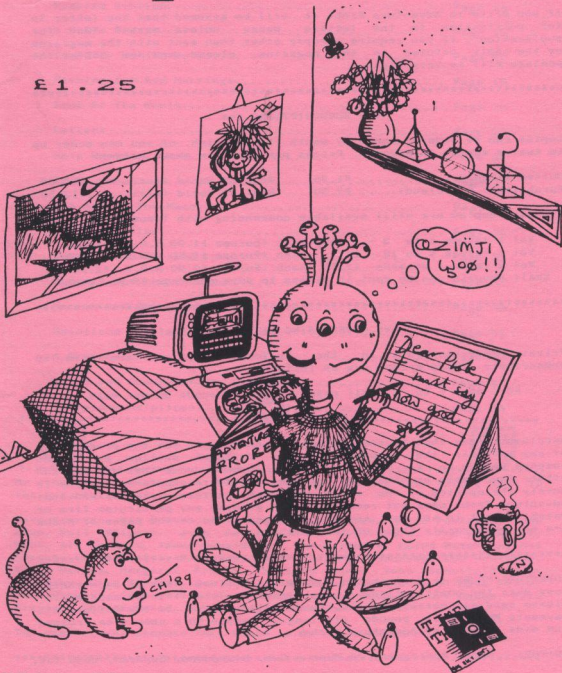


ADVENTURE PROBE

£ 1 . 25



VOL III ISSUE 5 MAY 1989

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EDITOR: Mandy Rodrigues, 24 Maes y Cwm, Llandudno, Gwynedd, LL30 1JE.

CONTENTS

Editorial.....	Page 4
Software Reviews.....	Page 5
Preview Section.....	Page 14
A Grave Story.....	Page 15
To Be Or Not To Be?.....	Page 18
Fishing for Red Herrings.....	Page 19
Frob Of The Month.....	Page 26
Letters.....	Page 27
Help Wanted.....	Page 30
In-Touch.....	Page 31
The Art Of The Maze.....	Page 32
Hints and Tips.....	Page 35
Getting You Started.....	Page 37
Objects and their Uses.....	Page 37
Serialised Solutions.....	Page 38
Solutions Available from Probe.....	Page 41
A Gruesome Poem.....	Page 43
Kings and Queens of the Castle.....	Page 43
Telephone Helplines.....	Page 44



HALL OF FAME



My sincere thanks to all the following readers who kindly sent in their contributions over the past month:

Dave Everson, Nic Rumsey, Don Macleod, Jay Gee, Margo Porteous, June Rowe, Neil Shipman, John Ferris, Mike Brailsford, Tracy Tattum, MerC, Alf Baldwin, James Donaldson, The Wayfarer, Lorna Paterson, Mel Carter, Chris Hester, P. Orton, John Ford, Paul Brunyee, Lon Houlston, Keith Davies, Margaret Fraser, Barbara Gibb, John Schofield, Jack Lockerby, Eric Stewart, Ken Bond, John Barnsley, The Grue! Dave Perry, Joan Pancott, John Wilson, Tom Frost, Terry Roberts, Lol Oakes, Pete Simpson, George March, Gordon Inglis and Bob Adams.

The great cover picture this month is by Chris Hester.

EDITORIAL



Welcome to Volume 3 Issue 5 of Adventure Probe.

Firstly, I would like to congratulate one of our readers, John Wilson of Zenobi Software on being awarded the accolade of Mail-Order Software Company of the Year (1988) at the Golden Chalice Awards organised and held by the Adventurers Club Ltd. Very well deserved and very well done indeed. Another of our readers Tom Frost of Tartan Software received a nomination at the awards and I couldn't be more pleased for them both. I would also like to thank them for all their help in passing the good word about Probe by kindly sending out Probe leaflets to all their customers. Thanks also to Joan Pancott and to Jack Lockerby for putting so many new subscribers in touch. I really do appreciate all your help and support.

My apologies for giving anyone a crick in the neck with the Crossword last month! I honestly didn't notice a thing until I received the following words of praise from our Amster-in-Chief, Bob, who wrote, "Great idea Mandy, print a crossword puzzle on its side. Don't know why nobody's ever thought of it before. Makes it twice as hard to fit the answer's in. Brilliant!" I thought he was kidding until I checked! Sorry folks and thanks Bob for keeping me on my toes. I don't think I have managed to get an issue out yet that doesn't contain one of my famous boo-boo's - I can't think why you are all so patient with me!

My apologies also to anyone who has had difficulty in trying to get in touch with me on the telephone recently. Llandudno turns itself into a Victorian Town at the start of May and I am involved in organising this so there have been quite a few evening meetings recently. Also my Mum was rushed into hospital last week so a lot of my time has been spent there. Little Bobby has been doing a great job answering the telephone with messages for me, although he gave the wrong impression a couple of times as I had a few calls from people hoping that I will be better soon! After this issue arrives on your doormats things should have sorted themselves out once more. Meanwhile I am afraid that I have been getting a little behind with answering all the letters but I'll do my best to catch up soon.

I'm still struggling (and suffering 'orribly) with the diet but, following some professional help, I am beginning to see some results. I thought that if I told you all about my New Year's resolution it would keep me on my toes (crafty old me) but I still had to get a proper diet sheet. Problem is that the dietician went and crossed off the only decent item on it, a single rasher of grilled bacon, with the famous words "Oh no, you won't need THAT!" (Cheek!) My husband came up with some (nearly his last) words when he said "I tell you what, if you manage to loose a stone then as a treat I'll take you jogging!" And that nearly made me reach for the chocs again! He should have offered me a Chinese Take-away instead. Anyway, I plan to get to the Computer Show in September this year so, if the door opens and it looks as if no-body came in then IT'S ME!

Talking of Computer Shows reminds me that the Innkeeper kindly passed on the news that the Commodore Computer Show will be held in London from 2nd until 4th June, should any of you wish to attend.

Well, I have rambled on enough for one month. I hope you enjoy this issue. See you all again next month.

Mandy



SOFTWARE REVIEWS

Cosmos - Futuresoft - £2.00.

Reviewer - Paul Brunyee - Played on a 48k Spectrum.

"Thank you for purchasing a SD132 type spaceship...". As the captain of the Capnod spaceship, you may pilot your ship around the star system which consists of planets and moons arranged in a three dimensional grid. These may be landed upon to gain access to further groups of locations which may be visited either as yourself, or for more hostile territories, as a robot under your control. But what about the objective? Whoops - nearly missed it on the introduction screen - you must earn a sum of 140 credits in order to purchase a hyperspace device to escape from the forthcoming war. What war - oh, never mind. Concentrate on which planets you should be exploring.

As you start the adventure, a message from your headquarters informs you of a mission to recover a damaged satellite orbiting a planet in the system. As a reward for recovering this rogue satellite, you are awarded 50 credits, and are then given a further mission to complete.

There are three missions to complete in this 200 plus location PAWED adventure, yet many of these locations are of the 'empty' or walk-through variety. Graphics accompany the locations visited while in your spaceship and show the area of space occupied either by a planet or moon, or even an asteroid belt. The graphics are fairly clear, and may be switched off (but I'm unsure how to switch them back on again - although the documentation offers a lot of information, it contains several inconsistencies). The parsing facilities are as you would expect with the PAW, and include several more unusual commands such as LAND and BLAST OFF. The display is shown in various colours and uses several fonts, some of which are blocky and not too easy to read.

An attempt has been made to provide originality with the structure of the scenario and also the methods of attaining the objective. Error messages, for example, take the form of 'message identifier' 'text'. To show this, if you reference an item not actually present you will be shown the message: "Error 3C: Non existant" (sic). However, the adventure all too often falls down on rather fundamental points - it contains a fair amount of bugs and spelling mistakes.

When landing on the moon Gjuno, you may examine some objects to find a lazer gun. Take gun, fine, examine objects, you find a lazer gun. Another gun? No - it's the same gun you were previously holding! I tried bribing a guard on the moon Uti. He replied that he couldn't accept money, "...but one of those cakes looks nice!". How would he know! There were no cakes present! This situation, like several others, makes various incorrect assumptions about where you have been and what you have done.

The text lacks any real depth. Descriptions are terse at best and don't project the atmosphere which could have been used to give each of the planets their own attributes and nuances. The puzzles often have more than one solution and are not too difficult. However, playability is hampered by the prevalent sudden death situations which detract considerably from the puzzle solving. In summary, the adventure had a 'rushed' feel to it. Better playtesting could possibly have improved it. "Our robot has been blown to bits. Would you like another go?" Hnnnnnn.

Available from: Futuresoft, 75 Ben Rhydding Road, Ilkley,
West Yorkshire. LS29 8RN.





LEISURE SUIT LARRY GOES LOOKING FOR LOVE
(In Several Wrong Places)
(Sierra On-Line)



Reviewed by John R. Barnsley - Atari ST version

In this very tongue-in-cheek 3-D animated adventure you assume the role of one Larry Laffer - the man every girl yearns for - or so you think! This latest episode in the 'Larry' quests continues with a supposedly wiser and more mature Larry in his search for the girl of his dreams. He's had enough of the endless string of disco's, dubious broads, unsavoury guys and downtown bars and casinos, and feels the urgent need (sic!) to settle down for once in his life.....the only trouble is that they're all still here!!

With his white lounge suit, appropriately updated from a previous story and lashings of the old Grecian 2000 to bless what's left of his hair, he sets off in search of fame, fortune and a woman - the accent being on the latter!

Rated by the author - Al Lowe - as an adult fantasy/fun adventure, LSL2 is literally peppered with churlish humour and sexual inuendo and I have a feeling that everyone who gets into this game will recognise the type of character that Larry portrays.....you know - "He's just like so-and-so over the road" or "Isn't that like whatsisname from wheresit?". The game isn't 'dirty' but you should have a very broad mind when playing this adventure - talk dirty and it talks back dirty....be warned!! Mr. Lowe was recently quoted as saying that nobody ever caught a social disease from a computer keyboard and I'm inclined to agree.

There are several means of controlling Larry, including the use of the numeric keypad, which I found easier for diagonal movements and sudden stopping. Type-in commands are necessary from time to time throughout the game and are easily and humourously implemented. There is a response for absolutely every input and a novel facility is the Filthometer, which allows the player to vary the degeee of the obvious!

An added feature of this game is that you can run an installed music program through a synthesizer if you choose and full details are included on the reference card that accompanies the software.

The game package includes 3 disks, the informative Sierra catalogue and a copy of Larry's little black book. On starting up you are required to match a screen shot of one of your girl friends with a picture in your book, and enter the corresponding telephone number. As usual the adequate instructions provide you with an initial introduction to the game by taking you through the very first stages, more or less move-by-move to acquaint you with the controls of the main character, familiarise you with the options available and offer the first sprinkling of in-game clues.

