

# ADVENTURE PROBE

Volume II Issue 5



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\*\*\* CONTENTS \*\*\*



Editorial ..... Page 4

software reviews..... Page 5

Rabbiting On ..... Page 11

Letters ..... Page 16

In-Touch ..... Page 19

Help Wanted ..... Page 19

Cryptic Ditties ..... Page 21

Puzzle Page ..... Page 22

Bugs and Amusing Responses ..... Page 23

What Makes A Good Adventure ..... Page 24

Christmas Competition Results ..... Page 25

Helpful Hints ..... Page 27

Precision Corner ..... Page 29

Objects And Their Uses ..... Page 30

Serialized Solutions ..... Page 31

Getting You Started ..... Page 35

kings And Queens Of The Castle ..... Page 37

Helplines ..... Page 38

solutions ..... Page 39



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\*\*\* HALL OF FAME \*\*\*

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

John Barnsley, E.R.Pell, Pete Gennard, Graham Wheeler, Maureen Lamb, John Herbert, June Rowe, Neil Talbot, R.A.Adams, Alan L. Phillips, Sandra Sharkey, Doreen Bardon, Paul Sawyer, Jackie Holt, Alf Baldwin, Robert Shirley, Pete Simpson, Barbara Gibb and Jim O Keefe. If anyone has been forgotten in the Hall Of Fame then Please forgive me. The change of editor meant that loads of hints and tips etc were passed from sandra and the contributions for this month was have become slightly mixed-up in the process.

A special thanks to E.R.Pell for the lovely cover picture.

\*\*\* EDITORIAL \*\*\*

Welcome to the May edition of Probe and a special welcome to the new subscribers, it is nice to have you aboard. Over the past couple of months I have been alternately shaking in my shoes and then trembling with excitement over taking over as editor of Probe. My courage almost deserted me completely after reading the letter of Praise from Tony Bevan in the March issue! All that Praise about the correct spelling and grammar - "Can I live up to all that?" I asked myself. Well at least I can promise not to use "fab" and "brill" and sincerely hope that I will not make you all wince too much along the way.

Now before I do anything else, I would like to ask you all to write to me and let me know what you think about Probe. I would like to get as much feedback as possible to ensure that you get just what you want out of Probe. After all it is YOUR magazine - I just put together all the lovely contributions into magazine form, so hurry up and put pen to paper. It would be very nice if you could also enclose a contribution or two for Probe at the same time because these are always needed! Next month is Probe's second birthday and I can't think of a better way of celebrating than to double the readership so please don't forget to mention Probe to your friends. Do you know that there are still thousands of lost and lonely souls out there who have never even heard of Probe! - Take pity on them.

Since Neil Talbot's letter in the March issue, two readers have kindly offered to prepare questionnaires - thanks to June Rowe and Paul Brunzee! The two questionnaires cover very different aspects of adventuring so I have decided to publish them both. Get your pens ready because they will be coming very soon!

Adventure Reviews are in very short supply! Probe needs them urgently. Have you played any adventures lately that you would like to share your views on with other readers? If so, please send them in as soon as you can.

I have received a letter from ACE Magazine, they are offering a free joystick among other goodies if you take out a 12 month subscription! I can't think what a self-respecting adventurer would want with a joystick (Tsk! Tsk!) but you must admit it isn't a bad offer. Another item of news is that a new 'Plus Three Club' is getting under way. As this is in my part of the world I have no problem with the address but some of you may find it a bit of a tongue twister! N. J. Humphreys, The Plus Three Club, Penrhyncoch Post Office, Aberystwyth, Dyfed, SY23 3EH. I have no idea what it is all about yet but any Plus 3 owners, if they are interested, can always write to N. J. Humphreys and find out just what is on offer.

On behalf of all readers I would like to give sincere thanks to Sandra for all her hard work as editor over the past two years. Without you Probe wouldn't be what it is today. We will all miss you and hope to hear from you in the pages of the magazine soon. You have been a little Gem!

Well that's all from me for this month. I sincerely hope you enjoy this issue of Probe. I will see you all again next month.

Mandy.



# \*\*\* Reviews \*\*\*



## GNOME RANGER - LEVEL 9

In this adventure you take on the role of Ingrid Bottomlow a Gnome maiden who, because of a faulty scroll, has been transported far away from her home at Gnettlefield Farm to a strange wilderness. Ingrid must somehow find her way home again along the long and difficult road.

You start by finding yourself standing outside a little shop which is all locked up. The obvious input is to knock on the door whereupon it is opened by a centaur!



The adventure is in three Parts and each Part must be completed in turn before access is given to the next Part. The three Parts of the adventure take the form of animal, vegetable and mineral. The first Part is animal and you duly find Plenty of animals lurking about the Place. Most of the Problems involve finding and manipulating various objects but you will not get very far until you make friends with the various creatures you come across and somehow enlist their help. The creatures themselves will usually let you know what it is they are looking for and when they are given what they want they will usually let you know how they can help you when you need them.

Part two of the adventure concerns vegetable matters and I found this Part far more enjoyable than the first. Here you find, right at the start that you must Pick a tea leaf from the tea bush in the Garden but as soon as you do so the little bush withers. You know that you cannot leave until you have restored the tea bush to its Proper healthy condition. This involves trying to find the ingredients for a fertilizer Potion. There are many other Potions to be brewed before you can do this and to help you, you find Plenty of books in the library of the cottage which give cryptic hints as to the contents of the various Potions as well as other quite useful hints on solving some of the first Problems you will come across.

The last Part of the adventure concerns minerals and you find yourself involved in a war between the Fire People and the Ice People in another Part of the wilderness. Right at the start you find a talking Gate which is very unhappy because someone has stolen the jewels which adorned the Gate. It flatly refuses to open and let you Pass through to your home because of this. Ingrid Promises to find the jewels and the Gate kindly Provides her with a sack in which to Put the jewels. On your travels you will come across a Penguin who wants someone to sit on her egg for her and keep it warm. A little Icechild who demands an ice lolly. A little Gnome who wants a rock before you can enter the rock Garden and, strangest of all, a Poor Yeti who wants his snow shoes repaired.

Game one has about 60 locations and Game two has only 30 locations. Part three, however, is a very large adventure with many more locations to explore. Unfortunately, in all three Parts the location descriptions are sparse to say the least. Loads of the locations have the same short description such as "You are on a Grassy Plain" or "You are on a barren spot" followed by a list of the various exits.

The movement through many useless locations is helped by the command "Go to" which quickly takes you to the more interesting spots so it is just the initial exploration which is a bit wearing.

The adventure is full of Level 9's sense of humour with tons of those 'Play on words' situations which we have come to expect from Level 9 in many of their adventures. The Graphics are quite pretty which is a great improvement on some of the offerings from Level 9 in the past and there is ramsave, ramload and oops which are very useful when you are trying out various solutions to the many problems you will encounter.

Surprisingly for Level 9 I did come across one or two little bugs which were mainly in the form of getting some strange responses from the various creatures when I obviously asked them the wrong questions.

But all in all it is well programmed. I must be quite honest and say that it isn't a patch on the good old Level adventures that we played in the past. The Dungeons series and the snowball series were much more enjoyable but I suppose that we must move with the times. Gnome Ranger is different from their other adventures as there is plenty of character interaction and the advanced parser can understand very complex commands such as "Nymph, find the llama and take the flower then find me and give the flower to me" which is a vast improvement. Mind you, I still found the good old verb noun input invaluable at times whilst trying to figure out what to do next.

All in all I found this to be an enjoyable adventure and much to my surprise I did find myself glued to the computer quite a few times whilst I eagerly waited to find out what strange situation Ingrid would find herself in next.

A lot of the objects that you find lying around have no use at all which is rather upsetting when you have carefully carted them all round with you until the end of the game. Still many more of the objects have the strangest uses.

Most of the responses are very amusing and, after a while, a certain fondness for little Ingrid Bottomlow grows. After all, she is full of good intentions and it isn't her fault that things go badly wrong when she is trying to help someone out is it?

You should have fun with this adventure. The problems are not too difficult but they are certainly different and I suppose that this was why I got stuck a number of times and had to whistle or ring for help to get me out of a fix.

Reviewer - Maureen Lamb - Commodore.



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ATTENTION ALL COMMODORE GAC USERS!  
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At last a program is available which loads in your datafiles, recovers wasted memory by deleting unused words, prints your datafiles to the printer and lots more!

The program costs £5 and is available from:

D. Macleod, 35 Old Evanton Rd, Dinewall, Ross-shire, IV15 9RB

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## \*\*\* AMERICAN SUDS \*\*\*

This is a four Part text adventure based on American soap operas. After your success in home Produced soaps (see issue 15 of Probe for review of "Suds") you are off to America to appear in their soaps.

In Part one you have a very difficult Journey, by airplane, to New York where you must get a new contract. In Part two you are on the South Park Ranch. You have to find your long lost Pappy, and if you can sabotage Brother Booby's oil well on the way, so much the better. In Part three you find yourself in Denver on the Dynasty/Colby set. You may come across Dyslexis' chest and Hake Carryon's teeth! There are also Guest appearances by Cannibal Hays and Miami Mice who are very obstructive. In Part four you Play a cop in Kill Street, provided you can find your uniform and badge. Each section is complete and can be Played separately, although as they get progressively more difficult, it is a slight advantage to try to Play them in sequence.

Commands are simple - the usual four compass Points, Plus U, D, TAKE, WEAR etc., SCORE enables you to check your TV ratings, 100 Per cent can be achieved in each Part. A new command to me is LOCATION. This gives you your current location number thus speeding-up the mapping Process, and also giving you an excellent method of checking if there are any "secret" locations you might have missed. HELP may or may not give you a clue. There is also a welcome variation from the conventional wording when letting you know you cannot do something, or are trying to carry too much, or giving a list of your inventory.

All the characters are weird, one even has spare heads! Some Puzzles are quite difficult, but Perseverance Pays off. Dedication to the TV Programmes is not necessary but a little background knowledge will enhance your appreciation of the bizarre Plots and Puzzles. The location descriptions are more than adequate, and the items found around the scenes are colourfully descriptive and often wickedly ambiguous. The humour may not be to everyone's taste, but I thought the entire adventure very well written, and addictive - just like the originals.

The Riverdale Duo of David Edwards and Charles Lomas say they have Plenty of material to keep them going for a year or so. Aussie Suds and What The Dickens are coming soon! So, to Pinch a Phrase or two, Happy Adventuring, and Have A Nice Day!

REVIEWER - Barbara Gibb - BBC.

