

Adventure Probe

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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

Amatrad CPC6128 on Protex (or Tabword), C64 on Easycript, Atari ST on Protex or First Word Plus, Amiga on Protex 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: HAN DY 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

My sincere thanks to all the following readers who kindly sent in material during the past month:

KEVIN MURPHY, RON RAINBIRD, SIMON AVERY, AMIR MANSOUR, JAY HONOSUTOMO, JOHN BARNESLEY, GARETH PITCHFORD, MARTIN FREEMANTLE, GORDON INGLIS, BRIAN BUSBY, NEIL SHIPMAN, JUNE ROWE, DEREK SHAW, NEIL CURRIE, RICHARD BATEY, JOHN WILSON, THE GRUE!, STEVE CLAY, RON SLATER, JIM DONALDSON, ANNE BORLAND, BOB ADAMS, DIANE RICE and BARBARA GIBB.

Special thanks to MARTIN FREEMANTLE for this months cover picture and to MERC for the cover logo.

EDITORIAL

Welcome to Volume 5 Issue 10 of Adventure Probe.

I am getting very excited at meeting you all at the Probe Convention this month. It won't be long now and the organisers and myself are busy getting everything ready for the big day. More people than last year are expected and a great many more have decided to stay over at the hotel this year so the festivities look set to continue far into the night too. I am, of course, getting the colly-wobbles again about making a welcome speech but, having just viewed the video of the last Convention, thanks so much Maureen, I reckon that if I just manage to read it a little more slowly it should be alright, I'm glad you all managed to keep up with me. I got quite choked up when I watched the video, it brought back so many happy memories of last year.

The votes are all counted and the awards are being prepared so everything is set for the big day, I'm not giving anything away about the winners so you will all have to wait and see what the results of your nominations were. Remember that ALL Probe readers are invited to the Convention so if you would like to join us there and have a fantastic time then do get in touch with me as soon as possible, full details can be found in the News Section on page 18 of this issue.

I've been treating myself to some adventure playing sessions this month - last month was so busy that I just didn't have a minute to spare for relaxation - and I've been working and giggling my way through The Secret of Monkey Island on the Amiga. It's a big game too and comes on four disks. It's not as funny as Grue's game but then I doubt if anyone can quite match the off-beat humour of Grue. Speaking of which, I think a preview just might be available for people to see at the Convention. Grue and I were hoping it would be finished in time for the Convention but some rather complicated puzzles and a trip to America have prevented that. Yes, Grue is off to Florida this month but will be back in time for the Convention. Readers who have met Grue are speculating on the effect he will have on the poor unsuspecting American public - especially as he will be wearing his Grue-cap (complete with eyes!) when he steps off the plane. I think we can expect a sudden influx of American tourists this month! But to wet your appetites a little, before he left, he sent me his Wizard Works article which will be found on page 36 of this issue. Who knows, he may be in line for a nomination in next years awards.

I'm sorry to say that Mark Eltringham seems to have moved again. One of his friends went to find him - hence the news in the last editorial - but since then Mark hasn't been in touch, is no longer available at the new address, and we are not quite sure what is happening. I have quite a number of reviews ready to go into Probe (some have appeared in this issue with the new address I was given) but unless I hear from Mark with his new address I think any orders may well go astray. I suggest that you hold back for the time being until you hear from me. If anyone does have any information or is in contact with Mark will they please ask him to contact me as soon as possible.

Once again I see the bottom of the page approaching at the speed of light so I will draw to a close now. I sincerely hope that you enjoy this issue and I will see you all again next month as usual. I am really looking forward to meeting many of you in person before then. Don't forget, there is still time if you decide that you would like to come along on 26th October!

Mandy

REVIEWS

PHOENIX

Available from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX. Available for Spectrum on tape -£1.99 and disc -£2.99

Reviewed by *Barbara Gibb* and played on Spectrum

Your life force fades... the visions dim. All that remains are the tenuous memories...

Your land and family have been engulfed by the evil forces of the Abomination; now after countless years of waiting, the Champions of Chronos have recruited you to fight in the great Temporal Struggle. You are "The Traveller in Black", now named PHOENIX, summoned to help those in another time and place.