You start in the colourful suburbs of Los Angeles and many experiences and accidents await you! Many clues and directions are subtly hidden away in the mechanics of the game and these become more apparent as you progress. I cannot over-stress the need to look at every scene and attempt to strike up a conversation with everyone that you encounter. A very good example of this is the little notice on the back wall of the Drug Store ('Just say no'), which is recalled by you when approached by a shady character touting a poisoned drink outside a run-down bar!

There is an abundance of initial locations to explore and one or two fellow characters to communicate with. Before long you'll find yourself on a T.V. game show, not a million miles from the familiar 'Blind Date' theme, and a 'Lucky Draw' show where you stand a good chance of winning a million dollars. Then it's off to the harbour (or 'Harbor' as they say!), to find the ship that will take you on your prize cruise to exotic parts - don't forget your passport though!!

The little sub-plot built into the game involving secret documents and the KGB, is initiated by striking up a conversation with the girl in the Music Store which, incidentally, doesn't open until you have overcome a certain number of previous obstacles. From then on, you should be very wary of any unsolicited approaches from men or women!

The graphics are up to the usual Sierra standard and many pleasing scenes are enhanced by the inclusion of aeroplanes and birds flying overhead and boats sailing by. There are several very well-produced animated sequences, especially that of your demise by body ripping laser at the hands of one of 'Goldfinger's' pussy cats!!(See note 'B' in the 'DO NOTS' at the end of this review!).

Look out also for the amusing references to other Sierra games, such as what you see through the knothole in the fence at the side of the Drug Store.

Overall, and I'm left secretly wondering what the ladies will make of this, LSL2 is very amusing, entertaining and reasonably acceptable, even if you don't have a truly honed sense of humour!

GAME PLAYING TIPS!

1. Can't find your passport?.....(Look in Eve's trash cans, later!)
2. Music Store still closed?.....(Have you done everything you can?)
3. No money?.....(Pocketed in a garage)
4. Unclean?.....(Get the works at the Barbershop!)
5. Can't enter the Harbour?.....(Both YOU and the SHIP must be ready!)
6. Approached by a drunk?.....(Look in the Drug Store)
7. Can't get on the T.V. Show?... (Repeat the winning numbers!)
8. Still can't get in the Studio?(Sit down at the back you jerk!)
9. The answers for Barbara?.....(Be totally honest, Larry!)
10. Where is the 'Lucky Life' Show? (Sit down again and wait)
11. What to buy in Molta Lira's?..(You musn't get your suit wet!)
12. What to buy at the Drug Store?(Search left of left display!)
13. Fallen in the Ship's pool?....(Swim you fool!!)
14. Need a wig?.....(Visit Ship's Barbership)
15. What's wanted from the ship?..(Fruit, sewing kit, 'dip' [bread!], Bikini Top, & Wig)
16. What gives on the Bridge?....(Keep right and move that switch!)
17. Now, get to that lifeboat and go, Larry!! (Jump in you berk!!)

DO NOT'S!!!

- A. Accept a drink from the wino!!
- B. Follow the girl from the pool!!
- C. Move close to 'Mama' in her cabin!!
- D. Buy a drink in the ship's revolving bar!!

(Well, if you MUST try it, then SAVE GAME first!)

Well, almost. Most of you will know of the Public Domain. The PD is the realisation of every computer owners dream, FREE SOFTWARE!

A PD program can be distributed freely, as the author has allowed for this in his/her copyright. A PD program cannot be sold but donations to the authors or specified charities are always welcome. In fact, there is a type of PD called "Shareware", where the user is expected to contribute only if the user finds the program useful. A donation usually registers the user as eligible for upgrades etc. PD exists for most makes of computer. I own an Amiga and so most PD comes from the USA and Canada. They are collected together to form (You guessed it) collections that go by names like Fred Fish, Amicus and Softville. These collections are distributed by numerous companies, some of whom claim zero profit, for around £3. Don't pay more!

So what? Well, amongst the (often excellent) PD programs I have come across some adventure related software. Hopefully, this article will inspire other Probe readers who dabble in PD to write similar articles for their own computers. This article is about Amiga PD only.

First I found some adventure writing languages called ADVSYS and ADL. Don't bother! 68000 machine code is easier. (ADVSYS available for ST). The first disk I looked at was Fish 82, which contains a version of COLOSSAL CAVE. The documentation is good, and the game is yet another expanded version of the original plot. The game loads on clicking an icon and the first irritating thing strikes your ears. It talks. The command "QUIET" shuts it up. The second irritation is the constant disc grinding whenever you type a command. This is solved by copying the whole drawer (directory) to the RAM disk. This can be a little slow, and as you are allowed only one saved game you have to transfer the drawer back from RAM to disk.

The game itself followed the "Getting You Started" for Classic Adventure in Probe Vol 2 Issue 9 up to the first maze, excepting that there is no flute. The maze is different, and I have still not cracked it. I haven't enough objects to drop!

Overall, a good bug-free game which captures the original atmosphere of the original adventure. It does have it's idiosyncrasies, but once you get used to them you ignore them. I thought I had found a spelling mistake, but my dictionary says jewellery and jewelry are the same thing.

The next disk I came across was Panorama 20, which contained five adventures written in AmigaBASIC which varied from dire to unplayable. RINGWORLD had a parser that didn't.

STAR TREK had two locations, one of which was a Turbolift that I couldn't get to work.

GRUNGY TOWERS is a text whodunnit puzzle that involves wandering around the locations and trying to find the character who's alibi doesn't add up. The vocabulary consists of location and character names, you either go there or accuse. I haven't got the game to accuse so that's another bug. ATLANTIS seems to work, but as it's converted from a TRS-80 (a 16K computer much loved by early adventurers) the text and parser are minimal. The plot is very illogical. All the action takes place underwater but you are asked to fire a cannon! I was able to get up a pole, but not down until I hit on the right command. "Down" wasn't supported. This game may be interesting but not very.

SAFARI is an African adventure of 1980 vintage. You start off in your bedroom with a pretty neat startup. Or it would have been if the magic word wasn't misspelt in the DATA statement. Once in Africa you get killed off for examining a woodpile, that's if it will accept 'examine'. Lots of get-past-the-wild-animal puzzles and the odd native throwing poisoned

spears in your general direction. I'm afraid this game is not good either. So Panorama 20 is a dead loss for adventures.

Next is Panorama 31, which contains a drawer titled AmigaVenture. This turns out to be an adventure writing aid in AmigaBASIC. The program contains most of the useful subroutines needed, like a parser and object handling. There is also a demo game that shows how slow this method can be. I have written games in BASIC that run faster and appear less complicated to program. If you are going to write an adventure in BASIC then use your own program. The demo game has plenty of text and a door that doesn't exist. You can put objects inside and on other objects, so a quite complicated game is possible.

On the same disk is SWORD. This is a demo game said to contain 20 percent of the yet to be written final version. This was dated 1986, so I guess the final version either never got written or it isn't PD. The documentation is good, containing a storyline and information on the game. It runs in 65K and looks big. Text is functional, spelling is a bit dodgy at times, and you can't get back to the beach from the raft. I don't think the starting is fully implemented, as there is no warm clothing (yes, that old chestnut) and no light source to explore the dark passages. Once on the open seas the plot broadens and my interest waned. As a demonstration, it succeeds in proving that BASIC needn't be slow. I would love to play the finished product.

The next disk I had was Softville 118. The drive took great exception and refused to read it. Back went the disk. One long week later the replacement arrived, containing WORLD, billed as a science-fiction adventure to rival Planetfall and Starcross. Perhaps the Grue would have something to say to that! WORLD is big, a total of 140k, and like Colossal it accesses the disk for every command. Again I copied the relevant files to the RAM disk and got stuck in. WOW! Masses of text and quite a good parser! The game is set on an uncharted World, and you are sent on an expedition to discover the cause of the colourful shimmering that is preventing the taking of decent photographs from space. The idea is to collect samples and take photographs using an intelligent camera which talks back at you. The only problem I have found is finding problems! There was one simple one in crossing a chasm, but that was due to the parser wanting exactly the right words. I have found twenty locations so far, one with a random exit! I seem to have hit the proverbial brick wall! You can only have one saved game, which is my only quibble.

Finally, I had better mention LARN, a primitive single-role-play game which exists in several collections, in both text and graphic forms. The graphic version is the version to play. You guide your character, depicted by a green cursor around a huge multiscreen maze, seen in 2-D. Scattered about are spells, weapons, piles of gold and monsters. The idea is to collect gold and build up a stronger character, whilst searching for the potion that will cure your daughter. If that sounds primitive, it is. It's also quite good fun. Not even on the same planet as Bards Tale or in the same millenium as Dungeon Master but okay for a laugh. My version appears to have a bug, making the game impossible to solve, but I'll never get near anyway! I think LARN is also available on the ST.

If you want the best of these games, I have put WORLD, COLOSSAL, SWORD and two of the basic games on a disk, which could be yours, as they say, if, and only if, you send me one formatted disk in one jiffy bag with your address and return postage. My address appeared in March's Probe.

Reviewer JOHN FERRIS played on Amiga.

PLAGUE PLANET



While attending a huge field of wheat you hear something crash-land nearby and rush to investigate. You find a newly-made crater. Only when you eventually manage to find and enter the crashed spaceship, and read the dead pilot's log, do you learn of the terrible plague virus now released onto your planet. You are, of course, the only one who can save 'mankind'. With very little time to learn how to fly the spaceship and visit various planets collecting the materials to manufacture a miracle cure, it's bound to be an exciting journey around the galaxy.

As soon as you land on the first alien planet you are aware of the urgency and hazards ahead. I could write a book about the storyline but feel sure you would wish to discover it for yourself. Every planet is interestingly different; and a separate task; with no return to a previous planet for a forgotten item, and as every item has at least one use, it is quite a collection.

The urgency of your mission is softened by the lovely touches of humour, giving away the writer's affection for "Star Trek" and "Hitch-hikers Guide to the Galaxy", similarly the style of text is reminiscent of Robico adventures, (and who better to use as an example) and I'm sure it is no co-incidence that a sign says "Elevator to Level 9".

This is a text-only disk-based adventure written using ALPS (Adventure Language Programming System rom and extension disk). With constant access to the text-disk my 32K BBC micro easily accommodated this 250-location adventure.

The print is the usual clear "teletext" style, with good use of colour, and very full location descriptions, which have to be read very carefully for hidden objects, messages, jokes, etc. SEARCH, READ and EXAMINE have to be used extensively if you are to find and manipulate the many objects needed to complete your task. Every puzzle is a challenge, and many have to be strung together which is made even more difficult by the time limitation.

The time limit for the entire game is 1099 moves before the plague finishes you off; that is if the many hazards along the way don't get you first. SCORE tells you how many random points you have been awarded, also the number of "turns" which is vital as already mentioned.

Forgive me if I am saying the obvious, but I found I worked better having 2 SAVE disks; one for temporary saves until I had learned the correct sequence of events, and one for my permanent SAVES when convinced I had everything worked out.

