

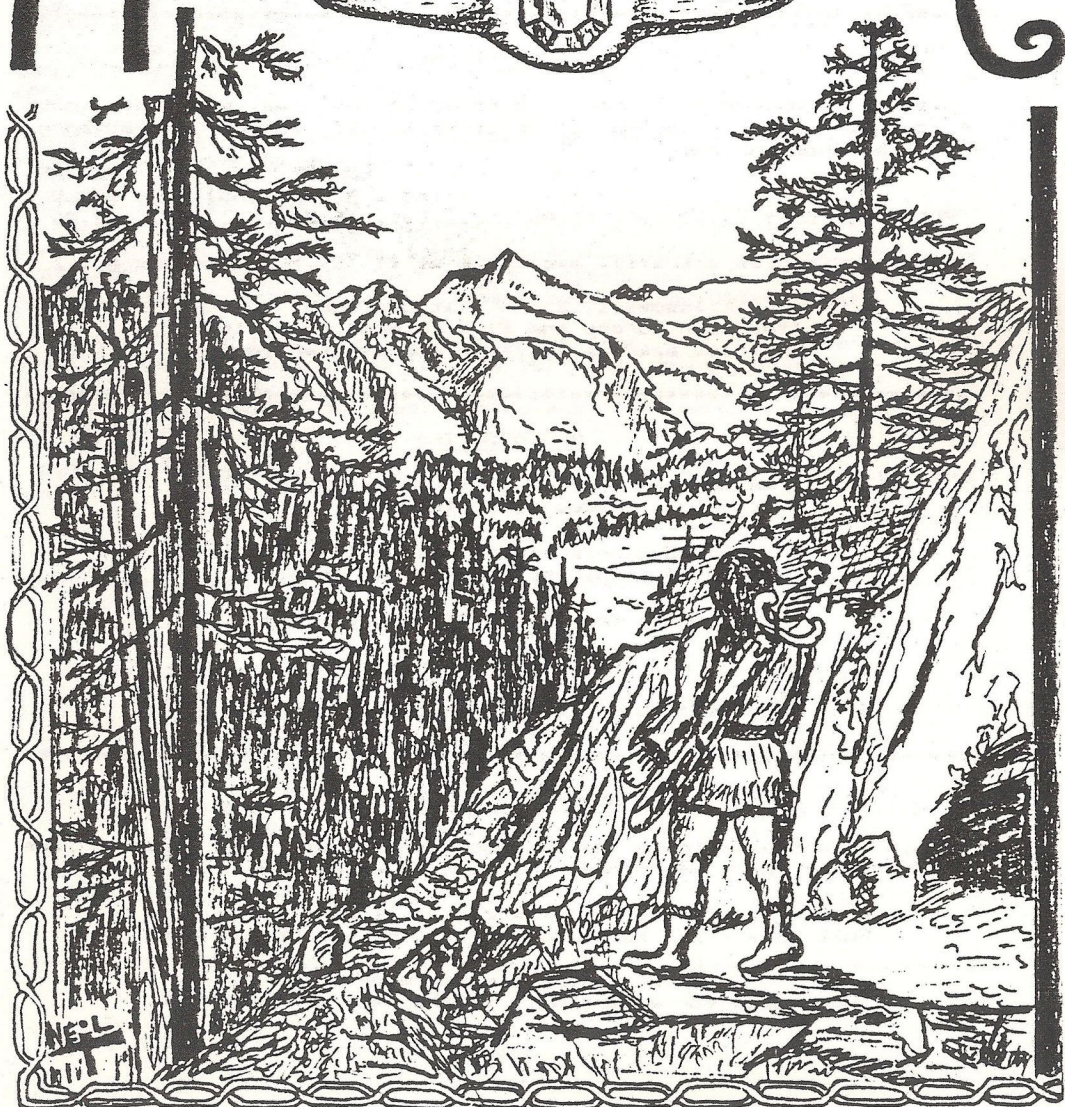
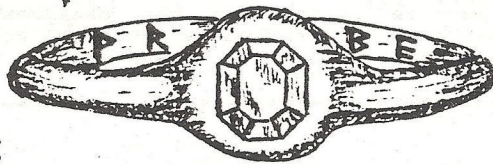
ISSUE No. 14

JULY 1987

PRICE: ONE POUND

EDITOR: SANDRA SHARKEY. 78 MERTON RD. WIGAN. WN3 6AT

ADVENTURE



(C) ADVENTURE PROBE 1987

COPYRIGHT

Copyright on anything which does not carry the writers name belongs to Adventure Probe. Copyright on all other items lies with the writer as Adventure Probe does not pay for contributions.

If you wish to reprint any article or other item, please get in touch. Normally there will be no problem ... all you need is the written permission of the copyright holder.

Readers whose work is printed in the magazine continue to hold copyright on all material written by them, and are free to use it elsewhere ... it still belongs to them.

SUBSCRIPTIONS

Copies of Adventure Probe may be ordered at any time, month by month if you wish. However you can order up to twelve copies in advance. Prices as shown below:-

	UK	EUROPE (incl. S. Ireland)	REST OF WORLD
PRICE PER COPY	£1.00	£1.50	£2.00

All back copies are still available at £1 (£1.50/£2 Europe etc.)

Issues 1, 2 and 3 at 50p each
(75p each Europe and £1 each Rest of World)
Please make payments in pounds Sterling.

PHOTOCOPYING

We can now offer a photocopying service.
Prices as follows:-

A4/A5 Single sided - 4p per sheet
A4/A5 Double sided - 6p per sheet

Reduction from A4 to A5 - 5p per sheet

Add 10% for return postage.

Send details of your requirements to Adventure Probe.

ADVERTISING RATES

Private advertisements in the In-Touch section of the magazine are free to subscribers of 'Probe'. Maximum 50 words please.

Trade prices are as follows:-
Full page - £5, Half page - £3, Line ads 2p per word.

We can handle camera ready copy.
Copy date for advertisers is the 14th of the month.

Editorial

Welcome to Issue 14 of Adventure Probe.

Yet more magazines bite the dust this month. We have to say goodbye to Insight. Ron Dawson the editor has received a promotion at work which entails travelling, as such he can no longer find time to run the magazine as well. Thank you, Ron, for the kind gesture of sending Probe all the adventures you had received. These will join the growing pile I have already for the grand Christmas compo!

The saddest loss of all is that of Adventure Contact, not just because Pat Winstanley is a personal friend of mine, but because I was in at the 'birth' of this magazine, and also it was the only one of its kind. Perhaps one of Contact's current readers will start up something similar. There is certainly a need for a magazine of this sort.

I'm sure you'll all join me in saying goodbye and good luck to Ron and Pat in their respective careers.

I'd also like to take this opportunity to say that, providing I keep on receiving the continued support of readers, Adventure Probe is here to stay - at least for three years! Deciding to sign for the lease for the photocopier was a firm decision on my part to commit myself at least as long as the lease lasted, hopefully longer!

If only we could gather a bit of support from the software houses. Still no replies, even from the smaller ones! Any suggestions?

Thanks to Neil Talbot for last months and this months covers, much appreciated.

I hope you enjoy reading this issue and I'll be back again next month.

Sandra

CONTENTS

The Price of Eggs	Page 4
In-Touch	Page 12
Readers Letters	Page 14
Crazy World of Arthur Bent	Page 16
Getting you started	Page 19
Map	Page 21
Reviews	Page 22
Serialised Solutions	Page 28
Solution of the month	Page 30
The Helper	Page 31
Telephone Helpline	Page 36
Kings & Queens of the Castle	Page 36

THE PRICE OF EGGS
by Pete Gerrard

There are times when I question the wisdom of my decision to become a freelance journalist. Quarter to nine on a murky, miserable Thursday evening in February was one of those times, and with a final curse at all magazine editors who have the infernal gall to demand copy on time, I switched off my word processor and was determined that, come what may, I was going to make it down to the pub for a drink.

I nipped up to my room to grab a jacket, and while doing so made sure that I had everything necessary for the journey to the pub. Cigarettes, money, keys, that sort of thing. The house had been burgled recently, and in deference to that the front door now had more locks than the Grand Union Canal. Consequently to discover, just after you had put the final lock in place, that you had left something behind in the house, was to add a good five minutes to your travelling time, and I was in dire need of that drink. If I had known what was going to happen, I'd have stayed inside.

The place I was staying in at the time was in Ladbroke Grove, a not-so-very des-res in North London. The pub in question, a well known local haunt called The Narrow Boat, was not the first pub that one came to on the ten minute walk from house to bar, but it was the first sensible one. There was something about The Plough and The Old Plough that made you walk swiftly past them, particularly the latter. It was the home of many a strange person, and on approaching it I automatically started to cross the road. Just in case, you understand, cowardice is bred deep in the Evans family.

I had glanced to my right, in order to try and avoid any on-coming traffic sneaking up on me over the bridge, when I saw two of the most unusual and disreputable looking people it had ever been my pleasure to try and avoid. The one, short and stocky with a scarred face and carrying what appeared to be an axe, of all things, and the other, tall, lean and rangy and wearing some kind of cloak, were obviously having some kind of verbal disagreement, and I looked hastily back to my left and tried to hurry on up the road. No such luck.

"Hoi, you there, traveller, pray tell me the whereabouts of the nearest decent ale-house" yelled a voice that I assumed to belong to the taller of the two. "My companion and I are of thirst, and have had a somewhat disagreeable experience in this ... this.." He was speaking with difficulty, gesturing at The Old Plough. "This tavern" he concluded lamely. "It would not be wise to go back there, methinks."

Studying them now with open curiosity, I was forced to agree. I tried in vain to direct them to several places that I had no intention of visiting myself, but at the mention of every pub name the shorter one merely grunted "'bin there", and swung what I now saw clearly to be an axe around with alarming disregard for everyone else's safety. As I continued to stare they walked slowly over to me and the tall one put what he no doubt fondly imagined to be a friendly arm around my shoulder. Judging by the height of his companion I suppose I ought to be grateful that he didn't attempt a similar move.

"Don't worry, lad" said the tall one, poking a haggard face inches from my own, giving me ample opportunity to regard his beak of a nose and bright intelligent eyes. The rest of him was hidden by a mane of flowing white hair, peeking out from under a conical hat, and a beard of magnificent length. This latter flowed in and out of his cloak, which I now saw to be covered with stars and holes in almost equal abundance. It was as if he had bought it new, and then decided to break it in by sleeping in it in a pig sty. "Don't worry" he repeated, and then drew himself up to his not unimpressive full height of something over six feet. "I am a wizard" he announced proudly.

"Are you indeed?" I replied angrily, jerking his arm away from my shoulder. "And I'm thirsty, so if you don't mind." I began to walk towards The Narrow Boat, but soon noticed that this had no effect on the, er, wizard, and his companion, who were both hurrying along behind me. "Look, I've come out for a quiet drink, and ... ulp!"

The smaller of the two had stepped in front of me, and was slowly swinging his axe back and forth, like a pendulum. The wizard once more put an arm around my shoulders, and this time I did nothing to remove it. "Look, lad" he said, not unkindly, "let us visit yonder tavern, and we shall explain. No harm will come to you, I promise you that." I might have felt a shade more confident if I hadn't seen his crossed fingers, but nevertheless I led the way into the pub, wondering vaguely what Trevor the landlord might make of my two companions. With luck he might bar them, and with that cheerful thought in mind I marched in and strode up to the bar.

"Evening Pete." The greeting was cheerful enough, but then Trevor probably hadn't connected my appearance with that of the two strangers. "Usual?"

"Oh aye" I began, and was interrupted by a low pitched grunt and a high pitched squeal that I interpreted as a request for two more of the same. "Make it three." I spoke wearily, and for the first time Trevor was aware of his two new customers.

"Friends of yours, are they?" He questioned me suspiciously.

I was tempted, sorely tempted, but merely replied "Yes, yes, they're all right, fancy dress party."

"Oh, very good, very good." Trevor's reassurances, bland on the surface, managed to give me the impression that if anything untoward were to happen, I would be the one who got the blame. I paid for the three pints and ushered my new found companions over into a quiet corner, noticing as I did so that the smaller one had moved with remarkable speed when picking up his drink. The, uh, wizard, had taken his with the calmness of one who knows that he is in command and openly defies anyone to contradict him. Beyond a few understandable stares, no-one did or said anything, and we reached our seats without any major disturbance. I for one was grateful for the fact that this part of the pub at least was empty.

