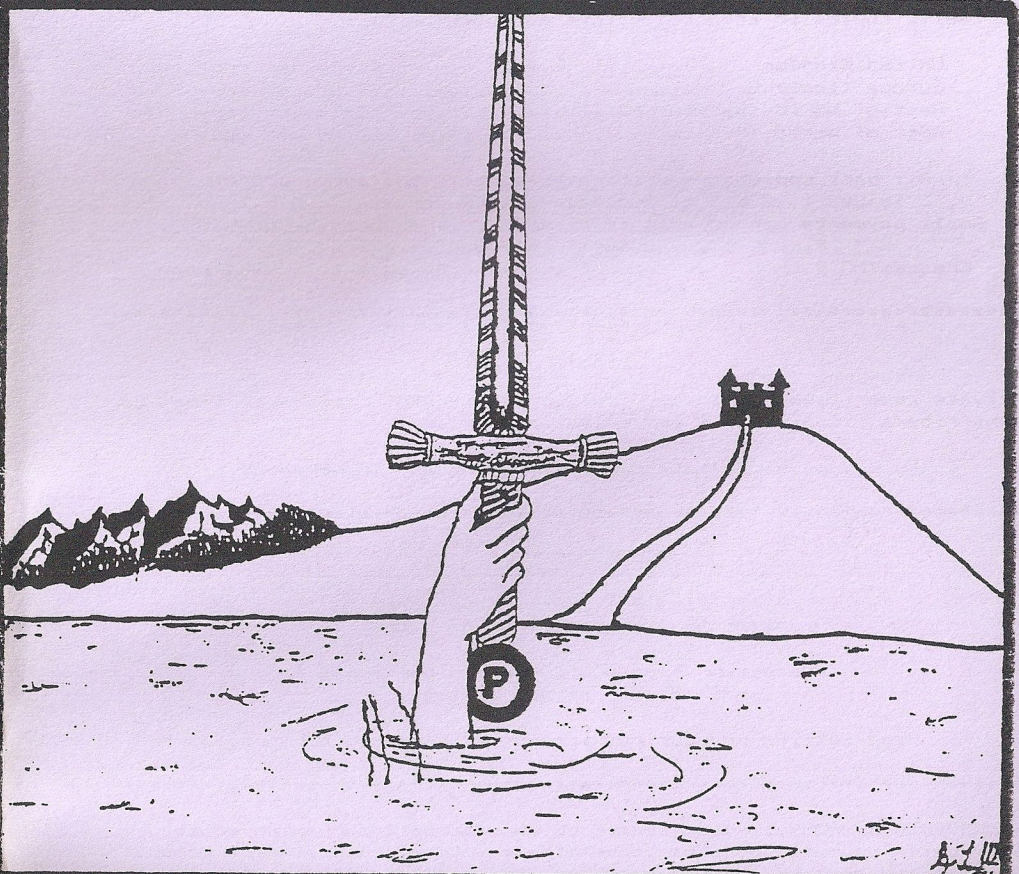
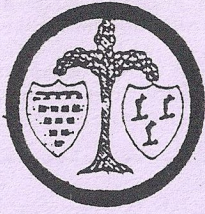


ADVENTURE PROBE



A.S. 10

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EDITOR: SANDRA SHARKEY, 78 MERTON ROAD, WIGAN, WNS. 6AT.

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Editorial



Welcome to Issue 17 of Probe.

I've been playing Spellbreaker over the last month, and enjoyed every minute of it, even though I had to ask for help at various stages. Thank you John, Kay and Mandy for putting up with my frantic phone calls.

It's refreshing to be able to report the birth of three new magazines. Advanced Computer Entertainment, or ACE, from Future Publishing is aimed at the more mature games player. It covers all popular machines and has an Adventure Section written by the Pilgrim. This section also features a bi-monthly offering from our very own Pat Winstanley who will be giving advice on writing adventures using GAC, PAW etc. The second new magazine, The Games Machine, comes from the Newsfield stable, unfortunately there is no adventure section in the first issue. Hopefully they will introduce one.

Last, but by no means least, I'd like to announce the birth of a sister magazine for "Probe". Weighing in at a healthy 40 pages full of solutions and maps every month. The new title is "Soothsayer".

I'd like to take this opportunity to remind everyone that Christmas is around the corner yet again! No, I'm not asking for presents, although if anyone would like to send me something I won't object. What I would like is contributions with a Christmas theme for the December issue. Copy date 14th November.

See you next month.

Sandra

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TIPS FOR BEGINNERS

Following on from the Beginners Tutorial in Issue 16 of Probe, some of you have been kind enough to respond to Jim's plea and have sent in the following helpful hints.

BEGINNERS GUIDE TO ADVENTURING - Mandy Rodrigues

Now all you experienced adventurers who are sighing in exasperation on seeing this included in Probe, I will ask you to please spare a thought for the lonely soul who is only now embarking along the paths of adventures. There was a time when we all needed a little advice and some tips to help set us on the right track so, if you find the following trivial, then I suggest you skip and move on to the next article in Probe and leave me to talk to the novices.

When you are confronted by your first adventure you must always have a pencil and paper handy to make a map. If you try to adventure without one you are sure to come up against the following difficulties. Either you find yourself hopelessly lost in a complex maze or, worse still, you won't be able to remember where you dropped that important item which is desperately needed immediately.

Don't expect all maps to be easy because going north from one location doesn't necessarily mean that going south again will bring you back to where you started. Don't despair, just remember that the programmer had to have a map of his own to start with and that every adventure is mappable. Explore each and every direction possible including up and down before you move on to the next location. There are various ways to draw your map and you will soon come up with a system which suits you.

It cannot be stressed too strongly the importance of examining everything and anything you may come across. Remember that most of the objects you find lying around will have a practical use in solving various problems and examining them carefully sometimes produces a hint as to their use i.e. 'Here is an old container' so 'Examine container' and you are told 'The container has a small quantity of oil in it', so now you know that it could possibly be used to oil that rusty lock!

Read all location descriptions very carefully. Remember that 'The sunlight streaming in through the window and shining on the paperweight on the desk in the corner' doesn't necessarily mean grab the paperweight and move off to explore further. Examine the desk, it may just have a drawer in it. Look behind, on and under the desk also because you may well find something of interest.

Curtains, tapestries etc. should be opened or looked behind because invariably they will disclose a hidden exit or a clue of some sort. Pictures also can give valuable clues and are also sometimes used to cover the odd wall safe or niche in the wall. Fireplaces mean chimneys and these are always worth climbing!

Don't forget to examine or search things twice! Sometimes something else can be uncovered!

Lots of adventures have trees and, naturally, your first thought would be to climb up. Do so because there is usually something to find up there but don't leave it at that. There are quite a few uses for trees in adventures. Shake the tree, you never know if something is going to fall out of it. Are there any branches that could be broken or cut to provide a useful stick? Could the tree be chopped down with an axe and used for crossing over a chasm or chopping into firewood? Remember to examine it carefully because there may be something hidden in the roots or in a knot.

Nearly all adventures have dark locations and this means that you will come across some means of light. This could take many shapes and forms but is usually one of the following: a candle, an ancient torch, matches or a lantern of some kind. Lanterns usually need filling with oil or with the right battery. Whatever form of light you come across just remember that it is likely to start to grow dim and go out eventually so if you don't need to use it TURN IT OFF!

Whatever you do, don't try to move in a dark location. You should be able to step back the way you came in but if you try another direction you usually find yourself falling down a chasm to your death. Funny thing is that when you do return there with a light there is no sign of a chasm at all!

You may find various kinds of weapons lying about. Remember that you do not always have to use them to attack other characters or animals, sometimes just the sight of one in your hand will be enough to scare the baddies off. The golden rule is not to attack anything unless it is going to attack you first. That horrible abominable snowman could be waiting to show you the secret exit at the rear of his cave and not waiting to make you into his Sunday lunch!

If you come across animals like bears and ferocious dogs etc. remember to try and feed them with something. Perhaps you came across a smelly old bone or something that they might find tasty and, being animals, they usually grab the food and slink off to eat it elsewhere. Cats, dogs and other little animals could be tamed or stroked. This sometimes has a remarkable effect on them. If they back away from you in fear then perhaps you are holding something that is frightening them. Trying to catch the pretty singing bird rarely produces results unless you are holding a cage of some sort and it is amazing what those tiny creatures can do when they come across a cobra or some such obstacle!

If you come across a hook then the chances are that there should be a rope somewhere to be tied to it. Beware though it is always best to pull on the rope first before you start to climb down into the void because the hook may just pop out of the wall.

Ropes can be tied to things of course, but always try throwing your rope in various places. In The Hobbit you had to say 'Throw rope across' and surprise, surprise, it landed in a boat which you could then pull towards you. Throwing the rope sometimes brings the information that it is now firmly tied to a tree and you can swing across obstacles, Tarzan style!

Cracks and crevices must always be investigated. If any small metal objects are hidden in them and you can't reach them then either try to poke them out with something or look around for a magnet.

Finally, here are some hints and tips to try and cheat the program into helping you solve a problem.

If you think that you need a rope or an axe or something but are not sure if that particular object exists then try saying DROP ROPE. I don't advise trying this with GET as the programmer has usually thought that you might try that and you will be given a specially prepared response but DROP ROPE and you could be given either of these kind of messages. "I don't understand the word 'rope!'" usually means that there isn't one in the game, but "You are not holding the rope!" will show that the rope exists.

This kind of input will also be useful if you come upon a panel of some kind. "Unscrew panel" and you may be lucky enough to be told "You are not holding the screwdriver" and so you know what needs to be done. If you come up against the response "You can't" then you are stuck and must figure it out for yourself.

I hope that some of these ideas will be found useful and will help you on your way. Happy adventuring!

MAZES - Graham Wheeler

If you have a Misty Maze like the one in Morden's Quest, check that ALL items disappear when dropped. Some items may remain visible, e.g. the Glowing Object and the Newspaper can still be seen in the Catacombs in Morden's Quest.

Some mazes can only be mapped by studying the text very carefully, location descriptions that seem the same at first glance may have a slight deviation e.g. a comma in a different place, a full stop instead of a comma, or some slight difference in the wording of a location description etc.

