

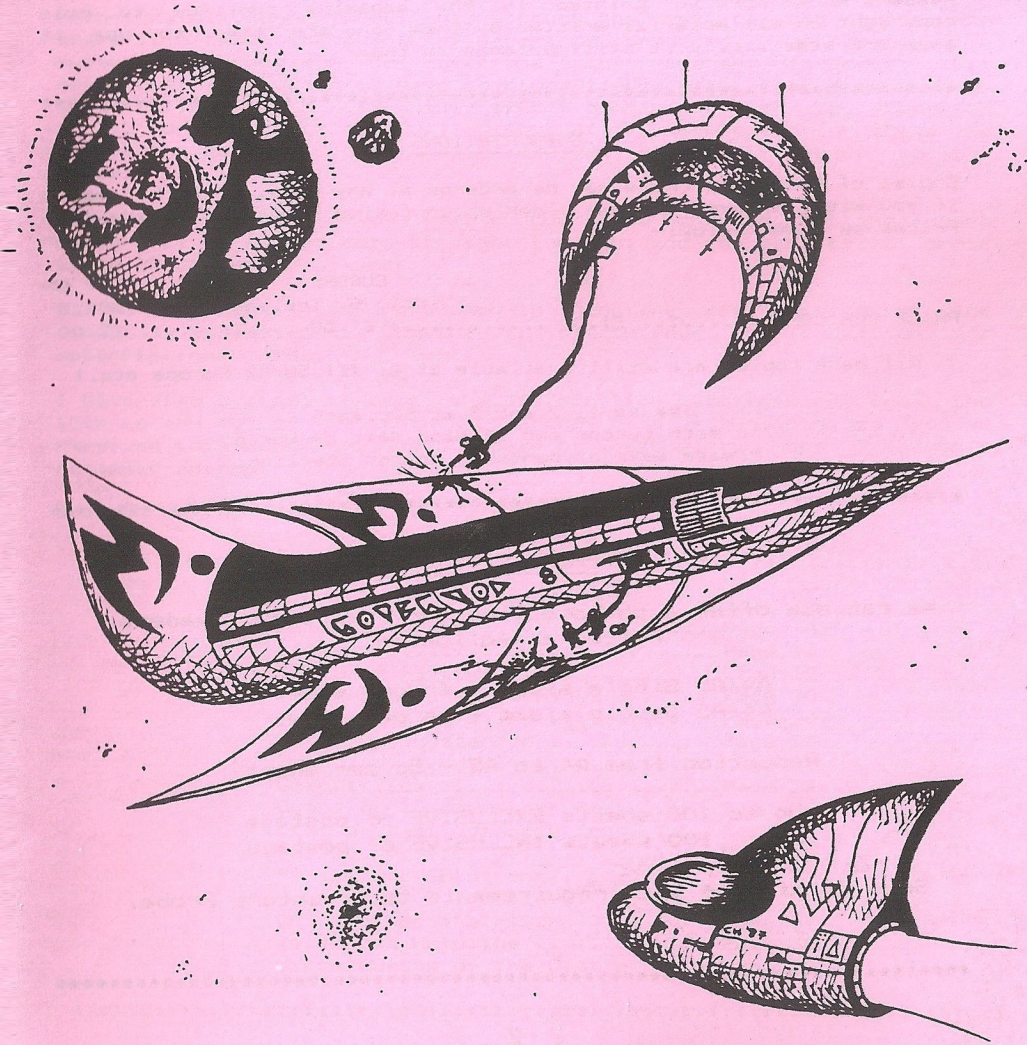
# Adventure Probe

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# Editorial



Welcome to issue 12 of Probe. If you are a regular reader you will have noticed that Probe appears to be smaller this month. Well it is ... and it isn't!

I've finally taken the plunge and leased a photocopier, but it is working out quite expensive to run. Up to last month I was typing up Adventure Contact in return for Pat (the editor) doing my photocopying at cost. This meant that I could produce a 60 page mag with fewer lines of text per page. Recently the readership of Probe has swelled considerably and Pat can no longer find the time to photocopy for us.

But ... the new photocopier will reduce from A4 to A5 so your magazine now has 40 pages with more lines per page.

Unfortunately, when I take into account the cost of the lease and share it between the number of magazines produced, the cost of a subscription copy does not cover the actual expenses incurred. This means that I reluctantly have to discontinue with the discount on subscriptions. This will mainly affect people who wish to subscribe for 12 months at a time. But, as most of you have opted for three and six months subscriptions it will make very little difference to the price.

All pre-paid subscriptions will of course be honoured, but the future price will be £1 per copy straight through, and you can still order up to 12 copies in advance.

Please bear with me as I get used to handling the photocopier and accept my apologies for having to discontinue the reduction for subscription copies.

I have also decided to bring the distribution date forward from the 15th to the 1st of the month with a copy date of the 14th, so you've received this month's issue a couple of weeks early. Hope I haven't confused anyone.

See you again next month.

Sandra

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# Fiction

TUESDAY 10TH. AN EXTRACT FROM THE MISADVENTURERS DIARY.

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It is imperative that I record the strange events of this night, whilst they remain clear in my mind. We have encountered a group of mysterious Vampyres, who are occupying the ancient Priory of Dalesgate. Our mission is to capture their leader, and he has mistakenly assumed that we are detectives, and enlisted our aid to track down a secret room which exists within the Priory.

Our plan to capture this creature must take place at 6 a.m. on Friday 13th. Only 3 days remain for us to find and destroy the secret room. We search by day, and the Vampyres search by night, we must find it first, to prevent them from gaining incredible power. We have discovered a manuscript which contains a cryptic message. The words somehow hold the key to our mystery.

- \* TO REACH THE POWER LEAVE NO STONE UNTURNED.
- \* THE KEY LIES BENEATH AN OPEN SKY WITHIN 3 FEET.
- \* THE DOORWAY LIES BENEATH A TREE WHICH HAS NO ROOTS.

It is our only hope, the consequences of failure are beyond our imagination. If the mission fails the Organisation would cut off.....(AUTHOR'S NOTE) *The remainder of this entry is censored to protect readers who are of a nervous disposition. To find out more, join the Misadventurers as they continue their search.*

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It was Wednesday 11th. The international news was startling! In Crete a deep sea diver discovered the lost city of Atlantis. In Egypt a tourist discovered the tomb of a legendary Pharaoh. In Wigan a farmworker discovered the Holy Grail, and in Dalesgate Priory I discovered a small Wasp!!

Jim was sitting casually in an armchair beside the fire, trying to solve the cryptic message. He was totally unaware that he had become the object of an overhead surveillance. The attack began with a long victory roll across the full length of the Library airspace, and it finished with a perfect three point landing on the end of Jim's nose. I applauded loudly! "Sod off," yelled Jim, as he attempted to swat the insect with his manuscript.

The wasp rose majestically and flew off to the left, whilst Jim's famous deerstalker flew off to the right. It landed, inevitably, in the blazing fire. Jim leapt up like a maniac, and hooked it out with his foot, his shoe burst into flames! "Bloody hell," he screamed. "I'm on fire." I had to agree!

The next few seconds were total chaos! Jim hurtled dementedly across the room and crashed through the closed french windows. I followed the trail of burning rubber across the lawn, and into a small stone shed, where I found him standing amidst a bellowing cloud of steam.

He was directing the jet from a garden hose onto his still smouldering shoe. I handed the charred deerstalker to him, and couldn't resist making a comment. "Guy Fawkes day is in November," I said innocently. I vacated the shed rapidly as a salvo of plant pots flew in my direction.

A few hours later, things had returned to normal, and we were sitting in the Priory kitchen still grappling with the mystery of the cryptic clue. "I wonder how we could locate the secret room," mused Jim. "I suppose we could try looking for it," I suggested brightly. Jim considered this for a moment, then he agreed that it was a sound idea. "Remember we only have three days left," he said, referring to the foolproof plan which we intended to use to capture the vampyre leader. "We can't afford to waste any more time," he added. I rose to go! "But let's not be too hasty," he muttered, reaching for the kettle. "After all we must keep our priorities in order!"

We decided to begin our exploration at Noon, and Jim insisted that the cellars would be a good place to start. "We should make a map," he said knowingly, "it's a proper adventure procedure." He went off to fetch a pencil and a pad, and I agreed to meet him in five minutes time at the passage which led down to the lower chambers.

I arrived a minute or two early, pushing the handcart, and I was just thinking how dark it was when a door swung open, and Jim stood there with the yellow light of a lantern shining on his face.

The Priory was cloaked in a velvet silence, and we advanced along the passage in a slow methodical manner, with Jim holding the lantern before him. I kept close by his heels, and our long black shadows streamed along the ground behind us. Everything was going smoothly until we rounded the next bend, and it was then that we came upon our first hazard!

On the left of the passage was a sordid room, it was ill lit, and worse furnished, and it was occupied by what could only be described as a female hunchback. She was in fact half vampyre, and as we tried to edge past, she flew out into the passage hissing like a demented creature. Jim tried diplomacy first. "Shift!" he said. "We want to get past." But she took no notice. As she came nearer into the light of the lantern, I noticed that she had a face like a sack full of spanners, and it gave me an idea!

I rummaged around in the handcart and came up holding a small mirror. "Catch," I said, throwing it to Jim. He held it temptingly in his hand and the creature snatched it away from him. She peered into the depths of the looking glass and as she saw herself looking back, her greasy hair literally stood on end. She screamed something about Frankenstein, and suddenly she was a dwindling dot on the horizon, heading towards the distant moors. "One down," said Jim, and I wondered how many more there were to go!

Our next encounter was more unusual. Jim was holding the lantern and I was tapping the adjacent stones to find out if the wall could be hollow. Jim insisted that we might find something, but so far we had not had any luck. I had a vision of endless stones stretching out over the next three days, but as usual I was wrong!

Jim suddenly paused, "Listen!", he said. I stopped tapping and stood silent. It was like an echo, someone else was tapping on the other side of the wall. We listened for the next ten minutes, and the sound continued. "If only we could find a way through," said Jim, as he leaned his elbow wearily against a protruding stone.

There was a massive rumbling sound, and the middle section of the wall slid to one side. Jim jumped back beside me. We gazed through the murky opening, and we were astounded to see two familiar figures, one of them wearing a deerstalker!

Jim lifted his lantern higher, and the figure in the deerstalker did exactly the same thing. "Thank God," said Jim, "it's only a mirror! For a moment I thought it was real!" I gazed at the two images, noticing that the smaller one looked very elegant in his pea green jacket, with the mauve sleeves. And I was just about to make a favourable comment, when I realised that my jacket was mauve with pea green sleeves!

"It must be the mirror," I thought, and I would have been happy with my conclusion, but just then the taller figure spoke! "Good heavens Watson," he said, addressing his companion. "I do believe we have detected an imposter." The smaller figure glanced towards me, "It's quite amazing," he said. "Elementary, my dear fellow," said the real Sherlock Holmes.

Jim was stunned! I suggested that we all return to the Library in order to exchange mutual explanations. "A first class idea," said Sherlock Holmes, "I trust you are familiar with the location of the Priory kettle?" I assured him I was, and we all adjourned to the kitchen, en route for the Library. Soon we were seated around the magnificent tudor hearth, with four equally magnificent pots of steaming tea! Jim had just about recovered his composure, and we began to exchange details with the great detective and his companion. As Jim finished his narrative, Sherlock Holmes asked if he could see the cryptic manuscript. "I have had some experience of puzzles," he said, with a twinkle in his eye.

Jim handed him the manuscript. "It seems to be in some kind of unbreakable code," he said smugly. Holmes glanced at it, "On the contrary my dear fellow," he pronounced. "I shall decipher the message forthwith."

