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HALL OF FAME



My sincere thanks to the following readers who took the time and trouble to send in contributions over the past month:

Allan Phillips, Doreen Bardon, John and Anthony Curran, Vicky Jackson, Lorna Paterson, Neil Shipman, Nic Rumsey, Rod Whannel, Margo Porteous, Barbara Gibb, Brian Pell, The Wayfarer, John Barnsley, Paul Brunyee, Jim Donaldson, Walter Pooley, Jorgen Christensen, The Grue! Andy Nisbet, June Rowe, Don Macleod, Alf Baldwin, Joyce Furlong, Bob Adams, Ann Potter, Clive Wilson and Larry Horsfield.

Special thanks to Brian Pell for the lovely birthday cover picture and competition.



EDITORIAL



Welcome to Volume III Issue 6 of Adventure Probe.

This issue marks Probe's third birthday and, to celebrate, there is a Grand Birthday Competition (found on page 39) with loads of prizes just waiting to be won. I do hope that this time there will be lots of entries for the competition as there is software for almost all makes of computer to be won and free subs to Probe just in case your computer isn't covered.

As Probe enters its fourth year I would like to thank each and every one of you who have supported Probe and provided all the interesting and informative contributions. Without you there would be no Probe at all. Many of you who have supported Probe right from the very first issue will remember the early struggles to get the magazine going and I know you will want me to thank our founder Editor Sandra Sharkey for her dedication and hard work in getting Probe "off the ground".

I was surprised and delighted to receive some birthday cards for Probe this month and to know that so many of you remembered that June was a special month for Probe. I especially loved the birthday card from Doreen with Thomas the Tank Engine on it. Thanks Doreen. (In case anyone was wondering there was not a picture of the fat controller on it!). I have got them all standing on the shelf above my desk.

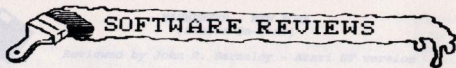
Some of you have put the idea forward that it would be nice to have photographs of the regular contributors to Probe in the magazine (I think the idea originated from our Joan but she is admitting nothing). I like the idea too so if any of you would care to send in a photograph or two perhaps we can have a regular "Guess who this is?" section from time to time, with the answer printed the following month. And, before anybody says anything, yes I too will participate and arrange for a suitable (doctored-up) photograph of yours truly to appear. (That should be an eye-opener!) It should be really nice to know what everyone looks like. I hereby send out a challenge to the Grue! I dare you to send one of yours in too!

Many thanks to all who wrote with their good wishes for my Mum who was poorly last month. I am glad to say that she is now fighting fit once more and life is back to normal so, if you phone, you should find me in. I have had a new speaker phone installed so that I can search through the solutions with both hands free (and avoid dropping the receiver with a clatter when I turn my head). It has made life much easier and also stops the "who is it?" questions from my better half. Now he can actually hear both sides of the peculiar adventure conversations at first hand he is more puzzled than ever. I am sure he thinks I ought to be certified! But now, when he hears me say something like "Try gutting it" or "Kill it with a knife" at least he knows I'm talking about a Troll or a Dragon and not the family pet! As you all know I get loads of phone calls every day, but the funny thing was that once the new phone was installed, and I was just longing for it to ring to try it out, nobody phoned for hours!

I think I had better go now and let you all get down to some serious reading. Keep sending your letters and contributions in, if there is no post I am miserable all that day. I hope you enjoy this issue.

See you all again next month,

Handy



SOFTWARE REVIEWS

4-ADVENTURE COMPILATION FOR THE SPECTRUM - Reviewer - Barbara Gibb

This is a set of four very different text adventures, all written on the Quill, and supplied on one tape. They are, in alphabetical order:-

CASTLE ADVENTURE

The initial object is simply to rescue the Princess/Prince Charming, who is being held captive in the Castle.

With Knights, a fire-breathing dragon, swords, armour, plaques, trapdoors, levers, hidden rooms and a little bit of magic, what more could you wish for?

Well, having rescued your Prince or Princess in the first part, you are invited to a treasure hunt. You can re-visit old locations, and even discover new ones. To finish you need 100%, the final 20% was, at least for me, the hardest to find.

Heed all the clues scattered around the Castle and indulge in an excellent fairy-tale adventure.

This is a customised adventure. Lady adventurers rescue their Prince Charming, and gentlemen rescue their Princess. I think that is a lovely idea.

DESERT ISLAND

Having been stupid enough to run your motor launch aground on a desert island because you ran out of fuel, you now have to use all your ingenuity to find some fuel to return home. Luckily, the island had, until 1945, been occupied by the US Navy, and they have left everything you need. Finding them, and then using them could give you some sleepless nights.

If I had to choose a favourite, this would be it. It seemed so natural to wander around an island collecting tools and putting them to good use, just for a can of fuel. Clues can be found, and you even get a reminder about not wasting your torch batteries. An excellent adventure for anyone who likes plenty of puzzles to solve with logic answers.

MANSION QUEST

This adventure is all about finding the legacy left to you by your eccentric uncle. You're not even sure of his address, just that it is near Upper Pudleston.

This is almost a two-part adventure. Firstly, you must "alight" from the train, then thoroughly explore the countryside and village. Don't be in too much of a hurry to find the mansion; you may feel like a stroll in the park, and even to SIT DOWN and WAIT in the quietest part.

At the Coney Island fairground you are invited to throw darts, footballs and rings at some stalls and win yourself a delightful

When you have found a few vital items, plus the exact address of the mansion, you can begin the second part, which is the treasure hunt. There are five treasures, each worth 20%, and every one of these is well hidden in or around the mansion. To say more would spoil the adventure.

MISSION X

Aliens have arranged for you, representing Mankind, to take an initiative test. The prize - Earth will be admitted to the Galactic Federation.

The test is set in a re-construction of an English village, but you are in fact on an alien planet, so you first have to escape from the village, then return to Earth.

This isn't a very large adventure, yet many different problems face you; a church with the usual crypt, a pig farm where you must be especially careful, and a country house with its robot guard and a mysterious gazebo in the garden.

Not everything is "in view"; one or two items could be tricky to find. This is probably the easiest of the four adventures, but it still requires a lot of thought.

SUMMARY

All the adventures are presented in a legible white character set on a blue background, with items of interest highlighted in colour, and you're left in no doubt what is a treasure.

Inputs are of the no-nonsense verb/noun variety, with the usual abbreviations for directions, redescribe, quit, etc. You can save to tape and/or memory; and it is nice to find a writer who recognises the difference between EXAMINE and SEARCH.

These adventures were originally reviewed by Jackie Holt in the May 1987 issue of "Adventure Probe". However, they have been updated with a new character set and the 'save to memory' facility added; and "Probe" has gained many, many, new subscribers during the last two years.

With such varied storylines there should be something for everyone here, maybe like me you will enjoy them all.

Available for Spectrum 48/128K from:-

Walter Pooley, 46 Exeter Road, Bootle, Liverpool L20 7BL

Price £5.00 for all four on one tape.

PYRAMID (see April 1989 issue for a review) also available on a separate tape for £2.00, from the same address.

MANHUNTER - NEW YORK
(Sierra On-Line)

Reviewed by John R. Barnsley - Atari ST version

This was the first of the 1989 offerings from the Sierra stable to arrive in England. As the title implies, you are cast in the role of a Hunter - selected by the Orb Alliance to track down and report on all remaining humanoid activity within the bounds of post-holocaust New York.

It is two years after the alien invasion and, as the adventure progresses, you will have to make decisions as to your true allegiance to either good or evil. You are initially equipped with an extremely versatile personal computer known as M.A.D. (Manhunter Assignment Device) and this has three important functions during the course of your operations:

- (1) **TRACKER:** This function allows you to keep a watch on the movements of all tagged targets.
- (2) **INFORMATION:** This provides all relevant information, if known, on all humanoids, including unique Identification Number and Address or last known whereabouts. (You must encounter a name during play, BEFORE you can seek further information concerning it!).
- (3) **NOTES:** Provides for the storage and recall of important notes as you progress.

The game opens up with you laying in your bed and subsequently receiving a visit from one of the Orb Messengers, informing you of an explosion at Bellevue Hospital. You automatically get out of bed, dress, switch on the light and dig out your M.A.D. - and very effectively it is too, with the screen before you resembling a scene from a well-animated cartoon!

Watching your M.A.D. for a while you can track the movements of your tagged target around different areas of the City. A unique feature of this game is the zoom in/zoom out effect as you arrive at and leave specific premises. The little yellow flashing icon stops every now and then and the screen then changes to present you with an accurate plan-view of that particular location. You are advised to carefully watch all the interior movements during this tracking sequence as it will be necessary, and also very useful, for you to visit all previously tracked buildings to investigate further.

When the tagged target disappears, that is an indication to you that it has now gone below ground - a practice strictly forbidden by the Orb Alliance! You will notice that your first target disappears down a toilet (!!) and, as it transpires, so do you eventually!

At some locations you will be given the opportunity to participate in a series of arcade-style activities and believe me, they are all relevant! Take note of ALL that you see on screen as it will invariably prove useful later. For example, watch the arm signals given to you by the Bartender after you have succeeded in throwing four knives and landing them accurately between his outstretched fingers. When you subsequently visit and use the loo in Prospect Park, try a quick flush and remember how many times the Bartender did it!!

At the Coney Island Fairground you are invited to throw darts, footballs and rings at some stalls and win yourself a delightful

stuffed orb at each event. If you fail on some of the arcade games then you are treated to your own slow and gory disposal, such as the squeezing of your nose and eyes until your brain pops upwards!! Fortunately, the second time you fail and thereafter, you can press 'S' to skip and try again.