FEEDBACK - Fred Ball

I suppose the thing about adventures which has caused me, as a novice, probably the most trouble is a lack of persistence in my very early days. If I tried to do something and it was unsuccessful I would tend to give up that particular line and try something else. As an example I remember in Hunchback the Adventure very early in the game you come across a guard. Now in the Amstrad version you do not get the dagger so generously provided for Spectrum(?) adventurers. When you try to ATTACK GUARD you get something like "with your bare hands?". However, if you persist and keep inputting ATTACK GUARD eventually you kill him although it may take eight or nine attempts, inputting identical commands. This is where the lateral thinking mentioned in Tom Frost's piece in September Probe comes in. After all this is beyond normal sequential logic. I have come across exactly the same problem in a number of adventures - The Boggit (getting food from Smelrond) and Erik the Viking (the dolphin). But having said that, the whole business is frustrating to the point of insanity.

Do YOU have any 'Tips for Beginners'?



THE LOST CRYSTAL - Epic - R.R.P. £12.95

This is a text and graphics adventure for the Electron (BBC version expected soon) with about 400 locations. It is in 4 parts on 2 cassettes. Part 1 is a gentle and humorous introduction to the adventure, with Parts 2, 3 and 4 getting progressively more difficult.

Your task is to find the seven missing crystals and use them to restore the power of the Rainbow Crystal to the people of Zaloria. Your adventure starts at a windmill, goes underground, and then through the mountains, across a river, finishing at the temple. A crystal ball fortells some of the vital landmarks on your travels.

Along the way you will meet an assortment of characters. Some, like the miller will make many humorous remarks, some will be far less friendly. As a dragon and a locked dungeon are encountered this adventure can truly be called a "Dungeons and Dragons" adventure.

Epic use a very sophisticated multi-statement language interpreter enabling most sensible inputs to be understood. WAIT is not one of them. You can, and indeed must, speak to various characters on the way. STORE enables you to program commands onto the function keys. Although the game is in 4 parts they cannot be played out of sequence. You must start with Part 1; it tells you when to load Part 2. At the end of Part 2 the programmers are considerate enough to advise you which items you need before Part 3 can start - unless you already have them. At the end of Part 3 it tells you to load Part 4.

To get the full total of 12,000 points you have to go everywhere, read all signs and notices, and solve a great many puzzles; as well as being helpful to the Miller just when you probably feel you should get on with your search for the seven lost crystals that make up the Rainbow Crystal. I have found the crystals, become re-acquainted with the Miller, now I am searching for my missing 1,000 points.

Some of the action takes place in total darkness; if your mapping lets you down or you just don't pay attention to which directions you are going, the computer responds of "Look where you are going" is an improvement on "You can't".

The graphics are drawn very quickly, and are bright and colourful. My only disappointment is that there are no pictures of the hydra and dragon. There is a GRON and GROF facility. GROF results in a full screen of scrolling text and allows the game to run slightly faster. The text and half screen graphics are, however, still very quick. I think the print is meant to look like Olde Englishe and takes a while to get used to.

As the adventure is played in Real Time care must be taken not to daydream etc. for too long - although once you start to enter a command, time is suspended, a great help for bad typists or slow thinkers like myself. (I usually put any odd letter in to suspend action, then delete it and carefully re-type the command once I have

Top Secret and Mountains of Ket are both Graphic/Text Adventures written with the GAC and released by Incentive on their new Double Gold label. Top Secret is by Inelia Ahumada, and Mountains of Ket is by Simon Lypscombe and Tim Walsh.

TOP SECRET

In Top Secret you are a reporter who has been given information about a new type of missile that is being built in secret by the Government. Your informant, a scientist whose life is in danger, asks you to help him by getting proof of the missile's existence. Sensing the chance of the 'Scoop of a Lifetime' you set off prepared to risk life and limb to obtain proof for your story.

Well so much for the plot, which sounded fairly interesting. Unfortunately, on playing the game, I found that it was, quite frankly, awful. The text descriptions were so inadequate, that most of the information about the various locations had to be worked out from the graphics. The 'Examine' command was not particularly well implemented and the need to 'Look' after almost every input was extremely tedious.

The game contained far too many total restart situations for my taste. I've heard of 'The Three Old Ladies locked in a lavatory', but that was nothing compared to this adventure, which contained no fewer than three no-return toilets, which, as you can imagine, soon left me feeling a little flushed!.

The game contained the customary maze which was fairly extensive and difficult to map. This was mainly due to the limited number of items you could carry.

Taking everything into consideration, including a few minor bugs that I found, it is unfortunately impossible for me to recommend this adventure.

ATMOSPHERE 4/10 PLAYABILITY 4/10 DIFFICULTY 6/10

MOUNTAINS OF KET

This is the first part of Incentive's famous 'Ket Trilogy'.

Condemned for a murder you did not commit, you have been offered the chance to escape death by undertaking a perilous quest. Finding yourself in a 'Catch 22' situation, you naturally accept. Your companion on this journey is Edgar, a magic assassin bug, which has been placed on your neck by the Lords of Ket, with instructions to kill you should you deviate from your task.

You have been told that you must locate a secret entrance and make it to the far side of the mountains alive! Many a brave warrior has gone before you, but, alas, none have ever returned!

You start on a road close to the village with nothing but your trusty sword and a few coins. Your immediate aim is to equip yourself for the journey that lies before you. In order to do this you will need to explore the surrounding area and visit some of the local inhabitants. Once you have passed through the secret entrance you must fight for survival against various creatures, not everyone you meet is unfriendly however, and you will find that gentler methods and cunning sometimes succeed where sword play fails.

I first played this adventure several years ago in its text only form, so I was interested to see if the addition of graphics had helped it to withstand the test of time. I was pleased to find that I still found it as enjoyable as ever and, although the parser only caters for verb/noun inputs, I found this to be quite sufficient. Even though the graphics were more adequate than stunning, I felt that they helped add atmosphere to the adventure.

The problems are completely logical and this adventure has that 'special' quality that makes you actually sad to have completed the game.

ATMOSPHERE 8/10 PLAYABILITY 8/10 DIFFICULTY 7/10

Conclusion

Top Secret and Mountains of Ket are two completely different types of adventure, both in context and in quality. I did not feel that Top Secret was up to Incentive's normal standards and I was sorry to see it packaged with the far superior Mountains of Ket. Taking everything into consideration, I feel that this package is slightly overpriced at £7.95.

Reviewer - GRAHAM WHEELER - Amstrad

MAPS AND SOLUTIONS LIST 3

Anyone requiring lists 1 and/or 2 please send SAE.
(M) denotes map available

ADVENTURE 100, ALIEN (SEVERN SOFTWARE), BEAUTIFUL DREAMER (M), BIMBLES (M), BLADE OF BLACKPOOL, COMMANDO (M), DIAMOND TRAIL (MAP ONLY), DRAGON SLAYER (MAP ONLY), EVERYDAY TALE OF A SEEKER OF GOLD, THE FOURTH SARCOPHAGUS, HOSPITAL ADVENTURE, KEEPER (MAP ONLY), THE LABOURS OF HERCULES (M), THE LOST CRYSTAL PTS. 1, 2, 3 AND 4, MACBETH PT. 1, MOREBY JEWELS, MOUNTAINS OF KET (M), PROSPECTOR (CENTRAL SOLUTIONS), RETURN OF THE JOYSTICK, ROBYN HODE (MAP ONLY), RUBY RUNAROUND, SATCOM, STONEVILLE MANOR, TIME QUEST (SCORPID), TOP SECRET (M), TREASURE ISLAND (WINDHEM CLASSICS), TWIN KINGDOM VALLEY (M), VOLCANO OF RAKA-TUA, VOYAGE TO ATLANTIS, WILL O' THE WISP.

The prices are: 20p per solution and 30p per map to help cover costs of photocopying and return postage.

Shadows of Mordor - Melbourne House - £7.95/£8.95
Game 2 of Lord of the Rings.

Welcome to part 2 of Melbourne House's retelling of the classic fantasy 'The Lord of the Rings'. To put things into perspective, Melbourne House's part 1 was entitled 'The Lord of the Rings - Game 1' and concerned itself with the flight of the ring bearer, Frodo, with his companions through to the House of Elrond, and beyond to the Mines of Moria in the quest to destroy the Great Ring. With part 1, you also received part 1 of Tolkien's masterpiece, entitled 'The Fellowship of the Ring', upon which the game is based.

Part 1, for all it's might, contained some rather well publicised bugs and it attracted those who adored it, and conversely those who abhorred it. Part 1 was a text and graphics affair, and in the grand tradition of text and graphic adventures, the graphics were as ineffective as any other. The said bugs with part 1 were such things as the adventure crashing when entering certain commands, thus requiring a complete reload, - quite minor I'm sure you'll agree. And also the response times. Aargh! The response times. When pressing ENTER after typing a direction, you could make yourself a coffee, take the dog for a walk, complete the Times' crossword and finish the weekly shopping and return to the keyboard to see Pippin joining you in the next location.

So how have Melbourne House fared with their second offering? For a start there are no graphics within the adventure, the graphics are included on the reverse of the tape, so this gets a big plus from myself. There are only two main characters, Frodo and Sam, which tends to simplify things somewhat, and the response times on the whole, although at times annoying, are an improvement. But be prepared to sit back for a while if you EXAMINE ALL as, not only does it take a lengthy amount of time to be given a less than informative description of items present, but certain 'blocks' of the text output are repeated for no apparent reason.

A reason for the lengthy response times is that certain features of the adventure are executed in a pseudo real time environment. An example after crossing the swamp is that, providing Smeagol is with you, if you leave the keyboard alone, Smeagol starts telling you in which direction to proceed. This works fine as it stands, but Smeagol chirps up after every time you hit ENTER.

Shadows of Mordor is based upon the second of the trilogy, 'The Two Towers' and recounts the adventures of Frodo and Sam as they tackle Sauron through the back door, so to speak. The adventure starts with Frodo and Sam alone on a windswept ridge, or some other such riveting location, without a great deal of environment to interact with. By a process of elimination they find themselves in a marshy maze which, when mapped, is only a couple of locations in size. From here it gets tricky. Many times I have had to reload my saved position after being nobbled one way or another. The sudden death syndrome is having a field day in Shadows' so be prepared with your saved game tape for some heavy duty use.