He went on to explain that the message had been written in the Thirteenth century by one of the original owners of the property, Sir Orson Cart. Jim intervened, "How can you be so sure?" Sherlock Holmes turned the manuscript over and pointed to some small writing which Jim had evidently missed. "It's elementary my dear chap," he replied, "it's both signed and dated!" Jim was dumbfounded! The great detective continued his investigation, and finally he came to the message.

"Listen carefully," he said. We listened for the next half hour, and during this time Holmes never said a word, instead, he sat in front of the smouldering fire, and played a low melancholy tune upon his violin. I knew that he was pondering over the strange cryptic message which he was about to unravel. The music was soothing and mellow, and as it drifted sweetly across the moors, Jim decided to join in! The duet was sheer agony!! They sat deerstalker to deerstalker, Holmes playing a complicated melody, whilst Jim scraped out a hideous version of "Jingle Bells". The moors became alive with demented animals, sheep attacked passers by, peace broke out in the middle east, and alien invasion of Earth was abandoned, and in Dalesgate market the traffic lights went from red to green.

Finally it was over! The violins were laid aside, and Holmes began to unravel the mystery of the cryptic message. "The solution is obvious," he remarked calmly. "By observation and deduction, you can discover almost anything."

He lit his pipe and continued, "The first line, TO REACH THE POWER LEAVE NO STONE UNTURNED, obviously indicates that something is hidden beneath a stone. The second line, THE KEY LIES BENEATH AN OPEN SKY WITHIN 3 FEET, simply means that the object we are seeking is a key, and it must be outside, in the Priory Courtyard."

Jim looked astonished, "How on earth do you know that?" he asked. Sherlock Holmes' eyes fairly glittered as he spoke, "It's not difficult if you apply my methods," he said. "The only part of the Priory which is beneath an open sky, is the grounds."

"The only section of the grounds which contains stone is the old circular court beside the servants entrance, and 3 feet is a measurement which is equal to 1 yard. So my conclusion must be correct." It was an amazing display of detection, and we congratulated him warmly. "There is more," he said.

"The final line, THE DOORWAY LIES BENEATH A TREE WHICH HAS NO ROOTS, obviously refers to a doorway which will give access to the secret room. The hidden key must fit the door, otherwise there would be little point in hiding it."

My curiosity was on edge as he continued. "It is my contention gentlemen, that you will locate the secret door beneath a painting in the west wing gallery. The painting depicts a particularly fine specimen of an oak tree, and as it hangs 6 feet from the ground, it obviously has no roots. And now, gentlemen," he concluded, with a pleasant smile, "we have reached the end of our little mystery!"

He rose suddenly and whipped out a large magnifying glass. "Amazing!" he said peering intently at a small object on the nearby wall. "Wasps are very rare at this time of the year!" Jim went white, and almost fainted. "That one is very special," I said, leaving Holmes with a mystery he would never solve.

At nightfall Holmes and Watson decided to leave, my feet were anxious to go with them, but somehow I prevented their escape. It was a misty night, the wind was blowing thickening fog across the moors, and heavy clouds rolled across the sky, occasionally covering the rising moon. Watson took a small printed card from his overcoat pocket, and handed it to me secretly. "If you need a further assistance," he whispered, "Holmes and I are spending a quiet weekend in the country." I turned the card over and noted the address, it was 'Baskerville Hall'.

The famous pair strode off in the fog, down a steep, boulder strewn hillside, and the wind carried the remainder of their conversation towards me. "Are you aware that there is a curse on the present Lord Baskerville?", Holmes asked. Watson gasped, and replied, "Good heavens Holmes! What is it?" They paused at the bottom of the hill, and Holmes shook his head sadly, "It is Mrs. Baskerville," he said, and they vanished into the night.

We turned reluctantly and set back towards the Priory, knowing that the vampyres would be in residence when we arrived. Jim suggested that a detour to the Servants entrance might be a good idea, and we agreed to search the Courtyard at the same time. We discovered the key by error!

Jim was searching the East side of the Courtyard when he stumbled head first into a freshly dug grave! I was totally unaware of his plight, because the fog prevented me from seeing him fall. It must have been a couple of hours later when I did exactly the same thing!

I lay in a state of bewilderment, hardly able to realise what had occurred. The sides of the grave were soft and I couldn't get a foothold, I tried again and again, but it was no use, I was totally stuck!

I sank wearily down into a corner, and a hand descended upon my shoulder! "You will never get out of here!" a voice rasped in my ear. He was wrong! I cleared the edge by a six foot margin, as total panic struck me. I landed on a pile of large cobble stones, and as my fingers grasped to hold onto something, one of them came loose, and revealed a large iron key!

I grabbed it triumphantly, and then I heard a moan from the grave. My feet were about to prove that the two minute mile was possible, when I realised it was Jim. As I hauled him out, he said, "You silly sod, who did you think would be sitting in an open grave at this time of night?" Then he realised how it must have seemed from my point of view, we both began to laugh. "I suppose we can always look for the key tomorrow," said Jim. I handed it to him casually. "I didn't spend all my time sitting down," I said. His face went bright red!

We returned to the Priory via the servants hall, and on the way we passed through the East wing kitchen. An old monk was busy cracking eggs into a jug, and Jim remarked that he was probably a Friar.

As we passed the great hall we saw that a party was in progress, several guests were performing party tricks, and as a finale, one of them bit the Butler. We hurried on our way but the Maid spotted us as we were creeping upstairs. "Creeps!" she hissed, then promptly passed out. "She must be anaemic," I said.

We arrived safely back at our room and Jim went over to draw the curtains. It was a fair likeness, but he should have used a red pencil for the pelmet. As we gazed out of the window, a horsedrawn coach clattered into the Priory grounds, and drew up at the entrance. More guests disembarked, and the Butler bit each one personally as they entered the Priory. As the coach turned to leave, Jim and I caught a glimpse of the driver. The sunken eyes and bony face confirmed our worst suspicions. Our Editor was secretly working part time! We decided that we had seen enough for one night and promptly retired to bed. The night was fairly quiet, and it was only the occasional blood curdling screams that disturbed us.

Jim offered to play a soothing melody on his violin, and my feet had made it half way out of the window when he tactfully withdrew the offer. By morning the noise had vanished, along with the vampyres.

The only signs of their presence were the teeth marks which Jim found on his pillow. "It's a good job I had garlic sausage for supper," he remarked. I looked at the two small depressions in his neck, and agreed!

It was Thursday 12th. The morning was bright and sunny, and a heather scented breeze was blowing steadily across the moors. "We could take a stroll down the west wing gallery," said Jim, and we did, straight after breakfast.

We entered the gallery via a small dark passage, which was lit by a couple of flickering oil lamps. The yellow glare seemed to intensify the darkness surrounding them, and I rummaged in the handcart looking for a torch. My hand closed over a familiar object, and I threw it to Jim. "Use this," I said. But he couldn't get it to work.

We discovered the painting a few minutes later, and Jim was staring with dismay at the solid stone floor below it. "It would take dynamite to shift that lot," he said pointing at the floor. "Give me the torch," I said, "we might be able to see a crack." Jim tossed the torch towards me and I nearly dropped it. It felt very smooth, and I held it up to a chink of light next to the oil lamp. "It's a bottle!" I said with embarrassment, "not a torch." I read the label and tossed it back to Jim. "It contains Nitro something or other," I said. Jim slung it to the ground in disgust, and suddenly the west wing exploded!

Consciousness returned slowly. The Priory was upside down, and I was in a prickly situation. To be exact I was hanging vertically from the top of a holly bush, like a giant Christmas tree decoration. But not for long! A few seconds later I made a sudden impact on the ground below, and the Priory returned to normal. I staggered to my feet, which were hiding not far away, and I looked around for Jim. To my horror I saw his deerstalker upturned on the lawn next to a smouldering shapeless pile. "Jim!" I cried in anguish. He stepped out through the rising smoke. "Fancy burning rubbish on a day like this," he said, "it's criminal!" I picked up his famous headgear and glanced at the ruined west wing. "I agree," I said. "It's just sheer vandalism!"

The gallery looked like a disaster area. The painting still hung crazily on the far wall, but the ground beneath it had collapsed into a huge smoking crater. We tested the depth by pushing the handcart over the edge, and Jim estimated that it was not very deep. "About 7 feet," he said bravely. We agreed to investigate and Jim stepped aside. "After you," he said in a gallant manner, then he vanished down the crater as the ground crumbled away beneath his feet!

I burst out laughing, and the sudden movement caused me to topple over the edge, and I joined Jim in the dark recess below. The hole led into an underground passage which we decided to explore. "We may come to a dead end," said Jim. And I assumed he meant the passage, not us!! The passage led us deep beneath the Priory, and finally we came to an ancient metal door. It was secured by a heavy rusted lock and Jim inserted the iron key which we had found previously. It turned twice, and the door reverberated with a metallic clang, and slowly creaked open before us. We were at the threshold of the secret room, and an amazing sight lay before us!

The room was a vast underground chamber, the walls were lit with burning torches which reflected against the red granite stone, causing a deep fiery glow to flicker through the ancient hall. The centre of the hall was dominated by a large round table, and I counted thirteen chairs standing around its perimeter. The place reeked of ancient magic, and Jim pointed at the rows of bottles and potions which lined the stone shelves.

As our eyes became accustomed to the light, we saw that the room was occupied! An old man was sitting comfortably beside a warm stove, watching us curiously. He was wearing a dark flowing robe which had curious symbols woven into it, and by his feet sat a large black cat. Jim stepped forward, the old man spoke quietly and the cat suddenly became a huge tiger. Jim stepped back again swiftly!

The old man stood up slowly and came towards us, with the tiger padding by his side. "Don't be afraid of Death," he said gently, "she usually likes strangers, and you are the first for five hundred years." Jim gulped, and the old man held out his hand. "My name is Merlin," he said.

Merlin told us that he had retired to the Priory when it was first built in the thirteenth century. "Sir Orson Cart was one of my knights," he said pointing at the round table.

Jim was in the corner trying to remove a gleaming sword from a large block of granite. Merlin smiled, "It's waiting for someone special," he said mysteriously, then he went to put the kettle on.

As we had our tea, Jim explained about the vampires and their desire to find this secret room. Merlin nodded, "The room could make them immortal," he said, "but fate decrees otherwise, they have an appointment to keep, with death!" The tiger padded softly across the room, green-eyed and deadly, my feet began to tremble violently, and Merlin began to outline his plan!

The evening passed swiftly, and soon it was Friday 13th. The clock struck midnight and we left our room hesitantly. Jim was dressed in a dark cape and mask, and I was inconspicuous in my yellow suede overcoat. We entered the dining room to a further burst of applause, and Jim announced that we had located the secret room. There was pandemonium!

The vampires held a biting contest, and I was declared the winner because I tripped over a rug and my false teeth became embedded in someone's leg. Jim held up his hand and explained that the room was in a difficult place, and they agreed to visit it one by one. By 6 a.m. they were all gone, and we assumed that death had overtaken them.

Sir Elliot Staircase was the last to arrive, and Jim glanced at his watch. "Time for our master plan," he announced. We promised Sir Elliot a personal visit to the secret room, and Jim led him unsuspectingly outside into the courtyard.

It was pitch black and the time was one minute past six. "Your friends have become an endangered species," said Jim. "You are the last of your kind."





SHIPWRECK and CASTLE EERIE - Tom Frost/Tartan Software - £2.95

"Tom Frost" is a name well known in adventuring circles. His many contributions to various magazines and helplines have saved the sanity of millions ... well, a fair few anyway! What may not be so well known, is that Tom is also the author of an adventure-writing utility called the Adventur Builder System, which is marketed by CRL on the Alpha-Omega (or Power House, or whatever they're calling themselves this week) label at a budget price.