With the exception of compass directions the parser accepts, and in a lot of cases, requires, more than two word inputs. Finding the exact wording is not easy, and on a few occasions the reply is misleading,

but then nothing is easy in this adventure. A comprehensive hints sheet is available, for which I was very grateful as this is probably the most difficult adventure I have played since "Ferryman Awaits".

The test of a good adventure is how you feel when you have finished it. My first reaction was triumph, then I had withdrawal symptoms, and couldn't settle down to another adventure for quite some time.

I can only hope Philip Hawthorne's next adventure, "COPS", is released soon.

PLAGUE PLANET can be purchased from

Alpine Software
PO Box 25
Portadown
Craigavon
BT63 5UT

for the following machines

BBC B, B+ or Master 128 5.25" 40 or 80 track disk at '10.95 inc. P & P

Master Compact 3.5" ADFS disk at '11.95 inc. P & P

Archimedes 310, 410 and 440 3.5" disk at '11.95 inc. P & P

They don't at present have an Electron version because of technical difficulties, but would consider the possibility if there proves to be sufficient interest.

Why don't you write and let them know you ARE interested?

The ALPS rom and disk system is also available from the above address. Also a cassette version. Please write for details.

Reviewed by Barbara Gibb, 52 Burford Road, Liverpool L16 6AQ

AMUSING RESPONSES

by LORNA PATERSON

- SPELLBREAKER Open zipper, climb into hole, close zipper.
- Black Knight Blubaluba, Sing, Kiss Dwarf, Examine Belt, Wear Belt.
Examine Cow, Shout, Kiss Demon/Warlock, Knock, Jump,
Drink, Read Writing (on menhir), Sweep, Fly, Swear,
Examine Soap!

SOFTWARE REVIEW



CITY FOR RANSOM and PANIC BENEATH THE SEA

for the AMSTRAD CPC range.

Prices - Cassette £1.99 each or £3 the pair
Disc send formatted disc + £1-50 or £3 the pair
with no disc - £4-50 or £6 the pair

John Packham. 60 Hightown Towers, Warburton Road
Southampton, Hants, SO2 6HH

I often bemoan the fact that homebrew software for the Amstrad is a bit thin on the ground so it was with great pleasure that I was given the above adventures to review. Both games were written with GAC which may have it's limitations but it is competent.

City for Ransom - I played a text only version of this game but there is a graphic version available. In this game a terrorist has hidden a bomb in the city and is holding the government to ransom. Your job is to find the bomb and diffuse it in 12 hours. There are only 40 locations in this game but there are a lot of puzzles to solve so possibly it could have been padded out a little bit. Anyhow you start in an office with quite a few things to find and it pays to examine and search everything. With just the few locations there's quite a bit of 'Toing and Froing' with quite a few disguises to find before you get to certain places. As I said there a lot's of things to solve and some are quite tricky but if you get stuck there are quite a few strategic tips if you use the help command. There are a couple of red herrings thrown in to help with the confusion but no mazes which I would of applauded a few months ago but after Roger Whites recently excellent articles I'm not so sure now. I found it fairly tricky to solve in places, in one case you have to get past a slug and although the final solution is the same as used in the Price of Magic there are 7 things to do first. The grammar is quite good and it's bug free so quite a good first attempt. John can improve his parser and I'd like to have seen a few more synonyms used but it takes a time to acquire polish and I'd just like to finish with saying that I enjoyed playing the game.

Panic beneath the sea - This is a two part adventure of approximately 100 locations with graphics in part 1 but text only in part 2. The graphics are fairly standard GAC But were quite accurate to the location descriptions. A valuable cargo has gone down at sea containing goods vital to the nations defence and you've obviously got to recover it. In part 1 you have to locate a suitable vessel which will take you to the area where the ship went down.

You start again in an office with more to find than first meets the eye and then its off to the woods to find a thing or two, not forgetting to climb the odd tree. This is the easier of the two sections but I enjoyed playing it. Again it's bug free and there is the occasional help screen if you get stuck and there are a couple of devious problems. In the second part you start on the ship above the wreck and after collecting a few items it's in the drink with a limited air supply. I found this quite a tricky section and don't forget to save as you meet a few 'foes' here and there. Again there are loads of puzzles to solve with a few red herrings thrown in. Examine everything or you'll soon get stuck. Basically you wander around the ship looking for the cargo and then you've got to get it back on board. I'm pleased I had a map and a bit of help from John, as I said a tricky section. To sum up both these games I think John's made a promising start to writing adventures and I look forward to further games from him. He needs to improve his parser, it's a bit frustrating at times knowing what you have to do and not finding the exact words. The grammar is good and the location descriptions are quite good in parts but he certainly doesn't skimp on puzzles, keep up the good work John. I won't give ratings, we've all got different ideas of what we like in adventures and what I found tricky is probably 'old hat' to some of you seasoned campaigners out there.

Reviewer Pete Simpson

Amusing responses by Joan Pancott - Amstrad.

JINXTER

Having spent some time turning the handles one at a time in order to open the safe I decided to try and speed things up with the following result:-

Input. Turn top left handle, turn bottom left handle.
Output. What and cello case?

Shortly afterwards I got a bit mixed up (not really unusual for me at 2 o'clock in the morning) and my next three commands were:-

Input. Turn bottom right (missed out handle).

Output. What t?

Input. Turn bottom handle right (last two words in the wrong order).

Output. Which one, the bottom left handle or the bottom right handle?

Input. Turn bottom right handle (this one was correct).

Output. What arapckrhrcccgctcdpdkbygrghdkgc?

Earlier, down in the well, having used "climb into well" to get there, "climb out" seemed reasonable, but the response was, what do you want to climb close?

.....

PREVIEW SECTION

Wanna earn 7,000,000 Federation credits? Then become a BOUNTY HUNTER! This will be your reward for obliterating 22 neuro-viral life forms, which were accidentally let loose on a planet called Karakata, and can be found in the latest game from River Software, soon to be released.

This is a BIG game, with 1500 locations, (This is NOT a typing error.....Mandy.) and it was a joy to play it, because I love making maps of games, and this turns out to be a beauty of a map! Karakata has many different regions, some easily accessible, others impossible unless you discover how. You don't have to walk everywhere, though - you have this marvellous gadget which only needs a PAC inserted and directions fed in, then Hey Presto! you are quickly transported to where you want to be. Very useful if you happen to be on one side of the map and you realise that what you need, to solve the current puzzle, is up to fifty locations away on the other side! What is a PAC? Buy the game and find out!

Although this is a player-friendly game in that you never get killed, some of the areas are distinctly UNfriendly - Whisper Woods, for instance, where the trees howl at you until you run away in panic, and The Orch Depression, where your compass goes haywire and you don't know where you are. Then there's the Lowland Marsh, where you get lost in the mist.

These are only three of the puzzles to be solved, and for those adventurers who hate mazes, I have to say that although these locations may SOUND like mazes, in this game there isn't one!

Personally, I think River Software should issue a warning with this game, that it is extremely addictive! While play-testing it, I found myself going to bed at two and three o'clock in the morning, because I couldn't tear myself away from it!

Play-testing, it was supposed to be, but I class it as just playing, because I found no bugs at all! Not even a tiny buglet - everything works beautifully, which in itself puts this game into a top category of games to play for pure enjoyment.

Previewed by JUNE ROWE played on Spectrum.

BOUNTY HUNTER will be available within four weeks for Spectrum at £3.50. River Software plan an Atari ST version in the near future. A map and full documentation will be included with the adventure. For further details write or telephone:

RIVER SOFTWARE, #4 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL.

=====

SHERLOCK HOLMES - THE CASE OF THE BEHEADED SMUGGLER

This adventure was previewed in the last issue of Probe. This adventure for the Spectrum 48k has a provisional release date of 15th May and will cost £2.99 per cassette. Patrick informs me that the cassette will contain the introduction, parts one and two and also a free game! Patrick also has plans to release an Atari ST version of this adventure in the future. For further details write to:

PATRICK WALSH, 36 Verney Rd, Langley, Slough, Berks, SL3 8NX.



A Grave Story

We were all occupied in Sandra's kitchen. Strombrigner the Grey was attending to the making of coffee, a job that seemed to intrigue and delight him as he battled with the vagaries of the water level in the kettle. It was one of those that had a red marker along one side that was meant to float up and down in accord with the amount of water within the kettle itself, and which had to stay within certain limits. Too little water and the element would probably burn itself out, too much and the kettle would more than likely explode in a torrent of boiling water. Such things amused the wizard, and he was left to the task.

Meanwhile, Dimi Gloing, legendary dwarf of great ancestry, was delving deep into the workings of Sandra's husband's home brewing experiments. The ale was clearly a long way from being ready to drink, and yet the dwarf poked about here and there, investigating first this tub and then the other, all the while muttering what could well have been incantations as he appeared to bless the proceedings. A solitary can of McEwan's Export standing next to a goldfish bowl eventually drew his gaze, and Sandra didn't have the heart to refuse him. With a small 'pop' of air as the can opened, the dwarf withdrew from the world of coffee.

I was seated on a revolving chair, occasionally spinning around in circles as I contemplated the problems presented to me by a computer game. It was one that Sandra was stuck in, and she occupied the chair next to mine and watched as I made less than no progress in the game. It was a complicated one that seemed to depend on the ability to solve several different problems at once, each one interlinked in a way that none of us could see.

Strombrigner finished making the three cups of coffee and brought them over to the computer table. He glared ferociously at the screen, muttered something about water demons, and placed the coffee cups down on the table. "Not the same as real life" he said, more to himself than anyone else, but Sandra heard him.

"You've been there?!" she exclaimed in some amazement, pointing at the computer screen and staring at the wizard incredulously.

Strombrigner went a little red in the face, and prompted me silently for a cigarette. As ever I gave him one, and in that familiar manner of his he stripped the paper from the tobacco, summoned up a pipe from nowhere and filled the bowl. He drew fiercely on the stem, and at some unknown signal the pipe glowed into life. A large figure of eight smoke ring wrapped itself around the computer at the wizard's bidding, and then he leant more comfortably on the side of the workstation in the middle of the kitchen and coughed elegantly.

"Not there exactly" he began, in answer to Sandra's question, "but in similar territory with similar problems. You are aware of barrow wights and their nature? Protecting the barrow, or mound, guardians of the souls of the dead, all that sort of thing? Appear at certain times of the year, or on occasion when the barrow is under threat or siege? As was the case when a relic had to be recovered from a mound deep in Germany? A delicate matter involving Dimi and myself? No, I see that you are not." He sighed what could well have been a sigh of relief, and looked around the kitchen expectantly, obviously waiting for

PREVIEW SECTION

someone to signal to him to get on with the telling of the tale.

I obliged him. "Well, what happened then?"