Although part 2 contains it's own subtle, annoying nuances, my initial impressions are that I like it. It's design owes a lot to it's older brother, part 1, which is quite clear from the onset. Commands are entered in the bottom window and the action takes place in the main, top window. Location descriptions are not at all verbose, but seem lengthy as they are cleverly made up from a description of the items present. The following example shows this:

"You are in a dismal, wooded area. You see Sam. Being carried by Sam is a fine short sword, a wooden box and a length of rope. Being worn by Sam is a long green cloak."

As in part 1, you can become any other character by typing their name, although this is now restricted to just Frodo and Sam. The accompanying, and rather miniscule booklet offers advice on how to get to grips with the adventure and includes a list of all recognised verbs. This booklet states that there are usually several solutions to the problems which I won't readily disagree with. In a part solution in an earlier 'Probe, a way through the dark tunnels early on was to continually light matches but I merely held out the phial which you find in your (Frodo) possession at the start. However, for one particular problem, I found I had to carefully study this verb list to find the correct command.

As I mentioned earlier, the graphics for the adventure are found on the other side of the tape and take approximately four separate loads to view them all. I applaud this idea of having a separate gallery for graphical descriptions although, after viewing them all once, I won't go for a second visit.

To conclude, Shadows of Mordor is an improvement upon The Lord of the Rings - Game 1, but it still leaves itself open to criticism. If you enjoyed game 1, you will enjoy this.

Atmosphere - 7/10 Playability - 7/10 Difficulty - 9/10
Value for money - 8/10 Overall enjoyment - 8/10
Reviewer - Paul Brunyee - Spectrum.



Bugs And Amusing Responses



MOUNTAIN PALACE ADVENTURE - Lorna Paterson
Type "Why".

ROBOCIDE - Lorna Paterson
Type "Get all". In the Phone Booth "Dial 999".

Graham Wheeler's review of Robocide (Issue 13) states he was unable to drop an item once he was wearing it. You are allowed to carry 4 items only, but can wear 5 more. If you drop one of the 4 'carried' objects, then you can drop the wearable items. If you are carrying any of the wearable items the dirty bow tie will not change to the spotted bow tie in the launderette. The gas lighter appears every time you pray in the Temple.

MORDON'S QUEST - Richard Batey
When Tarzan asks you who is King of the Jungle, try typing "Bostafer, Jane, Lion, Me, Mordon and Tarzan".

WORM IN PARADISE - Richard Batey
Try "Examine me".

Now then, if you're anything like me, you are, even as you read these words, still trying to get your tongue around the title of this adventure! I only wish that I could render some assistance to you, but, after several weeks of trying out various pronunciations, the best I can do is something like "Nigh-Thigh-Hell", which is probably totally wrong ... and you doubtlessly prefer your own pronunciation anyway! However, if I can't tell you how to say it, I can, at least, tell you what it is!

NYTHYHEL is the name given to one of the very darkest of the dark, demon-lords. A creature so foul and vile and riddled with evil that, long ago, a means was found of keeping it well away from the realm of mortal men. However, there are always those who will be attracted by the empty promises of false messiahs, so, throughout time, NYTHYHEL has managed to maintain a small group of supporters on Earth. Now the time rapidly approaches when conditions will be right for NYTHYHEL to return to this world, and his supporters are eagerly preparing the way for him. Your task will be to track down this group of demon-worshippers and prevent them from summoning their dark master from beyond the Pale should you fail to accomplish this, then you must find some means of destroying NYTHYHEL forever!

But, I get ahead of myself ... when the adventure starts, you know nothing of all this. As far as you're concerned, it's just another normal day at the offices of The Occult (P.I.). The "P.I." standing for Paranormal Investigators. You sit at your desk ... Penelope potters about with the computer in the room next door ... Simon has gone out on some errand or other ... you feel relaxed. Then, the envelope arrives! In it you find the Relic Of Fire and a telegram from Dr Samuel Stevens. He says he has to see you straight away! So begins the chain of events which is going to lead you inexorably towards an ultimate confrontation with the essence of evil!

However, there's an awful long way to go before you get that far. To start with, you might try reminding yourself that although Dr Stevens might want to see you, you don't know his address! You'll need to find it. It's also quite cold outside, so a coat might prove handy! Thus are you led, gently, into the adventure.

I do very much like the idea of having a group of "paranormal investigators", and using them as a peg on which to hang a number of adventures (NYTHYHEL being the first in a planned series of adventures featuring The Occult (P.I.)). This seems to me to be a potentially rich source of story material with many different themes capable of exploitation.

In true investigative style, you start the adventure knowing very little of what is going on. You will need to unravel the mystery by searching for, discovering, recognising, and acting upon the clues which are scattered at strategic intervals throughout the adventure. The correct identification of a clue will give you the information you need to progress into the next section of the game, without it you will be stuck where you are. In this respect, the adventure is fairly linear ... each section contains one major clue which will lead you on to the next section. However, identification of the clues is not overly difficult ('though you still get a thrill when you tumble to them) and you will find yourself fairly busy as you proceed, somewhat breathlessly, from one location to the next. Be warned also that unless you "EXAMINE" absolutely everything (and I mean

everything!) and "SAY TO" absolutely everybody, you will NOT discover the clues you need. Be thorough! The interaction with the other characters you meet is especially vital (the PAW's SAY TO " " command is used very effectively), as is the need to exercise your little grey cells from time to time. For instance, at one stage I wished to return to the Occult offices to check on something, so I eagerly jumped into a cab ... only to be brought up short by the realisation that I did not know the address to tell the cabbie to go to! As it happens, the answer was very simple and came to me within minutes ... but it made me think nevertheless! The game is well speckled with moments of a similar nature. It works well, and increases the enjoyment of the player enormously. The message is: keep a clear head and ... don't panic! A little thought will usually see you safely on your way.

The game is very well presented indeed. The screen layout is particularly pleasing to the eye. The redesigned character set is inked in black on cyan paper. Your inputs are shown in a contrasting blue. The cursor has been redrawn to represent a small urn and a dagger. These two small graphics part to accept your inputs between them. Very professional it looks too. The main game graphics are smaller than we usually expect. They occupy only the central half of the top third of the screen, instead of the usual whole third. They are, however, very well done. Neatly drawn, well detailed, pleasantly bordered. A very competent job! There is no HELP command and, suprisingly in this day and age, no SCORE command either (I particularly miss this as I do like to know how I'm getting on ... or not!).

However, the EXAMINE command more than makes up for the lack of the other two. The programmer has taken great pains to include a response to almost every input you could possibly wish to try and, best of all, the responses are not just decoration either, they will usually provide you with some interesting, perhaps important, piece of information to assist your investigation. This plays an enormous part in maintaining the interest of the player in the game ... because as long as the game is responding positively to you, you feel encouraged to keep pounding away at the keyboard! It's only when you keep getting told "It's only a" on nineteen occasions out of twenty, that interest begins to wane. Thankfully in this game you will rarely, if ever, get that response ... but so many other writers have still failed to grasp that basic point.

As well as the EXAMINE command, the writer has made fairly extensive use of the LOOK command. Usually, this is used to merely redescribe the current location. Not so in this game! You will need to "LOOK INTO", "LOOK BEHIND" LOOK UNDER" at every opportunity or you are going to miss even more vital stuff which will help you on your way! I liked this variety in the writers approach. It forces the player to be a little more imaginative and look at things through a slightly different perspective than if only EXAMINE or SEARCH had been used. Once again, it all helps to keep your interest alive.

NYTHYHEL is an excellent 2-part graphic adventure written using the PAW (originally with the Quill, but now rewritten). It is well designed, nicely illustrated, expertly implemented, wonderfully atmospheric and deeply involving. It has a strong plot which contains elements of mystery, detection, horror, magic and, of course, derring-do! In fact, just about something for everybody!

At the moment, 50/50 Club Software are offering this game, to Probe readers only, at a price of £2.99 ... but this offer must end in mid-October when the adventure is launched on the revamped Automata label by Interceptor Micros at £3.99! So, act quickly, save yourself a £1, and do yourself a favour ... ORDER IT NOW!!

Reviewer - Jim O'Keeffe - Spectrum

50/50 Club Software, 17 Larch House, 37 Shawdale Road, Bromford, Birmingham, B36 8DG.

THE HERMITAGE is an unusual little tale, set in the middle ages, when little was known of science, and fear and superstition were widespread. You play the part of Brother Ambrose ... a monk tormented by doubts, riddled with uncertainties, torn between the demands of his spiritual calling and the needs of his physical existence ... a cancer of hate slowly growing within him! A cancer which threatens to burst into full bloom when he is selected by his Archbishop to undertake a mission to locate a hermit living in the mountains ... a man who is believed to be an incarnation of the Devil himself!

So, you're asking yourself, what's so unusual about yet another quest to locate and destroy an evil one? Well, what's unusual is actually two things ...

Firstly, the theme of conflict within Ambrose himself is skillfully maintained throughout the adventure. You can really feel his agony as he struggles to overcome his darker side and, thus, complete his mission. You can share in his doubts, understand his hesitations, urge him ever onward to make greater and greater efforts ... and yet, there remains that lingering suspicion that, in the end, it will all avail him naught! In short, you become deeply involved with the character and the war that wages between the evil in his head and the love in his heart. It is a very absorbing experience.

Secondly, the author has carefully crafted each word of the games text so as to highlight this battle of the emotions, and to evoke a vivid picture of the world in which Ambrose exists. The result is one of the most atmospheric games I can ever remember playing.

For instance, reasonably early on in the game, Ambrose stumbles into a village square, only to find that the dark powers have been there first ...

"You walk slowly into the village square. You see the villagers dancing and shouting around burning stacks of wood. Young women are being burned alive on these stacks ... semi-naked, they scream in agony as the fires consume their flesh. All manner of evil is abroad ... rape, muggings, drunkenness and willing copulation abound. Your mind reels in horror and confusion. "What manner of evil is this" you cry, but your voice is unheard!

At the squares middle, a new stack is being prepared. Tied to a post on top of this stack is a frantic young woman. "Help me!" she calls, "please help me!" Your mind is tormented with pity and hate. Falling to your knees, you grasp your head and scream in pain. The villagers merely laugh and taunt you with cruel, mocking words.

"What should I do, Lord" you shout, hoping for guidance. "Let her burn!" say your innermost thoughts, but your heart cries out for you to take pity and help her to live. "What should I do?" your voice whispers, and the pain becomes a little less unbearable."

Well, gentle reader, what should he do? Bearing in mind that, in their present state, the villagers are hardly likely to take kindly to interference with their sport!

