

**Adventure
Probe**
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DISTRIBUTION

Adventure Probe is distributed during the first week of the month. COPY DATE for contributions, advertisements etc is 14th of the previous month.

CONTRIBUTIONS

All contributors sending in material between 14th of the previous month and up to copy date will have their names entered in the Hall of Fame for the subsequent month. CONTRIBUTIONS are always needed and ALL readers are invited to send in items for every section. Anything from a single hint or tip to a full blown article are all very welcome. Reviews of the adventures you have played are especially welcome. Please check first to see if a review has already appeared. Don't worry if you cannot send in typed material as handwritten is just as welcome. If you send in contributions for more than one section please use different sheets and make sure you include your name and computer. If you do send in items ready typed then please use A4 with a nice margin all round with text being approx 70 chars across and 60 lines per page. Items can be sent in on disc (all discs will be returned). The Editor is able to print out from Amstrad CPC6128 (Tasword or Protect), C64/128 on (Easyscript or Mini Office II) or Atari ST (First Word Plus). Sorry no printer for the Spectrum. If you send in items for the IN-TOUCH section please clearly mark which are adventures, utilities, arcade etc.

POSTAL ADDRESS

Please send all correspondence, subscriptions etc to the Editor: MANDY RODRIGUES, ADVENTURE PROBE, 67 LLOYD STREET, LLANDUDNO, GWYNEDD, LL30 2YP. If writing from overseas please add UNITED KINGDOM.

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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:

PAUL VINCENT, ANGELA ALLUM, NIC RUMSEY, BOB ADAMS, PAUL CARDIN, BARRY DURRANS, ALF BALDWIN, MERC, ALAN DAVIS, MARGARET CREWDSOON, PAUL HARDY, GEOFF WALLIS, THE GRUE!, JIM MACBRAYNE, LES SHIPTON, TONY MELVILLE, MIKE BRAILSFORD, ALLAN PHILLIPS, BEN ISBA, TOM LEAHY, JAY HOMOSUTOMO, PAUL RIGBY, WILL ORTON, JACKIE HOLT, STEVE McLAREN, RON RAINBIRD, JIM DONALDSON, MICHAEL FOOTE, JIM STRUTHERS, KEN BOND, DOREEN BARDON, MARK ELTRINGHAM and LARRY HORSFIELD.

Special thanks to MerC for the cover logo and to Allan Batchellor for the splendid cover picture.

EDITORIAL

welcome to Volume 5, Issue 3 of Adventure Probe.

Sometimes, when you have been playing adventures for some time, you often get the feeling that you might just be losing that enthusiasm you used to have. You begin to wonder if it is you, or the quality of the adventures you have been playing that is at fault. Then WHAM! without any warning along comes a game that seems to jump out of the screen, grab you by the throat, smack you in the face and demand all your attention! You are brought instantly awake and all the excitement of the early days is re-kindled all over again. This happened to me this month! Suddenly, all my jaded senses were sharpened by a game that I just couldn't leave alone. For those who are wondering which game I am raving about, it is THE GOLDEN FLEECE by Jim MacBrayne. When I finally completed it (not without a lot of help, I might add), my cheque for a RAM upgrade was posted without delay as I just cannot wait to play the other two games THE HOLY GRAIL and THE MISSION. All I can say is WOW! All Introcon fans will love these games.

This month also saw the return of the Atari ST, now fully repaired and working a treat so the full list of solutions available from Probe is ready for anyone who needs one. I have tried to send the list to everyone who was waiting for one but if I did forget anyone then do please drop me a line to remind me.

Enclosed with this issue is an application form for tickets for the second Adventure Probe convention. I hope that all those who managed to attend the last Convention and many more of you will be able to come along in October. Jill Carter has kindly agreed (been roped in!) to run the Megapoints Competition featuring another game by Larry Horstfield. This should leave Larry free to mangle a little and to run his PAW workbench if he wishes as he didn't have time to do any of that at the last Convention (poor Larry). If any of you have any ideas re the Convention then now is the time to start sending them in. Also if anyone would like to offer their services to help out on the day then do please let me know. I know that it is eight months away but I am already getting excited about it all. Anyone who has booked accommodation in the hotel or who are going to book accommodation, would they please let me know (you can just mention it on the rear of the ticket application) so that I can then negotiate with the hotel for a special reduced price on refreshments. I am hoping to arrive at the hotel on Friday and stay over until Sunday morning (just because I don't want to miss out on all the extra fun with you all).

This month also saw the start of our Bob Adams' new column in Amstrad Computer User (yes I DID eventually manage to get hold of that issue in Smiths, Bob). I hope that this will be just the first of a permanent column in that magazine, congratulations Bob, very well done indeed.

Well, I'm off now to get all this collated and ready for printing. I do hope that you enjoy this issue and I'll see you all again next month as usual.

Handy.

REVIEWS

THE LOST DRAGON

Tartan Software, 61 Bailie Morrie Crescent, Montrose, Scotland, DD10 9DT. Available on cassette for Spectrum 48k/128k price £2.95. Reviewed by MANDi on Spectrum Plus 3.

It was a real pleasure to be given the opportunity of reviewing another adventure from the Tartan Label, especially one that recounted all the events and happenings at the Adventure Frooe Convention whilst providing the player with an interesting adventure to play at the same time.

The screen is split into two sections (as in Double Agent and Gordello Incident), one side of the screen list all the happenings in the Convention hall while the other window allows the player to explore the hotel (mapping will of course be easier if you were present at the hotel for the Convention as Tom has faithfully stuck to the hotel floor plan). Did anyone notice that there was no third floor button in the lift? In this adventure, you must discover a way to enter the mysterious third floor and also discover the whereabouts of the lost Dragon which must be recovered in time for the presentation ceremony. There are plenty of useful looking objects lying about but getting them to the right place isn't all that easy. Well, you would expect a doorman to try and prevent you walking into the foyer of his nice clean hotel carrying some bits and pieces which you have dug about in the strangest places to find, wouldn't you? And of course that large box couldn't possibly fit through into the lift could it? An obvious answer to this would seem to be the fire escape, but then again, how the heck can you reach it as it is one of those contraptions that only allows you to come down and then swings back up into place again!

The first time I played this adventure I have to admit that I took absolutely no notice of the game itself. I was too intrigued by all the happenings in the Convention hall. Every time I tried to do any exploring I was distracted by yet another message coming up on the other window. I thoroughly enjoyed reading about all the happenings in the Convention room so I decided to give up on the adventure for the time being and read away to my hearts content. Oh yes, we are all there, Tom didn't miss a thing! I know you are all dying for me to tell you about it but I am going to be mean and let you all find out for yourselves!

Back to the adventure proper. As there is obviously a time limit on finding the Dragon in time for the presentation ceremony, Tom has thoughtfully provided an extra facility which is most useful. Upon the game loading you are given the option to play the adventure properly or to explore and map first. This, I found was particularly useful as you are allowed free access to all parts of the game and all visible objects are there for you to mark down (of course you can't take them until you play the game properly). Only a few of the locations are barred to you in this mode - for obvious reasons. When you chose to play the adventure properly you are faced with a load of devious puzzles and traps in the Tartan style we have come to know so well. I can honestly say that I fell into every trap that Tom set! One of the problems in particular has so many traps to catch the unwary adventurer that you could find yourself almost tearing your hair out in frustration. It was while I was engrossed in this that, who should turn up for a visit

but Tom himself! I then had the strangest experience that an adventurer could have, to actually have the author looking over my shoulder and giggling at every one of his traps that I fell into! The puzzles are unique, certainly logical (in hindsight), and really make you use your grey cells.

As if the Lost Dragon wasn't enough to keep you busy puzzling away for hours, Tom has provided a surprise freebie on the other side of the tape. This is not one but TWO extra free adventures for you to play so if you get stuck on the Lost Dragon you can always load up one of the other adventures to take a break until you come up with another idea to try. The freebie adventures are two of the very early ones that Tom wrote and I found them both very enjoyable too. One of them has a couple of sections in where number logic puzzles are set for you before you can release the required object. One of these was so intriguing that it had the whole family gathered around with pen and paper trying to work it out. When it was finally solved everyone wanted to go through it once more (they could too as each time you enter the puzzle it is randomly set so is different!). All in all I would say that for £2.95 this is the best value for money cassette that I have yet seen!

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SPLATT!

Price £1.25 (UK), £2 Europe and Elsewhere (Seamail) or £2.50 Elsewhere (Airmail). Cheques/PO's to: K Gray, Cartoon House, 3 Alder Crescent, Orford, Warrington, Cheshire, WA2 8AQ.

Reviewed by CHRISTOPHER HESTER

Readers of ADVENTURE PROBE may be familiar with the editor of SPLATT!, krazy kez Gray. Well now she's decided to launch her very own adult comic, assisted by the able pen of Roy Edwards, and published by Mandy Rodrigues. SPLATT!'s a bit like Viz meets... er, Viz. Silly cartoons and plenty of jokes! It does also cater for serious stuff as well, but it is definitely NOT The Bandy. Issue 1 saw the start of Roy Edwards' SCANDAL (Shouldn't it have been called SCANDALLAS?) and MILDRED HOTEL HORRORS, starring both kez and Roy! FLU'D is a key star, who you'll see cropping up regularly - he even reviews the new records! I especially liked the superbly drawn NEIGHBORES STREET by Roy Edwards, a spoof on several "well-known" soap operas!

Issue 2 has just been published, and is even ratter with serious silliness! It also has a new ADVENTURE SECTION, which reports on the recent PROBE convention! There's even a jokey Problem Page, which is worth seeing for the lovely photo of kez herself!! (It is you, isn't it?) Plus you get a regular Crossword and Competition to enjoy.

All said, SPLATT! is hard to put-down (and hard to put down as well!). kez Gray's style is wild and wacky, she sure can draw, whilst Roy Edwards is equally great, is somewhat inspired by the beano for his artwork! (I've got those annuals too!) Why not send off for a copy? It can only make you laugh!

YARKON BLUES

By Jason Davis. Available from WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. For Amstrad CPC on cassette for £2 and disc at £4. Cheques etc payable to J.G.Pancott.

Reviewer JAY HOMOSUTOMO played on CPC6128

Yarkon Blues is a graphic adventure written using that amazingly popular creator the G.A.C. You play the part of Space Trader Rik McQuick, who is pilot of the mighty ODOUR-EATER II intergalactic Starship! By a series of unfortunate incidents, Rik's ship steers off course and crash-lands on a strange green planet not unlike earth. The planet is called Yarkon, and is where the adventure takes place.

Rik escapes his fate by leaving the ship via a small escape pod. The pod lands on a mountain top, which is where the adventure begins. The main objective is, of course, to escape from the planet Yarkon. But this isn't your average planet, oh no. The planet has been deserted for years, maybe centuries, so Rik cannot just go and phone the AA to fix his ship, he has to find a way off the planet himself!

After a few moves in the adventure, you begin to realise a real aspect of the game which is humour! The game is very funny in places and also certain inputs get funny responses. The atmosphere that the game creates is very realistic and clings on to you each time you try to leave the computer. The structure of the game is designed to challenge you and keep you playing, but not to frustrate you at the same time. The puzzles are not too hard but not too easy. They are also very logical. There are many neat touches to the game which gives it a head start over most home-brew games.

Overall this is an excellent adventure which is challenging, atmospheric, humorous and fun. It is simply a treat to play. I certainly hope that Jason has other games written for the Amstrad, as I think he has lots of potential. Basically an excellent game in its own right and a definite must!

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GORDELLO'S DEMISE

From Tartan Software, 61 Bailie Morrie Crescent, Montrose, Angus, DD10 9DT. Available for Spectrum 48K on cassette for £2.95.

Reviewed by JUNE ROWE on Spectrum 48K

It seems that with this latest issue from Tartan Software, Tom has "done a Dallas" - remember how, in an earlier series, J.R.'s younger brother was killed, but it turned out later that he wasn't really, and it was just someone dreaming of his death? If you have played through to Part 3 of THE GORDELLO INCIDENT, you will get a distinct feeling of deja vu when playing GORDELLO'S DEMISE, but wait a moment... that character didn't do THAT before, and another character won't repeat his previous actions, and yet another doesn't have the power to do what he did before!

So to refresh your memory on Part 3, this is on the reverse of the tape, along with the complete solution. However, newcomers to *GORDELLO* can play this as an independent game, then load *DEMISE* and play another game altogether, with the added bonus of being able to use the same map. Use a different coloured pen for writing things, though, the second time around, (whichever game you play first), because you will find that some of the characters have changed their starting locations, so you won't find them where you found them before.

I couldn't help but admire Tom's ingenuity in the way he has altered the solutions to the problems between Part 3 of *INCIDENT* and *DEMISE* - as one who had previously played *INCIDENT*, I found it interesting to compare the differences, but for someone who hasn't played the earlier game, *DEMISE* provides two games for the price of one. This is good value for money, and (provided you don't cheat and look at the solution to Part 3!) will give many hours of enjoyment solving the puzzles.