The system has been favourably received by most pundits, despite being a little more complex to get to grips with than its more expensive rivals - the GAC and the Quill. I was, therefore, very pleased to receive this cassette containing two new adventures written, by Tom himself, using the system as it presented me with an opportunity to appraise the utility from the adventure-players point of view.

### SHIPWRECK

The plot of this graphic adventure, taken straight from the introductory screens, is as follows:

"Having saved up your hard-earned money, you are enjoying the holiday of a lifetime - cruising on a luxury liner in the South Pacific. Nothing could be more enjoyable! However, unknown to you, a small fire has started in the Engine Room which very soon gets completely out of control. You are forced to abandon ship. After which, your only concern, is to land and, eventually, get yourself rescued. Good luck!"

As you might expect, things are not going to be quite that easy for you. First, you must find a safe way of abandoning ship, taking with you the necessary items to ensure your survival in the hostile sea once you have done so.

You will need to thoroughly explore the ship. The Purser's Office and the Sun Deck will yield interesting items ... the Sick Bay is pretty useless and can be avoided altogether once you know your way around ... the Bridge is off-limits until you acquire a permit ... and an uppity steward refuses to allow you entry to the Restaurant!

You will find that as time passes by, the messages over the PA system regarding the fire down below become more frantic as the blaze escalates and, eventually, the order to abandon ship will be given. You must be ready to go by this time, for you have only a few moves remaining before you head for the briny bottom along with the ill-fated vessel! By the way, it turns out that the Captain of this latter-day Titanic is one John Wilson! A Balrog at the helm??!! Interesting!

Once off the ship, your troubles are not over ... The island which you should eventually arrive on is not deserted, and the Natives may take a liking, or a disliking, to you ... depending on how you behave! I strongly suggest that you make friends with them ... if you ever intend to get rescued, that is! And how will you bring about that all-important rescue? Ah!.....

I liked this adventure very much. The text descriptions, although not overly verbose, are more than sufficient to generate an involving atmosphere ... and there are clues hidden within them, which encourages you to read each word carefully! The problems are well constructed and range from the fairly simple, to the downright brain-stretching! All solutions are logical ... and obvious, once you know them!!

Certain sequences require you to perform certain actions in certain places within a set number of moves. This technique is particularly effective on board the ship, where it adds to the urgency of the situation.

And, believe it or not, I couldn't find a single spelling mistake!!!

.....

### CASTLE EERIE

The plot of this one, taken once again straight from the introductory screens, is as follows:

"You are an extra special agent, working for a secret Government Department dealing with unsolved mysteries. Your assignment is to investigate a mysterious castle on the North Scottish coast which has been the cause of concern in recent times.

"The castle has been, supposedly, empty for many years since the last owner died in mysterious circumstances. However, mysterious figures have been seen at dimly lit windows during the night, and strange sounds have been heard coming from within! Local people are mostly too terrified to go near the the place ... and the few who have been brave enough to investigate, have never been seen again!

"You must locate, and round-up, the people responsible for this mystery, and find out just what they are up to. You must then try to contact the local Police, tell them what you have found, and then make your escape!"

You start off outside the main door to the castle, and your first problem is to find a way in, as the door is firmly closed! This will not take you long however, and once inside you will find that the castle is fairly big and is on several levels. You will have a lot of exploring to do!

Your progress will be hampered, of course, by various locked doors, lifts that don't work (this castle has obviously been modernised), floorboards which are rotten right the way through, and the odd, itinerant armed man with homicidal tendencies! Apart from that, it's all plain sailing!

There are several ways in which to proceed through the adventure but, and the author makes this quite clear from the start, there is only one route which will lead to final success ... all others will end in catastrophe, sooner or later (I found that it was usually sooner ... and usually by the expedient method of getting shot by one of the aforementioned, itinerant armed men!).

There is, of course, great danger in constructing an adventure in this fashion. The author severely limits the players freedom of action and must justify this by ensuring that each step along the correct path follows logically on from the step which preceded it. As you can imagine, this is not an easy thing to do. However, CASTLE EERIE almost pulls it off .....

The only points I found to argue over concern the Green and Blue levers. These two control the alarm system and power supply within the Castle. I can accept that it is necessary to turn the alarm system off before opening the door which is wired up to it. That much is fairly obvious. But why is it also necessary that the power supply be turned on at this point? What has that got to do with getting the door open?

Similarly, before descending the ladder which leads into the final phase of the game, it is necessary to turn the alarm system back on, and the power supply off! Failure to do both will result in being met at the bottom of the ladder by two armed men ... and a very instant death! Once again, why? I can see no logical explanation for these conditions being imposed.

Another interesting point thrown up by this adventure concerns the extent to which it is justifiable to mislead the player. Let me elucidate (good word that!).....

Early on in the game you will find a ladder. "Examine ladder" elicits "It could possible reach the top windows". So, I trotted off merrily to look for some convenient upstairs windows which the ladder might reach. I looked for an awful long time ... but found none! Eventually I discovered that this was not the way to use the ladder. It, in fact, had a very different purpose. So, although the ladder might well have been long enough to reach the top windows, the writer never had any intention of allowing me to use it in that fashion, but misled me into believing he did! The question is ... is it fair? I'm not sure.

I understand that something similar occurs in HITCHHIKERS GUIDE TO THE GALAXY, where the program actually lies to you by claiming that there are no useful objects in a location ... when in fact there are! Is this acceptable? Perhaps someone who has played HITCHHIKERS, or anybody else, may care to comment?

#### CONCLUSIONS

I was very impressed with the Adventure Builder System. It seems to offer all the facilities which the adventurer has come to expect - redesigned character sets, ramsave/load, graphics on/off, modest but effective parser, all the usual commands (examine, redescribe, inventory, etc., etc.) ... and all at a budget price, remember?

The graphics are well worth mentioning. In both adventures they are more than adequate for the purpose. They draw and fill very quickly and only rarely get in the adventurers way. They illustrate each adventure effectively, and are of a quality way above most budget offerings. I suspect, but don't know for certain, that they have been created using the Graphic Builder utility which Tom Frost is soon to release to complement the Adventure Builder System. If so, then it looks like being a very effective tool indeed.

Of the adventures themselves ... I enjoyed both tremendously, despite the small niggles detailed previously. They are entertaining and involving and, at £2.95 the pair, an almost essential purchase! Recommended for all Spectrum owners everywhere!

Reviewer - JIM O'KEEFFE - Spectrum

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You can order SHIPWRECK/CASTLE EERIE by mail order only from:  
Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus. DD10 9DT  
.....

H&D COMPILATION TAPE - Author Walter Pooley - Price £4.95

Those of you who also subscribe to H & D's Adventure Handbooks will have seen this compilation advertised. As one of our readers had just completed the four adventures I asked her to tell us a little bit about them ..... Editor

#### CASTLE ADVENTURE

The first part 'Freeing the Princess' I thought was the best bit of this game. You get Knights to kill, Dragons and Lions to slay, and a drawbridge to fall through if you're daft enough to stand on it in full armour like I did! Finding out what kills whom takes some doing. Getting the shield and knowing where to 'Rub lamp' took me an age as well, pretty sneaky thinking that!

The End Game 'Search for Treasure' isn't my favourite kind of game. I don't like Treasure Hunts very much, but where you dropped objects in the first part, they're at that position now. So watch where you drop one of the swords as you've got the lion's mate to kill!! There are spells to cast (in the right places), and a mad wizard to send on his way.

As it is all part of the same adventure it wasn't too bad.

#### DESERT ISLAND

Of all four games I thought that this was the best of all. It took me an age to complete anyway. Mind you trying to put PETROL in a DIESEL engine it's not surprising!

Once inside the camp the maze outside is easy to get through. I HATE MAZES but for this one you just read the clue! If you manage to get past the hidden door in one of the camp rooms you'll soon be off the island and homeward bound.

#### MANSION QUEST

This is another Treasure Hunt but getting to the mansion can cause you trouble, like falling off the train! Once there you've got a Pool of Acid, a safe to crack (a knowledge of snooker helps there) and lots of general wandering.

#### MISSION X

Another good adventure. You're under the Alien Influence right until you enter the last command, then you've passed the test. Plenty to search out and find what goes where. I kept blowing myself up with the dynamite before I found out where to put it. You'll be killed by skeletons, guards and even run over if you're not careful.

This Compilation Tape is well worth the £4.95 you pay. Each adventure is well thought out and not bogged down with useless objects nor endless mazes. I HATE MAZES! Nor with those random elements/deaths. I don't like them either.

I didn't notice any mistakes, spelling or otherwise. The 'Examine' command actually works, you don't always get 'I can't' as in some adventures. This helps solve some of the problems. Objects/Treasures are well hidden and take some finding. Kept me out of mischief for weeks.

JACKIE HOLT - Spectrum

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THE TERRORS OF TRANTOSS - Ram Jam Corporation/Ariolasoft - £8.95

The Ram Jam Corporation endeared themselves to many with their first adventure release VALKYRIE 17 (*one of my favourites ... Sandra*) - originally marketed by Palace Software, now re-released by Ariolasoft. The follow-up to this initial success was a long time arriving, and it turned out not to be the long-awaited and much-heralded 3 DAYS IN CARPATHIA, but a different kind of adventure entirely - THE TERRORS OF TRANTOSS!

The plot of this game does not appear to be startlingly original ... and it's full of those funny names so beloved by fantasy writers ... but it goes something like this.....

In the region of Hapshal, south of the dark Mountains of Mortran, a shadow of great dread has fallen on a small village. Although the terrified villagers lock themselves securely into their houses every night ... come daybreak, they often find that one or two of their number have vanished!

In ancient times Hapshal suffered under the rule of an evil Xyrradd, Trantoss. This undead sorcerer was defeated and banished to the far off mountains by the long dead Wizards of Vane. His Golden Mace, the source of his power, was smashed and its pieces scattered far and wide about the rocky slopes.

The wise men of the village fear that servants of Trantoss have at last succeeded in collecting together the pieces of the Mace, and raising their Master once more. They asked for a brave man to journey into the mountains and destroy the Mace before Trantoss is restored to his full power.

Unsurprisingly, no-one was willing to go! Until, one morning, two young brothers woke to find the rest of their family taken from them.

These two ... Lobo the woodcutter, a large slow man, and his brother Scarn, a nimble chap of dubious character ... have been persuaded to undertake the quest. They are being equipped by the villagers and are almost ready to leave.

Your task, should you choose to accept it Jim/ Fred/Freda/Janice (delete as necessary), is to guide them along their route, telling them where to go and what to do!

The ability (and need) to control two separate characters places this adventure apart from more run-of-the-mill products. The two brothers start out together, but you can PART them, JOIN them, and SWAP from one to the other at will. There are times when they will need to work together as a team if they are to overcome a particular problem ... and that may mean working close together or far apart, depending on the nature of the problem! This adds a dimension to the game which is not present in all but a handful of other adventures ... and I enjoyed the experience of it very much!

The character of each brother is not as clearly defined as I would have liked. Most of the time it will matter not which brother you happen to be controlling as either is capable of tackling the majority of the tasks set by the adventure. However, having said that, there are those odd occasions when a tricky situation can only be resolved by one particular brother because it requires either strength or dexterity alone ... and these instances give the game an extra touch of spice (I just wish there had been more of them!).

The presentation of the game is first class ... and a little unusual. The graphics are not the usual top-half of the screen type, but occupy a long strip on the left hand side of the screen which stretches from top to bottom! They are very well, and quickly drawn. I found them atmospheric ... particularly the shots of mountains in the distance ... and a pleasure to look at (and I don't say THAT often!!).

The text occupies the rest of the screen, and scrolls up along the side of the picture. This method of presentation immediately made the game look different ... and therefore invited further interest! Smart move, Ram Jam!

