

Adventure Probe

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FOOD!



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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. 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 around with text being approx 70 chars across and 60 lines per page. Items can be sent in on disc (all discs will be returned). I am able to handle Amstrad CPC6128 on Protext (or Tasword), C64 on Easyscript, Atari ST on Protext or First Word Plus, Amiga on Protext or Kindwords. ASCII files should be alright too. Sorry I have no suitable printer for BBC or Spectrum. FAXSIMILE may be used to send items also (same telephone number). If you send in items for the IN-TOUCH section please clearly mark which are adventures, utilities, arcade games 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 U.K. to address.

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HALL OF FAME

Sincere thanks to all the following readers who took the time and trouble to send in contributions during the past month:

LARRY HORSFIELD, JIM STRUTHERS, DENNIS FRANCOMBE, RON RAINBIRD, TONY KINGSMILL, JAY HONOSUTOMO, DAVE BARKER, BOB ADAMS, ANN ROBINSON, STEVE CLAY, SIMON AVERY, JUNE ROWE, REYNIR STEFANSSON, NEIL SHIPMAN, ALLAN PHILLIPS, TIM KEMP, NIC RUMSEY, AMIR MANSOUR, JIM DONALDSON, IAN OSBORNE, DENNIS DOWDALL, BRIAN BUSBY, SUE ROSEBLADE, DAVE HAVARD, STEVE McLAREN, VINCE BARKER and KEVIN MURPHY.

This months great cover picture is by KEZ GRAY and the cover logo is by MerC.

EDITORIAL

Welcome to Volume 5, Issue 7 of Adventure Probe.

I always seem to start off my little chat with an apology and this month is no exception. Keith Green mentioned that he had received his copy of Probe with some of the pages upside down! He said he didn't mind, bless him, but I did replace it for him. My only worry now is, as I staple Probe in batches of 10 at a time, who received the other 9 "bugged" copies?! If you are one of the unfortunate ones please do return them for replacement. While on the subject, these things do happen from time to time, and you are all so patient and understanding about these things, but please do let me know. Don't suffer in silence but return them so that I can sort it out for you.

You will find enclosed with this issue your nomination form for this years Adventure Probe Awards. Please fill them in and return them to me as soon as you possibly can so that the votes can be counted and the awards prepared for the Convention. There is, you will notice, a section for The Most Amusing Bug you have found. If the space isn't sufficient to write it down on the form please feel free to write it on the reverse of the form (details would be appreciated as the winning bug will be read out during the Convention). Remember too that if you have made an amazing blunder whilst playing an Infocom adventure this year, do let the Grue! know about it so he can select a suitable recipient for his Frob Of The Year Award, his address and telephone number are on the Telephone Helpline page on the back cover of Probe. While on the subject of the Convention, if anyone wishes to come along and join us in Birmingham and hasn't got a ticket application form, do let me know and I will send them one. Further details about the Convention will be found in the News Section of this issue. There was so much to pack into this issue and, because space is obviously limited, I have had to leave out the Objects & Uses, The Return of the Son of Colossal Adventure and the Solution of the Month this issue. Don't panic though as they will return next issue.

I have had an extremely busy month, much more so than usual, so if you are waiting for a reply to a letter you have sent me then please do be patient, it may take me about a week to catch up with all the correspondence but I will reply as soon as I can. Please don't stop writing though as I do love to hear from you all. Many of you have been enquiring how I have been getting on with the Fax? Good news to report on that front, I seem to have got the hang of it now and it is nice to see that many of you have taken advantage of it to send me letters, contributions and all sorts of goodies. I was pleased that many of you found my fumbling attempts to bring myself into the age of technology amusing, I like to spread a little happiness whenever I can. I must admit that I was chuckling too when I told you all about it. Thank goodness John is on hand to sort me out with that kind of thing. Honestly, present me with a new fangled machine and a bundle of wires and I go all to pieces. The photocopier button got stuck this month and started churning out copies of a solution I was copying and instead of turning it off at the mains I just shrieked and ran downstairs shouting for help! Hope lots of people ask me for the solution to Stainless Steel Rat Saves The World - I've now got plenty!

I sincerely hope you all enjoy this issue. I'll leave you in peace now and and try and get Probe out the right way up this month. see you all again next month as usual.

Mandy

REVIEWS

THE MICRO MUTANT

For Spectrum 48k. Available from Compass Software, 111 Mill Road
Cobholm Island, Great Yarmouth, Norfolk, NR31 0BB. Price £1.99.

Reviewed by Brian Busby

Professor Neil Richards, whilst working in his laboratory on a project involving animal miniturization, receives a massive dose of X-GAMMA radiation when the computer controlling the experiment malfunctions..... Thus begins the Microman trilogy in PROJECT-X THE MICROMAN, continued in THE O ZONE, and concluded in THE MICRO MUTANT.

Playing the part of the Micro Mutant, you must make your way back to your colleagues laboratory where you can achieve your goal - to return to normal.

You start this adventure in a similar manner to your MICRO MUTANT tape as it arrives through the letter-box, only to find that after successfully escaping, you have to be re-directed. With usual postal efficiency you are delivered onto the garden path at your colleagues house, where you soon discover the disadvantages of being small, in the shape of a persistent wasp. Your travels take you to the flower bed, lawn, garden shed, bees nest, spiders web, ants nest and even for flights in a miniature glider!

THE MICRO MUTANT was written by Jon Lemmon (author of the Demon From The Darkside saga) using the P.A.W. system with the addition of a number of machine code sounds and screen effects. New commands include "MUTATE" which alters your size, "SIZE" to establish your present proportions and "MIND LINK" allows you to read the thoughts of other creatures which are then scrolled across the screen. Mutating and mind linking use up energy so "POWER" tells you how many units are left.....Yes, it put me off as well, but please read on!

This leads to the introduction of P.I.E. (Player Interactive Extern) which in this case allows an arcade sequence to interact with the adventure itself.....(even louder groans) but keep reading. The command "DNA" lets you enter your own DNA structure in order to increase your power status by playing a simple arcade game.

BUT.....there is a "cheat" command to give maximum energy, which I'm sure Jon will supply with your order if you ask him, meaning that you never have to enter the arcade section if you so wish.

The game is well presented on screen with adequate use of colour for inputs, messages, speech and comments. There are 45 locations, 16 of which are accompanied by graphics. Objects are easily found but have completely different uses when you're only knee-high to a grasshopper, and of course, there are a few red-herrings amongst them. Problems arrive around every corner, some fairly easy and others frustrating until the, sometimes quite precise, correct input is found.

I thoroughly enjoyed playing "THE MICRO MUTANT", having completed "PROJECT-X" some time ago (with help!), and being some way into "THE O ZONE", I was well prepared for the final encounter. If, like me, you want to complete the Microman saga then I'm sure you won't be disappointed, though for newcomers the adventure is complete in itself, and all for £1.99 inclusive of postage!

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THE KEY TO PARADOX

By Charles Sharp for Amstrad CPC's and available from Recreation Re-
Creation Software, 39 Gargle Hill, Thorpe St Andrew, Norwich, NR7 0XX.
Price £2.00 cassette or £4.00 disk.

Reviewed by DAVE ADAMS

You have suffered for months with a mysterious illness and your world has been threatened with your very life in the bance - lost in the Land of Paradox, the realm of nightmare and confusion. You seek the reason for it all, the answer - the key to paradox. The pain in your head is great and strange thoughts invade your mind... sleep overcomes you...

So begins the journey through your own mind and a strange place it is indeed; a place where a pumping heart lies buried, a ferocious wolf hides a strange secret and a game of cat-and-mouse has an unexpected outcome. The programming is faultless - no bugs or spelling errors, and the locations are mappable - apart from the obligatory maze! Graphics are minimal, but as the game was written in 1987, acceptable and the "text" and "pictures" option cater for both tastes. The parser accepts all the normal inputs and directions and quite a few synonyms. Location descriptions are short to the point of being terse, yet manage to convey the atmosphere of a weird world.

This isn't an adventure that can be completed in an evening - I can guarantee much hair-pulling (those of you who have any left!), gnashing of teeth and sleepless nights. Logic has very little part to play in this game and I'm sure I'd still be roaming the Sea of Sighs and Sailing on the Ship of my Own Imagination without the assistance of the hint sheet that Mark supplied with the review copy (thanks Mark!).

All in all, an intriguing game from the author of Necris Dome and Werewolf Simulator and I'm sure the existentialists amongst you will raise a smile at the outrageous pun at the conclusion of the journey!

=====

DESMOND AND GERTRUDE

By The Spud. For the Spectrum 48K and available from Delbert the
Hamster Software, 9 Orchard Way, Flitwick, Beds, MK45 1LF. Price £2.99
Reviewed by ALF BALDWIN

By way of a change from the more usual adventure themes, here we have a love story. Desmond and Gertrude are the lovers, but Gertrude is a rich princess and Desmond is a poor peasant. Gertrude's father, King Norbert the Fourth, is not particularly happy about the relationship so he has arranged for his daughter to marry Sir Hugh de Bottomley.

To keep the two lovers apart, the King has had a huge green wall built through the middle of the village and has confined Gertrude to her

room. He has also had a surveillance camera installed so that he can check that she doesn't leave her room. However, the two lovers are determined to be together and, using a carrier pigeon to exchange messages, they arrange to meet at a secret cave and run away to live happily ever after.

Your task is to guide each of the lovers to the secret cave and you can switch from one to the other at any time by entering SWAP.

This is not a bad game, quite well written and presented, but I wish the author had got someone to check his spelling. I winced when I read that the bedpan was made of PORCELAIN and that the princess was wearing knickers and a BRAZIER under her dress. (Hot stuff! - Ed)

Naturally, the princess's clothes were all nice and clean and surprisingly were still nice and clean after she had negotiated rat-infested underground passages and swum through a sewer. I also found it odd that when the lovers were on opposite sides of the wall, they could hear each other breathing, but not be able to hear themselves speak.

The game is scored but the scoring is a bit erratic. In some cases, both EXAMINE and SEARCH are both accepted inputs, but one will score and one will not. I couldn't do better than 99% without repeating a scoring command such as flushing the toilet. You can do that as often as you like and add 3% to your score each time.

This is quite a reasonable game, which could have been so much better with a little more thought and proper play-testing. I feel that it is overpriced at £2.99.

AUNT VELMA IS COMING TO TEA

(Side B of the tape)

On the reverse side of the tape is a bonus mini-adventure called "AUNT VELMA IS COMING TO TEA". It is Aunt Velma's birthday and you have bought her a present - a PORCELAIN pig - which you have safely locked away in the wardrobe in the spare room.

You have just had a bath and you are wondering if Aunt Velma will like your present when you suddenly realise that you cannot remember where you put the wardrobe key. You start to panic. Aunt Velma will be here at 7.30 and it is already 6.00. You must get dressed and find the key before she arrives. To make matters worse, a fuse has just blown and all the lights in the house have gone out.

The game might appropriately be entitled AUNT VELMA IS COMING TO DINNER. That would explain why you have a chicken roasting in the oven, and surely 7.30 is a bit late for tea.

Not a very demanding game and it shouldn't keep you occupied for more than half an hour.

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PRISON BLUES

By Simon Avery. Available from WoW Software, 78 Radipole Lane,
Weymouth, Dorset DT4 9RS. For Amstrad CPC's on cassette for £2 and
disc for £4. Cheques etc. Payable to J.G.Pancott.

Reviewer JAY HONOSUTOMO played on CPC6128

Prison Blues is another text-only adventure written by Simon Avery using the Quill. You play the role of a desperate criminal, who has been captured, and imprisoned for quite a long time. Your task is to escape from the prison, and flee, where your only reward will be freedom. You start in your dull cell, and ahead of you lies many challenging and thought provoking puzzles.

This is an excellent adventure, as you would expect from such an author. As with most of Simon's games, Prison Blues contains a certain amount of humour, which can be a very powerful ingredient in an adventure. The puzzles are well thought out and logical. Also the parser used is very well structured and has many complex commands, some of which I have not come across before. I found it hard to leave my computer alone after my first few tries. The game draws you in, attracts you like a magnet and refuses to let go.

I have only one small complaint. At the start of the game, in your cell, there is a gap in the door. There is also another gap in the window. But the description does not say which gap is which, it just refers to both gaps as a 'gap'. This can be quite confusing. However, this is only a minor quibble and does not spoil the enjoyment of the game in any way.