"For once" continued the wizard, "we were without that wretched rabbit, as indeed we are now. You know," and here he wagged a bony finger at Sandra, "that blessed rabbit has taken rather a shine to you. Your name has been mentioned in high circles, very high circles indeed."

"Ooh, me?" exclaimed Sandra, eyes wide with delight. "What happened, what happened, who were you talking to, what did they say, why --"

"My dear lady." Strombrigner interrupted the tide of questions, "one at a time, please, one at a time. It was at the last council of wizards in the land where wizards lurk, and the rabbit was making his report as official emissary to our great leader, Windbreaker. We were seated around the round table. Except for the rabbit, that is. We was seated on it, otherwise nobody could see him. Huge portraits line the walls, you know, legendary leaders of the past and others who have helped us out in dire times of trouble. The rabbit was proposing that for your part in the affair of the spooky trough, and in particular the marvellous job you did of carrying him through our journey to Australia, your portrait should be commissioned and hung in the great hall. There was an earnest debate, you would have been most interested to hear it."

"Why couldn't you take me?" demanded Sandra.

"Have you been elected to the council? You have not" explained Strombrigner, answering his own question, "and only those who have been elected are allowed inside the great hall. I, of course, as a leading member of --"

"Harumph!" grunted the dwarf, looking up from his can of ale.

"Who's painting my portrait?" asked Sandra, reaching for and lighting a cigarette. "My left side's my best."

"No-one is painting your portrait!" Strombrigner glared at the dwarf and the rudery of his interruption. "I'm sorry, my dear, I should not have snapped at you. No, there is as yet to be no portrait I'm afraid. However." He raised his hand to quell Sandra's look of dismay. "We have known you but a short time, and some of the older wizards are, well, somewhat set in their ways. Why, I am almost eight hundred years older than you, and I voted for the portrait. But others have to be convinced of daring deeds by a better narrator than the rabbit. Your time will come again, I am sure."

Sandra sulked for a moment, but only a moment. "Oh well" she sighed, "next time perhaps." She pointed at me. "Has Pete got his portrait in the hall?"

"Good Lord no!" The wizard seemed horrified at the prospect, much to my disgust. "He has a special place in the Book of Chronicles, that is a worthy enough honour for most mortals." He looked around the kitchen, at a loss as to what to say next. "Where was I?" he mused, embodying bewilderment.

"Talking about barrow wights in Germany" I reminded him, somewhat miffed, "burial mounds and things."

"Ah yes, the great Roman mound near Hamburg. Germanicus Caesar, he was the father of Caligula, you know, strange chap, conquered most of the land round about and, as the Roman emperors were wont, named the place after himself. One of his favoured generals was killed in somewhat unusual circumstances, the mound was built and protected by the usual wight, and then centuries later we were summoned."

"Who was summoned? And who by?" I asked

The wizard seemed strangely put out. "Why, Dimli and I of course, summoned by our great leader Windbreaker. Who else? Word had reached Windbreaker that there was something unusual buried with the general, something that could be of great use to us in our continual battle against evil. A special Scroll of Courage, embodied with a powerful spell by a Roman wizard of great lineage. We were told to travel to the mound, recover the scroll, and not to return without it. Our price for failure would have been ... well, he has a colourful turn of phrase, Windbreaker, I shall not repeat his words. We -"

The wizard was startled out of his story by the sound of an empty can of ale being crushed by the hand of a thirsty dwarf. Dimli looked at Sandra, Sandra looked at Strombrigner, and with a small sigh Dimli threw the can into a waste paper basket and looked at a clock on the wall.

"As I was saying" said the wizard slowly, in his most put-out voice. "We answered the summons and found ourselves in Germany, close to the area of the mound but not close enough to awaken the wight or make it aware of our presence. They are sensitive to magic, and I might have endangered the two of us by unnecessarily alarming the beast. However, we were assured that the scroll was contained within the mound, and we simply had to get it out. The problem being, of course, that we could not go near the mound for fear of waking the wight."

"A tricky problem" I suggested, "but you found a solution?"

"But of course." The wizard beamed with joy. "Well put, master Peter, well put. We did indeed find the solution, although it took some little time to think of it. It was Dimli, in fact, who set my mind in the right direction."

"Uh?" The dwarf seemed unaware of this.

"You don't recall? No, I see you don't. We were trying to think of a way into the mound, and were tracing through the history of Germany to see if that wight, in some way, give us a clue. Remember, we wanted to get the wight away from the mound long enough for Dimli to dig into it, get the Scroll of Courage, and get away again. We had to, in some way, shift the wight. Well, we had got as far as the terrible wars of the twentieth century, and Dimli shouted out 'huns'! A descriptive term, you may recall, popularly used for Germanic soldiers. The solution, if I may say so, is rather obvious."

"Is it?" Sandra and I asked him simultaneously.

"Of course!" snorted the wizard. "I merely summoned up the nearest military garrison, surrounded the mound with soldiers, the wight fled to lurk behind the nearest tree, peering out but not daring to emerge, and Dimli could sneak in and take the Scroll of Courage. You see, many huns make wight lurk!"

TO BE OR NOT TO BE...
by June Rowe.



How often in adventures are we forced NOT to be!!!

Sizzled by dragons,
Drowned in lakes;
Eaten by monsters,
Poisoned by cakes;
Yet through it all,
There is no pain -
Just press a button
To live again!

However, there are ways of avoiding these many and several "deaths", so here are a few of them....

MUTANT - to get through the dark pool in the cave without blacking out, **PUT REED INTO MOUTH, INTO, W, EXAMI SKELEton, GET ALL, INTO, E.**

BORDER HARRIER - There are two guards, one east of the corridor after getting out of the cell, and one up from the hall of Lady Stairs House. Combat with these has random results - you may win or lose, so **RAMSAVE** before approaching either of them. The second one may be knocked unconscious, but he will re-appear before you leave, so **KILL** him again!

THE REALM - at the fifth move after being thrown in the cell in the Goblin King's Castle, you are dead unless you are invisible, so you must be sure to be wearing the cloak and carrying the gossamer thread, to use the **IBAT SETH** spell.

SKELVULLYN TWINE - Book 1 - Do not drink the potion you get from the gypsy, until you have passed through the rock barrier by the yellow rose, or the gypsy will kill you.

SKELVULLYN TWINE - Book 2 - Save the beetle by throwing water on the fungus in which he is trapped. He will later help to save you from the nasty things in the marsh.

SKELVULLYN TWINE - Book 3 - In the chamber inside Waterhead, Tolan has told you to stand on the platform in the middle of the room and play the recorder to activate the mechanism which opens the gate, but on the platform is a nasty creature named Gib. Don't try to get rid of him; just give him the recorder and go east immediately, then **HE** gets drowned instead of you!

OUT OF A DARK NIGHT SKY - Do not fill the bottle or the bucket from the pond - (the alien will get you! This is the last pod, which does not appear until you have destroyed five others. To complete the game, **WAIT** by the pond, **POUR PETROL, LIGHT PETROL.**

CROWN OF RAMHOTEP - To avoid being crushed by the ball which rolls down the tunnel, get the heavy marble statue from the small chamber where you find a ladder, and drop it in the alcove south of a point halfway along the tunnel.

RIGEL'S REVENGE - you will get blown up if you **OPEN DOOR** in the bombed hotel, but not if you **EXAMINE DOOR, and UNDO WIRE** first.

DUSK OVER ELFINTON - Your boat will sink into the lake (and you with it!) unless you have the bucket from the upstairs room in the tavern. With this, you can **BAIL WATER** to stay alive.

MADCAP MANOR - Do not unlock the door at the end of the attic corridor unless you are carrying the teddy bear.

MAGNETIC MOON - Part One - No, of course not - no-one would attempt a silly thing like leaving the space-ship without a bubble helmet and an oxygen supply, would they? These can be found under a couch in the lifeboat.

It's dark out there! You could stumble on the rocks and fall down a hole, so take the flashlight from the cupboard in the equipment store.

MAGNETIC MOON - Part Two - It is certain death to enter the guard room before the guards are asleep. This situation can be achieved by feeding anaesthetic gas into the air recycling plant.

Hopefully, I may have given the reader a much-needed life-saving tip amongst this collection, but in case I haven't, I'll leave you with the adventurer's prayer...



Now I sit me down to play -
I pray good luck to show the way.
If I should die before the end,
I pray the game RAMSAVE to lend.



FISHING FOR RED HERRINGS

LEGEND OF THE SWORD by Merc



Red-herring, turtle, crocodile, beaver, Denebian forest beast, eagle and chick in tree, cat in tree, killer whale, wolves eating body and the body itself. Fisherman, whimpering man, river south of the stone forge, Taj Mahal, lavatory, Keep doors. Cat-gut, blunt knife, fungus, white cloth, biscuits, mouse, bread, raft (except to get rope), Lusitania.

=====

BALROG AND THE CAT by VICKY JACKSON

Twigs, Large Boulder, Axe and the small stone.

=====

SOUL HUNTER by JOHN SCHOFIELD

Mirror, Food, Shield, Leaves, Winch.

(Contributions are needed for this section please.....Mandy)

=====



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WARNING:
Persons of a nervous disposition may find certain scenes and events upsetting.



.....

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.....

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FROB OF THE MONTH



First of all I must say how unfair of the Wayfarer to honour me with a Frob award. I realise that you could blorp from the cabinet but as Pia did not know how to solve the puzzle, would as he pointed out, have died anyway. I also feel that I should come clean and say I do deserve a Frob award as I would hate to receive it under false pretences. I have made many blunders, most of which I find incredibly funny (don't ask me why) so here goes...

The first adventure I did was Waxworks. The screen was split into two halves. The top was a very basic picture of your location and the bottom was for your input and game responses. So I sat looking at the picture and trying things like Examine Seat. Nothing happened. So I tried various exits and found I could go west into the toilets, hey presto, something I could recognise in the picture. I tried Examine Coat, back came the response "You can see something..." But what? The picture hadn't changed. I began to think these adventures were pretty stupid, how do you know what directions you can go? How do you know what you can see, etc etc?

So after about two weeks of travelling between the first two locations and trying to understand these "You can see something" messages when I couldn't see anything. Then my brother (Clever Dick) came round one night and just happened to press the <Return> key without any input. Yes, that's right, the top half of the screen cleared revealing all the visible exits and objects that you could see. Press the <Return> key again and the picture returned. So there you have it - two weeks spent playing in the dark literally, well what did you expect from a Grue!

On second thought, being a Frob is really about Infocom, so perhaps I should let you in on an Infoblunder, titled "How I became a Grue!" I was playing Spellbreaker and had reached the point when I had to change into a Grue, only everytime I did ... I died. I can recall a friend phoning me up to see how I was progressing. When she asked, all I could say was "I'm a Grue, I'm a Grue, I'm really a Grue!" You see, what I'd done was to have Frotz'd myself at the start of the game, as you did in Sorcerer. This was my undoing, who has ever heard of a glowing Grue. Maybe for a short time I was the only albino Grue in existence! So I started the game from the beginning all over again, when some bright spark (just you wait Mandy) told me I didn't have to, I could have just Unfrotz'd myself.