"Okay then" I said, after a good third of a pint had disappeared down my throat and I had managed to calm down a little bit by lighting and drawing deeply on a cigarette. "What is all this about?"

"All in good time lad, all in good time." The wizard (I was already beginning to accept him, a bad sign) spoke slowly, and with great assurance. "First of all, allow me to introduce myself. My name is Strombrigner, er, Strom"

"Strombrigner" I interrupted, "surely you mean Stormbringer?"

"Strombrigner" he snapped, "my parents were dyslexic. Strombrigner the, er, Grey."

"Like Gandalf in Lord of the Rings" I cried.

"Huh" The wizard seemed annoyed. "Overrated and a not very truthful account, if I may be allowed my opinion."

"Does this mean" I went on slowly, "that you can perform magic? Could you, for instance" and here I picked up my pint and drained it, "fill this up again?"

"Certainly." He and the small one finished their drinks and, taking all three glasses, Strombrigner strode to the bar. "Three pints of foaming ale, tavern keeper, my friends and I."

"Yes, all right," said Trevor, taking the empty glasses and filling them. "Two pounds ninety-seven, please."

The wizard fumbled about in his pockets, dropping a few choice items to the floor (I didn't look too closely), before finding a battered ten pound note. "Ah!" He seemed delighted. "The currency of the realm I believe." He handed the note over, and a disappointed Trevor gave him his change. The wizard, with a smile on his face, returned to the table with the drinks. "There you are," he said, "a full glass."

"That wasn't quite what I had in mind." I was, to tell the truth, disappointed.

"Oh come now!" replied Strombrigner the Grey, "do you really expect me to perform a simple act of magic just for you? Do you realise the cosmic energies involved? Do you, for instance, possess the blood of a bat, the toe of a virgin, the skin of an eel? Do you realise that they close in an hour and a half? Mind you" he went on with a chuckle, "if you'd seen how we got that money, yes, that was magic all right. No, don't ask." He raised his arm to pat his friend on the head, and then thought better of it. The action seemed to remind him of something, and he went on "oh yes, and this is my companion. Dimli Gloing, the dwarf."

"At your service" grunted the dwarf, standing up and bowing low. He did not, I noticed, take his right hand off his axe.

"Er, yes, yes. My name is Pete Evans." I thought I'd better complete the introductions.

"Fete Evans" said the wizard slowly, as if testing the name out. "Yes, yes, that will suffice. May I, by the by, partake of one of your smokes?" He gestured at my packet of cigarettes, and I absent-mindedly waved at them, indicating for him to take one. He did so, and carefully removed the tobacco from its wrapping and stuffed it into the bowl of a pipe that had, as far as I could tell, appeared from nowhere. He took a deep breath, and it came alight without any flame that I could see. Perhaps he was a wizard after all, and as if impressed by his own magic, he began to speak.

"We require a bed for the night, and a little bit of help with a problem of a rather delicate nature."

"A bed!"

"Yes, you know, one of those things with"

"I know what a bed is!" I snapped. The wizard was taller, if bonier, than me, and after his little display of magic I thought that I'd better humour him, at least for now. I was also none too sure about his companion with the swinging axe. "Why do you want a bed?"

"Well." He began to speak, and then paused, perhaps wondering whether I ought to be taken into his confidence. He looked at Dimli, who nodded slowly, and thus encouraged, he continued. "It's like this. Dimli and I were on a little, er, jaunt recently, and ran into a spot of trouble with a troll."

"A troll!" This was getting beyond me.

"You know, big fellow, skin like that of a rhinoceros, brothers of the rocks, all that sort of thing. Anyway, there we were, deep underground, and as chance would have it we came across a vast chasm with a rickety bridge leading over it. Naturally, we started to cross, but no sooner had we set foot on the bridge than the troll appeared, demanding money. Hence the expression, 'paying a troll'."

"Don't you mean 'paying a toll'?" I asked.

"The language is always getting corrupted, nothing I can do about it. Fortunately, we had with us some golden eggs, so I just threw them at the troll and, avaricious fellows that they are, he shot off with them into the darkness. So we crossed the bridge."

"How did you get back?" I asked suspiciously.

"Oh, befriended a bear, the usual thing" said the wizard, as if skating over the subject. "Thing was" and here he leaned close to me, "we managed to get the eggs back! What do you think of that, eh?"

"Very clever. How did you do that?"

"Oh, fee, one of those things. Unfortunately, the blessed creature wants them back. He's been following us for weeks, and we, er, need a bed for the night" he ended lamely. "Which you will oblige us with, won't you?"

"What if the troll turns up?" I was, I think understandably, suspicious of all this.

"How does he know where you live?" asked the wizard, not very convincingly, "and anyway" he went on, "by partaking of ale you now have to take us in for the night."

"Says who?" Perhaps two pints had made me beligerent.

"Me" grunted a low voice, and one glance at the axe was enough for me.

"Just this one night?"

"Just this one night" agreed the wizard. He bent over and whispered in my ear "and it's your round. Dimli is not very, er, subtle, when it comes to purchasing ale, so it might be a good idea if you were to..."

He let the sentence hang in the air, and I was forced once more to the bar. Trevor the landlord enquired about the fancy dress party, and I didn't have the energy to say anything more than "I'll tell you about it later, Trevor."

I took the drinks back to the table. In a remarkably short space of time they were all finished, and I for one was ready to return home. Dimli didn't seem too keen on the idea, but I mentioned homebrewed beer to him, and at that he cheered up and was ready to follow me to the ends of the earth. Strombrigner seemed quite pleased at the prospect as well, and ten minutes later we were back in the house, sitting in three easy chairs in the front room.

"We're going to have to keep watch" said the wizard, helping himself to homebrewed beer and cigarettes with indecent regularity, "just in case, you understand. Dimli will take first watch, you Pete can take the second, while I will take the third and final watch. It would not be good for the troll to sneak up on us unexpectedly."

I thought about asking him how it would make any possible difference whether we were awake or not, as I was already beginning to have a healthy regard for this unknown troll, but thought better of it. I simply crawled upstairs to bed and fell instantly asleep.

It seemed a matter of minutes before I was woken up by the dwarf, who leapt into my bed the second that I was out of it. He immediately drifted off into an obviously deep sleep, and with a shudder at being woken up at three in the morning I stumbled downstairs and into the kitchen. The wizard I left to his own devices, as he appeared quite content to remain in the front room. I toyed with the idea of another drink. I had tried to instigate a rule about the number of cigarettes that I was smoking, to the effect that I would only smoke one an hour while indoors, and one with every drink while out of doors. This meant that I cheated while inside and drank very fast while outside. At three in the morning I had decided to do both, and so with a drink and a cigarette to steady my nerves I began to think of a plan, a way in which the troll could be thwarted and the wizard and the dwarf

removed from my life, hopefully forever. A desperate plan, and I needed to know one or two things first.

I marched into the front room and shook the wizard awake, roughly. Once he was more than half alive I asked him, "These eggs, what sort were they, how big were they?"

"Eh, what?" He looked more like a tramp than a wizard now, but at least he still showed some semblance of intelligence. "Er, plover's eggs, I think, golden ones, about two inches across I suppose, perhaps smaller, I don't know, I am a wizard not an ornithologist." He seemed vexed, but I had an idea.

"I'm going out," I said, "to visit my brother Frank."

"What on earth for?" demanded Strombrigner.

"I have an idea, and I'll be back in half an hour." Frank was a keen collector of birds' eggs, and the idea was rapidly growing in my mind.

"But what if IT turns up while you're gone?" stammered the wizard.

"That is your problem."

"But..."

"Do you want this solved or not?"

"Yes of course," hissed the wizard, "begone, do what must be done. Oh, er, can I have one of your cigarettes before you go?" he added shyly.

"Typical" I muttered, in imminent danger of death and he wanted a cigarette. Mind you, I knew how he felt. I gave him a smoke and cursed the hundred and one locks on the door as I hurried to get out. I was cursed in my turn by a sleepy brother, who wanted to know what on earth I was doing waking him up at half past three in the morning. I explained briefly to him, saying that I would be back later on to fill out the details, and if he didn't believe me then he was more than welcome to come back to my house. He smelt the alcohol on my breath, looked at my dishevelled appearance, and with a weary sigh took me into a room that I'd never seen before. His collection of birds' eggs!

"Which ones can I have?" I asked eagerly.

He gestured towards a collection of rather small eggs.

"What are they?" They looked a bit too small to me.

He named some sort of bird that I'd never heard of (a little seagull, apparently) and told me to take half a dozen, go away, and not come back for another six hours. I hastily agreed, and raced back to my own house.

There the wizard was waiting for me, in a state of some alarm. "He's coming, he's coming" he whispered in agitation.

"Well we've no time to waste then" I cried, "into the kitchen!"

He followed me in, and at the commotion Dimli came downstairs to see what was happening. I rapidly explained, and with delight the dwarf joined in. A desperate plan, I know, but counting on the innate stupidity of trolls I was hoping that, by painting the eggs a golden colour, we might confuse him for long enough for the wizard and the dwarf to go away and leave me in peace.

We had just finished the last one when a tremendous hammering at the door told me that the troll had arrived. "He's here, he's here!" screamed the wizard.

"Stay calm" I told him, and went towards the source of the noise, pausing only to utter a grateful prayer to whoever had told the troll to knock rather than just walk straight in. I opened the door, and was rather surprised. I'd never seen a troll before, and I don't really know what I was expecting, but a chap in a city suit was not high on my list. Only his stony expression gave him away. He followed me slowly in to the kitchen and watched as, with trembling hands, the wizard handed the eggs over. He peered at them suspiciously, and then pocketed them, to the evident relief of Strombrigner and Dimli. "Regards to Harry the Fence" he said, and left as slowly and as ponderously as he had entered.

"Harry the Fence?" I echoed.

"Just a friend, just a friend" said the wizard hurriedly. "Now then lad, mister Pete Evans, tell me something, these, er, small seagull's eggs, you say you got them from your brother Frank?" A little gleam had entered his eye, a gleam that I did not like the look of.

"Er, yes, yes, that's right. What of it?"

A delighted expression lit up the old wizard's face, and with a beaming smile he began to sing, "Frank Evans for little gulls!"

SPECTRUM ADVENTURE FOR SALE

Dare you visit DUKE BLUEBEARD'S CASTLE?
Admission price £2.00 only to Spectrum owners.

".... I cannot but admire the writer's skill"

(Jim O'Keeffe - Adventure Probe - Issue 9)

Cheques/PO's to:
Neil Talbot, 31 Chadcote Way, Catshill, Bromsgrove, Worcs. B61 0JU

SPECIAL OFFERS

Some of our bargain offers. Few left so phone to reserve your bargain.

Amstrad CPC

Gemini Office Master (cass) was £25 now only £9.95 save over £15

Amstrad CPC any 4 for 7.95 Any 6 for 10.95

Mini Office 1 (464)	£2.25	3D Stunt Rider	£2.25
Revolution	£2.25	Desert Fox	£2.25
Dandy	£2.25	Beach Head	£2.25
Nightshade	£2.25	Gunfright	£2.25
Kung Fu Master	£2.25	Alien 8	£2.25
Rebel Planet	£2.25	Quest Probe	£2.25
Obsidian	£2.25	Alien Highway	£2.25
<u>BBC</u> all 3 for £5.95			
Rebel Planet	£2.25	Quest Probe	£2.25
Impossible Mission	£2.25		
<u>CG4</u> all 3 for £9.95			
Apache Gold	£3.95	Winter Wonderland	£3.95
Kwah	£3.95		
<u>CG4</u> Any 3 for £5.95			
Quest Probe	£2.25	Superman	£2.25
Dandy	£2.25	Block busters	£2.25
Gold Run	£2.25		
<u>Spectrum</u> Any 3 for £5.95 All 4 £7.95			
Tremor	£2.25	Hulk	£2.25
Secret of Levitation	£2.25	Dr Maddo	£2.25
Eastenders	£2.25		

New on Amstrad CPC Advanced Art Studio £20.95

New features are mode 0 screens, save/load windows and patterns.
a new text font. filled circles, ellipses.

Infocom Invisiclues (Clue Book Magic Marker and Maps) £6.99 each

Spectrum			
P A W	£18.95	Art Studio	£12.95
Artist II (128K +2)	£11.95	Kobyashi Naru	£ 1.99
AMX Mouse/Art	£59.95	Star Games One	£ 7.99
The Pawn (128K+2)	£11.95		

BARGAIN OF THE MONTH

One Only DMP 3000 Printer £150.00 Save £44 !!

