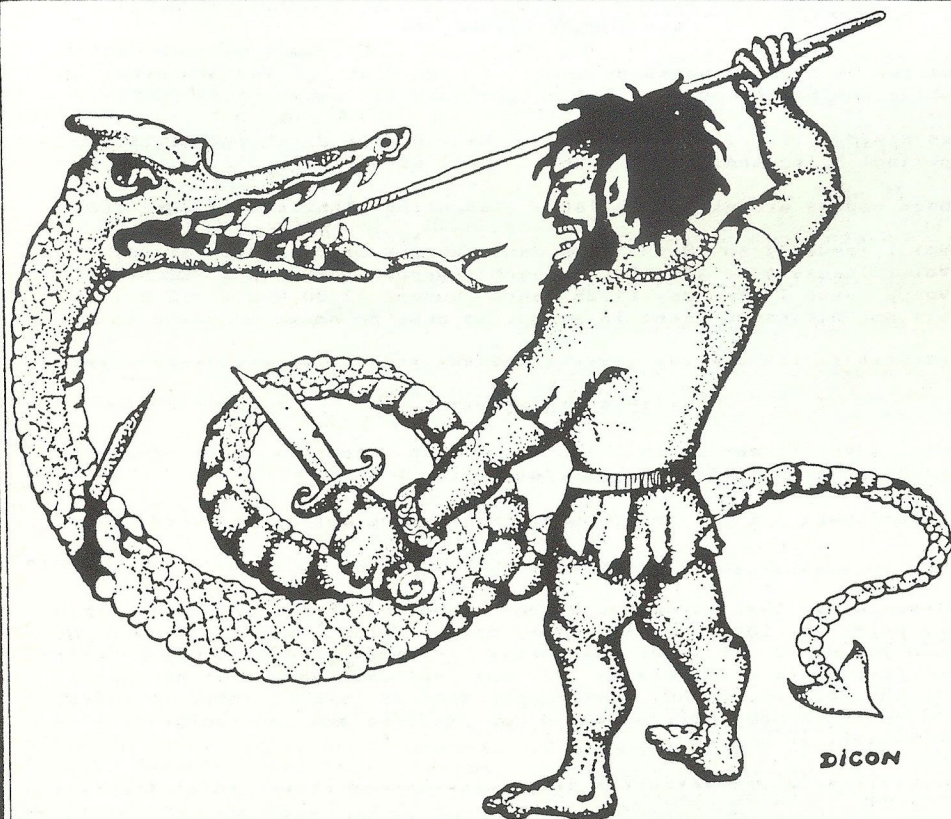


A DENTON
P R O S E



Vol 3 Issue 3 March 1989 £1.25

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HALL OF FAME

Sincere thanks to all the following readers who sent in contributions over the past month.

Steve Lodey, Paul Cardin, Doreen Bardon, Alf Baldwin, Neil Shipman, Bob Adams, Don Macleod, Christopher Hester, Paul Brunyee, Sharon Lowndes, Chris Banks, Stijn Schutt, June Rowe, Lorna Paterson, Sue Iisley, Joan Pancott, Tracy Tattum, Jay Gee, Nic Rumsey, Sam Dart, Larry Horsfield, Pete Gerrard, The Grue! Roger Dowdall, Anthony Melville, Ian Aldridge, Carol Yeats, Lon Houlston, Roger White, Andy Nisbet, Brian Peil, Allan Batchellor and Dicon Peeke.

This months lovely cover picture is by Dicon Peeke.

EDITORIAL



Welcome to Volume III Issue 3 of Adventure Probe.

Do you know, I sometimes wish I could afford to expand the pages of Probe even more but, alas, 'tis not possible. That is why the puzzle page, bugs and one or two other regulars are missing from this issue. I try to include all the favourites but sometimes it just isn't possible. I was nearly (but not quite) caught napping this month! I forgot that there were less days this month until I took a passing peek at the calendar. This was followed by a shriek, which possibly woke the neighbours, and a frantic race to the wordprocessor. This has possibly resulted in a dire case of finger dyslexia and so more of my abominable treatment of our precious language. There have been loads of frantic shouts of "How do you spell ...?" and the usual reply of "I haven't the faintest idea, it's your language so you should know!" (He can spell Portuguese beautifully though!)

Now for some gnashing of teeth and rending of garments as I grovel and sincerely apologise to Neil Shipman for forgetting to add his name to the top of the review of Return to Doom last month. As soon as I realised, well to be honest a little bird did ask me who wrote that, I phoned Neil and he was fantastic. He just laughed and said "Don't worry about it." Thanks Neil for being so understanding.

OK who is going to own up to sending the beautiful flowers to Mrs Grue! with the little note saying "With deepest sympathy to the long suffering Mrs Grue"? She was delighted and would like to say thank you to the mysterious sender. They had to be delivered twice because their next door neighbour told the delivery man that she didn't know anyone of that name but luckily he persisted. "Grue himself was all agumble, "That's nice isn't it?" he grunted "I do all the flipping work and she gets the flowers!" He is dying to know who sent them though and keeps saying "I wonder if it was so-and-so". The only person he has ruled out is Bob Adams because he reckons if it was Bob it would have been a wreath! As some readers will know, Grue sent Bob a ransom demand note saying that Grue had been kidnapped. Bob replied with a letter of congratulations to the kidnappers and offered to pay them to keep Grue under wraps! Grue hates secrets and tells me that just before Christmas he waits for Mrs Grue to go out and then turns the house upside down in an effort to try and discover where his presents have been hidden. Anyone willing to come forward and put him out of his misery?

Very sad news this month is that Computer Games Weekly has been incorporated into Popular Computing Weekly. I know that they hope to re-emerge in the Autumn but that is poor comfort to Tony Bridge fans. If this means that this is the last we shall see of the Adventure Bridge column then I shall be very upset. Tony is one of the finest adventure columnists and I, for one, only buy a magazine to read his column. I do hope that we will see Tony in a regular column again soon and meanwhile I would like to thank him for all his help and support and for the many mentions he has given Probe. Tony is a subscriber to Probe and I know that you will wish to join with me in wishing him all the very best. Hope we will be seeing you again soon!

That's about all from me for this month. I hope you enjoy this issue. See you all again next month,

SOFTWARE REVIEWS

BEHIND CLOSED DOORS (The sequel).

Most of you, I expect, will have played the first episode of this mini-saga, in which those two little boggits, Fuddo and Slam, waited until the Balrog was making use of the facilities in the "smallest room" and then locked the door and ran away.

This was on the reverse of that most playable game, OUT OF A DARK NIGHT SKY.

John Wilson has now released another "two-in-one" with a difference - this one has the sequel to BEHIND CLOSED DOORS on one side and a game called "JUST ONE OF THOSE DAYS" on the other. More about the second game later....

Fuddo and Slam are playing silly blighters again, but this time, it is after the Balrog has enjoyed a night out at the annual dinner dance, wining and dining on vast quantities of ale and pickled dragons' wings. Now it is the next morning, and the Balrog is in DIRE need of the facilities, but the little boggits have locked the door and hidden the key.

You will find that, again, there is only one location, but it says much for John Wilson's ingenuity that he can pack a whole game into it!

The first thing to do is EXAMINE everything - on the door you will find a note, held in place by a large dagger. Reading the note will give you a clue as to the whereabouts of the key, but it's not easy to get it!

Inventory will show that the Balrog has a pencil in his pocket, presumably to do the crossword in the Goblin Gazette, which he also has. (Or is he going to mark his choices in the next day's races?). A little bonus in this game is that you can read the newspaper, but unfortunately, the Balrog doesn't turn to Page Three!

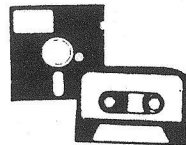
There are lots of amusing responses in the game - try climbing the wall, or kissing the frog who hops into view after a few moves!

* * * * *

JUST ONE OF THOSE DAYS is for those players who hover on the border between adventureland and the domain of arcade games. Not very long ago, someone coined the word "arcventure" and I think this is a suitable category for this game, as it is truly neither one or the other, although John Wilson himself describes it as a 3D Search and Destroy arcade game.

As I only play true adventures, I'm not qualified to comment on this - all I can do is to quote John's own words..."...features numerous and varied 'aliens' who either have to be avoided or eliminated....the choice is yours! Just make your way through the vast complex to reach the lair of the Mega-Brain, solving some intricate puzzles on the way, but mostly just blasting anything that moves!"

by June Rowe



BLOOD OF THE MUTINEERS from Robico, 3 Fairland Close,
Llantrisant, Mid Glamorgan CF7 8QH.
Available for BBC B/B+/Master (40 or 80 track disc) £14.95 and
BBC/Electron (tape) £12.95.

Heave to me hearties and splice the mainbrace, it's time for a celebration. The reason? Why, Robico have just released their first title for ages and it's a tale of adventure on the high seas featuring the swashbuckling Captain Blizzard.

While searching for the treasure of the Great Skull Temple, Blizzard's crew mutiny and he is set upon in his cabin. Prompt action is necessary if he's to escape alive and eventually outwit the bloodthirsty sailors. There's a series of cleverly constructed puzzles right at the start but success in solving these will see Blizzard adrift on the ocean in an open boat. Eventually, he makes it to land but then has to cope with the problems of scurvy and a deathly chill which are taking their toll. Further exploits on the island lead him finally to the Temple and the treasure which, needless to say, is guarded. Can he get to it and manage to be rescued? Well, that's for you to decide!

The parser and vocabulary are up to Robico's usual standards and the text is marvellously descriptive. It's amazing just how much they've managed to squeeze into the limited memory of the unexpanded Beeb and Electron. One minor quibble, though, and that's to do with the system of full exit reporting, i.e. showing all the exits and detailing where they lead to (a la Myorem). This works well for locations which only have a few exits to different places but is unnecessarily repetitive when, for example, you're on the ocean and all 8 compass directions lead to the ocean!

Blood of the Mutineers is billed as a difficult adventure but I don't think many players will have too much difficulty in guiding Blizzard to his goal. I only got stuck in one place and that was because I was too hasty to set the Captain on terra firma. I enjoyed it although I didn't think that the ending lived up to the promising start and I was left feeling that I wanted more! Unfortunately, we'll have to wait for Robico to write a follow-up - a distinct possibility as this is supposed to be the first in a series of Blizzard's exploits - but I expect it will be some time before this sees the light of day.

Perhaps a bit pricey (although Robico Software Club members get a special deal) so sell the parrot, pawn your wooden leg and start saving up your pieces of eight so that you can add Blood of the Mutineers to your adventure collection!

Reviewer - Neil Shipman - BBC

POOLS OF RADIANCE - From SSI



Shop around for the best price as RRP is £24.95
Reviewer - The Innkeeper played on Commodore 64 (Disk only)

In the wave of role playing games like Bards Tales, here comes one by what I think are the masters - SSI. Anyone who knows about D&D must have heard of this game by now and before the purists out there say "Oh this isn't an adventure", please take a looksy. First of all, I think most people who know me will say I hate arcade type games but this one has changed my mind on what constitutes an ADVENTURE completely. (Also blame Dave Barker for showing me the light!) I think it was only my reluctance to test new ground in adventuring that caused this fixed idea and I know many other people will still say text input is the only true adventure. Anyway off my little soapbox for the moment and on with explaining about POOLS.

So what do you get for your money? You get a large box (Ooooh!), five (yes FIVE) disks, all double sided, (another bigger Oooooooooh!), a quick start card, a very informative booklet on playing the game and an excellent Adventurer's Journal which is crammed with maps, guidance and most things needed for starting your quest. Lastly a wheel as a novel way of a protection from copying. If you want to have a quick look around the first area, load up the special cast of heroes on disk A, side 1. Then if I were you make up your own team to start properly. There are an amazing selection of characters to choose from be they Humans, Halfings, Elves, Dwarves or Half-Elves who can also have an expertise in being a Cleric, Fighter, Magic-user, Thief or any combination of three. Try to get the best possible strength for your fighters, wisdom for the clerics and magic-users and dexterity for the thieves. Once that is done, load team. Your next step is to equip them but I'll leave that to you as there are such an array of weapons.

If you just want to wander and find out things, do, but the best thing is to pop along to the local council for jobs (who says the boroughs were short of a bob or two?) there are only three things to do at first and only two places to go. There isn't really much more to say about how to play the game as everyone I know who has the game have their own special ways of playing. What I can say is don't think it can all be done in a week, two weeks or even more. I've been on one level for three weeks now and still finding a lot more to do. Along the way you will have to fight many times to get experience points, to get to the next level, to find and collect items of value plus this can all be done with a joystick. (This is where the purists will groan like mad!) When you do get into a "Rumble" an arcade sequence will be brought up, even here it takes some hard thinking and you can only defeat certain creatures by having spells, magic potions as well as your characters fighting tools. In the best tradition of D&D I think this is an excellent role playing ADVENTURE and I for one keep loading this up any spare moment I have. It is a shame that it is not available for other machines, maybe if you're interested in seeing this aspect of adventures then why not write to SSI (a subsidiary of U.S.Gold in this country I think). There is a hint/clue book available at a price around £7.95 and a hardback D&D book on the game as well. I have looked at all the Bards Tales but don't think they are a patch on this great game.

STOP PRESS! Since this review was written Pools of Radiance has now become available on IBM and Apple computers.

=====

I have up to date resisted attempts to include reviews of my own adventures within the pages of Probe for obvious reasons such as my powers as Editor to reject or accept items if I don't like them and to be fair to everyone. This time is an exception as I have been dared not to publish it under threat of dire consequences! Eeeek!Mandy.

ATALAN - ATLAS ADVENTURE SOFTWARE

Available for Commodore and Amstrad CPC. £2.99 Cassette, C64 Disk £3.99, Amstrad Disc send formatted CF2 plus £2.50. (Address as Probe.)