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ONE OF OUR WOMBATS IS MISSING

Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX. Available for Spectrum 48K only at £2.49. Reviewed by JILL CARTER on a Spectrum +2A

After a few days in your new job the Head Keeper asks you to lock up for the night. "Just take a quick walk around", he mumbles, "and see nothing is missing. It wouldn't do if the lions got out now would it?" he jokes as he leaves. At least you hope he is joking. The main concept behind this text only, Quilled adventure is, as you may have guessed, to locate and recapture an escaped wombat before the Head Keeper finds out that it has escaped. This turns out to be no easy task, as you are almost immediately confronted by several problems, such as why are all the doors locked, and how do you undo them, why are all the animals so uncooperative, and what can you usefully do with a cup of cold tea? You can spend a very long time indeed simply visiting and mapping each location (you definitely need a map for this!), and trying to work out how so many corny jokes could have been dreamed up by one man - on your travels you meet a manic mynah and a coal mynah, and an uninhabited cage - belonging to the famous missing lynx!

But after all the novelty has worn off, what are you left with? The answer is a very playable adventure indeed, but I personally feel that Mike may have set the level of difficulty too high at the beginning of the game. It may just be my own preference, but I find it all too easy to become disheartened at the beginning of an adventure when met by continual stone-walling tactics. However, the game is addictive to say the least, and once you get into your stride things do begin to fall into place... well, more than they did at first, anyway. The standard of writing is very high, with only one spelling mistake, and then it's more of a typing error. There are no bugs that I could find (with the exception of those in the insect house!), so the playtesters certainly did a first rate job. So, in retrospect, would I rather have a green cheese sandwich? Well, I think that anybody buying this game, providing that they have a strong sense of humour and insurmountable patience would certainly not be disappointed in the game. It is certainly a credit to the Zenobi label and to Mike himself. Basically, if you are a fan of Balrog games, you are sure to love this one! I think I'll forfeit the green cheese sandwich this time!

COMPUTER ADVENTURES - THE SECRET ART

By Gil Williamson. £7.95 From Atlas Software, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YF

Reviewed by HAROLD DIXON.

This book covers every aspect of the adventure world, right from how to play adventures, how to present your own game - right through all the intricacies of development, and even how to publish it! There are many ideas, both tried and untried, and many excellent examples throughout the book. It has a good example adventure specially structured for the reader's information, and has very informative Appendices. The instructions are very clear and easy to understand. There are also several very intriguing illustrations with a certain puzzling aspect for the enquiring mind.

It is so easy to fall into a rut, so easy to get stuck in an adventure getting nowhere - the book eases these problems for you - sets your mind at rest. If you are writing an adventure one must make them interesting, not too easy, not too hard - give the adventurer something to do - I reveal too much (sorry Gil) - well - It is a highly entertaining book, one with a quality of its own. The author has a clever way of getting through to you - expressing his own feelings and opinions - yet at the same time fully involving the reader, which I find a very strong good point! He makes even the most minor details contain that certain element of excitement which helps to create that other-world atmosphere, which is surely the basis of all adventures. He helps you to really get into the swing of things from the word go, clearly explaining things in a most delightful manner as he goes on. His working through the example adventure is a treat in itself, and surely will encourage anyone to go on with greater determination to conquer any stubborn adventure they may be stuck in. There is also a wordlist supplied in the book, which I think is an excellent idea, it can be referred to again and again, as indeed the entire manual.

The author has obviously entered well into the adventuring world, as shows in his many examples - his games list is to be well commended - especially to learners and informative to the pro's. The light and wasy way the book is presented makes it easy to read and understand, making it one that will often be referred to. It is a certain must for greenhorn adventurers, and has a certain charm making it a fair buy even for the pro's. I could read another just like it and never get ted up. My advice - PLACE AN ORDER NOW - IT'S TOO GOOD TO MISS!!!

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WONDERLAND

By Magnetic Scrolls and Virgin Mastertronic, available now on IBM PC (£34.99), ST and Amiga versions (1 meg only) due January 1991.

Reviewed by TED BUGLER played on IBM-PC

Most readers will have heard of this game by now partly because of the fact that it has been advertised for so long, and it's release delayed for even longer than has now become almost compulsory in the games world, but also because of the considerable hype surrounding the game design system known as Magnetic Windows. So now that it's out, how does it live up to the advance publicity? The game comes on a whole host of floppy disks and a hard drive is almost compulsory,

as is a mouse and a minimum processing speed of 8MHz. Opening the manual will tell you very little about the plot, as virtually all 66 pages (plus two extra leaflets) are devoted to an explanation of the game system. You play the part of Alice, as in Wonderland, and really that's all you need to know at the outset.

Many claims have been made about the game system, and it's fair to say that new ground has been broken in terms of the way in which you can select your preferred game-style, i.e. full text, menu commands, icons, etc.. You can even have pictures if you really must! What's more, there's character interaction as well!! In more detail, you can open windows showing by icons the items in your inventory, the items in the present location, possible exits, a map of where you've been, and so on. There are any number of different font styles to choose from, and having selected your preferred layout you can then save it, as well as saving internal preferences such as whether you have graphics on, default colours (black and white or white and black), mouse sensitivity, and so on. Unfortunately, what you cannot do is restore your saved position immediately after a sudden death, or make a ransave, and here lies the basis of the main problem with this game. The game system may be ultra-clever and capable of so many wondrous things, but it really does fail to deliver some of the more basic features that we all regard as standard these days. In short, it's too clever for it's own good! And then, dear readers, in case you thought that standard features had been totally overlooked, there are the bugs and spelling mistakes without which no self-respecting author would dream of releasing an adventure, especially one whose manual boasts no fewer than six playtesters in its credits - were they asleep all of the time? For instance, how about sitting down on a riverbank only to get the response that you are now sitting on the sky! My favourite, however, came when I tried to unlock a red door with the front door key (I can feel the imminent onset of the potted plant syndrome), to be told that the key didn't fit. Fair enough, but when I then thought, hang on, this is an advanced system so the parser is bound to accept "it", and tried "unlock green door with it" I wasn't expecting the response "you can't see a rabbit hole here"!

The real tragedy about this release is that the game itself looks very good, reminiscent of Guild of Thieves, and is certainly a well-constructed text adventure which would undoubtedly have benefitted from Pawn-style graphics and even a fixed screen layout offering through the function keys a choice of text, icon, or menu command systems (see Spellcaster 101 for the real thing). As it is, however, the system is so clumsy, with jerky scrolling and different sized pictures in each location which make it impossible to stick to an optimum screen layout, and clearly too much time (and memory) has gone into the system design without adequate attention being paid to the game itself. Nevertheless, once you've mastered the system, there really is a nice game to be played. There is, incidently, an on-screen help routine (which your reviewer has consulted purely in order to assess its contribution to the overall package!) and this is certainly an improvement on previous Magnetic Scrolls help routines, which were really exercises in copy-typing although they did have the advantage of deterring you from cheating too early and too often.

I can certainly recommend the game for those with the minimum hardware requirements, but I hope that some of the blemishes will be removed before the other 16 bit conversions are released. As for 8 bitters, I'm afraid that, like Alice herself, they will just have to dream.....

FANTASTIC ADVENTURE

An adventure written under the non-de-plume of George Jeffreys and available for the Amiga.

Reviewed by NIC RUMSEY and played on the Amiga

Rarely does an adventure so richly deserve its title as this one. If you look in the dictionary you will find that Fantastic means beyond belief. THIS ONE IS CERTAINLY UNBELIEVABLE. It boasts a total of 30 rooms and 4 mediocre puzzles (if you count rolling a rock, putting on a hat and saying a spell as puzzles). The only difficult touch was in opening a chest, where the luckless adventurer had to unlock it with a strange key and kick the wretched box to open it.

After 18 minutes and 123 moves the "game" was definitely up... suspecting a wind up by a certain pair of very dubious characters I phoned the more gruesome one. Needless to say he knew nothing of it!! Just in case the author was endeavouring to market his first adventure I wrote to him complimenting him on the handling of an otherwise highly priced game (£2.95). He replied that it was his first game and that I could playtest his next ("as you obviously know more about that than me"). This was an offer I should be happy to accept should he have the urge to write another.

Those who have graduated from a C64 (or like me still use one as well) will remember a spoof "The Activision Adventure of the Year", this one is from the same stable... Our very own Grue! himself. Obviously meant as an April Fool trap, I would tell him that this was not a Wayfarer trap (the foot wouldn't even go in it, let alone get trapped). However it was a nice piece of programming on Matrack II, and having seen a later effort I wish him luck with it. Next time market it under Snookumsott or Snooksoft for short!!!

(Looks as if the April fool didn't work, Grue! To anyone who would like to see this adventure for themselves and see what it is all about, send a disc and stamp to the Grue! at the address on the telephone helpline page....Ed)

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FISHING FOR RED HERRINGS

KINGDOM OF SPELDOME

By MARK ELTRINGHAM played on Amstrad

BIBLE. CANDLE. LEAF. SHIELD. FLAG. SPEAR. SKULL. SHOE.

THE GOLDEN FLEECE

By NEIL SHIPMAN played on Atari ST

SWORD. COIN. ROPE. LETTER OPENER. CANISTER. GOBLET. PENDULUM. INGOT.
CHEST. EXCALIBUR. SILVER KEY.

.....

NEWS

MORE INFOCOM RELEASES FROM VIRGIN/MASTERTRONIC

Virgin/Mastertronic have just announced that they have acquired the rights to a further five Infocom adventures. These are ZORK II, ZORK III, ENCHANTER, SORCERER and DEADLINE. These will be released in late March for the PC and the Amiga and will cost £9.99. This is excellent news as it was feared that these titles would become unavailable. I only hope that Virgin/Mastertronic will continue with their efforts and that soon the complete range of Infocom adventures (considered by many to be the "kalls-koyce" of adventures) will soon be completely available once more. Many thanks to Paul Rigby for sending in this information.

NEW SPECTRUM PD LIBRARY

Gordon Inglis has launched a new PD Library for the Spectrum computer and already he has an impressive number of games available including many from Zenobi, Interceptor, Softel and others. Gordon is looking for other adventures to add to his list and all donations of games are most welcome and all games will be included in the library. There seems to be a huge reserve of deleted/unavailable games in company vaults and many, many home-grown games that people would love to play but don't get the chance because the author has been dejected after having his/her efforts rejected by a couple of major labels so now is the chance to get your talents noticed. Who knows, entering games into the Public Domain has led to many authors being recognised. All the games are available at 99p each plus 17p for postage and packing. For further details Gordon can be contacted at 11 West Mayfield, Edinburgh, EH9 1TF.

UPGRADE AVAILABLE FROM GILSOFT

Roy Milliken wrote to tell me that Gilsoft have produced an up-grade for the CP/M version of FAW5, which now allows one to include graphics with a program. Roy has tried it out and says that even for the PCW, which does not exactly lend itself to graphics, it is quite good.

ELVIRA FOR THE ATARI ST

Accolade have just announced that ELVIRA, MISTRESS OF THE DARK will be available for the Atari ST by the end of February and will retail at £29.99. The Amiga, IBM PC and Tandy versions are already available. For more information ring 071 738 1376 and ask for Sue Winslow.

GOOD NEWS FOR TALESPIN USERS

Deltronics have released the FANTASY GRAPHICS DISK, a program consisting of numerous drawings for inclusion into Microdeal's Talespin Adventure Creation System. These include Characters, backgrounds, Weapons, Armour and many other objects "too numerous to mention". I am told that the price will be £9.99. They also offer other enhancements for this system and offer discounts on the Talespin program itself. For further details write to Deltronics, PO Box 175, Carshalton, Surrey, SM5 2WA. NB Deltronics have offered a cut-price deal for readers of Probe who order through me. I don't know what the response would be but if interested parties would like to get in touch with me I can then perhaps arrange for them to take advantage of the vastly reduced price quoted to me.

W I Z A R D W O R K S

By JIM MACBRAYNE

Bob Adams' recent article in Probe set me to thinking (was that a snigger I heard from The Grue?) about something which amazingly enough had never before really reached the level of objective consciousness, namely, how do you actually go about starting to write a computer adventure. After all, surely you just start at the beginning, fiddle around for a few hundred hours or so, and at the end your completed masterpiece appears like the rabbit from the hat - isn't that so? Suddenly I realised that for the last ten years, with five games under my belt, I've never really analysed what I've been doing!

Ever a lover of myth and fantasy, I suppose that the decision to adhere to this is basically the starting point, in that at least it gives a broad base on which to build. Thus, before I begin writing, I know that the game is going to involve such diverse subjects as fairy tales, legend, pseudo-science, spell-casting and so on. This has the advantage that, providing you give your imagination totally free-rein, the sky's the limit. For example, in the blink of an eye, you could find yourself transported to scenarios reminiscent of Arthurian legend, Alice in Wonderland or Wind in the Willows, with all the potential for atmosphere-creating descriptions you could desire. Even having taken this decision, you are in no way restricted by it because, remembering that fantasy is the rule of the day, you could instantly transport to the Piccadilly line in rush hour or to the methane-laden plains of Neptune. As I've said, the only restriction is your own imagination!

Further analysing my past efforts, I realised that in every case I've started by writing a few room descriptions with absolutely no idea at all where this was leading. These first dozen or so room descriptions tend to be fairly atmospheric, lengthy and detailed, but may or may not end up as significant in the final product. They really serve no more purpose than to get me into the correct frame of mind and to act as a springboard for future developments. By the time this stage is finished, I've usually got at least a vague idea for a plot, and the real brainwork can begin. (Was that another chortle from the direction of Ormskirk?)