Suds and American Suds are on Cassette for BBC, Electron and Master, cost £4.00 each and are available from RIVERDALE SOFTWARE, 95 Frinton Avenue, Manchester, M9 3JW.

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GREEN DOOR - HINTS - Jackie Holt.



Hit the oyster with the silver hammer.  
Follow the curate to find a daffodil  
Witch Fixit wants a Present - Give her a Pearl.  
Peel the Potatoes.





In the spring of 1984, James Hooper attempted, using the Quill, to write his first adventure game. Unfortunately (then), the project came to an end when he accidentally erased the tape containing the database. Two years later, he met David Harper and showed him some graphics which he had developed using the Illustrator. Excited by these designs, the pair decided to resurrect James' old adventure, expanding on the original ideas and concepts. Eight months later (with the aid of Gilsoft's Quill, Illustrator and Patch utilities), they had finished what they consider to be "the greatest little adventure since toasted sandwiches":

The story begins in the back room of an old antique shop. The elderly shopkeeper is sorting through some cobweb-laden boxes and finds a highly polished mirror hidden beneath a pile of dirty clothes. He picks it up to admire it, but it slips from his frail fingers and breaks in two as it hits the floor. Cursing quietly to himself the old man takes the pieces outside and deposits them in a dustbin. A short time later, you hurry down an alleyway ... a shortcut on your lonely way back home. You pass by the bin and the glint of moonlight being reflected from an old broken mirror catches your eye. You pick up one of the pieces and are amazed to see, inside it, the ghostly apparition of a wise old man beginning to form. All of a sudden, a cold fog descends around you and the apparition in the mirror begins to chant in an unearthly tongue. Slowly, you begin to understand the words that are being said, but they seem to make little sense. Then, as quickly as it came, the fog lifts again. You are left feeling bewildered and disorientated. You calmly look about you. You are surrounded by books ... in an old, decrepit library ....

The presentation and packaging lavished on this game by its creators goes well beyond anything usually expected from either budget game producers and/or homegrown software writers. The two-part game itself comes on a good quality cassette, with a properly printed label, and both parts are recorded on each side of the tape (therefore less likely that you will get a copy that refuses to load). The cassette inlay is a delicately shaded screen-dump of the game's loading screen (which, in its own right, is an excellently drawn, atmospheric scene-setter for the adventure proper) and is so nicely defined that every detail of the picture can be clearly picked out. The cassette is accompanied by a 10 page A5 booklet which gives full details and background to the adventure as well as complete loading and playing instructions. The centrefold of the booklet is a representational map of Elfintan and its environs (you'll still need to make your own though!). Finally, as far as packaging is concerned, there is a carefully coded, full hintsheet available for the game which Bandit may send you a copy of ... if you ask them nicely (then again, they may not!).

The on-screen presentation is equally impressive. The character set has been redesigned in a Gothic style which suits the game perfectly yet remains easily readable. Black paper has been used throughout. Location descriptions are in cyan ink and possible exits from any location have been skilfully integrated into the description and yet are made obvious to the player by the use of capital letters (e.g. if you are told "to the North is a bridge" then North is a possible exit because a capital letter has been used. However, if you are told "to the north is an uncrossable swamp" then the lower case "n" in north indicates that there is not an exit in that direction. It may sound a little unwieldy, but it works fine in practice). This technique avoids the artificiality of using "Exits are etc. etc. etc." type messages ... and also ensures that the player pays very close attention to each and every location description. The descriptions themselves are very full and very atmospheric. A nice balance between the over-verbose and the painfully terse.

The location descriptions are separated from the input/responses/messages area by a thin yellow band (something like a twisted cord) drawn right across the screen. The "What Now?" prompt (or the equivalent thereof) is in magenta; the cursor and player inputs (and any portable objects present) are displayed in white; messages and responses seem to come in two variations ... in yellow if it's positive (e.g. you find a trapdoor under the rug) ... or in green if it's negative (e.g. I'm afraid you can't do that). Each input/response is separated from the next by a blank line, and, once the screen is full, earlier text scrolls smoothly up and off the screen to make room for new stuff to be printed at the bottom. The overall effect may sound a little garish but, in fact, what you get is a very neat, very colourful, very attractive and very readable display.

As in all the best adventures, extensive use of the "EXAMINE" command will reap loads of dividends. Very few objects or clues will be found simply lying about. However, if you're thorough you will discover the hiding places of most of them. And, to prevent you wasting time by barking up the wrong tree entirely, if you examine things of no importance, you get a helpful "Just scenery" message. In addition, you'll find it necessary to indulge in a little character interaction if you are to learn all you need to know. Admittedly, this character interaction is of a very simple type ... you just input the characters name followed by whatever it is you wish to ask him (e.g. "HARRY HELP (ME)"). As the Quill can only handle two word inputs, you can see that conversations aren't going to be very complex. However, as primitive as the system may be, it's redeeming grace is that it works very well! Having seen the mess some programmers can get themselves into when they attempt more sophisticated interaction, I think that there is a lot to be said for keeping it simple!

The graphics are very quickly and skilfully drawn. It's nice to see pictures which, for a change, seem to be drawn by somebody who actually has a bit of artistic ability! The atmosphere of the adventure is very nicely complemented by each graphic and it is obvious that a lot of thought has gone into how and where the game is to be illustrated. The result being that the pictures form an integral part of the game, instead of seeming to be tacked on as an afterthought (as in too many other adventures).

O.K.! So, the guys at Bandit obviously know their way around the Quill and its associated utilities ... but what about the game??!

As you stand in the old library, you know nothing at all about what's going on. But, being a fairly intrepid sort, you set out to explore the terrain anyway! Before long, you will probably take upon yourself the task of returning a certain something to a certain somebody ... well, it gives you something practical to do as you roam about the countryside, doesn't it? After that though, you may be a little perplexed as to what happens next ... I certainly was! However, if you have examined everything carefully, and you apply a little thought, you may be able to solve the riddle of the Standing Stones ... and that will open up a whole new area of the adventure to you. Indeed, it should, if you can overcome a few more obstacles, lead you to a meeting with a diminutive wizard who will, if you get on his right side, explain to you the hows and wherefores of your arrival in this strange land. Best of all ... he'll tell you how you can get home again! After that, there's just one more problem to solve and Part One is successfully concluded.

Without giving too much away, your task in Part Two is to get yourself and the wizard and a few other objects safely to the wizards castle before dusk begins to fall. As you may have surmised, there is a time limit on this part of the game, and failure to gain the castle in the period allowed will bring the game to a premature

end. The wizard reminds you at fairly frequent intervals as to how much time has passed ... and the feeling of racing against the clock comes over quite well. As you would expect, finding and gaining entry to the wizards castle is not going to be a piece of cake ... especially as the whole area between you and it seems to be occupied by hordes of violently hostile Lizardmen ... and then, there are the other objects you need to find along the way ... and a host of natural obstacles to be overcome!

The puzzles are many and varied. Some are fairly obvious ... others are much more difficult ... and some are downright sneaky!! I wonder, for instance, how many people will manage to find the idol concealed in the desert plains without help? Not many, I'll wager! However, all the solutions are logical and fair and, at times, imaginatively original.

In short, this is a lovely game. It has been skilfully created and beautifully crafted. The care and attention invested by the writers shows that they not only have respect for their product and for themselves (as producers), but that they also have respect for you ... the player and customer! An attitude which some other (supposedly more professional) software houses would do well to emulate. How much longer will it be I wonder, before the "experts" finally discover what the rest of us already know ... that the best adventures are being produced by small independent writers, often with the aid of utilities, and sold by mail order??!! One day, perhaps, they shall see the light!

However, don't hold your breathe waiting! Instead, start playing this remarkable little gem of a game and savour its delights for yourself. It is a very worthy first product by anybody's standards, and it deserves to be a great success. I only hope that somewhere in the darkest depths of Welsh Wales, the Bandit boys are busy creating much more of the same kind of thing. I can hardly wait to get a look at it!! And soon, please!

Reviewer - Jim O'Keeffe - Spectrum

BANDIT VIDEO GAMES, 1 Glanmorfydd House, Cwmgarw Road, Rhosamman, Ammanford, SA18 1DP.  
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JOURNEY TO THE CENTRE OF EDDIE SMITHS HEAD  
HINTS By Jackie Holt

Knock three times inside room 106

Withdraw the cash to buy the condenser.

Push the Pain button.

Pull Eddies heart strings.

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JEWELS OF BABYLON - HINTS by Jackie Holt.

Can't Pass the natives? - throw them a watch.

Throw the keg and the match at the crocodile.

To cross the Pit you need a Plank.

Can't open the rock door? - Insert the rod.

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Rabbiting On ...  
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There is always a danger in knowing such characters as Strombrigner the Grey and Dimli Gloing. A cheerfully haphazard wizard and a legendary dwarf of immense thirst are not always the ideal companions, exciting and entertaining though their presence can sometimes be ...

I was enjoying a quiet game of pool with Sandra Sharkey, a rapidly rising star in the adventure firmament, in the calm backwaters of a pub known as *The Venture*. The morning had been spent in working out some bizarre puzzles for our latest adventure game, and now was the time for relaxation. I was stretching over the table for a difficult long red into the bottom corner, when suddenly the cue moved of its own volition and smashed the ball directly into the pocket, sending the white ball careering around the table until it ended up in perfect position for the next shot. I gasped in astonishment, and then realised what had happened when a chuckling voice announced "Grand shot, Master Peter, grand shot." It was, of course, Strombrigner the Grey.

I stood back from the table and shook hands with the wizard, noting with some amazement that Dimli Gloing was not by his side. "Where's Dimli?" I asked with some haste, but Strombrigner's face reassured me and he merely made a friendly gesture towards the bar. "A pint of foaming ale might make the tale easier in the telling" he said, and after whispering something in Sandra's ear he went and sat down at a nearby table. I purchased the wizard's drink and set about my next shot. I rolled the white gently towards the red, which reacted by moving towards the desired pocket. On the very lip, on the brink of dropping in, it stopped, and although I would not testify to it in court I could have sworn that I saw Sandra and the wizard exchange a smile.

After that miss of mine it was a simple matter for Sandra to clear up and win the game, and with what can only be described as a satisfied smirk on her face she went and sat down beside Strombrigner. Reluctantly, I followed.

"Well?" asked Sandra, agog, "where is he then?"

The wizard reclined back in his seat, absentmindedly took one of my cigarettes and stuffed the tobacco into the bowl of his pipe, and allowed a smile to creep onto his face as the smoke whirled into the air. He drew deeply. "Wales" he said, at length, "a place called Llandudno."