A nice little touch to this game is the fact that you cannot be killed off. Oh, you die alright but you are always given the chance to redeem yourself from the position just prior to your death. Even nicer are the hooded figures who dispense this favour to you.....you'll no doubt recognise the three of them if you look in your accompanying game documentation and the packaging (Dave, Barry and Dee Dee Murray, who programmed and designed this game for you!!!).

Movement and function-selection throughout the game is smooth and efficient although disk-access time can be somewhat frustrating. This is not a criticism, however, as the game is vast, presented to you by no less than FIVE DISKS!! Save and restore features are accessed instantly and execution of these is up to the high standard that we have come to expect from Sierra.

The game packaging includes a useful coloured map of New York City. Take special note of the diagram on the reverse depicting a new video game. At first glance you may be forgiven for recognising it as just an advertisement for the video game that you find in Flatbush Bar, but it is much more than that! As I found out later, and after much concentrated mapping, it is indeed a complete and accurate map of the Sewer system (remember that toilet?!), together with the locations of all 12 Keycards that you have to collect!!

Also included is a comprehensive Manhunter Field Guide which, incidentally, you are directed towards on each initial loading of the game for a specific word before the remainder of the program is loaded. A detailed partial walk-through is provided in the guide which not only covers the first few stages of the game but also introduces you to the different game facilities at your disposal, such as using your M.A.D., tracking, travelling, exploring, examining certain objects and encountering your first NAME to be entered on M.A.D. for further information.

If I have any little criticism of the game then it can only be a couple of minor spelling goofs, which will probably turn out to be an American substitute for the English you expect. These will be obvious when you come across them. However, let's not detract from the exciting game scenario that this is - well presented, well executed and in a few weeks maybe, well played!!

And those other forthcoming attractions from Sierra? Well, sit back and look forward to "King's Quest IV:The Perils of Rosella"; "Space Quest III:The Pirates Of Pestulon"; "Police Quest II:The Vengeance!"; "Leisure Suit Larry Is Looking For Love (In All The Wrong Places)" and "Gold Rush" - the latter being a new concept for Sierra based on the American Wild West in the 1850's. I can hardly wait!!!



DILDO AND THE DARK LORD & DODO AND DAMN

RCL SOFTWARE price £2.50 each. For Spectrum 48K or 128K in 48K mode.

Reviewer THE INNKEEPER

Here is yet another parody on Tolkiens Hobbit and Lord of the Rings and I promised that the next time one came my way I would scream, so here goes Aaaaarrrrgghhhhhh! (That's better!) Sorry Mr Laight, but Tolkien really has been adventured to death and here are two more.

Now that's off my chest lets have a look-see at these two Quilled games. Both are written very well and RCL Software have taken great pains to get the humour just right, for once I could find no really bad bugs in these adventures (though if I try hard enough I can find them in any game, of one sort or another), the problem with the first one (Dildo) is the name. Either the writer is very nieve or else was thinking or something quite different while thinking of the title.

The games are quite humorous in parts and the puzzles are quite logical, but the Quill is a bit out-dated for writing adventures these days, when PAW lets you do so much more. The vocab is average though not extensive and I think those people who have NOT played either Delta 4 or Balrog Wilson's parodies will like these very much. But to me it was just too more too many Bilbo lookalikes for me to handle ... Still this IS only my view and at £2.50 I still think they are very good value for the Speccy, plus I won't moan too much because it is nice to see a newcomer keeping the Home Software going. Right, enough of what I think and on with what the games are about (if you haven't already guessed - get a straight jacket dear, I'm cracking up!)

DILDO AND THE DARK LORD. The storyline is this. Thor Oakes' father called Pain has been kidnapped by the Dark Lord, Moron, and it is up to Dildo, Thor, and Dandruff the old wizard (well there's always one in Middle/Piddle Earth) to make their way through the land, fighting Orcs, Dragons and the odd Wilson (Ooops sorry) Balrog on the way to Moron's castle. To defeat the evil Lord and rescue Pain. Sounds familiar, I know, but some things are quite good in this average romp i.e. throwing something springy from a great height to get to another location. Also the game has STORE/RECALL facilities. By the way, try other exits than those in the text as not all are mentioned, especially in the forest. And don't expect your friends to help at all because they won't and are only too willing to walk off when you're fighting a gang of Orcs.

DODO AND DAMN. You play the part of Dodo Digger son of Dildo and as in other games of the same ilk, you and your mate Damn have to go and retrieve a ring from an evil Emperor. This time the evil person is called Twit (and why not?), the ring was stolen by some Balrog's dressed as Easter Bunnies who were at your 55th fancy dress birthday party.

This is quite a good little game, which also has STORE/RECALL facilities. Some nice bits like treading in doggies do's and finding a way to get rid of it, before being allowed into someone's house. Also there is a good way of getting the torch to light up which is rather 'fishy' to me.

DILDO & THE DARK LORD and DODO AND DAMN are available from:

RCL Software, The Cottage, Main St, Church Leach, Evesham, Worcs, WR11 4UE.

Pausing only to don my trusty deerstalker, I loaded this offering from the same author as "Inspector Flukeit" which was released by Top Ten Software in 1987. Cliches aside, this adventure is a detective type mystery written using the author's own "Worldscape" system which allows for a 'real time' adventure with independent characters that can do virtually everything you can.

The town of Peepingham has been witness to a robbery which the police are at a loss to solve. You play the part of Frank Flukeit who, together with your clumsy assistant Blunders, are called upon to help with this baffling case. A train carrying a secret device belonging to a Professor Mundle was stopped at Upper Peepingham station and the device was stolen! The robbery made headline news in a local newspaper and you will need all your detective cunning to uncover the perpetrators of this crime before your most hated rival, Sam Shovel!

While sitting in your comfortable office and reminiscing about your earlier cases, Inspector Hoaden telephones to discuss the case with you. Hoaden finishes by saying he will arrive shortly to accompany you to Peepingham, just allowing you enough time to visit the library and gather some information about the village. The librarian is the first 'independent' character you will meet and the method of interaction you must engage yourself in forms an integral part of the problem solving throughout the adventure. After a detour to collect Blunders from the hospital, Hoaden leaves you in Peepingham village.

Information and clues may be gleaned by not only examining objects you find but also by talking to and questioning the characters you meet. Gradually, you piece together more and more information about the events at Peepingham - sometimes even hearing conflicting accounts.

The display uses two windows separated by a strip which shows the day and time. The lower window is used when entering commands (which may only be upto 31 characters in length) while the top window shows the text, and for 128k machines, any graphics. Time is an all important feature of the adventure and not only must you bear in mind that shops are only open at certain times, but you may have to meet people in certain locations at prearranged times. As you enter commands, the on screen clock ticks on, and even if you leave the keyboard alone the adventure doesn't stand still as characters walk in and out of the locations, perhaps even talking among themselves.

The text details the surroundings in an adequate manner. The puzzles are many and varied, and most of them require a lot of thought - only diligence will see you completing the adventure. Unfortunately, there are a couple of rough edges to the adventure. These include clumsy exchanges such as: EXAMINE POSTER - The Poster has writing upon it - READ WRITING - I do not understand the word "WRITING", and also the response times. After hitting the enter key, typical turnaround before receiving the prompt is around 7 to 10 seconds, and add to this the fact that you can't concatenate sentences together, the adventure is very slow to play.

All in all, this is a sizable adventure with an interesting theme and challenging problems. RAMSAVE/LOAD and graphics are available, but only on the 128k machines. Full marks to Axxent for developing the "Worldscape" system - if only the response times could be speeded up.

Available from: Axxent Software, Shirwedeane, Sandyhill Road,
Saundersfoot, Dyfed. SA69 9ED.

PUBLISH THIS IF YOU DARE, MANDY!

BLACK KNIGHT

Written by Mandy Rodrigues, Atlas Software, (address as for Probe).
Available for Commodore Disk-£3.99. Tape-£2.99. Spectrum Tape-£2.99.

Reviewer - THE WAYFARER played on Commodore 64

When I first offered a review of this game I was greeted with a stunned silence at the other end of the line. Mandy, for once, seemed speechless!! I duly threatened that if she failed to publish this out of any sense of modesty, that 6'4" of Wayfarer would be seen striding through the Welsh countryside towards Maes y Cwm. This awesome presence would RESROV her front door, MALYON all her garden gnomes. Having cast ESPNIS at the terrifying collie Cerberus which guards the household (as I hate being licked to death), the whole ensemble would gather in her front room chanting "Home rule for Wales," and eating her out of Banana Butties and home. (This all to be washed down by the computer fiend's keep-me-going, namely copious cups of coffee).

Seriously though, it is difficult for the Editor of a magazine to have their own software reviewed in that magazine. However, Mandy, you have two very separate hats. The Editor has no interest in the Software House, and vice-versa; hopefully you will print this, for if not a lot of people will not know how good the game Black Knight really is. Enough of the waffle, here comes the review.

Actually it is two games, the second taking up where the first ends after inputting a password. (Both being completely independent if the password is known.) The puzzles are well thought out, the items well concealed in their locations. SEARCH and EXAMINE do not always produce the same results, indeed it is wise to search all locations very carefully. A few new twists to expect when dealing with the puzzles, which reflect Mandy's sense of humour. (swear at the dwarf for a typical example, or type in Blubbalubba at the prompt).