As I'm sure we're all aware, much of the atmosphere and addictiveness of an adventure game is created by having a range of scenarios which interlink in certain specific ways, then allowing the player tantalising glimpses into them, though he/she may not be able to fully exploit his/her surroundings in the first instance. Even although I may at this point still only have the vaguest outline of a plot in my mind, this then, for me, is the next stage - considering scenarios, thinking how they might link, mapping, designing and generally scribbling down lots of ideas on paper. Coincidentally with this, to use Mandy's expression, I'll be "pondering puzzles", or thinking of ways to obstruct the player's progress. Of course, this is an on-going thing, and can be carried out whenever your mind is not otherwise occupied (guffaw from Lancashire), some of my better ideas having come like a bolt from the blue while I was driving, or in the 'wee sma' oors' when I couldn't get to sleep - my dear wife is long since used to hearing an ill-supressed chuckle from the other side of the bed at three o'clock in the morning. It's perhaps pertinent to record here that the basic plot of The Holy Grail was largely conceived and designed while I was on a fortnight's holiday - some 100 miles removed from my computer.

Okay, by this time my originally-vague plot will have gelled into something more concrete, and the time has come to sit down at the computer, do some serious work, and transfer the brilliant ideas on to disk. This tends to be a bit of a slog, involving many hours hunched over the keyboard, malt whisky, Readers' Digest Reverse Dictionary and thesaurus (in order of importance) to hand. Room descriptions are laboriously written and honed to perfection, often at the mind-bending rate of three per night, and I swim in a sea of nouns, verbs, adverbs and prepositions. Simultaneously with this of course, as I do not use an adventure writing system, the programming itself has to be contended with, and all sorts of complications arise - what if they try to sit in the thimble? - did I allow for someone examining the floor in room 22? - what if they put the lamp inside the box then try to close it? - Who'd be a programmer? - Am I nuts? (sounds of hilarity from Leeds area)!

Right - the rooms are now complete, all sorts of items exist to be manipulated in various ways, and the end objective has to be reached, so how do we set about optimising the player's problems? At the outset, at least the way in which I personally do things, as each object is created it is arbitrarily placed in one of the rooms as a temporary measure. Each item now may or may not have to be relocated in a more suitable location according to its place in the final scheme of things. Thus, there wouldn't seem to be much point in putting the key to open a door behind that same door, and you must ensure that problem number one leads to problem number two then in turn to problem number three and so on, with no dead ends or unintentional one-way streets. Sometimes this requires the writing of an extra room here and there where a particular set of circumstances hasn't been allowed for, but that's no problem, and at last we're there - the game is finished - or is it?

I virtually never feel an adventure game is totally finished until perhaps some months after its "completion". I'm always tempted to fiddle about with it, tweak it here and there, and add in little extra touches, until I just can't be bothered with it any longer. Probably the best example of this was in *The Golden Fleece* in which, on completion, I felt that it could be just that little bit better. As a consequence I sellotaped in the see-saw room problem, which in my humble opinion is one of the best parts of the game. Then there's always the feedback from playtesters who may have some really excellent suggestions to make, such as Ted Bugler's idea of the 'flashbacks' in *The Mission*. (thnx Ted)

Well, for better or worse, that's the way I do it, though I strongly suspect that there are as many methods as there are authors. I can honestly say that I now very much prefer writing games to playing them, and my advice to all those budding authors out there who've been thinking of writing a game but have been frightened off by the imagined difficulty is - Don't put off any longer. You don't know what you're capable of until you try, and you might be denying us all the brilliance of an author with skills equalling those of Dave Lebling.

Would any other adventure authors like to contribute their experiences on how they go about creating their adventures for this new section? I think this would be extremely interesting for the rest of us.....Mandy

PAWS FOR THOUGHT

by Larry Horsfield

As some of you will be aware, I recently purchased a 2nd hand Amstrad CPC 6128, in order to convert all of my adventures. I hope that the Amstrad adventurers who have been asking home-grown adventure authors to convert games will appreciate all the hard work this has entailed, and purchase the adventures when they are released! At the time of typing this article, Parts 1 and 2 of both "Magnetic Moon" and "The Axe of Kolt" are complete, and part 3 of both games are being worked on. "Kolt" will be the same as the 128k Spectrum version, as will "Starship Quest", but I have included a new puzzle into part 2 of "Moon" and have altered part 3 somewhat, as I was never really happy with it. One thing that I will be incorporating into the Amstrad versions, and into all my future Spectrum adventures as well, is a scoring system.

I have decided to do this after conducting a survey into improving the playability of adventures. An article by Gerald Kellett in "Adventure Coder" gave me a lot of ideas, but I then ask several friends "What, if anything, would make you replay an adventure after you have completed it?" Those that said they would replay it said they would do so if they had not scored the maximum number of points at the end of the game. With this in mind, I decided to include a points score in my games from now on.

I found that this is not as easy as you would think. PAW has a SCORE facility which uses flag 30. However, I realised that the score would be limited to a maximum of 255 points, as the flag can only have a range of 0 - 255. "The Axe of Kolt" is a 4-part adventure, and 255 points would have to be spread pretty thinly around the game. I wanted a more satisfying score total, and decided to have a total of 1200 points in the adventure, 300 to be scored in each part. I'm making the point (excuse the pun!) of telling the player the number of points to be scored in each part, so that they can replay any part in order to score the full 300. I mentioned this to my friend John "It's the man!" Bromwich, who makes me look like a complete moron when it comes to any sort of programming, and he came up with the simple routine which I will tell you about here.

First of all, I would point out that this method works equally well on both Amstrad and Spectrum PAW. You should ignore flag 30, and use two of the user flags, let's say 200 and 201. The way this method works is that we use flag 200 to hold the score up to 99. As soon as it goes over 99, even if it was say 108, 100 is deducted and 1 added to flag 201. To do all this we need one entry in Process 2, and you will need to create a new Process table to contain the entries needed to show the score on screen, replacing the SCORE routine, say Process 3. Apart from the normal score system messages 21 and 22, we will need a further message, which is just the number 0. This can be any of the spare messages or sysmess in the Spectrum version, but in my Amstrad versions, I used sysmess 34 (the cursor in Spectrum) which is spare. Incidentally, in the Amstrad version, flags 29, 39 & 41 are spare, so they can be utilised by the writer. In fact you could use two of these flags in this score routine if you are doing this on an Amstrad. By the way, just to fill a bit of space at the foot of this page, I would advise all Amstrad adventurers that all my future adventures will be converted to CPC/PCW format as they are being written on Spectrum.

The first thing you should do is insert the following entry at the end of Process 2:

```
  _ _   GT 200 99   MINUS 200 100   PLUS 201 1
```

This is the entry that updates the score when it reaches 100. Next, having inserted Process 3, you will need to insert the following three entries into that table:

```
  _ _   SYSMESS 21
  _ _   NOTZERO 201 PRINT 201 LT 200 10 SYSMESS 34
  _ _   PRINT 200 SYSMESS 22
```

In the second entry, I have specified sysmess 34, which is the figure 0 (zero), but in Spectrum you would use another sysmess or message. Now the entry which goes in Response (Process 0 on CPC) to show the score on screen. This is simply:

```
SCORE _ PROCESS 3 DONE
```

You will also have to include the PROCESS 3 line in the QUIT routine. You could, as I did, alter sysmess 22 to remind the player of the total number of points, and all you need to do is change sysmess 22 to read: " points out of 1200."

I also like to tell the player how many turns he/she has taken. This is handled by the TURNS routine, and needs no alteration. However, I wanted the TURNS screen messages as an extension of the score messages, so that when the player types SCORE, he will get the message "You have scored 345 points out of 1200, after taking 471 turns." To do this, I altered sysmess 22 to read " points out of 1200, " (note the blank space at either end of the message) and I altered sysmess 17 to read "after taking ". To implement this in your adventure, just insert the TURNS action in Process 3, after SYSMESS 22 in the third entry, i.e.: _ _ PRINT 200 SYSMESS 22 TURNS

Having done all that, I will now move on to the actual entries in the Response and Process tables which actually increment the score. Where the action which scores the points can only be performed ONCE in the whole adventure, you merely need to insert the appropriate line in the entry, say PLUS 200 5, but what if the scoring action can be repeated?

As an example, I will take a situation in part 1 of "Magnetic Moon". You need to get from one side of the spaceship to the other along a gangway that runs from starboard to port (east-west to landlubbers!). Halfway along the gangway, unseen unless you LOOK PORT, or LOOK AROUND CORNER (You're standing at the aft end of a FORWARD-AFT (north-south) gangway, just by the corner) are one of the ship's officers and a guard, who're standing outside the engine room door. You do not have to input those commands in order to solve the puzzle, but they will give you useful information about what is happening around the corner. I'm not going to tell you how the puzzle is solved, as it'd spoil the game for those who have not played the adventure yet (why not, I ask you!), but this may give you an idea of how to improve the playability of your adventure. Incidentally, Gerald Kellet's article appears in issue 6 of Adventure Coder, available from Chris Hester.

You can also LISTEN to hear what is being said, and will also score points if you do this, but you don't have to. Now, because these are actions which can be performed more than once, you have to be very careful when inserting the entries in the database (source file in CPC). Say the scoring action is the LISTEN one mentioned above. There are actually two methods of doing this, both involving the use of flags.

The first method is to have two LISTEN entries, one with the points score in it, the other without for any subsequent LISTEN inputs. These will be like so:

```
LISTEN _ AT 10 ZERO 100 MESSAGE 100 PLUS 200 5 SET 100 DONE
LISTEN _ AT 10 MESSAGE 100 DONE
```

You will notice that I have made no reference to flag 100 in the second entry. This is because once flag 100 is set to anything other than 0, the first entry is ignored by PAW.

The other method is to have a separate process table for all the score entries that involve repeatable inputs. This involves a second flag for each score, but as there are a couple of hundred user flags in PAW it is feasible. The way this is done would be to have just one LISTEN entry in response/process 0, like this:

```
LISTEN _ AT 10 MESSAGE 100 SET 100 DONE
```

When the player inputs LISTEN at location 10, flag 100 is set the first time you do it and because we have not specified that flag 100 must be ZERO, it will have no effect on subsequent inputs. What is needed now is a new process table, say process 4, and for each entry where we score points, we will need an entry in process 4 like this:

```
_ _ NOTZERO 100 ZERO 101 PLUS 200 5 SET 101
```

You will need update process 4 every turn, so include the following line somewhere in process 2: _ _ PROCESS 4

Although it requires using more flags this method makes it easier to keep track of the point scoring entries, and this is extremely important, as you do not want the player scoring more than the maximum number of points in your adventure.

Whatever method you use for scoring, and even if you do not have a score system, you will use a lot of flags. If you write multi-part adventures like I do, where you continue play in subsequent parts using a saved position, you have to use the CLEAR action to reset flags at the start of the next part, so that you can use them again. Where you have a whole block of flags, say from 60 to 150, that's an awful lot of entries. I spoke to John Bromwich about this, and he came up with an EXTERN routine which will clear whole blocks of flags as specified by the user. I will be dealing with this in my next article (as long as John supplies the info! Subtle hint there, John!), so Happy PAW'ing until then.

FICTION

RETURN OF THE SON OF COLOSSAL ADVENTURE THE REVENGE

(Or: The Valley of the Trolls)

A short story by Kylie the Wombat Slayer

FAKĪ TWŪ

From the Jocentre Bernard walked down into the valley. It certainly had changed, he thought, as he strolled through the valley municipal car park (one silver piece all day), and past the souvenir shops selling tacky plastic axes, "genuine" dungeon rocks and "I've been to the Valley" pencil cases. The old McGandalf's was still there, Bernard was pleased to see, providing satisfying yet strangely unhealthy fare for the weary would-be adventurer, but otherwise there seemed to be a large number of closing-down sales in evidence, and a lot of shops were actually boarded up. But it was almost lunchtime, so Bernard decided to make a detour into his old workplace before presenting himself for his new job.

At least one thing in the valley hadn't changed, Bernard thought as he entered McGandalf's. The ramous tripple half pounder with double processed cheese, fried eggs, onion rings, bacon, pineapple, lettuce, cucumber, gherkins, tomato ketchup and McGandalf special recipe salad sauce still featured prominently on the menu under the title of the Randolph McGandalf mega-whoppa (although it was referred to by the staff as the murder burger - Bernard had once eaten one for a bet and had discovered that this was a fair description). The staff still had to wear the black pointy Randolph McGandalf hats with the silver stars on - he even recognised some of the grease stains on the tables.

"Yo, Bernard!", the dwarf behind the counter greeted him. "Long time no see! What have you been getting up to all these years?" "Hi there Shorty," replied Bernard, who wasn't very good at nicknames. Lying shamelessly, he continued; "Well, things were getting a bit dull back in the woods, you know the sort of thing, maidens getting under my feet, counting all that gold getting on my nerves - I thought I could do with a break, being so rabulously wealthy gets to be a bit of a strain after a while." "Things have certainly changed here since you left", Shorty told him, "The old dungeon closed down about six months ago - they said it just wasn't profitable any more. Now they've turned it into a big office complex, but it's just not the same. All the old staff here left soon arterwards, and we're having to train up a new batch - they're hopeless, look!"