"Wales?" I asked him, ignoring the puzzled frown that had appeared on Sandra's face. "What's he doing in Wales?"

"Llandudno," interrupted Sandra, frown disappearing, "is where Mandy lives."

"Mandy? Oh, Mandy Rodrigues you mean." Recognition dawned.

The wizard had followed this exchange in silence, but now he spoke. "It appears that we have a mutual acquaintance" he said. "Yes, Dimli rushed up to me this morning, muttered something about a haunted horse troupe in Llandudno, and then vanished. Heaven only knows how he was going to get there, but he insisted that I contact you and, when you have finished your drink Master Peter, we are to join him."



"As soon as possible, if you please."

"Me as well?" asked Sandra, eyes widening in anticipation.

"Naturally" said the wizard, "he particularly specified that you should accompany us. That is why I came here."

"Oooh ..." breathed Sandra, not taking her eyes off the wizard as she reached for her drink and, in a single swallow, drained the glass. "Come on" she said to me, "hurry up."

I sighed deeply. Events were, as ever, rushing ahead of me, but there was little that I could do about it. I finished my drink, Strombrigner did the same to his, and we stood up. "Er, how are we going to get there?" I asked.

The wizard gave me a haughty stare. "Pah!" he exclaimed, "I am a wizard."

As if that explained everything! We walked out of the pub and, instead of following the path that lead towards the road, turned left and disappeared around a corner. We stood next to a high brick wall, and from inside his voluminous cloak Strombrigner produced a rather battered scroll. He handed it to Sandra, saying "hold this about two feet away, so. There, thank you. Now, keep very quiet."

Sandra and I exchanged a nervous glance. What was happening? Strombrigner intercepted the glance. "Location spell" he snapped testily, "nothing difficult. Now shut up!" We shut up.

The wizard chanted in a low voice, a small wind began to swirl the leaves around our feet into a miniature tornado, and then everything vanished! Seconds later it reappeared again, and I clutched at my stomach. I felt as if I had just travelled downwards in a lift that was much too fast for comfort. I glanced around, somewhat bewildered at hearing the roar of traffic, and realised that we were in the right hand lane of what looked suspiciously like a motorway. A muttered exclamation escaped Strombrigner's lips, then he began to chant very quickly. A lorry of immense size was bearing down on us, but in the instant before it hit us the world vanished once again. My stomach groaned its disapproval before the world came back into view once more. We were standing on a pavement beside a station.

"Hmm, some of those runes are rather difficult to decipher" mumbled the wizard, taking the scroll from Sandra's grasp and depositing it back inside his cloak.

"Where are we now?" I asked, hoping that the contents of my stomach would remain where they were. At present, they showed little sign of doing so.

"Llandudno of course!" proclaimed Strombrigner, pointing dramatically towards a sign on one of the station platforms.

"Super duper brill!" was all we could get out of Sandra.

The wizard began walking rapidly away from the station, and with little else to do we followed him. Sandra's expression showed that she was still in a state of shock. I was still in a state of distinct queasiness.

We proceeded for some time, first down this street, then down that, until eventually

we arrived in a more open area. There, by the side of the road, was a horse trough. Next to it stood a woman that neither Sandra nor I recognized, but next to her was the unmistakable figure of Dimli Gloing. Curiously enough, standing beside Dimli was a small white rabbit. I knew that today was not going to follow its normal course of events when the rabbit fixed two bright eyes on Strombrigner and spoke.

"Well, Stwombwigner, you have awvived at last" it said in a curious high pitched voice. The world, it appeared, had finally gone completely and utterly mad.

"My liege" returned Strombrigner, bowing low, although the tone of his voice belied both words and action. Dimli merely grunted. "What bringest thou to -"

"Stwombwigner, shut up." The rabbit was clearly in no mood for fancy small talk from wizards, and turned to Sandra and myself. "I am Windweaker's Vabbit" it continued in a grand voice, "emissary to the gweat leader of all the wizards. We have a problem. This trough is haunted by an unknown ghost, spiwit, or appawition. You, Stwombwigner, must see that this wuffian fwom another plane is banished fwom the wealm. Mandy Wodwignes bwought the matter to my attention, we have much to be gweatful for." The rabbit twitched his whiskers.

"It's true." The woman spoke for the first time, in a delightful lilting Welsh accent. "I'm Mandy by the way." We exchanged greetings and she explained in a calm, matter-of-fact way, how she had been walking home with her husband late one night and had seen the most extraordinary shape bubbling up from the trough. "Like a, a, a living waterfall, with a face, and everything."

I was, I suppose, in something of a state of shock, and merely accepted this statement. I wouldn't have been at all surprised if, oh, I don't know, if the rabbit could read my mind. "I can wead it vewy well, thank you" came an already familiar sounding high pitched voice. I groaned, and Mandy continued.

They had run home, and there, waiting on their doorstep, was the small white rabbit. "I was seeing a fwend" interjected the rabbit in an embarrassed sort of way. "We often, you know, do the paw stomping thing. You know."

It transpired that the rabbit had read Mandy's mind and had determined that this strange apparition was not the sort of thing that one wanted to see in modern day England. He had passed the alarm on to Dimli (his powers did not extend to wizards, it seemed), and the rest we knew. The problem remained: how to get rid of the apparition? The rabbit turned to Strombrigner.

"Windweaker sets gweat faith in you, Stwombwigner, he alone knows why. You will wemove this wogue fwom this gween and pleasant land, by midnight tonight, or it will not look good in the land where wizards lurk. I will return at midnight."

With that the rabbit turned on his paw and, after two quick stomps on the ground, shot off into the distance. We heard a quiet, but distinct, "twa la la la la," and then he was lost from view. There was nothing to do other than wait.

We waited ...

It grew dark, and a distinct chill filled the air as we walked towards the trough. Mandy had been a most charming hostess throughout the afternoon and early evening, inviting us to her house after the rabbit's abrupt departure, but now it was time

for action. I shivered as we reached the trough and looked at it, as if it alone were responsible for the strange situation that we found ourselves in.

It was Strombrigner who spoke first. "I propose that we do nothing other than wait. Let us give the enemy chance to show himself, and then we can act."

"Oooh, isn't it exciting?!" exclaimed Sandra.

"Does this often happen when you go for a drink with Pete?" Mandy asked.

"Boring" came a dwarvish grunt. I had noted that Dimli was standing by Sandra's side. She had once told me that the dwarf had sent her a postcard or two from his travels in exotic climates. Adventurers develop the strangest friendships.

"Hush!" An urgent whisper from the wizard brought me back to my senses, and we all instantly raced to hide behind a nearby bench. Peeping over the top of it, I could see that the waters of the trough were beginning to steam and bubble, as if they were being raised to a great temperature. Presently the water was rising in vast clouds above the trough, each cloud a different shape, a unicorn first, then an archer, followed by other, unrecognizable, images.

As we watched the rabbit came racing in from nowhere and joined our group, now crouched down in our (to my mind) very open hiding place. "Well, Strombrigner, what, if anything, are you doing?" He had a flushed face, that rabbit. Must have been running far. He snuggled up close to Mandy, sensing that she liked him. She began to stroke his fur and he closed his eyes blissfully.

"Shhh!" Once again the wizard demanded silence, he was clearly counting, and when he reached the number thirteen he leapt up from behind the bench and spoke in a voice like thunder. "Begone, foul spirit, begone from this land. With your banishment these waters will be troubled no more." He rambled on for a mite longer in a voice so quiet that we couldn't hear him, as he was prone to do in moments of danger and excitement, and eventually, after several minutes during which the thirteenth image had hovered uncertainly in mid-air, it squealed in terror and was gone.

"You will have no more trouble now, I fancy," said Strombrigner, preening himself.

"What did you do?" demanded Sandra.

"Why did it squeal like that?" Mandy wanted to know.

Strombrigner smiled, and somehow I sensed that I was not going to like what was coming. "I explained the reason for the troubles to it, and it went. Simple."

"But what did you say?" I asked him.

It was no use hurrying him, he took his time, as always. "You saw the way the waters boiled and bubbled. You saw that a great many spirits, spectres, ghosts and apparitions came out of the trough. I pointed this out to the thirteenth one."

"WHAT DID YOU SAY?" we all screamed at him, except Dimli, who simply grunted.

"I said, quite simply, that too many spooks boil the trough!"



\*\*\*\*\*



ONE DARK NIGHT...

★ An adventure by Paul Brunyee for 48K Spectrums.

Speeding through unfamiliar surroundings on lonely, endless lanes and deceptive, dangerous bends, your car strikes a high verge and after a jarring impact with a series of pot holes rolls to a halt at the start of a gravel drive. You try turning the keys again and again, but to no avail. Resigning yourself to this, you peer outside the car and see only the gravelled drive and dense foliage. Having lost your way many miles earlier, this is the first sign of habitation you have seen. Sitting somewhat cold and miserable with your companion, you discuss the possibilities of finding help at the end of the drive, wherever it may lead...

Within "One Dark Night..." you choose which of the two characters in the car you wish to play. Thus, you may play a male or female role. This decision then affects certain situations within the adventure.....

Also featured are - flexible sentence parsing, character interaction and challenging and original problems.

★ "One Dark Night.." is available for £3.00 from Paul Brunyee, 38 Gynsill Lane, Anstey, Leicester. LE7 7AG. ★

\*\*\*\*\*



SPECTRUM ADVENTURE ★

THE LEGEND OF CRALDONS CREEK

A stunning new graphical adventure for Spectrum. Two Part game. 80+ locations, 170+ system messages plus much more!

EPR0M SAYS:

"This game represents good value and looks very promising." ★

★ This adventure costs just £2.99 and is available from:

ERIC STEWART, 18 Vatisker, Back, Isle of Lewis, PA 86 OJS

\*\*\*\*\*

GREMLINS HINTS - by G.L.Wheeler.

To get Stripe out of the Mail Box - LIGHT FLASH, INSERT FLASH.

To disable Snow Plough - Get welding gear from Pit in Station, OPEN VALVE, LIGHT TORCH, WELD PLOUGH.

To open locked room in Store - Go to roof, DROP GIZMO.

To frighten Gremlins - Get camera from behind bar in Pub, PRESS BUTTON.

To repair vents in Store - CUT (Mail) BOX with welding gear, GET PLATES, at store WELD PLATES.



\*\*\* LETTERS \*\*\*



Thanks for the March issue of Probe. I was Pleased (or was I) that at last my game did see the light of day in your magazine, but was disappointed with the review it got. Hence I have written in defence of my own game and to fully express my views.