Comes complete with lead Suitable for Amstrad PC Amstrad 6128 BBC
or any computer with Parallel/Centronics port

		1000	2000
Listing Paper 11x9.5	60gm	£ 8.95	£14.95
	70gm	£10.95	£18.00
True A4	70gm	£12.95	£21.95

Blank Discs £2.80 each or £26.95 for box of 10 £13.50 for 5

All New Releases available immediately

All prices include Post and Packing and VAT

Cash with Order Only. Europe and overseas SAME PRICE. EEC banknotes eg.
Deutschmarks Guilders Francs etc. welcome but add £1 to cover bank
charges Make Cheques/Postal Orders/Sterling Eurocheques Payable to Aird
Services (Dept AP) 139 Bromford Road Hodge Hill Birmingham B36 8HR.


In-Touch

ALL SPECTRUM IN ORIGINAL PACKING:

Bored of the Rings - £3, Heavy on the Magick - £3, Fantasia Diamond - £2.50, Robin of Sherwood - £2.50, The Pettigrew Chronicles - £2.50, Golden Apple - £2, Secret of St. Brides - £2, Merlock the Mede - £1.

Also WANTED on Spectrum - PAW or GAC. Please contact:

BARRY TUDOR, 12 Clement Road, Biston, W. Midlands. WV14 6QD

For sale original software for Amstrad CPC.

Hitchhikers Guide to the Galaxy and Cutthroats - £12.50 each.
All Level 9 games, Lord of the Rings, Mordon's Quest, Marsport, Rebel Planet - all at £3 each.
Questprobe, Dodgy Geezers, Robin of Sherlock, Mountain Palace Adventure and Time Search - all at £2.50 each.
Flook I and II, The Lost Phirious I & II, Escape from Khoshima, Island of Riddles, Nythyhel, Terrormolinos, Robocide, Kentilla, Inca Curse, Heroes of Karn, Message from Andromeda, Warlord, Forest at Worlds End, Jewels of Babylon, Ship of Doom, Spytrek and Bestiary - all at £1.25 each.

Tel: 01 527 8426 to check availability or write to:-
PETER BROWN, 57 Ropers Avenue, Chingford, London. E4 9EG

I am interested in corresponding with any MALES/FEMALES.

GRAHAM WHEELER, 2 Burford Close, Southdown, Bath, Avon. BA2 1JF

If anyone has CRASH No. 1 and/or any MICRO ADVENTURER's published before June 1984 they are willing to sell to me. Please write with details and prices wanted to:-

RICHARD BATEY, 84 Sycamore Rd. Sth., Sebastopol, Pontypool. NP4 5AW

I would be happy to assist any other PCW users with Heroes of Karn, but only by post please. (Don't forget a SAE)

Mr. N. Green, 36a, Magpie Hall Road, Chatham, Kent. ME4 5JY

Disc software for Amstrad 6128 for sale:

Witness - £12, Leather Goddesses of Phobos - £12, The Pawn - £11, Starglider - £11. All incl. p & p.

TERRY ROBERTS, Woodlands, Church Road, Harrietsham, Kent. ME17 1AP

IN-TOUCH CONTINUED

Spectrum Software to swap.
Battlefield Germany, The Sidney Affair, Souls of Darkon, Twin Kingdom Valley, Quest for Holy Grail, Valkyrie 17, Matt Lucas, Secret of St. Brides, The Jade Necklace, Shrewsbury Key, Snowball (without instructions but with help sheet).

Software wanted.
Tasword 2 or The Writer, The Colour of Magic, Dracula, Aftershock, Twice Shy, Rebel Planet, Spytrek, Message from Andromeda, Seas of Blood, Terrors of Trantoss. Please contact:-

BRYAN ROWE, 37 Althorpe St., Bedford, Beds. MK2 9HF

Does anyone know where SEIKOSHA GP100 - A printer ribbons can be obtained? (Ribbon No. GP - 20050). Or an equivalent ribbon.

Also where can I get ribbons re-inked at a reasonable price?

J. RYAN, 53 Bond St., Englefield Green, Egham, Surrey. TW20 0PL

FOUR TEXT ADVENTURES FOR THE 48/128K SPECTRUM.

ALL FOUR ADVENTURES HAVE BEEN COMPILED USING GILSOFT'S LATEST UTILITY - THE PROFESSIONAL ADVENTURE WRITER.

TAPE 1 - THE CHALLENGE & DAVY JONES LOCKER. IN THE 'CHALLENGE' YOU ARE SEEKING THE LEADERSHIP OF YOUR TRIBE AND YOU HAVE JUST CHALLENGED THE OLD CHIEF'S SON, PACHED, YOUR SWORN ENEMY. THE FIRST ONE TO RETURN WEARING THE SACRED MEDALLION AND CARRYING THE BLUE SAPPHIRE WILL BE ACCLAIMED CHIEF.



IN 'DAVY JONES LOCKER' - THE LIFEBOAT HAS JUST FOUND A RESCUE SHIP. YOUR COMPANIONS DISAPPEAR AND YOU AND YOUR FAITHFUL DOG MUST FIND THEM. A DIFFICULT ADVENTURE.

TAPE 2 - WITCH HUNT & THE CUP. BOTH THESE ADVENTURES HAVE BEEN OUT AS GUILLED GAMES BUT HAVE BEEN REVAMPED AND MADE THAT MUCH BETTER USING THE PAW'S FACILITIES.

THE PRICE FOR EITHER TAPE IS £2.50 OR £4.95 FOR THE TWO.

CHEQUES/POSTAL ORDERS TO J.A.LOCKERBY 44 HYDE PLACE AYLESHAM CANTERBURY KENT CT3 3AL.

ALL FOUR ADVENTURES CONTAIN A HELP MENU.

 LETTERS 

It's just a thought, but we've all got a lot of original software which we've solved, and I was wondering about the feasibility of selling it amongst ourselves, with the proceeds going to the 'Save The Children Fund'. There may be practical problems with the money aspect, but as I said, it's just a thought.

PETE SIMPSON, 9 Wardell Close, Leven Park, Yarm, Cleveland. TS15 9UZ

(It's certainly a generous idea but I can't really think of a way to work it. If anyone would like to try to organise something please write to Pete..... Sandra)

.....

I'm getting a lot of letters (well 10!) asking for help on 'Savage Island'. Is it out for the C64 yet? I can't locate it anywhere around here and get negative replies from Tynesoft!

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

.....

I must recommend Doctor Who and the Warlord to fellow BBC adventurers. Although this was released two years ago I've only just come across it - thanks Julian! - and it is quite superb. Not to be confused with other Doctor Who arcade style games, this is a text adventure in two parts, the first (which I've completed) set on the planet Quantain in the 28th Century, and the second (which I haven't - yet!) in 19th Century Europe. The variety of responses to different actions is remarkable and I've never been killed off in so many interesting and amusing ways - and that's no problem with ramsave. Doctor Who and the Warlord is still available for the BBC B/B+ from BBC Soft, PO Box 234, London SE1 3TH for £7.95 + £1.00 p&p. Buy it while you can!

NEIL R. SHIPMAN, 1 Heath Gardens, Coalpit Heath, Bristol. BS17 2TQ

.....

May I thank through the magazine pages Mike Wade and Jim O'Keeffe for helping me keep sane and especially Mike for his provision of unobtainable (in Germany) games.

Now as Spectrum software is not on sale here I have to rely on Probe for news of new releases and reviews. Well, could I praise Tom Frost's Tartan Software for the last games he sent me. Prince of Tyndall and Shipwreck/Castle Eerie are superb adventures and value for money, especially Tyndall which, although I haven't yet completed rates amongs my top ten for the problems set. No sooner had I completed my list of problems than a new lot appeared on the horizon. ALL PROBE MEMBERS MUST BUY IT! It is good to see a small company producing such high quality games for adventurers, keep it up.

Having talked to Sue (Bunny) Burke a couple of months ago and now reading her latest letter or is it litter it gives "Hare raising" a whole new meaning (get it?). *(Yes, groan!... Sandra)*

When the club gets bigger how about some enterprising UK member arranging a conclave for a Weekend where boasts can be boasted, tales told and problems solved. Some hotel must be looking for space filling. I would even come across the sea (next year) to attend. What about canvassing the idea for future reference. (Consider it canvassed ... Sandra)

One for The Helper "Dodgy II". I have been stuck since February in the Bank. My gang is Soapy, Mr. Video and Tricks. The vault is open, I have the diary but how do I get out of the tunnels, either by the river or any other way to, presumably, get the crate of nails?

I've only had one letter in all the time I've been here asking for help. Could you let it be known that my Leprosy is now cured and I would love to be able to contribute to our happy band a lot more.

SGT. JOHN MOORE, Sgts. Mess, RAF Wildenrath, BFPO 42.

NE that the postal rate is the normal British rate even though John is in Germany so get writing!! She who must be obeyed!!

.....

It has struck me that although a lot of adventurers must be up north, there must be more than a sprinkling in this part of the world, although I know but one. I am, therefore, contemplating starting a relatively informal club to be known as Adventurers West of London - AWOL - as most adventurers must spend a lot of time Absent WithOut Leave. The area I was thinking about was basically the western South East - if that makes any sense! Perhaps you could give that a mention and I could see how it goes.

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

(Anyone live in the area Geoff specified? If so, get in touch. Adventuring is more fun when shared - could that be another definition? ... Sandra)

.....

HALL OF FAME

Thanks to the following readers for sending in contributions during the last month.

Alf Baldwin, Richard Batey, Tony Collins, Pete Gerrard, N. Green, Sonia Griffiths-Glover (H.A.L.A.), Chris Hester, Jack Higham, Jackie Holt, Jack Lockerby, John Moore, Allan Shortland, Pete Simpson, Neil Talbot, Geoff Taylor, Barry Tudor, Graham Wheeler, and The Helper.

A DEFINITION OF ADVENTURING

Adventuring is to take part in a computers dream.

Andres Samudio July 1987

(Anyone else got a definition of adventuring?)

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 Four.

Having pressed the random travel switch of an Amstrad ITM215612B, Arthur Bent now finds himself materialised upon an unknown planet. Looking forward, he sees a sign ... "Welcome to Maze 23 of the Lavendor Pleasure Planet system. (c) 2649 C. Hester. Feel free to step inside ... but you may never escape!"

Arthur looked beyond the sign to an enticing line of green maze walls. Could he possibly find his lost chums Bored Perfect and Bitodd Feeblesox in here ...? There was only one way to find out..... He stepped into the maze and was soon lost in the many walls and corners until he came across two men, who jumped into his way, taking Arthur by surprise.

"All right, mate. What's your plan?" spoke one of the men. Both looked pretty rough as if they'd spent the night in the maze. They had. "Go on kill 'im, Woods!" said one of the men. "No, let's see who he is first, Crowther." said the other. "I'm Arthur Bent, star of this story!" Arthur protested. "Well, we're looking for certain people who we feel are ... responsible ..." "For nickin' our idea." interrupted the other man. "Ages ago we wrote a new kind of game - an adventure game - the very first! Since then, there have been endless copies!" "That's right" the other man added, "so if you're one of those people - we want our royalties!" "No, I'm not, sorry." said Arthur defenceless. "You're not a member of Level 9 then?" "No, but my Dad was in Level 8..." replied Arthur. "Look, Woods, we're wasting our time here - let him go." "OK Crowther, but only if he answers our puzzle." "Yeah - that'll get him!" The two men smiled with unshaven glee.... "Right, Arthur. You're carrying a rod and you're trying to get a bird, but it flies away every time you go near it. What do you do?" "Er...." said Arthur, "er ... wave rod?" Arthur's suggestion caused a sudden outbreak of intense laughter between the two men, who fell on the floor in fits of giggles! "Ha ha ho wave rod!!! He... he ... been playin' too much Twin Kingdom Valley! Ha ha!"

Both men completely helpless, Arthur pushed on through the maze. Soon he came across a group of people sitting down with a pile of small magazines. Arthur thought that this time he'd better hide between one of the maze walls and hear what they were up to..... "Members of the Adventure Guild," said one of the group, "we are gathered here to read this months copy of Adventure Contact, now in its 664th year. On the left of me is Pat Withstanding, on my right supplying the sweets Malcolm Sharbert next to Nick Cheesedoff. then we have the delightful Trillian Pounds sitting by the ex-drummer of that famous group The Bytles, Ringo Sharkey (surely some mistake?). Now what's in this months issue Ringo?" Arthur watched as a guy stood up and answered in a Liverpool accent. "There's an article on the new utility from Incentive Intergalactic Ltd., called the G.A.C." "What does that stand for?" asked Pat. "That's Genetic Android Creator." replied Ringo. "Well 'ard if you ask me!"