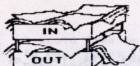
Surely now I think you will agree my title of Frob of the Decade is truly deserved, so now I can hold my head up with pride as I join ranks with fellow Frobs Neil and Pia.

CONTRIBUTIONS ARE NEEDED FOR THIS SECTION. PLEASE!

To The Wayfarer, My address is at the back of Probe if you feel the need to confess. (it's good for the soul).

THE GRUE!

=====
 (Have YOU ever done something silly in an Infocom game or done something very stupid and had to restart the game from scratch? Yes, well YOU might qualify for F.O.T.M! Write or telephone The Grue! with your nominations.....Mandy)



LETTERS



Readers may be interested to hear of my experiences when trying to get Infocom titles from the States. Following the correspondence in Volume 2, issues 8 and 9 or Probe 1 wrote off to Triton for details and duly received a copy of The Status Line which listed all the titles available and included an official order form. However, a covering letter stated that they did not sell products outside of the continental U.S. - so it looked as if that avenue was closed to me. But a quick phone gurgle to the Grue gave me the very latest news from John Wildey, namely that if you used the official order form, added 15 percent for airmail delivery and paid in dollars, Triton would ship overseas (see his letter in Vol 2 Issue 11).

So, in mid-October I ordered 3 adventures which I hadn't been able to get in the U.K. (2 @ \$9.95 and 1 @ \$14.95 - so pretty cheap), paid by Visa (thus avoiding the extra cost for currency conversion or a banker's draft) and sat back and waited... and waited... and waited. At long last, some 15 weeks later, they arrived having been despatched on 8th December by surface mail - carrier pigeon would have been quicker, especially as I'm so kind to our feathered friends! But that wasn't the end of it. Before the postman would let me get my eager hands on the package I had to fork out £12.25 in Customs Duty. Aaaaarrrgh!!

So my 3 adventures which I was expecting for just under \$40 (£21.60 at the prevailing exchange rate) actually cost me nearly £34. However, they all loaded OK, were still significantly cheaper than the R.R.P. in this country (even if I could have got them here) and I've been able to expand my collection of Infocom titles - still the best in the business in the opinion of a humble Frob! You might be lucky and have a package slip through without Customs getting their hands on it - I have been with other goods in the past. But treat this as a cautionary tale; the software might not be as cheap as you expect!

As a graduate of The Guild Of Frobs I must spring to the defence of The Grue following the sensational news in last month's Probe. Whilst it is possible to Biorple out of the cabinet in Spellbreaker you can't sit in it and watch the guards leave the cell - at least not in the Atari version. Even if you're hiding in the dark inside the closed and locked cabinet the guards still find you one move after you Rezrov the cell door! So it appears that different actions are possible according to what computer you're using. And how many readers noticed that in his partial solution The Wayfarer mistakenly says "Write Girgol on Flimsy Scroll"? It's already written on that one. What he means is "Write Girgol on Vellum Scroll".

Moral: Let him that is without Frobbishness cast the first bone!

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

=====

DEAR MRS GRUE!

When he gets his Amiga, there is little hope for family life, even as you know it now. So you must use surprise tactics. The only - and best - defence is ATTACK. A possible plan of campaign is as follows:

- 1) While the Grue is preening or shaving in the bathroom, remove the fuse from the 13 amp plug on his Amiga and plug it back in. When he next uses it and it doesn't work, he will rush back to the shop for an exchange model. This is quite normal for Amiga purchases. Repeat the process at least twice - until he gets suspicious.

- 2) Next, go out and buy a computer for yourself. A Spectrum would be ideal. Buy really duff software (eg Lord Of The Rings), pretend to

play it with ecstatic enjoyment. Go to bed after him.

3) Write to Probe claiming that the Spectrum and its range of adventures is superb and LDR knocks spots off entire Infocom range.

4) If 1-3 fail, threaten never to wash his socks again, or do the ironing, or anything else for that matter (eg. cooking).

Best of luck, A SECRET ADMIRER.

PS. Don't weaken and buy light bulbs. Keep using the candles as they give off such a romantic light.

=====
Congratulations and my thanks Mandy for the terrific job you have done with Probe over the past year, and to your husband John who I know gives you a lot of help and support. My thanks also to fellow readers whose contributions keep Probe interesting, amusing and not only helpful to me, but to people who ring or write to me for help. If I haven't done the adventure they are having problems with I can often find the answers to their questions in the pages of Probe, and that of course is much easier to do since receiving the index at Christmas.

Thank you for your good wishes regarding my Arnold who was sick for a day, recovered, but then a few days afterwards had a relapse and died! I am very happy to say that after a trip to an excellent "Computer Hospital" in Norfolk where he had a transplant operation he is now a "picture" of health. Seriously, my Arnold was away for less than a fortnight, in spite of the Easter weekend being during that period, so if any of you are unfortunate enough to have a sick computer and are looking for fast reasonably priced service give me a ring for details.

JOAN PANCOTT, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS.

=====
I don't often put pen to paper but there are a couple of things that I think Probe readers would like to hear about.

The first concerns an Adventure Swap Club that one of our readers runs. We must all have games that we have completed or just don't like and are gathering dust. Why not swap them for something you want, it only costs £1.25 per swap and you only get the games that you have asked for. I've been a member of the club for about 12 months and can't speak too highly of it. Recently I swapped The Helm (costing about £1.99) for Jack the Ripper (cost about £10) not a bad exchange was it? Drop Paul Avis a line at the Spectrum Adventurers Swap Club and he will send you the details. The full address is P. Avis, 49 Hewitt Road, Hamworthy, Poole, Dorset, BH15 4QB. He's completely trustworthy and there is no risk involved at all.

The second point I would like to write about is to thank Sue Medley for recently ending a long search by me for a game called Fourth Protocol. I've been trying to get this game for ages and whilst reading one of Probe's back issues saw that Mike Brailsford was selling this game a while back. So I rang him and he told me that he had sold it to Sue. I then wrote to her asking if I could buy it from her when she had finished with it. You can imagine my surprise when a few days later she sent me the game and told me that she didn't want anything for it. I have since written to Sue thanking her personally but thought it would be nice to show Probe readers what a generous gesture it was. THANKS A MILLION SUE, COME ON DOWN!!

LDL DAKES, 7 Clarke Crescent, Little Hulton, Worley, Manchester. M28 6XL

I would like to thank all concerned for sending the adventure listings to me. Funny thing was, 90 per cent of the lists came from women. Does this mean men don't have time or that they don't complete as many games as the women!?!??? Bet I get some stick for that one (Hehe).

ALLAN PHILLIPS, 55 Torbay Court, Clarence Way, Camden Town, London.

On the subject of full solutions I'd like to agree with John Ferris in that such solutions should be available to those who need and want them. Personally I dislike full solutions because I am too weak-willed to refrain from reading the whole thing. What irritates me is that beings seemingly intelligent enough to "go it alone" would require everyone else to do the same. What an imposition!

I have sent Roger White details of the maze-type which I think evades mapping by any codifiable technique. Unfortunately I don't want Probe to publish the maze solution yet since it is a part of Time Thief.

Thanks to all who have ordered Time Thief - help sheets are now available for an SAE. Since starting to sell this game I find that my attitudes to copying have hardened considerably. If you are playing a copy of TT because you are genuinely on a budget too limited to afford an original then continue with my blessing. On the other hand if you are playing a copy of my or any other 'Homegrown' game because you simply don't want to pay for your pleasure then you know what you are, creep. I'd like to know what other readers feel about this. Does any one think that all copying is wrong? If you do, does your behaviour actually conform to this absolute standard? Do you think that it is acceptable to copy some software but not all? If you do, what criteria do you use when deciding whether to copy a game or not? Are you prepared to state publicly that you think copying is always permissible, and how do you justify this opinion?

There has been a lot of ill-considered tripe published on this subject in many editorials and letter columns. I would hate to be responsible for more of it, so before you write, ask yourself the following two questions. Have I fully thought out my position on this issue? Do I practice what I am about to preach?

DON MACLEOD, 35 Old Evanton Rd, Dingwall, Ross-shire, IV15 9RB.

I would like to draw your attention to the tape version of Zork I. I bought this on the strength of fellow adventurers telling me what hours of good adventuring I will have. So this is Infocom. On loading I found that if I moved north to a forest path and moved some leaves I uncovered a grating. Touch, examine, look at, or any mention of the said grating and I was treated to the response INTERNAL ERROR IN 04: END OF SESSION in effect locking the computer up and a reload was required. OK I thought, a conversion problem, hopefully I could ignore the grating so on I went. After a little while, at a dam, I managed to cross the lake and enter a bat cave. Did I say enter? Well I went north OK but all of a sudden the INTERNAL ERROR response reappeared. Now I can understand that the program was designed for disc and not tape but with so many internal errors making the game unplayable? I really think that more care should be taken as a lot of young, less experienced adventurers could be hearing about Infocom (like me) and purchase at £9.95 a very badly bugged version and be put off for ever.

REG LILLEY, 22 Wykes Rd, Exeter, EX1 2UG.

HELP WANTED



"THE ODYSSEY written by Mike and Pete Gerrard - released by Duckworth PART TWO. I have reached Ithaca, met Penelope, successfully fired the bow through the axes, shed rags to reveal myself as Odysseus. Fired bow again to kill a few baddies but I have now run out of arrows. Can somebody please tell me what to do next? All I have in my possession at this stage of the game is a map of Ithaca. I understand there is some armour somewhere. Where is it??? Who is my father??? Anybody PLEASE help."

VINCE BARKER, 4 Brae Head, Eaglescliffe, Stockton, Cleveland, TS16 9HP

"I am stuck on a number of adventures, namely: NOT A PENNY MORE NOT A PENNY LESS, THE FOURTH PROTOCOL, LANCELOT, ROD PIKES HORROR COMPILATION, WAR OF THE WORLDS, KILLED UNTIL DEAD, RETURN TO OZ, TWIN KINGDOM VALLEY, SOLARIS, MICRO DRIVIN, MAD MARTHA II, LORD OF THE RINGS (when I finally get to the Green Tower there's no knight!). If anyone can help me I would be very grateful."

E.FRY, 6 Birchdale Ave, Wrockwardine Wood, Telford, Shropshire.TF2 6QL

"In FRANKENSTEIN part two, I am stuck in the hall in the Chateau on the gallery with the creaking floorboards and I am unable to exterminate the monster. What do I do?

In MAGICIANS BALL I end up in a village street where a rich merchant gives me a bag of money after I have freed the Princess from her stone-statue form. I cannot get away from the village street, even though there is a gate/exit to the south. What do I do here? If anyone can help me I would be very pleased."