Bernard looked. A pirate, complete with black patch, wooden leg, parrot and pointy black hat with one star on it had stumped up to a goblin who had just entered and sat down at one of the neat little tables with the red and white checked cloths. "Can I help you, you scurvy knave, or would you prerer it ir I slit your gizzard!:" the pirate screeched manically. He thrust a menu into the hands of the terrified goblin, and continued; "Now order, ye wretched landlubber, or it'll be a taste or the lash for thee!" "I-I-I'll have a mega-whippa with chips" stammered the goblin, who looked as if he wished that he'd brought sandwiches that day." "I'll have a mega-whoppa with chips PLEASE CAPTAIN! or ye'll walk the plank arose daybreak tomorrow ye miserable yellow-bellied slime!" the pirate snarled, "And don't ye forget it. Have a nice day or it'll be the worse for thee!

"I see what you mean," said Bernard. "At least he's saying "Have a nice day", and "can i help you" now," mused Snorty, "you should have seen him a month ago. The rest are even worse. You ought to see the kitchen staff - the three witches are terrible cooks - keep wanting to put eye of newt into everything - although with Gandolph McGandalf's special salad sauce, who's going to know, that's what I say. Do you want anything to eat by the way?" "Um, no thanks" said Bernard hastily, "I'm in a bit of a hurry. I'll see you around." With that he quickly left, slamming the door on a mummy who had been about to ask him to visit again soon or else reel the curse of the Pharaohs for all eternity.

At least, he thought, the address on the card, the "Dungeon at the End of the Valley Business Estate and Office Complex" couldn't be too difficult to find. However, when he finally arrived at the old familiar iron grille, he found that it had now only been triple padlocked but also welded shut and concreted over, measures that made the "completely and absolutely no entry under any circumstances to anyone on pain of death" sign seem rather unnecessary. He soon saw the reason why. A little further down the valley was a massive, gleaming, steel door, fully twice Bernard's height, hewn into the living rock of the hillside. The door had gone out of its way to look imposing and awesome, to overwhelm anyone who dared to approach with its importance. This was the corporate door, which looked as if it had been designed by teams of image consultants, working around the clock. Bernard probably would have been more impressed if it hadn't been for the pink and pastel blue designer logo emblazoned across the door, which stated, in arty writing, that this was the Middle-Earth headquarters of Puppi-snax Pet Foods. He self-consciously held up the jobcentre card to the whirring video camera and was rewarded with an almost imperceptible click from the door, which swung silently open before him.

The hallway behind the door was even more gleaming and impressive than the door itself had been. Framed photographs of the widely varied and highly nutritious Puppi-snax range were ranked along the marble walls towards a vast reception desk. The receptionist herself, sitting on an uncomfortable looking chair underneath "New! Liver and Tripe Flavour Chunky Chunks" and "Chocolate-coated Beery Snax" glanced up at him. "From the jobcentre? Please wait just a moment." After checking a piece of paper, she asked Bernard to sign the visitors' book, which he did with a flourish, having practiced his autograph in happier days, and covering most of a page with a big, swirly signature. Then with a well-practiced smile, the receptionist said brightly; "Please take the elevator up to the fifth floor where Miss Jones will meet you. The department you require is accounts (section 4b). Please enjoy your time working at Puppi-Snax Pet Foods." After assuring her that he would certainly try, Bernard wandered off in the direction that she had pointed, searching for the elevator, whatever that was. Luckily, there was only one door in the part of the hall that the receptionist had indicated, with a single large button beside it, and unable to think of anything else to do and in the best adventuring tradition, Bernard pressed it. There was a swish, and the doors opened onto a rather cramped room with a panel of buttons down one side. Bernard barely managed to squeeze himself into the elevator, and quickly caught up his tail which was trailing dangerously near the door as it swished shut again. Then hitting a button somewhere in the vicinity of five with his elbow, he began his descent into the bowels of Puppi-Snax pet roods.

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For some considerable time it had been suggested that a "gathering" of subscribers to ADVENTURE PROBE would be a good idea. Well, through the efforts of a few, who for the moment shall remain nameless, this "gathering" eventually took place as THE ADVENTURE PROBE CONVENTION at the STRATHALLAN HOTEL in Birmingham on 19th September 1990.

A few thought that it would be appropriate to make a special presentation to Mandy. Some money was collected and a certain playtester was charged with the responsibility of buying a "DRAGON" from a well-known shop in BLACKPOOL. But of course, being a playtester, the task had to be performed the hard way and the figurine was eventually obtained in KIRKALDY! In fact two "DRAGONS" were bought, as a presentation to Sandra had now been added to the arrangements.

Some of the conventioners who were travelling from afar were scheduled to arrive on the previous evening and the playtester (alright it was Lorna Paterson) was supposed to meet up with the Witch of Wessex (Joan Pancott) at a certain time on the Friday afternoon. The Witch waited and waited and waited (even forcing a drink on TARTAN TAM in the meantime!), but no sign of Lorna. No wonder! She had arrived early and was "resting" worriedly in her room and by the time that she eventually (sheepishly) appeared in the Lounge the Witch had gone to HER room to change for dinner!

Why sheepishly? You may well ask! After checking in (AND NOT MEETING UP WITH THE WITCH), Lorna proceeded to her room via the lift. Strange lift in this Hotel thought the bold lass. NO THIRD FLOOR BUTTON! No matter, as her room was on the fifth floor, button number 5 was pressed and the lift moved upwards.

On the overhead indicator number 1 lit temporarily, then number 2 then Lights flashed on and off and in puff of smoke, a white-bearded WIZARD appeared and purloined Mandy's "DRAGON" from Lorna's handbag. He stood glaring at Lorna and told her that he would have been unable to take the "DRAGON" if the Witch had previously touched it, BUT it could be retrieved in time for the PRESENTATION CEREMONY if any brave soul was prepared to enter his Magical World (open ONLY on Saturdays) on floor 3 of the Hotel. No prizes for guessing who must now accept this challenge in the SPECTRUM adventure THE LOST DRAGON.

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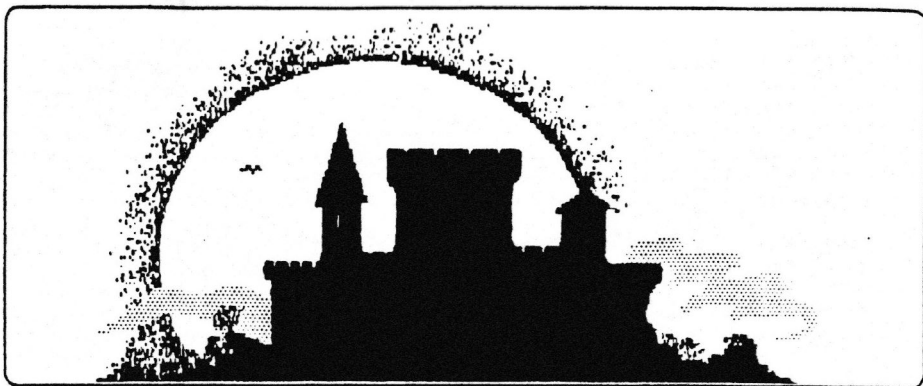
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All three adventures are available in standard 48k tape versions, and much expanded and enhanced 128k tape and disc versions.

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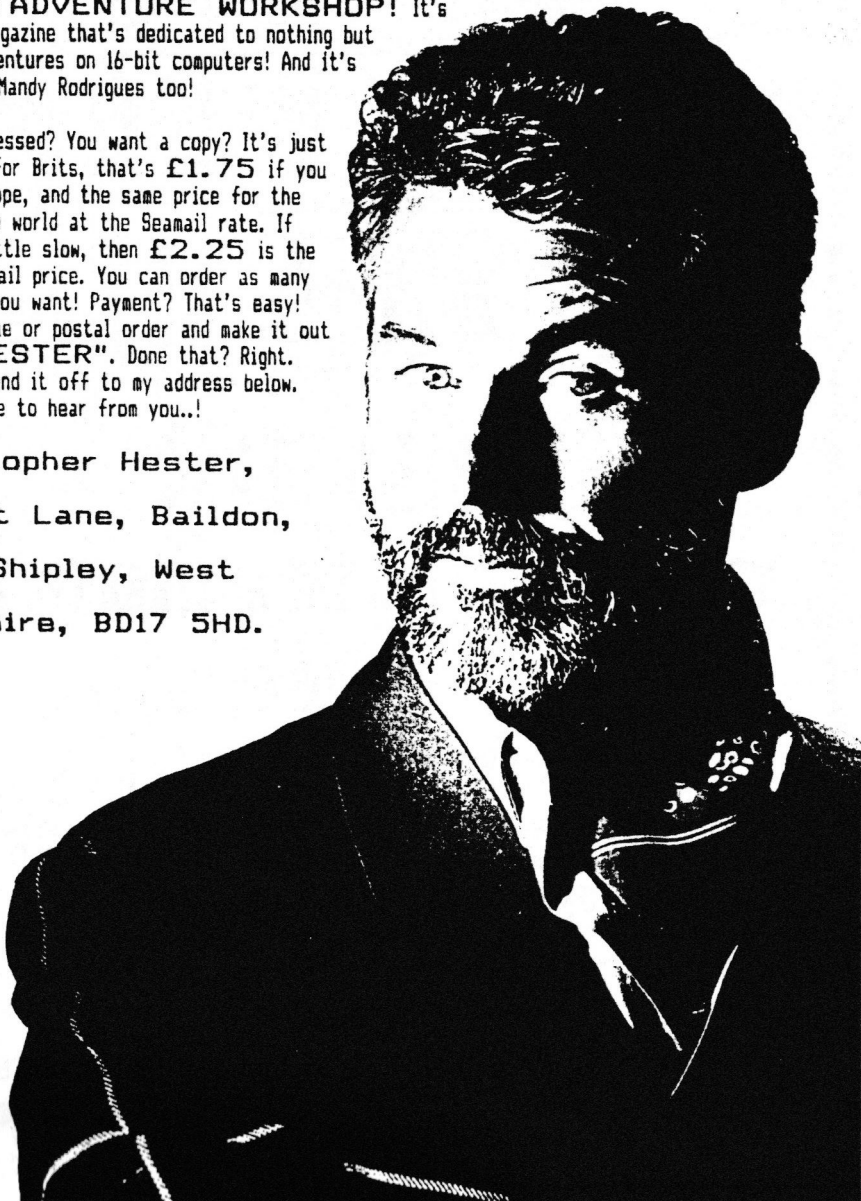
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*** * * SPLATT!! * * ***

The zany adult magazine drawn and written by our very own crazy Kes Gray. Issue 3 January-February 1991 is out shortly. More fun with the usual shower! In this issue there will be a report/debate on COMPUTER PIRACY written by the infamous computer pirate "LEGION" of Intersecta! This should be of interest to all computer adventurers who wish to join in the debate. SPLATT!! costs just £1.25 an issue. To order your copy make cheques/Postal Orders payable to:

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ATLAS ADVENTURE SOFTWARE

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LETTERS

ADVENTURES FOR A YOUNGSTER WANTED

Is anyone aware of any adventure games suitable for young children? My elder son is eight, very keen on reading, and has expressed an interest in having a go at adventure games himself. I used to work in a library, and once a week I would have a group of children in to work through Adventure books, which appeared to go down quite well. The most popular was one where there were definite puzzles/riddles to be solved in order to progress, as well as the more normal adventure problems to be solved. In the holidays I would fetch the computer in and work through a simple game with them, but many of them were older and were able to read text easier than my son. Any ideas for games with reasonably simple vocabulary?

COLIN SHAPER, 112 Woodland Ave, Hutton, Brentwood, Essex, CM13 1HL

(Colin has a Spectrum and a QL computer so if anyone has any useful suggestions then please send them to him. Does anyone know if games such as "Micky's Space Adventure" or "Winnie the Pooh" is available for Spectrum or QL? My suggestions include the Tartan "Six-in-One" and "Shymer" as suitable for a novice but perhaps the vocabulary is a little advanced.....Mandy)

=====

A MYSTERY IS SOLVED!

Arrrrrrh! Sorry, it was me who put Stuart Whyte's telephone number instead of Mr Higgs' on the In-Touch ad in the January issue of Probe. The number should read (0602) 272029. A thousand apologies to you, Stuart, and anyone who phoned the wrong number - you may be assured my head is thoroughly buried in the sand!! In my phone book the numbers are next to each other and in my hurry I mistakenly wrote down the incorrect number.

MARK ELTRINGHAM, Norwich, Norfolk.