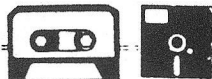
Reviewer - Don Macleod played on Commodore

Ever fancied lashing yourself to a mast and going for a paddle in the Pacific? Choose now: if your answer is yes then read on, if your answer is no then what's the matter with you? No sense of adventure? The introduction to Atalan explains briefly what happens before "You wake to find yourself lying on a sandy beach... washed ashore on a small island..." Escape should be the last thing on your mind: this is not just a desert island with eight discs, no stereo and one useless accessory, it is, of course, a treasure island. From the first location on the beach you will soon make your way up the towering cliffs and become embroiled in the tangled web of problems which stand between your avarice and the numerous items of treasure.

Atalan is a text adventure with well written concise descriptions which manage to convey a convincing sense of place as well as essential info such as exits/objects without being pedestrian. The game begins in a fairly open way. Once the first problem has been dealt with it is possible to map many of the island's sixty-plus locations before you have to get your brain seriously in gear. There are plenty of objects to use (and misuse!) and several characters to interact with. A rough rule of thumb here seemed to be provide food or become food. Sudden death is possible but the coroner's verdict in each case would have to be "suicide"; since pitfalls are largely signposted the deceased could not say he or she was not warned. (Of course, the deceased saying anything at all would be mildly surprising, but you get the picture!)

The problems are interlinked so that using an object to solve one problem may render it useless for another. It is fairly obvious when this has happened so save often to facilitate backtracking. A list of the verbs used is available by entering VOCABULARY. This feature, coupled with the numerous moderately cryptic HELP messages which largely strike a good balance between plainness and obscurity make this an ideal game for beginners. The problems are by no means easy and should satisfy intermediate players as well. It is my opinion that a good game can cross all skill levels if it is carefully crafted by a writer with an insight into what the player really needs. Jaded ("played 'em all, cracked 'em all") types should be pleased to have a reminder that the "small" adventure can be miles better than many a disc-grinding epic.

Despite admitting to being in the last category I thoroughly enjoyed Atalan. Comparisons may be odious but they can be useful: this game "feels" similar to Mordon's Quest but lacks the irritating quirks of logic/vocabulary selection which marred that game. If you like a good solid game that will make you want to kick yourself rather than the computer you will like Atalan.





TIME THIEF

For the Commodore 64 from BIG SKY SOFTWARE, 35 Old Evanton Road, Dingwall, Ross-shire, IV15 9RB. £5.00. Cheques/PO's payable D.Macleod.

Time Thief is a text-only game in two parts. It has been written using a mixture of The Quill and machine code enabling a high degree of text compression to be used. There is a stunning amount of text in this game, and it is very quickly printed up (faster than Level 9!) Initially the colour scheme is a pleasing green on black, but you can alter the text and background colours to suit yourself with the Function Keys. The game also supports a RAMSAVE with three positions to save to, and there's an OOPS command should you make a mistake.

The story is fascinating: it concerns a company in a magical future set up to exploit a neat line in time travel. A short story with the adventure, written by the games author Don Macleod, sets the scene, with the arch-wizard Kendrigern explaining the ideas behind "timeshare travel"...

"My first concept of timeshare travel was that people would use the years which they would expect to spend old and feeble, at best not young, for holidaymaking while they still had strength and energy. They would die at an apparently earlier age, but in subjective time the years not reached would have been spent in the pursuit of pleasure, not in a slow decline to senility. For reasons I myself cannot fathom, it proved impossible for people to use up their own time in advance. Then I had my inspiration. Perhaps they could borrow time from someone else, and let the other borrow theirs in exchange. So simple, yet it worked!"

Kendrigern's company, Time-Share Travel, has become a "glorious, patented, money-minting idea." It all seems too good to be true. It is. There are a growing number of people that didn't quite return to their original time as planned. Instead of stepping out of the Time Portals much as they left - in perfect health - there were those who returned on the verge of death, crippled and maimed. Some fell out of the Portals to crumble instantly on the floor - they had been robbed of years that they should still have to live. Kendrigern is at a complete loss as to the cause. The process of time-travel for budding holidaymakers trading in their later years takes place only in magicproof vaults, so it was impossible for anything to go wrong with it. The scheme was too accurate, too secure. But people who should have years left were dying as if they had borrowed all their future time. But there was always a limit! It was never allowed for a customer to overstep the limit, there were always a few years left of normal ageing time, just to be on the safe side. So was it conceivable that someone was tampering with the Portals, stealing the years from customers who came back only to die? Surely not...but...

Kendrigern decides there's only one plan of action. He realises, after much study that there's an emerging pattern in the deaths, revealing a bias to one place in time. It's the only lead he has to go on. He requests his top academic, Jocasta, to "go as an ordinary traveller to the location I have pinpointed and endeavour to trace the thief... I think that location is the clue we need to find this... this time thief."

You begin part one of the game, "Shadows & Light", after Jocasta is missing. You, her twin, must track her down and if she is unable, deal with the time thief yourself, that is if you can. Kendrigern awaits your assent to transport you through time. You nod and

darkness takes over... stepping out of the time portal, you find yourself at the last known location of Jocasta. You're on a hilltop, "like a green froth-capped bubble in a dull, frozen sea." Upwards leads only to a pillar where you find an eagle's feather that resists attempts to take it. Should you try three times... Down from the hill lie many strange and inviting locations. A forest, a hut, a road, but all is not well... "A shining silver track like slugs leave crosses the road. The worrying thing is that the slug would have to be the size of a small whale to leave a track like this one."

You make your way to a pair of beckoning iron gates and on through some seemingly pleasant rhododendrons. Past these lies the mansion. Deserted? It would seem so to your first senses. As for the sixth.. in front of the mansion lies a wild garden, with a white object you think you see, but can never reach. What is it? Behind the mansion lies a cobbled path near a rusty grating. "How very odd. Some filthy iconoclast must have moved the leaves." Beyond this is a stable and a shed, both locked tight despite their ageing walls. Time Thief contains highly interesting locations to explore. It is only once you've played the game can you appreciate the masses of text and sheer atmosphere crammed into this adventure. Many locations offer nearly a whole screenful of descriptions, all beautifully worded. And detail hides in the most unusual places. You can walk through mud that in other games is just that. Here, it contains puddles of diesel and oil that distort your reflections. A rose border hides an inevitable rose, but is the rose the point of the border? Then there's the shed... Ah, the shed!! I was stunned by this location. You can almost examine everything on the packed shelves, and get a humorous and atmospheric message. Try examining the tools, the walls, the oil lamps, the "rust sealed tobacco tins that rattle mysteriously and advertise forgotten delights", the bicycle chains, the candle holders, the wax on the candle holders, the shelves themselves, the cobwebs on the dusty window, the tangle of fish hooks... "This blunted useless tangle would make trouts everywhere leap for joy, if only they could see it." In this one location is almost enough atmosphere as you might hope for in a whole game! Obviously not every location is as jam-packed as this one, yet I was so glad to be able to explore just the shed, uncovering each delight therein. Never mind the rest of the game! But you must explore the vegetable plot, which has possibly the longest examine message I think I've ever seen!! Examining the carrot spills out a whole TWO screenfuls of description!!! The author assures me this is not a waste of memory, as all the puzzles and locations had been filled in to the Quill base to the full, and the carrot description was merely fitted in on top. After all, it is all extremely well compressed, and there's an awful lot more text to read. At one point, merely saying the right word at the right place spills out about three screenfuls of character interactions and movement! I felt I was playing on a computer with a much bigger memory than 64K!!

Even with the amount of delightful text to discover, there are plenty of taxing puzzles to solve. Objects lie hidden and in various states. Some seem to be ingredients... But for what? And what use is the sticky chocolate? To eat? How do you get the heavy objects out from the waterpipe? What do you do with the plastic burning bush? Are the scythe and the fork of any use or too old to be used anymore? The pump in the stable is no good - vandals took the handle! Never mind, they didn't steal two Monet paintings you can see up in the stable loft. There above you, next to that broken ladder. Just climb up and... er, broken ladder? But the paintings are worth a lot of money... At one stage you will discover a useful spell sheet. Biting

this will infuse you with the power to detect magic, good and evil. Suddenly the white object on the lawn will make sense, and you'll be able to complete this part of the game. The spell sheet has a giant word "BITE" upon it, and what is good is that once bitten, part of the word is shown missing in the very shape of a giant bite mark. Very effective and very simple.

Like many adventures, Time Thief has it's maze. Oh no! But fret not, for this is one with more ways than one to beat it. There's even a strange numbered map, which is the closest thing the game gets to a graphic. But can you decipher it? A friend might help you getting through the maze, with a clever way of indicating the right directions to take! Humour abounds in hidden corners. A trip down a storm drain reveals the funniest object I've ever seen. Not content with text to please the player, there is also an extremely good sound-effect! Turn up the volume on your TV or monitor and try blowing the didgeridoo... You too can play like Rolf Harris. All in all, an amazing first half to this adventure game. I'd advise playing it just to get into the shed...

Part two of the adventure is called "Ironhand." This time you've managed to get inside the mansion. Everywhere you move you can sense evil lurking close behind you. You've got to get out of there! And that's before you've discovered the effects of the evil at work. Each room hides a nasty secret. Upon entering the sitting room you are shocked to find the "skeletons of three children slaughtered in the midst of their games." Who could have done this act of murder? Perhaps the servants room hides some clue, but no "Amid a clutter of boots, brushes and shoes lies a crumpled skeleton. Sinews cling to the young bones, a brush dangles from a fingerbone..." This is not a game for the squeamish! Battered, torn-apart skeletons lie scattered around the house, still wearing their last clothes before an unknown force took them by surprise, sucking the brains out, in a trail of disgusting devastation. If you remain inside the mansion too long, you too will become subject to the terror of this force.

Upstairs lies an interesting laboratory. Could this hold some hope? Inside lie a paraphernalia of laboratory equipment, a helmet, a sealed chest, a silver machine, and... what's this! A Time Portal! Now if you could only power it up, you could escape from the mansion and really turn the tables on the murderer. Follow him across time. Pick up the helmet first. It's a scanning helmet that operates from thought alone. So all you have to do is think ON. From there, examining the visor reveals a directory of places in time that you can visit with the portal. Very useful! But first the portal needs powering up. This is the major puzzle here, and needs the use of a spell. Try one from that manuscript of six spells you found around the house! Each page of the manuscript has a different coloured page denoting each spell, and it's up to you to work out how to use each one. The names may offer some guidance but what would you think to do with a spell called "Perfect Echo" or "Chaos Ordered"? It's not easy! Nevertheless without the use of the spells the game is impossible to complete. These are much more than your typical antimonster spells that do typical things, such as open doors etc. The spells in this adventure require more thought as they are quite powerful when used in the correct manner.

Once the portal is up and running you can escape the mansion and try the different places in time available from the list on the visor. The important step to take here is to first move the portal to a safer

destination such as Pell, from where it'll be safe to return to. The mansion isn't! Soon you'll be exploring all kinds of locations such as the icy wastes of Marune and the interiors of space ships. This half of the game reminded me of exploring Hitchhikers Guide To The Galaxy, in fact using the portal to visit various places is similar to using the Improbability Drive, only the effects of the Time Thief Portal are (thankfully) not random, and you don't end up wanting to smash the computer for taking you somewhere you didn't want to go. In that respect, Time Thief is more playable and therefore more enjoyable than Hitchhikers.

So where's the time thief got to now? Arriving at Chaimar Station, you enter the tourist reception area to find a half melted desk console, "Charred fatty bits of the microwaved operator are seared to the wall behind it; gruesomely, his legs still stand in boots stuck to the floor under the desk." The whole of Chaimar Station is a mess! Melted metal and exploded flesh. Only the droids still operate, patrolling the corridors. If you keep moving, you should get the vital information you need here. Eventually you'll be ready to follow the time thief and see him face to face. Using the right equipment you'll be able to travel back to 12th Century Scotland no less, where all seems calm enough. However you had better investigate the chanting coming from that church. Getting nearer, you see the preacher rising in volume as his congregation is entranced to the sermon. Enter the church. That's no ordinary preacher, but him!! The pitch rises with the fever and you notice the pews aren't exactly filled by mortals.. but the undead seem to be enjoying the sermon... "The audience of hissing zombies and slime creatures clap, or rather slap their excrescences together with a stomach-turning SCHLYOPP SCHLYOPP sound, screeching their delight as the skeletal Time Thief, a demon excarnate, incants a terrible sermon..." Evil magic grips the atmosphere, and you see the pulpit revolve to reveal Jocasta strapped beneath it! As she turns to face upwards you are taken in by the effects of the magical force of the event. Now you too are strapped next to Jocasta, chained tight. If you act quickly and get it all right, this is the moment to end the reign of terror. Phew! All in a day's work, or was it a week or a year? Who knows when you have all time at your disposal?

When the game is solved completely you are treated to loads of screens of cinematic text that describe wonderfully what happens to the time thief and you and Jocasta. Well worth playing to get to. I mean, it's a lot better than "Congratulations" after the last command, isn't it?

I have chosen to write quite a long review of this game because I think it is the best written adventure game I have yet played. I so much prefer it to the annoying Hitchhikers Guide, and if you took away the graphics from The Pawn, well Time Thief makes that look like a ZX81 game. There's just such a lot of great text to read - humorous and atmospheric - and two solid parts to explore! The best thing is that each part fills the memory too, there's absolutely no disk loading each time you enter a command, or move to a new set of rooms as can prove most annoying with Infocom adventures. I really can't understand why Infocom and similar companies don't invest in the kind of immense text-compression seen in Time Thief (only Level 9 seem keen to do this but their system is vastly slower compared to this game!) I am sure that with the same text-compression used here, an Infocom could be made to fit in all in one go or in two parts and it would save disk-swapping. It would also mean you could put the adventures

onto tape without any amendments. Think about that, tape users desperate to play Infocom. Personally though, I suspect many readers will disagree. I felt Time Thief blew the Infocoms I've played out the window and all other adventures I own too! People will complain that Time Thief only uses the Quill's two-word parser, but when you're playing your mega-parser adventures, don't you often just use two words anyway? So to put down Time Thief on the grounds of the parser is ridiculous. Believe me it plays expertly with a two-word input. Not once did it seem limited or primitive. Who on earth wants to "plant pot plant in plant pot" anyway? Useless! Just a gimmick.