And then, there's this bit, from a little later on in the game ...

"You crawl through a small opening which leads into a second cavern. As you stand up, you feel a strange sensation ... as if you are not truly alone. A sudden wind

blows up from nowhere, and howling noises fill the cavern. A host of spirits and ghosts rush in on the wind, darting quickly towards you, and then swinging up and away at the last minute. Their faces are horrific ... skulls with loosely hanging flesh ... jaws half-open to reveal mouths full of rotting teeth. The howling increases until it reaches an unbearable level. You feel your very soul being sucked out from within you."

Now you show me a graphic which can convey the intensity of feeling contained in those two passages ... and I will show you an artist of some genius!!

Of course, not every location description is as emotive as the examples cited here (just as well really, it could get too overpowering), but there are sufficient of them in this vein to keep you firmly glued in front of your screen!

THE HERMITAGE is written using the PAW by Tony Collins, and is based on an idea originally given to him by Richard Robinson (of Dungeons, Amethysts, etc. infamy). It bears all the hallmarks of Tony's technical skill with this utility and the presentation is as near to faultless as it is possible to get. The screen layout is attractive ... green ink, black paper, inputs in yellow capitals, small but finely detailed graphics, redesigned character set and cursor ... and very easy on the eyes. All in all, a first class piece of work.

My one and only complaint is that the adventure itself is too short. The price that must be paid for all that text, I suppose. I do so wish that this had been a two or three-parter ... it would have been great. As it was, I was really getting into the swing and mood of the game, when all of a sudden it was over. However, if I am to be completely honest, even after two or three parts of this particular game, I think that I would have been still shouting for more!!

As with all the 50/50 Club Software releases, THE HERMITAGE is available for both Spectrum and Amstrad machines at a very reasonable price. It is not an exceedingly difficult game, and most players will probably crack it in an evening or two ... but those will be very enjoyable evenings, I can assure you. So, treat yourself to a little indulgence, buy an easy game for a change, and just wallow in all that atmosphere!! It's lovely!!

As a final note, I hear that Brother Ambrose may well be coming back, to combat evil in a whole series of games. I can hardly wait!

Reviewer - Jim O'Keeffe - Spectrum

50/50 Club Software, 17 Larch House, 37 Shawdale Road, Bromford, Birmingham, B36 8DG.

ADVENTURING - A DEFINITION

Adventuring is ... an escape from the realms of reality.

Graham Wheeler

THE HUNT - SEARCH FOR SHAUNA by Robico - £9.95 (C), £12.95 (D)

O.K. So I was wrong (see issue 16, page 23) I am very pleased to announce that Robico have brought out a G & T (no, not a gin and tonic, although I feel I should celebrate with one).

The Hunt is a Graphics and Text adventure. I suspect it is written on the GAC. The graphics are excellent. They appear instantly and are nicely drawn without being either sparse or cluttered. Do please look at them occasionally, although this is an acquired habit.

The text is printed on the bottom half of the screen, under the picture/. GROFF results in the non-appearance of the location picture, but not a full screen of text. The location descriptions are fairly short, but together with the graphics create a good science-fiction storyline, a theme I hope will become popular again.

You play the role of a space-pilot, and your task is to rescue Shauna, a crew-member who has been kidnapped. You manage to follow her trail to a disused space station; now you must escape safely onto that station. I'm afraid two possible sudden-deaths come at the very beginning; experience in computer adventuring a definite advantage here, I think.

The space-station is "manned" by robots left behind after a police raid on its unauthorized animal laboratories. These robots have various names which help to explain their intended uses. To advance in the game you must befriend one robot, but must find ways of defeating others.

There are plenty of problems to solve, and yes, there is a maze, but in true Robico tradition there is more than one way to map it. Graphics can help you, or a certain creature's nose may be quicker.

Scoring is in 10's up to 100. Don't worry if you stay Mediocre for some time, rapid promotion comes towards the end.

The Hunt is certainly good value for money - approximately 100 locations, each with a different picture.

I enjoyed playing 'The Hunt'. I hope many more BBC owners do too.

Reviewer - BARBARA GIBB - BBC

THE HUNT is out now on BBC B and B+ price £9.95 on cassette and £12.95 on Disk. Coming soon on cassette for Electron price £9.95 and £12.95 on Disk for BBC Master from:

ROBICO SOFTWARE, 3 Fairlands Close, Llantrisant, Mid Glam. CF7 8QH

LETTERS

Re-reading my old copies of Probe lately I came across a plea from The Helper for people to let him know if there were any adventure mags that he did not know of. Well I know of one, mainly because I write for it! It's called "Spectrum Adventurer" and is a tape magazine that has been going as long as Probe. In fact there was an ad for it in your very first issue. There is an added bonus in the fact that William Young (the Editor) also runs a very good exchange club where I have got such games as 10 Adventure Game Pack Vol. 1 & 2 Bimbles, Colour of Magic, and more. A good way to get old, rare and new games. Anyway I thought I would let The Helper know about it especially as he lives in Scotland.

I would also be grateful if you could ask for a little help for me. The game being "Special Operations" from Lothlorien for the Spectrum, and the problem: What use is the Pilot? I would very much like to know the answer to this question because "Special Operations" is one of my all time favourite adventures and I know all there is to know about the rest of the game.

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

Spectrum Adventurer can be contacted at:

S.A.E.C., 4 Kilmartin Lane, Carlisle, Lanarkshire. ML8 5RT

DEFINITION OF A HINT

Writing to Adventure Helpline in C & VG for help with Lord of the Rings Pt.2 in January and receiving the answer in September when you can't find which tape or disc you used for the restores and having to play the *!#!* thing all over again - including all of Part One to get to the bit you were stuck on - only to find that when you input the required words you are told CONGRATULATIONS YOU HAVE NOW SOLVED THE GAME!

Mandy Rodrigues

DEFINITION OF ADVENTURE FRUSTRATION

Waiting impatiently for a lovely Infocom Adventure to arrive for ages, rushing to your computer in pure delight when it finally arrives, loading it up, getting the graph paper and pencil ready, arriving at the first location and carefully mapping all exits and examining everything - entering EAST to go through to the second location and getting the message - INTERNAL ERROR £3694 END OF SESSION - A Dud Copy!!

Mandy Rodrigues


In-Touch

About adventures written by fellow readers, I have a 'Quilled' game called "WHISTLE", which I have just finished writing and offer it for swap. It is on 48K Spectrum.

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

.....

While I was on holiday, my mum and dad were staying in my house and there was a phone call one night from "someone who lives in Dollar about a computer". I can only think it was a Probe reader looking for help. Dollar is only 2 miles away and it would be nice to make contact with someone nearby, possibly someone who owns an Amstrad. Can you help?

I also have some Amstrad adventures for sale:

Top Secret/Mountains of Ket, Black Fountain/Sharpe's Deeds, Winter Wonderland, Apache Gold, Souls of Darkon, Neverending Story, Rebel Planet, Castle Blackstar, The Boggit, Very Big Cave Adventure, Colour of Magic all at £3 each.

Time Search, Mountain Palace Adventure, Gremlins, Beerhunter, Hunchback the Adventure all at £2 each.

Robocide, Ship of Doom, Inca Curse all at £1.25 each.

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Mrs. LORNA PATERSON, 17 Ochil St., Tillscoultry, Clacks. FK13 6EJ

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PAT WINSTANLEY, 13 Hollington Way, Winstanley, Wigan. WN3 6LB

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BREAKTHROUGH!

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ADVENTURE ODE

She stood there all bewildered with her lantern in her hand,
The map she'd made was crumpled and hard to understand.
She'd paid the Troll on the bridge and found the Troll's lair
But what she'd failed to understand was her treasure wasn't there!
Now usually one got it back, it always worked before
This game obviously wasn't following the Adventure Law!
Maybe she should go back again and shout 'Fee fie fo foo!'
But this game wasn't Classic so that surely would never do.

She wandered on until she found a rope sitting on a shelf!
"That's better, if I don't progress I can always hang myself."
She walked on down a corridor that was creepy, dim and dusty
Until she came upon a door with a bolt that was locked and rusty.
"Oil! This is something I know about," to herself she gleefully
muttered
But later she was most surprised to find the bolt should be buttered!
"These new adventures are not at all like the old ones used to be,
These programmers think up new things, just to miff and baffle me."

Last week she'd been a spaceman and her weapon was a laser,
And she'd met a little Robot who was a real giggle raiser.
Two weeks ago she'd been a Magi and filled up a whole spell book
And blasted all her enemies by giving them just a black look!
Now here she was a Heroine with a long history of mighty Conquers,
But she couldn't conquer anything! Instead she was going bonkers!
She'd travelled far and wide this year, even sailed the Flathead
Ocean.
But where she had to visit next in these Caverns she had no notion.

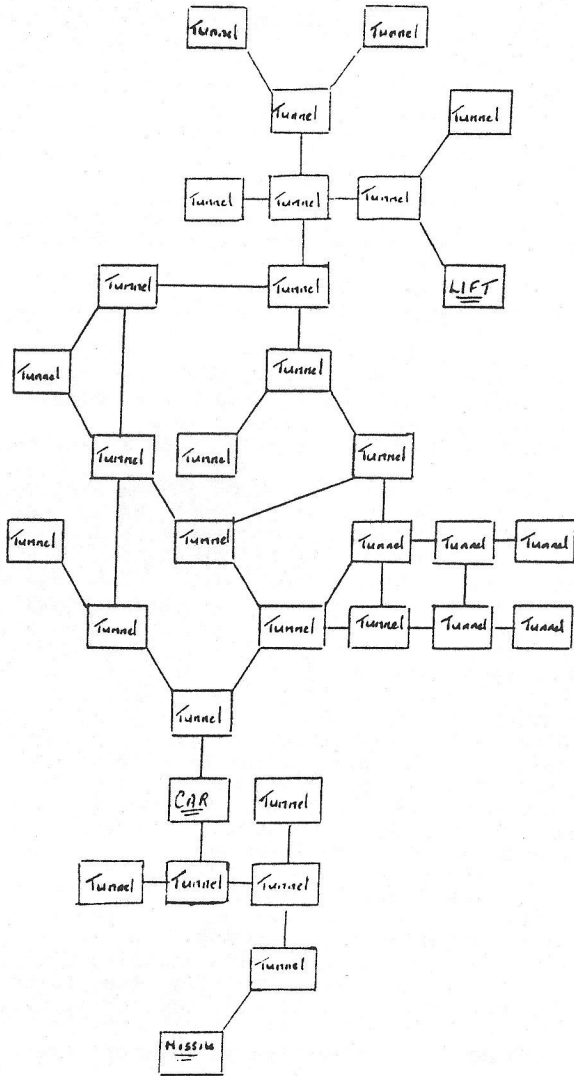
There had to be a way out of here and into the next location
Perhaps other adventurers had used a lot more work and dedication.
There was always the rope! Or even worse to turn to arcade action.
She stopped herself when she thought of her fellow adventurers
reaction!
She took an inventory and tried to find a use for the invisible robe,
Then decided that she needed help and left off to write to PROBE!