=====

A PARCHMENT WITH A DIFFERENCE

Greetings, my lady. May this letter be the first of many. The grey skies above the moors beckons rain so I will press on. Firstly, many moons ago I wrote a scroll to the Sorceress but no reply was forthcoming. So, of late, I wrote again, but results totalled nil. Can thou tell me if the Koyal Mail has a grudge against us Celts or is the Sorceress just not answering parchments anymore? Also, can thou tellet me if the M.U.D. (Multi-User-Dungeon) is still in phase with this land, if it be so, I beg send me some details. Next, a strange query upon my part. I possess a Spectrum+2 contraption and a copy of the PAW (I think it is version III). When I try to compress a database it parses, but instead of the counter counting down to 89, "Out of Memory" is emblazoned upon the screen, and I am returned to the main menu. All of the "the's" in my location text have now been replaced by "RND????". This happens when compressing the start database. I had none of this devilry 'pon my battered 48, so speakest thou plainly - have other readers of Adventure Probe had similar gremlins, or is it some mistake on my part? It is rather hampering the writing up of my final adventures... Of course I should really write to Gilsoft, but I never received my user registration form - despite sending them the back page of the manual a long time ago. Have I been cursed by the Office of Post? Finally, a desperate plea from the heart. 'Twas long, long ago when I first embarked upon my quest for a copy of ROBIN OF SHERWOOD - THE TOUCHSTONES OF RHIANNON" so can you tell me how I can reserve some murky space at the bottom of

the AP Scroll for the purpose of advertising and how many gold crowns it costs? Well, I must go now - the mist swirls ominously and hark! I hear footsteps approaching. So madam, farewell - till next moon.

PAGAN THE HOODED, 8 Borrass Park Rd, Wrexham, Clwyd, LL12 7TG.

(Gentle Sir Pagan. Prithee accept my thanks for the fine parchment which reached my humble abode recently. Verily, as far as my poor knowledge goeth, ye Sorceress still abides at the same abode as hitherto and should, for such be only good manners, have responded to thy requests for aid. Could it be, perhaps, that thou neglected to secrete within the folds of the parchment a small token to enable the noble lady to reply without the need to delve deeply into her venomous purse to make her reply? I believe that to be the custom when corresponding to such august personages. Thy query regarding the PAV has me somewhat baffled and so I pray thee, have patience whilst I pass on thy request for aid to a wizard who may be reading this and who may come forth with the wherewithal to aid thee. As to thy other request, I shall be most happy to accede to thy wishes in whatever manner I may be emboldened to do so and will reproduce thy parchment within the pages of Adventure Probe within one moon from this date with thy request for ROBIN OF SHERWOOD. This will be done in full glory and not within some murky depth of the publication and 'twill cost not even one golden crown but 'twill be entirely free. Perhaps anyone who has the game secreted somewhere about their person will respond with this information and a bill of costs for the same to your castle in the near future.....Mandy)

=====

MORE INFORMATION ON PC EMULATION

My February issue arrived right at the beginning of the month and proved to be the usual good, interesting read. Congratulations to MerC for the standard cover logo you're now using. When the Grue was raving over Jim MacBrayne's adventures on the Amiga I was one of the Atari owners who asked Jim to think about converting them for the ST. Now that he's done so and I've played the first two, I must recommend them to fellow adventurers. Jim sets some cracking problems which can nearly drive you round the bend but, above all, it's his command of the English language which stands out. Rarely have I read such well-written descriptions and I can safely say that if you like text adventures then you'll love these ones. (I couldn't agree with you more...Anon)

Following my article on PC emulators, readers might like to know that prices are continuing to fall - just check out the ads in magazines like Atari ST User. If you're having trouble getting to grips with MS-DOS, some enthusiasts have formed the PC Emulator Support Club and are running a free advice helpline - Tel:0622 677173 all day Wednesday and Saturday mornings. Finally, if Probe doesn't fully satisfy your cravings for all matters adventurous, may I recommend SynTax to all ST owners? The bimonthly discs are crammed with news, reviews, solutions, hints and tips, and it's a worthwhile addition to anyone's library of adventure-related publications.

NEIL SHIPMAN, Coalpit Heath, Bristol

=====

FRIENDLY LETTER IN CHAT-MODE

Thank you for processing my application so quickly. Already two issues of AP have arrived and caused me a bit of indignation. Too much of AP is like eating fish-and-chips followed by Black-Forest gateau. As I am fairly new to adventuring I feel I don't have the experience and authority to join in the great RPG vs Text-only vs Graphics-enhanced debate meaningfully, but I would like to say that for me, Adventuring is a form of escapism for the CHILD within. For this

reason I prefer Fantasy than real-life scenarios like CORRUPTION. When I'm up to my eyeballs in battle against a Monster, it's me out there battling away! When an object is hard to find or obtain, it's me tearing my hair out in frustration. I don't need other complications of a CGP, Interactive character or mobile messing me about. For example in the PAWN, if you don't ask Kronos about the Adventurer, you don't get the Black-Box. Kronos only appears briefly in the opening of the game, so if you hadn't sussed this out, you lose your chance. Fortunately, it's not vital to the game that you get the box though. The point is that the home computer hasn't got the power and capacity for exploiting interactive mobiles fully, so the author should use mobiles with care. You may have noticed me throwing my weight behind the text-only game, but I must confess to having had an addiction to on-line MUGs. Anyway as the saying goes, variety is the spice of life. Just imagine all the eleven members of a football team playing centre forward at the same time! And finally, may I through Adventure Probe, express all good wishes to Bob Adams for success in his ACU column. Thank you!

GEORGE HO-YOV, Hayes, Middlesex.

=====

I MADE A CATASTROPHIC BLUNDER

Further to our recent telephone conversation, I would like to thank you for the help and advice you gave me and for Tony Walker's telephone number. I contacted him about the problem I have with saving the position of tape adventures transferred to disc from tape and he has kindly agreed to attempt to alter the tape versions to save to disc, thus making them playable for me. As I mentioned to you on the telephone I made the catastrophic blunder of selling my faithful CPC 6128 and purchasing the 6128 Plus, which brings me to my next point. I would like to have a moan about the shortcomings of the Plus machine. Firstly, I cannot for the life of me understand why Mr. Sugar and his mateys decided to exclude a tape interface from the 6128 Plus, it surely couldn't have cost more than a few coppers to install one in the machine. I have heard arguments from various sources that "it is time to move on and away from taped based software on the Amstrad" but that is no reason to restrict the purchasers freedom of choice of being able to load tapes of which my extensive collection is now redundant. Talking of software, it seems that it is not only tape based software that has fallen foul of the 6128 Plus. I have several games on disc (all originals) that refuse to load. They are MYTH, DRILLER, LORD OF THE RINGS and PROHIBITION, to name a few, I haven't yet had time to check all the disc software in my possession. I seem to remember reading the advertising blurb about all the CPC software being "fully compatible" with the £430 chunk of plastic I now have the dubious pleasure of owning. One last point, all the hardware I used on the CPC 6128 will no longer connect to the Plus as they now use the Centronics sockets and I have had to purchase adaptors to use the hardware, adding yet more cost to the new machine. One major problem was that the Multiface II was completely useless in the Plus and not only because of the different connector, the thing just was not compatible, something that Romantic Robot have now rectified. The biggest and most expensive compatibility problem has proved to be "AMX STOP PRESS" with mouse, the mouse interface will not fit because the ludicrous cartridge containing BASIC which fits into the side of the machine will not allow the interface to be plugged in, also there is no connection on the Plus for the power supply for the mouse, a very expensive compatibility problem from my point of view. So, to sum up, I am very disillusioned with the 6128 Plus. It seems obvious to me that Amstrad have not done their homework before launching this machine on an unsuspecting public. If I knew then, what I know

now, I would never have parted with my CPC and would have shelved out instead for the games console, it would have been far less trouble and cheaper in the long run. My advice to anyone thinking of purchasing the 6128 Plus to "upgrade" their CPC, is think very carefully before doing so and not fall into the trap I did.

TOM LEAHY, Blackley, Manchester.

(I am so sorry that you have had such a disappointment with your new computer, Tom, and I hope that Tony Walker will be able to find some way to help you to run your existing tape software. He knows more about the workings of the Amstrad than anyone else I know. Sharing your experiences with other Probe readers will perhaps prevent them facing the same disappointment.....Mandy)

=====

HERE'S A NEW IDEA FOR PROBE READER'S

While I was reading the article by Bob Adam's in the January issue of Probe, the most brilliant idea for a new monthly competition came into my head - tell me what you think about it Mandy. Each month, subscriber's have to carefully read each article in the magazine and count the number of time's each contributor mis-uses the apostrophe. The number's are then added together, and the total is the answer to this month's competition. There could even be a special extra prize if you could identify the worst of that month's transgressor's. Who know's where this might lead! By the way, I note that in your reply to Val Jesson you said that the reason for the ST version of The Mission not containing some of the refinement's available on the AMIGA was lack of memory. This isn't actually true, the real reason being the fact that I don't own an ST and am thus unfamiliar with the sophistication's of the machine. Facility's such as allowing definition of function key's and the like thus had to be omitted.

JIM MACBRAYNE, Newton Mearn's, Glasgow.

=====

FOR A WORTHWHILE CAUSE

Did you realise that this year is COMIC RELIEF year and I was wondering if we at Adventure Probe could earn some money for charity. The fundraising idea I have thought of is AN ADVENTURE GAME WITH A DIFFERENCE, in that each location, puzzle and message will be thought of by one person (ie, I think of a puzzle, location and message, write them down then another person writes the next location etc). Then we pool all the ideas together and make a game out of them. This would be great if all the membership got involved as this would make around a 400 location/puzzle adventure, (I live in hope) but even if only a third of the membership wrote something that would still make a substantial game!! I think the game will be best written on the GAC/STAC as these cover over four machines (ZX, C54, AMS, ST). So COME ON ALL YOU MEMBERS AND GET YOUR THINKING CAPS ON! The theme will be a dream sequence, that way we can have plenty of scope for scifi/mystery/historical/humour. It must only be one location but can have any amount of tools etc, also the objective is to find a DREAM PILL to carry on the dream until the end of the game (each location will have a pill hidden somewhere). I hope to program the ZX side and some of the C64 but will need someone to code in the GAC on the Amstrad and the ST. When all is completed no one person (except the programmers) will know the complete solution BUT most people will at least know one of the puzzles and it's a good way of seeing that one idea of yours in an adventure. Also with what we don't use in the adventure we might be able to run off a special game for the convention. Please write to either myself or Mandy with your ideas.

ALLAN PHILLIPS, 70 Campbell Drive, Gunthorpe, Peterborough, Cambs, PE4 6ZL

I think that is an excellent idea, Allan. Not only would it give us all a chance to help a worthy cause out it also gives everyone the opportunity of seeing our ideas incorporated into an adventure. This is especially valuable to those who have no interest in programming but have some ideas for adventure related problems and puzzles. I for one will certainly start thinking about a suitable location and puzzle for this. I hope that as many Probe readers as possible will also join in. Let's show what we can do.....Mandy)

=====

POPPING UP FOR A BRIEF WORD

I am submerged beneath a great sea of examination scripts, but I'd like to surface briefly just to say this: Zenobi have a new game out - THE LAMBERLEY MYSTERY. Of those adventures written with an elusive spark which draws you on, day after day. I don't have time at present to go into details, but I hope to write a full account in due course. In the meantime, for heaven's sake buy one!! I don't know who you are, Ian Eveleigh, but I think your game is wonderful. Best I've played for years!

ALAN DAVIS, Brookhouse, Lancaster.

=====

GRAPHICS CAN BE VERY VALUABLE

Like Angela Cox and her husband, I like playing all types of adventure games and even get satisfaction from scoring well in some arcade games. With regard to text versus graphics in adventuring, I am quite happy with both...now! In the beginning, with an unexpanded VIC20, I played THE WIZARD AND THE PRINCESS without even realising it was an adventure game, and, without the graphics, it would have been a no-no for me! My first real adventure was on the Spectrum 128+2. When I bought the 128, included in the pack was BLIZZARD PASS. Part of the pleasure for me, apart from trying to solve each puzzle, was the moving on to "see" the next location. The wonder of "how did they do that?" intrigued me. It took me nearly two years to complete, but eventually (with the patient help of Walter Fooley) I did! I am not knocking text only adventures, because I love them, and since purchasing an Amstrad 6128 and also thanks to Martin Leverton, I am now enjoying Infocom games. The point I am trying to make, is that graphics can be very valuable for "hooking" new adventurers until their own "mind's eye" begins to work independently. The option of having graphics on or off is a great advantage. So, please home adventure writers, let us have a bit of both!

MARGARET CREWDSON, Egremont, Cumbria.