I found the plot to be a considerable advance on other adventure games too. There's the story that sets the scene then there's masses of text that progresses the story as you play. It is a superb mix of both magical, fantasy and scientific gameplay. Quite an achievement. The atmosphere is gripping. The first part was especially atmospheric and infinitely better than anything else I've played. I really felt I was there. The author must really know how to write quality text - he should be writing classic fantasy/horror novels.

To be fair, I didn't like every single aspect of the game. So the author didn't pay me to write a good review! Some of the problems are a bit too tricky for a simple player such as myself and getting the spells to do the right thing takes a lot of effort. Often I was stuck over the silliest details, such as bad timing or taking an object for granted. Beware the "canteen" - it's not a place to eat, but a water-flask. I'd advise you to have a dictionary handy when playing! Also some of the messages are a bit weird. You often have to read them a few times over to get on the same wavelength as the author. Trying to get the feather a third time at the start is... well, very strange. See for yourselves! I only wish I could have found more things to examine, as a lot of locations are simply "static" with brilliant descriptions, but you can't get or examine things there. This is a clear limit of the memory - I mean, there's so much text crammed in there anyway, I didn't expect to be able to get every object mentioned, open the desk in the reception area, or quiz the receptionist, but you probably won't have time to bother about all that anyway - there's too many other things to get on with!

The author is hoping to convert the game to the Atari ST, so retail shops will be able to sell a graphics version of it. A shame in some ways as it's so atmospheric it doesn't need graphics though there's plenty of material there you could illustrate. I wish him all the best with the conversion, though I often felt I was playing an ST game anyway, with so much text coming up!

To conclude, well, it's simple really. If you have a Commodore 64 and a disk drive and £5 to spare, and you don't send off for this game tomorrow... you're nuts! Two words sum up Time Thief for me: A CLASSIC.

Atmosphere: 93% Text: 97% Graphics: -- Value: 89% Overall: 98%

Reviewer: Christopher Hester

(I couldn't agree more! I adored it...Mandy)

=====



SUSPECT - INFOCOM

Available for a variety of micro's - shop around for the best price!
Reviewer: The Grue! - played on Commodore 128D

You are a newspaper reporter and old friend of Veronica Ashcroft, who's hosting a grand Halloween ball and just to make it more interesting, fancy dress is required.

Standing at the bar, dressed in your cowboy costume, waiting presumably for a shot of red-eye you view the other guests. All around you are the cream of society, Senators, blue-blooded gentry and the idle rich - all dressed as no-one has seen them before. A Sheikh waves to you from a small group near the fireplace so you walk over to join them. Veronica, the fairy queen is here chatting to her guests and, as usual, spills a drink all over herself. She leaves to change but never returns!

Costumed guests dance elegantly in the Grand Ballroom you can even see a six foot invisible rabbit and as you walk around the mansion you'll be impressed by the richness everywhere. This is a grand party, one that you'll never forget, the most striking thing you'll see here tonight is not the crystal chandelier, nor the spectacularly clad partygoers. A dead body will be found here tonight at this party. Strangled, curiously with a piece of your costume! You don't know who the murderer is but you seem to suspect everyone - and in turn everyone suspects you. One thing is absolutely certain, someone is dead and now they're pointing fingers at you!!

Should you decide to follow Veronica as she goes to change you collide with another guest in the hallway and you both end up in a heap on the floor. By the time you catch up with her it is too late and you find her body on the floor with your lariat around her neck.

As with all Infocom detective type games you'll have lots of clues and false leads to wade through, alibis and denials to consider. This for me is interactive fiction at its best and by talking to all the characters will more than likely get you even more confused as to the identity of the murderer. Nearly everyone seems to have a motive. More important, with this game, is not your conversations with other characters but to be in the right place at the right time, or better still, hide in the right place (a big giveaway for solving any Infocom detective game). Perhaps Infocom's best detective game, one you can have lots of fun with even if you never solve it. Even when I did get stuck I never seemed to get fed up with it, which normally I do with detective games. The parser also seems to work overtime with the amount of people in the game and although it is good don't expect it to understand every input.

Included in the packaging are your party invitation, a costume receipt, a note from your editor, an article from the Maryland Countryside Magazine, a business card with a suspicious message on the back and the hilarious booklet "Murder and Modern Manners". The booklet provides you the modern day murderer with all you need to know on how to avoid getting caught and what to say to the cops if they do catch you.

This is a classic from Infocom.

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GOLDEN OLDIES REVIEW



The Price of Magik - Level 9 - Various.
Reviewer - Paul Brunyee - Played on a 48k Spectrum.

The Price of Magik was first released in 1986 as a sequel to Level 9's accolade winning Red Moon adventure which was released the previous year. True to form, The Price of Magik won many awards and maintained a high profile throughout the year.

The adventure is set in and around the House of the Red Moon where a guardian is appointed to watch over the red moon crystal of Baskalos which was created as a new source of magic. It has been discovered that the current guardian has been gradually consuming the crystal's power in order to prolong his own mortality. You have been summoned to defeat the guardian and save the moon crystal from fading completely.

You start the adventure knowing nothing about magic and must learn how to implement the available spells before planning your confrontation with Myglar, the current guardian. There is no scoring as such. The 'treasures' you find are the three letter spells which are scattered throughout the adventure. Before you can use any spell, you must also have the correct focus, so the initial problems involve locating the correct objects to enable the spell casting.

The adventure contains a varied assortment of computer controlled characters, otherwise known as shambling creatures, and although many of these are hostile, they may be 'persuaded' to do your bidding. You may engage any of the creatures in combat, or actually be drawn into a melee reluctantly, and a system operates such that you take it in turns hacking and slashing at each other until one or the other's stamina rating reaches zero. However, if you defeat an opponent in battle, periodically during the rest of the adventure a ghostly apparition of your adversary will appear to continue the battle. Most of the creatures may be dealt with using magic or may be avoided by maintaining a map - use the blade at your own peril!

The adventure was implemented on a system which could accept complex sentence input but occasionally displayed a weakness when you used a word not in it's extensive vocabulary. Most versions of the adventure contained illustrations for every location but were often criticised as being too crude and ineffective. Text only followers were not forgotten as a second recording of the adventure with expanded text and no graphics was included in the package. Commands such as OOPS and RAMSAVE/LOAD were only implemented on certain machines but the type ahead feature was standard. This enabled you to continue entering commands at the same time as the graphic or text was being displayed.

The Price of Magik is now included in the Time and Magik trilogy from Mandarin/Level 9, and now boasts a much improved parser, digitised pictures on most disc versions, and more text than ever before.

The depth and intrigue of the puzzles is maintained throughout, although the emphasis on 'object finding' has been partially replaced with the requirement to accumulate the knowledge about magic. The ability to test and apply this know-how adds to the mystery and provides the addictive quality that made it such a success.

MEGADODO PRODUCTIONS IN ASSOCIATION WITH ADVENTURE PROBE
PROUDLY PRESENT

FROB OF THE MONTH (TA-RAA)

By THE GRUE!

Yes, once again it's time for someone to graduate to the Guild Of Frobs. This time the honour goes to... Pia Wandsbrough, the only person who apologises profusely everytime she phones me. But do I feel guilty bestowing her with the title of FROB ... no!

Pia had called me about Spellbreaker and asked "What do I have to do in the Sand Room, I can go up into the Ruins Room or down into the Dungeon. I have no idea what I'm supposed to be doing and I can't go anywhere else?" Grue was just about to divulge some sort of hint to help, when Pia uttered the famous words "Let me tell you what I have been doing", this phrase is always good for a gurgie or two.

"First of all I go down into the Dungeon and then Liskon myself (this is a spell that makes you very small), then I open the cabinet and climb into it". I was already beginning to gurgie as this seemed a rather strange thing to do but Pia was not finished.

"Then I wait for the Liskon spell to wear off and then I'm crushed to death by the cabinet as I grow back to my larger self. I then end up in the Boneyard reincarnated and can return to the Sand Room and do it all over again."

Grue was gurgling like a hero, in fact I was gurgling so much that tears were rolling down my wrinkles. All I could hear was Pia at the other end of the line telling me to stop laughing but it was too late, I had lost all control.

Eventually (six weeks later) I recovered, Pia did say she was going to go on vacation while I wrote about her, so I have waited until she returned. I always knew that adventurers have a bit of a weird imagination but I think you will agree this is very weird. Perhaps just a case of watching too many video nasty's like Rambo, the Living Dead or Watership Down. Who knows what sort of apparition appears in someone's head that makes them want to explode inside a cabinet???

If anyone else is inclined with similar urges as Pia, here are some other rather more straight forward ways for you to die.

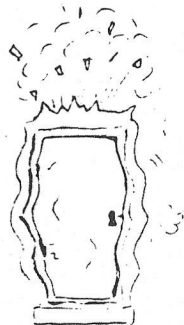
Bureaucracy.....Swear.
Stationfall.....Shoot myself with gun.
Lurking Horror....Kill myself with knife,
or jump off skyscraper roof!



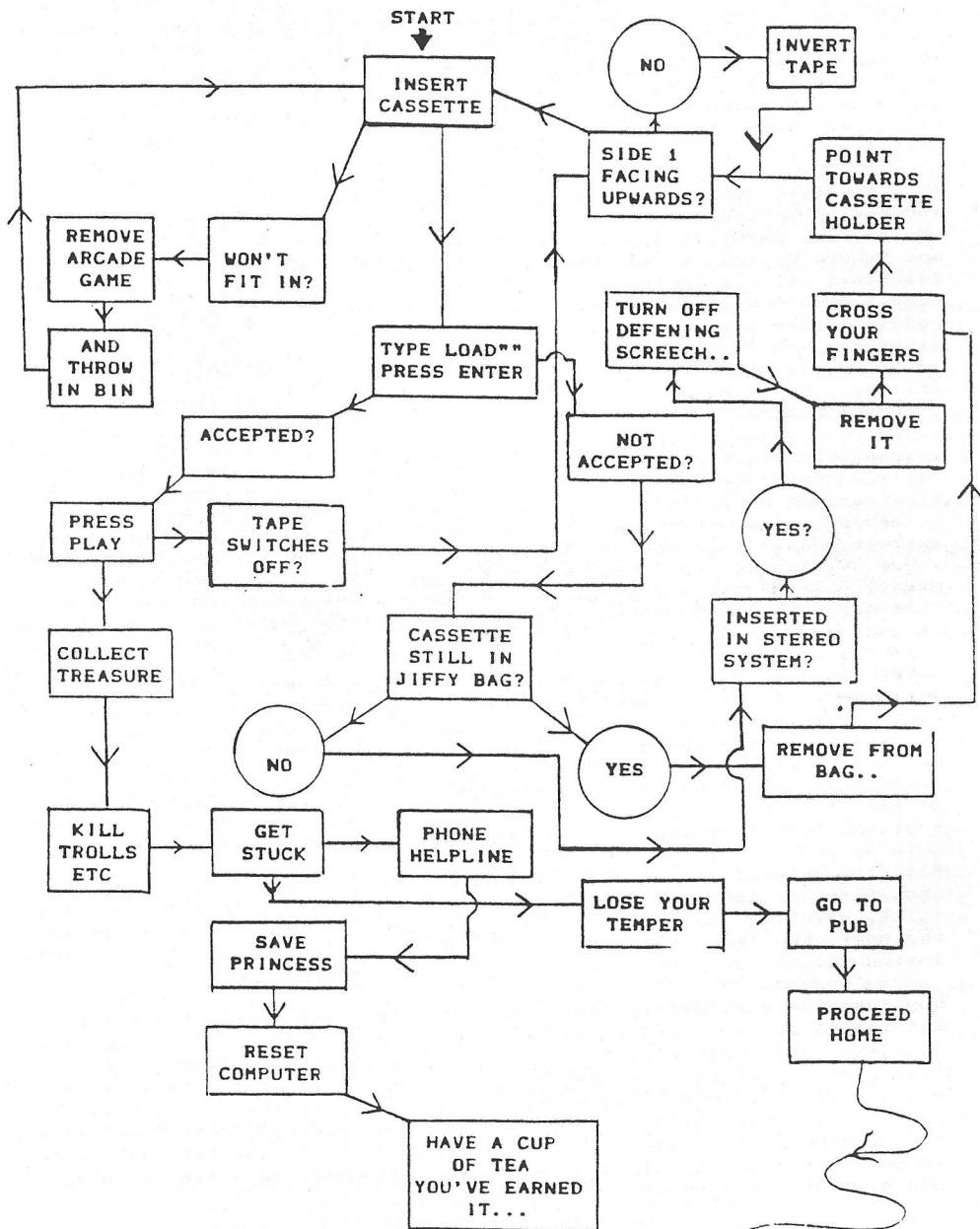
ODE TO PIA

Up to the ruins but here it's getting wet,
Down to the Dungeon and the cabinet.
Liskon myself, that's not too hard,
Ooops! I've died, I'm in the Boneyard!

The Grue!



LOADING FLOWCHART FOR THE COMPUTER-ILLITERATE ADVENTURER
BY PAUL CARDIN





MAZ'S MUMBLINGS



I want you to come back with me, back into the mists of time, back to the days when Dragons roamed the earth and Orics drew mystical ovals in hidden places. Yes, in those days, there was no problem deciding between an Amiga or an Atari ST. If you wanted a home computer, you could have a rubber-keyed Spectrum minus, or a Commodore 64, or a BBC Micro (as seen on T.V.) or one of the afore-mentioned fabulous creatures.

As a complete computer illiterate, I only knew that I wanted a micro and that I wanted to play adventures on it. After months of asking advice, and perusing "What Micro!" and "Which Micro" and "Who Micro" and "Where Micro", I realised that the best machine for me was the Commodore 64. An imminent price reduction was rumoured, so I held back, trembling on the brink of microdom, and while I hovered, I saw a special offer in one of those computer magazines, £3 off each of the first 3 Level 9 adventures. Actually, they were the ONLY Level 9 adventures at that time, so I ordered all three of the Middle Earth trilogy. So it came to pass that I had my first three adventure programs before I had any computer to load them into.