Mandy Rodrigues

DEFINITION OF ADVENTURERS MIFF!

Typing in a quite clean and reasonable input in Goblin Towers and
finding your computer responds with 'Yea! and up yours too you *!***!
(translated as an extremely sensitive part of the human posterior
anatomy!)

Mandy Rodrigues





Getting You Started

THE GUILD OF THIEVES - J.R.

Start Notes:

It is easier to play through this adventure with 'graphics off' - although they are nice to look at!

If you waste too much time in the boat at the start, then the Master Thief will pick you up and throw you onto the Jetty! - but you miss 5 points if this happens.

After your initial entry to the Castle, subsequent entries and exits will take you past the gatekeeper. If you are holding any 'treasures' he will catch you and the game will end, so ensure that you place all these treasures inside the swag bag first. Some items take up all of the available space in the swag bag, e.g. the Designer Dress.

When you remove the cotton from the sewing box, the needle is already attached to it. If you subsequently REMOVE NEEDLE then you find you cannot then TIE COTTON TO NEEDLE as it is "already tied". After you have tied it to the cue, and examining the needle beforehand tells you it is very difficult to thread! So just 'remove cotton' and 'tie cotton to cue'. The needle is already in place on the other end of the cotton!

Do not rely on the GO TO command too much. Similar locations tend to confuse the interpreter, NOT select one location for you as the game booklet implies!

The Rat-Race takes place in the Courtyard approximately FIFTY moves from the start of the game. If you miss it then you find only the bird cage. You MUST bet on this race to obtain the cheque from the gatekeeper, to subsequently buy the Miller's lute!

Bank all your treasures in the night safe as soon as you can.

EXAMINE BOAT, INVENTORY, OPEN SWAG BAG, LOOK INSIDE SWAG BAG (to find your lamp), CLOSE SWAG BAG, EXAMINE ROPE, PULL ROPE, ENTER JETTY, EXAMINE JEANS, EXAMINE POCKET, SOUTHWEST, (there is a Windmill to the South), NORTH (there is an old man here, struggling with a large trunk), HELP OLD MAN (you are now at the castle drawbridge which has now been lowered to allow the old man inside), ENTER DRAWBRIDGE (the gatekeeper informs you of the forthcoming rat race as he shows you to the Entrance Hall), WEST, LOOK INSIDE BUCKET, TAKE LUMP OF COAL, EXAMINE LUMPOF COAL, BREAK LUMP OF COAL (it splits in two revealing a fossil), EXAMINE FOSSIL, OPEN SWAG BAG, PUT FOSSIL IN SWAG BAG, SOUTH, EXAMINE PAINTINGS (one is an 'oil' painting, which is a treasure and the other is a 'watercolour' which depicts an important clue for you to use later - the playing of the lute and the singing of the words "URFANDRE PENDRA" whilst floating!), TAKE OIL PAINTING, PUT OIL PAINTING INTO SWAG BAG, CLOSE SWAG BAG, SOUTH, EXAMINE SETTEE (you see a cushion), EXAMINE CUSHION (closed! - so you can probably open it!), OPEN CUSHION, LOOK INSIDE CUSHION (you find a note), TAKE NOTE, EXAMINE NOTE (a 5 ferg note!), GO TO ANTECHAMBER, OPEN NIGHT SAFE AND SWAG BAG, PUT FOSSIL AND OIL PAINTING INTO NIGHT SAFE, CLOSE NIGHT SAFE, GO TO COURTYARD (you get back just in time for the rat-race!), EXAMINE RATS, USE NOTE TO BET ON GREY RAT, (it wins, the gatekeeper gives you a cheque and leaves a small bird cage), EXAMINE CHEQUE (it's for 55 fergs - use this to buy the lute from the Miller).....

GUILD OF THIEVES "HOTLINE" 0785 42660 9pm to midnight every WEDNESDAY

THE LURKING HORROR - J.R.

SIT DOWN, TURN ON PC, TYPE 872325412 (This is the number on your student ID card), TYPE UHLERSOTH (The password from your directory), EXAMINE PC, CLICK MENU WITH MOUSE, CLICK YAK WITH MOUSE, READ PAGE, CLICK MORE, CLICK MORE, CLICK MORE, CLICK MORE (You are now in the "Place"), DOWN, LOOK, GET STONE, WAIT, WAIT, STAND UP, EXAMINE HACKER, ASK HACKER ABOUT KEYS, SOUTH, PRESS UP BUTTON, WEST, OPEN FRIDGE, OPEN MICROWAVE, GET CARTON, OPEN CARTON, PLACE CARTON IN MICROWAVE, CLOSE MICROWAVE, TURN TIMER TO 300, PRESS HI, PRESS START, GET ALL (The Coke and Bones), WAIT, WAIT, WAIT, OPEN OVEN, GET CARTON, EAST, NORTH, GIVE CARTON TO HACKER, ASK HACKER FOR MASTER KEY (The master key opens all doors EXCEPT the Professor's, which you KNOCK on.) should now have 10/100.

TOP SECRET - Graham Wheeler

S, EXAMINE TREE, EXAMINE CRACK, LOOK, OPEN BOX, LOOK, GET MONEY, N, NW, W, SW, GET RATS, NE, NW, UP, N, (dogs eat dead reats and become unconscious), S, D, SE, E, (You will find your watch somewhere in the tunnels, the exact location is random), NE, S, E, KNOCK DOOR, BUY COAT (Farmer asks what you are offering), GIVE MONEY, (he says "Not enough"), GIVE WATCH, GET COAT, W, N, SW, W, NW, UP, N, PUT COAT ON FENCE, CLIMB FENCE, E, S, E, GET ROD, W, N, HIT GUARD WITH ROD, DROP ROD, EXAMINE GUARD, LOOK, GET KEYS, GET PISTOL, EXAMINE JEEP, LOOK, GET CASE, W, N, PUT CASE IN HOLE, SHOOT CASE IN HOLE.....

THE LABOURS OF HERCULES - Alf Baldwin

From the start at the Lion Gate, go N, N, N, to the Royal Throne Room to meet your cousin, King Eurystheus. He says "Welcome, cousin, it falls to me to set your first punishment. Very well, for your first task, you must bring me the body of the Lion of Nemea."

Go, S, W, to the Armoury, DROP CLUB, which is of no use to you and GET KNIFE. Go E, S, S, E, N, N, NW, NE to the Lion's Den. The Lion's hide is impervious to all weapons, so you must kill it with your bare hands. STRANGLE LION, you will need the skin later to keep you warm so SKIN LION with the knife. GET SKIN and GET CARCASE. Before returning to the Throne Room, visit the village of Nemea first to collect items you will need later. Go SW, SE, E, N, E, to the untidy house and GET RAG, then W, N, to the Food Store and GET CAKE (the fruit and cheese are not needed). Next go S, W, to the Music Store and GET CYMBALS, GET LYRE (lute not needed). Now return to the Throne Room and GIVE CARCASE to Eurystheus. He says "Deep in the heart of the murky swamp of Lerna, is the home of the Hydra. Bring me its head."

Go S, W, to the Armoury. This is a good place to store all the items you do not immediately need, so DROP CAKE, DROP CYMBALS, DROP LYRE, DROP KNIFE, DROP SKIN. Take the items you will need to defeat the Hydra, GET SWORD, GET BOW, GET QUIVER. Go E,S,S,SW,SW,W and GET TWIGS, NE,E,IN, GET STRING, TIE RAG to arrow.TIE TWIGS to make torch.



PICTURE OF INNOCENCE - J.R.

Sharpen the branch with the knife to make a LANCE (use this to deal with the bear). SKIN the bear. The answer to the "directional" question is 'SNW' (south, north, west, west!!). At the window (which is fitted with an alarm) LOOK UP and USE PUTTY before you ENTER.

RING OF POWER - J.R.

An old one this, but there is a bug on some C64 versions at the end. If you have all the jewels and SAY CREDIT SPECIAL BIT you should be able to proceed and TAKE RING. You must drop all the jewels and re-take them and then TAKE RING!!!

BUCKAROO BANZAI - J.R.

With the pick DIG twice in the field of tall grass then CUT LINE twice. THROW LINE at the foot of the mountain then TIE LINE - TO PICK. Drop everything else then CLIMB LINE and PULL LINE to get your pick. You can now get the Quartz. The formula is in the dashboard compartment of the car. At the gas station UNLOCK PIPE (with the key) then CONNECT HOSE (with the tape) then PUT HOSE (to reach the gasoline). The battery is in the pile at the garage booth. PUMP GAS when you have the jug (LOOK STAIRS in the basement laboratory).

HAMMER OF GRIMMOLD - J.R.

SAY GRIMMOLD to the Landlord of the Inn. KICK STONES in the densely wooded area to find the flint. Boots are needed to cross the stepping stones. Get cross with a coffin!! The woodsman's stone is under the hut - it is stilted so LOOK UNDER HUT! Examine the dead landlord to find 2 items then MOVE the body. When you return from below, look at the floor for another item. While wearing the sunstone CAST LIGHT at the Troll then HIT him (with the axe) to get your DUST!

MINDBENDER PT. 1 - J.R.

In the office, get and READ the diary and ANSWER the phone. Get the flagstone in the small cell and PRESS BUTTON to GO THROUGH. To use the lift you must be wearing the uniform and have the electronic pass. Keep the torch lit (ON TORCH). You should visit the Computer Room before going to the Telex Room or you won't be able to use the computer (Type 2017). At the bottom of the steps, with the footpump and boat pack, INFLATE BOAT - LAUNCH BOAT - BOARD BOAT. To use it ROW... (desired direction). To find lucky coin, have torch and key and go to corridor North of Guard Room, then UNLOCK and OPEN DOOR. Have a shower then go to the Store Room to dry yourself. To complete Part 1 - Carry, KEY, LUCKY COIN, LIT TORCH and WEAR PASS. Go to the gate and type "BYTE".