(Now here is a valid point in favour of graphics that I hadn't thought about, Margaret. I suppose that quite a few budding adventurers, especially the very young ones, could be put off by masses of text and graphics in such cases would be of benefit to them. As you all know, I love all kinds of adventures although I have to say that my favourites, and the ones that have made the greatest impression on me, are text only. The graphic adventures that I enjoy are all animated ones, though and I have never, personally, found static pictures very enjoyable (even the really good ones by Magnetic Scrolls or the later Level 9 adventures) but that is purely a personal preference and, obviously, many other adventurers have different feelings about this subject. Including graphics in adventures will bring more adventurers into the fold than it can only be good for the future of our hobby. Provided that we can turn them off if we want of course.....Mandy)

HELP WANTED

"Please can anyone help me with the following games? In INDIANA JONES, whereabouts in the castle may Henry Jones be located? In LEGEND OF FAERGHEAL, how may I enter the mountain in Cyldane Valley? (I know the mountain is only open at night, but I think I may need something else - an item maybe. I know which three items make up the key, but I don't know where to find any of them. Also can anyone tell me the answer to the following riddle in the same game: *What is it that many like but directs even the greatest of Kings actions. It's much like a sword and made to hurt, but it never draws blood though wounding thousands. It thieves no-one but it does make rich. It spans the whole world and makes lift it. The greatest kingdoms it has rounded, and built the oldest of them all, but never has it begun a war and those who trust in it will live in plenty for ever more.... What is it? (It beats me!).*"

PAUL HARDY, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ

"Just before Christmas I purchased an Atari 520STFM. My family and I use it with a portable colour television (also used for my Spectrum) and most of the arcade games come across very well, particularly the cartoon-style graphics of games such as Carv-up. However, as I play text adventures, I soon realised I needed a monitor for a sharp screen display, so I bought a Philips 8833 Mk2. It came within 24 hours, and I eagerly connected it up - despite the useless manual I am almost sure I made the right connections. My problem. The screen display is completely indecipherable even when I know what it should say. It has black diagonal and horizontal lines on an orange background, and won't stop rolling from bottom to top no matter how much I twiddle the various knobs. I hoped it was a faulty cable, but a replacement one gave the same result, and I had to resort to returning the monitor. The sellers assured me it worked perfectly all day for them, and duly returned it, with the advice that it may be picking up interference. I tried again, with everything not only switched off, but also unplugged. Still the same screen. I will be most interested to hear from anyone who has experienced similar trouble, and anyone with a possible solution to my predicament. Maybe someone knows of a monitor that WILL work? Unless I can make the Mk2 work, it will be returned, and I will just have to ignore certain adventures that require the clarity of a monitor. ANY sympathy, advice and information will be gratefully received."

BARBARA GIBB, 52 Burford Rd, Liverpool, L16 6AQ

"Please would ANONYMUM get in touch with me as I need help with DAEMON and I believe that she has completed it. My telephone number is 0524 34604."

TONY MELVILLE, 39 Slaidburn Drive, Hala, Lancaster, LA1 4QX

"I wonder if any reader could recommend a Database that I could use to store my solutions or adventure games and to catalogue my games. I am hopeless at programming or I would make one for myself. I own a Spectrum Plus 3 so tape or disk would be helpful. I would be very grateful if someone can help."

JIM DONALDSON, C/o Connelly, 132 Stamford St, Glasgow, G31 4AU

"I have been able to do a full solution to Ooze with the exception of providing the answers to two or the riddles set my Murx. You don't need the answers in order to finish the adventure because when you get one right you're only rewarded with a (sometimes obscure) clue. However, I'd love to know what they are - just one word in each case. Have you solved these?

1. *The one who produces it, doesn't tell it, the one who takes it doesn't know it and the one who knows it, doesn't want it.*

2. *It has a hat but no head, a foot but no shoe.*

NEIL SHIFMAN, 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ

Please could someone help me with THE BASE: I understand I need a broomstick to get the key in the basement, but am having trouble getting one from the storeroom or the kitchen of the governor's flat. I have the brass key, cassette, steel key, wrapping paper, the plain pass and the telex. I have changed the prison overalls for the boiler suit. I've tried GET BROOM, GET STICK, GET BROOMSTICK. Looking at them does not produce any info. Am I trying the wrong words or is there a broomstick somewhere else. I have looked everywhere I can think of. I wondered if the blockage in the basin is important or part of the "atmosphere of the game". In THE ISLAND I am having trouble getting the petrol from the landrover. I have actually tried several times inbetween getting the motor, belt, dinghy, inflating dinghy. I've been told to fill motor with petrol before fixing it to dinghy. Also before and after chopping the rope with the axe. I have the parrot (do I need the parrot?) It only nags me to get a move on. My inputs with the plastic tube in pipe: COLLECT PETROL. GET PETROL. COLLECT PETROL IN CAN. FILL CAN WITH PETROL. PUT CAN UNDER PIPE - OR UNDER TUBE. PUT END OF TUBE IN CAN. PUT TUBE IN CAN. PUT CAN UNDER LANDROVER. GRUP CAN UNDER TUBE..... All to no avail. Please what's the magic input?"

ANGELA ALLUM, 22 Point Royal, Bracknell, Berks, RG12 4HH

I can help with the petrol problem, Angela, the input you need is PUT TUBE IN FILLER PIPE, SUCK END, PUT END IN CAN. I am sure someone can come to your aid with your other problems.....Nandy)

"Can someone please help with a problem I have in STALKER? Does anyone know how to cross the quicksand. I lay the frame over the sand but as I cross the frame I fall off and die. Also how do I escape from the hut without being killed by the people NW from the pod. I have got the device from the cave and got rid of the cave crawler and that's all I can do. Any help would be appreciated."

DENNIS DOWDALL, 130 Cherwell Grove, South Ockendon, Essex, RM15 6AH

"I would be extremely grateful if someone could help me with PILGRIM, I can't even get out of the room! Also in TOWER OF DESPAIR I can't get out of the glade with the statue."

MARION BROWN, 64 Marlborough Ave, Springview, Wigan, WN3 4PY

"Please could someone tell me how to cross the quicksand in STIFFLIP AND CO?"

GEOFF WALLIS, 51c Elder Avenue, Crouch End, London, N8 6PS

IN-TOUCH

SPECTRUM 48K software wanted: APPLETON, BASQUE TERRORISTS LOOSE IN DARTFORD, BOOSE UP, BRIAN THE BOLD, ICE STATION ZERO and WEAVER OF HER DREAMS. Please write with price required to: GEOFF WALLIS, 51c Elder Avenue, Crouch End, London, N8 8PS.

AMIGA software wanted: SILICON DREAMS, JEWELS OF DARKNESS and KNIGHT ORC. Please write with price required to RICHARD JONES, Maes-y-Garreg, Conwy Old Rd, Penmaenmawr, Gwynedd, LL34 6YE.

AMSTRAD CPC cassettes for sale: MYSTERY OF THE INDUS VALLEY, FOOTBALL FRENZY, MEGRIS DOME, KNIGHTMARE. £5 the lot including postage. Contact KEN DEAN, 16 Swonnells Court, Maltsters Way, Uulton Broad, Lowestoft, Suffolk, NR32 3PY.

AMSTRAD CPC software for sale: LORD OF THE RINGS, TIMES OF LORE, THE FOURTH PROTOCOL, SILENT SERVICE, FIREZONE, COLOSSUS BRIDGE 4 all on tape for £6 each. ADVENTURE QUEST, DUNGEON ADVENTURE (464 only) £3 each. Also PASSENGERS ON THE WIND (Disc) £7.50. All with original packaging and in good condition. Also:

AMSTRAD CPC software wanted: For 6128, Infocom adventures SUSPECT, HITCHHIKERS GUIDE, BUREAUCRACY, INFIDEL, ZORK I, II, III, PLANETFALL, MOONMIST in good condition with all packaging please. Good price paid. Please contact TOM LEAHY, 88 Holtby Street, Blackley, Manchester, M9 1AR, Tel: 061 202 2452.

AMSTRAD CPC 6128 software wanted: I am looking for ANY Infocom games for the Amstrad 6128 as I haven't yet played one. If anyone could sell me one I would be very grateful. Please contact: JAY HONOSUTOMO, 23 Tintagel Close, Hemel Hempstead, Herts, HP2 6NL.

INFOCOM SWOP'N'BUY: These adventures are accepted on the understanding they are ORIGINAL and with all packaging, and advertised for ONE month only. No responsibility can be accepted by either Probe or Nic kumsey for any which are either copies or damaged. It is up to the individual to check that the swop will run on their machine (please note that the majority of Infocomms will run on either 6128 or PCW, but a few early ones are machine dedicated). Lists are sent on a SAE basis only. This month: ED PICKIN, 5 Lower Dingle, Madely, Telford, Shropshire, TF7 5RS would like ZORK I, II, III, ENCHANTER, SORCEROR, SPELLBREAKER, HITCHHIKERS GUIDE TO THE GALAXY, LURKING HORROR or any other adventure for the Amstrad CPC 6128. Would also welcome a full list of titles available for his machine as he is new to Infocom adventures. (Anybody got a full list they can send Ed please...Nic R)

COMPETITION RESULTS

The answers to the recent INFOCOM PUZZLE COMPETITION in Probe were: Scarab - SANDY CAVE, Gold Key - UNICORN, Vial - SAILOR ON BOAT, Pearl Necklace - PEARL ROOM, Pot of Gold - END OF RAINBOW, Zorkmid - NARROW LEDGE, Rusty Old Box - DUSTY ROOM, Gold Coffin - EGYPTIAN ROOM, Violin - DENTED BOX. The first letters, rearranged spell out SUSPENDEd.

Grue has asked me to announce that the winner was JOHN MARSHALL, of Burncross, Sheffield. John wins an A4 size, unique photograph of Zork Zero. This photograph was especially made for the Grue and will be forwarded to John shortly. Congratulations, John, enjoy your prize.

THE ADVENTURE THAT GOT ME HOOKED

By Mike Brailsford - Editor of Spellbreaker! Adventure Magazine

It's not that long since I began my adventuring - 1988 in fact. It all started when my dad bought a rubber-keyed Speccy 48k, along with a load of games. Amongst these were a couple of adventures, *The Hobbit* and *Invincible Island*.

After a while I managed to borrow the Speccy from him and I had a go at *The Hobbit*, but could only manage about 12%. *Invincible Island* was all but ignored due to the time it took to respond to my commands and also that it took ages to draw the graphics!

However *The Hobbit* had created enough interest for me to search the local high street shops for others. All I could find at the time was a budget game going by the title of *Rigel's Revenge* and released on the Mastertronic/Bulldog label for the fantastic sum of £1.99!

I couldn't wait to get home and load it, especially as I had seen the game mentioned in Mike Gerrard's Adventure Column in *YS*.

As I sat and watched the loading screens and read through the instructions I wondered if it would be worth the wait the first problem encountered was a sneaky one, many people were caught out by the fact that they hadn't read the text that appeared as the game loaded and they had missed the fact that the infra-red goggles that they were wearing had been blown off in an explosion, and as the first locations were in complete darkness you were helpless. I gave up counting the number of times I had seen people write in to various adventure columns and asking for help on the game on this problem in particular.

The game itself was excellent, with small but detailed graphics of certain objects and locations, and with great text, I became thoroughly immersed in the game and I became the character that I played, it felt like I was really there.

Some of the problems were really tough, but I stuck at it, hungry for more and through scouring every glossy mag in my quest for help I eventually completed it. In fact I think one problem in particular was so tricky that it actually took over from the dungeon in *The Hobbit* in the number of requests for help, I'm sure anyone who has played the game could possibly fail to remember the kitchen in the basement flat and how you were to escape through the barred window, or what about the net that you found yourself suspended in over a crate of dog food, I spent weeks (as I'm sure many people did) trying to work my way out of that one before I found out that it was impossible!

So there you go, the adventure that got me hooked, which eventually led me to *Adventure Probe* and *Soothsayer* and ultimately *Spellbreaker!*. To finish off, I contacted the authors, *Smart Egg* not long after starting *Spellbreaker!* to find out if they had plans for any others or even to convert *Rigel* to 16-Bit, but I was very disappointed to hear that in order to survive in an already declining market, they had to put their programming talents to producing arcade and football games for other software companies.

SOLUTION SERVICE

LATEST SOLUTIONS RECEIVED

ADULTIA. ADVENTURE. ADVENTURELAND. THE BANISHED PRINCE. BLUE DRAGON. BOG OF BRIT. BOOZE UP. CASTLE OF RIDDLES. CASTLEMAZE ADVENTURE. CASTLE OF THE SKULL LORD. CIRCUS. CROWN JEWELS. DAY-TRIP. DIAMOND TRAIL. DILDO AND THE DARK LORD. DODO AND DAMN. DOOMSDAY PAPERS. DRAGONFLIGHT. DRAGONSCRIPT. DRUIDS CIRCLE. ENCOUNTER. ESCAPE FROM PULSAR SEVEN. ESCAPE FROM SYLON 6. EYE OF ZOLTAN. FERRYMAN AWAITS. FIRE ISLAND. FIRIEN WOOD. FIVE STONES OF ANADON. FLINT STRIKES BACK. FORGOTTEN ISLAND. GALADRIEL IN DISTRESS. GHOST TOWN. GREEDY DWARF. GREMLINS. GOLD OR GLORY. GOLDSEEKER. HEXAGRAM OF TRUTANIA VALLEY. THE HOLLOW (TEXT). THE HOLLOW (GRAPHICS). HORROSCOPE. HOUSE OF ORION. HOUSE ON THE TOR. INNER SPACE. IN THE CLUTCHES OF THE BALROG. ISLAND OF LOST HOPE. KATAKOMBS. KAYLETH. KINGDOM OF CRAAL. KINGDOM OF KLEIN. MAGNETIC MOON (original Electron version). MANOR OF DOOM. METHYHEL. MISSION X P 2. MOON MAGIC. MOONQUAKE. MYOREM. MYSTERY FUN HOUSE. NECROMANCER. NINE DANCERS. OPERATION SAFRAS. PERSEUS AND ANDROMEDA. PHILOSOPHERS QUEST. PIRATE ADVENTURE. PROJECT THESEUS. PROPHECY. PUPPET MAN. PYRAMID OF DOOM. RING OF TIME. RETURN OF FLINT. RETURN OF THE WARRIOR. REVENGE OF ZOR. SADIM CASTLE. SERPENT'S LAIR. SPIDERMAN. SPHINX ADVENTURE. STRANDED. STRANDED IN ILOOFRAX. SUPERGRAN. SUPER SPY FLINT. TOMB OF DEATH. TWIN ORBS OF AALINOR. VALLEY OF THE KINGS. WHEEL OF FORTUNE. WONDERLAND. WOODBURY END. WOODLAND TERROR. WYCHWOOD. 30p per solution please to cover costs. Complete list available in return for S.A.E.