JORGAN RIBER CHRISTENSEN, Geskevej 34, DK-9000 Aalborg, Denmark.

"Has anybody mapped ULTIMA IV? If so could they please send me a copy of their map? I will gladly pay any photocopying and postage expenses. Also RING OF DARKNESS (Spectrum), how do you pass the blue flames under the mountain?"

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

"Has anyone any hints at all for MALICE IN WONDERLAND please because I can't get very far in it at all."

MARGO PORTEOUS, 1 Marina Drive, Spondon, Derby, DE2 7AF.

"I have been playing ULTIMA III and ULTIMA IV lately, as you'll see if you are now reading the column in Popular. Although I have done quite well, I've reached a bit of an impasse - Has anyone any useful tips or solutions please?"

TONY BRIDGE, Please reply to Adventure Probe for forwarding.



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Tel: 0454-773169

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Will take Spectrum tapes and Commodore tapes or discs.

Please write with price required etc to:

REYNIR STEFANSSON, Holtagotu 3, IS-730 Reydarfirdi, Iceland.

SPECTRUM SWAPS WANTED

Tape adventures for 48K wanted; send your list of swaps for mine. Even software with missing instructions considered.

GORDON INGLIS, 11 West Mayfield, Edinburgh, EH9 1TF.

FREE ADVENTURES FOR THE AMSTRAD

Two big text adventures running under CP/M. The Island and The Base. Please state whether 464, 6128 or PCW and apply before Spring Bank. FANTASTIC FABULOUS and WOW are just some of the words that haven't been applied to these adventures. Send disc and S.A.E. to:

KEN BOND, 17 Adel Park Gardens, Adel, Leeds, LS16 8BN

"The Golden Chalice, an adventure game for Spectrum. This is a program written in basic which I copied from a magazine listing several years ago. By today's standards it is an easy game to solve but I think it's quite good for this type of game. It is ideal for beginners or a child interested in adventures. If any readers of Probe would like a copy of this program and they contact me I will let them have a copy."

MARGARET FRASER, 1 Hackbridge Rd, Hackbridge, Wellington, Surrey, SM6 7AY.

THE ART OF THE MAZE IV

By ROGER WHITE

In my last article I showed how to identify a chain of six rooms to the NE of room 1 in the ENTHAR 7 maze. Having selected that chain, we are ready to begin mapping. We begin, with an empty grid of eight rows, six corresponding to the rooms 1, NE1, NE2 ..., one labelled "C" for the clearing and one empty row, which we reserve in case we discover a room which we can show not to be any we as yet know about, filling this grid initially with the information that can be gathered from the above table:

	N	E	S	W	NE	SE	SW	NW	U	D	
1					2		C				
2					3						
3					4						
4					5						
5					6						
6					2						
7											
C							1				CLEARING

MAP XII

(The reason for the somewhat odd order in which the directions are arranged at the top of this map will become clear when we look at later mazes: it doesn't matter for the moment, but cf. Lorna Paterson's letter in Probe II/11, where she anticipates a point I shall discuss later in these articles.)

We drop the flower in the room furthest away from room 1 in a NE direction (the room we have been calling "NE5", which now becomes 6), and SAVE our position in that room. Now we start testing the directions on our grid in turn, in a way that is very different from, but not essentially more complicated than, the method of the classical solution:

We go N from 6: if we find the flower, we put a 6 on the grid, if we find the clearing, we put a "C", otherwise we set off NE repeatedly until we find the flower: if, after 5 moves, we do not find the flower we put a "?7" on the grid. But, in fact, we find the flower after going NE 3 times: the only room on our grid of which that is true is room 3: hence we put a "3" in the N-box against 6, going E from 6 leads to the clearing, so that we put a "C" in the appropriate box, S leads straight back into 6 again, so we put a "6", W to a room from which going NE 4 times leads to the flower, which is only true of room 2 on our grid, so we put a "?2" on the map (here we see the significance of the question marks: this is not room 2 - there are, in fact, two rooms from which one goes NE 4 times to room 6 - room 2 and a room which we have not as yet identified):

	N	E	S	W	NE	SE	SW	NW	U	D	
6	! ? 3	C	6	! ? 2	2	! ? 5	! ? 4	6	X	X	

We continue in this way until the grid is filled up: having completed room 6 we move to room 2 and test all its directions and so on - Note that, by now, we know how to get to every other room on the grid: rooms 2 - 5 by going round the loop, C is E of 6, and 1 is SW of C: the fact that we know this by now is largely due to our having taken such a long loop in our choice of direction to work with. If we had not been lucky enough by this stage to find a route from 6 to 1,

we would have established one as follows: RESTORE to 1 and now drop the flower there; now check one of the "?1"s we have by this stage put on the grid, say the route S of 3 - we find the flower, and can now remove the question mark (if we don't find the flower, test another "?1", and so on). Now we do know a route from 6 to 1, namely, NE to 2, NE to 3 and S to 1, and once we can find our way from 6 to 1 we can find routes between any two rooms on our grid - since we can go from any room to 6, from 6 to 1 and from 1 to any room.

In the course of completing the grid, when we fill up row 5, we encounter, for the first time, the room containing the flipper plate - W of 5: this is a powerful demonstration of the significance of room protection. It is not until we are near the end of a systematic search and mapping of this maze that we even enter this room at all. I find the same result no matter how I approach this maze: I have mapped this maze using a whole range of different techniques, so that I could use this one maze for illustrative purposes throughout this series of articles. No matter which way I approach it, the result is always the same: I enter the room with the flipper plate towards the end of a systematic search, long after I have been in and out of every other room countless times. If we did not employ a systematic search, and carry it through with complete rigour to the end, we would almost certainly overlook this, the most important room in the maze. Now we add another row "F" to the grid and check that out. We should then arrive at the following map:

	N	E	S	W	NE	SE	SW	NW	U	D	
1	?2	?3	?3	?4	2	?3	C	?4	X	X	
2	6	?5	?3	?2	3	?4	?2	?2	X	X	
3	?2	C	?1	?2	4	6	?5	?2	X	X	
4	6	?2	C	?2	5	?1	?3	?4	X	X	MAP XIII
5	?3	6	?2	F	6	?3	?1	?2	X	X	
6	?3	C	6	?2	2	?5	?4	6	X	X	
C	?4	?1	?3	?3	?1	?3	1	?2	X	X	CLEARING
F	?1	?5	?4	6	?3	?2	?2	?1	X	X	FLIPPER PLATE

Now, as in the last article, all we have to do is remove the question marks - and in much the same way as there. We first note that ?2 and ?3 both appear an above average number of times on the grid (17 and 13 respectively) so that one or both of these could well represent two different rooms. We test these out first, beginning with ?2: We place the flower in 2 and now retest all the directions marked ?2 on the map, discovering instantly that the room SW of 2 does not contain the flower: we add another row to our map to correspond to this room and test out the remaining ?2s - removing the "?" whenever we find the flower, leaving it otherwise. Now we place the flower back in 6 and fill in all the directions corresponding to the new row on the grid. We now place the flower in the new room and test all the remaining ?2s - and discover no further room. Turning in the same way to ?3 we place the flower in 3 and find we can remove all the question marks. Hence there is no new room here: and so on in turn for each of the other question marks. Once we have removed them all, we have arrived at a new complete map of the ENTHAR 7 maze:

	N	E	S	W	NE	SE	SW	NW	U	D
1	9	3	3	4	2	3	C	4	X	X
2	6	5	3	9	3	4	9	2	X	X
3	2	C	1	2	4	6	5	9	X	X
4	6	9	C	2	5	1	3	4	X	X
5	3	6	9	F	6	3	1	2	X	X
6	3	C	6	9	2	5	4	6	X	X
C	4	1	3	3	1	3	1	2	X	X
F	1	5	4	6	3	9	2	1	X	X
9	1	5	4	6	3	9	2	1	X	X

MAP XIV

CLEARING

We have now once again successfully mapped the ENTHAR 7 maze: comparison of the result we have arrived at and the original shows that they only differ in the numbering of the rooms. Although undoubtedly lengthier to implement than the classical solution, this whole process does not take an inordinate length of time - it takes far longer to explain what to do, than it actually takes to do it. But even so, it is a lengthy process. It shows, however, the full extent of what can be done by object dropping if we use ingenuity; and since we have had to use thought and ingenuity to arrive here, the conquest of the maze in this way is infinitely more satisfying than another mechanical carrying out of the full classical solution. If, of course, we are permitted to drop more than one object - two or three - we can use the extra objects in a whole variety of ways to introduce shortcuts into the above process. Since the possibilities here are enormous, and will depend upon the particular features that emerge when you begin to map the maze, I will leave it to the reader to devise the possible best uses of the additional objects.

We have now completed our investigation of what can be done with object dropping in mazes, and will turn next to the really challenging question: is it possible to map a DROPLOSE maze, and if so how? It is here that the maze puzzle becomes endlessly fascinating: there are no longer any general and mechanical solutions possible. Every maze is unique, presenting its own particular difficulties, and offering its own clues to the alert player. The answer to the question "Is it possible to solve a DROPLOSE maze?" is: There is demonstrably no general solution to the DROPLOSE maze - it is possible to construct mazes which are absolutely insoluble - the maze I introduced as MAP V in my second article is one such. It is also possible, given any technique of solution we succeed in devising, to construct a maze that will thwart precisely that technique.

On the other hand, most mazes will afford such clues as will yield maps if you pay sufficient attention to what it is that they tell you. I have yet to encounter a commercially available maze where I have found I was forced to resort to the classical solution. What is more, they can usually be solved relatively quickly - it is typically much quicker to solve a maze without object dropping than by going through the process we have just carried out. But whereas the process we have just carried out, is infallible, from now on we will find no absolutely infallible techniques - and frequently have to try a second or third approach if the first is getting us nowhere. It is precisely when you do not avail yourself of the classical solution that the real puzzle of the maze begins.

What I propose to do in my next articles is outline some of the techniques the player can use, beginning by looking at one of my favourite mazes, the maze leading off the Troll room in ZORK I.

HINTS AND TIPS

BEHIND CLOSED DOORS (THE SEQUEL!) by KEITH DAVIES played on Spectrum

To remove dagger from door - pull dagger up/down.
Examination of the garden will reveal some vegetation which may object to pruning, with revealing results!
The problem of reaching the key may be resolved with the aid of the Balrog's footwear!

=====

By TRACY TATTUM played on Atari ST
THE UNINVITED by TRACY TATTUM

The voodoo masks protect you from the curse, wear one of them.
Operate 'No Ghosts' on the Scarlet O'Hara.

KINGS QUEST III

Crumble the cookie into the porridge then serve it to the wizard.
Change into an eagle and go to the cave with the web on it, you will be able to go into the web and throw the spider into the sea.
To change Medusa to stone you must have the wizard's hand mirror, go to the desert and face east, type SHOW MIRROR TO MEDUSA, before hand.
When she comes near press RETURN.
To kill the dragon, use the 'brewing storm' spell.