BULBO AND THE LIZARD KING - Andrew Edney

DRAGON: Have the donkey with you. Examine the dragon and search the pack to fix the wing. RAT IN HOLE: Roll the boulder. THE BEAR: Get the swordsman or the archer to kill him. SLIPPERY SLOPE: Climb carefully. ORCS: Hide in the bushes. RIVER: Ask Giant for help and he will build a boat. Board the boat. SPIDER'S WEB: Get the archer to kill the spider and the swordsman to cut the web. When the donkey is with you, Wait. Ask the dwarf for help. BACK PACK: Eat or drink. THE WALL: Lift the donkey and climb up. GIANT: He drowns in water.



TEMPLE OF TERROR - J.R.

To kill death dog - Use poisoned water (from bottle) and goblin flesh (after the rats leave) then POUR WATER ON FLESH to poison the meat. To get the crossbow to deal with the centipede - Obtain ball from box and ROLL CANNONBALL EAST to trip the firing mechanism safely. At one point in this game an ALTAR must be examined. However, it is spelt 'ALTER' so it must be entered as EXAMINE ALTER to get any response!!

TREASURE ISLAND (Windham Classic version on disk - not to be confused with recent Mastertronic budget release!!!) - J.R.

To open the upstairs door: KICK DOOR. To open the chest (need key) but also combine oil and cloth - OIL CLOTH (oil is from lamp). This item is referred to, from now on, as an OILCLOTH. When you see the the Squire: TELL SQUIRE ABOUT FIST.

SWISS FAMILY ROBINSON - J.R.

To get back on deck: GO TOPSIDE. To make raft: SAW BARRELS then NAIL PLANKS TO BARRELS. (Need planks, saw, nails and hammer.) To correctly launch raft - LAUNCH BOAT TO THE SOUTH. (after the rats leave) then POUR WATER ON FLESH to poison the meat. To get the crossbow to deal with the centipede - Obtain ball from box and ROLL CANNONBALL EAST to trip the firing mechanism safely. At one point in this game an ALTAR must be examined. However, it is spelt 'ALTER' so it must be entered as EXAMINE ALTER to get any response!!

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SOOTHSAYER

SOOTHSAYER is the sister magazine of "Adventure Probe", containing lots of maps and solutions every month.

"Soothsayer" is available at the same subscription rates as shown on the inside front cover of this magazine.

!!!! (Issue 1 will be published on the 14th October, 1987) !!!!

Send £1 for sample copy to:

SOOTHSAYER, 78 Merton Road, Highfield, Wigan. WN3 6AT

* STOP PRESS H.A.L.A. NEWS. STOP PRESS *

* IT'S A GIRL! AS A RESULT OF THE BIRTH OF MY DAUGHTER, ALL *
* CORRESPONDENCE HAS BEEN DELAYED. MY APOLOGIES FOR THIS, BUT *
* FULL SERVICES WILL NOW BE RESUMED. - SONIA. *

* BABY INFORMATION *

* DATE OF BIRTH: 18TH SEPTEMBER 1987. TIME: 5.19 P.M. *
* NAME: TANITH ASHLEY FERN. *
* WEIGHT AT BIRTH: 6LB 8OZ. *

Serialised Solutions

SECRET OF ST. BRIDES - Alf Baldwin

Part 6

Your final task is to find the amulet. Look and you see you are in Maria's parlour. Ask Maria about the amulet. She says "All I will tell you is that one word you need is two words. They're the same you see, only I couldn't pronounce it when I started it, so that's the way you have to say it. Anyway you have got them now." Get the silver key, drop the bible, then go down to get back to Merrion Square. Return to the little general store and drop the carriage. Buy the lamp oil and fill the lamp. Then ask for some string and buy it when it appears. Now ask the footman for a screwdriver and get that when it appears. Return to Amien station and wait for a train. Board the train and you arrive back in Burtonport. From the station, return to the long dark tunnel, light the lamp and go south until you reach a blank earthen wall. Say the words Maria told you, SEE SAME, and the wall spins and lets you back into the tall chamber. Make your way to the boxroom and use the screwdriver to open the wireless. Get the magnet and go back through the tunnel to the grassy hillside. Snuff the lamp and go to the small bedroom. Unscrew the bedknob and inside you see a steel key. Use the string to tie the magnet, then you get the steel key. Return to the tunnel, light the lamp, and dive into the mud. You find yourself in an underground cavern, where you see an iron casket. The casket has a steel lock, a silver lock and a gold lock. However, you now have all three keys, so all you have to do is UNLOCK CASKET.

YOU HAVE THE AMULET OF TIR CONAILL. YOUR MARK IS 100%
ADVENTURE COMPLETED

.....
THE MURAL

Part 2

The bucket is a boat, type IN BUCKET and you are taken to an island in the middle of the lake. Climb up and enter the hut where you find Crimpkin. He will now follow you wherever you go. When you've got Crimpkin tagging along, go to the postbox and enter it. Get the white envelope and WAIT. Crimpkin sticks a stamp on your nose and a postman collects and delivers you.

You find yourself standing on a country road by a high gate. Go East, then North until you come to a wooded copse by a tree. PULL BRANCH gets you to the top of the tree. Go up and in, you meet a vampire hamster who is cold. Give him the fur coat and he'll let you examine his cage. You find a coin.

Go to the ticket office and KNOCK WINDOW, GIVE COIN, GET TICKET. Go to the platform where you find a wetsuit. Keep your ticket as you need to visit the platform again. Wear the wetsuit and go for a swim in the oily lake. You meet a breakdancing frog who joins you and Crimpkin on your quest. Swim again and go back to the platform where a train should be in the station. BOARD TRAIN and you are taken to another platform where you find a paintbrush and some glasses. Get back on the train and return to the country road by the gate.

Wear glasses and read sign for instructions on how to get inside the gate. Once inside POST LETTER. You are transported back to the start. Make sure you've still got the paintbrush and type CLOTHE ELVEN.

Adventure completed

Part 2

EXAMINE ROBOT, TURN ROBOT ON, then WAIT until Robot comes to life, W, N, N, N, N, you should by now be feeling tired so GO TO BED, SLEEP, GET UP, GET ALL EXCEPT ROBOT (AND BROCHURE if you still had it before going to bed), S, E, E, N, (robot, named Floyd should be following you), SLIDE UPPER CARD THROUGH SLOT, PUSH THE UP BUTTON, WAIT until door opens, if in need of food and drink, open canteen and drink liquid, S, NE, make a note of the colour of the flashing light, SW, N, SLIDE UPPER CARD THROUGH SLOT, WAIT after pushing DOWN BUTTON, S, W, W, W, S, GET KITCHEN CARD, PUT KITCHEN THROUGH SLOT, DROP KITCHEN, S, PUT CANTEEN UNDER SPOUT, PUSH BUTTON, CLOSE CANTEEN, GET CANTEEN, N, N, E, E, S, S, S, S, PUSH BUTTON (same colour as the noted flashing light, and the flask will fill with appropriate liquid), GET FLASK, N, N, N, N, E, N, SLIDE UPPER CARD THROUGH SLOT, PRESS UP BUTTON, WAIT, S, NE, EMPTY FLASK INTO FUNNEL-SHAPED HOLE, note new flashing colour, SW, N, SLIDE UPPER THROUGH SLOT, PRESS DOWN BUTTON, WAIT, S, W, S, S, S, S, PUT FLASK UNDER SPOUT, PRESS BUTTON (same colour as the new flashing light), GET FLASK, N, N, N, N, E, N, SLIDE UPPER CARD THROUGH SLOT, PRESS UP BUTTON, WAIT, S, NE, EMPTY FLASK INTO FUNNEL-SHAPED HOLE, note which light remains on, SW, N, SLIDE UPPER CARD THROUGH SLOT, PRESS DOWN BUTTON, WAIT, S, W, S, S, S, S, PUT FLASK UNDER SPOUT, PRESS APPROPRIATE COLOUR BUTTON, GET FLASK, N, N, N, N, E, N, SLIDE UPPER CARD THROUGH SLOT, PRESS UP BUTTON, WAIT, S, NE, EMPTY FLASK INTO HOLE, SW, N, SLIDE UPPER CARD THROUGH SLOT, PRESS DOWN BUTTON, WAIT, DROP UPPER CARD AND FLASK, S, S, SLIDE LOWER CARD THROUGH SLOT, PRESS DOWN BUTTON, WAIT, DROP LOWER CARD, N, E, S, E, SLIDE SHUTTLE CARD THROUGH SLOT, PUSH LEVER UP, WAIT until display reads 60 then PUSH LEVER DOWN, AGAIN, WAIT until you reach Station, W, DROP SHUTTLE CARD, N, UP, UP, SE, E, S, E, GET OUTPUT, READ OUTPUT, S, N, N, E, S, 2.

(to be continued)

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HOLLYWOOD HI-JINKS - Mandy Rodrigues - CBM 64

Part one.

Well for goodness sake! I am not used to being treated roughly. There I was peacefully returning from Aunt Hildegard's rather posh funeral when suddenly I was bundled into a large car, told by Auntie's Solicitor that I had a job to do and then finding myself dumped on the drive of Aunt Hildegard's house and left stranded!

Well not exactly stranded because I had been given a flashlight, a photo of my late Uncle and a letter from Auntie. According to the Solicitor's parting instructions I had just one night to search out and discover ten of Auntie's most treasured possessions and assemble them in the sitting room before 9 a.m. when he would return. If I had everything then I stood to inherit the whole caboodle!

I paused for a moment or two while I composed myself and took a quick look around. Before me was that horrible Statue that Uncle loved so much. It could be turned around on its base to point in any compass direction. I knew from previous visits that this could be set to open the door but, as Auntie had a habit of changing the code required, I knew it wouldn't be easy.

I glanced once again at the letter and the clue became clear. I heaved the blessed thing round until it pointed west, heaved it again round until it pointed east and then puffing and panting, I swung it round until it pointed north. All my strenuous efforts were rewarded by a loud click from the north.