When my C64 finally arrived, and I loaded up Colossal Adventure, I was excited, enthralled, engrossed, gobsmacked, - totally hooked on the first on the wonderful new world that was unfolding on my TV screen. I loaded up the other two for a brief exploration, and they seemed just as good. This was in the days before turbo-loaders and it took about 20 minutes to load an adventure and sometimes the cassette didn't load properly first time, either. But the adventures were so rich and atmospheric and complex that I never begrudged the loading time.

I knew nothing about adventures, so I struggled away from scratch. I will never forget the exquisite thrill of discovering how to pass the snake in Colossal, or to realise that I could enter the packing case in Dungeon. I experienced a state of mega-chuffedness that mere mortals rarely enjoy. Dungeon is still one of my all-time favourite adventures, but I must admit I thought Adventure Quest was the weakest of the trilogy, as the locations seemed to be strung together arbitrarily rather than following a consistent plot-line.

But they were all three very enjoyable, and I spent hour upon hour, brow furrowed over the keyboard, locked in combat with them. I still think, however, that they were much too difficult for a complete beginner, and feel that Lords Of Time would have been an ideal introduction. But, of course, it had not been written then.

Now I have a disk drive, long loading times are a thing of the past, but what I do look back on with regret is my dedication in those days. Not that I had much choice, for with only three adventures to play, I really had to stick at a problem and worry at it until I'd solved it, however long it took. These days I have plenty of adventures so if I reach a sticking point, I tend to put that program aside "for later" and load up another adventure instead. My resolution for 1989 is not to be so lazy and to try and stick at it more, as I did in the good old days of few adventures, much sweat.

MAZ.

A CORNISH LEGEND

A short story by June Rowe

I was near the coast of Cornwall. I could smell the fresh sea air, and hear the raucous cries of the gulls as they swooped and gyrated under the clear blue skies of a midsummer day.

I wondered if this particular venture would be successful - I had travelled to many strange places and seen many wonderful sights, but none so unusual as this.

As I trudged along the narrow country lane, the midday sun scorched my bare arms and my shirt was wet under the straps of my rucksack. Still I knew I couldn't be far from my objective - I had calculated that after the distance I had already covered, it must be now quite near.

I could see a stile a little way ahead with a tree just inside the field, so I decided to rest there and consult the map I had acquired at the beginning of my journey. I was feeling pretty thirsty, and although I knew that by now the orange squash in my rucksack would have reached a tepid state, at least it would ease my parched throat and cool me down a little.

The widespread branches of the tree afforded some welcome shade and I sank gratefully into the long lush grass by the wayside. I slipped off my rucksack and drank some of the squash, then I took out the map and studied it carefully. The place I sought was marked on the map with a cross, and I was now, according to my pocket compass, located to the southwest of it.

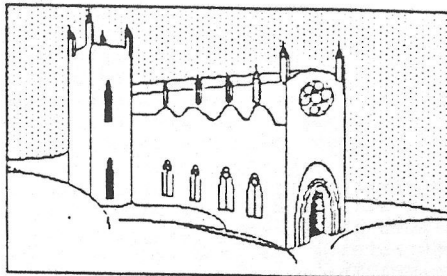
It looked as if I would now have to cut across the fields, because the lane I was in curved away to the west. I stood up and looked eastwards over the stile - about four fields away, beyond a small spinney, I could just see the top of a steeple. That was it!

As I turned to pick up my rucksack, I was startled to see a man watching me. He was dressed in the rough clothes of a farmhand and when I gave him a civil "Good day" he replied, "Good day to 'ee maister". I asked him about the church in the distance but he didn't reply, so I decided to continue my journey. As I tried to climb the stile, however, the man spoke. "Can't go that way maister - that be a bad way to go". Intrigued by this remark, I tried to get more information, but he remained silent.

"A gift!" I thought, "That will loosen his tongue!"

I searched in my rucksack, rejecting the squash and compass as being unsuitable. I didn't think he would fancy my sandwiches either, and I had very little money with me. Then, right at the bottom of my rucksack, I found a packet of cigarettes I had bought in a little shop a few miles back. Taking two out to keep for myself, I offered him the packet. He took it eagerly, removed a cigarette and looked at me expectantly. I took out my lighter and after he had lit the cigarette and taken a puff or two, he said, as if reciting a local saying...

"The sunken church of Enodoc,
Be covered now in sand.
And there the finest treasure is,
E'er seen in all this land.
But he who would seeks to steal this wealth
Will need a saintly eye,
To seal the guardian's fiery breath



Or risk his life, or die."

After uttering these puzzling words, he touched his cap to me and walked off along the lane, puffing away at his cigarette as he went.

I watched him disappear out of sight round the bend in the road, then, determined to get to the church by the shortest possible route, I climbed the stile and jumped down into the field. Before I had gone more than a few steps, however, I realised the truth of his warning - the field was a bog, and my feet were sinking into the grasping oozing mud. I knew that if I continued in this direction I could be in great danger. I had read about the bottomless Cornish mires, and people disappearing without trace. Not being a panicky sort of person, I stood still and put my mind to finding a way out of my predicament. I slipped the rucksack off my shoulders, unclipped one of the straps, then holding the end of the strap tightly, I flung the rucksack towards the stile.

It went over the top and curled back between the first and second bars, becoming fixed quite securely, so I was able to pull myself back towards the stile and safety.

Back in the lane, I cleaned the mud off my boots as best I could in the long grass, and continued along the lane. A few yards further on, I wished I had not been so impatient, for there was a little gate with a notice which read "Public footpath to St. Enodoc".

The footpath, though narrow, was firm and well-tended. There were no nettles or brambles to hinder me, so it was not long before I came in sight of the church. As I walked along, I pondered on the odd rhyme the countryman had told me, trying to think what was meant by "a saintly eye" and "the guardian's fiery breath". Steeped as I was in tales of mystery and legend my imagination turned to thoughts of fire-breathing dragons. I smiled at my flight of fancy and told myself that these mythical beasts only existed in fairytales, but all the same...? "the guardian's fiery breath"??? What could that mean?

My feet were now on shifting sand - dry and golden like the sand in an egg-timer. I observed in passing, a sign which informed all and sundry that high tide would be at one p.m. today. As I walked on, my boots threw up small pebbles with a peculiar pattern. I picked one up and examined it - the layers of minerals in it, together with its almost perfectly round shape, gave it the appearance of an eye!

Now I remembered - in a guidebook which I had found in the lounge of my hotel, I had seen an article about the peculiar formation of these pebbles, found only on this beach, and called "saint's eyes" by the local people. According to ancient legend they had been put there by St. Enodoc, to watch over his church. I put the pebble in my trouser pocket, for its curiosity value - this, at least, explained part of the quaint rhyme!

The church was, indeed sunken, although not entirely covered in sand. The huge carved door stood open, so I walked in. It was even hotter in here than outside so I dropped my rucksack and stripped of my sweat-soaked shirt. I was able to see quite clearly, because of the sunlight streaming in through the beautiful old stained glass windows. It was an odd sensation, walking down an aisle with my feet inches deep in sand, and I wondered why the church had been built here.

Just before I reached the marvellously carved altar, I spotted a small door over to my right. I decided that before investigating where this lead I would take a good look at the altar, because I had seen that the carvings on it were of dragons' heads. A knight in armour, presumably St. George, was also represented. I had always thought that this was an English legend, but it looked as if this particular tale

had travelled to the West Country. I wished I had brought the guidebook with me, but I had left it behind thinking it an unnecessary weight to carry.

I turned towards the little door, and noticed a shelf beside it. On the shelf were candles and a notice. Now here was the oddest thing I had ever seen - the notice read, "WARNING! DO NOT LIGHT CANDLES IN THE CRYPT AT HIGH TIDE".

"Whatever difference does it make, whether it's high or low tide?" I wondered, but thinking that it would obviously be dark in the crypt, I took a candle and lit it with my lighter. I opened the door and found a flight of stone steps. The stairway was very narrow, and as I moved my hand along the wall, I felt something sticking out. On closer examination I found it was yet another dragon's head, but this time carved from the solid rock. As I looked closely at it I seemed to hear a very faint hissing noise, but I put it down to the sound of the sea, which was only a few yards away.

I found several more of these carved heads as I felt my way carefully down the long flight of steps. The hissing noise became more apparent as I descended and at the bottom of the flight was quite loud. I was by this time feeling very hot indeed, but I had to go on to find out what was in this crypt. I wondered if it was a tomb, or if it could be the treasure vault hinted at in the countryman's rhyme.

I was now in a narrow passage which widened slightly a few feet ahead then continued and I was almost face to face with a very large statue of a dragon. This time it was not just the head - I could see the scales on its legs and the enormous talons on the fore-feet.

Its eyes must have been made from some sort of quartz which seemed to glow in the light of my candle, and almost made it look as if it were alive. Its huge mouth was open, showing rows of teeth and I noticed that one of its nostrils had a round hole which, curiously enough, looked exactly the size of the pebble I had picked up.

The hissing noise was now intolerably loud and I realised, too late, that it was the sound of natural gas being forced through by the action of the tide. I had just time to think, "How did workmen who built this church hundreds of years ago, know about natural gas, and what quirk of humour prompted them to carve heads of dragons round the outlets?" before the face of the dragon erupted into a scorching cloud. I screamed as the flames reached me and my fevered mind saw the talons of the dragon's foot reach out to grasp the burning flesh of my shoulder... I could think of no way to save myself from an agonising death. I screamed again and again...

"Wake up, John! Wake up!" I heard my mother's anguished voice saying, as she shook me by the shoulder. Then as I opened my eyes, she said crossly, "You went to sleep with your electric blanket on full heat, and you were screaming 'I quit! I quit!' You'll be playing no more of those adventure games of yours, if they give you nightmares!"

THE END

Footnote... The rhyme, the pebbles, the dragon's heads and the natural gas are all imaginary, but there really is a church of St. Enodoc, near Padstow in Cornwall. Before its restoration by P.J. St. Aubyn in 1863, it WAS actually buried under sand drifts, and it is said that an 18th century parson had himself lowered through a hole in the roof, in order to hold services and thus qualify for the tithe.

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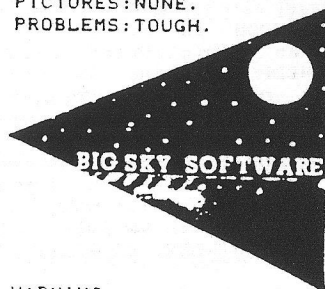
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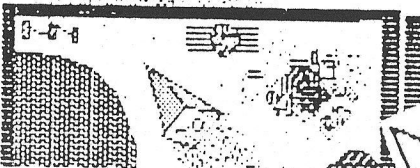
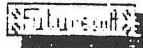
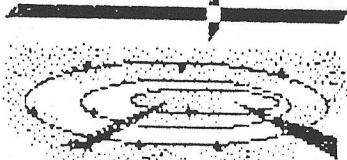
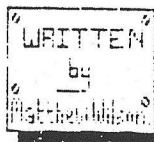
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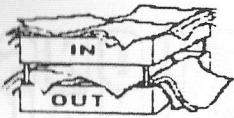
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"...well written..." ; "...wacky amusement..." ; "...paltry price..."-CRASH

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LETTERS



Readers may be interested in the difficulties I have encountered with a Mail Order firm. Last November my wife and I attended the Commodore Christmas Show in London: This firm had a stall at the show and amongst their stock they were selling Infocom games at £7 each. Not wanting to miss out on this opportunity I purchased six games. My wife enquired with the Sales Assistant if the games were for the C64. He answered yes and the transaction was completed. Due to the surrounding mayhem I didn't check the goods until I arrived home and discovered that two of the games were not compatible with my machine. The following Monday I contacted the firm and explained to them what had happened. I was assured that this was not a problem and if I returned the two games they would exchange them. As I realised that part of the blame was my own for not checking the goods I was grateful for the opportunity to rectify the problem and that afternoon (Nov 21st) I returned the games by Recorded Delivery and to show good faith, I also enclosed stamps to cover the cost of the postage of the replacements. After two weeks having not received the replacements I contacted them in order to ascertain what was happening. I was informed by an employee that they had received the two games I had returned and due to a backlog they had been delayed in despatching the replacements. They promised that I should receive them by Wednesday. On Friday having still not received them I contacted them again. On this occasion I was told that due to it approaching Christmas they were short of staff (I couldn't see the logic there) and I would have to wait my turn as they were behind with returns. I was then told they couldn't promise when they would be dispatched due to the backlog. By now I was getting a little annoyed and told them that if the games were not received during the next week I would be in touch again. A week later I was back on the phone. This time I spoke to the Manageress. She was most apologetic and said she would look into it if I cared to call back later that day. When I did so I was told that there was nothing on the records relating to this and as far as they were concerned the games had not been received. I informed the Manageress that the games had been sent Recorded Delivery. After a pregnant pause she asked me if I knew who had signed for it. I said I would make enquiries with the Post Office and would be in touch again later. This takes us up to the week preceeding Christmas. Actually the games were intended as a Christmas present which was now obviously out of the question. Unfortunately, due to the Christmas holiday I was unable to ascertain from the Post Office about the delivery until the first week in January. They confirmed that the package had been delivered on 23rd November and told me the name of the person who had signed for it. Armed with this information, I again contacted the firm I asked for the Manageress but was told that she was too busy to come to the phone but was offered assistance by the man I was talking to. I asked for his name and asked what his position was. He told me his name and said "It is no concern of yours what my position is. How can I help you?" I told him that I was only going to speak to the Manageress as she was aware of the situation. I demanded to speak to her but again he refused to put her on the phone so I asked to speak to the owner. I then found out that the man I was speaking to was the owner. I asked why he hadn't told me that when I enquired what his position was and he promptly put the phone down on me. After a cooling down spell I again rang them and spoke to the owner. Having related everything that had happened previously I was astonished to discover that he seemed completely nonplussed about it. I said I should be compensated for the numerous telephone calls and for the way I had been messed about. He instantly offered me £10 in lieu of the two

games (although costing me £14 when I bought them) and nothing else. Reluctantly he upped this to £14. I told him I wasn't satisfied and again he hung up on me. I appreciate that this is a long winded letter but I need to illustrate the amount of trouble I have been put to. I had dealt with this company three or four times previously by Mail Order and found them to be satisfactory. However, it is apparent that should something untoward happen the attitude which is likely to be adopted could hardly be called businesslike. The owners attitude was rude and complacent. It was obvious that all he was interested in was the fact that "these games sell like hot cakes." I'll allow the readers to draw their own conclusions. But just to show that all is not doom and gloom in the Mail Order World, a problem which should have been much more difficult to overcome was dealt with most efficiently and politely by a firm called "Speedysoft" who I recommend unreservedly.