As I said while reviewing The Magician's Apprentice, many of Simon's Public Domain games have some poor spelling and grammar, which may put some people off this game. But I can assure you, Prison Blues has been thoroughly playtested by Lorna Paterson and has none of the aforesaid mistakes.

Overall, this is a very enjoyable game. Congratulations to Simon for producing such a great game. Congratulations also to Mrs. Pancott for publishing it. WoW software is growing by the minute and as each adventure is released, it is bound to live up to the quality of the former adventure. A marvellous game, in every respect. Do not miss it!

LEGEND OF FAERGHAIL

Reviewed by MerC

(Played on 1040 STfm, virtually same on Amiga, but PC rather different)

The Legend Of Faerghail is a German RPG, with a games system very reminiscent of Bard's Tale 1. On the ST it can be played in medium res colour or monochrome. It comes on 2-4 discs, depending on version (one of the PC discs is for graphics handling). You can install the whole thing on hard disc, very useful in view of the numerous disc swaps otherwise demanded. It is a large, rambling sort of game with plenty to explore and collect and with the very handy capability of detailed mapping on screen *C*y*t*1 B*1**. However, maps disappear as you leave the area or dungeon Save.

You can Save up to nine immediately accessible games. These can be manually stored in folders, (outside the game) as many times as you like, becoming your archive and unlimited in number. To use them they are taken out of the folder and put on the disc, replacing those already there. There is the usual "multiple object" short cut, so skip the paragraph "Quick Method" if you don't want to know the details.

The translation is not always complete, and in the PC version it results in gobbledegook if you don't know German. This is only a minor flaw in the ST version. *Vorsprung durch Technik !*

Sometimes the language is a little strong - if your armour gets damaged or if your weapon gets stuck, you are heard to say a word which I once said (much to the amusement of the class of 14 year-olds I was teaching at the time) when I picked up a crucible I'd been heating for ten minutes by mistake for the cool one next to it. Until LOF, I'd never have thought of referring to mythical mercenaries as Bastards, but you meet plenty! There are hordes of different creatures to destroy before they do the same to you. Sometimes they appear once only, never to be seen again. *Don't kill Woodkeepers.*

The fight sequences are animated (minimally) when you opt for the long-winded version. Swords clank realistically on metal armour or swish through the air. Spells reverberate musically. Creatures die with a scream of agony and wounding causes gasps of pain. Once set up, however, you have no control over the action, so you soon find you select Quick Combat most of the time. A blessing in LOF is that you do not need to fight the creatures you meet. You can try Greeting or Talking to them, (fat chance!) or even avoid confrontation altogether. They will follow you around, though, until you leave their vicinity. Combat outcome is based on random number selection, so a group which defeats you can often be killed off if you Restore and hit them again. *Final Dragon*. Rest often, and beware of prowling werewolves.

Occasionally you will meet Elementals who require the answers to various riddles. They can sometimes be bypassed or ignored (I still don't know which flower blooms only in the cold and yet is of immense complexity). *king, water, plough, fire, square, circle, earth, eyes, flame, air, echo, stairs, mushroom, queen, knight.*

/Contd...

The game has excellent atmosphere, with especially good sound effects. A lone barn-owl hoots at midnight, a friendly cricket chirps merrily in the twilight and crows caw raucously in the daytime trees. Water drips in the Mine tunnels, a storm rages outside the Castle, something immense and dangerous groans in the Catacombs. The wind whistles through the forest as you crunch across the ground - rather like gravel underfoot, but have you ever thought what walking on grass should sound like? Magma bubbles menacingly in the "inactive" Volcano and though you sound like Long-John Silver in a hurry, your footsteps echo into the distance. Graphics are of a decent standard, the scene shifting realistically as you move, though monsters are not animated and Combat only minimally so, and then only for cosmetic purposes. (Monochrome graphics on the ST are not to be recommended). I'd like to have had a step-sideways-without-turning facility, as, for instance, in DM or Captive.

THE ANGELICUS SAGA

Available from WOW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS.

For Amstrad CPC on cassette for £3 and disc for £5
Cheques payable to JG Pancott

Reviewed by Ann Robinson and played on an Amstrad CPC 6128

The Angelicus Saga is a game written in two parts by Margaret and Mike Crewdson and playtested by Lorna Patterson and therefore completely debugged and as you'd expect from the WOW Label there isn't a spelling mistake in sight.

You play the part of Gamaluchad, a member of the Angelicus army. Your home planet Angelicus was recently invaded by space Pirates and although the Pirates were defeated they managed to steal and hide the Scroll of Angelicus, which of course you must find before your whole world grinds slowly to a halt.

This part is of the usual seek object, use object kind, but no less enjoyable for that. The puzzles being quite logical in a sneaky kind of way. Do look simply everywhere!

Part two has you whizzing about in space, planet hopping, in an effort to find a way to get through the force-field around the Pirates home planet, Skully, so that you can bring them back to justice.

This part is much more devious and should suit all those out there longing for a decent new Amstrad game to get their teeth into. If I hadn't resorted to pestering Joan for help I would probably still be stuck and this review would be in next years' Probe. Even when I thought I was nearly there i.e. on Skully, I was still made to work hard to finish the game. Oh my poor aching head and unfed kids: but the thrill of completing the game was worth it.

Hopefully if the response to Angelicus is good, and the game certainly deserves to do well, Mike and Margaret will write another. An event I personally await with eager anticipation.

THE SMIRKING HORROR

By Jason Davis. Available from WoW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Available for Amstrad CPC cassettes at £2 and discs at £4. Cheques etc. payable to JG Pancott.

Reviewer JAY HONOSUTOMO played on CPC 6128.

Yes, its here. A spoof of one of the classic adventure games of our time, Lurking Horror. The Infocom classic has been turned upside-down, inside-out and recreated by Jason Davis, author of Yarkon Blues. It had to happen sometime, and I'm glad its by Jason. You are a student who by means of brainpower, strength, or just plain luck, has just made it into the best college in the U.S.A. Everyone's heard of P.U.E. (Philip Urwin Edwards.) tech, the place where the greatest collection of minds are being taught. Now you're part of that collection, as you approach the end of your first term. But life at P.U.E. tech is not quite so easy. You have an end of term assignment to write up, summarise, and complete by 9am tomorrow morning. Of course, you have to be awkward and choose 10:30pm tonight to do it. But, all of the computers in the dormitory here are taken up, for the exact same purpose. Oh well, time for a nice trip over to the Computer Center in the campus, and what a perfect night for it. A blizzard is raging and is probably going to last throughout the whole night. Ho hum...

Once you arrive at the campus, you feel a strange presence. Something is definitely here, in the campus, with you. You can't quite fathom what, though. But you're sure it's not human. Yes, it's the smirking horror. The obvious main target of the game is to seek and kill the horror. But, before you can do that, many hours of exploration is needed to gain information and map out the campus. There are a few secret rooms which you need to uncover too. The key to the game is be wary, alert and knowledgeable of your surroundings. I found that this game bore quite a few challenging puzzles which were very well put down and presented. They all need a lot thought to work out. Once again, as in Yarkon Blues, the atmosphere of the game is very realistic indeed. The location descriptions are very detailed and describe all you need to know. I feel that the atmosphere of a game increases the level of enjoyment to be had.

I know that many people think that games such as Smirking, where the idea of one game is taken, and changed into a humourous game, is just an act of theft, stealing the design of the first game. With this case, I must strongly disagree. True, the plot and story of Smirking is that of Lurking Horror, but many alterations have been made and none of the puzzles have been 'pinched' from Lurking. Even the type of the games contrast and speak for themselves. The Lurking Horror, a true nightmare. The Smirking Horror, an amusing tale of the supernatural.

Well, there you have it. My feelings of the game. Actually, to tell the truth, I think I enjoyed Smirking Horror more than Yarkon Blues because at the time of reviewing Yarkon, I had a terrible cold so I couldn't concentrate properly! I enjoyed Smirking very much and look forward to playing more of Jasons games. Strange really, once you have played two good games by the same author, you tend to stick to his/her games. A bit like washing-up powder in one respect..., yes. (Don't worry reader's, I should be sane again in around, say, five years....)

TREASURE ISLAND

For 48K/128K Spectrum on cassette priced at £2.95. from River Software, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL

Reviewed by JUNE ROWE

River Software is a very appropriate name to be used by Jack Lockerby - ideas seem to flow from his agile brain in a never-ending stream!

The plot of his latest game is not, of course, original - this classic novel by R. L. Stevenson was standard reading when I was at school, but that was nearly half a century ago, so younger readers may not know the story.

However, this clever adaptation has turned an exciting tale of pirates and treasure into a very playable adventure game.

You are Jim Hawkins, left in charge of an inn while your parents are away. You had a lodger named Billy Bones who died from a heart attack, on receipt of the dreaded "Black Spot". You discover that he had a map showing the whereabouts of buried treasure on a remote island.

If you are clever enough to avoid getting yourself killed by the pirates who come searching for the map, you can show it to the squire.

He decides that, together with the local doctor and yourself, he will mount an expedition to find the island.

The squire charts a ship and engages a cook to supply provisions, then instructs you to travel with the doctor to the port of Bristol. On arrival there, your first two tasks are to take a letter to the captain of the ship and a bag of money to the cook, for the buying of food.

The dark alleys around the dockyard are fraught with danger... yes, you guessed it - they are a maze, but there are plenty of objects for you to drop.

Besides this, the alleys are frequented by murderous cut-throats, but you will be safe from them if you can make them think that you, too, are a villain.

Unfortunately, the cook is a one-legged pirate named Long John Silver, whose morals are definitely not what they should be, and who is well-known among the buccaneering fraternity.

He encourages the crew of the ship to mutiny, plotting to find the treasure for himself.

If you can discover his plan and report it to the captain before the end of the five-week voyage, then you will be at the end of Part One and ready to save your position to play Part Two. You are told when each week goes by, so you know how time is passing

on the journey.

In part two, the scene changes to the island, where you must find Ben Gunn, a half-crazed pirate who was marooned on the island many years before.

If you can give him something he has craved for years, he will help you to assist your friends in recapturing the ship and foiling the pirates' plans.

This is a text adventure which has abbreviations for RAMSAVE/RAMLOAD, EXAMINE, SCORE, QUIT and AGAIN (repeat the last move) which you will be shown, along with other useful commands, on the sheet which accompanies the game.

What I particularly liked about this game was that although full use is made of PAW's facilities for abbreviations, inputs are mainly verb-noun, except when talking to people. This makes for a fast-playing game with none of the hassle of finding longer and more complicated inputs to achieve the desired effect.

Another thing which endears me to River Software adventures, including this one, is that there is never anything nasty in them. People get killed, yes, and so do you, if you aren't careful, but there are no gory, nightmarish details to make you shudder. It is all good, clean fun and a pleasure to play.

Map-makers may have some difficulty with Part One, because most of it takes place on the ship, which has more than one deck. Directions are the usual N, S, E, W, but you can also go up and down ladders, so it is advisable to have a separate map for each deck.

Plenty of moves are allowed to thoroughly explore the ship and in fact, I explored some of it when I delivered the letter to the captain. It was a case of having to, really, to find my way to the captain's cabin!

I enjoyed the authentic nautical terms, poop deck, quarter deck, mizzen mast, longboat, and so on - reminiscent of the "Captain Hornblower" stories!

All in all, I found this a most enjoyable game - not too difficult, because there are hints in the text and the EXAMINE responses, but even so, I was glad of the occasional HELP clue when I got stuck!

KINGS & QUEENS

It has been some time since contributions were received for the KINGS AND QUEENS OF THE CASTLE section. If anyone is willing to offer postal help to your fellow Probe readers please drop me a line with your list of completed adventures. It has been suggested that, as it has been a few years now since complete lists were published in Probe, it would be helpful if we were to "start again" so to speak - this would be especially helpful to new adventurers. The lists, in some cases, may be very long so perhaps it would be a case of printing a complete list each month - what do you all think of the idea?.....Mandy

DIARY OF A COMPUTER ADDICT

(A sneaky look into the secret diary of BOB ADAMS.)

Dear Diary,

14th May 1991

I bet you were thinking, "He's trying to upset me by not writing anything!" Well almost true but not the whole reason for my lack of entries. I'm afraid that the blame falls squarely upon the shoulders of the new toy. Since the arrival of the Amiga, minus a quick five days spent rusting at the seaside (that means us, not the computer), minus a seasonal family type festivity entitled Easter, which for some unknown reason the family expect me to become more sociable for a few days, I have been devoting my entire waking hours, apart from being dragged away to attend an interview or two, to my new computer. The poor old Amstrad is gathering dust, the "paid" writing work is being left undone or should that be unwritten, whilst I am immersed in this new and totally frustrating experience known as - understanding a new operating system - which was probably designed by aliens for robots. Whoever it was designed for, humans were obviously not considered amongst the prospective users.