The adventure includes many of the features we have come to expect these days. GET ALL and DROP ALL are both supported ... but should be used carefully, as the program will GET all the available items in the order in which they are listed in the location until it comes to one which is too heavy for that particular brother. However, there may be other items further down the list which are light enough for him to take ... but you will have to give specific instructions for him to GET them, GET ALL will not do it!

The parser is a little more sophisticated than the expected verb/noun type. It frequently requires 3, 4 or even 5 word inputs ... and doesn't take happily to abbreviations (I was playing for ages before I realised that the reason I was getting nowhere with my fervent examining of every single feature was because I was inputting EXAM, when the program was looking for EXAMINE! It makes you feel such a berk!). So, the message is, if at first you don't succeed, type in every word in full until you learn which abbreviations the game recognises!

There are liberal doses of help spread about the adventure, usually in the form of cryptic runes (which you will need to translate) or other messages scratched onto bare surfaces (it really does pay to examine EVERYTHING!).

However, even with this indirect assistance, this is by no means an easy adventure. Which brings me to the real meat of the subject .....

This adventure is big. I don't know exactly how many locations, but take my word for it, it's big. It is also absolutely jampacked with problems, objects and secrets! The problems are beautifully constructed, ranging from the simple to the mind-boggling, and needing the manipulation of a number of objects in several different locations to solve them, as often as not! They are as far removed from the "throw wolfsbane at wolf" type of thing, as Everest is from Ben Nevis! There is just no comparison.

In addition, there are magic words and magic objects, secret tunnels and hidden rooms, natural obstacles as well as supernatural, other beings both friendly and unfriendly! All this to be discovered, acquired, learnt about and used. In short, this adventure is big ... but there is just so much to do in it, you begin to wonder how they managed to fit it all in!! It's wonderful!

And now the bad news .....

I bought my copy of this adventure at the PCW show last September when the Spectrum version had only just been released and, unfortunately, it's badly bugged!

There seem to be two main problems. Firstly, the adventure tends to go into "SAVE POSITION" mode whenever the fancy takes it ... and when it asks if you wish to save position, it doesn't take no for an answer! If you reply no, it simply asks you again! This may strike you as not being too bad, but have you ever tried to play an adventure when you are forced to save your position after every single move?? It's not pleasant I assure you ... and it happens fairly often! The only remedy is to reload the game from scratch. The second bug has something to do with the input routine. Every now and then, the game will simply seize up in the middle of an input. It just freezes, and will do no more. The only remedy is, once again, to reload the game.

As you would expect, these unwelcome features make the game fairly frustrating to play. Neither are they limited to just my copy, as I know of two other people who bought the Spectrum version at about the same time, and both have experienced the same problems. I think it says something about the game that, despite these irritations, I was willing to stick with it and was sufficiently absorbed in it to want to finish it off. Underneath the bugs, there is a truly fine adventure.

I would hope that Ariolasoft have cured these problems by now (they are certainly aware of them) but I've been unable to contact them to find out for sure. So, I don't feel that I can recommend this adventure to Spectrum owners ... despite its undoubted excellence ... unless, of course, you're quite willing to wade through the sloppy finishing to reach the adventure underneath?? However, as far as I know, there is absolutely nothing wrong with the Commodore version. (I don't know if it's available for any other machines).

In conclusion then, if you're a Spectrum adventurer treat TERRORS OF TRANTOSS with extreme caution. If you're a Commodore adventurer, and you haven't already got a copy, you must be stark staring bonkers!!!!

Reviewer - JIM O'KEEFFE - Spectrum

THE SERF'S TALE - Players - £1.95

Not another ADVENTURE clone, you cry? Aye, verily 'tis a copy of the original, but that's not the end of the story. A new start to the adventure with about 30 newish locations, a twist to many of the responses, and slight variations on some of the original puzzles all lead to another enjoyable romp through Colossal Caves.

The Serf's Tale is executed extremely well, with a pleasant redesigned character set presented in yellow upon a black background. Of course, in the tradition of the original, it's a text only adventure.

The responses, on the whole, are amusing and quite appropriate, as is the swear routine, er, so I'm told. I was even caught out for trying to drop my trousers (breeches, actually). An early example of the new responses can be seen when unleashing the bird on the fierce snake. Of course the bird doesn't drive the snake away, no!! It gets eaten for its troubles and the snake then slithers away contentedly. Or how about the troll guarding the bridge? Almost as a last resort I threw it what it wanted and could have kicked myself for not having done it before.

My only complaints about The Serf's Tale are the sudden death type situations which often arise from stepping off the edge of cliffs/volcanoes and the like which, I think, shouldn't be allowed, the simplicity of the parser, being of the verb/noun type, and the way certain commands, although marked as a part of the vocabulary, seem to have a standard message associated with them which are really variations on the "I don't understand" theme.

All in all, though, I fully recommend The Serf's Tale which must be the best value 'original' adventure around. It is certainly a must for anyone not well versed in dealing with axe and knife wielding dwarves. For those in the know, however, don't hold your breath waiting for the pirate to appear, he's rather on the shy side in these caves.

By the way, the RAM SAVE/LOAD does work, after the initial stages. You'll see what I mean.

Atmosphere - 9/10    Playability - 8/10    Difficulty level - 6/10  
Value for money - 10/10    Overall enjoyment - 8/10  
Reviewer - PAUL BRUNYEE - Spectrum

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!!!!!! NEWS !!!!!!

WACCI has changed hands in the last month. The new editor is Steve Armitage and the new address is 8 London Road, Buxton, Derbyshire, SK17 9NX. Steve has asked me to inform you that the next issue of WACCI may be distributed a bit later than usual, but not to worry as he'll do his best to get the mag out as soon as possible. We wish Steve every success with WACCI and hope that he receives plenty of support from his readers.

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# Fishing for Red Herrings

MATT LUCAS - Jack Higham  
Car, Tyre, Chocolate Bar, Banana Skin, Shoe, Bottle. Also the arrows coming out of nowhere on the island.

THE FAWN - Graham Wheeler  
Wheelbarrow, Rose, Chit, Carrot, Top Hat, Rabbit, Frism, Flask, Wallpaper, Paste, Rations, Armour, Green Bottle, Platform, Princess.

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## HELP PLEASE

HITCHHIKERS - I have got near the end of the game (I think) with a score of 450 points but how do I get Marvin to open the hatch?

LEATHER GODDESSES OF PHOBOS - What is the answer to the Sultan's question and how do I stop Trent from getting killed?

WISHBRINGER - How can I leave the library and bring the cat to life?

STEVE FANNELL, 7B Albemarle Avenue, Gosport, Hants. PO12 4HX

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## Getting You Started

KOBYASHI NARU - Mike Wade

### Knowledge

Get scimitax, S, analyse plant, get leaf, analyse tree, throw scimitax at stem, get pod, examine pod, N, E, cut tentacle, activate pod, throw pod at Maw, press fire, analyse fungi.....

### Wisdom

Analyse solance, activate solance, pull solance, N, analyse tunnel, analyse recess, get omask, use omask, ascend cliff, descend vines, dive pool, swim object.....

### Understanding

Analyse megaunit, activate megaunit, (power off), get lasalite, activate lasalite, (power on), S, E, Jump pit, e.....

### DODGY GEEZERS PART 1 - The Helper

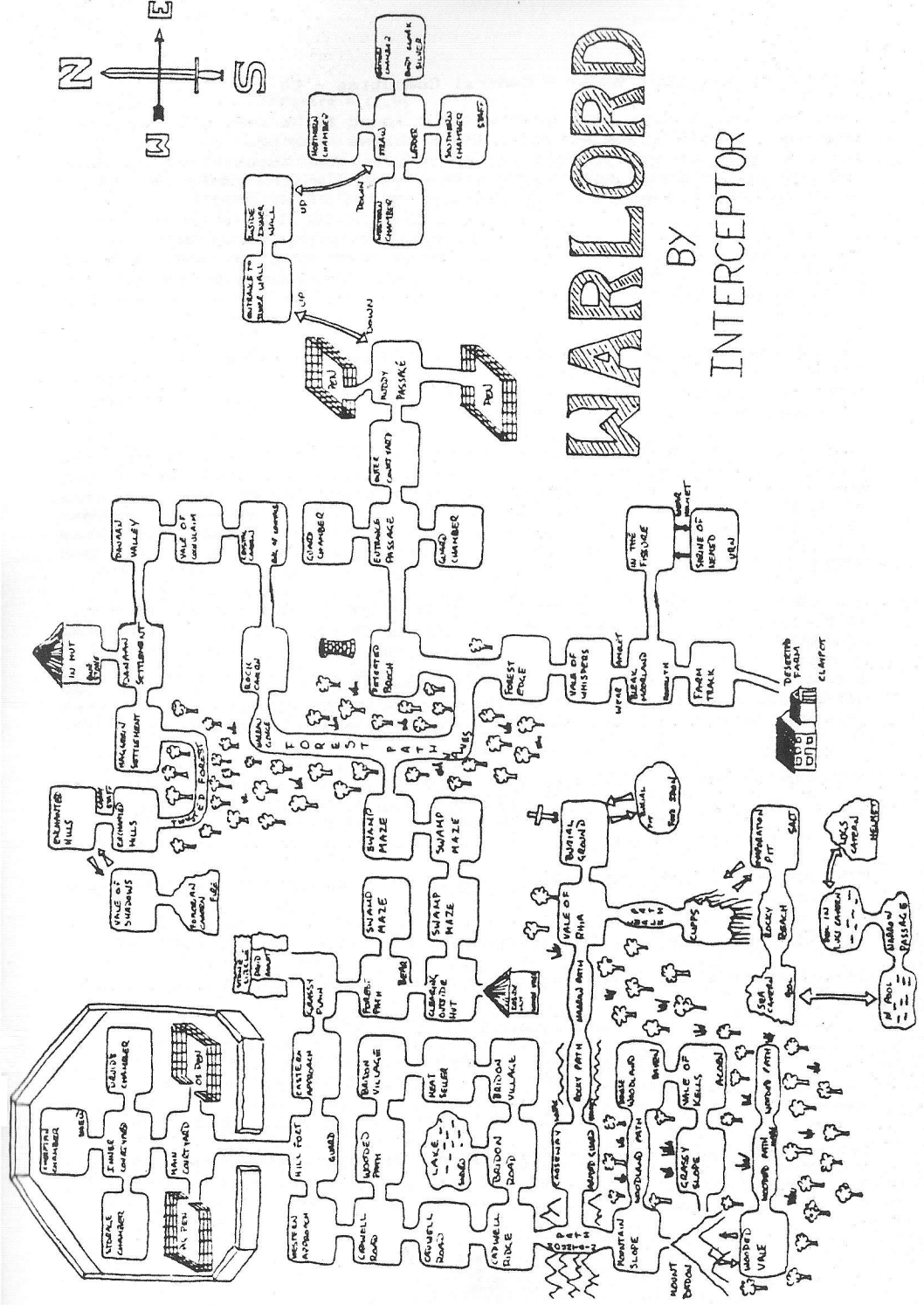
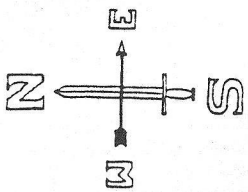
1. You have been put away for your contributions to the Long Ditton Spaghetti Caper and you commence in your prison cell. The warden enters and informs you that it is your day of release.

2. GO EAST to the long grey prison corridor and immediately SOUTH to the visitors room where Bullet-proof George will give you a slip of paper containing a vital telephone number. It is Friday morning. If you go north to the governor's office first, George will not be in the visitor's room.

3. GO WEST to St. Jude's Road, NORTHEAST to Fork Pie Parade, NORTHEAST to Electricity Street and SOUTH to the Korner Kaff where there is a telephone and a fire extinguisher.