Next Nick Cheesedoff got up and asked, "Anything else? Let's hope there's not too much 'Hester' again!" Then Nick turned round and saw Arthur listening. "Hey you! What's your game?" he asked Arthur. "Bet it's The Pawn." said Malcolm Sherbert. "No. Bet it's Snowball." betted Ringo. "Actually, I'm lost." said Arthur. "Have you tried typing HELP?" asked Pat. "Er no ..." replied a somewhat dumbstruck Arthur. "Well, look, Trillian here has a map of the maze - she'll take you to the exit." "Yeah, sure" said Trillian casually, standing up, her long blonde hair falling over her synthetic costume. "Come with me." she said, and led Arthur past the group and through what seemed an endless maze. "It's all different really," she said. "full of twisty little passages all alike."

After about an hour, Arthur was led to a gap and out of the maze to where a hovercar lay waiting, floating about a foot off the ground. "Step in, Arthur" she said and they both climbed aboard. "Now where?" she asked. "Home please!" said Arthur. "I've had enough of looking for my two pals, Bored Perfect and Bitodd Feeblesox." "Wow!" exclaimed Trillian. "You mean you know Bored Perfect? I've always wanted to meet him!" "Yes, I know him well....." commented Arthur. "Well let's get going then!" Trillian said and stabbed a few buttons on the cars control panel. Soon the car was speeding down a long dirt track and across open desert, just like in Westworld. Eventually, Arthur could make out a giant neon sign which read "Spaceport". "Nearly there," said Trillian.

A few words of this story more and the neon sign gave way to a giant complex of shiny metallic buildings, like something out of Uridium. Trill and Art sped between the buildings with grace, like the car in Star Wars, always floating above the ground. They reached a large parking bay where millions of similar hovercars were parked. "OK - this way now, follow me," said Trillian as she stepped out of the hovercar and headed off towards the nearest building. Arthur wondered where on Earth he was going, except that he wasn't on Earth. As Trillian entered the building, Arthur glanced at a notice on the door which read "To the Shuttle. Tourists leaving only."

Inside Trillian showed a small pass card to a robot standing on one side who lifted his giant arm to let them pass. Then suddenly there was a guy with dreadlocks in the way who seemed to come from nowhere. "Ey girl, where you at?" he said. "I's tinkin' you should go no further..." he said in a thick Jamaican accent to Trillian. "Oh no!" she said, "It's a Rasta interrupt!" But before Arthur could comment, security droids had seized the man and dragged him off as quickly as he'd appeared.

"Don't worry Arthur, you'll get used to this sort of thing." She led Arthur on until they went up a small ramp that led out onto a vast concrete plateau where Arthur could see a large black ship waiting, its engines puffing smoke out into the brisk air. It read "Tourist Shuttle" on the side and queues of people were entering the ship up a gangway. Soon Trillian and Arthur were joining the queues.

"All aboard please", demanded a nearby robot with 302 across its chest. "The shuttle is leaving in five minutes for the planet Home."

Arthur thought 'Wow!'. He had no choice but to board the ship with Trillian now - well, she was nice - and Arthur might get somewhere. Quite where, dear readers, is what we'll find out next month. Will Arthur discover Bored and Bitodd on the planet Home? Will this story go on as long as I want? No, because Sandra only wants one more part, so stay tuned!!

Final episode next month.

.....

CHANGES TO PROBE!

As you'll all probably have noticed, the Kings & Queens of the Castle section is beginning to take up lots of space in the magazine. So, I've had a good think, not easy without a brain, and decided that full lists of solved adventures will only be inserted once. After that I'll have a page of Kings/Queens updates so that anyone who wishes to continue offering help can have their name and address entered again with a list of the new games on which they are willing to offer help. If everyone who wishes to update waits until they have a list of about six adventures then I should be able to keep the section in the magazine. Also it will save me some time as it takes ages updating current entries.

.....

A PLEA!

I need more contributions for the different sections of the magazine and it would be helpful if you send anything if you could use separate pieces of paper for different sections. I can then file contributions under the relevant section. Also, please put your name on anything you send in so that I can credit each individual. I try to use everything I receive in the way of contributions at some time or another as I appreciate the time and effort involved, but, if I receive lots of Hints and hardly anything for Precision Corner then it can take a long time for your contributions to be used.

.....

A COMMENT

Further to the letter by Mike Wade in issue 13 of Probe where he commented on the fact that most of the telephone help calls he receives are from ladies, some of you seem to be under the impression that Probe's membership consists mainly of ladies. You couldn't be further from the truth. In fact only 10% of our readers are of the - dare I say it? Yes I dare! - fairer sex. So come on you other 90% start corresponding with each other. One of the main reasons for setting up a club like this is to put fellow members in touch with each other, it makes for a friendly atmosphere, which then comes over in the pages of the magazine.

The lecture is now over Sandra

.....



Getting You Started

QUESTPROBE 3 - Joan Pancott (Amstrad)

TORCH. Talk to examiner and press any key. Enter shack, get candle, s, fly, enter tarpit, give candle to Thing, get watch, leave pit, flame off, change.

THING. Hold breath, wait 15, wait 10 (sinking down tarpit), feel around, smash machinery, w, n, n, e, (wall of fire), light candle, examine fire, w, s, s, e, s, change.

TORCH. Throw high flame at tarpit (for a smoke screen which will stop Torch being shot down when flying), fly hills, fly hills, flame off, enter cave, examine boulder, shoot high flame at boulder, flame off, get pebble, drop pebble down shaft, n, change.

THING. Look, get pebble, throw pebble hard up shaft, change.

TORCH. Examine watch, wait 50, (to restore energy), examine watch, enter cave, enter shaft, d, d, (or any two commands will make you fall), flame on nova, look.....

.....

CASTLE BLACKSTAR - Graham Wheeler

Start in valley: w, w, n, w, GET ARROW, s, e, GET BOW, n, FIRE ARROW, CROSS DRAWBRIDGE, CLIMB PORTCULLIS, n, d, sw, in, GET KEYS, MOVE HAY, GET LAMP, out, se, e, TURN WINCH, nw, e, e, n, w, s, d, GET COIN, FILL LAMP, up, e, n, CROSS DRAWBRIDGE, w, w, se, up, w, w, n, GET GLOVES, WEAR GLOVES, n, down, GET KNIFE, n, e, GET BAR, w, s, up, s, s, down, GET SCROLL, down, down, e, e, up, GET ROPE, TURN WHEEL, down, w, CLIMB CHANDALIER, JUMP, GET VIOLIN, TIE ROPE, down, w, up, up, up, n, PLAY VIOLIN (with bow), GET EGGS, DROP BOW, s, e, e, down, e, nw, e, e, n, n, e, ne, in, PRAY, (see goddess), DROP VIOLIN, DROP EGGS, out, s, s, sw, w, w, CROSS DRAWBRIDGE, w, w, se, up, w, w, down, down, down, e, e, GET FLOUR, down, GET BOTTLE, ON LAMP, w, GET MASTERPIECE, e, OFF LAMP, up, nw, nw, e, e, e, n, n, e, ne, in, DROP COIN, DROP MASTERPIECE, out, s, s, sw, w, w, n, w, s, down, ON LAMP, n, e, DROP BAR, (it rolls through a crack for later use), w, n, UNLOCK DOOR, (you are now in the main underground section), n, n, se, down, se, e, THROW FLOUR (gets rid of hand that pushes you back), e, s, (split room), s, you will find that your bar is here, also a goblet. If you try to GET GOBLET the walls will start to close in on you, so DROP BAR at the other end of the room and you can safely GET GOBLET.....

.....

GREMLINS - Graham Wheeler

DOWN, GET SWORD, KILL GREMLIN, GET REMOTE, DROP SWORD, GO KITCHEN, PRESS REMOTE (roast gremlin), PRESS REMOTE (turn off), PRESS REMOTE, (blend gremlin), PRESS REMOTE, (off), PRESS REMOTE, GET GIZMO, PRESS REMOTE (close chute), PRESS REMOTE, EXAMINE DRAWER, GET KNIFE, EXAMINE DRAWER, GET IGNITER, DROP REMOTE, E, UP, DUCK, KILL GREMLIN (with knife), GET FLASHLIGHT, D, GO DOOR, N, E, GO STATION, GO PIT, GET BOTTLE, GET TORCH, UP, N, W, N, LIGHT FLASHLIGHT, INSERT FLASHLIGHT (Stripe runs away), OPEN VALVE, LIGHT TORCH, CUT BOX, GET PLATES, S, S, WELD PLOUGH (disables it), GET LADDER.....

.....

Aird Services brings you f4r more than just Software

CPC 6128 Colour	£385.00	Modulator 464	£12.95
CPC 6128 Green	£285.00	Modulator 664/6128	£27.95
CPC 464 Colour	£285.00	JY2 Joystick	£12.95
CPC 464 Green	£189.00	Cassette cable (664/6128)	£3.95
DDI 1 Disc drive	£155.95	DMP2000	£169.95
6128 2nd Drive	£99.95	Amstrad Modem	£99.95
Cable for 2nd Drive	£7.95	RS232 (464/6128)	£56.95
Amx Mouse (Ams/Spec)	£64.95	Datex Mouse	£49.95
Amx Mouse (BBC)	£64.95	Kenston Mouse	£64.95
Specdrum	£29.95	Amdrum	£34.95
Sinclair + 2	£149.95	RAM Music Machine	£46.95

Amstrad MCD1 portable Cassette/Radio/CD player £179.95

Psion Organiser hand held computer and accessories

Psion Organiser II CM	£89.95	Psion Organiser II XP	£129.95
Datapack 8K	£11.95	Datapack 16K	£18.95
Datapack 32K	£32.95	Datapack 64K	£75.95
Mains Adaptor	£12.95	RS232 link	£45.95
Modem adaptor	£12.95	Epson adaptor	£12.95
Brother adaptor	£12.95	BBC adaptor	£12.95
Spelling checker	£29.95	Finance pack	£29.95

Hardware supplied to Europe and overseas ex VAT send for details

Videos

Write or phone for details no lists on videos sorry, over 1200 different titles available all for less than £10 inc p&p

Music Videos by all your Favorite Artists over 300 different £6.99 to £9.99
 10CC live £6.99 - Asia in Asia £9.99 - Compleat Beatles £9.95 - Bette Middler Art or Bust £9.99 - Bill Wyman £9.99 - China Crisis £9.99 - David Bowie (6 Different £6.99 to £9.99 each) - ELO live £9.95 - Feargal Sharkey Video EP £9.99 - Best of Gary Newman £9.99 - Human League £9.99 - Jam Live £7.99 - Kim Wilde £6.99 - Meatloaf live £9.99 - Pink Floyd £6.99 to £9.99 - Queen 4.99 to 9.95 - Soft Cell £8.99 - Status Quo £7.99 to £9.99 - UB40 £9.99 - Wham 1 £9.95 - Wham 2 £9.95 - Black Sabbath £9.99 - Iron maiden (3 different £9.95 each) - Judas Priest £9.99 - Metal Edge £6.99 - Saxon live £9.99 - Wasp live - Clash £9.95 - Turnpike Cruisers £9.95 - Donna Summer £9.99 - Michael Jackson Thriller £9.99

Videos £9.99 each

American Werewolf in London - Airwolf - Capricorn 1 - Dirty Harry - Educating Rita - Love Story - On Golden Pond - Street Car Named Desire - Who Dares Wins - Casablanca - Dr Who Revenge of the Cybermen - Disney Bunch - Jack and the Beanstalk - 10 - Return of the Pink Panther - Pavaritti - Fawltly Towers (4 different £9.99 each) - 2001 A Space Odyssey - Barbarella - Fishing with Jack Charlton (6 different £9.99 each) - War of the Worlds - Soldier Blue

Videos

World at War series £8.99 each
 Episodes 1/2 - 3/4 - 5/6 - 7/8 - 9/10 - 11/12 - 13/14 - 15/16
 World at War series £9.99 each
 Episodes 17/18 - 19/20 - 21/22 - 23/24 - 25/26

AIRD SERVICES Tel. 021 327 5046

Cash with Order

Make Cheques Postal Orders Payable to Aird Services (Dept AP)
 139 Bromford Road Hodge Hill Birmingham B36 8HR



CURSED BE THE CITY - Incantation - £2

You are Asher, the would-be hero, whose task it is to find and destroy the villain Popol Vuh. He has been kidding the good people of your town that he is MASAEDPHRAIN, a worshipped God. They have been sacrificing themselves under false pretences and now you must go and sort him out.