All, however, is not as bleak as that first paragraph may lead you to believe. Finally, my prayers and grovelling have been answered and I am now writing to you via the aid of my good friend PROTEXT. This makes life so much easier as for the first time since the Amiga arrived, I don't have to read a one hundred and fifty page manual just to find out how to load the program. This one I KNOW!

Okay, so it can probably do lots of fantastic tricks that I don't know about yet but I know enough to get words onto paper once again. Sadly, the wealth of Public Domain material that I was eager to get my greedy little hands on did not provide an even half decent text editor, let alone anything that could properly be called a word processor. Shame but there it is. All I need now is a spread-sheet and the world will be my valve breathing mollusc of your choice.

6th June 1991

Ooops! it is now the sixth of June and this diary is terribly late. In fact it is now so late it is almost extinct. Sorry. Allow me to explain:-

For some unfathomable reason, I am now fully employed once again. Quite how this gross mistake happened I haven't yet fully figured out but the end result is that my computing time is now being terribly restricted, by a combination of working unsociable hours (all work is unsociable) and being totally knackered because of it, when I'm at home. This is my first session at the keyboard for a couple of weeks and my typing has definitely got rusty, not that it was ever anything great before. Purely a two finger version but I tend to rattle along quite fast when I'm in the mood. My biggest problem is that my brain can think of things to say quicker than my fingers can type the words. This sometimes has hilarious results on paper. Some people miss out the occasional word in a letter. I miss out whole sentences! The first draft of one of my letters is usually quite incomprehensible to anyone else but me and then not always to me either. Any remarks at this moment such as "I must have received one of your first drafts las time

then" will not be appreciated!

14th June 1991

Whoops! Now where did last week disappear to? This is getting ridiculous. Now, providing the phone doesn't ring tonight, I just may get this darn diary finished. Finished? I haven't even started yet.

My wife doesn't understand me or my love of computing. She finds the whole scene quite boring and has not the slightest interest in using one. As for adventurers - she's convinced that we're all complete nutters! On the latter point, she's probably correct.

To bring you up to date on how quickly I can spend money which I hadn't budgeted for, the Amiga is now accompanied by a new Phillips colour/stereo monitor, a second disk and a half meg upgrade. Great isn't it? For years we've been living with 64K and sneering at poor souls with only 32K or 48K. Suddenly, you change to a 16 bit machine and people pity you for only having 512K! Now all the magazines are suggesting that if you want to run "deeply serious" programs, a minimum of 2 meg will be needed.

So what's happening? Why do we need all this memory? Are the programs really that more advanced, that more clever, that more superior in every way that they NEED all this extra ram? Or could it be (whispered in a low voice so as not to offend any programmers wallet that may be listening) could it just possibly be that the programmers are getting sloppy with their code? Why bother to cram everything into 500K when the end user can easily expand his system? I can't help having a sneaky feeling that I'm right. "Back in the old days", when we only had sub 100K to play with, programmers were all the time coming up with marvellous code to make the available memory perform bigger and better tricks than had ever been seen before. They had to of course, because they were limited by the available memory and memory up-grades were unheard of. Today it seems as though they write their code on a machine with 4 meg of ram plus a 40 meg hard disk and if the resulting program is just a bit on the large size, well too bad! What do you think? Am I right?

DEFINITION OF AN ADVENTURER!

An adventurer probably likes copious cups of coffee as evidenced by brown circles and a collection of used cups on his/her desk after a session at the keyboard (often, but not always accompanied by crumbs and the odd plate or two!) They have phone calls which, if monitored by BT, would probably result in a visit by the Vice Squad, The Animal Protection League and probably the F.B.I. (not to mention a couple of men in white coats!). They usually hear the about the latest world news three months after it has happened but will know immediately when an adventure they want is released for their machine. They're probably a mine of information when it comes to knowing how to tackle a fire-breathing dragon, what happens when you inhale helium and how to operate hot air balloons but have no idea of what time (or even what day) it is if asked. If at the keyboard they have a tendency suddenly turn completely deaf and their families groan in exasperation when, after spending hours trying to hold an intelligent conversation with their backs, find them chatting avidly on the telephone, as lively as a cricket, when another like-minded individual phones them for help!

ANYONE ELSE GOT A DEFINITION OF AN ADVENTURER?

NEWS

U.S.AMIGA PUBLICATIONS

I received my very first issue of ENCHANTED REALMS this month. The quality of this Amiga dedicated adventure magazine is unbelievable! It is printed on beautiful quality parchment-like paper and also has an accompanying 3.5 inch disk in its own matching parchment envelope with big gold seal! This is a bi-monthly magazine which is packed full of Amiga related adventure material. An annual subscription costs \$79.95 for airmail delivery. It isn't cheap by any means but the quality is a delight to see. If you would like to subscribe then please make sure that you send your payment in US dollars. All cheques and money orders MUST be issued in US funds drawn on a US Bank. For further details contact Digital Expressions, P.O.Box 33656, Cleveland, Ohio 44133, U.S.A.

I also received a letter from the US this month from Dee Ball who edits a quarterly newsletter for a group of 20 individuals who trade Amiga games and who cordially invited any Amiga owning Probe readers to join her group. If anyone is interested then please write for further details to Dee Ball, 731 Park Ridge Circle, Port Orange, Florida 32127, U.S.A.

Any Amiga owners who are interested in hearing news of the very latest games from the States? These might be just the contacts you are looking for!

THE ADVENTURE AND STRATEGY CLUB

Great news just received from Sue Roseblade! Following the recent closure of The Adventurers Club Ltd, three of the original reviewing team have decided to form a partnership and to start The Adventure and Strategy Club. The club will continue in a similar style, quality and format as before, but will be under entirely new management, with no obligations to its predecessor. They will continue to produce the Reference Book of Adventure, built up from bi-monthly packs of new and updated material, and covering a wide range of subjects associated with adventure, strategy, simulation and role-playing games. The Reference Book includes a news section, comprehensive reviews of all types of adventure, hints, tips, solutions, maps, letters and articles. Members will also have free access to the club's helpline, by mail or by telephone, and the opportunity to purchase a selection of software at discount prices. The first issue will be published in September 1991. For full details contact Hazel Miller, The Adventure and Strategy Club, 17 Sheridan Road, London, E12 6QT. The team of three are Sue Roseblade (Editor), Geoff Hyman (Publisher) and Hazel Miller (Secretary).

ZAT FOR SAM COUPE AND SPECTRUM

I recently received a letter from David Ledbury who kindly enclosed a copy of ZAT which is an excellent general computer magazine for both the Spectrum and Sam Coupe which gives both Adventure Games and "thinking" games fair coverage in all issues. There are also regular articles on programming with PAW and GAC for creating adventures. Looking through the issue I noted that they cover a variety of areas and are expanding to cover many more areas including Play By Mail and Role Playing Games and there will also be a machine code tutorial starting shortly too! For more information please contact: David Ledbury, 10 Westerkirk Drive, Fairways, Madeley, Telford, Shropshire.

NEW RELEASES FROM ACCOLADE

THE CARDINAL OF THE KREMLIN: This latest release from Accolade will be released on the Amiga this month. It is from the author of The Hunt for Red October and Red Storm Rising and "is a riveting story of spies and scientists, negotiators and covert operators - masterfully linked in the technological race to develop a Star Wars defence system. It is based on Tom Clancy's multi-million best seller, The Cardinal of the Kremlin challenges you to develop America's laser anti-missile defences. The Cardinal of the Kremlin offers a realistic glimpse of the complexities and dangers in maintaining America's strategic defences. Espionage and misinformation, kidnapping of scientists, satellite launches and laser technology testing all come into play. You assemble a team of computer programmers, scientists and engineers; run a spy network, monitor peace negotiations; deal with third world revolutionaries and more" - so says the accompanying blurb! Sounds pretty impressive to me. Only problem being that no price was quoted or exact details of what kind of game it is. As the press release was addressed to Adventure Probe I think I can safely assume it is an adventure - watch this space for further information!

BILL AND TED'S EXCELLENT ADVENTURE: This is, I am reliably informed, available for the PC and the Amiga from June 1991. Once again there is no price quoted but I think I can safely assume from the title and from the information given is to be classified as an adventure. The press release informs me that I should "Join those wacky time travellers, Bill and Ted, on a far-out trip through time. Pose puzzles to Socrates, jam with Beethoven, munch Twinkies with Genghis Khan and search out Napoleon at Waterloo. (Sigh - Mandy) Due for release in June 1991, this fully-animated arcade adventure re-creates all of the fun of the hit movie, Bill and Ted's Excellent Adventure. Twelve triumphant levels of excitement await you. The program will include actual pictures from the film and Real Sound-digitised voices, also from the film (not available on all computers)."

ADVENTURE PROBE ANNUAL CONVENTION

Newer subscribers have been asking for further details about the Probe Convention. This will be held on Saturday 26th October 1991 at the Royal Angus Thistle Hotel, St Chads, Queensway, Birmingham, B4 6HY. This is where we all congregate for our annual get-together. It is a chance to meet all the people who have become familiar to you through the pages of Probe, to meet the editor and the authors of your favourite adventures, glossy magazine columnists and many, many like-minded individuals - namely, other Probe readers! There will be lots of stalls with lots to see and do, demonstrations and the chance to have a go at the wide variety of computers and adventures available. You will get the chance to meet the Guiding Light Helpline Team, see and try out the latest adventures including home-grown adventures and generally have the time of your life! The highlight of the day will be the Adventure Probe Awards Ceremony (see enclosed nomination form for more information) and another highlight will be the Megapoints Competition. Anyone wishing to stay overnight at the hotel can have the special rate of £28 per person per night including full breakfast - please quote this price to the hotel when making your booking so you are not overcharged. Lots of us will be staying for two nights so there will be plenty of people to meet and chat with if you are staying over. Tickets costs just £5 per person. If you want a ticket application form then please drop me a line as soon as possible.

PAWS FOR THOUGHT

With Larry Horsfield

This month, as promised in my last article, I will be detailing how to program an EXTERN routine which, when called from within your PAW adventure, will clear any flags that you specify. This routine is the brainchild of Probe reader John "It's the Man!" Bromwich, and the only thing I had to do with it was actually asking him if it was possible. Incidentally, the reason for the nickname is that each time John phones me for one of his usually long chats (he does most of the talking, Bob Adams please note!) he announces himself by saying "It's the man!"

This EXTERN is particularly useful in a multi-part adventure, and it works equally well on tape or disc versions of PAW, as it is a machine code routine. In case you are not aware of the fact, BASIC routines will not work on disc versions of PAW'd adventures, hence Zenobi's "DIABLO", which has some extern routines written in BASIC, is not available on a +3 disc. The only thing you have to be careful about, on tape versions, is that the files are saved in the correct order. The extern routine itself is only a few lines long and will only take you a few minutes to type in, and it is as follows:

```
10 CLEAR 24999
20 DATA 221,229,225,229,17,254,0,25,94,22,0,35,70,225,25,123,60,200,
  54,0,35,16,249,201
30 FOR A=25000 TO 25023
40 READ B: POKE A,B
50 NEXT A
60 SAVE "CLRFLG" CODE 25000,24
```

When you RUN the above it will autosave itself as "CLRFLG". The next bit is easy for PAW users who work on a Spectrum +3, but is rather awkward for tape users. What you have to do is to alter the saved adventure's BASIC loader. This is the first file on the tape/disc saved when you save the adventure to tape/disc. +3 users can simply 'merge' this file, but tape users cannot do this as Gilsoft have put protection into the file which prevents you listing the file. If anyone out there knows how to overcome this, please let me know! I will give instructions for implementing this on tape, as that is what most PAW users have.

Anyway, to press on, if we were to "merge" the first file from the adventure (which we will say is called "PROBE2"), the listed file will look like this:

```
10 CLEAR 28815: LOAD "" CODE: RANDOMIZE USR 34777
```

What you should do is to alter this file so that it looks thus:

```
10 CLEAR 24999: LOAD "CLRFLG" CODE: LOAD "" CODE
20 LET EXTVEC=34768
30 POKE EXTVEC,195: POKE (EXTVEC+1),168: POKE (EXTVEC+2),97
40 RANDOMIZE USR (EXTVEC+9)
```

Note that line 20 contains the EXTVEC value, which is shown when your PAW first loads up. If you have an early version of PAW, you may find that the EXTVEC number is a different one to this, but you MUST ensure that line 20 contains the appropriate number for your version of PAW.