'Well here goes!' I thought, as I headed north to the front porch. Beside the door was a mailbox and I opened it to see if there was anything there. Inside I found a copy of Status Line which I promptly put back (I hate that trashy paper!), a business card with the telephone number of a Computer Repair Specialist which I put back also as being of no interest whatsoever to me. The only thing I was pleased to find was a yellowed paper which I recognised from previous visits. This would come in useful so I pocketed it. I dropped Auntie's letter and the terrible photo; I couldn't bear to look at them because they made me feel quite sentimental. Opening the door I entered the Foyer and switched on my flashlight. I thought I would try to search upstairs first and proceeded to climb the stairs.

No sooner had I started to go up than the stairs suddenly flattened out under me and I slid down again in a most undignified fashion to land in a heap on the floor. 'Oh very funny!' I thought, 'She's been up to her old tricks again'.

I decided to be a little more careful in future. Goodness, the whole place could be booby trapped! I carefully made my way north to the Games Room. I opened the door which led north onto the Pateo, to let in some fresh air, and looked around. In the middle of the room was a Model of Tokyo City covered by a large dome and it had a row of coloured buttons on the outside of it. Great! One of Uncle's game machines!

Inside the dome was a model of the city with buildings on the west and a large central park from the middle to the east side. In the centre of the park was a little monument of some kind and on top of it was balanced a beautiful Diamond Ring!

There was no way to open the dome so I decided that I should perhaps play the game so to speak. One tiny chihauha stood at the west of the park and I supposed this to be the beast to control.

I pressed the green button - well it is green for go usually isn't it? - and my little doggie began to move east. I thought this was fun and pushed it again and he moved east once more but then I noticed that some tiny black tanks were coming up behind it and were firing at the poor thing! The little thing looked to be in some distress so I tried some more buttons. I pressed the black one and was most impressed to see the dog lift its foot and stomp down on one of the tanks crushing it! Wow! This was smashing stuff!! I pressed the black button again and crash went the second tank. I was just beginning to think that that would be all when two tiny model fighter planes wizzed into the attack! I was lucky in that the next button, the white one, made the doggie swipe at the air and poof! One of the planes hit the dust. I pressed it again and got the other one. Again I pressed the green button and he went further east into the park. I was just guiding it towards the monument when a little armoured truck

rattled into view and launched a guided missile which headed straight for my little pup! I pushed the green button and he moved nearer to the truck but the missile was still coming at him. I pressed the black button and was relieved to see the foot stomp down on the truck crushing it. The missile, no longer guided, hurtled towards the little building and there was a miniature explosion!

I got the doggie just in front of the monument and pressed the blue button and he reached out and swiped the ring off the top of the monument and held on to it. There didn't seem to be anything further to do and nothing happened so I kept pressing the green button until he bumped his nose into the plastic dome. I thought for a moment and then realised that I hadn't pressed the red button yet, so I did so, while I prayed silently that it wasn't a self destruct button. In fact a blast of flame shot out of the dog's nose and began to melt the dome! That was just the thing I needed. I pressed the red button again and again and twice more the little flame shot out at the dome and then something seemed to go wrong as no more flames would issue from its snout, just a puff of smoke. However, the flames which had hit the dome were sufficient. I could now put my hand into it and grab the ring. Wow! My first treasure!

Feeling extremely pleased with myself I set off to the east along a short hall and entered Uncle's Screening Room. The poor soul had died in here, I remembered, he had been watching a horror film and it was so realistic that he had literally been scared to death. As I made my way south into the Projection Room I noticed a Yellow Punch Card which I collected. I had no idea what it could be for, but I could possibly find a use for it later. In the Projection Room I studied the two machines before me, a slide projector and a film projector. I was obviously going to have to use them both because here at my feet was a slide and a length of film. I put the slide into the slide projector, switched it on and turned to the screen expectantly. It was awful, I couldn't make out a thing. I focussed the slide projector until it was clearer but I still couldn't make out what it was. I examined the film projector carefully and, finding the lens cap still on it, removed it and inserted the strip of film.

I switched it on, gazed at the screen and saw clearly a message to me from Aunt Hildegard asking me to play Feelings. Having never heard of this strange game, I stored away the information and went back to my explorations.....

(to be continued)

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INFIDEL - Ian M. (Part one)

You are lying in your cot, trying to shake off the effects of a drug given by your absconding workers. Since time is of the essence, just get up, leave the tent, and make your way due South to the Work Tent. Along the way, pick up the matches near the fire pit. The tin foil, which is in the empty cigarette pack, can be safely ignored. While you're doing this a plane will appear overhead. It has the navigation box you've been waiting for. You have to dig where the "X" is. In the Work Tent is a knapsack that contains a rope and a canteen. Open the sack and get the canteen, then get the sack, which will automatically go over your shoulders. Return to the fire pit then go due West to the Supply Tent.

Take both the axe and the shovel, step outside and walk North and West to a river bank. Open the canteen and fill it with water. Head East and you will be outside your tent again. Enter it and break the lock on the trunk. Get and drop the lock, then open the trunk. Inside is some food, a map and an inspection sticker. Get the food and the map. Inside the map is a stone cube, which you will soon need to enter the pyramid. The map you can drop, and the sticker you don't need tho' you might want to read it before moving on. Now, leave the tent and go East to the North Path. Follow the path South until you come to the South path. From here, go East twice. You are now at the spot where the pyramid is buried.

Start digging until you find the top of the pyramid with the square hole in it. When that appears, put the cube in the hole and the door to the pyramid will open. Drop the shovel, since you won't be needing it anymore (also the box, if you have it with you). Go down into the pyramid.

You stand in the Chamber of Ra, near an altar. Drop your sack and get the rope. Tie the rope to the altar, and then throw the rope North. You will be climbing down that way soon. In the meantime, get the torch and the jar. Open the jar, which has oil inside, and dip the torch in it. Light a match, then light the torch. Close the jar and put that and the matches in the sack. Now get the sack and you're ready to explore. (Note: somewhere along the way you will get hungry. When that happens, just eat the beef and drink a little water.)

Now, climb down the rope and you will be in the Circular Room. Here you see a golden cluster, a statue and four doorways with counterbalanced doors.

If you attempt to go down any of the passageways, you will find that a door will descend and prevent you from going more than about halfway along the corridor. Here I might add that things are weighted heavily against you, almost everywhere there are traps to be sprung by unsuspecting grave-robbers (like you!) Be careful in your movements, so make frequent Game Saves.

So, what you need to do is to find a way of keeping the doors up while you explore the passages. Fortunately, there is an easy, if tedious, way to do this. Roll the statue towards one of the passageways (for example: "Roll statue NW"). The first time the statue will fall and the head will break off (ho hum!). Get the head, then roll the statue into a passageway, make sure you drop the head with the statue as well. Now you can go to the opposite passageway and pick up the treasure that's there. You will have to roll the statue (and don't forget the head!) into each of the four passages in turn so that you can get all four of the jewelled clusters. To continue with the example, so you know exactly what has to be done, after rolling the statue into the NW passage go back to the SE passage and you will be able to proceed to the room that has the opal cluster of Neith. As you get each cluster, drop it off in the Circular Room. When you have all five clusters, drop the sack and put all the clusters in it. The gold one is just a Treasure, but the other four will have a very important purpose later. For now, climb back up the rope into the Chamber of Ra (to be continued)



Solution Of The Month

CASTLE BLACKSTAR

(C.D.S)

E, N, NW, READ NOTE, IN, GET BROOMSTICK, EXAMINE BROOMSTICK, READ PLAQUE, GET GINGERBREAD, OUT, S, SE, SW, READ MESSAGE, W, N, W, GET ARROW, S, E, GET BOW, N, FIRE ARROW, DROP BROOMSTICK, DROP GINGERBREAD, W, READ MESSAGE, U, S, D, E, TURN WHEEL, W, IN, GET FLOUR, U, TURN WHEEL, GET ROPE, D, W, U, JUMP, GET VIOLIN, TIE ROPE, D, W, N, GET KNIFE, EXAMINE KNIFE, READ RUNES, U, S, PLAY VIOLIN, GET EGGS, GET GLOVES, DROP BOW, S, D, GET SCROLL, READ SCROLL, D, D, N, N, E, WEAR GLOVES, GET BAR, SE, S, E, E, E, NE, IN, EXAMINE ALTAR, PRAY, DROP VIOLIN, DROP EGGS, OUT, W, SE, W, W, W, W, IN, PUSH BALE, GET KEYS, GET LAMP, OUT, E, E, E, S, W, D, FILL LAMP, N, ON LAMP, N, UNLOCK DOOR, N, N, N, READ WARNING, W, W, EXAMINE STATUE, PUSH STATUE, E, PUSH BUTTON, S, SE, D, SE, E, THROW FLOUR, W, U, E, E, COOL BAR, W, NW, READ MESSAGE, D, NW, IN PENTICLE, READ SCROLL, OUT, GET CROSS, S, NE, E, UNLOCK DOOR, IN, PULL TORCH, IN, E, OFF LAMP, TURN WINCH, GET VASE, OUT, SE, W, SE, E, NE, IN, DROP VASE, DROP CROSS, OUT, DROP KEYS, DROP SCROLL, W, SE, W, W, W, S, IN, D, W, ON LAMP, GET PICTURE, OFF LAMP, E, EXAMINE PICTURE, GET BOTTLE, U, W, W, U, U, U, SAY FRIEND, LOOK, IN, ON LAMP, PUSH ROOF, U, GET VANE, D, D, D, GET BOAT, U, U, OFF LAMP, OUT, E, D, N, E, E, DROP VANE, DROP PICTURE, DROP GLOVES, DROP BOAT, DROP BOTTLE, S, W, D, FILL LAMP, N, ON LAMP, E, DROP BAR, W, N, N, N, SE, D, GET DIAMOND, SE, E, E, IN, S, GET BAR, N, DROP BAR, S, GET GOBLET, N, OUT, E, E, N, IN, N, N, N, SW, S, W, GET CHESS, N, NW, S, S, S, NW, NW, E, READ MESSAGE, U, OFF LAMP, U, S, E, E, GET VANE, GET PICTURE, E, E, E, NE, IN, DROP CHESS, DROP PICTURE, DROP VANE, DROP GOBLET, DROP DIAMOND, OUT, W, SE, W, W, GET BOAT, GET GINGERBREAD, GET BOTTLE, EXAMINE BOTTLE, W, W, N, W, IN, U, ON LAMP, U, U, GET RING, WEAR RING, IN, D, D, S, SAIL, E, SE, BAIL BOAT, POUR LIQUID, GET DYNAMITE, NE, NE, GET STAFF, FILL LAMP, SW, SW, BAIL BOAT, NW, N, N, N, BAIL BOAT, GET BOAT, NE, E, GET NUGGET, W, N, U, OFF LAMP, OUT, E, E, E, DROP NUGGET, S, W, D, N, ON LAMP, N, N, N, SE, E, NW, D, NW, NE, W, N, WAVE STAFF, E, E, GET GEM, W, W, S, S, E, E, U, U, INSERT GEM, D, U, SE, THROW GINGERBREAD, D, KILL HYDRA, N, N, GET NECKLACE, S, S, U, U, D, W, U, S, W, W, S, S, S, OFF LAMP, S, DROP STAFF, GET COINS, U, E, N, DROP BOAT, GET NUGGET, E, E, E, NE, IN, DROP NUGGET, DROP NECKLACE, DROP COINS, DROP GEM, OUT, W, SE, W, W, GET BOAT, W, W, S, U, W, IN, U, ON LAMP, IN, D, D, SAIL, N, N, N, BAIL BOAT, NE, NE, FILL LAMP, SW, S, E, E, D, LOOK, BAIL BOAT, GET BOAT, W, NW, NE, W, N, E, E, READ LETTERING, PRESS BUTTON, GET CLOCK, EXAMINE DRAWING, EXAMINE CLOCK, S, NE, W, S, N, GET VIAL, E, E, THROW VIAL, KILL DRAGON, E, E, NW, N, N, GET SCEPTRE, GET CROWN, DROP DYNAMITE, S, S, W, SAIL, D, N, N, BAIL BOAT, GET BOAT, NE, N, D, WEAR CROWN, GET SWORD, U, SE, SW, E, CLOSE DOOR, U, U, OFF LAMP, S, E, E, E, E, E, NE, IN, DROP SWORD, DROP CROWN, DROP SCEPTRE, DROP CLOCK, DROP KNIFE, DROP RING, OUT, W, SE, W, W, GET BROOMSTICK, W, W, S, U, W, IN, U, ON LAMP, IN, D, D, SAIL, N, N, N, BAIL BOAT, NE, NE, FILL LAMP, SW, S, E, E, D, W, NW, D, E, U, D, D, N, N, W, W, D, N, N, D, GET ORB, U, S, W, U, E, E, E, NW, N, N, GET DYNAMITE, EXAMINE SKELETON, PUSH THRONE, D, W, LIGHT DYNAMITE, D, E, E, S, SE, U, S, S, N, IN, N, N, N, SW, S, W, N, NW, S, S, S, NW, NW, E, OPEN DOOR, U, U, OFF LAMP, S, S, U, W, IN, U, ON LAMP, IN, U, OFF LAMP, DROP LAMP, SAY ABRACADABRA, U, U, TOUCH STARS, IN, N, N, SE, E, PUSH BUTTON, W, N, N, SAY FRIEND, IN, SAY FRIEND, OUT, GIVE ORB.

