTURE PROBE, 78 Merton Road, Wigan. WN3 6AT

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TELEPHONE HELPLINE

I've had lots of letters asking if I could set up a telephone helpline for 'stuck' adventurers, so if anyone would like to volunteer send me your 'phone number and the days and times that you would be available to answer telephone help queries.....Sandra.

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