For tape users, the program will be the very first file on the tape, but where it normally would be followed by the PAW interpreter file (i.e. PROBE2.@), you must save the "CLRFLG" file.

The easiest way to do this is to type in the loader program above then save it on a blank tape with SAVE "PROBE2" LINE 10. Next type in and run the extern program, making sure the numbers in the DATA line 20 are all correct, so that it is saved immediately after the loader program. Now load up PAW and load in your adventure database.

At this point, let me explain how you call the EXTERN routine from with your PAW database. Say at the start of the second part of your adventure, you wish to clear flags 11 to 28, and 60 to 95. The way this routine works is that you put the number of the FIRST flag you wish to clear in flag 254, and the number of flags INCLUDING that one you wish to clear in flag 255. Don't forget that, for example 10 to 20 is actually 11 numbers. Please don't ask me how the machine code works - John has provided me with a printout of the assembler jargon, but it's all double-dutch to me. Obviously it goes through the flags specified, resetting them to 0.

I will assume that you will know how to use RESET in your PAW multi-part adventure. You would have an entry like the following in Process table 1, with any number of CLEAR "flagno." lines between the ANYKEY and RESET actions:

```
- - AT 50
    ANYKEY
    RESET 1
```

To implement the EXTERN you have programmed above and if, as we have suggested, you wish to clear flags 11 to 28 and 60 to 95, the Process 1 entry should look thus:

```
- - AT 50
    ANYKEY
    LET 254 11
    LET 255 18
    EXTERN 0
    LET 254 60
    LET 255 36
    EXTERN 0
    RESET 1
```

Having inserted this entry in your database, you must now save it as an adventure immediately after the "CLRFLG" extern program. Now, as you have already saved the loader program to tape, you will not require the loader which will be the first file saved when you use the "A" option in PAW. The easiest way NOT to save this file is to position your tape so that you will save the adventure immediately after the "CLRFLG" file, then press the PAUSE key on your datacorder before you press PLAY & RECORD. When you are prompted to press a key to start saving, do so but DO NOT release the PAUSE key until after the loader file has "saved".

Watching the screen, this would be the first TWO sets of blue/yellow squiggly lines. As soon as these have "saved", release the PAUSE key during the brief pause. What you will actually save on tape is the interpreter file, followed by the PAW database files.

If you are a Spectrum +3 owner, things are a bit easier. Go to +3 basic, type in the "CLRFLG" routine as above and run it, whereby it will save itself to disc. Presumably, you will have inserted a blank formatted disc beforehand. Next, load PAW and the database for your adventure, which should contain the Process 1 entry calling the EXTERNS as above. Save the adventure, i.e. "PROBE2", then reset the computer. Return to +3 basic and merge "PROBE2".

You will now have the one line loader program, similar to the tape version, looking like this:

```
10 CLEAR 28815: LOAD "A:PROBE2.@ " CODE: RANDOMIZE USR 34777
```

Now retype this as for the tape version above, lines 10 to 40, but not forgetting that the drive is specified in the LOAD "A:PROBE2.@ " CODE statement in line 10. Now save this to disc as "PROBE2", and then erase the original "PROBE2" file, which will now be "PROBE2.BAK".

If you have done all the above correctly, then when you load in the second part of your multi-part adventure, when you are prompted to press a key after loading in your saved position, the extern routines will be called and the specified flags cleared.

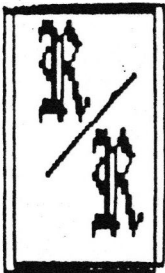
I hope I have explained the above in such a way that any PAW user can make use of it. If, however, there is anything about the article that you do not understand, please write to me at the address below, or telephone me (between 7pm and 10pm weekdays, any time up to 10pm weekends) on 081-858-1532.

While we are on the subject of flags, I use the PAW user overlay PAW-TEL very frequently when writing and converting my adventures. I use it to list the flags used in any given database, but what would be more useful is an overlay that listed the FREE flags in a database, i.e. the ones you haven't used. I mentioned this to John Bromwich and, true to form, he wrote a PAW overlay which will print out, to screen or printer, a list of all the free flags in a database. It will list ALL flags not specified in your database, including any between 29 and 59, which are actually PAW flags. However, it is a simple matter to ignore these on the list.

If any PAW user reading this article would like a copy of "PAWOVR.F" as it is called, all you have to do is send a blank C15 tape (minus library case!), or a formatted CF-2 disc, together with a stamped, self addressed jiffy bag to the following address:

LARRY HORSFIELD, 40 HARVEY GARDENS, CHARLTON, LONDON, SE7 8AJ

By the way, DO NOT under any circumstances send your original PAW tape or disc. If you have a back-up tape/disc, send that instead if you wish.



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The Amiga conversion runs using an emulator (provided FREE with your first issue) but doesn't yet contain screenshots.

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* * * SPLATT! * * *

The zany adult magazine drawn and written by our very own Krazy Kez Gray (assisted by the able pen of Roy Edwards!). In issue 4, which will be available during the middle of July, Adventure Probe's editor Mandy Rodrigues gives her opinions on the Computer Piracy Report/Debate from issue 3. Also there are exploding escapades with Harry the Sheep, Harrowing Hauntings in Holiday Hotel Horrors, Gothik-style adventures with Spooky Ray in Attack of the Killer Nuns - and much, much more...

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LETTERS

A SAD FAREWELL TO THE SPECTRUM SCENE

I am glad to have time today to write a proper reply explaining why I have to give up the adventure column in Your Sinclair - the postcard was because I wanted you to know, but I had to keep it brief as I was snowed under over the weekend. On the time side, it has been taking me about a week or so full-time work to do each month's column and that includes replying to the vast amount of readers mail. I am of course sorry to be giving it up, it's quite a wrench after five and a half years, but just lately the mail has increased, and I've found it getting on top of me a bit - you probably know that I write lots of other things too, and I found it frustrating that I wasn't able to get on with something important because I had to spend about two days answering readers letters. I dare say some people would just have ignored the letters for a while, or even altogether, but I've never been able to do that. I moan about the quantity of mail now and then, but I do enjoy the individual letters, and make sure most people do get a proper reply - i.e. a few sentences at least, not just the answer to their question.

The main reason I'm having to knock it on the head, though, is the book I've been asked to do, a guide-book to the Yorkshire Dales, which will take me most of July to research - that is, I'll have to spend the time up there, maybe popping back briefly to collect mail, wash clothes and such. Then a week into August I'm off on a pre-booked fortnight's holiday to Greece, and as soon as I get back I'll have to spend about a month writing the guide book, before I go off to Ireland in September for ten days to write another travel article. Last year was busy, what with Siberia and all, but this year there is just no way I can fit in writing all my monthly columns (I still have ZERO and AMSTRAD PCW) for each of those three months, so I decided that YS being the oldest and most time-consuming, it would have to be the one to go. Who knows how much longer the Spectrum adventure scene will last anyway? As a purely practical decision, it had to be that. If I could have kept it up then I would have done, as no freelance writer likes to turn work away - this is probably the first time I've ever done it - but if I hadn't done something then I think I may have ended up trying to work through the night to meet all my commitments, and wondering if it was worth it. I'll be back from Ireland on October 6th, which gives me three weeks to recover and catch up, but that doesn't allow for whatever else may crop up in the meantime - I'm just finishing off one radio play and have to see a producer at the BBC about doing another, and I'm expecting to have to start work on that as soon as I can, which will be in October. I've never been in this situation before of being able to look a bit further ahead than normal, and while it sounds hectic it's also rather nice from a security point of view - something you don't often have as a freelance.

Anyway, thank you for your kind comments, and with ZERO still going strong it's certainly not a case of saying goodbye to the adventure world ... just bye-bye Spectrum.

MIKE GERRARD

(I've published your letter in Probe, Mike, because my telephone has been red-hot recently with so many of your friends and fans ringing to ask if I have had any news after they heard about you having to leave YS. I received your postcard and letter just too late for inclusion in the last issue. I am delighted to hear that you are doing so well but I know I speak for your many readers when I say how sad the news

of your leaving YS is to us all. I would like to thank you for all your many kindnesses and your help and support of Probe during the years at YS and I hope that you will still manage to find time during your three weeks in October to pop in and see us all at the Convention. I am also pleased to see that you're still doing the Adventure Column in Zero. YS fans will be pleased to know that the Adventure Column will still continue albeit without Mikes special touch - Mike will be a very hard act to follow but you will still have your favourite pages to read each month.....Mandy)
=====

TANGLED TROUBLES

I have a Commodore 64 disk version of the adventure role playing game TANGLED TALES. These tales are so tangled they won't even load! I have two disc-drives - both in perfect working order which load all my other software. I have sent the adventure back to the manufacturers several times - and had the same adventure replaced several times - all to no avail! This is very exasperating, and is costing me a fortune in postage, and I still can't get the darn thing to run! Does anyone else have any trouble with this one? I would be interested to know. Meanwhile the game is sitting on my shelf doing nothing, perhaps someone may be able to give a few hints on how to get it going? It is getting to be rather an embarrassment - maybe I should get rid of it - what do you think? Maybe I should leave it and get on with writing my own adventure. I have had time to get down to adventure writing a bit more just lately and am now working on the second half of my adventure. I do hope it will be good enough to make my efforts worthwhile - it certainly is time-consuming! Is it possible to get any extra information on the Graphical part of GAC Plus? I am afraid I am not very good at graphics, don't seem to be able to work it out. I made attempts at graphic illustrations for the adventure, but my attempts were so pathetic I gave it up - maybe I should stick to the text-only adventure. At least now I am advancing with that and even to my critical eyes it seems to be shaping up okay. It is certainly exciting creating one's own adventure - I would recommend it to anyone who likes adventures, it even has an edge on playing them and I am looking forward to that day when all the pieces come together and I have a good adventure I can present to you.

HAROLD DIXON, Colne, Lancs.

(I am delighted to hear of another adventure to look forward too, Harold, especially as it is for the Commodore 64 which has been sadly neglected lately. Perhaps it might be worth considering teaming up with someone who can take care of the graphics in your adventure for you if you really want them - pooling resources is sometimes the answer and has led to many successful adventures. Can anyone help Harold out with his problems with Tangled Tales?.....Mandy)
=====

LETTER DISMAYED ME!

I was dismayed to read the letter from JUST A SPECTRUM ADVENTURER, and wish to assure you that it wasn't from me! I know you say you have guessed who wrote the letter, but I'm sure a few of us Spectrum owners were saying "I hope Mandy doesn't think I wrote it!". I also like FROM BEYOND, as it is packed with well-written Spectrum material, and Tim Kemp has done well to produce a magazine of such a high standard, but I couldn't give up Probe. I enjoy reading articles of general interest concerning adventures, and to see what's happening on other machine formats as well as the Spectrum. Spectrum coverage in Probe is excellent, as it's still a popular machine. We're lucky that so many

adventures are still available for the Spectrum, and are still being produced. The Spectrum adventures are covered far more than some other computer adventures. Quite a lot of people that have bought more powerful machines still hang on to their Spectrums as the games are so cheap and plentiful. I noted with interest at the last Convention that many people had two or more computers for home use. I wouldn't be surprised if some of them bought machines so they could play adventures not available for their existing format. Anyway, enough waffle for now. Suffice it to say that as long as ADVENTURE PROBE continues at such a high standard, and I still have a few quid to my name, I shall remain a loyal reader!

PHIL GLOVER, Hall Green, Birmingham.

(Don't worry, Phil, or the other Spectrum adventurers either, I really do know who wrote the letter and it wasn't my intention to upset anyone by playing guessing games and had no idea that my remarks would make anyone else feel uncomfortable. Anyone is entitled to express their opinions in Probe either good or bad and it was just a pity that the writer decided not to put a name to the letter. I printed it purely and simply to let everyone know that I occasionally do get a letter that isn't so complimentary although it isn't my usual policy to publish anything that doesn't carry the writers name.....Mandy)
=====

IT DISMAYED ME ALSO

I just had to put pen to paper as soon as I read the letters page concerning a certain Spectrum Adventurer. Who the hell does he think he is ripping off Probe as well as our Mandy who works very hard at producing an excellent home-grown magazine?! I would like to stick my size 7 shoe right up his butt. I for one enjoy the mag as it stands and I do believe there is more for the Spectrum than the other machines - but do you hear us 16 bit owners moaning or winging? No, because we are satisfied with what is published. I'd like to see this geezer put together a mag as good as Probe and am sure he must be a nutter!