The first thing that impressed me was the length of the location descriptions, not the usual "You are in a tunnel" nonsense. The author has gone to great lengths to put over the picture he had in his mind, and as this is a text only game (the best type), this really does add to the atmosphere.

There are many locations and lots of puzzles, so I don't think this game will be cracked in a few hours, which makes it even more good value at £2 than many other Budget games!

I have only one major moan concerning the maze. It isn't a huge maze, with only six locations, but it needs you to have a certain object before you can escape, not very logical in my eyes!

Speaking of logic, this game does not include a Help facility, which is a shame, because a few of the puzzles could have done with a little prompting, to push you in the right direction.

Also the game does not understand Get all or Drop all, which is standard today.

Anyway, send off for this game today, as it is one of the best Budget Adventures I have seen around.

Atmosphere 8/10 Plot 8/10 Presentation 7/10
Value 9/10 Overall 8/10

Reviewer - Bob Weeks - Amstrad

.....

CURSED BE THE CITY is available on Amstrad - Price £2 on tape or send formatted CF2 and £1.50 to:

S. Johnston, (DEPT. AP), 3 Halyard Terrace, Auchtertool, Fife.KY2 5XR

.....

Hints

ENCHANTER - Ron Rainbird

Follow rat tracks and investigate where they lead. Use pencil and eraser to re-trap Terror in different parts of the Catacombs, by altering lines on map. Then get important Scroll. To overcome Stair problem, cast KULCAD. Memorize GONDAR and CLEESH to leave you face to face with Krill for the final duel.

TLP 1 and TLP 2 were amongst the first adventures I ever played and I thoroughly enjoyed them. I eagerly awaited the launch of TLP 3 which took some time due to problems which were explained in an earlier issue of 'Probe'.

For the uninitiated, the quadrilogy, as it will be eventually, is written using Quill and is text only.

So, in eager anticipation I typed TLPART3 and waited. The first words that appear on the screen are "Do you want a redesigned character set?", very thoughtful. Being a bit shortsighted, okay then a lot shortsighted, I chose to type no. Some character sets I find very difficult to read even with my glasses. The next prompt appeared on the screen "Do you want instructions?", I typed yes and was treated to a very detailed "The Story so far" which means you don't have to have played the first two parts to know what is happening in the third one.

The plot goes something like this. On a trip to Alpha Centauri a ship called The Phirious vanished without trace. Rumour suggested that she carried a valuable load. You take the part of a space scrap dealer who, upon obtaining information that the Phirious started its journey from Earth, decide to visit that planet.

In part 1 of the adventure your ship exploded while you were visiting an abandoned wreck. You eventually managed to get to Earth. In part 2 you gained enough information to point you in the right direction. You gathered up supplies and boarded your Griffin cruiser. This is where part 3 begins.

As you near the planet Falkrhanon you are attacked by fighters. You use up valuable fuel in the ensuing dogfight and have to land on the planet.

Falkrhanon's native population had been wiped out by a mysterious plague and it was now inhabited by science personnel who were investigating the plague. You had picked up some co-ordinates for the Phirious but, as they were in a foreign language, you couldn't decipher them. What you needed was a Mk2 Babelle fish which you just might find on Falkrhanon.

Your travelling companion was a robot named Jethro who was very playful, and despite previous warnings not to touch the controls, he pressed the ejector seat button and went soaring through the roof of the ship.

The author then proceeds to tell you what you need to do to complete part 3, which I thought was excellent as I've played too many adventures without really knowing what I was aiming to do. In order to complete this part you need to find fuel rods, food supplies, a Babelle fish, Jethro and an operational ejector seat. Place these items in the back of your cruiser by the airlock. You must also fill the hole left by the exiting Jethro and ejector seat.

There are also some special options which are very thoughtfully provided. Typing "MAP" will tell you where to start mapping on each level. There is also a maze in this part but typing "MAZE HELP" switches on and off a path to follow - excellent!!

And now to the game itself which begins in the cruiser with a hole in the roof and a spot on the floor where the ejector seat used to be. The descriptions are not over-long but very atmospheric and descriptive. The random "what now" messages I found very amusing, e.g. "What next my little Gob Stopper?" and "What next my old mucker? If you "Inventory" when not carrying anything you get the response "Nothing - not a pan galactic sausage!" Love it!!

The puzzles are not too difficult and quite logical, but you can type the correct input to solve a puzzle and if you're not carrying a specific object then it doesn't work. But, once you realise this then the puzzles become easier to solve.

When I entered the jungle maze I immediately typed "MAZE HELP" and received the description of the location plus "Animal tracks lead East and West" or whichever directions were appropriate to the location. As you probably all know by now, I've no time for mazes so I found this additional help very practical and useful.

Although TLP3 can be played from disc the save option is to tape only which is a bit of a bind, but it didn't stop me from playing the adventure as I enjoyed it.

With around eighty locations to explore and plenty of puzzles to solve I think this adventure easily justifies the price of £2.50. Both experts and beginners would enjoy playing this game and if you've played the first two parts then you just have to play this one. I can't wait for part 4, so come on Neil hurry up and finish it!

Atmosphere 8/10 Playability 8/10 Difficulty 7/10
Value for money 9/10 Overall enjoyment 8/10

Reviewer - Sandra - Amstrad

Precision Corner

FOURTH PROTOCOL (Part 1) - Linda Friend

1. To avoid having your staff of 'Watchers' taken away by Harcourt-Smith follow up all memos and reports as quickly as possible.
2. You will need to keep moving watchers on and off the targets in order to complete each case.
3. As you complete each case satisfactorily, you will get more staff.

JANE ABBES

1. When memo received about her, Surveillance on - 25 watchers.
2. When asked to advise action by D6 - Check girl's clearance. (You will eventually be told she does not have access to classified material.)
3. When D6 ask you to advise on action a second time, informally question the girl, then suggest defection of Stanistav.

ADAMSON

When you get a memo, Surveillance on - 1 watcher.

This is the latest in the recent steady stream of new releases to spring forth from Tartan. As it's name suggests, it's a compilation of six different adventures on one tape. However, unlike other compilations, these six games share a common purpose ... that of introducing the novice, step-by-step, into the fine and wonderful world of adventuring!

The tape starts with a general introduction to adventuring, followed by the very simplest adventure. After that, each adventure gets steadily more difficult, thus taxing and teaching the player more and more as progress is made through the package. Each adventure is named after a differently-coloured door and, indeed, each adventure starts with the player standing before the door of the title. Passing through that door will lead to a variety of scenarios ... and the adventuring proper!

SIX-IN-ONE had its roots in the numerous letters that arrive at Tom Frost's home pleading for help in one adventure or another. From the nature of the questions being asked, it became obvious to Tom that many of those who were stuck were in fact novice adventurers who, albeit innocently, had bitten off a little more than they were yet able to chew! (How well I remember certain reviewers recommending JEWELS OF DARKNESS as being an ideal package for those new to adventuring! Anybody who considers ADVENTURE QUEST to be a suitable game for a novice, obviously hasn't played it! I wonder how many people took the "experts" advice and bought JEWELS OF DARKNESS ... only to give up on adventuring altogether when they found they couldn't get anywhere with it?). So, Tom, in conjunction with a friend - Audrey Meredith - set about creating a package tailored to the needs of the adventuring newcomer. The result is SIX-IN-ONE ... three adventures written and programmed by Tom himself, two adventure designed by Audrey and programmed by Tom, (all five using the Adventure Builder System), and one adventure designed and programmed by Audrey alone (utilising the Quill suite).

INTRODUCTION: The first game on the tape starts not as a game at all ... but as a tutorial! Simple, straightforward, succinct, but extremely comprehensive, it covers all the points that one would expect to find in an article introducing adventures (and some that are frequently left out!) in a friendly and helpful manner. I couldn't fault it. Briefly, points covered include a description of what an adventure actually is, how to use directions and other standard commands (Inventory, Examine, etc.), game playing hints (e.g. explore and map first, match objects to problems later), how to input commands (verb/noun, first four letters recognised, etc.), how to make a map, the need for lateral thinking, use of synonyms, saving and loading, mazes and how to survive them, etc., etc. In short, all the stuff that us more experienced types are so familiar with that we don't even think about it anymore ... but that a newcomer has yet to learn!

The player can run through the tutorial as many times as he wishes (or she wishes) until they feel ready to tackle the first adventure proper. This is a straightforward "find the diamond" quest, with just 14 locations, but the player will need to use what has been learned in the tutorial if it is to be completed successfully. Clues are hidden in the location descriptions, so it pays (as always) to read carefully what comes up on the screen. However, what strikes you immediately about this adventure (and the others that follow it) is the smashing screen presentation. The graphics are simple, half-screen but effective and there is good, frequent and varied use of colour throughout the text. It looks and plays well, and you know instinctively that someone has taken a lot of care ...

OPEN DOOR: Your mission here is, perhaps, the most simple of all. You start "HERE" and you need to get to "THERE". Now, how many adventures spring to your mind that operate on exactly the same premise (if somewhat jazzed up a little)?

This adventure requires more from the player than the first did. The problems are more tricky, the playing area is larger (although still small by most standards), and the clues are slightly more oblique. Magic and its use is introduced, and the dreaded maze rears its ugly head for the first time!

As with the first adventure, a powerful help command has been included which will provide the player with a full solution to the game ... but in short stages, so that you can read up to where you're stuck, discover how to get over the problem, then return to the adventure without having seen the solution to what comes next!

WHITE DOOR: It is Christmas Eve and two special presents for your children, asleep upstairs, are hidden somewhere inside your house. Only your spouse knows where they are, but, unfortunately, her car has broken down and she can't get home. Your job is to find the presents and place them in the kids bedrooms ready for the morning ... an added complication is that you will have to be dressed as Father Christmas in order to do this without waking the children and ruining the surprise!

A novel feature of this game is that you can play it as either the wife or husband of the family ... as you prefer. Having played it through as both, I must say that whichever one you choose doesn't matter overmuch. Some of the location descriptions change slightly to accommodate the differing sexes, but all the problems and all the solutions remain the same! Still, it is nice, and unusual, to see a choice offered!

All the ABS adventures have nicely redesigned character sets, and this one is no different ... lovely, semi-gothic letters that could have come straight off a Christmas card! The range of skills required from the player is also extended in this one ... He will now be required to place objects inside other objects (e.g. a battery in a torch), to find objects that are inside other objects (e.g. blankets inside an ottoman), and to use several objects in tandem (e.g. string, paper and scissors to wrap packages). The "instant-death" syndrome also makes an appearance as entering either bedroom incorrectly dressed, or with the smell of sherry on your breath, will wake the child sleeping there and the game will end.

GREEN DOOR: This is where the pace hots up ... and things start getting difficult! You find yourself changed into a Bear by a Witch with an urge to sing (but very little talent!). She demands that you bring her four items before she will reverse the enchantment, thus returning you to your normal state. Quite how a Bear is supposed to manage this is never fully explained, but what the heck

This is a "straight line" adventure, which means that there is only one way through it to ultimate success, and that, also, each problem will need to be solved as you come to it before you will be allowed to progress to the next. You will soon discover if you have strayed off the straight-and-narrow of the correct path, as death (of one sort or another) will usually occur after one or two moves in the wrong direction!

As you would expect, this is the most demanding adventure thus far and it will require a disciplined and thorough approach on the part of the player ... as well as perseverance and imagination in tackling some of the problems! However, it is precisely because it is such a challenge that it is so enjoyable, and a warm feeling of accomplishment is your reward for each step of progress made. Tom tells me that several people believe this to be the most difficult adventure on the tape, and I see no reason to argue with that!

RED DOOR: This is my own personal favourite of the compilation. In contrast to GREEN DOOR, this adventure is totally "open" ... which means that every location (bar one) can be visited from the very start of the adventure without needing to solve a single problem. This allows you to explore and map freely, and then solve the problems in whichever order you fancy (usually, if I'm honest, in the order that the solutions occur to me!). I like this approach, and relished the adventure.