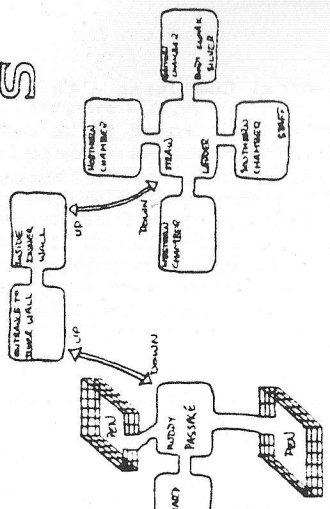
4. EXAMINE PAPER which says 'Little Ken 943 9999', PHONE 943 9999 and when asked who you want say KEN. Ken answers and gives you a tip for the next race - Things in Bags.

5. GO NORTH to Electricity Street, EAST to the tunnel and EAST to a shabby concrete grandstand at the dog track. Tweedle is here and asks if you have a tip for him. THINGS IN BAGS and Tweedle places a bet. There is a race and Things in bags wins.....



# WARLORD

BY INTERCEPTOR



MYSTERY OF THE LOST SHEEP - Central Computing - £4

Lost Sheep is a text only game which I found to be very illogical and therefore didn't enjoy playing. The problems started in the first location with no exits, this was solved by continuous digging when you eventually found out how to make a spade (which would no doubt keep Tony Adams happy).

In Part 1 you were forever going round in circles in certain areas, for example the mountains area, and there were a lot of one way exits which also meant you ended up going round again. One important thing is to make a careful note of what Farmer Murphy tells you as you need it in Part 2.

Having some clues at the end of the tape helped me to get as far as I did which was three quarters of the way round. Some of the responses from the computer didn't match up with the input command at times. This only added to the frustration.

Part 2 I found to be more interesting and less illogical. Having the Ramsave helped enormously as there are a number of places where you get killed, so make full use of it. Again clues helped, but take note of terminology as it is so important or you will get yet another illogical response. The objects found in both parts had some intriguing uses. For instance who would associate eggs with dogs and a lighter with a punk.

For Part 2 you need a password which is found at the end of Part 1, so completion is necessary, unless like me you already have the password.

I cannot say the game had me rooted to my machine, but I did keep going back now and again. I personally would not pay £4 for a text only game when there are so many good graphic and text games for half that price.

Atmosphere 4/10 Playability 5/10 Level of Difficulty 5/10  
Value for money 4/10 Overall enjoyment 4/10  
Reviewer - JOHN SMITH - Commodore 64

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MYSTERY OF THE LOST SHEEP is available by mail order for BBC and Commodore 64 from:

Central Computing, 61 Beech Road, Gillway, Tamworth. B79 8QQ

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A DEFINITION OF ADVENTURING

Adventuring is ..... enough to drive you to drink!  
Jackie Holt - April 1987

(Anyone else got a definition of adventuring?)

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Is it just me, or is the imposition of a time limit for completion of the game becoming something of a "fashion" with Quill writers these days? In recent weeks I've been treated to THE ELEVENTH HOUR (660 moves before you're up to your ears in smoke and debris), OPERATION STALLION (170 moves before the computer resets itself), and now, MORON (you're not told how long you've actually got, but if you're not quick enough, the spaceship, with you inside it, simply collides with the Earth ... end of game!). While I can accept, and enjoy, that certain sequences within a game may have to be completed within a specified amount of time, I find it a bit wearing to be expected to complete the entire game under such conditions. So, please, games writers everywhere, forget about using time limits to add spice to your adventures - it's becoming a very overused ploy and, therefore, boring!

Right! End of soapbox ... on with the review ...

Aeons ago, whilst out joyriding in their spaceship, a race of people known as "Morons" managed to stumble upon and subsequently steal the Three Pillars Of Time (the Past, the Present and the Future). Overcoming their amazement at their good fortune they put the Three Pillars in the Pursers safe aboard their spaceship and set a course for their home planet. The Moron Captain, being a sneaky sort of Moron, removed the Three Pillars from their place of safekeeping and hid them elsewhere within the ship. When the crew discovered that the Pillars were missing, they realised that their Captain had been sneaky ... and promptly killed him. As the crews I.Q. was even lower than their now-deceased Captains, they omitted to question or torture him first to find out where he had hidden the Pillars. The ship is now on a collision course with Earth ... and that's where you come in. You must teleport aboard the ship, find the Three Pillars, and then teleport back to Earth before the ship crashes into it!

O.K., so the plot has more holes in it than a fairly large piece of Swiss cheese ... but I don't think it's meant to be taken seriously anyway! The game itself got off to a very good start. It had a gently jokey atmosphere which endeared it to me immediately. Morons are definitely "aliens of very little brain" and I found myself chuckling quietly as I made my way about their ship. (There is a lovely moment when you discover a Moron waving to you through a window ... from outside the ship! I was delighted to find that I could open the window to let him in ... then panicstruck to find that as he floated in ... I floated out!).

The Moron ship is fairly large and spread over four separate levels, so there is a lot of exploring to do. The location descriptions are very brief (of the simple "You are in a Corridor", "You are in the First Officers Quarters" type) and this is doubtlessly because nearly every location has a picture to accompany it. The pictures are, what I would call, "standard Illustrator" - competent, if uninspiring. They can also be switched off if you so prefer. They occupy about half of the top-half of the screen, and are mainly of empty rooms!

As I say, the game got off to a good start ... I discovered a Robot who would help me, if I first fitted him with a Plus and Minus Powerpack ... these Powerpacks were hidden behind a Locked Door ... the Door could only be opened by a Droid ... the Droid needed a Fuel Cell in order to operate ... I found a Fuel Cell ... the Droid opened the Door ... I then found that I could only take one of the Powerpacks at a time, you couldn't carry the Plus and the Minus together ... and as you leave with one, the Door closes behind you ... you need the Droid again ... but he needs another Fuel Cell ... you find another Fuel Cell ... but it is flat and, therefore, useless .... I was really enjoying myself!'

Imagine my disappointment then, when I finally discover that this whole sequence of actions and events, although adding to your score, has no relevance to the quest itself! Not only is it not possible to obtain a second Fuel Cell and, thereby, complete the process of getting the Robot to help you ... it's not necessary either, because you can obtain all 3 Pillars without doing any of the stuff described above at all! What a waste of good material!

It is doubly disappointing because, in other areas, MORON suffers from a surfeit of repetition and some more variety would have been welcome. You need to exchange your Oxygen Cylinder and your Torch Batteries for new ones at regular intervals, and you also need to cope with the continual attentions of the Security Robots. There are 9 replacement Oxygen Cylinders and 9 replacement Batteries and the Security Robot turns up about every half-dozen moves ... so you can see that there is an awful lot of cylinder changing, battery changing and robot shooting to be done! Much too much, in fact. It gets boring!

So, despite its promising start, MORON eventually began to grind me down. I was virtually on the point of giving up on it when I had found two of the Pillars, but could not find a way of dealing with the Moron who turned up to reclaim them as soon as I picked them up ... and I couldn't find the Third Pillar anywhere! It was then that I stumbled on the problem that was holding me up ... and it was so simple, I could have kicked myself! Although you are not told so, you must, in fact, get the 3 Pillars in order ... 1st, 2nd, 3rd. I had been trying to lift the 2nd without the 1st in my possession, and failing! Once I realised this, the adventure was soon brought to a successful conclusion ... although it did take me a little time to locate the 3rd Pillar since it was in a place I'd already looked but, because I wasn't carrying Numbers 1 and 2 at the time, it never showed up. Sneaky!

MORON is an adequately executed adventure, properly priced, which started off really well but stumbled along the way, and, in the end, only just staggered home. I cannot help but feel, however, that there is probably a better game in there than the one which eventually came out.

Reviewer - Jim O'Keeffe - Spectrum

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### ADVENTURE FOR SPECTRUM 48K

Crystals of Chantie - reviewed in issue 11 - Price £2.99

PELAGON SOFTWARE, (DEPT. AP), 6 Renoir Mews, North Bersted,  
Bognor Regis. PO22 9AU

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WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!  
WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!  
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THE MULTI-MAGNIFICENT, ALL-SINGING, ALL-DANCING, "THE PEN  
IS MIGHTIER THAN THE PALETTE" MORON COMPETITION!...!

"MORON" is a new, graphic adventure from those awfully nice Atlantis people! It recounts the exploits of a certain intrepid adventurer on board the spaceship of a band of roving, alien lunatics known as "the Morons".

However, being a graphic adventure, "MORON" is a little short on descriptive text. So much so that, nowhere in the game, are you actually told what a Moron looks like! All you're given to feed your fevered imagination is a dinky, little graphic on the loading screen, and an equally uninspiring picture on the cassette inlay!

This is where you come in! As a "text-only" fanatic (8 out of 10 adventurers are) you know that pulsating pixels just can't compete with the power of the pen when it comes to creating atmosphere and depth of feeling. Now you have a chance to prove it! Write out a short description of what YOU think a Moron would look like! It may be funny ... it may be terrifying ... it may be incredibly grotesque ... or just plain common-or-garden weird! Whatever you wish! Write it out and send it in to Probe post-haste!:

PRIZES! PRIZES! PRIZES! PRIZES! PRIZES! PRIZES! PRIZES! PRIZES!  
PRIZES! PRIZES! PRIZES! PRIZES! PRIZES! PRIZES! PRIZES! PRIZES!

We were going to offer you an all-expenses-paid weekend for two in Florida ... but who really needs 80 degrees in the shade anyway?! Then we thought that perhaps a sports car might go down well ... but have you tried to get spare parts for a De Lorean gull-wing lately? It's just impossible! So, then we had a brainwave! We would give you the opportunity to take the part of the "certain intrepid adventurer" mentioned above ... at absolutely no cost!: Yes folks, the prize in this competition is nothing less than your very own copy of "MORON - THE ADVENTURE"!

(We would like to stress that this is a fully finished and working copy we're talking about here: Not a preview or a pre-production job! Nor is it one of those demos which only give you the loading screen and three other locations! No sir! This is the complete, unadulterated, 100% real thing ... as on sale in your local software emporium at this very moment!)

RULES! RULES! RULES! RULES! RULES! RULES! RULES! RULES! RULES!  
RULES! RULES! RULES! RULES! RULES! RULES! RULES! RULES! RULES!

1. All entries must comprise of no more than 100 words ... legibly written!
2. All entries must be recieved in the Probe offices by 1st June 1987 ... at the very latest!
3. The winner will be the description which most appeals to the Editor of Probe ... for whatever reason ... and the Editors decision will be final.
4. Entries accompanied by folded £5 notes will be warmly received ... but may not necessarily win!
5. Descriptions which correspond to the physical characteristics of the editorial staff at either Probe or Contact will most definitely not win!
6. The price of this issue of Probe will not increase by 50p in order to cover the cost of this "free" competition!

\*\*\*\*\*  
WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!  
WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN! WIN!  
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# Fiction

THE CRAZY WORLD OF ARTHUR BENT (Misadventures of a Common Man)  
by Christopher Hester  
I'm just a common man, in that there is no shame ... is there?  
Arthur Bent/L42

.....  
Part Two

Bored Perfect and Arthur Bent sat in the airlock of the ship that had just destroyed Earth. Bored was keen to point out to Arthur, that although Earth was gone, they had survived and there were other planets to go to.

"Where do you think this ship's going Art?" asked Bored. "I'd guess it's heading to Adamsworld." "Where's that?" enquired Arthur. "It's a giant planet south of Sirius B, just past the third black hole on the left, that was built on the royalties from the Hitchhiker books."