ROGER BARRINGTON, Sovereign Ct, Victoria Villas, Lower Mortlake Road,
Richmond, Surrey, TW9 2JX.
=====

Thanks for another excellent issue of Adventure Probe. There are always interesting topics in it and this latest issue was no exception. First, Tom Frost's article on reading instructions. As someone who often fails on this point (usually in Infocom adventures by missing some vital point in the packaging) I always mean NEXT time to read the booklets etc from cover to cover, but instead when a new game comes, I just dive in and start playing! As an extra point from that article, I have visions of adventurers up and down the country loading in the end of Tom's tapes to see if they have one with a freebie on the end!

I was also very interested in the article by the Wayfarer about Lancelot. I have been amazed by the excellent reviews this adventure has got. The ST version is blatantly bug-ridden. I noticed most of the bugs mentioned by the Wayfarer plus at least one other great one. If you get a character to enter the secret panel in Turquin's Manor and GET ALL, it is possible for them to end up carrying the loose boards, panel etc etc. If you then go back into part one, these items are dropped at the exit from Logris but will still work as normal in the Manor (even though they aren't officially there!)

Finally, on the subject of complete solutions, I agree that there is no point in playing a game through with the solution propped up in front of you - but does anyone do this? I think there is a place for solutions so long as (like everything else) they are used in the right way. It is often hard to find a hint for the precise point where you're stuck in an adventure and if you find a list of hints, you often have to read through several that you didn't really want to see yet until you find the one you do want. After all, we don't all get stuck in the same place in a game. This is where the full solution comes into its own. When you're completely stuck, it's quite easy to track through a solution until you find a bit you haven't done (it may not be the bit you were expecting!) and that may just be enough to set you going again.

Sorry to have been so long-winded; now you know why I don't usually write - I don't know when to stop! All the best for the future to you with Probe and good luck to Mike with his new magazine.

SUE MEDLEY, 9 Warwick Rd, Sidcup, Kent, DA14 6LJ.
=====

Printed solutions seem to be taking a lot of criticism recently, so I would like to put another point of view. Until the advent of Probe, adventures were something I started with enthusiasm but invariably ended up in a drawer because of frustration and then boredom. Certainly it has been possible to write off for hints, but a certain law guarantees that either that problem has been solved by the time the postman called or that help never arrived. There must be many people like myself who find the cost of phone calls prohibitive except for emergency use. Therefore a full solution has been a blessing to me at many times.

Finally, and of great importance to me, a completed adventure then becomes an old friend (rather like a favourite book) and will be played many times and explored and mapped at my leisure. Sorry to go on for so long but I would hate to see such help disappear because of those intelligent beings who are able to go it alone.

JOY BIRLEY, Eryl Don, Mona Terrace, Criccieth, Gwynedd, LL52 0HG.

I know a lot of people must say this but Probe is really great! I really enjoyed February's issue. I think that Probe is one of the best sources of independent adventure reviews around. The reviews always seem to give a fair description of the games, not what you get from some of the glossy monthlies.

There seems to be some fuss about complete solutions and so far the comments are all against the solutions. Fair enough, but I don't think they should be scrapped. If they did, Probe would lose several pages. It is the choice of the individual, between him/herself and his/her conscience. The full, or serialised solutions should be available to those who want them. Put it this way, you spend a tenner or more on a game. It is your money. If you want full value for your money you don't use a full solution. If you use a full solution then it's your money that's being wasted. On the other hand, I used the full solution to Mordon's Quest. Why? Because although I really liked the game, it has some of the best text, but I was never going to finish the game by myself due to time and my mental denseness. Having played through the solution I have at least seen all the locations and the end message. But I know I haven't solved the game.

I do agree with a lot of what Jim O'Keeffe says in January's Probe, although the mystique of adventures, in my opinion, has been lost for good. By the way, the "getting you started" sections are really helpful.

Does anyone out there remember the good old days of 1980-81? Yes, fully eight to nine years ago! Star Wars is twelve years old! Zork is the same age! I was reading some back issues of New Scientist (I think) a while back and I came across an article about the ZX81! A display was advertised to take place in London featuring the black boxes rigged up to numerous gadgets (not including a power station!) Anyway, a vast number of people turned up, including coachloads of kiddies and a huge queue formed. The display could only hold fifty people at a time, so a lot of people spent a miserable day outside waiting. The point is at that time computers were heralded to be the dawn of a new era, every home would have one for accounts, buying clothes and boiling eggs. What happened? The public found the computers were too small to do anything on apart from playing games. So the revolution died out over the years. The games front blossomed for a few years until a few companies decided to buy other companies and some new distribution only companies formed. Enter the big boys, exit the friendly Jeff Minter type atmosphere. The technical quality of the software increased but at what cost! The arcade game hit a

brick wall in 87-88. What happens? Enter the adventure game spinoffs like the Uninvited and Deja Vu, the role playing games like Bard and Dungeon Master. Yes, adventure related games are saving the software market! It seems the games market has a few years left in it yet! The good point behind the commercialisation of the games market has been the availability of software, excepting adventures.

All this wallowing in nostalgia has given me an idea. Why doesn't someone write a definitive history of the computer adventure game and the games market in general from the beginnings, i.e. Pong and Colossal? I'm sure Probe would print such a history. (Very true.....Mandy) There's lots of books in the Library about adventures and I expect that someone has collected all the back issues of their favourite magazine. (I have about four to five years of C & VG, it's surprising how much it has changed, it reflects the way the games market has gone.) I would volunteer myself but the task would be so big and I'm pushed for time as it is. It could end up being both a history and a reference to every adventure game written, including the good, the bad and the truly pathetic. I wouldn't mind helping out, but the work could be spread out over two, three or more people to give a good spread of opinions. If by any chance someone has already decided to write something similar or knows of a finished article then let me know as I would like to wish them luck and read the article. (So would I.....Mandy)

JOHN FERRIS, 8 Frankwell Drive, Potters Green, Coventry, CV2 2FB.

I would like to give my views on two adventures I have recently bought and played. Both were written using STAC and bought mail-order. The first was THE JADE STONE by Marlin Games and I was very pleased with it. The game was well presented, had a very good story, plenty of locations and lots of good puzzles. It kept me busy for many hours every night and felt a great satisfaction when I had completed it. The other adventure was pathetic, it had very few locations, very easy puzzles, no game play to speak of and was completed in about two hours. The name, MIDNIGHT WARRIORS from Wilsher Software. If Marlin Games bring out any more adventures for the ST I shall buy them eagerly. As for Wilsher Software, no chance. By the way, are Tartan Software, Incentive or River Adventures going to write adventures for the ST?

ALAN RIDEALGH, 10 Finchland View, South Woodham Ferrars, Chelmsford, Essex, CM3 5GA.

(Good news, Alan, Jack Lockerby has just launched his first adventures for the Atari ST. The disc will contain Hammer of Grimbold, Mutant and Domes of Sha and the whole lot will only cost £9.95. Jack tells me that these adventures have been changed to take advantage of the extra memory. I sounds very good value.....Mandy)

I am writing to ask you to put a note in Probe to ask people NOT to ask for full solutions when writing to me and to ask if they will please not forget to enclose a SAE when they write for help. I would also like to get in touch with anyone (over 18) who live in London and would like to get together somewhere in the centre of Town say once a month or so (a few of us do already) to have a drink and a chin-wag about adventuring or role-playing. I would also like to get a full list of every adventure ever written, however good or bad, then I can make a comprehensive list for the file

system I am writing at the moment, then I can get each adventure's solution or hints for those I have catalogued. If anyone can help out I would be very grateful.

THE INNKEEPER and ALLAN, 55 Torbay Court, Clarence Way, Camden Town, London, NW1 8RL.

I am delighted with the response to my articles so far, and am particularly happy if as Jim O'Keeffe's letter indicates I am showing some people who previously had not appreciated it the potential of the maze puzzle. As for Don Macleod: those are fighting words! Seriously, I would be extremely interested if he has a particular kind of maze in mind, to discuss whether and how it could be tackled by the techniques I outline in these articles. If he would send to me - or Probe - a map of the kind of maze he has in mind I will try to reply to his challenge.

I have wanted to write to Probe about a number of things over the last few months, but have never seemed to have the time. Just for now I will mention a few small corrections to your recent solution to LURKING HORROR: You say TAKE COKE, but not why - as the game progresses you become tired and tired, and become less and less able to carry things and perform necessary actions, eventually falling asleep with fatal results: DRINK COKE when tired keeps you alert. The flashlight has a limited lifespan. Although with a solution as brief as yours this doesn't matter, unless you really know the game well enough to avoid detours and blind alleys, you are unlikely to complete it unless you EXTINGUISH FLASH when you are not in the dark rooms. (Also, if like me you want really to explore one of the best mazes INFOCOM have produced, you need as much life in your flashlight as possible). On the subject of the mazes: if you want the mummy's hand to guide you, it is the hand and not you that should be wearing the ring. I took the ring off the hand: this is an excellent maze and it is a pity to deprive oneself of the pleasure of solving it properly.

ROGER WHITE, University of Leeds, Department of Philosophy, Leeds, LS2 9JT

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THE GRUE SLAVERS BACK!! (TEE-HEE)



HELP WANTED

"Please could anyone help me in SUSPECT as I am always being arrested! Also could someone offer help with KNIGHT ORC as I haven't the faintest idea what to do."

TRACY TATTUM, 68 Alver Rd, Fratton, Portsmouth, Hants, PO1 5HW.

"Is there anyone out there who has completed PHANTASIE II (Role play). I cannot get across the lava to Pluto's Temple without horrific loss of hit points. This means that I cannot withstand many encounters with his fearsome beasts.

In FAERY TALE I am having problems. I have collected the bones from Hemsaths Tomb and taken them to the cemetery at midnight but I cannot find the right key to press to give them to the Wraith Lord. The only responses I get are 'You do not have that item' or 'I have no use for that'. I would be very grateful for any help you can give."

JOY BIRLEY, Eryl Don, Mona Terrace, Criccieth, Gwynedd, LL52 0HG.

"I am hopelessly stuck in some adventures and could do with a couple of pointers if someone would be so kind. HAMMER OF GRIMMOLD, how do I deal with the sleeping Orc? In KARYSSIA (PT2), I've found the 5 chalices, but only three gems so far (emerald, ruby and topaz) - where are the others and what is the meaning of the inscription in the pentagram room and the drawings in the sunken room? In QUEST (HEWSON): How do I complete the game after being transported from the glittering room at the end? The answers to these questions will keep me happy for a long time."

STEVE LODEY, 5 Felix Rd, Felixstowe, Suffolk, IP11 7JD.



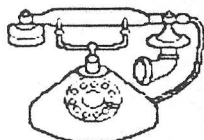
KINGS AND QUEENS OF THE CASTLE



ROGER DOWDALL, 14 Dawley Green, South Ockendon, Essex, RM15 5LW can offer help on the following adventures: Supergran, Zacaron Mystery, Kobyashi Naru, Eddie Smith, Mountains of Ket, Temple of Vran, The Final Mission, Heroes of Karn, Never Ending Story, Valkyrie 17, Colditz, Necris Dome, The Knights Quest, Custerd's Quest, El Dorado, Espionage Island, Robin of Sherwood, Manor of Doom, Rigels Revenge, Castle Blackstar, Warlord, Shard of Inovar, Greedy Gulch, Pharoahs Tomb, Imagination, Loads of Midnight, Life Term, Castle Eerie, Seeker of Gold, Shipwreck, Colour of Magic, Blizzard Pass, Secret of Little Hodcome, The Enchanted Cottage, Red Door, Green Door, Jade Stone, Cloud 99, Jack and the Beanstalk, Dusk over Elfinton, The Beast, Prince of Tyndal, Crown of Ramhotep, The Realm, Quest for the Golden Eggcup, Bulbo and the Lizard King, Fuddo and Slam, Bairog and the Cat, Behind Closed Doors, (also the sequel).

JOAN PANCOTT, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS has sent in her updated list of newly completed adventures played on Amstrad: Acheton, Ingrid's Back, Kingdom of Hamil, Lancelot, Philosopher's Quest and S.M.A.S.H.E.D

DON'T FORGET TO ENCLOSE S.A.E. FOR THE REPLY



IN-TOUCH



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Snowball, Return to Eden, Worm in Paradise, Lords of Time, Red Moon, Price of Magik, Erik the Viking, Sherlock (Melbourne House), Hampstead, Sorderons Shadow. All at £3 each (all originals) or will swap 1 for 1 for any of the following: Skelvullyn Twine, Shadows of Mordor, Final Mission, Jade Stone.

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Write to STEVE LODLEY, 5 Felix Rd, Felixstowe, Suffolk, IP11 7JD.

"I have 130 adventures for Spectrum 48K (including Level 9, Arctic, Scott Adams etc) for prices mostly between £1 and £3. also I have 34 adventures for the Atari ST (including Infocom, Level 9, Pawn etc) for sale at £7 each. Please write to me for a full list enclosing a S.A.E please"

MRS C.G.GODDARD, 11 Verwood Drive, Bitton, Bristol, BS15 6JP.

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ARCADES: Pacmania, Spitting Image, Gold Silver Bronze, Trivial Pursuit (+2 compat), 10 Great Games 2, Ultimate - The Collected Works - Konami's Arcade Collection, Yogi Bear, Garfield.

Only adventure games wanted in exchange please

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ANTHONY MELVILLE, 39 Slaidburn Drive, Hala, Lancaster, Lancs, LA1 4QX.