Firstly, I accept the comments that Mr. O'Keeffe made, and respect them, and admit that when the game was forwarded to Probe there were a lot of niggling errors. However the game was forwarded for review in November and since then a great number of improvements and alterations have been made to the game. A lot of what Jim wanted to see go, has gone, with a lot of other things. I did hope the game would have been reviewed in the January issue and I could use the constructive criticism to good effect before selling the game. A polished up version was forwarded to EProm and it was well received there and recommended, giving details, that it make good use of a number of features. Again I used the constructive criticism to improve the game and sent it to Your Sinclair. Shortly after that, Mike Gerrard replied saying he found the game interesting and enjoyable, but as it was a mail order game and there was so little space in the magazine he felt he couldn't review it. Again from him came some more constructive criticism. I then advertised in Sinclair User which brought an immediate response from a software house who wished to look at the game with a view to publication. July I sent this and within a week I got a telephone call from the company informing me they wished to publish the game, which they found to be of a good budget standard, so at present they are working on loading screens, inlay cards etc., and the game is intended to be released around May 1988.

This I am exceptionally Pleased about. So you can see, Probe are behind with their review of the game, therefore you will gather it is not at all up to date. Please, please don't take this as a criticism of Probe ... It is not. Actually I find Probe's reviews to be of an excellent standard. All I wanted to do was to make it clear to both Jim and the readers that the game he played and reviewed is not the current version available. He also failed to mention that there is a £15 Prize competition with the game (Closing date 31.4.88).

Over the last month quite a number of Probe readers bought the game so maybe it would be worth hearing their views on the game. Apart from this I enjoyed Probe extremely this month - keep up the good work.

ERIC STEWART, 18 Vatisker, Back, Isle Of Lewis, PA86 OJS.

(I am glad to hear of your success Eric and wish you well. I would point out however, that Jim could only give his opinions on the game he had before him. If you had written to Probe and informed them of the changes that you had made or sent in a revised copy then the reviewer would have had the updated version to work on.....Mandy)

=====

I ordered LEGEND OF CRALDON'S CREEK, before I had seen Jim O'Keeffe's review. Well, one man's meat etc., so although I enjoy Jim's writings, I will try to keep an open mind until I have seen the game for myself. Anyway, if it is a dud game, my attitude is "some you win, some you lose" and as I buy all the "home-sPun" games I ever hear of, this may be one I lose. But, what the heck! It's only £2.99 and I have won lots! All of Jack Lockerby's Games, all of Tartan Software's, all of John Wilson's, both of Zodiac Software, both of Marlin Games, both of Precision Games. These were all very good value - well devised, bug free, very Playable and well worth buying.

All of these are "home-sPun", but they have all the attributes of Professionally Produced, much more expensive Games. Jack Lockerby's MATCHMAKER in Particular delighted me, as did Tartan's DOUBLE AGENT, which as you say, is different and very enjoyable. Precision Games EXTRICATOR and ENERGEN ENIGMA kept me out of mischief for weeks!

I have only just tried a Marlin Games Production, JADE STONE, which I enjoyed so much that I immediately sent for the second, CLOUD 99 which has an entirely novel theme, that of Jack Frost messing about with the weather! Both of these Games are currently exercising my brain and I must recommend them highly. Also I must add that, if sent an SOS and a stamped envelope, Linda Wright of Marlin Games will send a clue by return of Post, which has to be another Plus!

Last words - the response to Pat's "home-work" must have been most disappointing for her, and surprised me very much. I'm sure I'm not the only person who has GAC or QUILL doing nothing because the way they work is not easily understandable. Well, I suppose I COULD be the only really thicko idiot who reads PROBE, but actually I have always thought I was reasonably intelligent, and I couldn't figure out what to do with flags, conditions, event tables and so on, so I was delighted to see the first of Pat's articles on how to use the utilities. Keep it up Pat - I shall await your next lesson with eager anticipation!

JUNE ROWE, 46 Hurdon Way, Launceston, PL15 9HX.

=====

SCOTT ADAM'S SCOOPS from ADVENTURE SOFT (The Spectrum version) has gone headerless, so if you want to transfer to micro-drive or whatever you need the starting address and length of code, in each case the start address is 24576 and the length is 17682, save off a header using the above figures (or use a header creator) load it back in using the following: CLEAR 24575:LOAD""CODE resave to your drive.

A short Program to get it running (Alter to suit your drive).

```
10 CLEAR 24575
20 LOAD "" CODE
30 RANDOMIZE USER 24576
```

In case of difficulties drop me a line.

WALTER POOLEY, Flat 1, 46 Exeter Road, Bootle, Liverpool, L20 7BL.

\*\*\*\*\*

Thanks for Vol II Issue 3. I loved it. I drafted out a long letter to send you but have lost it - the house is in utter confusion since my wife's been in hospital for the past month (was serious but getting much better.) Anyway, I was commenting on Peter's article INTERACTIVE FACTION, and his writing in general and think I ended up with a comment like - Hopefully, we'll soon see a story about Dimli's brother 'Boldli Gloing where no one has glowed before'. One great thing about the magazine is the sense of camaraderie, everyone's so willing to help their fellow adventurers - you'll always have a loyal readership because of that. I had a phone call out of the blue from Andrew Wright of Wrightsoft concerning an adventure and we happily chatted on for several minutes about adventure - related matters. Such unexpected pleasures make one feel privileged to be part of the adventuring fraternity. I wish I could say the same about Nick Walkland's 'The Return Of The Orcs-bane' which I ordered over three weeks ago and to this day haven't seen. Have other readers had this problem with adventure magazines? I should have just stuck with Probe, which I can always rely upon.

NEIL TALBOT 31 Chadcote Way, Catshill, Bromsgrove, Worcs B61 0JU.

(Sorry you have had problems in getting your order Neil, it is very frustrating to send off an order and to be met with complete silence. So sorry to hear that your wife has been so ill - Please give her our very best wishes..... Mandy.)

=====

I have received my order from Incentive. Their service is first class. Which is more than I can say for another outfit calling itself "Budgetsoft". This company advertises every month in Amstrad Action. I sent them an order for various games in early December. I received a part delivery at the end of January after sending them a stiff letter. I also received a credit note with a new list of games as the ones I had ordered were out of stock. So I resubmitted an order to them only to receive, in mid-February yet another credit note as the items I had ordered were regrettably..... By now I was pretty fed up; so I returned aforementioned credit note on the 15th February and to this day I have heard not a lot and seen even less. Adventure Probe Readers beware!

Can I draw your attention to your editorial in issue 3? Now even I as only a novice and fairly new recruit knows that the "Great Mistress of Wigan" must be obeyed in all things but I think you should have directed your tirade at those awful Spectrum owners. As a humble Arnold user, Tom Frost does nothing for me and until he does he don't get my money!

Please ask Pete Gerrard to keep on supplying stories about Strombringer & Co. They're terrific! Finally, in my last letter I enquired if "Castle Of Eagles" was fit to be used on an Amstrad 6128 but your reply fell off the bottom of the letter! Any idea?

R. A. ADAMS, 81 Uplands, Welwyn Garden City, Herts, AL8 7EH.

(Sandra sends her apologies for the bit that fell off the bottom of the letter. Castle of Eagles is available for the 464 only I'm afraid..... Mandy.)

\*\*\* IN-TOUCH \*\*\*

Brand new, still in box! "Spectrum RamPrint and Cable". Includes WordProcessor on Chip. Can be used with other Spectrum WordProcessors - £25. For further details ring Dicon Peeke 0407 730881.

=====

AMSTRAD SOFTWARE FOR SALE (TAPE)

Mountains of Ket/Top Secret, Lords Of Time, Snowball, Emerald Isle, Worm in Paradise, Red Moon, Aftershock, Nova/Haunted House, Winter Wonderland - all at £3.00 each.

Mordon's Quest, Never Ending Story - £2.50 each.

Electric Music Utility, Music Box, GAC, Laser Basic, Mini-Office II  
£8.00 each.

Melbourne Draw - £6.00.

Azimuth Head Alignment Tape (Unused) - £5.50.

Protex - £10.00.

Write to LON HOULSTON, 3 Pritchett Drive, Littleover, Derby, DE3 7AX.

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\*\*\* HELP WANTED \*\*\*

Can anyone Please help me out? I have been Playing JACK THE RIPPER and I am stuck with the following Problem:

After shaving etc., and escaping via the window, you eventually arrive in a street. After getting in the cab I cannot get the cab to move on. Everytime I instruct the driver to move on I get the driver's response 'Wassat Guv' - very Cockney / East End type of answer.

ALED MACKIE, 31 Listowel Road, Dagenham, Essex, RM10 7QL.

\*\*\*\*\*

GAMES FOR SALE

PAUL SAWYER has the following games to sell:

Back To Reality - £1.00.

Nonterraqueous - £1.00.

Write to Paul at 57 Everard Street, Barry, South Glamorgan, CF6 6PX.

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\*\*\* READERS CONTRIBUTIONS \*\*\*

=====

Contributions from readers are most welcome for all sections of the magazine, indeed, where would Adventure Probe be without them! It would be very helpful if your contributions could be typed if at all possible or neatly printed on A4 paper leaving a 1 inch margin at either side and a 2 inch margin at the top and bottom.

Reviews are also very welcome from readers but please check first to make sure that nobody else has sent in a review of the same game.

Contributions are ALWAYS needed for each section of the magazine. Please use separate pieces of paper and specify which section you have written for.

If you do write in to Adventure Probe then it will be assumed that you wish your letter to be featured in the Letters Page of the magazine. Please specify if the letter is not for publication.

As the magazine will be sent from Wigan it will no longer be possible for the Editor to enclose replies to your letters with the magazine, so if you would like a reply to your letter, please don't forget to enclose a stamped addressed envelope as the postage bill is getting rather large.

Everyone who contributes to "Probe" gets their name in the Hall Of Fame as a thank you for taking the time and trouble to help fellow adventurers.

If you remember, readers kindly started a Beginners Section some time ago. Contributions are also needed for this. The beginners are still out there and they would be so grateful if you would share your hints and tips and methods for solving adventures with them.

Please don't forget to put your name and make of computer on all contributions.

If you would like your own adventures playtested this can be arranged through Probe. Readers who offer this service do so voluntarily and return postages can be costly so please ensure that you enclose sufficient to cover the postage from Probe to the playtester and return postage to yourselves.

When sending in your adventures for review please make sure that you enclose a full solution and map. If a reviewer gets stuck and cannot continue with the adventure then you will either get a partial review and the reviewer cannot comment on some particularly special part of your adventure or there could be a delay in getting the review published in the magazine.