You find yourself imprisoned within an Egyptian Tomb ... and you need to find a way out!! A creepy, flickering-torchlight, dark corners kind of atmosphere is well created and I felt more than a little like Indiana Jim as I explored the long corridors! Unfortunately, this was somewhat spoiled when I stumbled into a Concubine's Apartment (complete with Concubine) with a Patio outside her window, and a Garden beyond the Patio! All this inside a tomb, no less! Oh well! By that time, I wasn't really worried as I had become caught up in solving the puzzles and thus completing the quest.

The testing of the players skill and ability to think his way through a problem continues with some new twists here. For instance, in a lot of the locations you are not told the exits, so you need to remember to test for all possible exits. Also, you will be required to bring to Two Mummies (yes, TWO mummies!) certain objects which have been stolen from them ... only you aren't told what these objects are! You have to use your own judgement as to what a Mummy might require (but you are given some clues).

YELLOW DOOR: The Eight Rays of the Sun have been stolen away by the Moon Raydiator. Without them, the Sun cannot shine and all living things will perish. The Sun God enlists your aid in his quest to recover the Rays before day is due to dawn the next morning (yes folks, another Quilled game with a time limit built in ... there really does seem to be an epidemic of them!).

You begin by searching the Sun Palace for the four Rays which the Raydiator was forced to abandon as he fled. You will then need to make your way to the Moon (creating your own means of transport in order to get there) where you will find the Sun God has been captured and imprisoned. You, therefore, are stuck with finding the remaining four Rays, defeating the Raydiator, freeing the Sun God, and getting the whole kit-and-kaboodle back to the Sun Palace before six in the morning! You know ... the usual ...

This is by far the largest of the adventures, so there's a lot of exploring and mapping to do. The puzzles are difficult in places, and not altogether logical (in places) either. This tends to make things a bit more difficult than they should be. There are a number of passwords to be found ... and these turn up, as often as not, in the form of anagrams ... so you'll need some ability with that kind of puzzle (some knowledge of lunar geography wouldn't come amiss either!).

As a package, I think SIX-IN-ONE works very well indeed. It sets out to introduce the new adventurer to the joys, delights, angers and frustrations of the hobby in as gentle a manner as possible ... and it succeeds. My only complaint would be that, as it is novices we're talking about here, there should have been more help available in the later adventures ... full, move-by-move solutions (as used in the first two adventures) would have been best, but, if memory didn't permit that, at least some straight answers to the request "HELP" could have been put in. As it is, there is a little too much dependence on the cryptic clue and the indirect hint (which could be as much trouble to the novice as the original problem they are supposed to help him solve!).

So, if you're a newcomer to adventuring ... welcome! ... give this collection a try. It will do you a great deal of good. If you're more expert, then I really can't recommend this to you ... as at the price, there is not enough here to justify your expenditure. However, should Tartan ever decide to release GREEN DOOR and RED DOOR on one tape for about £1.50, I think you would find it worthwhile taking a look at them. (How about it, Tom?).

Reviewer - Jim O'Keeffe - Spectrum

THE PAWN by David Irwin

(Final part)

16) Give them the rice and when asked for lead give them lumps. Go northeast into the store and take the tomes. Cast a spell at tomes and read it. Take the aerosoul and go back to the lab and take the northwest exit. Cross the rope bridge and go northeast and north to the paper room.

17) Open the cupboard and tie the rope to the hook. Tear the paper wall with the boots. Climb down the rope, drop it and go south. Knock the doors until they open and give the porter the whiskey bottle. Go east and down the shaft and north to the aneea. Here you will find Jerry Lee Lewis. Give him the beer bottle. Leave and drop the white. Go east and north and east to hell. Ask the devil about wristband and take the potion bottle. Go north to the high ledge and then to the paper room.

18) Take the rope and climb down it. Drop it and go south, east and down to find the white, take it and leave by the rope. Now go to the high ledge (north of the rope bridge) and northwest to the dragon's chamber.

19) Shine white on shapes and point to them and go north.

20) Throw the potion bottle at Kronos and press the nozzle (or the aerosoul). Take the pointy hat and cloak and wear them. Take the wand and go south. Go southeast to the high ledge and go to hell as before, dropping the white at the bottom of the shaft. Give devil aerosoul and leave by going west, south, west, take the white and go to the high ledge as before.

21) Go to the small cave and go south. Open the doors and go south to the cream door. Knock the door and when asked about the wristband say no. The door will now open. Go south to finish the game.

Adventure completed

NOTE: It is possible to finish the game without -

- a) Killing the adventurer.
 - b) Voting.
 - c) Planting the pot plant.
 - d) Giving Jerry Lee Lewis a drink.
- but you won't finish with full points.

The blue key will open either the safe or the door in the Ice tower landing but you don't get any points for rescuing the princess, and you do for voting.

.....

SECRET OF ST. BRIDES by Alf Baldwin

(Part three - After smashing the massive brass-bound door)

Eat the other side of the mushroom and go west into the gloomy cell. A group of women and children bless you for freeing them and beg you to find the amulet, before the roundheads get their hands on it. Return to the long dark tunnel and go north. Get the loose plank and you expose thick mud. Get the mud, when asked if you really want it, say yes, and in satchel when asked how you are going to carry it. Open the grille in the east wall and go up to the top of the well. It is light here, so snuff the lamp. Go north to the cottage garden, examine the garden and the herbs and get the catmint. Knock on the door and you are invited to come in. (to be continued)

THE BOGGIT by John Barnsley

(Part two - make good use of Ramsave during this part)

DIG SAND, LOOK (you can now see a locked trapdoor), SMASH TRAPDOOR, LOOK, TAKE TORCH, EXAMINE TORCH, EXAMINE BATTERY, INSERT BATTERY INTO SWORD, TAKE CASH, THROW ROPE AT WINDOW (until it becomes securely caught), PULL ROPE (you are now in a dark winding passage), TAKE ROPE, SE, S, W, SW, (you now meet the lispng Goldbum who asks you a question) SAY AFRICAN OR EUROPEAN (Commodore version) - [Kill Goldbum, Spectrum version], N, W, W, TAKE RING, W, N, S, E, TAKE EGG, EXAMINE EGG, NE, SE, S, NW, E, U (you find yourself in a tree outside the Goblin's Gate), WAIT (until the eagle flies past looking for it's egg - the eagle gives you a lift to it's nest and drops off for a visit to the loo), WAIT (until the eagle returns and flies you to Berkwood). (save game - switch off - load part 3 - reload saved data)

.....

DEADLINE - by The Kraken
(Part two)

Go into the Master Bedroom and have a look around. The Balcony Railing here is uniformly painted. The Bathroom reveals a bottle of Sneezo, and a bottle of Allergone. Examining the Allergone shows that it is dangerous if taken with alcohol. But is it dangerous if taken with Ebullion?

At 9:08 approximately the phone will ring, so stay near one and answer it when it does. Is Mrs. Robner having an affair and decided to kill her husband? Go to the Library and wait outside until Mrs. Robner comes upstairs and goes into the Master Bedroom. Go into the library and answer the phone. Interesting!

Go to Dunbars bathroom and open the cabinet. Examine the Loblo and the cough medicine. Could Dunbar have slipped some Loblo into Robners tea? Ask Dunbar about Loblo, Focus, and Baxter. She should be in her bedroom at about 9:40. Go downstairs to the Foyer where you will find an envelope has recently been delivered (9:57). Examine it and its contents. Is Steven the murderer along with Mrs. Robner?

Go into the kitchen and ask Rourke about Dunbar and Baxter, she should be here about 10:00. Examine and count the China. There seems to be a cup unaccounted for.

It is now time to go into the garden. go to the shed and examine the ladder. Wait until approx: 11:00 and follow McNabb into the rose garden. Wait, until he finds some holes, and get him to show them to you. Follow him to the holes and examine them. Examine the soil, and then dig in the dirt until you find a piece of porcelain. The missing cup perhaps? Clean the fragment to confirm your suspicions, then analyse the fragment for Loblo.

Go back to the house and into the Living room. Pick up the Daily Herald from the front door on your way (wait if it isn't there). You should reach the living room at about 11:35. Ask Baxter about the Concert, Focus and Dunbar. Read the second section of the Herald, and ask Baxter about Omnidyne. (to be continued)



Solution Of The Month

ENCHANTER by Ron Rainbird (Atari)

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

Inventory: Read Spell Book

Start at junction: NE, in shack, open oven, get bread, jug and lantern, go out, NE, SE, NE, drink water, fill jug with water, SW, SE, SW, SW, S, GNUSTO REZROV (spell given you by Crone), NE, NE, E, E, REZROV gate (after memorising Rezrov Spell), in, memorize FROTZ then FROTZ lantern, N, N, E, E, E, E, E, memorise REZROV then REZROV north gate, N, get KREBF scroll, E, memorise NITFOL then NITFOL frogs, look under lily pad and get damp (CLEESH) scroll, GNUSTO KREBF spell, GNUSTO CLEESH spell, W, S, W, W, W, W, W, S, S, S, S, E, down, N, open door, N, move block, E, get stained scroll (EXEX), GNUSTO EXEX, W, S, U, W, U, go to bed and sleep, get up, examine bedpost, push button, get gold scroll (VAXUM), GNUSTO VAXUM spell, D, N, N, N, N, U, get egg, examine egg, pull handle, press knob, push slide, turn crank, press button, keep egg and shredded scroll, D, S, S, S, S, E, E, E, S, SE, memorise NITFOL, NITFOL turtle, "Turtle, follow me", NW, N, E, U, memorise EXEX, EXEX turtle, "Turtle, go SE, get scroll, go NW", take brittle scroll (KULCAD - You cannot GNUSTO this spell), READ SCROLL but do not cast it - yet, D, W, W, examine portraits, W, N, drop egg but retain shredded scroll, get box, S, W, U, drop brittle scroll, memorize BLORB then BLORB brittle scroll, drop box, D, E, N, get egg, S, W, U, drop egg, go to bed and sleep, get up, D, E, E, memorise FROTZ, douse lamp, look at gallery, look behind lighted portrait, take black scroll (OZMOO), GNUSTO OZMOO, FROTZ lamp, W, W, U, memorise KREBF, KREBF shredded scroll (ZIFMIA), GNUSTO ZIFMIA, D, N, N, E, E, drop all except spell book, memorize OZMOO then OZMOO me, drop spell book, E, wait, wait, D, W, get all, W, W, cut rope around box with sacrificial dagger, open box, get scroll (MELBOR), GNUSTO MELBOR, W, W, W, NW, NE, drink water and then fill jug, SW, SE, E, E, N, N, E, E, E, E, E, W, W, W, W, W, S, S, S, S, U, go to bed and sleep, get up, D, N, N, N, N, memorise ZIFMIA and VAXUM, go through hall of mirrors and back again if necessary, until Adventurer appears on the other side of the glass, then ZIFMIA ADVENTURER when seen, provided he stays in that location. When Adventurer comes through the glass, VAXUM ADVENTURER, E, E, E, E, "ADVENTURER, open door", U, drop box, get map and pencil (from Adventurer, if he takes them first), ignore scroll, drop dagger, D, memorise MELBOR then MELBOR me, W, S, read dusty book, examine rat tracks, reach into rat-hole and get scroll (GONDAR), GNUSTO GONDAR, S, S, S, S, W, W, D, D, examine map and pencil, S, E, draw a line from F to P, examine map, erase line from V to M, erase line from P to F, draw a line from M to F, get scroll (GUNCHO - which cannot be entered in Spell Book), NW, W, N, U, U, W, U, drop map and pencil, memorise REZROV, REZROV strong-box, get KULCAD scroll, D, E, E, E, N, N, N, E, E, memorise GONDAR and memorise CLEESH, KULCAD stairs, read ornate scroll (IZYUK), IZYUK me, E, GONDAR dragon, CLEESH being, GUNCHO KRILL.

Provided I have typed this solution correctly, the last two words should dispell Krill and elevate you to sit on the right hand of Belboz, attaining a score of 400 out of 400.

.....

Another letter from Scotland

O.K. so we have temporarily gone medieval - although someone not too far away sometimes makes those sort of innuendoes about my age. After an extended session of decorating and gardening I suppose I have not too much defence as I sit in my favourite armchair with a life saving cuppa mulling over how little has been achieved by so few with so much effort.

Having just about got over the festival fortnight with more than a surfeit of good culture (and food) and a day at Caerlaverlock Castle watching displays of fencing and archery followed by a fantastic battle, courtesy of the Sealed Knot Society, we have had the usual pageants and the Riders have ridden the Marches as is the custom for Guid Nycburris. So it is that the festivities seem to continue and there is more than a touch of reality added to the old adventure scene. After a fantastic couple of weeks of sunshine the weather has changed for the worse and I do hope that the summer is not entirely finished. Despite all the diversions I have managed to have a few trips into the world of fantasy.