"Oh," said Arthur. But what now? What would they do? How would Arthur get hold of his monthly copies of Probe and Contact now? (We could try airmail - Sandra)

Before he could ponder too deeply on these stressing subjects, an alarm rang out across the ship and a soft female voice spoke out. "This is Edwina, your ships computer, I'm sorry to inform you all, but we have a couple of unidentified passengers in the airlock." "Don't worry, Art," said Bored, "you'll soon get used to these on-going crises." "I'm sending down some guards now," continued Edwina, "so you'd better be ready, you naughty intruders!"

Indeed Edwina was right as in burst two mean-looking guards with the initials DA on their silver uniforms. "You two!" they ordered. "Who, me?" asked Bored innocently. "Yeah, you." one guard replied. "Me also?" asked Arthur, equally innocently. "Yeah - you too." "What's your favourite band?" asked Bored. "U2" the guard replied. "You too?" Bored asked the other guard. "Er, I don't know ... Look, are you both coming with me, or do I have to blast you both first?" the guard replied. Both guards pointed their powerful laser guns at Arthur and Bored. Reluctantly, the were led out of the airlock and to the captain's quarters.

"Well then?" spoke the alien captain. "Just what are you doing in my ship?" He was a horrible green colour and had twenty ears, but it didn't worry Bored. "Hey, guy, we're just passing through, you know! Are you going to Adamsworld?" "Let me ask the questions." the captain said firmly. "As a matter of fact, yes, we are going that way ... but you're not. Guards, flush these scum out of the airlock - now that we're in deep space, they'll be killed through lack of air!"

The guards grabbed Arthur and Bored and dragged them back to the airlock. "Don't worry, Art, I've used my ultra-spatial watch to signal a distress call." Bored whispered to Arthur. "With any luck, a nearby ship will pick it up."

As the guards sealed off the airlock and left Arthur and Bored alone, whilst the air filtered slowly out, there was, of all things ... a knock on the outer door of the lock!! "But that's impossible..." said Arthur. "Hey, Bored, what are you doing!? If you open the outer door, we'll be sucked out ... Hey, Bored!!"

Bored opened the door and looked down a long air-corridor that someone had attached to the ship. THAT someone stood at the door. "Are you the guy who signalled for help?" asked a tall man with a huge head. "That's right," replied Bored, who introduced himself and Arthur. "Thanks for turning up, we were just about to be flushed out into space!" "Look," said the tall large-headed man, "I could use a couple of guys like you to help run my ship. Come down the air-corridor with me." He turned and walked down the floating link from one ship to the other. Arthur and Bored followed. When they reached the other ships airlock, the corridor was pulled back in and Arthur and Bored were safe!

The tall man with a large head introduced himself this time. "I'm Bitodd Feeblesox" he said, "no don't laugh." Bored was laughing, but Arthur didn't know why. "I'm not as cowardly as some people say I am," he told them. "My problem is I have such a large head that my brain is almost split, giving me a touch of schizophrenia, though I'm in two minds about it."

Bored continued to laugh and said, "Never mind, Bitodd, old boy, we're grateful to you for saving our lives." Bored looked around and realised the ship was pretty new - there were no alien stains on the airlock walls, nor any foul smells. "Which ship is this?" asked Bored. "This is the S.S. Probe" Bitodd replied. "Wow!" said Bored, his eyes lit up, "That's the sister ship to the P.W. Contact that won the Best Ship Award seven times, isn't it?" "That's right - each ship was named after its creator, with their initials ... I'll show you around if you like."

Bored and Arthur followed Bitodd on a quick guided tour of the ship. It was fitted with all the latest leisurewear games, wacky food machines and even, in one room, a spare Amstrad ITM2156128 which, improbable as it may seem, was the latest in intergalactic travel. Bored was impressed. "So with this, you can travel anywhere in the universe, instantly?" "That's right," explained Bitodd, "most of the time, though, I like to travel the old way, light year by light year - very slow, but it gets me away from the wife."

Arthur looked at the Amstrad, and noticed a large switch on the front. "What does this do?" he asked. Panic broke out between Bitodd and Bored. "Don't touch that!!!!" they yelled in unison - but it was too late! Arthur had activated the random travel switch of the Amstrad ITM machine (Intergalactic Travel Mechanism).

No-one could know where they would be instantly transported to now, but one thing was for sure - they were all just about to find out....

To be continued.

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HALL OF FAME

Alf Baldwin, John Barnsley, Peter Brown, Paul Brunyee, Linda Friend, Chris Hester, Jack Higham, Jackie Holt, David Irwin, Jim O'Keefe, Ron Rainbird, Bryan Rowe, Allan Shortland, John Smith, Alvar Sverrisson, Henrik Thomsen, Mike Wade, Graham Wheeler, Gwynne Wright, The Kraken, and The Helper.

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1942 Mission (M),

ADVENTURE Quest (M), Adventureland (M), Aftershock (M), Apache Gold (M), Arrow of Death Pt. 1 (M), Arrow of Death Pt. 2, Aztec Tomb Pt. 1,

BEATLE QUEST (M), Blade the Warrior, Boggit (M), Bored of the Rings (M), Borrowed Time, Brawn Free, Buggy Pts. 1 & 2 (M),

CASTLE ADVENTURE (M), Castle of Terror (M), Circus (M), Classic Adventure [Abersoft] (M), Claws of Despair, Colditz (M), Colossal Adventure (M), The Colour of Magic (M), Cracks of Fire, The Count, Cracks of Fire, Crystal Frog (M), Crystals of Carus (M), The Cup, The Curse (M), Custerd's Quest (M),

The DALLAS Quest, Danger Mouse in the Black Forest Chateau Pts. 1 & 2, Denis Through The Drinking Glass (M), Desert Island (M), Dracula (M), Dragon of Notacare (M), Dungeon Adventure (M),

EARTHBOUND (M), El Dorado (M), Emerald Isle (M), Empire of Karn (M), Enchanter, Erik the Viking (M), Escape from Pulsar 7 (M), Espionage Island (M), Eureka (M), Eye of Bain,

FANTASIA Diamond, Feasibility Experiment (M), Final Mission (M), Flock One (M), Flock Two (M), Fools Gold, Forest at Worlds End, Frankie Crashed on Jupiter,

GALAXIAS (M), Ghost Town (M), Golden Apple (M), Golden Baton (M), Golden Voyage, Gremlins (M), Ground Zero (M),

The HAMMER of Grimmold, Hampstead (M), The Helm (M), The Hermitage, Heroes of Karn (M), Hitchhikers Guide, Hobbit (M), Hunchback the Adventure (M),

ICE Station Zero (M), Imagination, Inca Curse (M), The Incredible Hulk (M), Infidel, Invincible Island,

JEWELS of Babylon (M),

KAYLETH (M), Kentilla (M), Kobayashi Naru, The Knight's Quest (M),

L'AFFAIRE Vera Cruz, Leather Goddesses of Phobos (M), Legacy (M), Lifeboat, Lords of Midnight, Lords of Time (M), Ludoids (M),

MAFIA Contract, Mafia Contract II (M), Magic Mountain, Mansion Quest (M), Marie Celeste (M), Mask of the Sun, Masters of the Universe (M), Matt Lucas (M), Message from Andromeda (M), Miami Mice, Mindshadow (M), Mission X (M), Monroe Manor, Mordon's Quest (M), Mountains of Ket (M), Mural (M), Mutant, Mystery Funhouse,

NEVERENDING Story (M), Nythyhel 1 & 2,

ODYSSEY of Hope (M),

《 MAPS AND SOLUTIONS AVAILABLE FROM PROBE (CONT) 》

The PAWN (M), The Pen and the Dark (M), Perseus and Andromeda (M), Pharoah's Tomb (M), Pirate Adventure (M), Price of Magik (M), Project Thesius (M), Project X/Microman (M),

QUANN Tulla, Quest for the Holy Grail, The Quest of Merravid,

RANDY Warner and the Aztec Idol (M), Rebel Planet (M), Red Moon (M), Return to Eden (M), Return to Ithaca (M), Robin of Sherlock, Robin of Sherwood (M),

SE KAA of Assiah Pts 1 & 2 (M), Sea of Ziron (M), Seabase Delta (M), Seas of Blood, Secret Mission, Secret of St. Brides (M), Secret Little Hodcombe, Secret Mission, Sherlock, Ship of Doom, The Shrewsbury Key (M), Sinbad and the Golden Ship Pts. 1 and 2 (M), Skull Island, Snowball, The Snowqueen (M), Sorcerer, Sorceror of Claymorgue Castle, Souls of Darkon, Spiderman (M), SpooF (M), Spytrek, Spy Trilogy (M), Starcross, Strange Odyssey, SubsunK (M), Suspended, Swiss Family Robinson,

TEMPLE of Vran (M), Ten Little Indians (M), Terrormolinos (M), Theseus 1 & 2, Time of the End (M), Time Machine (M), Tower of Despair (M), Tracer Sanction,

URBAN Upstart (M),

VALHALLA (M), Valkyrie 17 (M), Velnor's Lair (M), The Very Big Cave Adventure (M), Voodoo Castle (M),

WARLORD (M), Waxworks (M), Winter Wonderland (M), Wishbringer, Wizard of Akyrz (M), Woods of Winter, Worm in Paradise (M),

Zacaron Mystery 1 & 2 (M), Zim Sala Bim (M), Zork I (M), Zork II, Zork III, ZZZZ.

《 MAPS ONLY 》

Alter Earth, Beerhunter, Castle of Riddles, Crystal Quest, Eleventh Hour, Eye of Vartan, Greedy Dwarf, Hexagonal Museum, Operation Nightingale, Philosopher's Quest, Pirate Gold, Planet of Death, Prospector, Rifts of Time, Stolen Lamp, The Traveller.

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Soren Barg Hansen wants some English pen-pals. He is 17 years old and  
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says he has completed over 70 adventures. You can contact Soren at,  
Legindvej 133, DK-7752 Snedsted, Denmark..

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Amstrad adventures for sale:  
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We can handle camera ready copy.

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# Serialised Solutions

## ADVENTURE QUEST

### D) The Volcano

76. GO WEST to the ledge overlooking the crater where fires leap at you. WAIT until the fires leap northeast and southwest.

77. GO DOWN to a ledge northeast of the crater, LOOK, DOWN, to a ledge northwest of the crater, LOOK, DOWN to a ledge west of the crater, LOOK, DOWN to a ledge southwest of the crater where there is a cloak of insulation material.

78. TAKE CLOAK, DOWN to a ledge southeast of the crater, LOOK, DOWN to a ledge east of the crater by a cave entrance, LOOK, IN to the cave opening. LOOK, DOWN, to a spiral ramp, DOWN, DOWN, DOWN, DOWN the ramp to shattered rocks at the bottom of the hell-pit. It is essential to wait or look every move down the descent of the volcano.

79. GO WEST to a very hot passage where there are hot coals, DROP CLOAK cover coals, WEST to a crossing between passages, SOUTH to an ornate room where there is a nest on a marble plinth. DROP EGG which falls into the nest and there is a shower of sparks and the Phoenix is reborn.

80. GO NORTH to the passage crossing, WEST to an east west corridor, WEST to the east side of a bottomless chasm, WEST to a narrow stone bridge over the chasm, WEST to the west side of the chasm where there are steps to the altar.

81. GO UP to the altar and TAKE the SUN-STONE, GO DOWN to the west of the chasm, EAST to the stone bridge where a Balrog blocks the path. CUT BRIDGE and the bridge falls assunder and you fall onto a bleak moor.

### E) The Moor

82. DROP LAMP, GO NORTH on the moor, WEST on the moor, NORTH on the moor south of a barrow-topped hill, NORTH to the hilltop outside a long barrow where there is a black dot over the lintel, there is a star stone and a brazier.

83. TAKE BRAZIER, TAKE STAR-STONE, GO DOWN to slide down a scree slope. The orcs will not bother you now but you are cold so DROP BRAZIER to get warm AND GET BRAZIER and repeat this every time you get cold on the moor.