PERSONAL COLUMN

"Stop moaning and worrying, Larry Horsfield - I've been busy working nightshifts! But I've almost finished the examine messages for KKK - and the Ad.Poster won't be long to follow. Best wishes from.....krazy kez Gray"

"Now available! Numerous commas and hyphens surplus to requirements. Only used several times. Apply B.A. care of Probe."

"What is the most useless thing to be found in an adventure? I think the prize should go to a gentleman by the name of G Jeffreys who has produced a Gruelingly Gruesome puzzle where the luckless adventurer kicks a chest whilst wearing a pair of totally superfluous boots. However, I cannot think of a prize worthy of such a puzzle. Answers or suggestions on a £5 note to G Jeffreys Esq. Care of Probe.....Nic, The Wayfarer."

KINGS AND QUEENS OF THE CASTLE

JAY HONOSUTOND, 23 Tintagel Close, Hemel Hempstead, Herts, HP2 6NL offers help with the following Amstrad adventures: CRISPIN CRUNCHY, GNOME RANGER, MESSAGE FROM ANDROMEDA, SCAPEGHOST, SIMPLY MAGIC and TALISMAN OF POWER.

PAUL HARDY, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ offers help with the following BATTLETECH, BEYOND ZORK, CHAMPIONS OF KRYNN, DUNGEON MASTER, ESCAPE FROM SINGES CASTLE, EUREKA 1, 2 & 3, GNOME RANGER PT 1, IMAGINATION, INGRIDS BACK, JOAN OF ARC, JOURNEY, KENTILLA, KNIGHT ORC, KOBAYASHI NARU, LORDS OF THE RISING SUN, LORDS OF TIME, MILLENIUM 2.2, MYTH, RED MOON, RIGELS REVENGE, ROBO CITY, SEABASE DELTA, SPYTREK, TOWER OF DESPAIR, VELNORS LAIR, VENOM, WAR IN MIDDLE EARTH, WISHBRINGER and ZZZZ.

DON'T FORGET TO ENCLOSE S.A.E. WHEN WRITING FOR HELP

GETTING YOU STARTED

TARK

By NEIL SHIPMAN played on Atari ST

WAKE JEMLEE, GET ALL (Sword, Cross, Heal Manacord, Bless Manacord & Booklet), WEAR BLESS MANACORD, S, D, M, U to Sloping Fissure, GET LIGHT MANACORD, CONJURE LIGHT, GET LANTERN, U, GET ALL (Summon Manacord & Ornate Key), M, WEAR SUMMON MANACORD, E, GET WATER, W, V, GET BRUSH, E, U, E to Ruined Chapel, CLEAN ALTAR, GET BLESS MANACORD, CONJURE BLESS AT SWORD (The sword now acts as your light source), CONJURE BLESS AT CROSS, WEAR BLESS MANACORD.....

ONE OF OUR WOMBATS IS MISSING

By WALLY JEFFRIES played on Spectrum 48K

M, E, S, Search pile of feathers until you find the well-worn key, M, N, Unlock the bar, M, LOOK AROUND (Note the presence of Guinness but forget the Celtic-supporting Spider). Find the Jackdaw, WAIT repeatedly to find both a 1p and 5p coin (and several other objects), Find the kiosk south of the lynx and make a decision that could assuage an elephant's hunger, Now go to the toilet, Get the Brass Key, Get the Cockroach (You can't get it? Well, have a good look...).....

ZED

By MARK ELTRINGHAM played on Amstrad

S, W, RUB LAMP, LOOK UNDER STALL, LOOK, GET ZIP, E, E, S, E, N, PUSH BIN, GET SHEET, READ SHEET, CONNECT ZIP, ENTER BIN, GET TOKEN, LEAVE BIN, S, W, M, W, W, M, M, Z, M, Z (Zed is talking to Guard Dog), M, N, E, N, M, W, DROP ZIP, E, N, W (in mens changing rooms), CHANGE CLOTHES, E, INSERT TOKEN, TALK TO GIRLS (you learn that the transmitters nerve centre is protected by a six letter codeword, left scattered around the estate), M, M, GET TOWEL, EXAM TOWEL (the sign of 'A'ries), M, M, EXAMINE CHEST.....

JOURNEY

By PAUL HARDY played on Amiga

BERGON-GET ADVICE, ENTER, ESHER-LOOK AROUND, PRAXII-EXAMINE FOOD-EXAMINE MAP-REPLY-EXAMINE POUCH, TAG-BRING FOOD-BUY MAP-SELL MAP-INVENTORY, EXIT, PROCEED, ENTER, PRAXII-EXAMINE CUSTOMERS, ESHER-LOOK AROUND, TAG-BUY DRINKS-BUY DRINKS, EXIT, BERGON-GET ADVICE-ACCEPT, PROCEED, BERGON-GET ADVICE, MINAR-SCOUT, RIGHT, MINAR-SCOUT, ESHER-EXAMINE BODIES-EXAMINE CAIRN, PRAXII-EXAMINE BODIES, PROCEED, ESHER-EXAMINE LAKE, MINAR-SCOUT, FOLLOW SMOKE, PRAXII-EXAMINE HUT, KNOCK, BERGON-TELL TRUTH, PRAXII-EXAMINE HERMIT, MINAR-LOOK AROUND, EXIT, PRAXII-EXAMINE BAG, PROCEED, ESHER-EXAMINE STREAM, BERGON-GET ADVICE, GIND GOLD, BERGON-GET ADVICE, FIND GOLD, PRAXII-CAST ELEVATION AT TAG.....

CASTLE EERIE

By JIM DONALDSON played on Spectrum

W, M, E, GET BAR, M, W, S, GET BROOM, M, E, E, REMOVE CHAIN, M, M, LIGHT TORCH, OPEN TRAPDOOR, D, SWEEP FLOOR, GET PLANK, W, S, EXTINGUISH TORCH, DROP BROOM, S, E, S, E, M, E, M, E, S, PULL GREEN, PULL BLUE, M, W, S, W, EXAM PIANO, GET WIRE.....

ADULTIA

By JACKIE HOLT played on Spectrum

LOOK, E, EXAM FLAME, W, W, N, EXAM BAMBOO, S, S, EXAM JUG, CLIMB INTO JUG, TAKE SWORD, CLIMB OUT, N, N, CUT BAMBOO, TAKE BAMBOO, S, EXAM BAMBOO, E, E, BLOW THROUGH BAMBOO, DROP BAMBOO, W, N, N, READ INSCRIPTION, E, SEARCH BORDERS, TAKE KEY, EXAM KEY, E, E, S, S, S, S, UNLOCK DOOR, DROP KEY, S, TIP VASE, TAKE CROSS, EXAM CROSS, N, N, N, E, TAKE DUST.....

GODS OF WAR

By BARRY DURRANS

OPEN HATCH, TIE ROPE TO HATCH, NW, W, GET BRANCH, NE, PUT BRANCH INTO TAR, SW, E, LIGHT BRANCH, SE, THROW TORCH INTO HATCH, SW, GET ALL, WEAR MASK, NW, E, KILL DRUIDS WITH GASTAFF, SEARCH DRUID, GET MONEY, W, SE, NE, CLIMB ROPE, GET TORCH, E, PRESS SWITCH, W, W, NE, DROP TORCH, E, N, W, BOARD CHARIOT.....

CRISPIN CRUNCHY

By JAY HONOSUTOMO played on Amstrad

SHOUT FOR GUARD, FOOD, PEEL BANANA, EAT BANANA, DROP SKIN, SHOUT FOR GUARD, S, E, S, S, S, S, S, E, E, E, GET CLOCK.....

ADVENTURELAND

A GOLDEN OLDIE by RON RAINBIRD played on Atari 800XL

Start in forest, E, E, GET AXE, S, GO HOLE, GET FLINT, UP, W, GET MUD, CLIMB TREE, READ WEB, GET KEYS, DOWN, CHOP TREE, GO STUMP, GET BOTTLE, UP, W, GET FRUIT, E, GO STUMP, DROP FRUIT, GET LAMP, DROP AXE, DOWN, GET RUBIES, UP, DROP RUBIES, DOWN, GO HOLE, UNLOCK DOOR, DROP KEYS, UP, UP, GET AXE, UP, E, N, DROP MUD, DROP LAMP, DROP BOTTLE, DROP FLINT, N, GET OX, SAY "BUNYON", SWIM.....

BOG OF BRIT

By JACKIE HOLT played on Spectrum

SE, E, S, JUMP OVER STREAM, E, SEARCH, TAKE CARD, W, SW, SE, W, SW, SE, SE, SE, SW, E, D, E, E, E, E, E, NE, GIVE CARD, MOUNT, E, N, N, N, N, N, N, N, N, W, DISMOUNT, W, N, SAY TO SENTRY "CONOM", N, W, N, W, S, W, W, D, TAKE BOTTLE, U, E, S, U, GO ARCHWAY, E, E, E, E, NW, GIVE CARD, MOUNT, E, N, N, N, W, DISMOUNT, W, W, S, EMPTY BOTTLE.....

GNOME RANGER

By PAUL HARDY played on Commodore

KNOCK ON DOOR-IN-WAIT-WAIT-WAIT-WAIT-WAIT-GET ENVELOPE AND SPADE-RUN TO CAVE-IN-EXAMINE LLAMA, GET FLOWER-RUN TO FOREST-WAIT-WAIT-WAIT-GIVE FLOWER TO GNYMPH-GNYMPH,HELLO-GNYMPH,FOLLOW ME-RUN TO ROCK-GNYMPH,GIVE ME THE FLOWER THEN LIFT ROCK-WAIT-GET BRIDLE-RUN TO WATERFALL-GIVE SPADE TO GNYMPH-GNYMPH,WAIT,DIG-W-E-GET GOLD-GIVE GOLD TO LEPRECHAUN (Nb It is essential that it is you and not the nymph who gives the gold to the Leprechaun otherwise you will not get the help you need from the Leprechaun later on....hany).....

CONTRIBUTIONS ARE NEEDED FOR THIS SECTION PLEASE

OBJECTS & THEIR USES

CROWN OF RAMHOTEP

By LOL OAKES played on Spectrum

- AMULET - Wear after threading string (after selling gold chain)
- BOX - Insert disc to obtain leaves.
- BAR - Tie rope to bar and lower rope to get ladder.
- BOOK - (On Museum shelf) Read to translate Hotel Notice.
- CHOCOLATES - Eat when Hungry.
- CASE - Open after paying bill.
- CHAIN - Remove from Amulet and sell in the Jewellers.
- CURATOR - Show Scroll.
- COMPASS - To find the way across Desert to Pyramid Entrance (S, E, E, S, W, S and DIG)

THE THIEF

By GRAHAM WHEELER played on Atari ST

- SPADE - From under bush. To dig Mound, dig Sand, Dig up Carrot.
- NET - From Sea Cave. Wear to protect yourself from Bees.
- BOTTLE - Dig up on Beach. Use to get water for Lion, sand for Scales and carry Queen Bee.
- FLOTSAM - Found on Beach past Bear. Examine to find chest.
- CHEST - Found on Beach. Use to store objects and treasurers.
- SHIELD - From Guard Room. It is a source of light.
- COIN - Found in chest. Use to buy Axe.
- AXE - Buy from Gypsy. Use to chop Tangler Roots.

DOMES OF SHA

By LOL OAKES played on Spectrum

- ICEHAWK EGG - Hatch in Ice Pool then use Baby Icehawk to get rid of the Howlers.
- CUBE - Press button to open cave entrance.
- THROWING BLADE - Flick blade to get rid of Fungii Gas.
- BEAM - Use to cross fissure and drop it in bucket for extra weight.
- VINE - Tie to beam and wheel then PUSH WHEEL. (to reveal secret exit).

SHIP OF DOOM

By VICKY JACKSON played on Spectrum

- COIN - To pay the Baron.
- KEY - Insert in keyhole.
- GLASSES - Wear them to find the battery.
- TORCH - Shine it at the beam.
- MIRROR - Use to get out of Prison.
- HOOK & ROPE - Throw it to climb the ledge.
- KNIFE - Cut the rope holding Android.
- GUN - Kill the Aliens with it.
- SONIC SCREWDRIVER - Point it at Glass Cover.

APPLETON

By MARGO: PORTEOUS played on Spectrum

- BOOK - Read it for a clue.
- CASH BOX - Take it back to the Vicar (probably in Vicarage Garden).
- CHEWING GUM - Give it to Choirboy.
- CORD - Need to have this when starting motor.
- CROWBAR - In Toolbag. Use to open Locker in maze (old mine).
- EAR PLUGS - Wear to visit top of Belfry.
- EMPTY PETROL CAN - Holds petrol from Launch.
- GARDEN RAKE - Rake leaves in the well.
- GLASS OF BEER - Buy then drink it, for access to Billiard Room.
- KEYS - In Well. They unlock the car, shed and trapdoor.
- KNIFE - Cut the tubing with it.