SCORE 250
250

TELEPHONE HELPLINE

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 Fri, Sat, Sun, Mon. - 7 p.m. to 10 p.m.
BARBARA BASSINGTHWAIGHTE Tel: 0935 26174-Mon to Fri- 10a.m. to 10p.m.
WALTER POOLEY Tel: 051 933 1342 - calls at any reasonable time.
DOREEN BARDON Tel: 065 382 509 - calls at any reasonable time.
GRAHAM WHEELER Tel: Bath 0225 26919 10 a.m. - 12 p.m. any day.
MANDY RODRIGUES Tel: 0492 77305 - Mon. to Sun. up to 10.30 p.m.

JOAN PANCOTT Tel: 0305 784155 - Any day - Noon to 10 p.m.
Adventure Quest, Apache Gold, Arnold Goes to Somewhere Else, Boggit, Bored of the Rings, Brawn Free, Castle Blackstar, Castle of Skull Lord, Classic Adventure, Colossal Adventure, Crystal Theft, Dodgy Geezers, Dungeon Adventure, Emerald Isle, Erik the Viking, Escape from Khoshima, Espionage Island, Fantasia Diamond, Forest at Worlds End, Heroes of Karn, Hobbit, Imagination, Inca Curse, Jewels of Babylon, Kentilla, Lords of Time, Message from Andromeda, Mindshadow, Mordon's Quest, Necris Dome, Neverending Story, Price of Magik, Project Volcano, QOR, Questprobe III, Red Moon, Return to Eden, Seabase Delta, Seas of Blood, Smuggler's Cove, Snowball, Souls of Darkon, Spytrek, Subsunk, The Trial of Arnold Blackwood, L'Affaire Vera Cruz, Very Big Cave Adventure, Warlord, Wise and Fool of Arnold Blackwood, Worm in Paradise.

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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.

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HALL OF FAME

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

Alf Baldwin, John Barnsley, Richard Batey, Paul Brunyee, Graham Collier, Pete Gerrard, Barbara Gibb, Chris Hester, Jackie Holt, Jim O'Keefe, Lorna Paterson, Margo Porteous, Mandy Rodrigues, Graham Wheeler.

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KINGS & QUEENS OF THE CASTLE

MANDY RODRIGUES, 24 Maes Y Cwm, Llandudno, Gwynedd. LL30 1JE
Terrormolinos, Worm in Paradise, Adventure Quest, Mordon's Quest,
Classic Adventure (Melbourne House), Lords of Time, The Hobbit,
Zodiac, The Quest, Tombs of Xeiops, Kentilla, Sherlock, Lord of the
Rings, Time Thief, Goblin Towers, Snowball, Return to Eden, Dungeon
Adventure, The Snowqueen, Hampstead, Bored of the Rings, The Fourth
Protocol, Beetle Quest, Wishbringer, Castle Blackstar, The Boggit,
Enchanter, Erik the Viking, Sorceror of Claymorgue Castle, Heroes of
Karn, Empire of Karn, The Pawn, Zork 1, Zork 2, Zork 3, Sorcerer,
Vera Cruz, Spellbreaker, Infidel, Hollywood Hi-Jinx, Planetfall,
Cutthroats.

BARBARA GIBB, 52 Burford Road, Liverpool. L16 6AQ
Colossal Adventure, Countdown to Doom, Dungeon Adventure, Gateway to
Karos, The Hunt - Search for Shauna, The Hobbit, Lost Crystal,
Masters of the Universe, Myorem, Mystery of the Lost Sheep, Price of
Magik, Project Thesius, The Prophecy, Puppet-Man, Rebel Planet, Red
Moon, Return to Eden, Return of the Warrior, Rick Hanson, Snowball,
Sphinx Adventure.

730 Sgt. JOHN MOORE, c/o Sgts Mess, RAF Wildenrath, BFPD 42
Red Door, Custerd's Quest, Strange Odyssey, Buckaroo Banzai, Pyramid,
Soho Sex Quest. If anyone wants help on the last one, replies will be
sent in a plain brown envelope. Obscene, disgusting, perverted - yes,
but different!

JACKIE HOLT, 36 Eland Street, New Basford, Nottingham. NG7 7DT
Secret of St. Brides, Davy Jones Locker, The Challenge, Dracula,
Circus, Eye of Bain, Pirate Adventure, Voodoo Castle, Journey to the
Centre of Eddie Smith's Head, Golden Apple, Jade Necklace, Match
Maker, Realm of Darkness, Witch Hunt.

GRAHAM WHEELER, 2 Burford Close, Southdown, Bath, Avon. BA2 1JF
Infidel, Mountains of Ket, Top Secret, Spellbreaker, Zork I, Zork II,
Wizard of Akyrz.

DOREEN BARDON, Lendal Cottage, High St., Slingsby, York. YO6 7AE
The Hollow (Text and Graphics), SpooF, The Extricator, The Pyramid,
Devil's Island, Apache Gold, Greedy Gulch, A Tangled Tale, Spy Trek,
Prince of Tyndal, Colditz Castle.

BARBARA BASSINGTHWAIGHTE, 70 Coronation Avenue, Yeovil, Somerset.
BA21 3DZ
Kayleth, Blue Dragon, Firienwood, Risk Hanson, Project Thesius,
Myorem, Startrek.

Please send a SAE when requesting help - No SAE no help!!
The costs can be quite astronomical as many of our kings and queens
offer help in lots of magazines and could get up to thirty or more
requests a week. At that rate they will be paying for the privelege
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THE LOST PHIRIOUS SAGA

This letter is aimed at potential purchasers of The Lost Phirious Part 4 for Amstrad CPC's.

You will probably remember that part 3 of TLP was delayed by various circumstances beyond my control, I sent a letter to Probe. You may also remember that in the last ad for the TLP programs part 4 was intended to be released in Autumn '87. Sadly, again due to circumstances beyond my control, TLP 4 is not ready and will not be until next year. I shall explain.

The delay for part 3 was due to some companies' interests in buying the rights to the TLP quadrilogy which eventually fell through. Well, after the good review of TLP 3 in Probe, interest was again aroused. Unlike last time I am going to mention the companies concerned in the hope that they'll pull their fingers out.

Players Software (they of Interceptor Software) have shown an interest since March and as yet I still haven't heard from them other than to say "We're still in the midst of testing it." Come July, Starlight showed great interest in the programs but due to their workload haven't been able to fully examine the games. One of the reasons why Starlight was interested was because parts 3 and 4 had not been sent to the popular computer press and would therefore be regarded as new programs. Because of that I can't release part 4 until Starlight decide what they're going to do.

There is also another reason why part 4 can't be released and it's my fault. Due to workload, part 4 is nowhere near ready yet. Since July I've been working on game designs for Starlight which has taken up a lot of my time. I've also been dragged into business software by a company called APT software. Both of these have severely limited my time, regular trips to Starlight are needed and I leave the house at 9 a.m. and get back at 9 p.m. in most cases. Writing business means regular trips to customers.

All the above has meant a delay in part 4. Do not worry though as part 4 will definitely be released next year, my guess would be around Feb-March if everything goes right. One good thing may have come out of all this, there is a possibility that The Lost Phirious will be released for IBM PC clones. Due to my involvement in business software, someone has offered to convert the programs to run on these machines if it's not too difficult a task. If indeed it is possible the release date will be around Jan-Feb.

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Graham Wheeler

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