84. GO SOUTH to the bleak moor between mists and a deep ravine, SOUTH to a bleak moor above a deep ravine, SOUTH to a bleak moor, SOUTH to a bleak moor above mists with glimpses of a black tower, EAST to a bleak moor with a path into the ravine.

85. GO DOWN a steep path, DOWN stone steps behind a waterfall, DOWN stone steps behind a waterfall, DOWN slippery steps, DOWN to the foot of a flight of steps, SOUTH to a north south path through the marsh.

86. SOUTH to a circle of thirteen stones where there is a cold shadow of ghosts. DROP BRAZIER which banishes the shadows and leave the brazier here.

### F) The Marsh and Vampire house.

87. GO EAST to a narrow east west path, EAST and you are lost in the marsh with a light to the east, SOUTH to a north south path through the marsh, SOUTH to a path deep in the marsh, SOUTH to be lost in the marsh, WEST to an east west causeway, WEST to an island outside the door of a house.

88. If a hand grabs your ankles in the marsh CUT HAND with the sword and repeat until you are free.

89. GO IN to a panelled entrance hall, SOUTH and a cloaked figure comes to you smells the garlic and springs away. You are in the main hall. GO UP to a high room with a window and a pair of boots.

## ADVENTURE QUEST CONTINUED

90. THROW STAR STONE, THROW SUN STONE through the window and TAKE BOOTS, DOWN to the main hall, NORTH to the entrance hall, OUT to the island.

91. GO EAST to the east west causeway, EAST to lost in the marshes, NORTH to a path deep in the marsh, NORTH to the north south path, NORTH to lost in the marsh with a light to the east.

92. GO EAST to lost in the marsh with a light to the east, EAST to lost in the marsh with a lantern visible to the east, EAST to deep in the marshes where there is a Will O' Wisp, the Mist stone and quicksands.

93. TAKE MIST STONE, GO WEST to deep in the marsh, WEST to lost in the marsh, SOUTH to the quicksand, WEST to lost in the marshes, SOUTH and you are lost in the marsh with a light to the east, SOUTH to a north south path through the marsh, SOUTH to a path deep in the marsh, SOUTH to be lost in the marsh, WEST to an east west causeway, WEST to an island outside the door of a house.

94. GO IN to the entrance hall, SOUTH to the main hall, UP to the high room, OUT to a small ledge south of a small door marked with a black dot. The star stone and the sun stone are here.

95. DROP SWORD, TAKE SUN-STONE, TAKE STAR-STONE, GO SOUTH to the quicksand where the medallion of good and the earth stone have arrived.

96. GO SOUTH to a dark granite ramp at the foot of the Black Tower, UP the wide ramp, UP to beneath the door of rock. DROP STAR-STONE, DROP SUN-STONE.

97. GO DOWN, DOWN, NORTH, TAKE EARTH-STONE, TAKE MEDALLION of good and SOUTH to a dark granite ramp at the foot of the Black Tower.

G) The Dark Tower.

98. GO UP the wide ramp, UP to beneath the door of rock. DROP BOOTS, TAKE SUN-STONE, INSERT EARTH-STONE and the door opens, TAKE STAR-STONE.

99. GO UP to below the gate of Gold and INSERT SUN-STONE and the door swings open, UP to below the door of Silver, INSERT STAR-STONE and the door opens, UP to below the gate of Glass and INSERT MIST-STONE and the final door opens.

100. GO UP to south of a magnificent throne room. "Come in!" sneers an evil voice, "I have watched your pitiful efforts against my servants, surely you did not expect to defeat me!" Dozens of Orcs surround you.

101. WAVE MEDALLION and the Demon shrieks in terror and goes through the skins in the north wall.

102. GO NORTH to the crossing of the passages, WEST to the east west corridor, WEST to the east west passage where the orcs block the way to the north.

103. GO WEST to the cross over and the orcs close in. SOUTH to the doorways, EAST to the alcove and the orcs run past you.

104. GO WEST, NORTH to the crossover, EAST to the east west passage and you can now go NORTH to an open doorway, NORTH to a long dusty north south passage, NORTH to the top of a stairway, DOWN the gloomy stairs.

105. GO DOWN to south of the pit where the Demon Lord Agaliarept crouches over a green bane-fire in the middle of the room, shrieking curses.

106. GO NORTH and the final message appears.

You scored 6000 out of 6000.

The adventure is now 100% completed.

## RETURN TO EDEN

62. PRESS ONE, PRESS ZERO, PRESS THREE, LOOK and GO SOUTH to visit Sharkey's Travel Agents (NO COMMENTS PLEASE!!! ... Sandra) They give you a travel pass. TAKE PASS. It is important to visit this location last as the travel agents take all the money you have left.
63. Do not visit any other locations. You can dial almost any number to visit the habidome you have just bought but it is not necessary. PRESS ZERO, PRESS ZERO, PRESS ZERO, LOOK, GO SOUTH, SOUTH to return to the station platform. Now that you have a travel pass you can freely travel through the ticket barriers.
64. Anything that has been dropped and taken by the Dumpy Droid can be recovered from the Lost Property Office at 0B4.
65. On the station WAIT until the train arrives and when it does GO SOUTH and WAIT until it stops. GO NORTH, NORTH, NORTH and you are in the Foyer of the City Hall.
66. GO NORTH to the reception area. WEST takes you to a committee room where there is 'a leak'.! EAST takes you to a cramped voting booth. "Do you, a human of voting age, vote for Kim Kimberley?". Answer YES. "This completes the voting. K. Kimberley duly elected as a Councillor of Enoch."
67. GO WEST to the reception area and NORTH to the Corridors of Power which is a maze. GO WEST, NORTH, WEST to the Council Chamber and NORTH to the Board Room, NORTH to the City Fathers in the computer room where you are elected Mayor. Your score is 800. GO DOWN, SIT ON the SEAT of POWER and WEAR VISOR.
68. There is a large holoscreen and six numbers:-

1. Intro
2. Welcome
3. Alien Spacecraft
4. War Status
5. Destroy Jungle
6. Ceasefire

LOOK at number and BLINK:-

- 1: Supreme Eden Control System for use by the Mayor only.
  - 2: Welcome, Mayor! Here's to a long and fruitful working relationship.
  - 3: The spacebase is about to attack the Snowball 9 under the impression that it's an aggressive alien craft. You may have to go into space yourself to prevent this.
  - 4: The City is losing the war with the jungle. Select option 5 or 6 to tell us what to do.
  - 5: Attack! We'll nuke the jungle for you.
  - 6: Ceasefire! Let's hope the jungle appreciates what's going on.
69. The vital piece of information is 3 which is the next stage of the game.
70. GO UP, SOUTH, SOUTH to the Council Chamber and SOUTH, SOUTH, EAST, SOUTH to the reception area. GO SOUTH to the foyer and SOUTH, SOUTH to the station. Once again WAIT for the train to arrive and when it does GO SOUTH and WAIT until the train reaches the platform. GO NORTH, NORTH to the Spaceport and the final part of your travels.
71. WEST is to the check in and EAST to the enquiry area. GO NORTH to the Embarkation Lounge, NORTH through customs and NORTH to the Spacebus. Your score is 850.
72. GO DOWN into the cargo hold and TAKE RADCOM, GO UP and WAIT.

RETURN TO EDEN CONTINUED

73. When the Spacebus lands GO OUT and the robots lock you in a Habiviron. You are in the activity area. KICK the MUSHMAT machine and TAKE the PLATE it dispenses.

74. GO EAST to the rest room, OPEN DOOR and GO EAST into the shower. DROP the PLATE which blocks off the drain and causes the shower to fill with water. When you are floating UNSCREW VENTILATOR GRILL with screwfinger. Your score is 900.

75. You are in a dirty air duct. GO DOWN to Soft Tube and WEST to the Long Tubeway. The robots start to chase you so GO WEST and NORTH to the Pasteel Junction, OPEN DOOR, EAST. You are in a cupboard and the robots go past you. TAKE HELMET and TAKE LEOTARD. WEAR HELMET and WEAR LEOTARD which form a space suit.

76. OPEN DOOR, GO WEST, SOUTH, EAST to Tubeway. OPEN DOOR, GO SOUTH into airlock. GO SOUTH to East of Docking Bay where there is a starbike.

77. GO IN to be astride the starbike and PULL STARTER to travel to a thin ledge round a red cylinder on Snowball 9. Your score is 950.

78. GO UP and the crew start to chase you. GO UP to the east/west transit tube and WEST to a T-junction. GO NORTH to the north/south walkway and finally WEST to the control room.

79. The crew catch you but use the Radcom to establish your identity and you have now scored 1000/1000 points and have completed the adventure 100%.

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KENTILLA

Say to Elva "Give sack to me", Take chalice, Give sack to Elva, Say to Elva "give wax to me", Push boat (or pull it), Enter boat, Put wax in ears, (or the sirens will distract you), Row west, (the boat is now filling with water), Bail out boat with chalice, Row west (you're now near the base of the Black Tower on the island), Leave boat, Drop wax, W, W, Say to Elva "Give sack to Elva", Look in sack, (examining the emerald tells you it is not quite dark enough to gain a clear image), E, Drop torch, W, Take emerald, Examine emerald, (you see the clear image of the SAGAGOO), E, Take torch, Put emerald in sack, Take crystal, Give sack to Elva, Say to Elva, "Give staff to me", W, W, (The crystal is dull - but it must be glowing to deal with the Troll Guard), E, E, E, Wait (now it's glowing because of the effect of the sunlight upon it), Say to Elva "Give sack to me", Put crystal in sack, Give sack to Elva, Give chalice to Elva, Drop oars, Take staff, Say to Elva "Give dried moss to me", Say to Elva "Give red scroll to me", N, Search lair, (you've now found the iron rod and there's a little surprise in store - but don't worry we are prepared!), Take red, S, Wait, Wait, (you will now be feeling slightly ill - this is because you contracted the BLACK DEATH in the Troll's Lair), Cast cure disease spell, (you're cured), U, (there is a glowing ward here which you wouldn't have seen had you not been wearing the ring), Say "Sagagoo", (the staff should now glow), Hit ward with staff (the ward of disintegration is smashed), N, Look in desk, Take silver dagger, Give silver dagger to Elva, W, (there is a devious trapdoor mechanism here), Examine idol, (you see a small hole in the left shoulder), Insert rod (this locks the sword arm), Open trapdoor, D, Examine debris, Take bottle, Open bottle (the Jinni smashes the stone door for you), N, Say to Elva "Give mirror to me", Put the mirror to the cage (the Karush charges its own reflection and ends up with its head jammed in the bars), Open cage door, N, Open small door, E, Close small door, Say to Elva "Shoot darg", (the arrow slays the Darg-Veel), E, E, Say to Elva "Give mushrooms to me", N.

KENTILLA CONTINUED

Drop mushrooms, Say to Elva "Give mushrooms to me", (this is the second lot - now when you proceed west and encounter the death beetles, they will not leave east because of the first lot of mushrooms you dropped. Instead, they will leave west and attack the Zalrogs!), W, (you should now hear screams), W, (all dead Zalrogs and off go the death beetles!), Say to Elva "Give green scroll to me", Say to Elva "Give crucible to me", Take graphite, Cast fire protection spell (you're now safe from fire), U, (The fire demons are dissolved but there is another ward of disintegration here), Say "Sagagoo", Hit ward with staff, S, (at last, you find GRAKO!!), Say "Sagagoo", (the staff is glowing - but DUN'T HIT Grako with it), Give staff to Grako.....