A good game should make you want to return to it quickly, or be unhappy if you have to stop gameplay. Black Knight does this, and it reflects all of its author's experience in game play without plagiarizing other peoples puzzles. All in all it is a game which I would not hesitate to recommend to both beginner and experienced player alike. My one criticism is that part two finished all too quickly, I was totally absorbed by the plot. The final 5 points on the second half are missing, due to a slight hitch in programming (now remedied) which does not credit you with a score for getting the uniform from the guard.

!!! HELP !!!

Did you attend the ACL Awards evening in London on 25th February? If so, perhaps you can help. I was just finishing off the cheese sandwiches at the buffet when I saw someone disappearing out the door in my coat! It's an extra large overcoat, herringbone design, with a Rainbird label inside. Reward of 20 fergs offered for information.

Contact: Len Grauniad, c/o The Landlord, The Frog and Giblet, Village Green, Aquitania.

A MIND FOREVER VOYAGING

INFOCOM - Available for a variety of 128K Computers. Shop around for the best prices.

Reviewer - THE GRUE! played on Commodore 128D

This was the first Interactive Plus game from Infocom, containing more locations than usual, for them anyway. The game takes place in the 21st century, Rockvil South Dakota. The United States of North America has fallen prey to incredibly high unemployment and crime rates. (Nothing ever changes). Political indifference, backward educational systems and diminishing national resources have swept the nation.

To exploit this situation Senator Richard Ryder has developed the plan for a renewed national purpose, stressing patriotism and a return to American values as they were in the 50's. The public, desperate for a change, embraces the plan but many high Government Officials are unsure whether it will succeed. This is where you come in.

You are PRISM (Perelman Randu Introductory Soliptic Machine, Phew!). The first intelligent self-aware computer. You have been built to enter a simulation of Rockvil, ten years from now. Once in the simulation you can move around, take and drop items, just as if you were in a normal adventure. Also you have the ability to take recordings of what life might be like if the plan were introduced.

In the ten year simulation you are told what to record, things like reading a newspaper, attending a court session or just eating out in a restaurant. While you are busy exploring the future, Scientist and Programmers are perfecting the simulations parameters. So as the story progresses you will be able to travel further and further, watching Rockvil prosper as the plan succeeds or perish as it fails. Don't expect a game full of puzzles this is really a game of exploration and you do have a lot to explore.

It's a bit difficult after the ten year simulation deciding what to record as you are given no help after that. So you are forced to explore every nook and cranny of Rockvil. Some parts hardly alter, others change progressively with very imaginative text descriptions. You can leave simulation mode or re-enter whenever you want. After leaving simulation you are returned to communication mode. Here you can't move around or pick up anything but can via various interfaces access other parts of your terminal building.

You will find a bit of a puzzle to solve near the end of the game but for 99 percent of it is total exploration. I found near the end I was becoming quite engrossed in my journey around Rockvil and after finishing the game felt a bit let down. A strange product to describe but would I advise anyone to buy it? Only if the price is right. So there you have it, an absolutely huge area to explore with a large vocabulary of over 1800 words.

Only you can tell what course the Country sets for itself by adopting the plan. A serious, sometimes chilling look at the future. Packaging includes a 21st century plastic pen, a class one security mode access decoder, part of an issue of Dakota Online magazine and a map of Rockvil giving a general guide to the city.

A couple of amusing responses to try are Kiss Myself & Examine Myself.



CORRUPTION from Magnetic Scrolls

Played by NEIL SHIPMAN on ATARI ST

Available for most micros on disk. Shop around for best price.

"Derek, that Scott Electronics deal did brilliantly." That's what David Rogers said. "I'm offering you a partnership in Rogers and Rogers, starting next month. What do you say?" Obviously you accepted. I mean you've been working towards this for years. And that deal was a touch of genius if you do say so yourself. Of course, moving into senior management does have its benefits - like the BMW you are driving. Very nice. Then there's the salary rise and the new offices. Things are looking good. You turn into the office car park and head up to reception, briefcase at the ready. "Bang on time Derek," says David as he shakes your hand. Nice to see you. First things first, I'll show you your office." He takes you up to the second floor and introduces you to Margaret Stubbs, your new secretary, before showing you into your office.

This is the start of Corruption, a tale of dodgy goings-on in the City. You name it and they're up to it, living life in the fast lane and it doesn't matter who gets in the way. But are things really as good as they seem for you? Maybe it's you that's going to be in the way of the more ruthless City slickers! In fact, you very soon find out that your partner is just one of the people who've got it in for you and it isn't long before you're up in court for insider dealing - and probably a few other crimes as well. Can you turn the tables on your enemies and make sure that it's them and not you who end up behind bars - or worse?

Corruption is a bang up to date "detective" story in which your main weapon is information - although there are, of course, various objects to use too. You must find out as much as you can and tell the right people to convince them that you're really on the straight and narrow. This is achieved mainly by the use of the commands Ask and Tell someone About something but you'll need to Show and Give items as well. Throughout your day at the office many other characters move around and are up to all sorts of activities, so it's essential to keep an eye on the clock (which advances 1 minute for every move) and make a note of who does what, where and when. Wait Until a certain time and Follow someone are two very useful commands here.

I was impressed by the different responses I got from characters according to where I was at what time of day and what information I'd managed to find out so far. The wealth of detail is staggering - you seem to be able to examine nearly everything in sight - and the whole adventure is written in a nice, jokey style which I enjoyed. For those unfamiliar with Magnetic Scrolls adventures, the parser can cope with complex commands as well as recognising many abbreviations, and the function keys can be programmed with your most often-used inputs. The graphics (24 in all) are up to Magnetic Scrolls' usual high standard but I found when I'd seen them once there was little point in keeping them turned on.

In addition to the disk the packaging includes a number of pages for you to put in your yuppie filofax (some of which hold vital clues, so read them carefully), an audio tape and, for the high-rollers, a gambling chip for use in the casino.

Many of the responses are amusing but, for further laughs, you might try to kiss both male and female characters, hit everybody in sight, examine the screwdriver and get the ducks.

In January's Adventure Probe John Taylor reported a couple of bugs in the Atari ST version 1.0 of Corruption. I found some too with the game crashing on numerous occasions when I was in the hospital. It also crashed once when I tried to look in the mirror in the bathroom - but perhaps that was just my ugly mug! Anyway, the bugs don't seem to occur every time and don't prevent you from finishing, so do persevere with the adventure.

When I'd played it once I found it was worthwhile going back and trying out different things. There's so much in it that you're bound to miss a lot first time round. That said, there are a number of locations where nothing of much interest goes on and where your interaction with the other characters does little to help in your efforts to beat Corruption. They seem to be there mainly for atmosphere/scenery and I felt that more could have been made of them by the inclusion of a few more puzzles.

I don't normally like detective type adventures because of the amount of time spent hanging around waiting to see what the other characters are up to and the feeling that when I do find some useful nugget of information it's perhaps more by good luck than good judgment. In this respect Corruption is no different but, probably because of the style in which it's written, it really appealed to me and was an enjoyable exception to my general rule.

BESTIARY - Perry Williams, Advantage Software.
Played on PCW by - THE WAYFARER

A lovely little game which is set in a country afflicted by a mysterious Blight. Commerce suffers, crops wither and die, cattle and sheep are sickly. You are the youngest son of the King, whose turn it is to try and find out what is causing the Blight. Your elder brother and sister(!) have both tried and never been heard of again, (they have been presumed dead hence why you are called), you must succeed if the pestilence is to cease and the land prosper again.

There is no scoring as such, you cannot return to the inside of the city gate until you have succeeded. You will encounter 3 humans and a number of animals in your travels, the former will help if you ask about what is puzzling you. I am afraid that the latter, with one exception are usually fatal if handled badly. The adventure has a novel way of overcoming not having a brass lantern, the mental picture it conjured caused me to smile enormously.

I had not played any of the Advantage Software games until this, if this is a typical sample I shall definitely play more. It is well worth the time. I confess that I became quite enthralled with this little publicised game. I should be interested to know if Mr Williams has written others. If not, I would recommend him to; I would certainly buy any that I found.

WOMEN AND ADVENTURES
by June Rowe

In his article in The Guardian on Thursday 16th March, writing about female creators of computer adventures, Mike Gerrard mentioned Anita Sinclair, Anna Popkess, Sandra Sharkey, Mandy Rodrigues, Pat Winstanley, Linda Wright and American Amy Briggs.

I was surprised to see that Mike had evidently forgotten Sue Gazzard, who designed LORDS OF TIME, published by Level 9 about five years or so ago. I bought this game in February 1984, having just been bitten by the adventure bug, and it is still, in my opinion, the best ever.

There have been some very good games since then, but at the time the facility to move between different periods of time and being able to take objects from one age to another, was an innovation (seen again some time later in Domark's EUREKA.)

(Where are you now, Sue? When are you going to design another game?)

But I digress....following this article, there was a spot in Woman's Hour, when Mike Gerrard said a few words, the gist of which was that women want more from computer games than just being able to manipulate a joystick adroitly for the purpose of amassing a high score.

I agree with this - one of the women interviewed in this programme said that before she discovered adventures, she had enjoyed doing cryptic crosswords, logic puzzles and that sort of thing. I think this is why women enjoy playing adventures - it gives them a chance to exercise the brains they undoubtedly have, which would otherwise stagnate among the everyday chores of cooking, washing and cleaning.

Part of the fun of adventures, too, is what another speaker said - you can take the game with you where-ever you are. What is meant by that is that you can be pondering on a current puzzle, or even two or three, possibly in different games, whether you are washing up, shopping, or, as many housewives do these days, working for an employer.