VALKYRIE 17

By JIM DONALDSON played on Spectrum

- BRICK - To break case and get Stethoscope.
- STETHOSCOPE - To open safe.
- SNOWSHOES - To walk across giant snowdrift.
- SHEETS - To get out of Hotel from the Small room.
- MIRROR - To break beams to get diamond.
- NECKLACE - Pawn it for cash.
- BOX - Give it to Butcher.
- GROTHNIK PIECE - For fare on cable car.
- BOOK - Read it to learn how to ski.
- VEST - Wear it to stay alive longer.
- SHAVING FOAM - Spray it on the camera.

RIGELS REVENGE

By WILL ORTON played on Commodore 64

PART ONE

- NIGHT SIGHTS - Wear to see in the dark.
- BOOBY TRAP - Kills you if not disabled.
- STUN GUN - Need in Part Two to shoot soldier in Lab.
- BONE - Give to dog.
- MEDIKIT - To get strength when weary.
- DOG - Help in passing tank.
- BODY - Examine for message and satchel.
- SATCHEL - To carry more.
- BOMB - To pass Guards in Part Two.
- MINE DETECTOR - To cross minefield.
- UNIFORMS - Wear Rigel uniform to pass Guards.
- SCREWDRIVER - To unscrew grill in Part Two.
- SWITCH - To close hatch when attacked.

HINTS AND TIPS

KINGDOM OF SPELDOME

By MARK ELTRINGHAM played on Amstrad

Carry the Crown to get past the Dwarves.

Carry the Kope to get past the Goblin Trap.

Carry the Talisman to get past the Elf.

Carry the ring to get past the Orc.

Carry the coin to get past the Trolls.

Take the Goblet to Boltan's Tomb to finish the game.

JOURNEY

By PAUL HARDY played on Amiga

The most important character in your party is Praxix as without his spells you will not proceed very far! When Tag enters the pool in the cave to find Minor (who is missing) he should EXAMINE TUBE. Now LEAVE TUBE, TAG-HIDE, EXAMINE MINAR, WIDE PATH, LEFT, TAG-PICK UP TORCH, BACK, RIGHT, TAG-EXAMINE AMULET-PICK UP AMULET, BACK, PROCEED, TAG-PICK UP COVER-DROP THE AMULET, JUNCTION, SMELLY POOL, DIVE, TAG-PICK UP AMULET, SURFACE, BACK, BACK TO CAVE, PROCEED. When the companions wonder about crossing the wide, fast-flowing river, ESHER-EXAMINE RIVER, UPSTREAM, UPSTREAM, BUILD RAFT, ESHER-EXAMINE RAFT, PRAXIX-EXAMINE RAFT-CAST GLOW ON MAP, LAUNCH RAFT, CROSS, CROSS, CROSS, CROSS, MINAR-SCOUT, LEFT, RIGHT, RIGHT, LEFT, PRAXIX-EXAMINE MAP.

LEGEND OF FAERGHAIL

By PAUL HARDY played on Amiga

In the Grand Board of Trades, let ALL your party members learn all the languages as not only will they gain better concentration but will also be able to converse with every one of Gaerghails inhabitants. Attack Traders whenever possible as you will be able to sell their wares yourself back in town. When you find the old distinguished Priestess in a forest clearing USE AMULET.

THE INNER LAKES

By MICHAEL FOOTE played on Spectrum

Examine your pockets. Find the soap in the sink.

The dog likes sausages. Put the grubs in your pockets.

LOOM

By STEVE McLAREN played on Amiga

STANDARD MODE: After leaving Loom Island you see a waterspout. Click on Waterspout to learn the TWISTING DRAFT. Cast TWISTING DRAFT in REVERSE on waterspout. On Mainland: Walk in forest to find invisible shepherds and learn INVISIBILITY DRAFT. Now go to the Guild of Glassmakers and talk to Goodmold. Outside glass tower: Click on the workers and cast INVISIBLE DRAFT in REVERSE. Go inside and click on the crystal across the bridge to transport to tower and become invisible to the workers. Go to other side of the workers, click on bell to be transported to the sphere. Click on the sphere for the TERROR DRAFT and learn how to deal with the shepherds.

THE LOST TEMPLE

By BRIAN BUSBY played on Spectrum

In the jungle: From the Heli-pad go South-East, South, South.

In swamp: After dealing with gas, go West, then East, South-East, South-West, East, South, East.

In convoluted passages: From bottom of steps go West, North-West, South, South, East, North, Up.

MYSTERY OF MONROE MANOR

By GEORGE KERSEY Played on Spectrum

You should have unlocked the wardrobe from the outside if you are stuck inside trying to get out. Insert the coin in the slot of the statue. Push slab four times. After moving the slab and gone through the door and east, push thr rock.

Hold onto the Ankh.

Feed the meat to the wolves.

Climb up the ladder after dealing with wolves to leave the manor into the forest.

CASTLE OF RIDDLES

By BARBARA BASSINGTHWAIGHTE played on BBC

What gets wetter as it dries? - Answer A TOWEL.

The answer to the Little Nancy Etticot riddle is - CANDLE.

CAVEMAN

By BARBARA BASSINGTHWAIGHTE played on BBC

Use stick to scare Vultures.

The Lion Cub will scare the Buffalo's.

Use the Spear to kill the Goat.

BEHOLD ATLANTIS

By ALF BALDWIN played on Spectrum

Examine your jeans, you will find that you have enough money to buy the tings you need and pay for the ride on the mule.

Your suitcase is in the wardrobe in your hotel room. Open the suitcase and examine it twice.

Change into your bather and go and wait in the Square for a youth to appear. His legs are very sunburned so he would be willing to give you his sandals in exchange for your jeans.

Wait at the mule stop for the Greek to arrive with his mule to take you down to the beach. Remember the work he mutters.

It is quite safe to leave your money on the beach, you will need it for the return trip.

Go for a swim in the sea and wear the goggles when the salt water makes your eyes smart.

Switch your torch on and dive down to the sea bed. Do a bit of digging with the spade to find a stone. Being at the bottom of the sea it is a wet (whet) stone and you can sharpen your knife on it to enable you to cut the kelp blocking the entrance to a cave.

When you enter the cave, a portcullis drops down behind you and you lose everything except the bather you are wearing. Don't worry, you will find all you need in Atlantis. You will find Leskos's severed finger with the holy ring on it in maze of slimy passages. The ring won't come off so you need to put finger in jar of acid to dissolve it. Use the hook to remove the ring.

BLACK KNIGHT

By JOAN WILLIAMS played on Spectrum

PART ONE:

Pour Milk to get butter.
Push Barrel.
Sharpen knife on courtyard step.
Oil door with butter.
Give Oats to Stallion.
Climb chest to "Look on Shelf".

PART TWO:

Maze: NE, S, E, V, N, NW, S, NW to Glade.
Strip Guard to get uniform then push him off the bridge.
Tie Vine and Hemp to branch.
Go in circle to choke Leopard.
Keep attacking Knight with sword.

CRACK CITY

By JOAN WILLIAMS played on Spectrum

Remove mesh at start to find gun (FEEL INSIDE MESH).
Pull rope to reach disused office, cut plaster first.
Kill man at wasteland to get pyramid, push body in canal.
Show pass to enter building.
Put pyramid on platform, press green, red.
Talk to Technician.

THE QUEST FOR THE GOLDEN EGGCUP

By AMANDA OLIVER played on Commodore 64.

To get in the Hut, give the beans to the Guard.
To ride on the Ferry a second time, show card to ferryman.
To pass the Crevasse, wave wand.
When you sit on the seat for the first time, Look Floor.
Wear your robe at all times to see in the dark.
Open Cage - to release bird and get rid of the Guard.

MYTHYHEL

By ALF BALDWIN

Dr Morgan's address is stored in the computer.
Return the Rosary Beads to the owner and you will be rewarded.
It is too cold to go out without a coat. Examine the hatstand.
You will need the skeleton keys to unlock the door to Dr Morgan's house.
Use a spell to get rid of the Nightstalker.
Laura can read Dr. Morgan's shorthand.

BUGS & AMUSING RESPONSES

METHYHEL

By BARRY DURRANS

"At the end of part one, you are sitting in an Aeroplane wearing a parachute. The plane starts to fall and there is a door to the west. When I typed in JUMP OUT I was greeted with the response: "You hand your revolver to the Customs Officer and he asks to see your passport"! Strange eh?"

THE BASE

By ANGELA ALLUM played on Amstrad

"I found a fun way to die in The Base - try pulling the rope in the mortuary. Should we ask Ken if they thought the dead man would get up and walk out of prison?"

THE ISLAND

By ANGELA ALLUM played on Amstrad

"I was most surprised to find that I could stand on the sea in this game!"

CONTRIBUTIONS ARE URGENTLY NEEDED FOR THIS SECTION PLEASE

SERIALISED SOLUTIONS

THE HERMITAGE

TWO PART VERSION by JOHN SCHOFIELD played on Spectrum 48

PART ONE:

N, U, N, V, V, EXAM TABLE, GET BOTTLE, EXAM BED, GET BLANKET, E, E, E, E, EXAM FURNITURE (body of Archbishop), EXAM BODY, GET DAGGER, V, V, N, V, EXAM SEATS, GET CRUCIFIX, N, E, E, SEARCH PULPIT, GET BIBLE, S, EXAM FONT, FILL BOTTLE (holy water), V, S, S, D, S, S, V (beside river), WET BLANKET, WEAR BLANKET, E, S, E, E, E, IN, GET BODY, EXAM BODY (you get some coins and a flint), V, N, N, THROW CRUCIFIX AT WOMAN, EXAM BED, GET MAP, S, S, UNTIE WOMAN (to Dead End), SAY TO WOMAN "HELLO" (she thanks you for saving her. She will show you the way through the dark forest to an enchanted clearing), FOLLOW WOMAN (to clearing), EXAM LEAVES (you find a staff), EXAM STAFF, SV, SE, GET CANDLE, SV, GET TINDERBOX, E, E, E, GIVE BAG (of coins) TO MAN (you can now cross the bridge), E, N, N, E, S, E, E, S, E (lost in Foothills), USE MAP, MOVE BOULDER WITH STAFF, DROP STAFF, DROP MAP, IN, E (noises etc), READ BIBLE, E, DROP BIBLE, EXAM MAN, WAKE MAN, KILL HERMIT WITH DAGGER, EXAM STONE, PULL STONE (way out), EXAM HOLE (you find a book), READ BOOK, RAMSAVE GAME, E, D, E, E, N, N, IN, CLOSE DOOR, SLEEP, N, V, N, V, EXAM BUSHES (you find a pouch), EXAM POUCH (10 copper coins), E, N, RESCUE MAN (from gargoyle creatures), IN, SAY TO THOMAS "HELLO", GIVE BOOK TO THOMAS (he writes down a translation and gives you the paper. You leave the cave and continue east. This is the end of part one. Save your position to tape for loading into part two. Score 50/50.

TO BE CONTINUED



HELPLINE

ALF BALDWIN	0452 500512	MON TO SAT 10AM TO 5PM	Spectrum.
JACK HIGHAM	0925 819631	FRI TO MON 7PM TO 10PM	Spectrum.
WALTER POOLEY	051 9331342	ANY REASONABLE TIME	Various.
DOREEN BARDON	0653 628509	MON TO FRI 6PM TO 10PM	Spectrum. WEEKENDS ANY REASONABLE TIME
MIKE BRAILSFORD	0592 757788	SUN TO SAT 10AM TO 10PM	Various.
MERC	0424 434214	ANY REASONABLE TIME	Atari ST.
JASON DEANE	0492 622750	ANY REASONABLE TIME	Amiga.
JOAN PANCOTT	0305 784155	SUN TO SAT 1.PM TO 10PM	Amstrad.
ISLA DONALDSON	041 9540802	SUN TO SAT NOON TO 12PM	Amstrad.
NIC RUMSEY	03212 2737	MON TO FRI 6PM TO 9PM	Various.
BARBARA BASSINGTHWAIGHTE	0935 26174	SUN TO SAT 10AM TO 10PM	BBC.
BARBARA GIBB	051 7226731	ANY EVENING FROM 7PM	BBC.
DAVE BARKER	071 7321513	MON TO FRI 7PM TO 10PM	Various.
STUART WHYTE	061 9804645	ANY REASONABLE TIME	Amstrad.
ROBIN MATTHEWS	0222 569115 OR 0642 781073	EVENINGS AND WEEKENDS	IBM PC

• • • THE ULTIMATE INFOCOM HELPLINE • • •

If you need help with an Infocom adventure then who better to help you than A GRUE! Ring GRUE on 0695 573141 between 7:30pm to 9pm Mon to Fri. Or write to 64 COUNTY ROAD, ORMSKIRK, WEST LANCs, L39 1QH.

ADVENTURE PROBE

If you need to contact Probe please telephone 0492 77305. I will be available at all reasonable times any day apart from Sunday, and Monday afternoon, but please try to telephone between 10am and 10pm. If you are telephoning for help on an adventure then daytime only please! But please try the helpliners for help first as above.

PLEASE MAKE SURE THAT YOU ONLY
RING AT THE TIMES SHOWN