I have taken the unprecedented step of writing to some readers of Probe asking, in effect, for help in typing up solutions so that I can spend a little more time solving the adventures. Many thanks to those people who did help out. I was a little bit disappointed that one or two did not reply, even to say sorry, despite having my stamp. However, to balance this out some folk were exceptionally helpful and they can rejoice in the knowledge that they have earned my gratitude and have provided the means whereby more people can be helped either via the pages of Probe or via correspondence.

No doubt you will realise that only a relatively small proportion of my mail is referred to within these hallowed pages or I would end up bagging all the magazine and our friendly editor would be buying shares in some company supplying blue crayons (the quickest and most effective way of dealing with verbose writers). However, I do refer to all letters coming to me from known Probe readers so please mention Probe when writing for I tend to give you preference when replying. All right, there are quite a few of you wondering what has happened to your letter. I have had some over a month now. I am desperately trying to catch up and I do actually manage to answer every letter in the end but if you read the opening paragraph you will realise I have been having a good time!!!

Fortunately, my new postman is very chirpy and cheerful and he does not seem to have taken exception to the sudden influx of strange packages, many marked with fierce labels such as 'DO NOT X RAY', 'MAGNETIC MEDIA', 'FRAGILE' and the like. Perhaps 'OPENING THIS COULD DAMAGE YOUR SANITY' would be more appropriate. We seem to have fierce warnings over so many of life's pleasures that I am quite amazed adventurers have escaped the net! The mailbag this month is bulging and I am bravely trying to battle my way through letters and magazines. Please, when you write for help will you tell me the name of the adventure and the software house. In many cases I have to try and work the adventure out from the problem. If I happen to remember

that problem then there is a chance of success but if your problem means nothing to me I cannot even make a plea for help in the column or use my 'untested database'.

My attention has been drawn to a new magazine which has fallen upon my doormat. It contains a number of reviews, a solution to part of CRL's Dracula and some advice on Adventure programming. We are promised articles on the use of GAC, the Quill and other adventure generators (is this now a valid phase?). No doubt PAW will also be included. As a starter, a demo using GAC is promised in issue 2. At present The Book of Lore is a bit thin with blank pages and duplicated typed text, so contents are a bit down in volume. However, if the editor manages to live up to his promises this will be a worthy addition to the adventure magazines. As yet it is too early to judge but I can only encourage the obvious enthusiasm.

I have heard the sad news that Insight is to cease publication. Issue 16 has arrived and Ron indicates that due to a promotion he can no longer cope with Insight so I am sure you will all join me in thanking Ron for his efforts and wishing him success in his career.

What Now no. 18 came after a long delay due to a flood at the printers. It was well worth the wait. The next issue of What Now will be delayed as it is to be a special issue marketing the launch of this journal on the newsagents stands. Let's hope this proves successful. I do hope that the journal remains 'Clubby' in nature and does not go commercial on us.

I have received the first issue of Harry Bastien's newsletter for Electron Users and it looks as if Harry is on the right lines. The first issue, a printout, contains a number of well thought out reviews, a newsy chatty editorial and a long list of solutions available from the club.

Hooray! ACL Dossier Number 19 has come. It seems to be a bit on the thin side, although there are 24 pages (several being lists of adventures for sale). This month's solution is for Arrow of Death Part 1 and there is the continuation of a number of serialised solutions. Hey! What's gone wrong? The Hobbit failed to appear this issue! I am positive it is not mentioned anywhere!

As I pen these pearls I have had no further news of Time Traveller or The Quest Chronicles.

I have received some queries for ancient BBC adventures. If anyone out there has solved Alligata's Ebony Tower could you drop Sandra a line. It is an oldie which I have not yet got round to sorting out. Someone has lost the silver ingot in Labyrinths of La Coshe (Micropower) so can anyone remember where it is? I solved this dreadful adventure after being told it was similar to Zork 1 so long ago that I cannot remember the details. I disliked it so much I really do not want to have to plough through it again. It is true many of the puzzles are the same as Zork 1 but to say it is the same! Labyrinths of La Coshe is in basic, is slow, regularly responds with inane insults and is prone to crashing. Zork 1 is an Infocom adventure and I cannot give it higher praise than that!!

ALEC MACKIE has been playing the Snow Queen by St. Brides on his C64 and cannot get out of the old lady's garden. He has read the 'language of the plants' and 'the language of the birds', found the key in the soldiers pocket, been down the well, ended up in a tree, got the opal, then cried and floated down back to the garden. He has tried to talk to the flowers but cannot understand them. He cannot get the scroll that is in the old lady's room downstairs. As Alec is such a neat writer I will help him out.

When you have entered the parlour EXAMINE BOOKSHELF to see the two books. Take the books, one at a time, to the seat at the end of the orchard and SIT, READ BIRDS, READ BOOK, YES and repeat for the second book. SIT, READ PLANTS, READ BOOK, YES and return the books to the shelf. Go to the parlour and GO UP, EAST, SLEEP and go back to the old lady's desk and EXAM LADY. You can now leave the garden via the north gate. At the gate UNLOCK GATE with the iron key and NORTH. Hopefully, that solves your problems Alec without ruining the entire game.

JACKIE HOLT has asked Sandra if I can help her out in Salvage by Live Wire. Sorry lass, I wish I could but I have not got round to this one yet. Apparently you have to enter a 5 digit code and Jackie has found 13 numbers to choose from but is stuck. Can anyone help Jackie out?

BOB ASTLEY wins my admiration in having almost as awful a scrawl as my own. He sympathises with Mihail in Lord of the Rings as he cannot get through the glades. Bob has crossed the river in the ferry (he ate the food and found he needed it later on - yes you do, so do not eat it here!) He ate the meal at the cottage (good) and went through the tunnel with the help of the matches (the candle came from the museum) and has spent hours going round the glades in ever decreasing circles. He says the computer eventually locked in all directions. Well, I don't blame the computer, but from what Bob says later on I wonder if the computer has locked or Bob's just suffering from Adventurer's fatigue for Bob then says 'it says you can go EAST, but the trees stop you'. Bob also can't find Merry.

Finding Merry is one of the first priorities or he will not appear. Right at the start of the adventure, after you have collected your backpack leave your companions and find Merry without wasting energy.

I have already given very precise instructions on how to cross the river and go through the forest and can I suggest Bob reads his back numbers of Probe. Take it in turns to TURN HANDLE, and CLIMB INTO FERRY/CLIMB OFF FERRY.

From the east entrance to the tunnel GO EAST to the mossy place, EAST to the wide glade, EAST to the grassy place, EAST to the wide glade, SOUTHEAST to the gloomy place and CLIMB TREE, GET JEWEL. GO NORTHEAST to the wide glade, NORTHEAST to the flowery glade, SOUTHEAST to the grassy place, SOUTHEAST to the base of the hilltop. If the trees try to block your path keep on trying and after two or three attempts (very boring) they will let you pass. I hope I have helped Bob but I do not want to waste any more space on Lord of the Rings which has been fairly well hammered in the past.

Bob asks the greatest question of all time, one that constantly has me puzzled. He asks Sandra how she manages to produce Probe, answer letters (having read them), raise a family and play the adventures. He says "I give up. What does your husband do?" I wouldn't mind the answers to those questions, although I think we all know that Sandra is the sort of person that can do a thousand things all at the same time - all of them well. Maybe she spends a lot of time with the spell book over the typewriter.

(My husband is self-employed and works long hours, which gives me a lot of time to kill. My kids are growing up a bit and help around the house. I enjoy typing and all kinds of office work, including keeping the books and writing letters. Just one problem, anyone got a spell for doing the housework?)

What worries me is that Melbourne House have now released Shadows of Mordor and so I have no doubt I will be bombarded with pleas for help in this saga. I've come to the conclusion one either likes Lord of the Rings and the Hobbit or one does not. I find them tediously slow in response and annoyingly prone to crashing and giving stupid responses.

I've had a lengthy interesting letter from BARBARA GIBB who is stuck in several adventures. In RETURN OF THE WARRIOR Barbara is so near to success it's a shame to give her help but here's the answer to the ice wall. She needs the pick, USE PICK and the ice wall shatters. NORTH to Salandra's chamber, WAVE CHARM and Thrull appears, LOOK and Thrull throws a golden cross at Salandra, LOOK and voila 100% success. In PROFECY Barbara is in a small dark sandy cave. A scorpion is poised to strike and she sees a shovel but cannot overcome the scorpion. GIVE MIRROR and the scorpion sees its reflection as a challenger. GET SHOVEL.

SIMON MAREN, the author of Mystery of the Lost Sheep wrote and I think he promised me an updated copy of the game which I do look forward to receiving when it is available. Simon asks if Spellbound counts as an adventure - well not really but as I know the answers I will stretch a point this time - if the editor will.

When you get to the fourth floor go to the room called the Tower. Summon Thor and with a wave of your wand command him to help. Thor will send a bolt of lightning at the tower. Now go to the second floor and go right as far as you can and summon Elrond, give him the trumpet and command him to help. He will knock the wall down. At the pit on the ground floor give Samsun the javelin and command him to help. When he chucks his platform down in the middle of the pit jump across and take the broken talisman.

Simon is wandering around in the Price of Magic and to summarise the answers to his problems: DED cancels all spells, KIL madly confuses the target in combat and DOW checks the magical properties of a target. CAST DED at Myglar at end of the game to finish. Try giving the crowbar to the ferryman.

To become a party member in Worm in Paradise Simon should GO to the Island of the Mighty and WEST, WEST, NORTH, EAST, NORTH to South of the fabulous Foyer where there is a Reception Droid. On arrival you are escorted by elevator to the top floor and you are interviewed about the Aliens on television. The third Kim Kimberley will then give you 1000 creds reward and make you a party member. Of course you must have given the police the Vidcam containing the evidence.

To join the Bisons you must arrive at the exact time stated on the invitation (if necessary wait around and examine your tattoo) and you must have the valve.

At the spaceship hide behind the waterfall and SQUEEZE VIDCAM. On your second visit go to the ledge behind the waterfall and WEAR HELMET. THROW MEDALLION NORTH so the alarm is set off and the gas flows in. A technician from the saucer will look out and as he sees nobody he proclaims a false alarm. The helmet and the leotard form a spacesuit which protects you from the gas. Now THROW THE VALVE NORTH and another false alarm is declared and the system is shut down for maintenance tests. WAIT a least four times until the technician has looked out at least twice and GO NORTH, NORTH where you lose the poor old Dagget in the saucer.

Hopefully, the above will provide Simon with sufficient incentive to complete the game for I feel he cannot be very far off success and having got so far along the line it is a shame not to have another conquest under his belt.

Who was stuck on The Sydney Affair? I wrote to say I couldn't help. If you are still stuck I can now help as it is one of my latest conquests.

Epic's Lost Crystal has now been released and all I can say is BUY IT. As yet I have not seen Robico's Blazing Star which I believe is due for release. I'm looking forward to that one so hurry up Robico please. U.S. Gold has released Temple of Terror and Atlantis has released Dungeons, Amethysts, Alchemists 'n' everythin'. (See Sandra's masterpiece in Probe 13). Atlantis Software have been very helpful to Probe so please go out and purchase their new adventure. This is a way of showing our appreciation and it is a good adventure.

I've been accused of biasing my notes towards the Beeb. Well, I admit this is deliberate, although I hope I do give coverage to other machines as well. The content of my column depends a lot on you and if BBC owners take the trouble to write then they are the ones who get lots of help. I also suspect that the sources of help available to BBC owners are more limited than for the Amstrad, Commodore and Spectrum.

Well, I've run out of time and space so I'd better go and saddle up the old horse and take my turn at Riding the Marches - well it does seem like a good excuse for a drink and the boss seems to approve of the idea so

Byeeeeeeeeeeeeee!

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 10 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.
WALTER POOLEY Tel: 051 933 1342 will take calls at any reasonable time.

If you would like to volunteer for the telephone helpline then send in your name and telephone number and state the days and times when you would be available.

.....