Many is the time that I, while in the middle of addressing an envelope, or adding up a column of figures, have suddenly said aloud something like.."Oh! Of course! The bucket doesn't have to be on the landing - the power source can drop on the carpet!"

Fortunately, my two office colleagues are quite used to this - I usually talk about adventures in the coffee break, and quite often they have offered helpful suggestions, even though neither of them play adventures.

Another speaker on the Woman's Hour said that her favourite games were fantasy ones, in which there are wizards, and princesses needing to be rescued from towers, knights performing brave deeds, villains to be foiled, dragons and other monsters to be killed - the stuff fairy tales are made of, and pure escapism.

This is the attraction of computer adventures - by just sitting down at a keyboard, you can escape from the boredom of everyday life by becoming the main character in a game. You can be a hero, a detective, a spaceman or almost anything under the sun, all in the comfort of your own home.

Amy Briggs' game, PLUNDERED HEARTS was discussed, both by Mike Gerrard in his article, and by the speakers on Woman's Hour. General opinion on this game seemed to be that it was too much like a Mills and Boon novel, and although it was aimed at the female market, the designer had got it wrong, because women who play adventures are not the same group of women who would read this type of novel.

I, for one, did not buy this game - I made that decision as soon as I read a bit of the advertising about it, which included, if I remember right, the same torrid paragraph as was quoted by the interviewer on Woman's Hour. It concerned an inadequately dressed body, a damp chemise, a heaving bosom etc., which immediately led me to categorise it as "soppy love". This sort of thing bores me to tears, and it is definitely not the sort of plot I would look for in an adventure.

In conclusion, I must say that I sincerely hope Mike Gerrard was wrong when he said in his final paragraph in The Guardian that "....." adventures may be shut off...as the male-dominated industry slowly converts them into the type of action-orientated games they really prefer to play"

Never! Not as long as there are stalwarts like Tom Frost, Jack Lockerby and John Wilson producing adventures with pleasing regularity!

"HAIL TO THE GRUE"

Gurgle, gurgle, great wise Grue,
How we wonder what you do
In the darkness, black as night,
Sharpening fangs for deadly bite,
Gurgle, gurgle, fearsome Grue,
Sing out Frobs "All Hail" to you.

(Traditional)

From the songbook "Forty Refrains For Fledgling Frobs".

Unearthed in the darker recesses of the Frobizzmus Academy Library by Neil Shipman, whilst researching his post-graduate thesis on "The Grue: Fact, Fiction or Fantasy?".

THE WORLD OF FANTASY NOVELS.

It crossed my mind that most computer adventurers are probably, or could easily become readers of fantasy books. I therefore thought, with Mandy's indulgence, I would put down on paper my introduction into this world hoping that it will encourage others to write in with their experiences or reviews of books they would recommend to their fellow Probe subscribers.

My introduction to fantasy novels was via computer adventures. Initially the first computer I purchased was justified on the grounds it would help the childrens education, it very quickly became used for playing games. After a short while I purchased my first adventure (as I recall Adventureland by Scott Adams) from then on I was hooked!

Regretfully I cannot spend as much time as I would like adventuring due to work and family commitments. Most of my spare time is during my annual holidays and during one holiday, in our wonderful climate, I acquired a copy of the Hobbit and decided to read same to see if it would help in playing the Melbourne House adventure. Having read this book and acquired a taste for the world of Tolkien I rushed out and purchased the Lord of the Rings trilogy and after some time managed to find enough time to complete reading all three. I found the world created by Tolkien to be facinating and decided to try and find an author with an equal imagination to create a land you could believe in. After some searching I came across the Chronicles of Thomas Covenant by Stephen Donaldson and in my view the world created by Donaldson is equal to that created by Tolkien. The hero, if you can call him that, is Thomas Covenant a man cursed with the terrible disease of leprosy and due to this is an outcast in our world. Shunned by his fellow man he is pushed to the edge of madness and he is then suddenly transported to a mysterious and beautiful new world called The Land which is inhabited by gentle people who work magic with wood and stone. In this land Covenant is not cursed by the illness of leprosy and he is welcomed by the inhabitants as the reincarnation of a legendary hero, his maimed hand and white gold wedding ring marking him as a figure of power and sorcery, unfortunately Covenant does not believe that the Land is real and therefore becomes the unwilling tool of the enemy - Lord Foul the Despiser - who wishes to destroy the Land. Several times in their hour of greatest need the inhabitants of the Land will summon Covenant from our world to give them aid and several times, as their reluctant leader, he will fail them. Only at the end will Covenant call on the wild magic he alone can wield for a last epic battle with the forces of evil.....and if you wish to know the outcome of same and to read of the many different inhabitants of this wonderful land created by Donaldson then I suggest you visit your local bookshop or library.

Dave Perry.

- 1.) What's the connection between the games "Dark Side", "Zoids" and "The Sentinel"?
- 2.) What are the full names of these companies?
 - a.) C.R.L
 - b.) F.T.L
 - c.) S.S.I
- 3.) What happened to a surplus of Atari cartridges they couldn't sell?
 - a.) They were given out free to passing Americans
 - b.) They were buried in a big hole in the desert somewhere
 - c.) They made them into ZX81s
- 4.) How many bytes make up 1K of computer memory?
 - a.) 1000
 - b.) 1024
 - c.) 999
- 5.) Which of the following games is not a tie-in with a book?
 - a.) "The Hitchhiker's Guide To The Galaxy"
 - b.) "The Hunt For Red October"
 - c.) "The Colour Of Magic"
 - d.) "The Robots Of Dawn"
 - e.) "The Young Unes"
- 6.) Why was the Scott Adams adventure game "Buckaroo Banzi" kept back from release in Britain, until it eventually appeared on a compilation?
- 7.) Which was the only game to be released on the "U.K.Gold" label, and why?
- 8.) Name the two Editors for "Adventure Probe" so far, and an adventure game that each of them has written.
- 9.) Name the odd one out:-
Quill; Patch; Genesis; Press; FAW
- 10.) Name the adventure titles from these clues:-
 - a.) a small chess piece
 - b.) Communist satellite
 - c.) Marillion's ex-vocalist
 - d.) Tired of the phone-calls
 - e.) 11:5bpm

Stuck? You'll have to wait for the answers next month!

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** S.D.L. **

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Note: This is a rewritten version of the earlier bugged adventure. Would all purchasers of the earlier version of Kronos from S.D.L. who wish to have the new version free of charge please return their disc with a first class stamp.

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.....

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"The puzzles are so diverse and abstract you
are left wondering how the author, Matthew
Wilson could have possible concocted such a
mixture of ideas. Whatever he's drinking, I'll
have the same!"- ADVENTURE PROBE

"...the third section, which is occupied by,
among other things, a mad carrot. It was at
this point that I wondered how the author.
Matthew Wilson could have typed in all these
weird jokes while wearing a
straitjacket!"-CRASH



The second release from FUTURESOFT is
absolutely amazingly original...
You captain the spaceship "Capnod" around a
star system of planets, moons and
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understand flight manual, space charts and a
complete description of each planet. It has
well over two hundred location and a very
large vocabulary.



LETTERS



IMPORTANT NOTICE

CONGRATULATIONS Mr Shipman, YOU have won this month's mystery prize for spotting the deliberate mistake. With wit as pointed as yours it should be useful. Nay essential. You should have received it by now, indeed will have received it by the time Probe is published. To THE GRUE! the only soles that the Wayfarer has are situated 6' 4" from his head... They steam rather from all the adventure walking.

WAYFARER'S SOLES DESTROY ODOUREATERS...GRUES FANGS DESTROY LIGHTBULBS.

Grue Roves Everywhere on his motorbike Never Suspecting that Wayfarer knows his secret.

WAYFARER'S GAFFS

Not seeing the significance of the Pride Door (Colossal Adventure).

Believing the game in Hitchhiker's (engine room).

Trying to make love for the second time to the Sultans wife (Leather Goddesses).

Kissing the Lion in Lords of Time.

Attacking Honest John in The Pawn.

Stepping off the cliff without the mattress (Lords of Time).

Standing on the ledge when it collapsed (Zork 3).

Shaking the champagne bottle in the bank queue (having just tought the bird to say HORRAY (Guild of Thieves).

Leaving the succulents the wrong side of the coals to finish (Guild of Thieves).

Stepping into space without a suit (Leather Goddesses).

Malyon Belboz in Sorcerer and Gaspar Belboz in Sorcerer (both producing an amusing response from the game).

Opening the door to look at the guardians (Zork 3).

MORE SKELETONS FROM THE WAYFARER'S CLOSET ON REQUEST!!

Gaffs (unlike FROBS) are not confined to Infocom, funny I don't notice any change in the soles - they are still steaming!!

THE WAYFARER.

=====

I have a tale of woe - Doing Robyn Hode, which is getting progressively worse to load. Get to the end of the first part and to finish that and go to part II, I need the password - the old name for Nottingham. Not in any of my reference books at home so I have to switch off. In the library - Eureka! Hurry home from the shops to try the password and can't get it to load, and haven't since! Neither part I or II. If anyone else needs the password, the old name for Nottingham is TIGGUOCOBAUC, at least I think that's the password as I can't try it out! Sounds like an Inca God doesn't it? It means Town of the Cave Dwellers.

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

=====

In reply to Don Macleod's question (May issue) regarding game copying - generally speaking I am against it but in view of Neil Shipman's problems with Infocom (and any other foreign firms with the same attitude) they have only themselves to blame if they are copied in this country.