INGRID'S BACK

To get rid of one of the trolls, take him to the trapdoor, open it and push him down it. Close it and put the sack of flour (from the Mill) on top of it.

=====

ONE DARK NIGHT... by MIKE BRAILSFORD played on Spectrum

MOVE BARREL in the hut to find a trapdoor but you may need some help!
PULL RACK in the Smithy to find a secret passage back to the Library.
INSERT JACK BETWEEN BARS in the window of the stairs to gain entry to the Chamber with the coffin.
LIFT STATUE on the lawn to find something useful.

=====

THE O ZONE by ANDY NISBET played on Spectrum

To start: TAKE GLASSES, WEAR GLASSES, JUMP BEAM.
Laser - SWITCH SWITCH.
Toilet - Climb on it and examine cistern.
Plane crashing - STICK BACK.
Bucket - Wear it!

=====

WITCH HUNT by JACKIE HOLT played on Spectrum

Remove a brick in a well to find a pellet.
To find a safe - Relax!

VILLAGE OF LOST SOULS by LORNA PATERSON played on AMSTRAD

To repair the plough you will need hammer, share and blade.
To dispel the aura of evil, throw holy water.
Wear ear plugs in the cave of lyre music.
Sprinkle the salt in the ice cavern.
Wear the boots to cross Lucifer's lounge safely.
Wear the band to see in the dark.

=====

THE COUNT by R.H.RAINBIRD played on Atari 800XL

Travel between floors by the dumbwaiter.
Keep garlic handy.
Visit the pit for a light.
Answer the gate when the bell rings.
A paper-clip makes a good pick-lock.
Drop stake in a locked room until needed.
Eat a tablet when night approaches.

=====

SECRET OF ST BRIDES

Mushroom is used for growing and shrinking.
Elephants don't like mice!
Climb the chimney to escape from the Victorian House.
Need Mushroom, Basket and Cat Mint to get the cat.
Purse gives you an identity to board the train.
Look under the rocks in the Quarries.
Blow whistle if surrounded.

=====

WOLFMAN by ANDY NISBET

Hole in roof? - STAND COFFIN ON END.
Examine lid of trunk in locksmiths.

=====

MORE BUGS AND AMUSING RESPONSES

GUILD OF THIEVES by TRACY TATTUM

"When I typed GO TO TEMPLE the response was "I haven't the faintest idea where to start looking for the office door"!!

TIME AND MAGIC (Lords of Time) by JOHN FORD

"In the Atari ST version, when you get the Back Pack, items are automatically put in there. But if you try to put something in the pack i.e. PUT PLANK IN BACK PACK, the plank will disappear! It's not in the Back Pack, nor the location and it's not in your inventory. If you PUT THE BACK PACK IN THE BACK PACK all your inventory will disappear including the Back Pack! Leave the location and then return and all your inventory is there lying on the floor!

=====

GETTING YOU STARTED

TRINITY

By LON HOULSTON played on ATARI ST



N, BUY CRUMBS WITH COIN, TAKE BAG AND CHANGE, SE TO THE WABE, EXAMINE SUNDIAL, UNSCREW GNOMON, TAKE GNOMON, SE TO FLOWER WALK, GET SOCCER BALL, N, READ NOTICE, W TO ROUND POND, FEED DUCK, TRY UNSUCCESSFULLY TO GET RUBY, GET PAPER BIRD, OPEN PAPER BIRD, READ PAPER BIRD, E TO LANCASTER WALK, N, GET UMBRELLA (unable as it blows into a tree), THROW BALL AT UMBRELLA, GET UMBRELLA, W, W, PULL PRAM E, AGAIN, PULL PRAM S TO LANCASTER WALK, OPEN PRAM, GET IN PRAM, OPEN UMBRELLA, GET ALL EXCEPT PRAM, E, WAIT, ENTER WHITE DOOR.....

(Contributions are urgently needed for this section please....Mandy.)

OBJECTS AND THEIR USES

RED DOOR by A.W.BALDWIN

1. HAYSTACK Search it to find a needle.
Feed sacred cow with hay.
2. COIN,RUBY Give to the concubine.
3. SCROLL Give to Soothsayer.
4. KEY Unlocks box in scarlet room.
5. PIPE, BASKET..... Blow pipe and get snake in basket.
6. ANUBIS..... Tickle him to pass through doors.
7. FLUFF..... Examine it for a ruby.
8. BRACELET, NECKLACE,
PERFUME, KOHL..... Take them to the female mummy.
9. JOKE..... Tell it to the Sphinx.
10. FLY..... Give it to the spider.
11. JUG..... Fill it with emblaming fluid at pool.
12. MULBERRY BUSH..... Examine it for some silk thread.
13. TOKEN..... Wave rod to turn it into gold then
insert it in the slot to escape from
the mummy case.
14. SHROUD..... Cut it into bandages with scissors.
15. FOOD,FLUID,CHARM,BANDAGES... Take them to the male mummy.
16. GOLD CLOTH..... Cut it to shape with scissors. Thread
needle with silk thread. Make a
garment fit for a God.
17. GARMENT..... Take it to Thoth as a gift.

AMUSING RESPONSES

By KEN BOND played on Amstrad

- Hollywood Hijinx - Dig in sand with hand.
"I suppose you also excavate tunnels with a
teaspoon."
- Infidel - Light torch.
"I suppose you are going to light it with your
blazing intellect!"

SERIALISED SOLUTIONS

SHARPE'S DEEDS

By EMMA HEGGIE played on Amstrad

PART THREE

To the north was the kitchen garden, and dug into the soil was a spade which I took with me. Back on the terrace I climbed down some steps into the sunken garden. The walls that surrounded the garden were covered with weeds, and looking more closely I realised that one of the bricks was loose. I pulled the brick out to reveal a dresden ornament, another of my Uncle's hidden treasures. Taking the ornament, I went back up to the terrace and walked east to the lawn.

To the south of the lawn was a walnut tree, and remembering the shopping list I had found I examined it carefully. My patience was rewarded when I found a sapphire ring hidden among the branches. To the west was the garden shed, and as I went into the gloomy interior, I had a fright as I saw the ghost of the gardener blocking my path. I gave him the first thing I could think of, the book on gardening, and he smiled and disappeared. At the back of the shed I found a long pole, which I took with me.

I returned to the lawn and went north onto a slope leading to the lake. I travelled north again to just beside a bridge leading across the lake to an island. The bridge looked extremely dangerous, so I decided to leave it for the moment and go along the bank instead. West from the bridge was a summerhouse, which contained a pair of shears obviously left there accidentally by the gardener. I took these, and returned east to the bridge. Further to the east was a statue of a chubby cherub playing a Lyre. I strummed the Lyre from the music room back at the cherub, and was quite alarmed when the base of the statue swung round to reveal a dark and slippery stairway going downwards. I switched on my torch and checked that I was wearing my non-slip shoes. Then I ventured down the stairs, to find a damp cave at the bottom. On the floor I found some rare coins, which I took with me back up the steps. After dropping the shoes and the lyre, I went west, south and south back to the lawn, and then turned to the east to an overgrown rose garden. The garden was full of brambles, so I cut some of them away with the shears and revealed an exit to the north.

Going north I found a walled garden with the ground covered in paving slabs. I almost didn't notice a tiny key lying on the ground nearby which I picked up and put in my pocket. To the east of this was a compost heap and nearby were some garden canes. I took the canes, and returned to the walled garden where I noticed that one of the paving slabs was loose. I lifted this up to reveal some fine Indian silks hidden underneath. I took these and returned to the bridge. With the rope and the canes I managed to strengthen the bridge, and I carefully walked north across it to the island. The island was quite sandy, and to the east a willow tree was growing. Using the spade I dug under the tree, and, surprise surprise, found some buried treasure, a bright ruby. Taking this I headed back to the entrance hall and dropped all my new treasures. I then climbed the stairs again and went south twice from the first landing to the room with the dresser. The tiny key fitted perfectly into the lock of the dresser, and it opened to show a diamond brooch, the last of the treasures. I returned to the landing and climbed up the second flight of stairs and

then went north into the purple bedroom. In the alcove I noticed that the family crest was rather loose, so I tried to twist it back into place. I was surprised when part of the wall moved aside to reveal a dark staircase leading up into the roof. I climbed this dark and cobwebby stair until I came to another landing. There, waiting for me was the ghost of my Great Uncle. It seemed as though he was waiting for me to say something.

I thought back to the note I had found behind the portrait, "Such capital treasure" and realised that combining the first letters of the treasures would give me a password and allow me to complete my quest. Coins Ivory elephant, Diamond brooch, Emerald, Ruby, Indian silks, String of pearls, Gold ingot, Ring, Amethyst, Necklace and Dresden ornament gave me the phrase "Cider is grand". I said this to Ferdinand and he grinned, saying "Aah, 'ee be a worthy heir". He chuckled, and then disappeared, revealing another flight of stairs behind him. I climbed these and came to the old attic, black with dirt and cobwebs. All there was in the attic was a sheet of music - no deeds or will. Disappointed I took the music, and returned to the entrance hall. I went to the stairs in the conservatory I had previously overlooked and climbed down them into the cellar. A barrel of cider stood in one corner - raw scrumpy, guaranteed to give you a hangover that reaches the parts other drinks don't particularly want to reach. In the floor was a grating which I opened to reveal a dark staircase reaching down into the earth. I climbed down, turned to the west and after walking down a long corridor came to another staircase.

I climbed this winding staircase to arrive in a familiar place - my bedroom at the inn! I transferred all the treasures from the entrance hall of the manor to the bedroom through the secret passage, taking two trips to carry them all. Then taking the bible and the music I walked to the vicarage at the other end of the village. Entering the vicarage I gave the bible back to the Vicar who pressed something into my hand in return. I looked and found that I was holding a large key. I went north to the church and tried to unlock the door with the new key. The lock clicked and the door creaked open. The church was not terribly interesting inside except for the rather attractive organ. I sat down and played the music I had found in the attic and was not particularly surprised when the organ slid open to reveal yet another secret staircase. I climbed down into the crypt where the Sharpe family tomb stood. It was made of marble and carved intricately with lyres, apples, swans, horses and bulls. I rubbed the carvings as I wondered what to do next and the room seemed to spin around me...

I awoke in a clammy cavern. The ghost of Ferdinand Sharpe stood before me. I greeted him and he replied "Nice of you to drop in - I've enjoyed meeting 'ee. Take this, hopes 'ee enjoys the cider and sorry about the debts." He laughed and vanished for the last time.

On the ground he had left a small box containing the deeds. I rushed back to my room and dropped the deeds on the bed with the other treasures as I wondered what to do next. Suddenly the solicitor entered. He checked the deeds and congratulated me on becoming heir - then he took all the treasures bar one to pay off the death duties, debts, fees etc, leaving me with the deeds and a white elephant, not to mention no breakfast!