STEVE McLAREN, Margate, Kent.

=====

ME TOO!

I have just read the rather stupid letter from the Spectrum user who wasted a lot of ink on comparing Probe and From Beyond. This exercise appears pointless as Adventure Probe is multi-format, whereas FB covers just one machine. FB is very good, I subscribe to it as well as Probe and Coder, but Amstrad, Atari, Commodore, BBC users may not find much to interest them in its covers. A point of order to Mr Anonymous, FB is now reviewing Amiga products. I wouldn't worry too much about the letter, I think it was just an excuse for a moan. The unknown author is probably just a Shining Wit, as the Rev Spooner would have it!

STEVE CLAY, Ellesmere Port, S Wirral.

=====

THERE IS NO RIVALRY BETWEEN US

I read with interest the letter from Just a Spectrum Adventurer that appeared on page 33 of June's Probe and thought that I'd reply to it as I produce the fanzine that was being compared to PROBE. (Namely FROM BEYOND). First of all I think that it's a shame that the letter was sent anonymously because I would personally give anything to receive similar criticism - though would only have published it if it had been signed. When I started FROM BEYOND it received a good bit of

praise for certain aspects, though a lot of criticism was heaped upon the poor typeface, spelling and print quality. Those people who took the trouble to write to me to tell me where I was going wrong also became subscribers and have seen the changes I made to the fanzine which were made in direct response to their various criticisms. Those people who took one look at issue one and just stopped buying it there and then are now, to my mind, missing out on a vastly improved product. I think the person who wrote to you obviously also cares about your fanzine - otherwise he or she would have just stopped buying it without comment!

The comparisons made in the letter between our two fanzines are totally valid or totally invalid - depending on which way you look at it... Unfortunately it was hardly worthwhile comparing the two books as they cater for different audiences to a great deal! I'll hold up my hand and say that FROM BEYOND can't touch PROBE when it comes to printing solutions to games, the helplines, Getting You Started, Hints and Tips and all the other little bits and bobs that make PROBE what it is! I do think, however, that FROM BEYOND does have a lot going for it, and that certain aspects are very good indeed. I won't say what they are - modesty forbids me from doing that!

I expect a lot of readers will leap to your defence over the "anonymous" letter, and would be surprised if they didn't as your readership appears to be a loyal one! But as I said, the loyal ones are the ones that also tell you where they think you might be going wrong too.

FROM BEYOND's readership continues to grow quite steadily, though despite getting very good reviews, write-ups etc, and advertising in PROBE, there are a lot of people who haven't even had a look at a copy of FB yet! Quite a lot of people have written to me in the past saying they can't afford both fanzines. That's a great pity really as both books offer the adventure player something different - either in content, style or viewpoint, and very rarely (if ever so far) do FB and PROBE run articles, news or reviews of the same type.

As a final point I'd just like to say that from the brief letters and exchanges of info and views I've had with Mandy in the past year, she seems like a very nice person, willing to help in any way she can with problems I've encountered. I'd certainly say she deserves her readers loyalty for keeping adventures in the public eye, and flying the adventurers flag through very difficult times. FROM BEYOND's appearance on the adventure scene shouldn't be seen as a threat to PROBE and as far as I'm concerned there is no rivalry between us... I'm merely writing FB in an attempt to fly the flag, promote adventures and authors, while at the same time enjoy myself while doing so! (and I am enjoying myself tremendously!).

TIM KEMP, editor of FROM BEYOND.

(Thank you for your kind words, Tim, my cheeks have never been so rosy as when I read your last paragraphs. I too would like to assure readers that there is no rivalry whatsoever between us. I sometimes forget that readers might not know that I keep in touch with the editors of FB, Syntax, Spellbreaker!, Adventure Coder and many, many other editors of magazines and we all have a very friendly relationship, helping each other out whenever we can and promoting each others publications in whatever way we can and writing and telephoning each other regularly. The only adventure publication that I had no contact with whatsoever was ACL Ltd but that was not through lack of trying to make contact on my part. In many instances we editors know about a new magazine starting up long before it appears and we all get together to help out if possible and to ensure a successful launch. There is a surprisingly large amount of

information, advice, exchange advertising and the like between us and I am extremely grateful for all the help that I have received from my fellow editors in the past. I too read FROM BEYOND as well as all the other magazines I mentioned here and I would have no hesitation in recommending it to any Spectrum adventurer.....Mandy)

=====

I WAS VERY ALARMED!

Whoever that anonymous person is who wrote that letter in the June copy of Probe, the magazine is better off without a selfish individual like him, who hasn't got the guts to sign the letters he writes. What a plonker! He obviously doesn't even read FROM BEYOND properly, because Tim Kemp announced in the last issue of FB that he is going to start reviewing Amiga games, as Tim uses one to produce the magazine on! Will "anonymoaner" now cancel his subscription to FB? I bet he doesn't!

I was very alarmed to read Simon Avery's "Wizard Works" in the same issue of PROBE. I hope that Probe readers won't get the idea that ALL adventure games are as apparently easy and quick to produce as his own adventures seem to be. I mean no disrespect to Simon, but if it only takes him just 5 or 6 evenings to get an adventure down on paper, and then only ONE DAY to program the game on whatever utility he uses, then I would hazard a guess (and please correct me if I'm wrong!) that the resulting adventure can be solved in a matter of hours! It has taken me, helped by Lorna Paterson and Ken Bond, the best part of FIVE MONTHS, working every evening and most weekends from dawn to dusk, to convert my Spectrum adventures MAGNETIC MOON (3 parts) and THE AXE OF KOLT (4 parts) to Amstrad format using PAW - and this means just copying from one computer to another, most of the time. I know, from talking to other adventure writers, that their adventures take months to write as well. I don't think the average adventure player really appreciates how much time and hard work is involved in running even a small software house like FSF adventures. If I could make a living out of adventure-writing, I would certainly quit my full-time job as quick as a flash!

I would like to echo Simon's advice to anyone who has written an adventure, but doesn't think it good enough to sell. However, what I would like to say to such would-be authors is: How do you know that your game ISN'T good enough to sell? Have you sent a copy to one of the independant adventure software houses for evaluation? If the answer is no, what not?! You could find that your adventure, with some improvement, may well turn out to be very marketable. So why not send it in for evaluation - if it was rejected, you could take Simon's option of sending it to a PD Library. At least all those hours you spent at the computer wouldn't be wasted. If it was accepted, you could make a bit of money without all the bother that goes with adventure writing i.e. copying games, packaging etc. Finally, what about those would-be adventure authors who have a good idea for an adventure, but are unable to use one of the adventure writing utilities? How can their brainchild ever see the light of day? Well, the answer is to write the adventure ON PAPER and then find someone to program it for you! Kex Gray did exactly this, and the result is the hilarious adventure THE KARZY KARTOONIST KAPERS, soon to be released by FSF adventures. With this in mind, I will be writing an article giving some hints and tips and guidelines for this method of adventure writing very soon.

LARRY HORSFIELD, FSF Adventures.

=====

AN EASIER WAY TO DO IT

With reference to Alf Baldwin's hints on THE GOLDEN SWORD OF BHAKHOR, which appeared in the current edition of Probe, his caveat regarding the south gate is not necessary. Entering the Great Gate (the south gate) all that is necessary to enter the city is to WAIT before entering. This will let the patrolling guard move north and permit you to enter the city, go north on the Pilgrim's Way into the Tribal Market and then West to the Beggar's Alcove on Westway. Hope this is of help.

DENNIS FRANCOMBE, Dunnington, York.

WE ARE NOT JUST READERS - WE ARE FRIENDS

May I take a few lines to express my thanks to so many people for so many different reasons. First of all, thank you to all my kind friends who wished me luck on my recent return to full-time employment. Secondly, thank you to The Grue and Dodo for their wonderful conversions to the Amiga of my gmae GRUE-KNAPPED! Not only did Gruey produce a first class adventure using an untried system (Hatrack) but also, after many months of hard work, he refused to accept any payment or royalties from me at all. Hence my decision to release it at such a low price.

Thirdly, I'd like to thank all the CPC owning Probe readers, for the way they have responded and supported my floundering efforts to re-establish the adventure column in Amstrad Computer User. Your letters have been invaluable to me but please don't stop. The more the merrier please.

Last, but not least, I was extremely flattered by The Balrog of Amstrad Action's kind comments about the above column. It is nice to know that a competitor can still remain a friend.

Which sums up my feelings about Probe and its readers exactly. We are not just readers, we are friends. In fact you are not just friends either - but the greatest friends I could ever wish for. Thank you.

BOB ADAMS, Welwyn Garden City, Herts.

(I couldn't agree with you more. I can honestly say that Probe readers are the very best people you could ever wish to know.....Mandy)

THIS IS A SECRET

Shhhhhh! Don't read this aloud. I am about to impart to you a secret! On the subject of Strange Inventories Explained (Larry Horsfield - June issue), if you're totally stuck on an adventure written by a utility such as Quill, GAC or PAW you can use the saved position anomaly to your advantage. Simply play another adventure that you've completed, or almost completed, save the game at several places and carrying a variety of objects, then go back to your original adventure and load in the saved positions from the other games and hey presto - you've managed to get hold of that elusive key or got past that salivating monster! Be careful though, over-indulgence may spoil your enjoyment of the game, but used in moderation this sneaky way of cheating can give you a clue to a problem that has you stuck.

SIMON (Casual Crusader) AVERY.

(Good heavens! Cheating in adventures? Whatever next!.....Mandy)

I JUST HAD TO COMMENT

Having read every single word of another great issue of Probe (I really must make it last longer!), I felt compelled to comment on a couple of items. Who is Kylie the Wombat Slayer? I am really enjoying the story but with every sentence I read I become more obsessed with knowing who this person is!

I, for one, have no objections to receiving my ticket a month before the Convention ... on the understanding that Larry doesn't lose it! If he were to mislay it me may find himself in severe trouble (in fact this is highly likely!). I will, therefore, issue this piece of advice - Larry, if you value your life, lock my ticket up somewhere safe and, as an afterthought, if you and Bob actually think I'm going to wear that thing (!), you've got another think coming! (Sue told me). What an extremely odd letter from "Just a Spectrum Adventurer". I'm not quite sure what the point of it was but, as both a Probe and FB reader, I would like to say that I find both magazines interesting in their own way and, in the case of Probe, I read everything whether it applies to my machine or not. I have certainly never felt that I should cancel my subscription because it doesn't satisfy my requirements exactly, and isn't "value for money"! In my view this person will be making a mistake if he does decide not to renew his subscription, but then we're all entitled to our opinion. I loved June Rowe's "Ten Commandments" but I would like to just add one of my own:

Thou shalt not put those horrible maze things in thy game
(unless it has under 10 locations)!

Just one more thing. I noticed that Jack Lockerby has missed out a section in his solution to Axe of Kolt. He has the Chainmail in part 2 but has forgotten to say how he managed to get it in part 1.

SHARON HARWOOD, Southend-on-Sea, Essex.

(Don't worry about your ticket getting lost, Sharon. I have kept a note of all the applications so Larry and I can double check just to make sure that everyone who has applied will get in on the day! Quite a few readers have asked me who Kylie really is. If I get her kind permission I will reveal all at the end of the story. Have any other readers got a Commandment that they would like to send in to Probe? I can put one or two in each month rather as we did a few years ago for the Definition of an Adventurer - come to think of it, it has been ages since anyone sent in one of those. How about it?.....Mandy)
=====

NEW MEMBER

I received my very first copy today and have been reading it avidly except for the time spent in my computer room. I came to computers in a strange way shortly after retiring from teaching. As I was browsing through the magazine rack in my local bookshop I saw a computer magazine advertising THE HOBBIT on the front cover.

Now having taught The Hobbit as a set book for G.C.E. years ago I was so interested that I bought it and started to read. Within a week I went to Micro Snips near me and had a chat with the most helpful staff and within two weeks they acquired a copy for me and I went home with a used Sinclair Plus 2 which I ran from a portable T.V.

Once started I became hooked at the age of sixty six and now have a Spectrum Plus 3, a monitor and now have an Amiga and printer that works with both computers.

Since then I have completed THE HOBBIT, LANCELOT and GNOME RANGER without help but I think that I may need the help of your magazine because I am now trying to solve the trilogy TIME AND MAGIK and am only on the first part of LORDS OF TIME and cannot find that darned

vase. All the help sheet gives as the location is "somewhere" but I shall keep searching as that is part of the fun in adventuring or until I start losing sleep.