Finally, if you have any suggestions or ideas about what you would like to see included in "Probe" then please let me know. Perhaps you would like to see a regular puzzle page or Golden Oldies section. Please remember that this is YOUR magazine so we rely on feedback from you to give you exactly what you want to read.

\*\*\*\*\*

\*\*\* CRYPTIC DITTIES \*\*\*

by John R. Barnsley

PLAY IT AGAIN SAM  
(M.A.D. Games)

When you're tied up in a chair,  
The remedy's hard to see,  
The Parser isn't being fair,  
Only CUT BONDS BLADE will get  
you free!

EXCALIBUR  
(Alternative Software)

When Crania casts a spell your way,  
The answer is in reflection,  
Use light and sword in such a way,  
That it goes back in her direction!

DRAGONSCRIPT  
(Venom Games)

To get the salt from waterfall,  
First axe the creature, and it  
will fall,  
Get the bread and give to bird,  
Then go to the water and say  
the word!

CROWN OF RAMHOTEP  
(Tartan Software)

To raise some money for your quest,  
Show the scroll to get a chain,  
Inventory shows the amulet tied,  
So thread the string and flog the  
chain!

BOOK OF THE DEAD  
(CRL/Essential Myth)

The Ibis bird has ankh and  
more,  
To get it, lift some weight  
before,  
Leading the mangonel with  
a rock,  
And firing that boulder when  
he's over the loch!

PLUNDERED HEARTS  
(Infocom)

Wait and examine till Crully  
arrives,  
The Falcon will soon help you  
get out,  
Read of his missive and agree  
to his terms,  
Then you're up on the deck and  
the game opens out

PARADISE CONNECTION  
(Birdseed Software)

The painting hides a safe I  
know,  
But opening it will alarm,  
Use the blanket on the window,  
The darkness will disarm!

GNOME RANGER  
(Level 9)

Ingrid's rainbow brings you to  
a halt,  
Give Nymph shovel to earn her salt,  
Say go east and dig then wait four  
or five,  
She's found you a crock and the  
'Lep' will arrive!

\*\*\*\*\*

A DEFINITION OF ADVENTURING - Bob Weeks

Adventuring is ... Hair Pulling, Frustration, Stomach churning,  
Illogical, Puzzling, Sometimes Stupid ... But always a great way to  
spend time!!!

\*\*\* PUZZLE PAGE \*\*\*

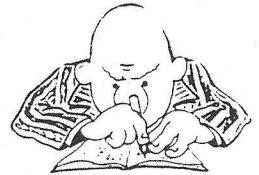
CLUE MATCHING - Joan Pancott.

Test your adventure knowledge and see if you can decide which clues match up with the adventures.

ADVENTURES ARE:

- A CLASSIC ADVENTURE.
- B EMERALD ISLE.
- C RED MOON.
- D MESSAGE FROM ANDROMEDA.
- E SOULS OF DARKON.

- F DUNGEON ADVENTURE.
- G HEROES OF KARN.
- H JEWELS OF BABYLON.
- J RETURN TO EDEN.
- K WARLORD.



CLUES ARE:

- 1 SLEEP IN THE CAVE.
- 2 WEAR THE CLOAK FOR THE FIRE.
- 3 INSERT THE POST TO OPEN.
- 4 TURN THE SPHERE.
- 5 WAVE THE FAN FOR THE DRAGONS.
- 6 WAVE THE WAND AT THE CHASM.
- 7 THE SECOND ROD EXPLODES.
- 8 WAVE THE STAFF FOR THE SKELETONS.
- 9 MOVE THE STONE WITH THE CROWBAR.
- 10 POISON THE COOK WITH THE MUSHROOM.

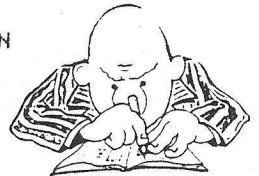
ADVENTURE	A	B	C	D	E	F	G	H	J	K
CLUE										

Answers will be Printed in next months issue.

WORD SEARCH - Compiled by Doreen Bardon.

I	V	L	A	V	I	V	R	U	S	T	E	B
N	M	I	N	D	B	E	N	D	E	R	L	E
F	I	A	Z	S	A	K	E	R	U	E	D	F
E	N	R	G	H	P	M	P	S	X	A	O	D
R	D	T	T	I	V	O	I	B	S	R	R	O
N	S	M	A	P	N	P	O	T	F	T	A	O
O	H	L	O	W	X	A	V	F	Y	H	D	W
R	A	E	B	R	U	O	T	I	B	B	O	H
E	D	H	E	E	O	F	G	I	O	W	C	
K	G	E	F	C	M	N	H	B	O	U	L	Y
H	W	H	I	K	S	R	L	K	U	N	D	W
S	A	T	L	A	L	U	C	A	R	D	G	N
A	D	L	L	A	B	W	O	N	S	E	Y	O

- AMITY
- ASHKERON
- BULBO
- DRACULA
- ELDORADO
- EUREKA
- EARTHBOUND
- HOBBIT
- IMAGINATION
- INFERNO
- LIFEBOAT
- MORON
- MINDBENDER
- MINDSHADOW
- SHIPWRECK
- SNOWBALL
- SURVIVAL
- SPOOF
- THE HELM
- TRAIL
- WYCHWOOD



BOOK OF THE DEAD - Spectrum version

In Part two don't shout in certain Places or the Game will crash. Also, where the four Pieces of machinery are, near the end of the Game, don't go back south to the Bridge (Toll) or you will get a Room Error and the Game crashes.

Also near the end make sure you only input directions that are in the text or you will also get a Room Error and the Game crashes.

An oldie now!



TEMPLE TERROR



When the door closes on you where the forcefield and the elixer are, don't unlock the door with the key or the Game goes into basic. If it does then just type RUN.

Also, you start off as Archie but when the ending comes up ARCHIE thanks you. I found this silly so Press BREAK, LIST 8806, EDIT then change ARCHIE for YOUR DAUGHTER JANE. The ending sounds a lot better then!

\*\*\*\*\*

THE PAWN - ADDITIONAL HINTS DEVISED BY CHRIS HESTER.

WHERE IS THE PRISM?

- a) Try the ice tower.
- b) Especially the store room.
- c) Especially the table.

WHERE IS THE TEAPOT?

- a) Near the carrot!
- b) Try the kitchen stove and the worktop.

WHERE IS THE CARROT?

- a) Near the teapot.

WHAT DO THE ALCHEMISTS REALLY DO?

- a) Look in the flasks.

WHERE IS THE ROSE?

- a) A Palace gardener might know.

WHAT CAN YOU DO WITH THE CARROT, THE TEAPOT, THE ROSE AND THE PRISM?

- a) Let me know when you find out!

\*\*\*\*\*

DEFINITION OF A STUCK ADVENTURER'S GULLIBILITY

Reading a hint in a glossy magazine for the removal of the Boulder in The Pawn - believing it - and spending half an hour trying different ways of inputting "Insert big toe under boulder and lob boulder into the air"!

Mandy

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WHAT MAKES A GOOD ADVENTURE  
by Pete Simpson

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Judging by all the rave reviews 'The Pawn' has got, I feel I must be in the minority in knowing what is a good adventure because I could not get 'involved' with it at all.

After managing a couple of easier adventures, then a couple of Level 9 (okay with a little bit of help), I thought I was ready for the big time so I splashed out on 'The Pawn'.

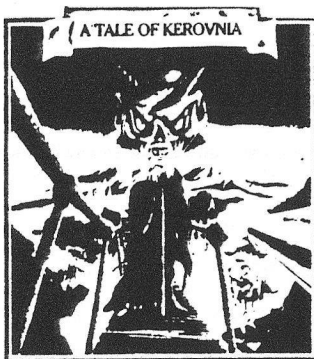
True it has got excellent graphics, a great text and parser, but it does nothing for me. Possibly I was expecting too much. It's a bit illogical in parts - I don't know if repotting the plant has any significance later in the game, but if it has ....). It has well known bugs, and it gets a bit boring having to type Inventory and Examine in full every time.

I don't expect it to be easy, at that price one doesn't want to solve it in one sitting, but there's certainly no initial 'grab factor' for me. I'm not saying it's a bad game, and I'll persevere at the price. I know these are small moans but moans nevertheless.

Just the opposite at £2.99 was "Nythyhel". Simple graphics and text as opposed to the "Pawn" but it was warm and cosy and pitched at the right difficulty level for me. I spent many a happy hour over Christmas with an ever dwindling supply of ale. That's what I call a good adventure. Technical excellence is not enough.

I was looking forward to an Infocom adventure but I think I'll beg or borrow one first, just in case. Is there anyone else out there who didn't like the Pawn?

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GRAND CHRISTMAS COMPO RESULTS (At last!)

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Okay so I forgot! Thanks to Mandy for reserving this page for me in her first issue of 'Probe'.

The following people will be receiving prizes for their entries:

PAUL BRUNYEE - Spectrum

Gnome: Yo' Santa, it's five minutes to Christmas and we've still got these pressies to deliver.

Santa: No we haven't - that blasted pirate has just stolen them!

JACKIE HOLT - Spectrum

Yes, I know there's only five minutes left, but I'm still locked in the Goblins Dungeon, waiting for Thorin.

BARRY TUDOR - Spectrum

Stop playing Winter Wonderland. You've got to check the reindeer's antifreeze, eat a ton of mince pies and drink fifty gallons of sherry before six o'clock.

MARGO PORTEOUS - Spectrum

Drop that sword, get on your sleigh - and kill the dragon on Boxing Day!

Did you have to get lost in the maze on Christmas Eve?

You and your "I'll just see if it loads"!

DAVE BROWN - Amstrad

Oh no! When I said "Get loaded up," I meant the sleigh not your blooming MICRO!!

RICHARD BATEY - Spectrum

Blame Jim O'Keefe. Ever since his visit last year I can't stop playing the thing!

PAUL SAWYER - Amstrad

Hang about - I'm just waiting for Frodo and Strider to reappear.

LON HOULSTON - Amstrad

No sweat elf! I've already "saved" our bacon. I'll just "restore" the month of December to start again.

BARBARA GIBE - BBC

Have I still got enough time to add a subscription to "Adventure Probe" to my Christmas present list?

Many thanks to everyone who took the time and trouble to enter.

Prizes should have been received by the time you read this.