JOYCE FURLONG, 73 St James Crescent, Bexhill-on-Sea, E Sussex. TN40 2DL.

I would like to say how I enjoyed the April issue of Probe, especially the article on the P.A.W. programming tips. I do hope you will do more on this.

LES MITCHELL, 10 Tavistock St, Newland Avenue, Hull, HU5 2LJ.

(I am so pleased you enjoyed Probe, Les. There will be more articles on PAW programming from the next issue (it's GAC this month) and, providing readers respond to Larry's pleas for letters in response to his articles he will be able to continue. Feedback generates more ideas!.....Mandy)

=====
I would like to comment on the review of my game "Cosmos". Unlike "Quest for the Poorly Snail" review, which I thought was very fair and accurate, I believe the reviewer missed some of the vital points in this game. These can be seen by looking at the criticisms. The review says of a location that it - "... makes various incorrect assumptions about where you have been and what you have done." Part of the problem here, I feel, is that the reviewer followed the solution sheet too closely. Before the player would know what to do in certain locations he would have to have explored some of the others. Taking the example in the review which says "I tried bribing the guard on the moon of Uti." (taken from the solution sheet) "He replied that he couldn't accept money, ... but one of those cakes looks nice!" Although there were no cakes present, there was some just across the road. Without the solution sheet it is very likely that the player would come across this location before he tried anything fancy like bribing the guard.

The review comments about the text lacking any real depth, to which I presume he means mainly the location text. This is intentional. The descriptions were short in order to allow more space for the actual game. Only so much can fit into 48k, and with graphics and over 200 hundred locations, it can only be expected that the text is shortish. When the reviewer talks about sudden death situations, I feel he has made a mistake. There are really only a few situations to which the reviewer could be referring, the first is to the situation of the ship being destroyed in an asteroid belt. This I feel is quite justified - all asteroid belts are marked on the 3D map which is provided with the game, so they can be avoided to a certain extent. Also the instructions state that the ship has protective shields and the state of these can be found by a damage report command. They can then be repaired at a spacestation. With fully repaired shields there is only a 1 in 100 chance that the craft will be destroyed in the belt. The other situation is when the player has gone through a locked door, which he is not supposed to. Here there is a robot which will destroy the player if he enters a certain location. The robot can be distracted and he is only to be expected in an area such as this. I feel that these situations add to realism and do not distract from playability. Anyway SAVE and RAMSAVE commands are included. Overall I feel that a lot of players will enjoy this game even though the reviewer obviously didn't.

MATTHEW WILSON, 75 Ben Rhydding Rd, Ilkley, W Yorkshire. LE29 BRN.

=====
Perhaps you could solve a small problem for me. Apart from a Spectrum 48K I also have an Amstrad PCW 8256 which runs under CPM/Plus. Would games for the Amstrad 6128 run on my machine? Everyone I ask seems to give me different answers. If it does then I can buy even more games

and become more indecisive as to which one to play first.

VICKY JACKSON, 128 Merton Hall Road, London, SW19 3PZ.

(I have asked the Wayfarer, who is something of an expert in matters Amstrad, and it seems that there is no way that you could run 6128 software on your PCW although, unfairly, it is not so in reverse as 6128 owners can run some PCW software which is 128K or less ram as the 6128 uses CPM and CPM/Plus.....Mandy.)

=====
I would love to hear from any readers who may live in or near Plymouth (ie within the local call area) as I haven't come across anyone and I'm sure that in a city this large there must be SOME people interested in adventuring.

I was wondering if you could tell me if there is any way I can get Lancelot (and other Level 9 adventures) to print out on my Amstrad PCW 8256? All my saved positions show on the disc management screen when I load it under Locoscript but I can't get at them because when I tried to edit the files I got "Not a Locoscript file".

BARBARA WAKLEY, 3 Acre Cottages, Stoke, Plymouth, PL1 4QS.

(According to Pete Austin of Level 9, there is absolutely no way that you could get their adventures to script or print out as with Infocom games. The saved positions you have on file are purely machine code data which is accessed by the game for information on where everything was at the time of the save. The Wayfarer does come to the rescue with some helpful information for other times though. He suggests that you turn to page 127 in the Guide To Locoscript manual for information on screen dumps etc. Pressing the EXTRA key and the PTR key at the same time will do a screen dump, i.e. will print everything that is on screen at the time to the printer.....Mandy.)

=====
As usual, another interesting mag! I loved Pete Gerrard's story - the last line really made me laugh out loud! I think he's very clever, the way he takes ordinary phrases and twists them round and builds a story round them. My daughter, Fran, who isn't the least bit interested in computers or computers magazines, always reads Pete's stories - she likes them too!

I liked, too, the Grue's "Frob of the month" even though I don't have any Infocom games, and the advice from "Secret Admirer" to Mrs Grue was very amusing. I admire the way you manage to keep a nice balance between funny bits and straightforward tips and things. In all, as I have said many times before, you're doing a darned good job with Probe, Mandy - keep it up!

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

=====
I think Probe is great. I wish I had seen your advert before now, as in January I joined another adventurer's club at a cost of £17.95 for a years subscription, and received a dossier which is very similar to your magazine and I ordered and received software from them okay. But the second dossier which was due in March has not arrived and phone calls and letters to them get no reply. I have even written to Mike Gerrard of Your Sinclair magazine but he is as puzzled as I am as to what has happened. So you see, I am pleased to have found your magazine and the help services it offers.

WENDY COCKBURN, 60 Porters Ave, Dagenham, Essex, RM8 2AG

I have just finished Twin Kingdom Valley and would be interested to see how your solution compares to mine as there seems to be a lot of random movement in the game by the other characters. Every time you play the game they appear at different times in different places and with different objects, and sometimes I swear they move between saving a game and reloading the saved game! I have enjoyed playing it very much but have one query. What happens to all the bodies? If you kill a guard who is carrying an object then the object remains but the body disappears with no explanation. A tidier solution would be to have an undertaker in a morgue in the castle, with a points bonus awarded for each body delivered. An idea that perhaps someone can use as I've never seen it in a game yet!

WILL ORTON, 55 Main St, Broughton Astley, Leicester, LE9 6RE.



HELP WANTED



"In ULTIMA 4 I have not been able to find the hidden city near Lock Lake nor been able to find Sloven also I have found Nightshade but not Mandrake root. Can anyone help please?"

JOHN WILDEY, 20 Hsley Court, St. Rule St, Wandsworth Rd, London, SW8 3LP

"Has anyone found the Great Underground Oasis in Zork Zero. If so, can they send directions please?"

SHARON LOWNDES, 54 Blackberry Lane, Four Marks, Alton, Hants, GU34 5DF

(According to the Grue! who is puzzling that very problem himself at the moment he thinks that the Oasis is SE of the Windblown Sands but he cannot check if this is right because he is faced with a thirsty camel and cannot find the water to give it. He can climb on the camel but cannot get it to go anywhere near the desert until it gets a drink. Perhaps if anyone else knows the answer they will get in touch.....Mandy.)



KINGS AND QUEENS OF THE CASTLE



NEIL HICKMAN, 56 Mogul Lane, Halesowen, W Midlands B63 2QW can offer help on the following:

Adventure Quest, Dungeon Adventure, Colossal Adventure, The Serf's Tale, The Bard's Tale, Jinxter, The Grail, Quest for the Holy Grail, Spytrek, Corruption, Dracula, Questprobe III, Seabase Delta, Apache Gold, Borrowed Time, The Incredible Hulk, Gremlins, Jack the Ripper, Tass Times in Tonetown, Bureaucracy.

ANTHONY & JOHN CURRAN, 14 Cranbourne Rd, Chorlton-Cum-Hardy, Manchester, M21 2AP have completed 126 adventures which they would be happy to offer help on. Please send SAE for list.

DON'T FORGET TO ENCLOSE A SAE WHEN WRITING FOR HELP!



IN-TOUCH



AMSTRAD SOFTWARE FOR SALE

Sorcerer - unopened - unwanted gift - £6. Countdown to Doom (Disc) - £6. Twice Shy (Cassette) - £2.50. Apache Gold (Cassette) - £2.50.

DEREK DIGGER, 7 Bigbury Lane, Wilden, Stourport-on-Severn, Worcs, DY13 9HU

FOR SPECTRUM 48/128K: P.A.W. - £10. Rigel's Revenge - £1.
FOR ATARI ST: Skulldiggrery -£5. Deja Vu - £5. Kings Quest I, II, III - £8.

DAVID GRAY, 34 Hunters Hall Road, Dagenham, Essex, RM10 8JD

FOR SPECTRUM: The Sundered Sword (comes with novella and authentic looking map)- £3. Heroes of the Lance (more graphical role playing but great fun)-£3.50. Lancelot (three tapes and novella)- £4. SuperCom-75p Serf's Tale- £1. Weaver of her Dreams- £2. Border Harrier- £1. Batman II (arcade)- £3. REX (arcade)-£3. Academy- 75p.
ATARI ST: Barbarian (Psygnosis)- £5. Solomans Key- £2.

ROBIN ALWAY, Church Cottage, Abson, Wick, Bristol, BS15 5TT

ATARI ST: Solutions reader program disc containing 26 solutions to popular adventures. £2.50 per disc including p&p. Write to:

J.R.BARNESLEY, 32 Merrivale Rd, Rising Brook, Stafford, Staffs, ST17 9EB

P.A.W. wanted. I will be willing to pay around £10.