ADVENTURE COMPLETED

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PART ONE OF TWO NEW SOLUTIONS

SECRET OF ST. BRIDES - Alf Baldwin

You are in a small dormitory. You see Cynthia, Fiona and a lamp. Get the lamp and in doing so, you wake Cynthia and Fiona and they decide to come with you. From the dormitory, make your way to the small boxroom south from the landing. Get the newspaper and read it. It is a copy of The Times dated 1927. Switch on the wireless and you hear an announcer say "This is the BBC news for 10th May 1929". Go down to the wide corridor and west to the trunk room. Open the trunk and get the cat basket. Now visit the two empty classrooms. In the first, get the cane and the gown, then open the desk and get the blank sheet of paper. In the second, open the desk and get the mouse. Wear the gown to fool the mistresses into thinking you are one of them, go up to the staff room. Get the matches and return to the corridor. Examine the strange door, it has not been opened for fifty years and entry is forbidden. To get the key, use the newspaper under the door, then use the pencil in the keyhole. Open the door and go north to the bottom of the steps. It is dark here, so switch on the lamp. At this point, Cynthia and Fiona get cold feet and go back. Press on and go to the door of room 64. Open the door and an elephant rushes out. You are in imminent danger of being crushed to death, so drop the mouse and it frightens the elephant back into its room. In its panic, it has smashed the door in the north wall. Get the mushroom from the corridor and go north into the broom closet. Examine the bucket and get the hurricane lamp..... (to be continued ...)

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THE PAWN - David Irwin

- 1) Go to Guru's hut, Remove the shirt and cover wristband. Enter the hut. The Guru will give you a bowl - Leave.
- 2) Go to the gardens. On the way you should meet Kronos. Say hello and take the note when offered it. Ask him about the wristband and take the chest.
- 3) When in the gardens, look in the fountain and take the chit. Put it in your pocket. Unlock the shed door with the metal key (it's in your pocket). Look under the mat and take the wooden key.
- 4) Go into the shed and take the rake and hoe. Take the trowel from the bench. Look under the bench to get the pot. Remove the plant and plant pot plant in pot using trowel. Drop them carefully and leave.
- 5) Go to the foothills (north of the path). Remove shirt and tie the hoe and rake together with it. Lever the boulder with them. Remove the shirt and wear it. Drop the hoe and rake and metal key. Go up.
- 6) Climb the rocks and go up to the plateau. Drop the bowl carefully. Put the snow in the bowl and take it. (to be continued...)



## Hints



### ENCHANTER - Ron Rainbird

Bread, jug and lantern may be found in Shack. Visit the village for a spell. Talk to the frogs for another spell. Go underground for a Stained Scroll. Be guided by your dreams. Talk to the turtle and lead him to the Hammer Room. Talk turtle into retrieving Scroll - but don't attempt to cross room yourself.

### GHOST TOWN - Ron Rainbird

When night is falling, go to Hotel and sleep in bed. Examine hat in Barbershop. Visit the store. Take bell from Saloon. Rob the counter at the Hotel. Tape the mirror before breaking it. Don't forget to applaud the pianist. Dig around in the stable. Spur "Paint", then investigate the result. The horseshoe is magnetic and the jail door bolt is metal. Repair wires behind safe.

### THE PILGRIM - John Barnsley

Whenever a Silvan warrior appears - hide! When your feet become sore - use balm. Eat the fungus and rest, to recover from illness. Use the Stone Rod to sharpen the axe. Mend your arm with Hemp and Chairleg. Examine the hearth in the Crofter's cottage then lift the flagstone.

### THE SNOWQUEEN - John Barnsley

When leaving the house kiss your grannie then have a wash in Gerda's room. Buy bread at the Bakers with the copper coin that you got for returning the purse. Give away your doll to the rough girls. At the riverside, enter the boat and throw the shoes into the river. When leaving the garden, take the flowers advice. If this does not help, try the ones outside the North Gate, then look at the hat. Getting down from the tree - examine the branch and go North twice, then call for help.

### DOGGY GEEZERS - John Moore

Phone Little Ken from Kaff. Bring pick back via alleys. Hide cutters or drop them by fence. Read matchbox to gain access to Nite-Klub. Don't be mean - buy round often. Be at arcade at 100 moves then straight to graveyard. Drop your money near Klub till you need it. Meet Tweedle in Fishfingers Pub. Go to warehouse after pub "WAIT" inside. Search warehouse. Remember move 100 find the other phone, be in alley off Terminal Street by move 185 carrying book. "Pick your team with care". A good idea is to "Save" prior to move 185 and pick combinations of gang. The cover doesn't tell you to type "T" to find numbers of turns taken. Good Luck!

### A TANGLED TALE - Central Solutions - Terry Gray

This is more about solving puzzles rather than a proper adventure. You are carrying a piece of string with knots in it. As you solve a puzzle the knots are untied. Answer a puzzle from each character which gives you a further two puzzles behind each character. You must say to each character "UNTIE THE KNOT" to get the first puzzle. For example: Take the number 601 and add an E, shake them in a cup what can they be = DICE. That's as far as I've got, but I've got two puzzles from A Tangled Tale, maybe the Probe readers can crack them. 1. They roused him with muffins, they roused him with ice, they roused him with mustard and cress, they roused him with Jam and judicious advice. They set him a conundrum to guess. 2. He thought he saw a garden door that opened with a key, he looked again and found it was a double rule of three, and all its mystery he said is clear as day to me.



# Objects And Their Uses



## PREHISTORIC ADVENTURE - John Moore

### Section 1

Shovel	-	What else!
Tie	-	Sell
Credit Card	-	Buys Burger
Forked Stick	-	Divining Rod ("Follow Stick")
Cloth	-	Makes a nice tie
Bottle	-	Carries water
Burger	-	What else!

### Section 2

Feather	-	Part of an arrow
Rib bone	-	A bridge for a tiny creature
Axe	-	Chops trees, hollow logs and kills furry creatures

## BUCKAROO BANZAI - Allan Shortland

Battery	-	Fill it with water at the lake
Key	-	Unlock filler pipe
Field	-	Dig to find phone line

## DODGY GEEZERS - Allan Shortland

Grevhound Track	-	Bet on "Things in bags"
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## EYE OF VARTAN - Allan Shortland

Acorns	-	Gather them
Axe and flute	-	Steal them
Hemlock	-	Pick it
Bear	-	Strike it

## AFTERSHOCK - Linda Friend

Screwdriver	-	Repair reactor
Looters	-	Must be carrying TV
Soldiers	-	Must not be carrying TV
Beam	-	Support stairs
Roof	-	Cross to other building
Buns	-	Feed the elephant
Ramp	-	Cross the chasm
Car/Body/Key	-	Drive car to cross chasm
(Desk) Key	-	Opens door to storage yard
Valve	-	Repair reactor

## HEAVY ON THE MAGICK - Mike Wade

Slat	-	Kills Cyclops
Fellet	-	Kills Slugs
Nugget	-	Kills Werewolf
Sword	-	Talisman for Astarot
Sunflower	-	Talisman for Magot
Mantis	-	Talisman for Belezbar
Ruby	-	Talisman for Asmodee
Garlic	-	Kills Vampires
Mirror	-	Kills Medusa
Egg	-	For Phoenix (put in nest of fire in NIDUS)

## WARLORD - Michael Jennings

Rope	-	Use it to capture the Roman
Roman	-	Give him to the Druid

TELEPHONE HELPLINE

The following readers have volunteered to offer help over the telephone. Please make sure you only ring at the times shown.

SUE BURKE Tel: 061 653 0005 - Monday to Sunday - 10 a.m. to 10 p.m.  
ALF BALDWIN Tel: 0452 500512 - Monday to Saturday - 10 a.m. to 5 p.m.  
MIKE WADE Tel: 0642 763793 - Monday to Friday - 6 p.m. to 7 p.m.  
LINDA FRIEND Tel: 0278 428641 Monday to Friday - 10 a.m. to 5 p.m.  
ALEX AIRD Tel: 021 327 5046 - Monday to Friday - 10 a.m. to 5 p.m.  
JACK HIGHAM Tel: 0925 819631 Friday, Saturday, Sunday and Monday from 7pm to 10pm.  
BARBARA BASSINGTHWAIGHTE Tel: Yeovil 26174 Monday to Friday from 10 a.m. to 6 p.m.  
GRAHAM WHEELER Tel: Bath 0225 26919 10 a.m. - 12 p.m.

(See Issue 11 for full lists of completed games.)

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KINGS/QUEENS OF THE CASTLE

TOM FROST, 61 Bailie Norrie Crescent, Montrose. DD10 9DT  
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, Subunk, Temple of Vran, The Helm, The Traveller, Time Quest, Urquhart Castle, Warlord, Zacaron Mystery (Pt.1), 1942 Mission.

MALCOLM & PAUL SERBERT, 171 Kings Road, Harrogate. HG1 5JQ  
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  
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, Monsters of Murdac, Mordon's Quest, Never ending 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 Phirinus Pts. 1 & 2, Time Search, Trial of Arnold Blackwood, Warlord, Wise and Fool of Arnold Blackwood, Worm in Paradise.

NEIL TALBOT, 31 Chadcote Way, Catshill, Bromsgrove.  
Adventure Quest, Africa Gardens, Espionage Island, Fantasia Diamond, Golden Apple, Hobbit, Imagination, 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

KINGS/QUEENS CONTINUED

M. TYLER, 12 Longmore Road, Hersham, W-O-T, Surrey. KT12 4NU  
Circus, Espionage Island, Golden Apple, Invincible Island, Planet of  
Death, Quest for the Holy Grail, Seabase Delta, The Count, Valkyrie  
17.

JOY BIRLEY, Eryl Don, Mona Terrace, Criccieth, Gwynned.  
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.

GEOFF WING, 171 Beadlemead, Netherfield, Milton Keynes. MK6 4HU  
Gremlins, The Hulk, Return to Eden, Seabase Delta, Snowqueen 1 & 2,  
Spiderman, Subsunk, Terrormolinos, Valkyrie 17.

COLIN READ, 80 Beech Gardens, Rainford, St. Helens, Merseyside.  
Doomdark's Revenge, The Hobbit, Invincible Island, Lords of Midnight,  
Fyjamarama, Seabase Delta, Seas of Blood, Subsunk, Terrormolinos,  
Urban Upstart.

730 SGT. JOHN MOORE, C/D Sgts. Mess, RAF Wildenrath, BFPD 42.  
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, Pharoah'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.

DEREK DIGGER, 7 Bigbury Lane, Wilden, Stourport-on-Severn.  
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,  
Subsunk.

ALVAR SVERRISSON and ULFAR ERLINGSSON, Hverfisgotu 53, 220  
Hafnarfiroi, Iceland  
Ballyhoo, Enchanter, Hitchhiker's Guide to the Galaxy, Infidel, The  
Pawn, Planetfall, Seastalker, Sorcerer, Starcross, Wishbringer.

JACKIE HOLT, 36 Eland Street, New Basford, Nottingham. N97 7DT  
The Boggit, Castle Adventure, Custerd's Quest, Desert Island, El  
Dorado, Galaxias, The Helm, Heroes of Karn, Hobbit, Imagination,  
Incredible Hulk, Lifeboat, Ludoids, Mansion Quest, Mission X, Message  
from Andromeda, The Mural, Mutant, Neverending Story, Noah, Planet of  
Death, Project X/Microman, Quest for the Holy Grail, Randy Warner and  
the Aztec Idol, Return to Ithaca, Robin of Sherwood, Seabase Delta,  
Shrewsbury Key, Sinbad and the Golden Ship, The Snowqueen, Sorcerer  
of Claymorgue Castle, Souls of Darkon, Spiderman, Ten little Indians,  
Thompson Twins Adventure, Waxworks, Zacaron Mystery.

JONATHAN WILLIAMS, 116 Westmead Road, Sutton, Surrey. SM1 4JH  
Jewels of Babylon, Message from Andromeda.

DON'T FORGET TO ENCLOSE A SAE WHEN REQUESTING HELP

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