Sandra

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MARLIN GAMES PRESENT 2 ADVENTURES FOR THE SPECTRUM:

\*\*\* CLOUD 99 \*\*\* AND \*\*\* THE JADE STONE \*\*\*



CLOUD 99: 2 versions of this game on one tape (48k is text only: 128k has graphics): a light-hearted adventure in which you must explore the Weather City of Cloud 99 and restore the weather!!!

THE JADE STONE: Rescue your fiancé from the evil Mallumo: your chance to be a heroine! A game with graphics for 48k and 128k Spectrums, it comes in two parts. "... consists of some clever puzzles, and some obscure ones ... lots of user-friendliness" GAMES MACHINE Feb 1988.



Price £2.95 each, or both for only £5.75: send cheque/PO to: MARLIN GAMES, 19 Briar Close, Nailsea, Bristol, BA19 1QG now!



\*\*\*\*\*

\*\*\* ADVENTURES FOR COMMODORE AND SPECTRUM \*\*\*

SPECTRUM 48K



- Tape 1. The Challenge & Davy Jones Locker.
- Tape 2. Witch Hunt & The Cup.
- Tape 3. The Hammer of Grimmold & Mutant.
- Tape 4. Realm of Darkness & Matchmaker.
- Tape 5. The Jade Necklace & Lifeboat.



COMMODORE 64



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\*\*\* HELPFUL HINTS \*\*\*

MAT LUCAS - Jackie Holt.

For the Password at the gravestone listen to what the two characters in the club are saying.

Order a drink.

Break a leg to find a map.

Rest in a Pleasant cove.

Duck and the arrows miss you.

=====

STAR WRECK - Jackie Holt.

To release the Krall smash the door in Engineering 5.

TelePort to the Generator then repair it.

In the hold smash the tank and release the beast.

=====

WITCH HUNT - Jackie Holt.

Wave the wand inside the marquee and by the outline.

Throw the book at the vampire.

=====

MATCH MAKER - Jackie Holt.

You need a frog to jump the chasm.

Can't climb the Path? - Throw the ball for the congl.

=====

WINTER WONDERLAND - Linda Friend.

TO GET THE HANG GLIDER KIT

You need the magazine, the pen, the scissors and the stamp. Then CUT MAGAZINE, FILL FORM, AFFIX STAMP, GIVE FORM (to Postman, not counter clerk ) The Parcel will be delivered to your hotel room.

=====

TEN LITTLE INDIANS - R.H.Rainbird.

Tie rope to Gatehouse window to enter grounds of the house.

1983 opens the safe, but not in the house.

Stamp foot on rotting floorboards.

STRANGE ODYSSEY - R.H.Rainbird.

Arm yourself from the beginning and get shovel.

Wear Spacesuit when reading shows atmosphere harmful.

Shoot the boulder!

=====

MYSTERY FUNHOUSE - R.H.Rainbird.

To get coin, stick chewing gum to tree branch.

Pull blue handle to get sign.

Pull green handle to get trampoline.

JUMP on trampoline after dropping it in Pit.

=====

FEASIBILITY EXPERIMENT - R.H.Rainbird.

Rocks and crevices can yield useful objects.

Examine tree.

Down for a sword, then North for a Treasure.

The lamp needs a strip for a wick, a flint and some oil.

=====

GOLDEN VOYAGE - R.H.Rainbird.

Always wear sandals when walking ashore.

Sailing Procedure:

Weigh anchor, set course, climb mast with telescope, look telescope, and if land sighted, down and drop anchor. If no land sighted, up and look telescope.

Always make sure anchor has been dropped before leaving ship otherwise it will not be there when you return.

=====

REBEL PLANET - Walter Pooley.

Inside the Arcadian Hotel, talk to the receptionist, he then collapses, INJECT AMPOULE, EXAM FIST, get the disk you find in his fist, locate the COS-MOP and buy all that is on offer, locate the out of order Visi-Phone, INSERT DISK INTO PHONE, (the floor slides away to reveal sewer cover, REMOVE COVER, (need the Diltractor) DOWN, The route through the sewers to the opening S/W. N, N. E, S, fire the rope gun then climb, you then meet the underground, the answer to their question is SAROS.

\*\*\*\*\*

\*\*\* PRECISION CORNER \*\*\*

REBEL PLANET - Walter Pooley.

The Lite Kube lets you carry more, to get things in and out:-

DROP .... INTO KUBE  
GET ..... FROM KUBE

The laser sword will explode if left on:-

ACTIVATE SWORD  
DEACTIVATE SWORD

To get your equipment from the Valet:-

SAY "HELLO" TO VALET" The quotes "" are important.

To use the dispenser:-

INSERT CARD INTO DISPENSER

=====

LUDOIDS - Robert Shirley.

The Passwords

Part two = GOLD - STORE (The gaps are important!)

Part three = DIODUL

Part four = MINISUK

=====

MATJ LUCAS - Bryan Rowe.

Faulty Vending Machine - KICK MACHINE.

Carpet - ROLL CARPET.

Vase - UPTURN VASE.

Safe - SET DIAL TO .....

The answer to the Password is - OUT.

Joe's Place - KNOCK ON DOOR.

=====

APACHE GOLD - Linda Friend.

FEED HORSE, FLICK REINS                      SHOW HANDBAG (to crocodile)  
PUT JEWEL IN SKULL, ENTER MINE              PUSH BOULDER, PUSH HARD  
ENTER CANOE, PADDLE (You need the thin branch)  
REPAIR DISTILLER, MAKE MOONSHINE (Need Pipe, corn, full bottle.)

\*\*\*\*\*

INHERITANCE - PANIC IN LAS VEGAS - Linda Friend.

<u>OBJECT</u>	<u>GIVE TO</u>
Iron	- Woman.
Candelabra	- Chinese Man.
Trumpet	- Black Man.
Ring	- Bald Man wearing wing collar and bootlace tie.
Pen	- Bald Man wearing ordinary collar and tie.
\$80	- Man with squashed nose wearing hat.
Gun	- Man with turned up collar wearing hat.
Torch	- Man with Pencil behind his ear.
Cactus	- Man with squashed nose and cauliflower ear.

=====

CUSTER'S QUEST - Jackie Holt.

Key	- Unlocks the chest.
Lamp	- Light it to find the treasure
Treasure	- Give it to the dragon.
Armour	- Wear it.
Coin	- Give it to the Peasants.
Orb	- Drop it by the Necromancer.
Bottle	- Drink it to enter the rabbit warren.
Beer	- Drink it.
Axe	- Throw it at the Chandelier.
Cake	- Eat it after you've left the rabbit warren.
Mud	- Throw it at the troll.
Photo	- Drop it by the necromancer.
Rod	- Wave it.
Watch	- Give it to the Time Creature.
Bomb	- Throw it at the Green Door.
Lance	- Not needed.
Sword	- Not needed.
Turkish	
Delight	- Give it to the White Rabbit.



=====

STRANGE ODYSSEY - Jackie Holt.

Suit	- Wear it outside.
Phaser	- To stun or destroy.
Shovel	- To dig with.
Pick	- To dig with.
Ice hound	- Drop him to find a diamond.
Rod	- Pull, Push then break it.
Belt	- Wear it and twist buckle.
Metal	- To open the hatch.

\*\*\*\*\*

\*\*\* SERIALISED SOLUTIONS \*\*\*

FUDDO AND SLAM by Alan Phillips

PART ONE

You start on the Main Highway, South of "Icy Wastes" so EAST, EAST, NORTH in the Garden, a spade is here and the burrow to the west, EXAMINE HEDGE you find an old tunnel covered in cobwebs but you can't get through - yet! GET SPADE this is POPPED into the backpack as are most things, if you want to see what is in the backpack just type B. You start with matches, candle stub, dagger, a Pipe and some Pipe weed, SOUTH, EAST, EAST, EAST, EAST, EAST edge of murky weeds, SOUTH, Ahah, here's good ole doxy Slam, to get him to do things or answer you, talk to Slam then type what is wanted. For the moment though, TALK TO SLAM, he turns to listen, GIVE STRING TO ME. He delves into his Pocket and pulls out a piece of string and it goes into the backpack, NORTH, EAST, Alien space-ship is here, if you examine the ship, little aliens come out and you run away, so CALL SLAM he turns up, TALK TO SLAM, he listens, ASK FOR HELP WITH ALIENS. He looks through his issue of "Crush" but says that Rooster (Brewster) knows nout, but drops a Haxby Poke, GET POKE, TALK TO SLAM, USE POKE, Slam gets the poke and flicks it at the alien ship which promptly dissaappears, Slam says "The Haxby hackers Pokes always do that". Now there is a way through to the east - but not yet, WEST, WEST, NORTH, NORTH, In olde shoppe, wizened Elf is here, TALK TO ELF, He says you can buy an axe, an adventurers kit and some food, BUY AXE, Elf charges 1 gold coin which is your last, oh well, easy come easy 'go, the axe goes into the backpack, SOUTH, SOUTH, WEST, WEST, WEST, WEST, SOUTH, on grassy mound, tree's here, CUT TREE, You cut down the tree with the axe but can't move it on your own so CALL SLAM, ROLL TREE, Together you move the tree and it lands in the river then floats away.

NORTH, EAST, EAST, EAST, EAST, EAST, SOUTH to by stones, bridge now made with tree that floated down river and caught between the stones, CROSS RIVER, Don't cross if you already have the ladder or you will lose it! SOUTH, WEST, you are by a cliff and you can see an opening but you can't reach it, so CALL SLAM, CLIMB SLAM, You clamber up Poor Slam and enter a cave, there are some leaves here and another exit to the east, this leads to the war zone so don't bother, MOVE LEAVES and you find some breadcrumbs and a dead bear, SKIN BEAR, You cut off the fur with your trusty dagger and now have two small coats one of which you wear, DOWN, Slam is here and you throw the other to him, EAST, NORTH, CROSS RIVER, NORTH, WEST, WEST, WEST, WEST, WEST, WEST, SOUTH you are at a three way junction, EAST, EAST, EAST, back of laughing bear, GET LADDER which is too big to go in the backpack so you'll have to carry it, NORTH, WEST, WEST, NORTH, EAST, NORTH, You are at the icy wastes, if you go here without the bear skin coat you freeze to death - there is a crown here, GET ICE CROWN, SOUTH, EAST, EAST, EAST, EAST, EAST, EAST, EAST, to where the alien ship was, SOUTH you are in the war zone, because you have the ice crown the armies stop fighting and agree to fight just once a year and share the crown, but leave weapons behind and head off to the Laughing Bear, SEARCH WEAPONS and you find a sword, GET SWORD, If you examine the sword you will find it is a dragon slayer.