KINGS/QUEENS OF THE CASTLE

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, Cutthroats, Dungeon Adventure, Emerald Isle, Erik the Viking, Espionage Island, Flook I and II, Forest at Worlds End, Gremlins, Heroes of Karn, Hobbit, Hitchhikers Guide to the Galaxy, Hunchback the Adventure, Inca Curse, Infidel, 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, Planetfall, Price of Magik, Red Moon, Return to Eden, Robin of Sherwood, Seas of Blood, Ship of Doom, Snowball, Souls of Darkon, Spytrek, The Lost Phirious Pts. 1 & 2, Time Search, Trial of Arnold Blackwood, Warlord, Wise and Fool of Arnold Blackwood, Worm in Paradise.

730 SGT. JOHN MOORE, C/O Sgts. Mess, RAF Wildenrath, BFPO 42.
Adventureland, Arrow of Death I & II, Circus, Crystal of Chantie, Dodgy Geezers Pt. 1, El Diablo, Escape from Pulsar 7, Eye of Bain, Feasibility Experiment, Final Mission, Forest at Worlds End, Ghost Town, Golden Apple, Golden Voyage, Hampstead, H & D's Adventure compilation, The Hobbit, The Hulk, Kayleth, Knight's Quest, Lords of Time, Mafia Contract I & II, 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, Shipwreck, Smugglers Cove, Snowball, Spytrek, Subsunk, Temple of Vran, Ten Little Indians, Terrormolinos, Time Machine, Touchstones of Rhiannon, Urban Upstart, Voodoo Castle, Waxworks, Wizard of Akyrz.

DON'T FORGET TO ENCLOSE A SAE WHEN YOU REQUEST HELP

KINGS/QUEENS CONTINUED

JOHN BARNSELEY, 32 Merrivale Road, Rising Brook, Stafford. ST17 9EB
 Adventureland, Adventure Quest, Aftershock, Arrow of Death (Pt.1),
 Arrow of Death (Pt.2), Aztec Tomb Part 1, Beetle Quest, Boggit, Bomb
 Threat, Bored of the Rings, Buckaroo Banzai, Bugsy, Castle of Mydor,
 Castle of Terror, Circus, Claws of Despair, Colditz, Colour of Magic,
 The Count, Crystals of Carus, The Curse, Custerd's Quest, Denis
 through the Drinking Glass, Dodgy Geezers, Dracula, Empire of Karn,
 Escape from Pulsar 7, Espionage Island, Eureka (1 - 5), Eye of Bain,
 Feasibility Experiment, Fools Gold, Forest at Worlds End, The Golden
 Apple, Golden Baton, Gremlins, H.R.H., Hampstead, The Helm, Heroes of
 Karn, Hobbit, Hollywood Hi-Jinx, House of Seven Gables, Hulk,
 Hunchback the Adventure, Ice Station Zero, Imagination, Inca curse,
 The Inferno, Invincible Island, The Jade Necklace, Jewels of Babylon,
 Journey to the Centre of Eddie Smith's Head, Kayleth, Kentilla,
 Knight's Quest, Legend of Apache Gold, Lifeboat, Lords of Time, The
 Lost City, Mafia Contract, Mafia Contract II, Magic Mountain, Masters
 of the Universe, Matt Lucas, Message from Andromeda, Mindshadow,
 Morden's Quest, Murder on the Waterfront, Mystery Island, Mystery of
 Munroe Manor, Neverending Story, Oasis of Shalimar, The Pen and the
 Dark, Perseus and Andromeda, Pilgrim, Pirate Adventure, Planet of
 Death, Prehistoric Adventure, Price of Magik, Project X/Microman,
 Quest for the Holy Grail, Quest of Merravid, Questprobe III:Fantastic
 Four, Rebel Planet, Red Moon, Return to Eden, Return to Ithaca, Ring
 of Power, Robin of Sherwood, Scroll of Akbar Khan, Seabase Delta, Se
 Kaa of Assiah, Secret of Bastow Manor, Secret of St. Brides, Secret
 Mission, Sherlock, Ship of Doom, Shrewsbury Key, Skull Island,
 Snowqueen, Sorcerer of Claymorgue Castle, Souls of Darkon, Spiderman,
 Spytrek, Stranded, Strange Odyssey, Subsun, Supergran, Temple
 Terror, Ten Little Indians, Terrormolinos, Time Machine, Token of
 Ghall, Upper Gumtree, Urban Upstart, Valhalla, Valkyrie 17, Velnor's
 Lair, Very Big Cave Adventure, Voodoo Castle, Warlord, Waxworks,
 Winter Wonderland, Wizard of Akyrz, Woods of Winter, Worm in
 Paradise, Zacaron Mystery, Zim Sala Bim, Zork I, ZZZZ.

ALF BALDWIN, 1, Bybrook Gardens, Tuffley, Gloucester, GL4 0HQ.
 Adventureland, Adventure Quest, Aftershock, Apache Gold, Arrow of
 Death I & II, The Boggit, Bugsy, The Castle, Circus, Classic
 Adventure, Claws of Despair, Colditz, Colossal Adventure, Devil's
 Island, Dracula, Dragon of Notacare, Dungeon Adventure, Escape from
 Pulsar 7, Espionage Island, Eye of Bain, Fantasia Diamond,
 Feasibility Experiment, The Final Mission, Gauntlet of Meldir, Golden
 Apple, Golden Baton, Greedy Gulch, Ground Zero, The Helm, Heroes of
 Karn, Hobbit, The Hulk, Hunchback, Imagination, Inca Curse,
 Invincible Island, Jewels of Babylon, Kayleth, Kentilla, Knight's
 Quest, Magic Mountain, Marie Celeste, Matt Lucas, Message from
 Andromeda, Morden's Quest, Mountains of Ket, Mural, Odyssey of Hope,
 Perseus and Andromeda, Pharaoh's Tomb, Planet of Death, Prehistoric
 Adventure, Quest for the Holy Grail, Rebel Planet, Red Moon, Robin of
 Sherlock, Robin of Sherwood, Se Kaa of Assiah, Seabase Delta, Secret
 of St. Brides, Secret Mission, Ship of Doom, Sinbad and the Golden
 Ship, Snow Queen, Sorcerer of Claymorgue Castle, Subsun, Swamp,
 Temple of Vran, Ten Little Indians, Time Machine, Twin Kingdom
 Valley, Urban Upstart, Valkyrie 17, The Very Big Cave Adventure,
 Winter Wonderland, Wizard of Akyrz, Woods of Winter, ZZZZ.

KINGS/QUEENS CONTINUED

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

GRAHAM WHEELER, 2 Burford Close, Southdown, Bath, Avon. BA2 1JF
Adventure Quest, Aftershock, Arnold Goes to Somewhere Else, The Boggit, Buggy, Castle Blackstar, Dracula, Dungeons, Amethysts, Alchemists 'n' Everythin', Enchanter, Erik the Viking, Escape from Khoshima, Espionage Island, Fantasia Diamond, Forest at Worlds End, Gremlins, The Hermitage, Heroes of Karn, Hunchback the Adventure, Imagination, Inca Curse, Jewels of Babylon, Kobayashi Naru, Lords of Time, Mansion, Message from Andromeda, Mindshadow, Monsters of Mordac, Mordon's Quest, Neverending Story, Nythyhel 1 & 2, Planet of Death, The Pawn, Rebel Planet, Robin of Sherwood, Robocide, Seabase Delta, Ship of Doom, Sorcerer, Souls of Darkon, Spy Trek, Subsunk, Theseus 1 & 2, Trial of Arnold Blackwood, The Very Big Cave Adventure, The Wise and Fool of Arnold Blackwood, Warlord.

DOREEN BARDON, Lendal Cottage, High St., Slingsby, York. YO6 7AE
Adventure 100, Adventure Quest, Adventureland, Alter Earth, An Everyday Tale of a Seeker of Gold, Arrow of Death I & II, The Boggit, Bored of the Rings, Castle Adventure, Castle Eerie, Circus, Classic Adventure, Claws of Despair, Colossal Adventure, Crystal Frog, Crystal Quest, Danger Mouse and the Black Forest Chateau, Desert Island, Doomsday Papers, Dragon Slayer, Dungeon Adventure, Earthbound, El Dorado, Emerald Isle, Erik the Viking, Escape from Pulsar 7, Escape from Time, Espionage Island, Eureka I, II, Eye of Bain, Eye of Vartan, Feasibility Experiment, Forest at Worlds End, Galaxias, Gauntlet of Meldir, Ghost Town, Giants Adventure, Golden Apple, Golden Baton, Golden Chalice, Golden Rose, Goldseeker, Gremlins, Ground Zero, Hampstead, The Helm, Heroes of Karn, The Hobbit, The Hulk, Inca Curse, In Search of Angels, Invincible Island, The Island, Jewels of Babylon, The Keeper, Kentilla, Knights Quest, Lords of Time, Magic Mountain, Mansion Quest, Marie Celeste, Message from Andromeda, Microman, Mindshadow, Mission X, The Moreby Jewels, Mordon's Quest, Mountains of Ket, The Mural, Neverending Story, The O Zone, Odyssey of Hope, Orbit of Doom, Orc Island, The Pen and the Dark, Perseus and Andromeda, Pharoah's Tomb, Pirate Gold, Planet of Death, The Prospector, Quest for the Holy Grail, Red Moon, Return to Eden, Return to Ithaca, Rifts of Time, Rings of Merlin, Robin of Sherwood, Ruby Runabout, Se Kaa of Assiah, Sea of Ziron, Seabase Delta, Secret of Little Hodcombe, Secret of St. Brides, Ship of Doom, Shrewsbury Key, Sinbad and the Golden Ship, Snowball, Snowqueen, Sorcerer of Claymorgue Castle, Souls of Darkon, Spiderman, Subsunk, The Swamp, Temple Terror, Temple of Vran, Ten Little Indians, Theatre of Death, Time Machine, Time Quest, To the Manor Bourne, Tower of Despair, The Trail, The Traveller, Urban Upstart, Urquhart Castle, Valkyrie 17, Velnors Lair, Warlord, Waxworks, Witches Cauldron, Wizard of Akryz, Wizards Scrolls, Woods of Winter, Zacaron Mystery.

WACCI, 75 Greatfields Drive, Hillingdon, Uxbridge, Middlesex UB8 3QN

Telephone 0895-52430

* PRESS RELEASE *

JEFF MAKES A COMEBACK AT WACCI

After a brief period as editors of WACCI, Steve and Pauline Armitage have been forced to relinquish their positions due to pressures of work. The new editor is Jeff Walker again, and WACCI HQ is still, as it always has been, situated at:

75 Greatfields Drive
Hillingdon
Uxbridge
Middx UB8 3QN

Adventure Probe readers can still take advantage of the free introductory issue offer by sending a SSAE to the above address. Please allow 28 days for delivery as demand for this offer is high.

<----->

WACCI PD SOFTWARE - CHEAPEST AROUND

Four packed discs of Public Domain CP/M software are now available at the incredibly cheap price of £6.50 each (including disc and P&P).

The Four discs consist of:

- 1) Machine code tools.
- 2) Computer Languages.
- 3) File and Disc management utilities.
- 4) Games and general interest programs.

Also available is the first WACCI DISC (price £5.50) consisting of 28 games and utilities written by club members, totalling a massive 325K.

Further details can be found in the latest WACCI.

THE LOST PHIRIOUS parts 1, 2, and 3

for the Amstrad 464 / 664 / 612B

The Lost Phirious Quadrilogy is a set of Quilled adventures telling the story of how you managed to find the space cargo hauler, the Phirious and un-earthed it's mysterious contents. Parts 1, 2 and 3 are now available for Amstrad CPC owners. Part 4 will be released in autumn '87.

This is what some people have said about the Phirious adventures :

Amix ! May 86 review of part 1 " It has the potential to be something quite special "

Amix ! Aug 86 review of part 2 " The consistency and continuity of these adventures are superb The Lost Phirious is a real boon for Amster adventurers in that it's cheap, well written and thought out and playable by beginners and experts alike "

Adventure Probe issue 2 part 1 " Definitely suitable for beginners in it's lack of complexity, the game also holds interest for the more experienced, and at 2.50 it is well worth buying "

part 2 " Although at first sight seems to be similar to the Casiopia (part 1), proves to be a good deal harder and better ! "

Parts 1, 2 and 3 are available on cassette for 2.50 each or on disc at 3.00 plus 2.00 for each adventure ie all 3 parts would cost 9.00 or any 2 would cost 7.00 .

PLEASE NOTE that the save game on disc versions still save to tape.

Cheques and PO's to : Vidipix 125 Occupation Road Corby Northants NN17 1RG