TONY FLECK, 17 Queens Court, Stanhope St, Newcastle-U-Tyne, Tyne & Wear. NE4 6BJ. (Tony didn't tell me which computer this is for but I think it is Spectrum.....Mandy)

SPECTRUM SOFTWARE TO SWAP OR SELL

Seabase Delta, Custerds Quest, Fairly Difficult Mission/Fistfull of Blood Capsules, Shadows of Mordor, Colour of Magic, Hammer of Grimmold/Mutant, Mafia Contract II, Loads of Midnight, Mindstone, Terrormolinos all at 50p each! Knightorc for £4.

WENDY COCKBURN, 60 Porters Ave, Dagenham, Essex, RMB 2AG.

COMMODORE 64 DISK ADVENTURES FOR SALE OR SWAP

Suspended; Starcross - £3 each. If swaps then no Sci-Fi please.

JOYCE FURLONG, 73 St James Cresc, Bexhill-on-Sea, E Sussex, TN40 2DL

ATARI ST SOFTWARE SWAPS

WANTED

Dungeon Master, Spellbreaker, Sorcerer, Lancelot and Guild of Thieves.

Unfortunately I have no ST adventures to swap at present but the following arcade games:

Arkanoid 2 & Wizball. Chopper X & Roadwars. Black Lamp & Quadrilien. Starquake & Xenon.

Any one of the above pairs will be swapped for one of the above adventures. Anyone who has a copy of STAC with full instructions and in perfect condition then I will be willing to swap any two of the above pairs for it i.e. four games for one.

ERIC STEWART, 18 Vatisker, Back, Isle of Lewis, PA86 0JS

ATARI ST SOFTWARE WANTED

Copy of STOS wanted. Please write with price required to:

LON HOULSTON, 3 Pritchett Drive, Littleover, Derby, DE3 7AX

POETS CORNER



We wish you a Happy Birthday on this your third,
May you go on forever, spreading the written word,
From all your loyal readers, young and old alike,
Who sit for hours and hours until the dead of night,
Oh what we ever did before your mag was born
We'd sit there miserable as sin, a face so long and forlorn.
But then a spark of genius grew in someone's mind,
To produce a magazine to lead the blind,
May your years be many through the tests of time,
To the oracle of adventurers I raise my glass of wine.

By BRIAN PELL



OBJECTS AND THEIR USES



MANSION QUEST by VICKY JACKSON

- | | | | |
|----------------|------------------------------|-------------|----------------------------------|
| SUITCASE----- | Contains the wallet. | SPADE----- | For digging. |
| WALLET----- | Contains money. | POTASH----- | Neutralises acid. |
| TICKET----- | Give to the station-master. | BOOTS----- | Survive electric experience! |
| SMALL KEY----- | Opens the case and cupboard. | CAR KEYS-- | Opens car boot. |
| AXE----- | For chopping down the tree. | CUE----- | Pressing buttons in high places. |
| POLE----- | For use in the punt. | DIAMOND--- | A glass cutter. |
| PICKAXE----- | Knocks down walls. | GLOVES--- | Protection from flying glass. |
| MATCHES----- | Lights the candle. | | |
| CANDLE----- | PRAY | | |
| ROPE----- | Tie it to a tree. | | |
| TORCH----- | To light your way. | | |

GAC PROGRAMMING

By ERIC STEWART

When using the GAC one problem which programmers will encounter is that of objects being in various states. e.g.

- 1) AN IRON BAR
- 2) AN IRON BAR WITH A ROPE TIED TO IT and so on.

By looking at two specific examples I would like to show GAC users a very good method of overcoming this problem.

- 1) A CHAIN WITH A SPHERE TIED TO IT, HANGING FROM A BAR.

If for some peculiar reason you wished to tie a carried sphere onto a chain and then tie that to a bar, then here's an efficient piece of coding to handle the objects:

- 20) A SPHERE
- 21) A CHAIN
- 51) A SPHERE TIED TO A CHAIN
- 52) A SPHERE TIED TO A CHAIN HANGING FROM A BAR

Basically in an efficient game the player should be able to type for objects 20, 51 and 52 GET SPHERE, and get it. However because of the way GAC handles a general condition to TAKE and DROP objects it wouldn't work on it.

LOW PRIORITY:

1. IF (NO1 < 50 AND VERB (get) AND AVAI NO1) GET NO1 MESS (You take) OBJ NO1 WAIT END

So if you type GET SPHERE and it is present you will be able to take it. However if you tie the sphere to the chain and that is present and you type GET SPHERE or CHAIN, because of the above condition GAC will not activate the GET condition at all. (All due to the use of NO! in above line.) So what we have to do is create a line of code that will recognise object 51 as SPHERE.

LOW PRIORITY again.

2. NO1 CSET 50 IF (NO1 = 20 AND SET? 50) 51 CSET 50 END

Now I know that seems a very complex line but it is actually very straight-forward to follow. It initially puts the input noun value into CTR 50. If the value is = 20 and marker 50 is set? object 51 is put into CTR 50 and will be recognised as noun 20. Simple. Now add the following line AFTER all of the above:

LOW PRIORITY again

3. IF (VERB get) GET CTR 50 MESS 16.....

I have used the above method myself and it works perfectly. My only "questionmarks" lie with the third line which I haven't really used. Because of the many different states of one object in my game I just wrote at the beginning of LP a specific GET and DROP command.

Below is another example similar to the above:

- 1) AN IRON ROD
- 50) AN IRON ROD INSERTED INTO THE GROUND
- 51) AN IRON ROD INSERTED INTO THE GROUND WITH A ROPE TIED TO IT

What one is required to do is to insert the rod into the ground and

then tie the rope to the rod. This is easy enough to do but GAC would normally give a messy and un-informative screen display:

```
IF ( VERB (insert) AND NOUN (rod)... ) DROP (rod) MESS (dropped.....
```

Screen display

You can also see a rod

```
*EXAM ROD
```

It is inserted into the ground

I feel the player should know without having to examine the rod that it has been inserted into the ground. Therefore to do this the object must be described in all its possible states.

CODING:

```
NO1 CSET 50 IF ( NO1 = 1 AND SET? 100 ) 50 CSET 50 END
```

```
NO1 CSET 50 IF ( NO1 = 1 AND SET? 101 ) 51 CSET 50 END
```

What this says is - if marker 100 is set meaning that object 1 has been inserted into the ground then allow for noun 1 = object 50 or if marker 101 is set then the rope has also been tied to the rod so allow noun 1 = object 51.

In LOCAL CONDITIONS have two lines something like:

```
1) IF ( VERB (insert) AND NOUN (rod)... AND RES? 100 ) SET 100 MESS  
(It is done) 1 TO 700 BRIN 50 LF LF LOOK WAIT END
```

```
2) IF ( VERB (tie) AND NOUN (rope)... AND SET? 100 AND RES? 101 ) SET  
101 RD TO 700 BRIN 51 LF LF LOOK WAIT END
```

You would also have to code all other relevant inputs.

This is truly a great little piece of code that will easily allow you to do all sorts of things easily and efficiently. A worn, unworn condition would be easy. One object would be a COAT the other a COAT (worn). Simple as ABC...

I do admit that this may all seem very complex, but it isn't really. If anyone has any problems with the system then write to PROBE and I'll do my best to answer your problem. Anyone who wants the exact coding for a specific example need just ask.

FOR SALE

Single person mining ship. Perfect for Asteroid Belt. Equipped with personal navigation computer. A real beauty. Hate to part with it but I am leaving Quantam Black Hole Biz to go on a lecture tour.

Would suit Middle aged, part time Astrologer

Apply: Box 3 Cares Station.

Not much on TV tonight. think I'll plug the Modem into the computer and dial up a few bulletin boards to see what's going down. Now who shall I ring? Mmm, hang on a mo, what's happening? Looks like I'm receiving a message and I haven't even dialed out yet. Better take a closer look at this.....

THE INTERGALACTICAL MULTI PLANETARIAL ALIEN COMPLAINTS DEPT.

(Incorporating THE OFFENDED ANDRUIDS SOCIETY).

Stardate: 11th Sun of the 5th Division. 9841.

To Persons of the Planet known as "MUD". (Sometimes also known as "EARTH").

We, of the above mentioned Body, are VERY displeased with you! As you may know, we have been given far reaching powers by your superiors to enable us to oversee your development as a infant planet into a state of readiness for entry into the "Levels of Higher Learning".

Amongst the many powers that we possess, is one that enables us to monitor every action that happens anywhere on your planet. We need to do this so as to ensure that you are not contemplating any hostile acts against one of our member planets. Wars and other "tribal habits" amongst yourselves do not concern us, as these are considered part of your natural development. We will only get involved if you try to behave in this fashion outside of your own Galaxy.

Since you climbed out of the primeval swamp (about 10 of your years ago when you discovered an antique ZX80, mistakenly left behind by a drunken bunch of visiting Gargle-blaster louts from the Council -Estate Planet) we have been keeping an even closer eye on you. We expected rapid progress as you experimented with this "new" science. So what did we see? Great developments in curing diseases? An end to all wars? Freedom from hunger and drought? NO! What was your greatest achievement with this wondrous machine...? **SPACE INVADERS!**

This represents to us, a serious threat to all the Planets of the above mentioned Society. We have unanimously agreed that any civilization that, having come into the "Computer Age" immediately programs that device to plan the destruction of all other "Alien" life-forms, is it-self, dangerous and totally un-suitable for further development.

Therefore, with this in mind, we have dictated the following course of action. We have decided to send some "Advisor's" to you on "MUD". These "Advisor's" will integrate themselves into your so-called civilization and will probably be impossible to distinguish from your own "Mudlings". They will however, have a few outstanding characteristics. They will be natural leaders, obtaining high office in your society. Once they are so ensconced, they will then change your way of life so much that you will hardly recognise it. In fact they already have. Let me give you a few examples, so as you can understand that this is not just idle chatter.