One does not need the new tablets from America to improve brain power because at the age of seventy in August, adventuring keeps the old brain cells lively and young. May your magazine go from strength to strength.

RON LATHAM.

(I am delighted to hear that you are enjoying your adventuring so much, Ron. I always maintain that you have to have the intelligence that comes with maturity to play adventures properly - well that's my excuse when youngsters look amazed when the children tell them that Mum is playing on the computer. I hope you enjoy Lords of Time as much as I did - it was one of my all-time favourite adventures. Just one word of advice though, if you "browse" through a Level 9 hint sheet you are liable to find a few items mentioned that don't actually appear in the adventure. I once tracked a non-existent object through the hints until I came to the remark "Why don't you stop looking for items that don't exist and get on with the game!" Oh yes! don't be fooled into trying to find a "dirty old mattress" either! If you ask any of the characters in the game what they want they will always say "A dirty old mattress!" - it doesn't exist. One final thing, Probe is allowed in computer rooms too!.....Mandy)

=====

HELP NEEDED TO CATALOGUE ADVENTURES

I have for several months been a member of a Spectrum software hire library, run from Nottingham. Although it deals mostly with arcade games, it does have a fair few adventures, certainly enough to warrant a feature in PROBE. The only drawback, however, is that adventures are indexed along with arcade games, when they really need a category of their own. I suggested that this should be done, but the lady who runs the library said she didn't have the time. (Though she agreed that it was a good idea). Would it be possible for someone connected with Probe to pick out the text-only adventures for her? She could then just send out a list of catalogue numbers to members so they would know which tapes to select (or avoid!). I cannot highlight the adventures myself as you know, my knowledge of Spectrum adventures is not exactly encyclopaedic. If you could arrange this I will send the catalogue.

IAN OSBORNE, 74 Druids Ave, Aldridge, Walsall, W Mids, WS9 8LE
(If anyone can help out in this area please get in touch with Ian directly. Thanks.....Mandy)

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A PLEA TO AMSTRAD ADVENTURERS

I know, You've heard it all before! However, I'm going to ask again. What for I hear you say? Well, it's a small thing really, it's called support. Please, please send in some hints, tips, reviews, anything, even ideas, comments to our very own DUNGEON MASTER at ACU. I was delighted to see the return of an adventure column in Amstrad Computer User, but beware! it is only for a trial basis at the moment. In order for it to continue then we adventurers must support it. This means 10 minutes of your time to jot an item down and send it off. No big effort to keep these pages alive. We must all provide feedback for the Dungeon Master to ensure that another column doesn't fall by the wayside. Help the new adventure page to survive - there are not many left so c'mon hints, tips, reviews, letters - send them to the Dungeon Master via the Editor of ACU and we can go from strength to strength -

or does nobody care? I know you do so prove it. Don't let the Amstrad adventure column in ACU be lost forever!

JIM STRUTHERS, Blyth, Northumberland.

=====

AN ANNOYING BUG

I enjoyed the review of THE BEST OF THE INDIES 2, and on the whole agreed with the reviewer's assessment of the adventures, with one exception - THE HERMITAGE. Whilst I would agree that the atmosphere, the puzzles, the background and the presentation of the adventure is first class and that I did play it with great enjoyment, it does contain a flaw in its logical approach.

At one point in part two, you are at a cock-fight and are invited to bet on either the white or the red cockerel and specifically told to use the form "BET ON colour COCKEREL". Whether you choose the red or the white the program will not accept your answer. Although you have been specifically instructed to use the word COCKEREL the only input accepted is BET ON RED HEN/BIRD or CHICKEN!

It is a pity that such a silly point should spoil the logical progression of this game and would not allow me to vote it ADVENTURE OF THE YEAR as your reviewer suggests. Yours in sorrow,

DENNIS FRANCOMBE, Dunnington, York.

PERSONAL COLUMN

"Could I please take this opportunity to tell anyone who knows me that I have now moved house due to the impending arrival of the bailiffs. My new address is 71 Fore St, Chudleigh, Newton Abbot, S Devon, TQ13 0HT. Long live the adventure!".....SIMON "CASUAL CRUSADER" AVERY

"To the man with the machete, please note that Red Squirrels are a protected species - regards.....The Lover of Life

"Urgent message to the R.S.P.C.A.
Will somebody please tell Hazel and Jim O'Keeffe to stop killing all those poor lemmings! Thank you".....Tad Zippa

SOLUTION SERVICE

Latest solutions received for the archives:

DESMOND AND GERTRUDE, CASTLE EERIE, ESCAPE (Enigma Tape Magazine), FANTASTIC ADVENTURE, GRUE-KNAPPED!, THE GUARDIAN, THE LOST TEMPLE, PLANETFALL, THE PROSPECTOR, PUZZLED, THE RISE OF THE DRAGON, SPACE QUEST IV, THE STAR PORTAL, WILL O' THE WISP and WONDERLAND.

Solutions cost 30p each. As you know, it is impossible to print the complete list of solutions in Probe as there are far too many but if anyone would like the complete list of solutions available from Probe then please send SAE. If no SAE then the solution list can be enclosed with the next issue of Probe. Any solutions for the Probe archives are most welcome so please send them in to help your fellow adventurers.

HELP WANTED

"If anyone in the whole world happens to have part 3 of JAG THE RIPPER or can give me help on LORD OF THE RINGS or SOULS OF DARKON then please, please do not hesitate to write to me. I'll do my best to help you out on any adventures you are stuck on in return as I have a lot of solutions and hints. Thank you."

PAUL LEWIS, 26 Bridlington St, Hunmonby, Filey, N Yorks, YO14 10JR

"Please could anyone help me in CASE OF THE BEHEADED SMUGGLER as I have no idea, after gaining 82%, what to do once in the attic - I keep falling through the floor! Also in INFILTRATOR, I can't progress very far into the game and any help would be appreciated."

KEVIN MURPHY, 139 Kensington Gdns, Darlington, DL1 4NH

"Please can anyone help me (or have the full solutions) to TRIAL OF ARNOLD BLACKWOOD, WISE AND FOOL OF ARNOLD BLACKWOOD, ARNOLD GOES SOMEWHERE ELSE, BRAWN FREE and ANGELIQUE A GRIEF ENCOUNTER? I have been struggling with these games since I bought them from Colin many years ago and he has, as usual, proved too smart for me. In GRIEF ENCOUNTER I have go so far that I can see Cairo but this lady seems to be too hungry to go north and she won't eat anything 'cause she's on a diet. In the other adventures I'm sure I do things in the wrong order. Can anyone help?"

KJELL ROBERTSEN, Boks 187, 8470 B0 i Vesteralen, Norway

"I noticed in Probe some tips for LEGEND OF FAERGHAIL. I am stuck in this game because I cannot find a compass. Nor can I find the Crystal Ball for mapping which I understand is in the Dwarven Mines. Without a compass to guide me through the Mines I am lost! I hate adventures which do not supply a compass! So if anyone can help me on this point, I shall be most grateful. Until such time as I can get this object, I have shelved the game. Thanks."

RON RAINBIRD, 62 Coniston Drive, Holmes Chapel, Cheshire, CW4 7LB

"Please could somebody tell me how to melt the ice or get the key in SHIP OF DOOM? I would be most grateful!"

IAN OSBORNE, 74 Druids Ave, Aldridge, Walsall, W Midlands, WS9 8LE

IN-TOUCH

AMIGA SOFTWARE WANTED: Any INFOCOM adventures for the Amiga wanted. Must include THE FULL ORIGINAL INFOCOM PACKAGING. Please write with price required to: ERNESTO MANUEL MONTEIRO SIMAO, Portimoveis, Rua Bento De Jesus Caraca 1 B/C, 8500 Portimao, Portugal.

AMSTRAD SOFTWARE WANTED: I have a copy of Lurking Horror for the Atari ST, and I am hoping to swap it for any Amstrad INFOCOMS that I do not have (particularly HITCHHIKERS or ENCHANTER). The ST game is in perfect condition with all packaging etc but it is useless to me as I have an Amstrad! I would consider a sale. Write to JAY HONOSUTOMO, 23 Tintage Close, Hemel Hempstead, Herts, HP2 6NL.

AMSTRAD SOFTWARE WANTED: On tape, or preferably on disc for CPC6128, the space combat and trading arcade game ELITE, with or without pilot's manual. Please write with price required to: LARRY HORSFIELD, 40 Harvey Gdns, Charlton, London SE7 8AJ or telephone 081 858 1532 (evenings or weekends).

AMIGA SOFTWARE FOR SALE: All originals and include postage and packing. THE SECRET OF MONKEY ISLAND, LOOM, OPERATION STEALTH, THE KILLING CLOUD, WRATH OF THE DEMON, MEAN STREETS, MURDER IN SPACE, BARDS TALE III, LEMMINGS, F-19 RETAIATOR, BAT, POPULOUS, SUPREMACY, TRIAD VOL 3, SPEEDBALL 2, GOLDEN AXE, LOTUS ESPRIT, CHALLENGERS, SUPER OFF ROAD, HIGH ENERGY, MIDWINTER, BATTLE COMMAND all at £11 each. Also HOUND OF SHADOW, SILKWORM, DOUBLE DRAGON, DEFENDER OF THE CROWN, LEATHER GODDESSES OF PHOBOS, DAYS OF THUNDER, NIGHTBREED, BACK TO THE FUTURE 2, BARBARIAN 2, WORLD CLASS LEADERBOARD, F/A-18 INTERCEPTOR, CAPTIVE all at £4.50 each. Please phone for details (0432) 274169. Any reasonable hour.

AMSTRAD SOFTWARE FOR SALE: For CPC/PCW BALLYHOO £10, SEASTALKER £12, HOLLYWOOD HIJINX £10. Please write to STUART WHYTE, 53 Ridgeway Road, Timperley, Altrincham, Cheshire, WA15 7HL.

COMPUTER BOOKS FOR SALE: Softback books: PROGRAM IN GQ BASIC by Ian Sinclair £6.99. 30 HOUR BASIC I.B.M. by Clive Prigmore and Benedict Freeman £6.99. 30 HOUR BASIC SPECTRUM by Clive Prigmore £4.99. THE FRIENDLY COMPUTER BOOK by Jonathan Inglis £4.99. A CONCISE INTRODUCTION TO MS-DOS VERSIONS 3.3 and 4.0 by Noel Kantaris £3.99. GCSE STUDIES by Teachyourself books £3. ZX SPECTRUM 48K MANUAL £3.99. Hardback books: MICRO GUIDE FOR ZX SPECTRUM 48K+ £2.99. STEP BY STEP PROGRAMMING ZX SPECTRUM 48K by Ian Graham £6.99. THE COMPLETE SPECTRUM 48K by Allan Scott £6.99. Please write to G.J.LLEWELLYN, 116 Heol West Plas, Coity, Bridgend, Mid Glamorgan, CF35 6BH.

PORTABLE COMPUTER GAMES FOR SALE: GALAXY SPACE INVADER 1000 by C.G.L. (a Space Battle game with 3 levels of play), PUCK MONSTER by C.G.L. (2 levels of play), COMPUTACHESS (a chess computer game with 8 levels of play. Computer can play White or Black, Castling, Pawn Promotions, Changing colours in middle of game) all games at £9.99 each. Please write to G.J.LLEWELLYN, 116 Heol West Plas, Coity, Bridgend, Mid Glamorgan, CF35 6BH.

AMSTRAD SOFTWARE FOR SALE: Cassettes: JEWELS OF DARKNESS, LORD OF THE RINGS, SHADOWS OF MORDOR, INGRIDS BACK, RETURN TO EDEN, DARK SCEPTRE, MYSTERY OF ARKHAM MANOR, MINDSHADOW, ROBIN OF SHERWOOD, DUN DARACH, TIR NA NOG, KENTILLA, KOBAYASHI NARU, SEABASE DELTA, WARLORD. For prices please contact JIM HAZLETT 0642 617656.

AMIGA SOFTWARE FOR SALE: ELVIRA MISTRESS OF THE DARK £12. FISH £5. IMMORTAL £7. (or all three for just £22!). Please contact STEVE McLAREN, 6 Mere Gate, Margate, Kent, CT9 5TR.

FOR SALE: One old sock, not very good condition with a big hole in it. Bargain at £12. Apply - Unhurried Hero.