ADVENTURE COMPLETED!

HEAVY ON THE MAGICK

Philosophus Grade to Final 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.

"Door, Soronoros, n (PHILOSOPHUS). S, w, nw, s, w, w, n, examine table, pick up ball, e, n, ne, n, ne, s, se, e, se, e, nw, ne, n, n, n (Agile Stair Level 3), sw, sw, w, nw, n, sw, w, ne, w, w, examine object, pick up pellet, drop ball, se, sw, se, e, se, e, pick up key (COPPER), s, w.

Start. Invoke ASTAROT, "Astarot, Slymole. SW, s, sw, pick up key (IRON), w, ne, examine table, drop key (IRON), n, sw, n, n, pick up bone, e, (Slug) e, examine table, drop key (COPPER), n, nw, s, w, l, "Guards, door (answer is, "An Eye For An Eye To Enter Paradise), e, n, se, s, w, sw, s, ne, s, sw, e, ne, n, ne, s, se, e, se, e, nw, ne, n, n, n, (Agile Stair Level 3), sw, sw, s, w, s, s, w.

Start. Examine table, drop pellet, pick up key (LITHIC), w, pick up key (MAGNUM), e, e, n, pick up clasp, e, e, n, w, w, w, s, sw, examine table, drop key (MAGNUM), n, w, blast ghost, sw, n, examine chest, pick up leaf (Achad Is One For The Pot), s, ne, e, s, sw, examine table, drop key (LITHIC), n, sw, se, examine cauldron, pick up scroll (For AI Is Dead Seek Arm Leg Head In Pot Display And One Word Say), n (to centre), drop leaf, drop scroll, nw, ne, s, ne, ne, n, e, e, e, s, w, w, drop clasp, n, n, w, ne, ne, s, e, nw, blast wraith, l, examine object, pick up skull, e, pick up bone, w, se, sw, s, s, l, examine object, pick up ulna, n, n, ne, s, e, s, r, examine object, pick up thigh, n, w, n, w, sw, s, s, s, w.

Start. Invoke ASTAROT, "Astarot, kitchen. E, examine cauldron, drop skull, drop ulna, drop thigh, n (to centre), "Cauldron, Achad. "Al, door (answer is, "The Way To Paradise Is Long), nw, ne, s, ne, ne, n, e, e, e, nw, w, s, s, s, w.

Start. Pick up pellet, Invoke ASTAROT, "Astarot, Heaven. W, s, w, l, "Door, LONG. N (EXIT), s, e, n, se, s, w, sw, s, ne, s, sw, e, ne, n, ne, s, se, e, se, e, nw, ne, n, n, n (Agile Stair Level 3), sw, sw, s, w, s, s, w.

Start. Drop pellet, pick up MANTIS, w, s, e, sw, pick up, flask, snake and mirror, ne, w, n, e, r, Invoke ASTAROT, "Astarot, Pit. W, drop MANTIS, l, examine object, Invoke BELEZBAR, "Belezbar, Pebble (answer is, "LICHGATE), w, sw, se, w, w, n, ne, w, w, s, s, ne, w, n, e.

Start. R, Invoke ASTAROT, "Astarot, Lichgate. S, e, r, "Guards, door (answer is, "For Tombs No Key Philosophus Destroys Me), examine object (it is a RUBY), n (to centre), Invoke ASMODEE, "Asmodee, door. NORTH to THIRD AND FINAL EXIT.

SOLUTIONS AVAILABLE FROM PROBE

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 postage.

Adventureland. Adventure Quest. Adventure 100. Aftershock. Alter Earth. Alien. Amazon. Angelique. An Everyday Tale of a Seeker of Gold. Apache Gold. A.R.C. Arrow of Death Pts 1 & 2. Arnold Goes Somewhere Else. Atalan. Avior. Aztec Tomb. Aztec - Hunt for the Sun God. BASQUE TERRORISTS LOOSE IN DARTFORD. Balrog and the Cat. Bards Tale 1. Ballyhoo. Barney Brown. Beer Hunter. Beetle Quest. BEYOND ZORK. BESTIARY. BEHIND CLOSED DOORS. BEHIND CLOSED DOORS (THE SEQUEL!). The Beast. Big Sleaze. Blue Raiders. Blade of Blackpoole. Black Fountain. Black Knight. Borrowed Time. Boggit. Book of the Dead. Bored of the Rings. Border Harrier. Brawn Free. BUNGOS QUEST FOR GOLD. Bureaucracy. Bulbo and the Lizard King. Buckeroo Banzai. Bugsey. Case of the Mixed-up Shymer. The Calling. Castle Colditz. Castle Adventure. Castle Blackstar. Castle of the Skull Lord. Castle Eerie. Castle Thade. Castle Thade Revisited. Castle of Riddles. Canasto Rebellion. CAVERN OF RICHES. The Challenge. Chrono Quest. Circus. Citadel. Cloud 99. Claws of Despair. Classic Adventure. Colour of Magic. The Count. COUNTDOWN TO DOOM. Colossal Cave. Computer Adventure. Colditz. Corruption. Cracks of Fire. Cricket Crazy. Crystal Quest. Crystals of COMMANDO. Carus. Crystal Cavern. Crystal Frog. Crystal of Chantle. Crimson Crown. Crown of Ramhotep. The Cup. Custerds Quest. Cutthroats. The Curse. Cursed be the City. Curse of Crawley Manor. Dark Lore. Dark Planet. Danger Mouse in the Black Forest Chateau Pt 1. Dallas Quest. DAVY JONES LOCKER. Devil's Hand. Devil's Island. Deja Vu. Desert Island. Demon from the Darkside. Denis through the Drinking Glass. Deadline. Diamond Trail. Don't Panic - Panic Now! Domes of Sha. Double Agent. Dodgy Geezers. Dracula's Island. Dracula. Dragonworld. Dragonscrypt. Dragon's Tooth. Dragon of Notacare. Dragon Slayer. Dungeonmaster. Dungeons Amethysts Alchemists 'n' everythin. Dungeon Adventure. Dusk over Elfinton. Earthbound. Earthshock. El Dorado. Empire of Karn. Enchanter. Energem Enigma. Enchanted Cottage. Erik the Viking. Escape. Escape from Khoshima. Escape from Devil's Island. ESCAPE FROM ARGC. Espionage Island. Eureka 5. Excalibur. Exchange. Eye of Baln. Eye of Vartan. Fahrenheit 451. Fairly Difficult Mission. Fantasia Diamond. FERGUS FURGLETON. Firelance. Fish. Final Mission. Fistfull of Blood Capsules. Flook Two. For Your Thighs Only. Fortress of Keler. Forgotten Past. Forgotten City. Football Frenzy. Forest at Worlds End. Fourth Sarcophagus. From Out of a Dark Night Sky. Frankenstein Pt1. Future Tense. Funhouse. Fuddo and Slam. Galaxias. Ghost Town. Gnome Ranger. GOBLIN TOWERS. GOLDEN CHALICE. Golden Mask. Golden Apple. Golden Voyage. Golden Baton. Golden Rose. Gods of War. THE GREAT PYRAMID. Green Door. Greedy Gulch. Gremlins. Ground Zero. Guild of Thieves. Hampstead. Harvesting Moon. Hammer of Grimold. Haunted House. The Hermitage. Heroes of Karn. Heavy on the Magik. He-Man and the Masters of the Universe. The Helm. Hexagonal Museum. Himalayan Odyssey. Hitchhikers Guide to the Galaxy. The Hollow. Holiday to Remember. Hobbit. Hobbit (De-lux disk version). House of Seven Gables. Hollywood Hi-Jinks. Hospital Adventure. H.R.H. Hunchback. The Hulk. Ice Station Zero. Imagination. Ingrid's Back. Inner Lakes. The Institute. Inspector Flukeit. Infidel. Inferno. Inca Curse. Invincible Island. The Island. Jade Necklace. Jade Stone. Jack and the Beanstalk. Jack the Ripper. Jekyll & Hyde. Jewels of Babylon. Jinxter. Journey One Spring. Jolly Duplicator. Karyssia. Kayleth. Kentilla. Kings Quest 1. King Arthurs Quest. Kobyashi Naru. Knight Orc. Knightmare. Knights Quest. Labours of Hercules. Lapis

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

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 fellow adventurers.

A GRUESOME POEM by CHRISTOPHER HESTER

Through the dark, unseen he goes,
Shifting silent where nobody knows,
Seen the Grue? they're asking me,
Of course not, it's too dark to see
Our faceless friend that won't come out
When there is sunlight all about.
Where is this Grue, where hides he then?
Where is his secret shady den?
I know not where, nor have a clue,
The one who knows, they call the Grue!
But should you stumble in his way,
And wish to see another day,
You'd better go retrace your route,
Back into daylight that won't suit
Our hiding man, Old Mister Grue,
Who waits forever to feast on you!
I bet he's hungry to the knees,
He's never seen on shopping sprees,
And teatime is too brightly cast,
For one with a mysterious past,
Where comes he from, and where's he going?
To a land of night, with black snow snowing?
Or a pitch black cave beneath a hill,
Where no sun shines and never will?
Come out, dear Grue, and show your face!
Are you a member of our human race?
Or an ugly monster most grotesque?
Let's see you then, you little pesk!
Perhaps you're scared we'd laugh at you?
Perhaps you're purple, green and blue?
Please, Mr Grue, come out to play,
The sun's it's hat on for today,
But if you don't, I'll have to venture
Into the darkness of your adventures,
Unto your house, up to the porch,
And when you open the door,
I'll turn on my torch!!



KINGS AND QUEENS OF THE CASTLE



DOREEN BARDON, Lendel Cottage, High St, Slingsby, York offers help on the following (updated) list of completed adventures played on Spectrum 48k:

Wizards Warrior, Village Underworld, The Crown, Day Trip, Leo Wanker, Forgotten City, Scary Mansion, Terrormolinos, Adventure 200, Star Reporter, Dark Lore, Excalibur, Nosferatu, Firelance, Atlantis Adventure, Soul Hunter, Forgotten Past, Balrog and the Cat, Kaa's Kingdom, Cricket Crazy (not match), Tourist Trouble, The Changeling, Paradise Connection, Prelude to D Day, Knight Orc 1, Fuseman, Basque Terrorists, The Realm, Domes of Sha, Molesworth, Salvage, Behind Closed Doors (The Sequel!), Time Quest, Masters of the Universe, Fistful of Blood Capsules.

When writing for help please don't forget to enclose S.A.E. for reply.



*** 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



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- 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

- Mon 8:30pm to 10pm
- Wed 9pm to 10pm
- Sun 8:30pm to 10pm

ALLAN

- Tue 8pm to 10pm
- Thu 8pm 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, Draxkirk, 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