One of our "special task force" (The Maggee) has been the leader of a little island to the north of your equator for the last 10 years. Just ask the people of that once "fully employed, 9 to 5 with at least 10 tea breaks, triple time overtime and free NHS" proud nation, how they feel about their standard of living now, since our agent arrived to disrupt things?

Another of our people, (The HGV) got quickly into Government and decided that the easiest way to bring you all to heel was to clog up your roads, so he scrapped all the little railway lines and designed the M.25 Motorway. Nuff said?

The final test was to see just how gullible the rest of your planet was. For this we planned our most outrageous campaign of all. We decided to "clone" a bumbleling old film star who had never really made the big time and try to persuade the most richest and powerful continent on Mud, to accept him as their leader. His brief was to do absolutely nothing, only dither. He ended up as one of the most popular leaders of all time and his replacement (The Ray-gun Mk II) is carrying on in the same tradition.

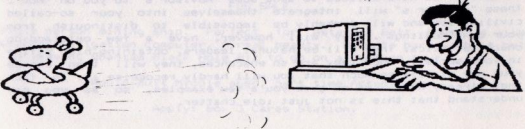
There are now hundreds of our operatives on your planet, gradually spreading themselves around your entire globe. They all have the same brief, viz:- Create disturbance of any sort, to any way of life, resulting in disruption of natural progression. We even have one (the Grue) who is actively operating in the world of Computer Adventures and causing great mayhem to all and sundry, by suggesting that the greatest games of all time are no longer available to the average micro user! I am not sure what he is calling himself on "Mud" but I am sure that he is causing a lot of trouble!

We did consider blasting your insignificant little ball of rock into obscurity by pretending that we needed a new by-pass or something, but we decided to use our current devious method instead, because we feel that there is a future for you, once you have understood that you are not the "Chosen one's" afterall, just a very small cog in the great machine of "Life, the Universe and the Heavy thing".

Now you are probably wondering what it is that you have done to bring our wrath down upon you in this fashion? We assume that you are still too under-developed to be able to work it out for yourselves! It is precisely this. We have observed that certain persons are planning "crackle" invade "phuttttz" "hmmmmmmmmmmmm"

Hello? Hello? Is anybody there?

"This is the switch-board operator. I'm afraid I have had to disconnect you as you were receiving that call illegally. Your caller was not using a valid B.I. telephone credit card. Good night!"



J.R.'s PAGES!!

GETTING YOU STARTED with Zak McCracken & The Alien Mindbenders!
(Atari ST version)

To examine items select 'WHAT IS' and click on object/area.
Start in the bedroom.

OPEN DRESSER DRAWER - PICK UP PHONE BILL - PICK UP SUSHI FROM THE FISHBOWL - USE LAMP WITH SUSHI IN FISHBOWL - (don't turn on the lamp!)
- PULL TORN WALLPAPER - USE TORN WALLPAPER ON PLASTIC CARD - OPEN DESK DRAWER - PICK UP KAZOO.

Living Room & Kitchen.

PICK UP SEAT CUSHION - (from the sofa) - PICK UP REMOTE CONTROL - OPEN CABINET - PICK UP BOX OF CRAYONS - USE YELLOW CRAYON ON TORN WALLPAPER - OPEN REFRIGERATOR - PICK UP EGG.

The Bakery.

PUSH DOORBELL - (3 times) - PICK UP STALE BREAD.

Lou's Loans.

BUY WET SUIT - BUY TOOL KIT - BUY GOLF CLUB - BUY HAT - BUY NOSE GLASSES - BUY GUITAR.

Bob E. Pin's Hair Salon.

OPEN TOOLKIT - USE WIRECUTTERS ON BOBBY PIN SIGN.

Back to your Living Room.

USE MONKEY WRENCH ON PIPE - TURN ON SWITCH - (above sink) - USE STALE BREAD IN SINK - PICK UP BREAD CRUMBS.

Phone Company.

PUT ON HAT AND NOSE GLASSES - (before entering!) - ENTER PHONE COMPANY - OPEN COUNTER DOOR - USE COMPUTER TERMINAL - EXIT PHONE COMPANY - TAKE OFF HAT AND NOSE GLASSES.

Bus.

USE KAZOO - USE CASHCARD IN CASHCARD READER.

Airport.

GIVE CASHCARD TO DEVOTEE - (get book) - USE RESERVATIONS TERMINAL - (Seattle).

CLUES.

KING'S QUEST IV (Sierra On-Line)

To get off the Shipwreck Island you must plan in advance and obtain a whistle.....Try trading a fish for one.....With a whistle you can then summon a 'sea-going cab'.....To get to the Haunted House at night you need a charm.....try the head house.....to appease the Ghouls!.....Remember: Each time you see Lolotte something, somewhere changes!.....The pouch has TWO uses.....Do not wait for nightfall.....it will fall early if you are ready for it!.....Do as much as you can in daylight.....the Fisherman's Hut is off-limits at bedtime.....Edgar will not ALWAYS be a buffoon.....as you'll see later.....Remember that the items you give to Lolotte MUST be returned eventually.....Frogs are princely creatures when treated with affection.

LEISURE SUIT LARRY II (Sierra On-Line)

The Airport Queue Problem:- Don't try and work out the best line to join - you're on a hiding to nowhere! Instead, nip through to the baggage conveyor (that Security Guard is asleep) and watch the X-Ray window behind the Guard. One of the cases contains a bomb! When you are able to take it - the cases 'cycle' every 12-15 times - walk through to the Entrance Hall and watch what happens! You'll shortly get your answers!!

(By the way, the two knees-up merchants outside the Airport require the flowers you should have picked in the Forest sequence!).

DID YOU KNOW THAT...

-Julie Bawick, of Activision's 'Helpline' is never there when you need her?
-Henry Mueller is nearly bald?
-you can play Sherlock and Borderzone (Infocom) on the ST?
-you require PC Ditto for this?
-Infocom have apparently deserted the ST?
-Sierra are fully supporting the ST?
-Mike Gerrard is getting fatter?
-Steve Cooke is nearly bald?
-playing adventures makes you bald?
-it also makes you fat?
-I don't care anyway?
-the lead character in Sierra's 'Gold Rush!' is one J. Wilson?
-Linda Wright writes a cracking ST adventure?
-Jack Lockerby does also?
-Mandy could if she wanted to?
-Jeff Minter is a hippie?
-Level 9's Holy Grail replica was buried at the Cerne Abbas Giant in Dorset?
-I didn't find it either?
-Pete Austin is a clever dick?
-I'm not?
-my car hates the A5?
-it jumped on the back of a red Cortina?
-the A.A. used two buckets of water to separate them?
-I often get in trouble for writing things?
-I didn't receive a Golden Coconut this year?
-Mandy might not print this?!

If YOU have any interesting trivia for the 'Did You Know That' bit, then send it along me at: 32 Merrivale Road

Rising Brook
Stafford
Staffs
ST17 9EB

Considerable help also offered on every aspect of adventure games (not writing them - I'm too impatient!). Specialities at the moment are Sierra On-Line games but I'll try to help you on your way with any adventure problem. I can't have my phone-in helpline because the gaffer's smashed it over my head!
(Don't forget a S.A.E. as the postman doesn't like photocopies!!)

SERIALISED SOLUTIONS

AMAZON
(Trillium)

(John R. Barnsley - Coomodore C64)

Amazon is not really a particularly difficult game; what makes it hard in some spots is the tricky syntax needed to solve a problem or get past an obstacle. With this solution you should have no trouble at all in finishing the game. One note before we get started: this solution is for the intermediate (seasoned explorer) version. The explorer version has a few problems/situations that are not in the novice version. I will point these out in the solution and those playing the novice version can ignore them!

Ok, you start at NSRT headquarters, waiting for the satellite transmission. Just wait (one move is all that's needed), and the picture will come in. Adjust your keys to "tune in". Keep adjusting until the picture is clear.

After viewing the scene of the massacre, "Go Office" to get your assignment. Give your name to Murphy when he asks, and say "yes" to next question. You can answer either "yes" or "no" to the "are you scared" question, and "ok" to the question after that one (Murphy asks a lot of questions).

When he asks what level you are, you can answer "Seasoned Explorer" if you like (or Novice, if you prefer). He'll hand you an envelope and tell you to go to the airport. So, do just that, "go airport". Once there, open the envelope, which tells you which city to go to, as well as containing an airplane ticket. "Go Miami".

When you get there, tell the taxi driver to take you to the Institute. Don't allow him to take you to a hotel, because you'll never get there. When you reach the Institute, and try to enter the building, a policeman will stop you. Show him your letter, and he'll let you in (for someone on a secret mission, you sure are giving out a lot of information!).

Enter the building, where you'll find a secretary. Tell her your name, and answer yes to the map question. Then head east down the hall to the office, and enter it. You won't be able to do anything here until you talk to Paco the obnoxious parrot, so "get drape". Tell Paco your name, then open the cage. Answer yes to all his questions.

Open the refrigerator when he tells you, and get the fruit. You won't need the medicine, so leave it. Give the fruit to Paco, then call him: "Paco". Now you can open the cupboard. Examining the shelves will show you a dart gun and some food for the parrot. Get those, then leave the office.

The director will show up, telling you that you can't take Paco with you. Offer the director a bribe: "Bribe director". Keep saying no to his demands until he's down to ten thousand dollars, then agree. You can now leave with Paco, so "go airport". Once there, buy tickets for Paco and yourself.