INFOCOM SWAP 'N' BUY: This months offerings:

ROGER ALBON, 49/1 T.Doylor, A.Chomthong, Chiang Mai, Thailand 50160 has HOLLYWOOD HIJINX, SUSPECT, SORCERER, BALLYHOO, CUTTHROATS and STATIONFALL and is looking for others for the Amstrad CPC6128. In view of the distance involved, please write first and say you got his address from Adventure Probe.

STUART WHYTE, The Gables, 53 Ridgeway Road, Timperley, Altrincham, Cheshire, WA14 7HL has the following for sale for Atari ST: SPELLBREAKER, SORCERER, LURKING HORROR, SEASTALKER. For Amstrad: HOLLYWOOD HIJINX, BALLYHOO. All are priced at £10 each. Stuart is looking for SUSPENDED, INFIDEL and DEADLINE for the Amstrad (presumed CPC6128 but check first).

MARK WAKE, 2 Oatland Close, Little London, Leeds, Yorkshire, is looking for ANY INFOCOM at all for Amstrad PCW. As Infocoms become increasingly scarce month by month I have extended the range of swop 'n' buy to take in ALL machines. If you want to use the service either phone the helpline number or write to Nic Rumsey, 167 Eastbourne Road, Lower Willingdon, E Sussex, BN20 9NB. As usual it is a FREE SERVICE just send a SAE if you want a reply to your letter.

COMMODORE SOFTWARE WANTED: Program disk for M3 Proportional (Analogue) Mouse for C64/128K urgently wanted please. Have the mouse but the disk has been damaged! Please contact Mandy.

AMIGA SOFTWARE WANTED: TIMEWORKS D.T.P. and FIRST WORD PLUS W.P. urgently required. Please contact Mandy.

PLAYTESTER URGENTLY REQUIRED: For a huge (382 location) STAC'ed adventure. YOU must have a 1040 Atari ST, have a double-sided disk drive and must not be easily offended (i.e. if you found Leather Goddesses of Phobos offensive do not apply!). Otherwise, please write to NICK ROBINSON, Tree Tops, Red Lane, Kenilworth, Warks, CV8 1PB.

HAVING PROBLEMS WITH BARDS TALE III?: How would you like super characters? Send a list of character names and classes with £1 to cover disk and postage and packing to: MARCUS MANSFIELD (B.T.Chars), 9 Admirals Close, Colney Heath, St Albans, Herts, AL4 0QN.

TRAVELLING COMPANIONS: Stuart Whyte and Ben Isba will be travelling to the Convention in October by Train from Manchester to Birmingham. Anyone who would like to travel with them are more than welcome. This could be especially useful for any ladies who don't like to travel alone on public transport. Stuart can be contacted at 53 Ridgeway Road, Timperley, Altrincham, Cheshire, WA14 7HL. (Any other kind readers willing to offer this kind of help please do let me know...Ed)

PLEASE NOTE:

When sending in advertisements for the In-Touch Section please ensure that Adventures, Arcade Games etc are CLEARLY MARKED to avoid someone buying an Arcade Game when an Adventure was wanted - thank you - Mandy

BUGS & AMUSING RESPONSES

THE DARKEST ROAD By PHIL GLOVER played on Spectrum

When you dive under the water and find the mermaid, you see a tear run down her cheek - not an easy thing to do underwater!

FIVE ON A TREASURE ISLAND By PHIL GLOVER played on Sam Coupe

If you are on the boat, you can dive into the water, swim down and up again and re-enter the boat very easily. Not odd in itself, but you find that you can carry things like oars, food and drink, a spade, matches and so on, while swimming! I'll have to try that again and see if the matches still work (better still, I'll have to see if I can swim underwater with a lit candle!)

HINTS AND TIPS

SECRET OF MONKEY ISLAND

By STEVE McLAREN played on Amiga

Cannot get into the Kitchen? Wait until the chef comes out and walks off the screen. Having trouble in getting the fish from the bird? Just click on the loose plank to flip the bird then quickly pick up the fish. So the Troll won't let you pass? Well what do you think the fish is for - is it a red herring?

CAN I CHEAT DEATH

By JIM STRUTHERS played on Amstrad CPC

Talk to the Barmaid.

Buy a drink (it costs nothing!)

In the toilet examine the cistern and urinal.

Open the drain cover with the wheelbrace.

You can converse with the rat.

Buy Champagne.

You need trunks to swim.

The lady has to be asleep before you can examine the cabinet.

JASON AND THE ARGONAUTS

By JIM STRUTHERS played on Amstrad CPC

Examine the straw.

Cyclops likes sheep.

Talk to Aphrodites.

You need to be strong to move the boulder.

Always carry the shield.

Don't examine Medusa!

Talk to all characters for clues.

You will need some grass.

GRUE-KNAPPED!

By JIM STRUTHERS played on Amstrad

Exam the painting.

You will have to grow an extraordinary plant.

Get the worm.

You need the tights.

Get hold of that parrot and have a chat with it.

Read the magazine.

Read the recipe.

CRASH LANDING

By JIM STRUTHERS played on Amstrad

You need a weapon to kill the beast.

You need the contents of the chest.

There are a lot of red herrings.

The card is important.

Watch out! There's a thief about!

A plank could be useful.

JOURNEY TO DEATH

By JIM STRUTHERS played on Amstrad

You need money to buy things.

You can't breath under water so find something to help.

Digging will help you uncover some useful items.

You can unlock doors without a key!

Search everywhere as there are some hidden routes.

THE CASE OF THE BEHEADED SMUGGLER

By KEVIN MURPHY played on Spectrum
HAIL a CAB at the start, then SAY ALBERT to get to the docks. TAKE the PIPE from the Malay and GIVE it to the bloke in the Opium Den after you try to TAKE his KEY.

SHOOT the PADLOCK to get into the offices.
UNLOCK DRAWER of John Maudsely's desk to get lots of important things. SAY TOTTENHAM to the Cabbie to get to the Fellowship of Swords, KNOCK ON DOOR, then SHOW CARD to get in. Once inside READ the BOOK and then SIGN IT.

EXAMINE the CURTAINS then PULL the CORD to reveal a door.
Once locked in the room, DROP the BOX, STAND ON IT, OPEN the WINDOW then climb out of it.

When you meet the young woman TALK to her.

DOUBLE AGENT

By KEVIN MURPHY played on Spectrum
When in the dark room, FEEL and then PULL the CORD.
SEARCH the RUBBLE to find a hammer.
UNLOCK the SAFE with the key to get the Remote Device.
Use Agent 1 to move the trunk.
PRESS BUTTON on device to get through the most southern handle-less door.
To get out the east door with the rope, Agent 2 should PULL ROPE, then WAIT, and Agent 1 should go east and move the boulder.

SMASH the CUPBOARD with the hammer for the book.
Get Agent 2 to OPEN the BOOK, then keep TURNING PAGES to get vital information.

PRESS SWITCH on computer, then Agent 2 should TYPE the code word in.
After examining the table in the room with the computer, OPEN the DRAWER for a card. INSERT CARD to get through other handle-less door.

CASTLE WARLOCK

By SIMON AVERY played on Amstrad
Whisper LEVITE at the gates twice to gain entry to the castle.
Get the box, drop it and run!
In the room with the mirror, WEDGE DOOR with the piece of wood.
Carry the shield when you open the chest.
Carry the cheese to catch the mouse.

CAVE CAPERS

By SIMON AVERY played on Amstrad
Turn handle at the airlock.
Fly at the airport while wearing the flying suit.
Ask the injured man about his injury and then give him the disc.

SIMPLY MAGIC

By SIMON AVERY played on Amstrad
Wish for water at the well when carrying the bottle.
Drink the potion to get the lead glove.
Wear it to get the molten rock and take into the frozen room.
Plant the seed in the Room of Sunshine and water it.

HELVERA - MISTRESS OF THE PARK

By SIMON AVERY played on Amstrad
To get out of the cell -
LIE ON BED, PRESS FILM,
UP, CRAWL UNDER BED,
PRESS PLAY, OUT.

ESCAPE FROM PULSAR 7

By BARBARA BASSINGTHWAIGHTE played on BBC
The blade with the wood makes a screwdriver.

Use the cable to fix the lathe.

The flour, raisins, bottle and tablets make a cake for you to give the creature.

Pull the lever to open hanger door.

CASTLE OF RIDDLES

By BARBARA BASSINGTHWAIGHTE played on BBC
Throw the book at the bear to scare him away.

ROBIN OF SHERWOOD

By BARBARA BASSINGTHWAIGHTE played on BBC
Fight bewitched John with the staff.
Enter serf cart to get into Nottingham Castle.
Give the holy crest back to the templers.

THE GOLDEN SWORD OF BHAKHOR

By ALF BALDWIN played on Spectrum

Try to catch the bat, you won't succeed but if you don't try the mouse won't appear. Try to catch the mouse, follow it when it runs off and keep trying to catch it. Eventually it will run to the snake's location and the snake will swallow it. This triggers off the appearance of the mongoose.

Find the mongoose and try to catch it. Follow it when it runs off and keep trying to catch it. When it runs into the hole in the damp room, block the hole with mud. Next time it runs here, it will not be able to escape and you will succeed in catching it.

Take the mongoose to the snake's location and it will kill the snake. You will now be able to examine the alcove to see a skeleton. Examine the skeleton to find a key and an ivory disc.

Lift the trapdoor in the damp room to enter a tunnel. the key will open the locked door. Do not waste time here, you must get through the tunnel before it caves in.

Ramsave the game before going up from the brick-lined tunnel in case you run into a military patrol when you emerge into the desert.

THE PAWNS OF WAR PT 2 (THE INFILTRATOR)

By ALF BALDWIN played on Spectrum

Get and wear the rebel uniform, but you must also find and wear the cap to avoid being recognised.

Shoot the soldier in the armoury. You will need to shoot twice as your first bullet only injures him. Search him to find the knife.

Use the key to unscrew the grille in the corridor and explore the ventilation shafts to find a ball bearing. Drop the timebomb where the shaft is weak, prime it and retreat.

Put the ball bearing on the shelf above the radio and go into the office. When the ball rolls down on the radio, the officer will leave to investigate, and you can take the cap.

IMMORTALITY RULES OK

By JOAN WILLIAMS played on Spectrum

Give order in post office to get £10.

Dig hole on site.

Oil door in Town Hall.

Insert pills in Burger.

Buy Oil at Garage.

Construct a raft.

GETTING YOU STARTED

ELVIRA MISTRESS OF THE DARK

By RON RAINBIRD played on Amiga

At the start, on crossing the moat bridge, go East to Store (or is it an unattended shop?). Take the large shield and equip it. Leave store/shop and go West to Stable but don't go in yet. Get some Hay from outside the Stable, then go back East until you arrive at the entrance to the Castle's living quarters. Enter and stay on ground floor. Go East to Living Room. Get Stake and anything that can be used in the making of spells. (Your spell book will be a guide to the ingredients). Leave and go North to Armoury. Equip yourself with Sword and Crossbow. Leave room and go South then West into Library. Here you will find the book without which you cannot get Elvira to make potions. Exit Library and go north to the Stairs down to the Kitchen. In the Kitchen Pantry, get the Honey which, with the Hay, will enable Elvira to make a spell which will enable you to identify plants in the Herb Garden. Now go back upstairs to the Hall and go South to the Stairs leading up to the first floor. Search each bedroom for bolts for your crossbow but do not attempt anything yet with the Vampire's Room. Now leave the Castle and go East, then North, then West to the gate which leads to the back garden. This gate will be protected by a soldier (as will be most rooms you approach) so a tough fight is to be expected. Go North then West through a Hedge, then North and West again to a Garden Shed. Ignore the gruesome sight and get maggots from the body. In the shed you will also find a silver cross, a key and a hammer. Take them and leave. On the way both to and from the shed, collect any spell ingredients you may spot (and there are several). Commence your return journey, but on the way stop at the Archery Range and practice with your Crossbow until a message tells you that you are a competent Crossbow user. Don't forget to collect your Bolts before you depart. Almost opposite the Archery Range is a door to a Herb Garden. Open the door with your Silver Key, cast your Herb Spell and collect every plant that will be useful. Leave and go back to the Castle and the Vampire's Room. Use the Stake! Then go to the kitchen and try to have as many potions made as possible. If a gross person known as "Lard Bucket" has taken over, run! Only Salt thrown at her will make her dissolve and that will take some finding in the lower levels.

THE HOUSE ON THE TOR

By DENNIS DOWDALL played on Spectrum

OPEN DESK, GET WALLET, EXAM WALLET (you find a fiver inside), DROP WALLET, EXAM WINDOW (you see a postman walking up the drive), E, E, OPEN DOOR, E, EXAM WEEDS, GET BOOTS, WEAR BOOTS, UP, GET KITE, D, W, S, EXAM DESK, GET TWINE, SIT, EXAM CHAIR, GET BOOK, READ BOOK.....