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If anyone would like some artwork doing for their cassette inlays etc please do get in touch as I am waiting with pen in hand.

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BOB ADAMS, B1 Uplands, Welwyn Garden City, Herts, AL8 7EH.

=====

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DOROTHY MILLARD, 8 Morley St, Kettering, Northants, NN16 9LJ.

=====

My computer is an Amstrad but I also have access to a Commodore 64 and would like to get in touch with anyone who would have Commodore adventures for sale that are not available for the Amstrad.

SEAMUS O'NEILL, 15 Coolshinney Close, Magherafelt, Co Derry, N. Ireland

=====

I am interested in buying or exchanging Commodore 64 Adventures. They must be on cassette and operated by keyboard only please as I am unable to use a joystick.

PEARL JESSON, 1 Addison Road, Firth Park, Sheffield, S5 6WE.

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THE PROBLEMS, PITFALLS AND PERILS OF ADVENTURE PROGRAMMING WITH PAW



(OR: PAWS FOR THOUGHT)

By Larry Horsfield



It's been nearly a year now since I started converting the first of 3 adventures, originally "Quilled" for the Acorn Electron & BBC, for the Spectrum. The first of these 3 is called "Magnetic Moon", and it will be followed by its sequel, "Starship Quest", then a fantasy adventure called "The Axe of Kolt".

When I decided to do the conversions, I did briefly consider using Incentive's GAC, but I'd tried out it's baby brother, The Adventure Creator, on my Electron, and I was put off for life by those infernal brackets - I never could figure out where they went! I think it's true to say, and I know Mandy agrees with me, that once you get used to using one adventure writing system, it's very hard to get to grips with a different one. I also tried out the Speccie version of Quill, but found it inferior to the Electron version, except, of course, for free memory - 25,000 bytes as opposed to a measly 10,500 on the Electron (and only about 8,000 more on the BBC!)

So I forked out the £20 for a copy of The Professional Adventure Writer. As it was so like The Quill, it didn't take me long to start converting "Magnetic Moon", but I must admit that lame-brain me did run into problems sorting out which of the new "conducts", hundreds of flags, umpteen tables, etc, was appropriate to the puzzle I was trying to set up. Still, everything seemed to work... until my playtesters got their grubby mitts on the game and found all manner of things wrong with it! (Sorry lads! Just joking - you all did a marvellous job!). I often found that, after I'd spent hours working out the entries for a particular situation, I'd look at it a few days later and realise I could've done it far easier using different conducts and flags, using up half the memory!

One situation I did have a lot of trouble working out was one that was quite important to the adventure. Now I'm not going to detail it exactly as that would give the puzzle away, but I'm going to describe a parallel situation which I know you're gonna laugh at! However, I will soldier on amidst all the mirth! Imagine you have a bag which is a container that you can carry with you and put things in and take out again. We'll designate it Object 1, and location 1 is where anything in the bag ends up. Now for the funny bit! You can also WEAR or PUT the bag over your head so that your head is completely inside it! You are only able to do this if the bag is empty and once you've done it, you are actually in location 1. Nor are you allowed to walk around with the bag on your head...coz ya can't see where ya going! The thing I had to work out was how I could set it up so that when I removed the bag I was back in the location I was originally in when I wore it. I bet all you brain-box PAW users out there are shouting "Easy! You do so-and-so with this conduct and that flag!" Well it took thicko me quite a bit of experimentation before I got it right.

I eventually worked out that the conduct I was looking for was one of four conditions that I must admit had me baffled for a long time. These are COPY00, COPYF0, COPY0F and COPYFF and it was the latter I had to use. Before doing the main PUT BAG entry we have to insert one to cover trying to wear the bag if there are objects in it, thus:

PUT BAG PREP ON NOUN2 HEAD CARRIED 1 NOTEQ 75 0 MESSAGE 10 DONE

If the player is carrying the bag and there is at least 1 object in the bag, message 10 (You can't. The bag isn't empty.) is printed. Once the player has emptied the bag the required entry to enable him/her to put the bag on is as follows:

PUT BAG PREP ON NOUN2 HEAD CARRIED 1 EQ 75 0 COPYFF 38 11
GOTO 1 PLACE 1 0 DESC

If the bag is carried and flag 75 is zero (the bag is empty), the value of flag 38 (players current location) is copied to flag 11 and the player is moved to location 1. Now we can't allow the player to be carrying the bag if he's inside it so the bag (object 1) is temporarily moved to location 0. The location is then described: "You are standing with a bag on your head! You can't see very much!" Of course we should also allow the player to WEAR the BAG but rather than put in full entries we can put in a small entry that will modify the logical sentence... well that's what it says in the manual! If WEAR is usually verb no.23 and PUT is, say, verb no.32 the entry we need is simply this: WEAR BAG LET 33 32 The LET action sets flag 33 which holds the verb number for the current LS, to the value of the second number, in this case 32 which is the number of the verb PUT, so that WEAR BAG will have the same result as PUT BAG. When you REMOVE BAG, COPYFF is used again but the flag numbers are reversed so that the location number stored in flag 11 is copied to flag 38 thus restoring the player to his original location:

REMOVE BAG AT 1 COPYFF 11 38 PLACE 1 254 DESC

As the player removes the bag it is placed in "location" 254 which is where the player carries objects and the location is redescribed. The player should now be back in the location he started out in, carrying the bag. As I said earlier, you aren't able to walk around with the bag on your head, but you can manipulate objects and, most important, DROP objects. The same sort of problem as before cropped up. If you dropped any object while wearing the bag on your head the object had to end up in the location the player was standing in and NOT in location 1, where it would do if the AUTOD (Autodrop) entry was allowed to operate. I tried for ages to work out some way the player could DROP any object with an automatic action, but failed. I did work out the entry I needed to DROP an object while in location 1, but this meant putting in a separate entry for every object the player was able to carry at this point. The entry for object 0, the flashlight, was thus:

DROP FLASH AT 1 CARRIED 0 COPYFO 11 0 WHATO SYSMESS 39 DONE

COPYFO 11 0 i.e. COPY FLAG to OBJECT, means that the position of the object, in this case object 0, is set to be the value of the flag number, here flag no.11, which we have already used in the PUT BAG routine. So when we DROP FLASHLIGHT, its position (held in flag 54) is changed to that held in flag 11, which is the location number the player was in before he put the bag on his head. Then, WHATO and SYSMESS 39 combine to display the message "You drop the flashlight", and when you remove the bag from your head, it will be visible in the location you've just "returned" to.

Another situation I tried to work out an automatic action for, and failed, was if you wanted to EMPTY a container you are carrying. Like

the DROP action while you've got the bag on your head, I ended up having to do a separate entry for every object that can be put in the container. If you have a lot of objects in your adventure it's best not to have too many objects that are containers, otherwise you'll be making a lot of work for yourself! If we stay with the bag as the container, you first need to select option P in PAW and press B to Begin a new table, say Process 3. Switch back to the response table and, provided you have put EMPTY in as a verb in the Vocabulary Table you can start the EMPTY BAG entries. The first one we put in is if the bag is already empty. If you don't put this in you'll get the negative response "You can't do that" if you attempt to empty the bag. This entry will be thus:

EMPTY BAG CARRIED 1 EQ 75 0 MESS 1 DONE

If flag 75 is set to 0, message 1 e.g. "The bag is already empty!" is displayed. The next entry is the one that matters:

EMPTY BAG CARRIED 1 NOTEQ 75 0 MESSAGE 20 PROCESS 3 ANYKEY
CLEAR 75 DESC

If you are carrying the bag and flag 75 is set to anything but zero, mess 20 ("You empty everything out of the bag") is printed, and Process table 3 is scanned. Whatever is in the bag is placed in the location held in flag 63. Any alternative to ANYKEY would be a long enough PAUSE, say 255, to enable the player to read message 20 but I prefer the ANYKEY. Once the key is pressed flag 75 is cleared to zero to indicate the bag is empty and then the location is redescribed, and whatever was in the bag should now be visible. Now we must switch back to the Process tables and select table 3, which we "began" earlier. You must insert an entry for EVERY object that can be put in the bag, and if we take the flashlight as the example again, its entry will be:

EMPTY BAG ISAT 0 1 PLACE 0 255

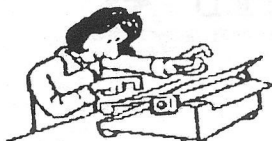
If the flashlight, object 0, is at location 1, then it is placed at location 255, the "special" location which is whatever the player's current location. Note that it is essential that every entry is put in as EMPTY BAG, otherwise it will not work.

Before concluding this article, can I make a plea to any PAW user out there who may have worked out the automatic commands I had been trying to implement, to please get in touch with me!

As there have never been any articles in Probe aimed specifically at PAW users - unlike Pat Winstanley's articles for GAC users - I would like to think of this article as being the first of many. I have some ideas in mind for future articles, but I would like other PAW users to contribute to them by writing to me with their own PAW programming problems. If there is a particular puzzle you are attempting to set up, and you don't know how to do it, or what you have programmed won't work, send full details to me and I'll do my best to help. If there are any common problems with PAW programming, these would make excellent material for articles. Write to me at this address:

PAWS FOR THOUGHT, 40 HARVEY GARDENS, CHARLTON, LONDON, SE7 8AJ

By the way, PLEASE enclose S.A.E. if you want to receive a reply!



HINTS AND TIPS

CATACOMBS

By DOROTHY MILLARD played on Commodore

BREAK SEAL at the disguised entrance to get the door open, GO SOUTH, TRACE SYMBOL at narrow passage to move the boulder, GO SOUTH, SAY BOO to the demon and he withdraws, GO EAST then CRAWL EAST and GET GAUNTLET, CRAWL WEST twice, SAY BOO again to the demon. GET FLUFF at the ghostly chamber, BLOCK EARS WITH FLUFF, GO SOUTH, CAST SPELL in the corridor and the Zombi withdraws.

=====

RED MOON

By LON HOULSTON played on Amstrad

Wellington boots protect you from the electrified grid.
Swim under water by wearing the gas mask and holding tubing and flask.
Eradicate ghosts by typing : Bury Statue, Bury giant etc.

=====

TRINITY

By LON HOULSTON played on Atari ST

To reach Mesa, cut tree with silver axe and push tree north.
Recover umbrella by throwing soccer ball.

=====

CORRUPTION

By TRACY TATTUM played on Atari ST

Open wooden door of Bill's office, (when it's locked it only has a latch) with the credit card. Open the drawer of Bill's desk with the screwdriver and the document that Charpointer wants is in there. Take the document back to Charpointer and the police arrive after a few more moves.

=====

EXCALIBUR, SWORD OF KINGS

By MIKE BRAILSFORD played on Spectrum

Light the lamp to blind the Rockworm.
Oil the winch to help with the portcullis.
Throw salt at the Ice Creature.

=====

FRANKENSTEIN

By ANDY NISBET played on Spectrum

Don't forget the money as you cannot return for it!
Sit in the chair and wait for your father to appear.
Examine the chimney and search the garden.
Problems with the bear? - Enter forest, N, E, N, W, LOOK AROUND, CLIMB TREE, JUMP TO FLOOR.
Search boatyard for the bucket.
Avoid sinking by plugging the leak with hemp and bail out until you reach the shore.

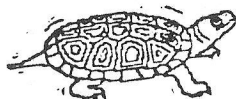
=====

FROM OUT OF A DARK NIGHT SKY

By ANDY NISBET played on Spectrum.

Throw the bucket onto the road and retrieve it later.
In the dark in the house? FEEL AROUND!

GETTING YOU STARTED



by Joan Pancott - Amstrad.

COLOUR OF MAGIC



<u>Directions.</u>	Ringward	R (North)	<u>Part Four Only.</u>	Forward	F
	Hubward	H (South)		Aft	A
	Turnwise	T (East)		Port	P
	Widdershins	W (West)		Starboard	S

PART 1.

Start - You are Rincewind, sitting at a table in The Broken Drum Inn. Inventory, stand up, translate, Twoflower asks you to be his guide, yes, talk to Broadman, say show room to Twoflower, w, get saucer of milk, t, r, u, w to Bedroom (see Twoflower and The Luggage), t, d, h, u, out to Courtyard, r, t, t, to River, r to Docks, Cripple Wa asks for coin, yes, r, w to Short Street and Cat, drop saucer of milk, h, w, to Hubward End of Back Street, a Beggar asks for coin, yes, h, h, w, h, r to Plaza, wait until Twoflower asks you to take a picture, press lever, turn, talk to Stren, h, examine the Luggage, get bottle, get biscuits, t, t to Corner of Rime Street, talk to Guard, say where is Twoflower (told at Broadman's Place), r, w, h to Courtyard, in, d to Broken Drum, wait for the Luggage to attack, u, out, talk to Stren, say hello - End.
Save Game, answer NO, press any key to reset computer, load Part 2 then Saved Game.

PHILOSOPHER'S QUEST

Start - In Shop. Get cushion, keys, aqualung, throw cushion, s, feel, get all (cushion, lamp, oilskin), on (lamp), e, n, drop all, e, get slab, n, s, s, w, w, w, w to Pivot, drop slab, e, get driftwood, e, e to East End of the Cliff, drop driftwood, e, n, n, get all (cushion, keys, aqualung, lamp, oilskin), e, d to Ficcadilly Circus, w, get polythene, se, n, get biscuit, s, up, n, s, off (lamp), s to East of Cliff, drop cushion, w to East End of the Cliff, drop aqualung, oilskin, polythene, w, w, w, w, nw to Bungalow Entrance, drop biscuit, n to Kitchen, get kettle, unlock door, e, fill kettle, get teabag, w, get cup, boil kettle, make tea, drop kettle, on, n to Living Room, Old Lady takes tea, asks you to find her dog and shoos you gently back to Kitchen, off, s, se, e.