TO BE CONTINUED.....

=====

## SERIALISED SOLUTIONS

### PLUNDERED HEARTS - Mandy Rodrigues - Commodore

#### Part 3.

The only cell I found was empty in this direction so I went back to the bottom of the stairs and went south. There was a large pool of water filling this room and to my horror a large crocodile was lying half in and half out of the pool preventing me going further south. It had its jaws wide open as if waiting for food. This made me think. I had the salt pork and also a sleeping drug! I put some of the drug on the pork, gave it to the crocodile and waited. After a few moments it closed its eyes and fell asleep.

I raced south as fast as I could and found myself in a dungeon. There was a pair of manacles hanging from the wall and a trapdoor set into the floor. Thinking that my father was under the trapdoor I opened it quickly but found that it was just an old well shaft. I followed a passage west and came to a locked cell door! I unlocked it and went inside to find myself immediately enfolded in my dear father's arms.

I examined my father to make sure he was unharmed and he quickly told me that we must get out of here as quickly as possible. He had a plan, whilst he went to the kitchen and rescued Lucy I must find Nick and tell him what had happened. Then we would all meet at the beach.

I led my father back to the library and, spotting the window, he bade me farewell and climbed through it. I headed back towards the foyer but to my horror I saw that Nick had been captured by Lafond's men and they had beaten him dreadfully. I longed to run to his side but he was dragged away before I could move. At that moment the butler came up to me to tell me that Lafond was waiting in his room for me. There was absolutely nothing else to do but to meet with Lafond and see if there was some way to defeat him and release Nick.

I went up the stairs and opened the ornate door. Lafond ushered me inside and handed me a blue goblet of wine. He drank from a green goblet and forced me to drink mine. I did so and he seemed pleased that I was going to be so little trouble. At that moment Nick burst into the room determined to save me and kill Lafond! I don't know how he managed to escape but I was so pleased to see him. I screamed in horror as, before he had time to attack Lafond, Crulley and the Butler grabbed him from behind and beat him senseless. "Take him to the dungeon and don't let us be disturbed again," commanded Lafond. I sighed resignedly, horrified at what had happened to Nick but determined to defeat Lafond myself!

"Pour me some more wine while I change into something more comfortable," he commanded and turning his back to me he began to remove his clothes.

I had the drug and if I was quick I could slip some into his wine but I hesitated. If I put it into his goblet he could change them over if he suspected me. Then again if I put it into my blue goblet then the same thing could happen. I decided that it would have to be the blue goblet and poured wine into both goblets and added the drug to the

blue one. As I was doing this the Butler returned with a tray of chicken and spices for supper. When the Butler left Lafond said, "Put some spices on the chicken my dear."

I took a pinch of spices as he turned to take the goblet of wine. Just as I had thought he began to smile and say that he didn't trust me and that he was sure I had put something in the wine! I was undone!

I panicked as he reached for me and told me I must taste both goblets. I blew the spices into his face and could have shouted for joy when he was momentarily blinded! He stumbled from the room smashing the green goblet on his way. I needed help and fast!

Lafond would kill me for sure now. I grabbed the silver tray that lay upon the table and waved it frantically in the moonlight which shone through the window. Thankfully, I saw an answering signal from the ship almost at once. I began to run from the room but ran straight into the arms of the leering Butler who ushered me back into the room. I didn't know quite what to do so I decided that perhaps I should try to use some of my charms upon him. If I could get him on my side then all would be well. I smiled and offered the blue goblet of wine to him. Of course! That one contained the drug! I watched anxiously as he downed it and waited patiently for it to take effect, within moments he fell to the floor in a deep sleep.

I ran through the door and south to the gallery. Here I waited a while just to avoid Lafond who could have returned at that moment and found me. The pirates arrived from the vessel and swarmed into the house. Now I felt safe to go down to find Nick. In the foyer I met Cookie who asked me where Nick was. I told him to follow me and raced as quickly as I could to the library. Cookie followed me and watched in surprise as I repeated the procedure to open the secret door. As it swung open we raced down the stairs and headed for the dungeon. The crocodile was wide awake but, before I could do anything, Cookie shouted that he would take care of the crocodile while I saved Nick. As he dived into the pool I rushed south to the dungeon.

My darling Nick was manacled to the wall! Crulley had whipped him into unconsciousness and blood flowed from the open wounds on his back! I wanted to run to him, but as I entered, Crulley turned and began to use his whip to push me backwards towards the open trapdoor and certain death! There was Nick's rapier lying in the shadows nearby and I snatched it up and faced Crulley. He didn't seem at all worried that I held the rapier, in fact his grin just widened and he cracked the whip at me once more. I had no idea how to use the rapier but I had to do something so I attacked furiously with it. Crulley was surprised momentarily and stepped back nearer to the open trapdoor. I attacked once more and nicked his chest with the rapier. He stumbled backwards into the well. I looked down expecting to see his smashed body on the rocks far below but instead, to my horror, I found that the hook which replaced one of his hands had stuck into the wall of the well and he was slowly climbing back up again!

I had to wake Nick somehow. Taking the smelling salts from my reticule I woke him with them and he asked me if I had the key to the

manacles. Of course the large key from the cell door wouldn't fit but I did try to pick the lock with the brooch. It worked! Within seconds Nick was free. He grabbed the rapier and shouted that Lafond must die for what he had done to us all and he raced from the dungeon. I raced after him and, joined by Cookie, I ran back up to the library. As we arrived we could clearly hear the sound of a duel. Rapiers were clanging and I heard a woman gasp. Nick, in his weakened condition, stood no chance against Lafond!

I had to help him somehow. The ballroom was blocked and I couldn't enter so I raced upstairs to the gallery and looked down. Sure enough Nick was losing ground and the end couldn't be far away! I had to get to him. I climbed down the rope and by all the luck in the world managed to land right on top of Lafond. Knocked unconscious he lay still on the ballroom floor!

My father, Lucy, Cookie and Nick shouted at me to follow and they raced away for the beach as fast as they could. I would have followed immediately but I had dropped some of the items that I thought I might need so I stopped to pick them up and ran after them.

When I arrived at the beach Nick was waiting for me. The others were making for the skiff in the shallows. We were about to follow when there was a shout from the top of the cliff and we turned to see Lafond and his dragoons there with their pistols trained upon us. There was a shot and Cookie flung himself in front of Nick and the bullet meant for Nick hit poor Cookie in the back. This enraged Nick and he shouted to Lafond, "Come down and fight like a man!" Lafond shouted back that he would, on one condition. If he won then I would belong to him.

Nick turned to me and I saw all the love in his eyes that I longed for and knew that he must take the chance or all would be lost. I told him yes and Lafond jumped down the cliff and the duel began once more.

Lafond had dropped his pistol and I grabbed it and loaded it with the powder horn because I fully intended to kill myself with it if Nick died. But Nick didn't die! He was so brave, he killed Lafond quickly and easily. He bent and took the ring from Lafond's finger and as he did so I noticed that Crulley was aiming his pistol right at Nick's heart! There was no time to lose. I raised the pistol and shot Crulley dead!

The battle was finally over. Nick turned to me and took me into his arms. "My darling, will you sail with me to America and start a new life as my wife?" he asked tenderly. I clung to him almost fainting with delight. This was not the end of the story - for us the story was just beginning.....



\*\*\* GETTING YOU STARTED \*\*\*

GNOME RANGER - GAME ONE by Maureen Lamb.

You start outside a little shop at the end of a north-south road. Knock On Door. Wait. In. Wait (Until Cap offers you an envelope). Take Envelope. Take Shovel. Go To Puddle. Examine Puddle. Take Coin. Go To Brambles. Examine Brambles. Take Hair. Go To Marsh. Take All. Wait (Until Eagle or some other creature appears.) Follow Eagle. Allow the Eagle to capture you and take you to her nest. Examine Chicks. Hit Chicks with Shovel. You will be rewarded with a Silver Bell. Go To Cottage. Look Through Gate. Ring Bell. Wait for Eagle to appear. Eagle. Go north and take Peg then find me and give Peg to me. Wait (until the Eagle returns and gives you the Peg. A dog should appear at the same time.) Follow dog. Keep following the dog until he meets a Pack of dogs and they will give you a whistle.

=====

GNOME RANGER - GAME TWO by Maureen Lamb.

You start Part two in the garden of a cottage where an old man asks you to take a tea leaf so that he can make you some tea. Examine Thistle Clump. Take Thistle Flower. Examine Rowan Sapling. Take Rowan Berry. Examine Elder Bush. Take Elder Berry. Examine Mint Clump. Take Mint Leaf. Take Compost. Take Tea Leaf. Go to Kitchen. Take Bulb. Take Seed. West. Read Book. Keep repeating the last command until you have read through all the books and noted down all the information on the making of Potions etc. Go to Garden. Plant Bulb. Take all. Plant Seed. Go to Kitchen. Put Elder Berry in iron Pot. Put Thistle Flower in iron Pot. Put Rowan Berry in iron Pot. Put Mint Leaf in iron Pot. (You should now have an Animate Potion. Go to Garden. Put Animate Potion on Greenslave. East. Drop Compost. West. UP. Down. Treehouse. Go east. East. East until you get to the Hedge. Go to Garden. Get Thistle Flower. Get Elder Berry. Get Mint Leaf. Get Rowan Berry. Go to Kitchen. Put Thistle Flower in iron Pot. Put Elder Berry in iron Pot. Put Mint Leaf in iron Pot. Put Rowan Berry in iron Pot. Go to hedge. Put Weedkiller Potion on me. East.

=====

BALLYHOO - by John Herbert

You start In The Wings. Go south and you will find a midget trying to reach the drinking fountain. Lift Midget. Go South and examine wagon. there is a Pole under the wagon. take Pole. Go north. north. north. climb ladder. keep going east along the tightrope with the aid of the Pole until you come to the other Platform. Get balloon. Go west until you reach the other Platform. Go down. south. south. west. south and west into the Prof tent. Hide. listen to the conversation of the two men who enter the tent. Take suit. west. north. take mask. east. north. northeast. examine Garbage. take ticket. southwest. south. west. south. open balloon. inhale helium. hello harry. south. west. wear mask. knock on door. south. examine ashtray. Get ash. Get newspaper. read newspaper. you will get thrown out. crawl under tent. Get wood saw once a few times until the Pain subsides. Go east. north. east. Punch out Pink hole. examine turnstile. Put ticket in turnstile. east.

BIG SLEAZE - by G.L.Wheeler.