THE PENDANT OF LOGRYN

By DENNIS DOWDALL played on Spectrum

The first thing you have to do is get some money, so SEARCH the STREAM in the mountains to find a SAPPHIRE. Now SEARCH the LOOSE RUBBLE south of The Houring Bird to find a RUBY. Return to the city via the Grass Plains SEARCHing the GRASS to find some COINS. When in the city, visit the Inn and HIT the MAN who shouts at you. He will drop his purse, inside are some more coins. SELL the SAPPHIRE and RUBY to the Jeweller. You can now BUY the KNIFE, BOW and the WINE.....

THE CALLING

By JIM DONALDSON played on Spectrum

ENTER CAR, GET GLOVES, WEAR GLOVES, LEAVE CAR, N, N, N, N, NE, E, GET GARLIC and HEMLOCK, W, GIVE GARLIC TO COOK, N, GET HAM, PUT HEMLOCK IN HAM, S, GET KNIFE, S, E, E, E, N, D, E, EXAM JUNK CAREFULLY, GET CHARM

EUREKA 1 (PREHISTORIC MAN)

By JIM DONALDSON

S, TAKE MOUSE, S, S, E, JUMP DEPRESSION, W, W, TAKE CREEPER, NE, N, N, E, TAKE FLINT, E, W, TAKE SALTPETRE, S, TAKE RIB, SW, TAKE COAL, S, W, MAKE AXE, CUT TREES, MAKE RAFT, E, E, D, D, TAKE RUBY, W, S, STAY STILL, STAY STILL, TAKE LOG.....

EUREKA 2 (ROMAN TIMES)

By JIM DONALDSON

S, HIT MAN, TAKE COIN, S, S, GIVE COIN, S, W, W, LOOK, TAKE KEY, E, WAIT (until caught by slavers then when the ship is at sea), USE KEY, WAIT (until you see the man drowning), SAVE MAN, W (you overhear a conversation), E, E, BUY SWORD, E, S, BUY WINE, N, W, W, E, IN, GIVE WINE, IN, HIT MAN (until you defeat him), OUT, W, N, E, N, BUY CHICKEN, W, TAKE EGG, E, NW, N, GIVE CHICKEN.....

LORDS OF TIME (A Prehistoric Pearl!)

Golden Oldie by RON RAINBIRD played on Atari 800XL

Start in Living Room: EXAMINE PICTURE, GET HOURGLASS, N, GET CANDLE, GET MATCHBOX, WIND CLOCK, IN (clock), DROP HOURGLASS, SWING PENDULUM, TURN COG 1, N, W, W, OPEN DOOR, W, GET SPEAR, UP, N, GET RUCKSACK, WEAR RUCKSACK (you can now carry many items), GET ROPE, EXAMINE RUBBISH, GET TIN OPENER, S, W, GET JEWELLERY CASE, E, D, S, OPEN CUPBOARD, GET TIN (of cat food), N, W, GET LOOKING GLASS, GET METRONOME, OPEN DOOR, W, NW, GET VALERIAN, SE, W, UP, S, WAVE VALERIAN (the tree speaks), DROP VALERIAN, N, UP, E, OPEN DOOR, E, E, OPEN DOOR, E, E, E, N, N, GET PICK, GET PLANKS.....

SECRET OF MONKEY ISLAND

By ROBIN MATTHEWS played on PC

GO TO SCUM BAR, TALK TO ALL PIRATES IN PARTICULAR THE IMPORTANT ONES and ASK ABOUT GROG, WAIT FOR COOK TO ENTER THE FRONT BAR AND ENTER KITCHEN, TAKE MEAT AND HEADCHEESE POT, OPEN BACK DOOR, STEP ON LOOSE PLANK (several) TO TAKE FISH, STEW FISH IN KITCHEN POT AN THEN RECOVER YOUR COOKING. WALK TO CLIFFSIDE AND PATH TO ENTER OVERHEAD MAP. WALK TO THE CLEARING AND ENTER CIRCUS TENT, TALK TO THE PERFORMERS, AGREE TO TAKE PART AND USE POT (money!). ENTER THE MAIN VILLAGE AND SPEAK TO CITIZEN USING THE SVEN CODE, BUY MAP, TALK TO MEN OF LOW MORAL FIBRE (you like rats!), TAKE MINUTES, ENTER VOODOO SHOP, TAKE CHICKEN, SPEAK TO VOODOO WOMAN. WALK THROUGH CLOCK ARCHWAY, NOTE TIME, WALK INTO ALLEY, LEAVE, ENTER SHOP AND PICK UP SWORD AND SHOVEL, PAY FOR BOTH AND GET MINTS, ASK STOREKEEPER ABOUT SWORDMASTER, FOLLOW STOREKEEPER. TALK TO SWORDMASTER ABOUT FIGHT, GO TO OVERHEAD MAP, WALK TO SMIRKS HOUSE (at fork give troll stewed fish), ASK SMIRK FOR TRAINING, NB.Persevere! GO TO MAP, WALK TO THE FORK AND THEN USE THE CITIZENS MAP TO FIND THE TREASURE (Having followed map move one screen right for treasure. Note: Pick up yellow petal on the way) USE SHOVEL AT MARK.....

CONTRIBUTIONS ARE NEEDED FOR THIS SECTION PLEASE

SERIALISED SOLUTIONS

THE AXE OF KOLT

By JACK LOCKERBY played on Spectrum

Continued.....

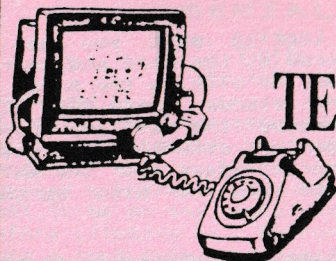
Hm! Well, you know about the archer but so far you haven't seen or heard any woodsmen. You press on until you find yourself in the back garden of an old house covered with ivy. Searching among the ivy reveals a broken window which still contains pieces of broken glass. Just to be on the safe side you decide to remove the broken glass before climbing in. Searching among the wreckage that you find inside puts a book into your hands. Like the paper, you can't read this book either. Back outside you notice a gap between the house and a small shed. You find a washing line with a pair of ladies knickers on it. Naturally you take the string and the knickers which have a strong piece of elastic in them. The shed appears to be empty but when you close the door you notice a pile of junk. A little searching and you find a piece of wood shaped like the letter Y. The shape reminds you of a catapult! Tearing at the knickers frees the elastic, tying this to the wood gives you the catapult. Now all you need are some small stones to fire. Once outside you soon find a stone and have a practice shot, not bad for a beginner! Travelling along a path hemmed in by two tall hedges you hear voices, looking north you see two woodsmen and they are arguing over a dead deer. These must be the men that the dwarf was talking about. Finding another stone you fire it at the men. They accuse each other of throwing the stone and in the ensuing fight one is killed. The victor picks up the deer and walks off into the forest. You go up to the dead man and pull out the spear, a handy weapon for future use. Southeast of the river you find a dovecote with a dove perched on the top. It is holding a piece of cotton in its beak and it is too high for you to reach so you throw the seeds on the ground. It works! The dove alights, drops the cotton and eats the seeds but as you go to pick up the cotton, a thieving magpie lands, grabs the cotton and flies off. Swearing under your breath you start looking around for the culprit. When you eventually spot him, holding that piece of cotton you could swear that you spotted a glint in its eye. Right! Find a stone. Fire the stone! Bullseye! The magpie is so surprised at your attack that it drops the cotton and flies off.

Examining the hedge at the junction reveals a gap with a vague trail leading north. Going north you reach an area of bushes, the bushes are moving but it isn't windy! It was just a little way east that an archer fired upon you. Could he still be hiding in the bushes? Throwing caution to the winds you throw the spear at the bushes. Ouch! an arrow hits you but you are unharmed unlike the sneaky archer who has been killed by your spear. You retrieve the spear and decide to search the bushes. Wow, you find a bow and arrow. As you walk along the river bank a wild boar dashes out across your path. Without a moments hesitation you kill it with your spear. Recovering the spear you feel it is high time that you paid another visit to the dwarf. This time he demands to know if the woodsmen have gone, you answer in the affirmative and then he demands proof! You show him the weapons you have found and he relents a little but before he will translate that paper for you he wants you to fetch him a bird for his supper. The only birds you have seen so far are the dove and the magpie, neither of them true game birds and anyway, they are no longer available. Now where could you be likely to find a game bird? You've seen no gorse or heather so the best place to look is in that orchard behind the cottage. As you approach the wooden arbour you notice a

movement in the trees off to the east. Looking east you see a partridge sitting in a tree. You fire the arrow at the bird and score a direct hit. However, as you go east, ready to pick up the bird, a large dog comes bounding over the wall and stands guard over it. Puzzled at what to do next, you suddenly remember the ball you found in the cottage! You whistle to get the dogs full attention and then throw the ball over the wall. The dog, of course, leaps over the wall after the ball, leaving the field free for you to pick up the partridge.

Back once more to the oak tree only this time when you knock at the door, it opens immediately and the bird is snatched out of your hand. The dwarf seems pleased and asks for the paper. Gordon Bennett!! It is nothing but a recipe for a partridge pie! Before going away in disgust you show him the book you found, apparently it's a diary of some sort. Oh yes, the dwarf did hand you a small bottle containing a fish repellent! Big deal! Leaving the oak tree you make your way to the river, determined to try out the fish repellent but as you approach the river you notice the surviving woodsman surveying the dead boar. He picks it up, slings it across his broad shoulders and trudges off into the forest. This time you decide to follow him. He enters a house, cunningly concealed in a mound, he re-appears carrying a newspaper and enters a small hut to the north. At the hut you search and find a key, you lock the door of the hut, which is obviously, the smallest room in the forest, and head for the house. Looking under the wardrobe you find a grimoire, a quick read tells you how to cast a certain spell. Loud shouts come from the little hut when the woodsman discovers that he has been locked in. Realising that you must escape before he manages to open the door, you replace the grimoire and retrace your steps. Back to the river bank you empty the liquid and wade across. You quickly find a thorn bush and take one of the thorns. The route you take is up and northwest and return southeast and down. You can cross the river again so that you can obtain the necessary items for making a poisoned dart. At the stunted sapling you notice a bent branch, breaking the branch reveals a sticky resin. As the resin soon goes hard you quickly dip the thorn in it and then stick the piece of cotton to the thorn. Your dart is made and next you head for the dead spider and dip the thorn in the poison. You can now head back to the river and make your way across. When you now try to explore a Xixon warrior attacks you, aiming first at your head so you duck, then at your legs, so you jump. He then runs off but not before your well directed spear brings him tumbling down. You recover the spear and press on. At the end of the standing stones an aura of evil pervades the air. Looking westward you see Morgeth, the evil witch, surrounded by her minions. However, this is not the ideal spot to make your attack upon her, you really need a place of concealment. You retrace your steps to the fork in the road and head off southwest. The area is thick with brambles and you soon find a small, concealed cave off to the west. Crawling in you discover it is the den of the wild boar. Heading further west you see those standing stones again. Looking north reveals Morgeth again, mouthing of her usual stream of obscenities. Having previously ascertained that the spear was roughly made by fixing the spearhead to a bamboo tube you now dismantle it. As you untie it the string disintegrates leaving you with a tube and spearhead. Before inserting the poisoned dart you remember what you read in the grimoire and say the magic words NILRE EKIM over the dart. You then insert it into the tube and blow it at the witch. She's dead! Now you can retrace your steps to the circle and exaine the body. So ends the second part of The Axe of Kolt.....

TO BE CONTINUED



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JACK HIGHAM	0925 819631	FRI TO MON 7AM TO 10PM	Spectrum
DOREEN BARDON	0653 628509	MON TO FRI 6PM TO 10PM Weekends any reasonable time	Spectrum
JOAN PANCOTT	0305 784155	SUN TO SAT 1PM TO 10PM	Amstrad
ISLA DONALDSON	041 9540602	SUN TO SAT NOON TO 12PM	Amstrad
STUART WHYTE	061 9804645	ANY REASONABLE TIME	Amstrad
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JASON DEANE	0492 622750	ANY REASONABLE TIME	Amiga
VINCE BARKER	0642 780076	ANY REASONABLE TIME	Cbm 64
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BARBARA GIBB	051 7226731	ANY EVENING FROM 7PM	Various
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