Pivot. Drop keys, lamp, get slab, up onto Plank, w (into bucket, it drops and plank points up and eastwards), drop slab, out, e, e, e, get coffin, w, w, w, in, drop coffin, out, e, e, get bath, w, w, in, drop bath, out, e, get stone, w, in, drop stone, e, e, e to Halfway Along Plank, get gasmask, w, w, w, out, e, get keys, lamp, e, e, e, e, n, on, n, e, d to Ficcadilly Circus, se, s, get SILVER CHAIN, n, get gorgonzola cheese, nw, up, n, drop cheese, s, n, get cheese, s, off, s, drop cheese, n, s, get cheese, w, w, w, drop cheese, e, w, get cheese, w, w, in, drop cheese, e, w, get cheese, e, e, e to Halfway Along Plank, drop cheese, w, e, get cheese, e, e to Ledge, n, drop cheese, s, on, n, get cheese, mouse, n, n, bury cheese, get IVORY TUSH, n to Alcove, get DOG (first), s, s, s, off, s to Ledge, jump down and at East of Cliff, w, w, w, w, w, ne to Bungalow Entrance, get Dog, n, on, n to Old Lady.

*** SERIALISED SOLUTIONS ***

GNOME RANGER - LEVEL 9

PART THREE

Game three starts beside a gate. EXAMINE GATE. SOUTHWEST. WEST. IN. WEST. WEST. WEST. UNLOCK DOOR. WEST. TAKE ICECHILD. PUT ICECHILD INTO SACK. EAST. SOUTH. SOUTH. SOUTH. You receive the gratitude of the Icepeople for saving the child. ICEJESTER, FOLLOW ME. ICEPEOPLE, FOLLOW ME. GO TO ICEFALL. WAIT until everyone is assembled.

Save here because timing is crucial. ICEJESTER, PUSH ICEFALL THEN WAIT THEN PUSH ICEFALL THEN WAIT THEN PUSH ICEFALL. ICEPEOPLE, PUSH ICEFALL THEN PUSH ICEFALL THEN PUSH ICEFALL THEN PUSH ICEFALL. DROP SACK. SOUTH. WAIT until the level of the river drops. EAST. TAKE RUBY. WEST. NORTH. PUT RUBY IN SACK. Save again here as timing is crucial.

Now repeat the commands to the Icejester and the Icepeople as before. SOUTH. WAIT until the water lowers. EAST. TAKE KEY LOG. WEST. NORTH. You should hear cheering because you have unblocked the river and the war is over!

TAKE SACK. GO TO PENGUIN. TAKE EGG. PENGUIN, FOLLOW ME. GO TO WEST BANK OF LAKE. PENGUIN, WAIT. SOUTHWEST. SOUTH. You are now drifting on an icefloe and when you pass the penguin she will jump on with you. PENGUIN, GO EAST. This command may have to be repeated until she takes you to the Iceberg. TAKE SAPPHIRE. STAND ON ICEFLOE.

PADDLE or PUSH ICEFLOE WEST. The penguins should now help you to get back to the other side. GO TO YETI. GO UP until you get to the mountain peak. WEST. SOUTHWEST. WEST. NORTHWEST. NORTHWEST. TAKE ALL. SOUTHEAST. SOUTHEAST. EAST. NORTHEAST. EAST. GO TO GATE. GO TO ICEWARRIOR. ICEWARRIOR, FOLLOW ME. GO TO TREETRUNK.

ICEWARRIOR, STAND ON TREETRUNK. ICEWARRIOR, WAIT THEN WAIT THEN WAIT THEN WAIT THEN WAIT THEN PUSH TREETRUNK. NORTHEAST. SOUTH. GIVE DIAMOND TO GNOME. TAKE DIAMOND. TAKE EMERALD. WAIT until the treetrunk and icewarrior come into sight. TAKE TREETRUNK. STAND ON TREETRUNK. PUSH TREETRUNK. WAIT until you drift to west of lake.

JUMP OFF TREETRUNK. GO TO GATE. PUT DIAMOND IN GATE. PUT SAPPHIRE IN GATE. PUT EMERALD IN GATE. PUT RUBY IN GATE. It should now open for you. NORTH. Now you gleefully leave the strange wilderness and find yourself very near home. In no time at all you are safely back at Gnettlefield Farm. I wonder if there will be another scroll waiting for you when you arrive!

ADVENTURE COMPLETED!

=====

(To help the Yeti with his snowshoes and to score more points, put cloudstuff in snowshoes Mandy)

=====

SERIALISED SOLUTIONS

HEAVY ON THE MAGICK To The First Exit

By Jay Gee - Amstrad

NOTE - To reduce journeys to some areas items have been collected while passing and then dropped at a convenient spot for later use.

Start - Room of Misery, Sothic Level 2 - Neophyte.

Right (R), Examine (X) table, pick up (P) grimoire, w, Copy the sign:-

S A T O R A R E P O T E N E T O P E R A R O T A S
E, e, n, n, n, w, blast (B) troll, l, examine object, pick up clasp, e, s, s, e, e, e, examine object, pick up scroll (the Call Spell), nw, nw, blast troll, n, ne, r, examine object, pick up nougat, se, s, s, sw, se, blast troll, pick up scroll (the Transfusion Spell), nw, ne, n, n, n (Agile Stair Level 3), s (Agile Stair Level 4), w, sw, se, examine table, pick up nugget, drop nougat, nw, ne, w, sw, s, e, e, e, "Guards, door (answer is, "Ask Apex). Call (C) Apex, "Apex, door (answer is, "The Word Is No Word), "Apex, thanks (this will dismiss him). "Door, Silence. N (ZELATOR) s, w, w, w, n, e, se, w, pick up key (COBALT), w, examine chest, pick up mirror, e, e, s, w, w, drop clasp, s, w.

Start. Examine table, drop mirror and key (COBALT), e, n, nw, "Guards, door (answer is, "Cry And Enter Door). "Door, Wolf. N, nw, examine rock, pick up SWORD, w, ne, w, pick up key (CHROMA), w, se, w, se, e, examine chest, pick up garlic, w, nw, e, e, se, drop key (CHROMA), s, se, s, w.

Start. Left (L), drop SWORD, s (to reach centre of the room), drop nugget, e, e, r, examine object, pick up bag, s, e, pick up loaf, sw, e, e, examine table, drop bag, n, examine chest, pick up SUNFLOWER, s, w, w, ne, n, pick up key (NICKEL), sw, n, w, w.

Start. Drop key (NICKEL), l, drop SUNFLOWER, pick up nugget, (e, n, nw, "Door, Wolf. N) or (r, Invoke (I) ASTAROT, "Astarot, Wolfcorp), pick up key (CHROMA), ne, pick up bag, w, ne, se, sw, e, blast ghost, ne, e, s, s, pick up loaf, w, "Guards, door (answer is, "To Enter Is Madness). "Door, Lunacy. N, sw, w, sw, s, s, drop key (CHROMA), n, n, ne, e, ne, pick up key (ZINC), sw, w, sw, s, s, nw, examine table, drop key (ZINC), n, w, examine table, drop bag, n, pick up bone, sw, se, sw, e, sw, examine object, pick up rock, l, examine object, pick up flask, ne, r, examine chest, pick up slat, w, ne, nw, ne, s, e, s, se, drop flask and slat, nw, n, w, n, w, pick up key (TIN), e, s, pick up bag, e, s, se, r, drop key (TIN), l, pick up key (CHROMA), ne.

Room of Arrows. Examine table, drop key (CHROMA), n, e, s, e, examine table, drop bag, w, n, w, s, sw, pick up slat and key (TIN), ne, n, e, s, e, n, se, s, s, pick up bone, w (Cyclops), w, w, examine table, drop key (TIN), n, sw, w, "Guards, door (answer is, "To Enter Say A Number Of Magic Words). "Door, ELEVEN, n (EXIT). To be continued.

For extra Stamina - Skill - Luck.

* "Press 1 to start, pick up grimoire, press O for Options, press S, press A, [ESC] to abandon".

Repeat " " until Skill is 99 (or whatever you require), press 6 to realign until the lowest number is at Skill.*

Repeat * * twice and then save.

If you also want extra Experience points, collect some and when you get killed do the above, then save before you carry on playing.

SERIALISED SOLUTIONS

SHARPES DEEDS

By EMMA HEGGIE played on the Amstrad.

PART ONE

It was a day like any other until I received a telephone call from my solicitor, Mr Grabbit (of Sue, Grabbit and Run). To my amazement he informed me that I stood to inherit the estate of my recently deceased Great Uncle Ferdinand, whom I had never even met. There was, however, a catch. In order to claim the dosh I had to accompany the solicitor to the quiet country village of Sharpley in darkest Somerset, where my Uncle had spent his last years.

The only other information I had was a newspaper cutting given to me by Mr Grabbit relating to my Uncle Ferdinand's sad demise. This told me little except that my Uncle was eccentric but well liked and known for his love of music, animals and the countryside. Few people had visited his house except for the Vicar, and my Uncle's only companions, the Gardener and the Cook, had both died some months previously. Whatever it was, I hoped it wasn't catching! I also learnt that my Uncle had travelled all over the World, collecting treasures from places like India on his travels. For an opportunity like this I was well prepared to splash out on a weekday return to Somerset, so with no further delay headed for the station and (I hoped) my newly found fortune. We arrived at Sharpley late in the evening, and after a quick meal at the Inn I went to my room for a good night's sleep.

I awoke the next morning in the bedroom of the Inn. The panelled walls and oak beams gave the room a forbidding atmosphere, so I dressed hurriedly, noticing in passing that I was unable to find the newspaper cutting anywhere. Oh well, I thought, I must have dropped it somewhere. I went south into a narrow corridor and down the creaking stairs into reception. There I found Mr Grabbit, who was sitting by the window, reading a book. He seemed to be ignoring me so I went across to him and said hello. He still did not reply, but dropped an envelope by my feet and continued with his book. Rather taken aback by his rudeness I picked up the envelope and tore it open, expecting to find a fat cheque, or at least a copy of the will leaving everything to me. Instead it contained a note:

"A dozen treasures and deeds you'll need ere as my heir you can succeed"

As I pondered this I walked north through to the bar, where the publican was busy polishing some glasses. I walked east into the pub garden, where an old man was sitting. I greeted him and he replied "Ah, tiz grand". Seeing he had finished his drink I took his empty bottle through into the bar and gave it to the bartender, who gave me a refund of a few pence. I suddenly realised, British Rail fares being what they were, that I had no other money on me. After exchanging comments about the weather with the bartender I went back into reception and out east to the village green to try and find a cashpoint. The Inn sign creaked in the breeze above me as I decided to head east along the main street into the village centre. I soon arrived in what appeared to be the main shopping centre, which consisted of two shops. The village store to the south looked interesting, so I went there first. The elderly shopkeeper peered at me suspiciously as I looked around his shop, but the only thing of interest was a local guidebook. I flipped through the book and found

mention of the local landmarks, which included a strange folly, marshland, the church and the haunted manor house - nothing of much interest.

Heading back to the north, I entered the other shop. It was a bakery and I could smell delicious freshly baked bread as I entered. On the counter was a small loaf, which I decided to buy as I had not yet had any breakfast. The crusty loaf cost all the money the bartender had given me, and I decided that it would be best to save it until I was really hungry.

Returning to the street I headed east to a part of the village I had not seen before. To the south was a derelict building of some sort and to the north was a blacksmiths, which I decided to ignore for the time being. I cautiously entered the empty house to the south, startling a mouse which fled up the rickety stairs. I climbed up after it to find a bedroom, empty except for an old chest. I carefully opened the chest to find a book on gardening inside. Well, as the Gardener had died earlier in the year, I would probably need a book to try and straighten out the grounds of the Manor. Tucking the book under my arm, I returned to the street.

The main street led still further to the east, but seemed to end at the village church. I tried the church door but had to give up as it was firmly locked. To the south, however, was the vicarage. I had read in the newspaper cutting that the Vicar was one of my uncle's few visitors so I went south to the vicarage to see if he had any clues about my uncle's cryptic note. To my surprise the Vicar was young and trendily dressed. I greeted him, and he replied "Hi! Coming to the Church on Sunday? There's a great soul band playing! Good, I'll see you there." He seemed very busy so I left him to his Parish business and went to look around the graveyard to the northeast of the church.

I quickly found the grave of my late uncle. The inscription on the headstone read "A generous and gentle man". As I looked more closely I found a left luggage ticket on the ground nearby which I picked up and put in my pocket. As there seemed to be nothing more to see, I returned to the village green. To the south was a duck pond, but I left this and headed southwest along a narrow lane. The lane curved round to the west and I headed down it towards the village station. Just inside the doors of the station was the ticket office. It was as quiet as the grave and all I could see was a bell and a hatch. I rang the bell and the Stationmaster appeared. I gave him the ticket I had found beside the grave and somewhat reluctantly he handed me a large and bulky parcel.

Going west again I arrived at the platform. A quick glance at the timetable told me that few trains passed through here. To the north was a workman's hut which I entered. Someone had left an iron rod lying around so I picked this up and went back to the platform. To the south of the platform was the signal box. In this I found a red flag. I always had wanted to play at trains so I kept the flag and went back to the village green away from the prying eyes of the stationmaster and opened my parcel. It contained a rather limp rubber dinghy, wrapped in card and string. I threw the card away and kept the rest, and then headed back down the village to the forge. I gave the iron rod to the blacksmith, and in return he gave me a pair of bellows.

To be continued.....

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SOLUTIONS LIST

The following solutions/hints sheets are available from Probe at a cost of 25p per solution (to cover costs). New additions in Capitals. Small amounts can be sent in stamps to save poundage.