You will be paged to the courtesy booth. Answer yes to the name question, then take your pack. The only way to find out what's in there is to take inventory; just looking at or examining the pack won't work (inventory can be abbreviated to inv). Open the envelope and write down the emergency transmission code, then read the note that has your regular code (you might want to write that one down, as well).

Now it's time to be on your way, so "go amazon". You will make an unscheduled refueling stop in Guatemala City. The immigration officer will demand cigarettes; give them to him. You really don't need them for the Kemani later on. If you are playing the Explorer version, you will make a further stop in La Paz. Here, whatever you do, you will be robbed, and left with only your computer and belt. Turn your computer on ("computer on") and input your emergency code.

After the transmission, the police will arrive with Paco, and demand money to return him to you. Give them the belt (which is a money belt with gold inside), and you will have Paco with you once more. The rest of this portion is automatic, and you will eventually be in the Amazon.

Ok, so here you are, flat on your back in the jungle. Sit up, and after the sound effects are over, turn your computer on and input your regular code. When the transmission is finished, go East. You're on a jungle trail. Try to go north, and a wild boar appears. Luckily, he will go back into the bushes again. Now you can really go north, where you will hear the sound of guns firing. Corrupt government troops are very close!

Go east, and sure enough, there they are. And they capture you, too. There is no way around this, but it doesn't matter, since you'll be escaping later on, anyway. You're taken to a tent, and securely tied. Wait, and the captain will come in. He isn't too nice, and accuses you of being a spy. Then he'll ask if you have any money to pay for your freedom. You can say yes and tell him to look in the pack.

Of course, there's no money there; the troops have already taken it. The captain will toss the pack aside and leave, promising to have you executed in the morning, if not sooner, a cheery prospect. Wait until night falls, and Paco will come around looking for you. Call him: "Paco", and he'll enter the tent and free you. Take your pack and go west to leave the tent.

It's pretty dark out there, and hard to see. Wear your goggles, and you'll be able to go north out of the camp. You must wear the goggles, or you won't be able to do this safely. Once away from the camp, remove the goggles. However, now the soldiers know you're missing, and they're coming after you (oops)!

This is definitely an emergency, so turn on your computer and input the emergency code. NSRT will guide you (provided you have your map and map coordinate tables) to a safe location. Once there, get some sleep.

In the morning, take the path north. Woosh! An arrow just barely missed you! Out from the bushes steps a Kemani tribesman, bow ready. You want to make sure he knows that you're friendly, so smile. He will take you to his village, where the men will crowd around, making odd motions with their hands. They obviously want cigarettes, but you gave those away a long time ago. Just keep entering commands like "go hut" etc., until the Kemani kick you out into the jungle.

To be continued.....

THE PRICE OF MAGIK Part 3 of the Time and Magik Trilogy by Level 9
By THE WAYFARER played on Commodore 64

From the starting position on the dark and forbidding drive EXAMINE KNOCKER finding the ESP spell and 2 points. There are 100 points in all, confusingly called percentage sane with the object being to become 100% insane through using magic, W to a wood shed where something nasty lurks under the woodpile, ignore it and TAKE CANDLE which burns here and LIGHT WOODPILE reducing it to ashes, EXTINGUISH CANDLE and GET ASHES, gaining 1 point for the candle and a further 1 point for the ashes. W to a herb garden, GET ALL (which gives you a cross, an eyebright and a mandrake (answer yes when prompted). Pulling up the mandrake reveals a knuckle bone, which wears a jewelled ring, and a skull, GET RING. You have gained 1 point for the cross and RUB EYEBRIGHT IN EYES, to see in the dark. E, E back to the front door where a vine leads up U, U, U, U, U to a roof and W to the east end of an attic. You have scored 2 points for getting to the attic. N to a shadowy alcove gaining a further 2 points, where a wardrobe containing robes stands open, WEAR ROBES, S, CUT MIRROR WITH RING which cuts out a small piece of mirror and causes the rest to vanish, (NB do not break the mirror as you will not be left with a small mirror) GET SMALL MIRROR and a further 1 point.

S into the now revealed alcove where a prism is. GET PRISM (1 point) and EXAMINE PRISM (finding XAM and 2 points). N, W to the west end of the attic where a cage is lying, GET CAGE, SW to the doorway to the attic and SE into the office. A table is here, EXAMINE TABLE and you find MAD (2 points), a knife and a scroll. GET SCROLL, READ SCROLL (2 points), and you have found the way to cast spells. GET KNIFE, NW, NE, E, E, D, D, D, D to the front door, CUT VINE WITH KNIFE and you have cut a staff from the vine, GET STAFF (1 point), U, U, U, U, U, W, W, SW to the doorway of the attic. W to stairs above a landing, D to a stairway with cold banisters, E to an oak panelled corridor, SE to a part of the corridor with hollow sounding panels, PUSH PANELS and a secret door opens revealing a room to the E. In this room a sword point is sticking up through the floor, PULL LEVER and the sword falls into the room below, W, S to a white wood corridor and then E into a store room containing a shovel, GET SHOVEL, W, N, N to a pentagon room, NE to a small landing, NE to a room with a large model of a wargame on it, NW to a roof garden where valerian and wolfsbane grow. GET ALL (1 point for the wolfsbane). NW to the north tower where a rope hangs, PULL ROPE and wait for the shapeless horror (this gains you 2 points bonus, which can also be gained by knocking on the front door. Basically you seem to be summoning the butler, for want of a better term.) U and you climb into the bell tower where a blood sucking bat and a bell are, GET BAT, PUT BAT IN CAGE, D, SE, SE, SW to the small landing, S to a musty landing with a tapestry of a healer, E and D a spiral stair to an alcove, W to a hall of paintings, which features a warped portrait of Myglar (the magician you must defeat).

NW to a room containing some bones, W to an echoing crypt containing Plate Armour, TAKE ARMOUR and you are confronted by the ghost of the previous wearer who says that you can only have it if you bury all of his bones. The ground here is too hard, so you will have to find softer ground, E, GET BONES, S to a rough hewn tunnel, SE to a panelled corridor where a sword lies (you dropped it down from above). GET SWORD, S to an elm panelled corridor where a werewolf is. You are safe as you have the wolfsbane so SW and you are in an entrance hall by a grandmother clock.

E and you are in the broom cupboard, where a broom is, GET BROOM (1 point) W and WAIT for the clock to strike BOM. When it has you will have gained 2 points. After this EXAMINE PENDULUM and find DOW (3 points) and GET PENDULUM. Do not take the pendulum before you have BOM or the clock cannot strike.

In case you haven't gathered BOM, ESP, DOW are spells and items that you find are their foci (plural of focus). A complete list of spells and their foci are printed below, you gain points for finding them and for casting them, albeit not always successfully, some are useful, others are simply for effect.

SPELL	FOCUS	EFFECT
XAM	Prism	Animate objects
DOW	Pendulum	Magic diviner
MAD	Grimoire	Anger person/animal
ESP	Crystal ball	Astral projection
SEE	Feldspar lens	Seek hidden passages
ZEN	Small mirror	Use Mists of Time to move to key locations
DED	Wheel	Stop nearby magic
BOM	Trumpet	Waken pictures/animate objects
FLY	Broom	Float upwards
HYP	Staff(vine)	Hypnotise anyone
FIX	Valerian	Healing magic
DET	Cross	Worry anyone
ZAP	Ashes	Lighting attacks
SAN	Claw	Know magic delusions
FIN	Silver Mail	Breathe under water
SPY	Candle	See visions
IBM	Box	Scare things
KIL	Axe	Others kill you

We are now going to return to the herb garden to bury the bones, so from the clock SE, W, W, W, NW, N, N, N, N, U, U, E, NE, E, E to the roof D, D, D, D, D to the front door W, W BURY KNUCKLE, SKULL AND BONES. Return to the clock by the reverse route E, E, U, U, U, U, U, W, W, SW, W, D, D, S, S, S, SE, E, E, NE to the clock. NE, N, NW, N to the bone chamber and WEAR ARMOUR and having successfully laid the ghost of the adventurer to rest you can wear it safely. E, E to a rest room N to a library filled with totally useless books, NW to a sagging corridor, SW to a collapsing junction where a curtain bars further progress. CUT CURTAIN WITH KNIFE (or sword), W into a sanctum, S into an inner sanctum where a Feldspar lens lies. GET LENS (1 point) N, E, N to a solarium, NW to a laboratory where the word SEE is written on the wall. (You gain 2 points for finding SEE).

SE, S, NE, SE, N to a second library containing a Grimoire (a medieval spell book) GET GRIMOIRE (1 point) NW to a study where a desk stands. SEARCH DESK and you find a parchment. GET PARCHMENT, READ PARCHMENT (2 points) and you find the ZEN spell, which facilitates rapid movement between places on the game area. This is accomplished by use of the Mists of Time as described in the table of destinations to follow.

To be continued.....





*** MANDY'S HOTLINE ***

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



TELEPHONE HELPLINES

SPECTRUM

- Alf Baldwin - Tel: 0452 500512 Mon to Sat 10am to 5pm
- Mike Wade - Tel: 0642 783793 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 Tue to Sun 6pm to 11pm

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 31 482 6209 times as follows:



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



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

!!! THE ULTIMATE INFOCOM HELPLINE !!!

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

Please remember that the GRUE will give help on INFOCOM ONLY!

PLEASE MAKE SURE THAT YOU ONLY RING AT THE TIMES SHOWN