Examine desk, Get Flask, North, Get Mac, North, Down, Unlock door, Open door, South, South, Get in car, Drop Lucky, Drop Flask, Examine Mac, (Crowbar falls out)Get out, Examine car, Get Dynamite, North, North, UP, South, South, Put Dynamite in keyhole, Wait (Until she arrives), Get Cheque, Light Fuse, North, Wait (Until dog arrives), Drop Lighter, Get Photo, Get Cheque, North, Down, South, South, Get in car, Drop Cheque, Drop Cheque, Drop Photo, Get out, North, North, UP, South, South, Get Wallet, Get Battery, Get Gun, Get Key, North, Down, South, Close door, Lock door, South, Get in car, Drop Wallet, Drop Key, Get Flash, Put Battery in Flash, Drop Flash, Join Wires, Drive to Joes, Get out, North, North, Examine Wall.

=====

BOOK OF THE DEAD - by Mike Wade.

Break Egg - Get Knife - South - Shear Sheep - Drop Knife - South - South - Wash Fleece - East - North - Examine Weights - Lift Weights - South - Get Boulder - South - Put Boulder in Mangonel - Fire Mangonel - North - Get Ibis - North - West - Pray to Amon-Ra - South - North - Get Fleece - South - Pluck Ibis - Drop Ibis - Throw Fleece over cliff - Throw Quill over cliff - Down - Get Fleece - Get Quill - UP - Get Rope - East - Dry Hermit with Fleece - Read Scroll - Cure me - East - Examine River - Get Stilts - Wear Stilts - East - East - North - North - Wait - North - Something - North - Down - Get Coin - UP - West - West - East - East - THEN.....

\*\*\*\*\*



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\*\*\* SOLUTIONS \*\*\*

The following solutions and hint sheets are available from Probe at 25¢ per solution (this is to cover the costs). (S) after the name of the adventure indicates a complete step by step solution and (H) indicates a hint sheet for that particular adventure.

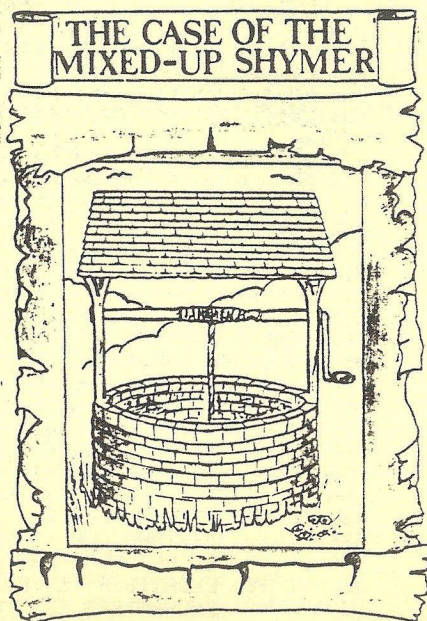
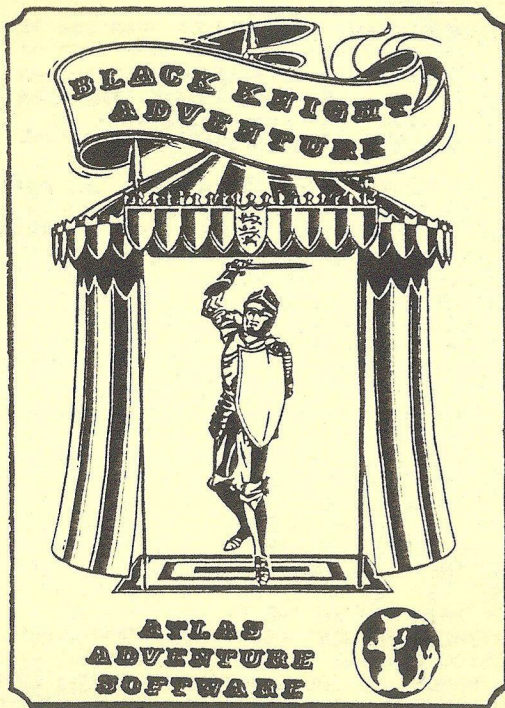
ALTAIR FOUR (H) AZTEC TOMB PART 1 (S) ARROW OF DEATH PARTS 1 AND 2 (S) ARNOLD GOES SOMEWHERE ELSE (S) ATHLAN (S) APACHE GOLD (S) ALIEN (S) AFTERSHOCK (S) ADVENTURELAND (S) ADVENTURE QUEST (S) ADVENTURE 100 (S) BULBO AND THE LIZARD KING (S) BURED OF THE KINGS (H) BOOK OF THE DEAD (S) BEATLE QUEST (S) BALLYHOU (S) THE BOGGIT (S) THE BEER HUNTER (S) THE BIG SLEAZE (S) BLADE OF BLACKPOOLE (S) BORROWED TIME (S) BUCKAROO BANZAI (S) BRAIN FREE (S) BARNEY BROWN AND THE CHICAGO CONNECTION (S) THE BLACK KNIGHT (S) CROWN OF RAMHOTEP (S) COLOSSAL CAVE ADVENTURE (H) THE CHALLENGE (S) CASTLE OF RIDDLES (S) CLASSIC ADVENTURE (H) CRYSTALS OF CARUS (S) THE CUP (S) THE CURSE (S) CUSTER'S QUEST (S) THE CRYSTAL FROG (S) CRACKS OF FIRE (S) COLOUR OF MAGIC (S) THE COUNT (S) CASTLE COLDITZ (S) COLDITZ (S) CIRCUS (S) CASTLE ADVENTURE (S) CLOUD 99 (H) CASTLE BLACKSTAR (S) COUTHROATS (H) THE CASE OF THE MIXED-UP SKYMER (H) DODGY GEEZERS (S) DRAGON'S TOOTH (S) DEMON FROM THE DARKSIDE (S) DANGER MOUSE IN THE BLACK FOREST CHATEAU PART 1 (S) DENIS THROUGH THE DRINKING GLASS (S) DESERT ISLAND (S) DRAGON OF NOTRACHRE (S) DUNGEONS, AMETHYSTS, ALCHEMISTS AND EVERYTHING (S) DRACULA (S) DEADLINE (S) DUNGEON ADVENTURE (S) DRAGON SLAYER (S) ESCAPE FROM KHOSHIMH (S) ENERLEM ENIGMA (S) ESPIONAGE ISLAND (S) EXCALIBUR (S) EYE OF BRAIN (S) EMPIRE OF KARN (S) ERIP (S) THE VIKING (S) ENCHANTER (S) FOOTBALL FRENZY (S) FUDDO & SLAM (S) FANTASIA DIAMOND (S) FINAL MISSION (S) THE FOURTH SARCOPHAGUS (S) THE FOREST AT WORLD'S END (S) GNOME RANGER (S) GOBLIN TOWERS (H) THE GUILD OF THIEVES (S) GREMLINS (S) HOLLYWOOD HI-JINKS (S) THE HULK (H) HAMMER OF GRIMMOLD (S) HOUNTED HOUSE (S) HEROES OF KARN (H) THE HOBELL (H) HAMPSHIRE (H) INFIDEL (S) KENTILLA (H) LIFETERM (S) THE LURKING HORROR (S) LEATHER GODDESSES OF PHOBOS (H) LORD OF THE RINGS (H) THE LORDS OF TIME (H) MATT LUCAS (S) MERHOWNIE'S LIGHT (S) MOLESWORTH (S) MINDSHADOW (H) MORDON'S QUEST (S) 1942 MISSION (S) MACBETH 1 (H) MACBETH 2 (H) THE O ZONE (S) ONE DARK NIGHT (H) PIRATE ADVENTURE (H) THE PRY-OFF (S) THE PHILOSOPHER'S STONE (S) PLAY IT AGAIN SAM (S) PROSPECTOR (S) PLUNDERED HEARTS (S) THE PAWN (H) PLANETFALL (H) PILGRIM (H) THE QUEST (H) THE RISING OF SALANDIRA (S) RETURN OF THE JOYSTICK (S) RUBY RUNAROUND (S) RETURN TO EDEN (S) THE SHARD OF INOVAR (S) SORCERER (S) THE SNOW QUEEN (S) SEASTALKER (S) STAPLROSS (H) STATIONFALL (H) THE SECRET OF LIFE (H) SORCERER OF CLAYMORQUE CASTLE (H) SOULS OF DARKON (S) STONEVILLE MANOP (S) THE SERP'S TALE (S) SPELLBREAKER (S) SHERLOCK (S) TREASURE (S) TERFORMOLINUS (S) THE TOMBS OF XELOPS (H) TOP SECRET (S) ULYSSES AND THE GOLDEN FLEECE (S) VOYAGE TO ATLANTIS (S) VERA CRUZ (H) WIZARD'S CHALLENGE (S) WISHBRINGER (S) WINTER WONDERLAND (S) WYCHWOOD (S) WORM IN PARADISE (H) ZORK I (H) ZORK II (H) ZORK III (S) ZODIAC (INCENTIVE SOFTWARE) (H) ZODIAC (TANSOFT) (H)

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\*\*\* HINT \*\*\*

KUBYASHI NARU - Jackie Holt.

You need a leaf or you'll choke to death.  
Need a lift? - Throw the wheel in the pit.



FOR COMMODORE 64/128 AND SPECTRUM 48/128

THE BLACK KNIGHT. Battle your way through the valley which has been devastated by the evil Black Knight, on to his castle hideout, destroy him and release the captives. This is a two Part text only adventure which features a USEFUL help routine to assist you through the more difficult Problems.

Commodore Cassette - £2.99 & Disk - £3.99. Spectrum Cassette - £2.99.

THE CASE OF THE MIXED-UP SHYMER. Written by Sandra Sharkey and converted by Mandy Rodrigues. This is a lighthearted romp through the Isle of Nensree where things have gone very wrong. Trying to put them right can sometimes have hilarious results! Suitable for adults and is a wonderful adventure to gently coax children into the art of adventuring.

Commodore Cassette - £1.99 & Disk - £2.99. Spectrum Cassette - £1.99.

BARNEY BROWN AND THE CHICAGO CONNECTION. You take on the role of Barney Brown as he receives a frantic call for help from his friend and co-agent of MI5. This two Part text adventure with Graphics takes you from your home, across the Atlantic to Chicago in a frantic attempt to rescue your friend from the clutches of Scarface and the Mafia Mob.

Commodore Cassette - £2.99 & Disk - £3.99. Not available for Spectrum

Crossed cheques/PD's should be made Payable to Atlas Adventure Software and sent to 24 Maes y Cwm, Llandudno, Gwynedd, LL30 1JE.