Alter Earth. A.R.C. Aztec - Hunt for the Sun God. Avior. Angelique. An Everyday Tale of a Seeker of Gold. Aztec Tomb Pt1. Arrow of Death (1 & 2). Arnold Goes Somewhere Else. Atalan. Amazon. Apache Gold. Alien. Aftershock. Adventureland. Adventure Quest. Adventure 100. BLUE RAIDERS. Bored of the Rings. BALROG AND THE CAT. Bards Tale 1. The Beast. Bureaucracy. Border Harrier. Bulbo and the Lizard King. Book of the Dead. Beattie Quest. Ballyhoo. Boggit. Bear Hunter. Big Sleaze. Blade of Blackpoole. Borrowed Time. Buckeroo Banzai. Brawn Free. Black Fountain. Barney Brown. Black Knight. Bugsey (Pts 1 & 2). Curse of Crawley Manor. Cricket Crazy. Corruption. Chrono Quest. Castle Eerie. Castle Thade. Castle Thade Revisited. Computer Adventure. Crystal Quest. Cursed be the City. Crown of Ramhotep. Colossal Cave. The Challenge. Castle of Riddles. Classic Adventure. Crystals of Carus. The Cup. Crystal Cavern. Citadel. Claws of Despair. The Curse. Custerds Quest. Crystal Frog. Cracks of Fire. Colour of Magic. The Count. Castle Colditz. Colditz. Cloud 99. Castle Blackstar. Cutthroats. Cast of the Mixed-Up Shymer. Castle Adventure. Calling. Crimson Crown. Circus. Canasto Rebellion. Castle of the Skull Lord. Crystal of Chantie. Dark Lore. Devil's Hand. Draculas Island. Dragonworld. Dusk Over Elfinton. Deja Vu. Don't Panic - Panic Now! Dungeonmaster. Domes of Sha. Dark Planet. Double Agent. Devil's Island. Desert Island. Dragonscrypt. Dr Jekyll & Mr Hyde. Dodgy Geezers. Dragon's Tooth. Demon from the Darkside. Diamond Trail. Danger Mouse in the Black Forest Chateau Pt 1. Denis Through the Drinking Glass. Dragon of Notacare. Dungeons Amethysts Alchemists 'n' Everything. Dracula. Deadline. Dungeon Adventure. Dragon Slayer. Dallas Quest. EXCHANGE. Earthbound. El Dorado. Earthshock. Escape. Escape from Khoshima. Energem Enigma. Espionage Island. Excalibur. Eye of Bain. Eye of Vartan. Eureka 5. Enchanted Cottage. Empire of Karn. Erik the Viking. Enchanter. Escape from Devil's Island. FOR YOUR THIGHS ONLY. FISH. FORTRESS OF KELER. Fahrenheit 451. Funhouse. Forgotten Past. From Out of a Dark Night Sky. Frankenstein Pt1. Firelance. Fairly Difficult Mission. Forgotten City. Flook Two. Future Tense. Football Frenzy. Fuddo and Slam. Fantasia Diamond. Fourth Sarcophagus. Final Mission. Forest at Worlds End. Fistfull of Blood Capsules. Golden Rose. Gods of War. Galaxias. Ghost Town. Greedy Gulch. Gnome Ranger. Guild of Thieves. Gremlins. Green Door. Golden Baton. Ground Zero. Golden Voyage. Golden Mask. Golden Apple. Hampstead. Harvesting Moon. The Hollow. Holiday to Remember. The Hermitage. Himalayan Odyssey. Heroes of Karn. Hollywood Hi-jinks. Hulk. Hammer of Grimmold. Heavy on the Magik. Hitchhikers Guide to the Galaxy. Haunted House. Hobbit. Hobbit (De-lux). He-Man and the Masters of the Universe. Hunchback. House of the Seven Gables. Hospital Adventure. The Helm. H.R.H. Hexagonal Museum. Ingrid's Back. The Island. Inner Lakes. The Institute. Inspector Flukeit. Infidel. Imagination. Invincible Island. Inferno. Inca curse. Ice Station Zero. JOURNEY ONE SPRING. Jade Necklace. Jinxter. Jade Stone. Jolly Duplicator. Jewels of Babylon. Jack and the Beanstalk. Jack the Ripper. KAYLETH. Kobyashi Naru. Kings Quest 1. Knightmare. King Arthurs Quest. Knight Orc. Kentilla. Karyssia. Knights Quest.

Lifeboat. Lancelot. Legend of the Sword. Labours of Hercules. Lapis Philosophorum. Lifetern. Lurking Horror. Leather Goddesses of Phobos. Lord of the Rings. Lords of Time. Lost Crystal. Lost City. Lords of Midnight. Loads of Midnight. Legacy. MASTERS OF MIDWORLD. MURDER AT THE MANOR. Mask of the Sun. Madcap Manor. Moreby Jewels. Mindwheel. Mansion Quest. Matchmaker. Mutant. Mindbender. Mindshadow. Mutant Spiders. Mystery Island. Mandarin Murder. Murder on the Waterfront. Murder Off Miami. 1942 Mission. Matt Lucas. Merhownie's Light. Molesworth. Myorem. Monster. Mordons Quest. Mural. Mystery Funhouse. Mountains of Ket. Monroe Manor. Miami Mice. Message from Andromeda. Marie Celeste. Magic Mountain. Mafia Contract II. Moron. Moonmist. Ninja. Nightmare Planet. Necris Dome. Nine Princes in Amber. Nythyhel. Nova. Neverending Story. Operation Berlin. Open Door. Orbit of Doom. O Zone. One Dark Night. Odyssey of Hope. Picture of Innocence. Pride of the Federation. Pete Bog. Pen and the Dark. Pharaohs Tomb. Pirates Gold. Project X/Microman. Planet of Death. Pirate Adventure. Pay-Off. Philosophers Stone. Play it Again Sam. Prospector. Plundered Hearts. Pawn. Planetfall. Pilgrim. Perseus & Andromeda. Prince of Tyndal. Quest for the Poorly Snail. QOR Pt1. Quest for the Holy Grail. Quest of Marravid. Quan Tulla. Questprobe III. Quest for the Golden Eggcup (old and new versions). Ronnie Goes to Hollywood. Red Lion. Return to Doom. Realm of Darkness. Red Door. Red Moon. Rescue from Doom. Ring of Power. Return to Ithica. Rigels Revenge. Rising of Salandra. Rebel Planet. Return of the Joystick. Return to Eden. Robin of Sherlock Pt1. Robo City. Rogue Comet. Ruby Runaround. SCARY MANSION. Sandman Cometh. Soapland. Strange Odessey. Shadowgate. Spycatcher. Seas of Blood. Shipwreck. Subunk. Stranded. Smugglers Inn. Suds. Spoor. Skelvullyn Twine. Stainless Steel Rat Saves the World. Swamp. Shard of Inovar. Snow Queen. Ship of Doom. Satcom. See Kaa of Assiah. Sea of Zirun. Seabase Delta. Secret of Bastow Manor. Secret Mission. Shrewsbury Key. Sinbad and the Golden Ship. Spiderman. Suspended. Seastalker. Starcross. Stationfall. Secret of Life. Stoneville Manor. Sorcerer. Sorcerer of Claymorgue Castle. Souls of Darkon. Serfs Tale. Spellbreaker. Sherlock (Melbourne Hse). Secret of St Brides. Savage Island (Pts 1 & 2). Snowball. Spytrek. Star Wreck. Scroll of Akbar Khan. Search for Terrestrial Intelligence. Shadows of Mordor. S.M.A.S.H.E.D. Sharpes Deeds. Serpent from Hell. Thernonuclear Wargames. To the Manor Bourne. Temple of Terror. Time Traveller. Treasure. Terrormolinos. Top Secret. Temple Terror. Ten Little Indians. Temple of Vran. Theatre of Death. Theseus and the Minotaur. Time Machine. Time Quest. Tracer Sanction. Transylvania. Treasure Island. Trial of Arnold Blackwood. Twin Kingdom Valley. Tower of Despair. Trinity. Twice Shy. The Uninvited. Ulysses and the Golden Fleece. Urban Upstart. Upper Gumtree. VILLAGE OF LOST SOULS. Virus. Veinors Lair. Volcano of Raka Tua. Voyage to Atlantis. Valkyrie 17. Vera Cruz. Voodoo Castle. Wizard and the Princess. Wizards Scrolls. Weaver of her Dreams. Wizards Warrior. Witches Cauldron. Warlord. Witch Hunt. White Door. Wizards Challenge. Wizards Orb. Worm in Paradise. Wishbringer. Winter Wonderland. Wychwood. Wolfman. Woods of Winter. Will O' The Wisp. Wise and Fool of Arnold Blackwood. Wizard of Akyrz. Witness. Xanadu. Yukon. Zacaron Mystery. Zork I. Zork II. Zork III. Zodiac (Tansoft). Zodiac (Incentive). ZZZZ.

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If you have any solutions which are not on this list Probe would be very pleased to receive them. Not only will your name go into the Hall of Fame but you will be helping Probe and your fellow readers.

*** MANDY'S HOTLINE ***



If you have any queries about Probe, subscriptions or would just like to chat then give me a ring on 0492 77305. I will be available at all reasonable times but please try to telephone before 10pm.

TELEPHONE HELPLINES

SPECTRUM

Alf Baldwin	- Tel: 0452 500512 Mon to Sat 10am to 5pm
Mike Wade	- Tel: 0642 763793 Mon to Fri 6pm to 7pm
Jack Higham	- Tel: 0925 819631 Fri to Mon 7pm to 10pm
Walter Pooley	- Tel: 051 9331342 Any reasonable time
Doreen Bardon	- Tel: 065 382 509 Sun to Sat 3pm to 10pm
Mike Brailsford	- Tel: 0592 757788 Sun to Sat 10am to 10pm

ATARI ST

Merc - Tel: 0424 434214 Any reasonable time

AMIGA

Jason Deane - Tel: 0492 622750 Any reasonable time

AMSTRAD

Doug Young	- Tel: 01 681 5068 Mon to Fri evenings
	Sat to Sun anytime
Joan Pancott	- Tel: 0305 784155 Sun to Sat Noon to 10pm
Isla Donaldson	- Tel: 041 9540602 Sun to Sat Noon to 12pm

AMSTRAD & COMMODORE

Nic Rumsey - Tel: 03212 2737 Sun to Sat 6pm to 9pm

COMMODORE

Reg Lilley - Tel: 0392 215521 Thu to Tue 6pm to 12pm

BBC

Barbara	
Bassingthwaighte	- Tel: 0935 26174 Sun to Sat 10am to 10pm
Barbara Gibb	- Tel: 051 7226731 Any evening from 7pm

THE INNKEEPERS HELPLINE

The Innkeeper together with his slave Allan will help struggling adventurers on a rota basis. Telephone 01 482 6209 times as follows:



INNKEEPER		ALLAN	
Mon	8:30pm to 10pm	Tue	8pm to 10pm
Wed	9pm to 10pm	Thu	8pm to 10pm
Sun	8:30pm to 10pm	Sat	4pm to 6pm
			& 8pm to 10pm



Please do not ask the Innkeeper or Allan for full solutions.

!!! THE ULTIMATE INFOCOM HELPLINE !!!

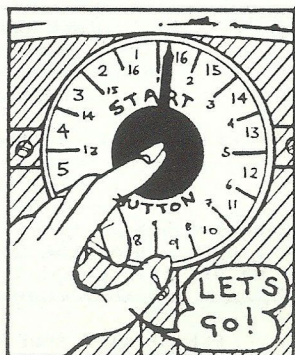
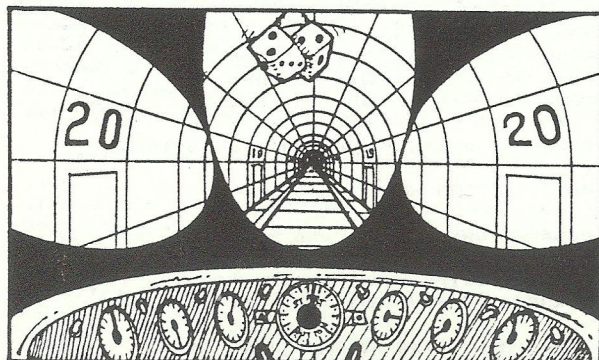
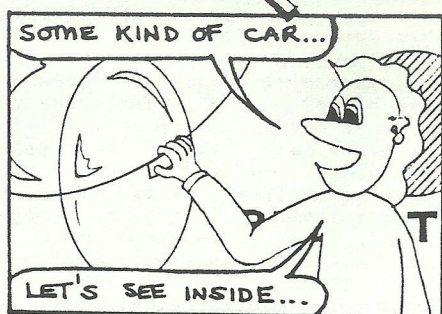
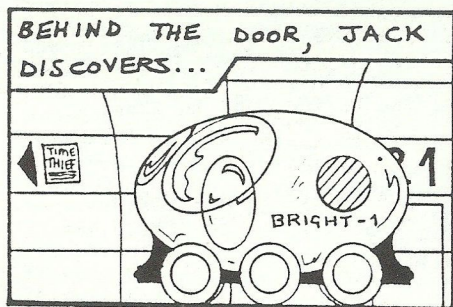
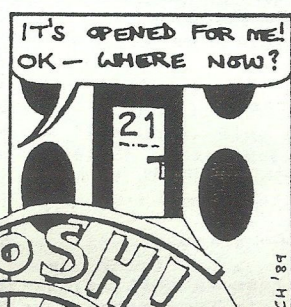
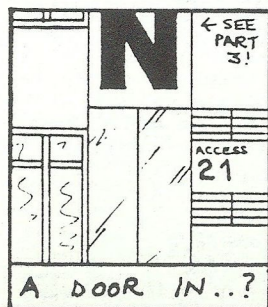
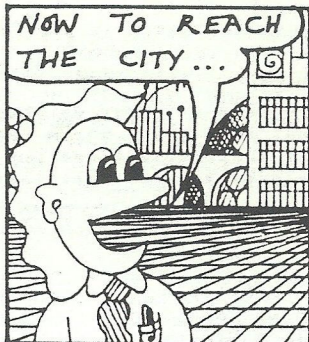
If you need help with an Infocom adventure then who better to help you than a GRUE! Ring the GRUE on 0695 73141 between 7:30pm to 9pm Mon to Fri. Or write to 64 County Road, Ormskirk, West Lancs, L39 1QH. Please remember that the GRUE will give help on INFOCOM ONLY!

PLEASE MAKE SURE THAT YOU ONLY RING AT THE TIMES SHOWN

JACK THE HACKER!

PART 5
HE'S BACK! BY
UNPOPULAR
DEMAND!! READ
ON, TUNE IN, DROP OUT...

Drawn by
Chris Hester.



...CONTINUED SOON IN PART SIX!