The above is my very inadequate precise of the introduction to PHOENIX, the latest PAWed adventure to be released by Zenobi Software.

The adventure starts in a spinney of oak trees and you hastily travel north towards the villages of Finvarra and Dunatis for they desperately need your help. The frightened villagers of Dunatis make it clear they won't allow you to enter their village, so you approach Finvarra in the hope of a warmer welcome, but your worst fears are realised when you talk to a dying boy, and then encounter the Abomination who controls the demons from his vantage point above the village green.

Most of the villagers have boarded up their homes and left the village in the merciless control of the demons. Only a few unfortunate girls are left - if you can find a way of helping them, and a fair amount of help is given in response to your actions, you will be well on your way to defeating the Abomination itself.

Not all the action is in the village, so you have to traverse the fields, woods and mountains, and all are described very atmospherically, sometimes poetically.

A subject such as this has to be treated strongly without overstating the gory details. I think the author has struck a good balance between describing the atrocities performed by the demons and instilling the feeling that you have a chance of curing the village girls of their afflictions. With a touch of Norse mythology, a little magic, feelings that alternate between hope and despair, and some thoughtful adventuring you may yet manage the final confrontation.

I admit I had tears in my eyes after reading the final message. It seemed unusual, yet inevitable.

The adventure has a very legible character set with a restrained use of colour, plus all the usual PAW features which are now generally expected by most players.

A lot of knowledge and hard work has gone into this truly dramatic adventure. For the time being the author wishes to be known as "The Traveller in Black" after the character in the adventure. I hope the Phoenix rises again, in another time, in another place.

POWER CURSE

A Text adventure by Adrian Conn. Available on cassette for £3 and on disc for £5 from WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. Cheques etc payable to J. G. Pancott.

Reviewed by *Sue Ilsley* played on Amstrad

One day you find yourself plucked from in front of your computer and are transported to the castle of a magician called Gorral. Gorral tells you that you have been chosen to save his planet from certain destruction. A new religion has swept the land and the priests have built "stations of power" which are being used to destroy the magicians whom priests consider evil. These stations are very dangerous as the priests don't really understand the power they are playing with.

Your quest is to find the main power station and to destroy it. Along the way you will meet several of Gorral's agents who will help you (if you give the right signals), there are also enemy agents to be avoided or tricked.

I found this adventure very enjoyable. There are plenty of character interaction and some interesting and sometimes quite tricky puzzles. I found no bugs or spelling mistakes and the solutions to the puzzles were always quite logical. Power curse is in two parts and comes with a small booklet which describes your first meeting with Gorral and gives some very useful hints.

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RONNIE GOES TO HOLLYWOOD

Available from G.I.Games, 11 West Mayfield, Edinburgh, EH9 1TF on cassette for the Spectrum at £1.99.

Reviewed by *Keith Burnard* on Spectrum

This "oldie" re-released by G.I.Games is one of the many games I haven't played before. You are Mr Ronald Reagan, President of the United States of America, complete with all the hidden extras (wig, hearing aid etc). With the help of Madonna, The Mafia, The 7th Cavalry and the Klu Klux Klan, your objective is to nuke Russia!

This may sound easy but there are many traps waiting for you. Also numerous journalists are watching your every move to film and report anything the President shouldn't do. Be warned!

I found the game to be humorous and the characters witty. You'll never believe what you are reading on the screen even after reading it again!

This game will give many hours of frustrating but enjoyable playing. I was lucky - I had the solution! Definitely value for money at £1.99.

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MORE BIG DISKS FROM THE BALROG

THE LATEST TWO

Available at £4.99 each from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX.

Reviewed by *Gareth Pitchford* played on Spectrum +3

The Balrog, Rochdale's answer to Richard Branson, seems bent (full stop?) on releasing even more big disks for all you lovely +3 owners out there at bargain prices. And so, rather reluctantly, I've taken on the rather daunting task of reviewing the two most recent ones. Time for a quick sub-heading, methinks...

YET ANOTHER BIG DISK

Is an inspired title (don't you agree?) for a disk which starts off nicely with AGATHA'S FOLLY. Written by one of my favourite adventure writers, Linda Wright, is a two parter whose first part contains your move into a country cottage. Being an adventurous sort of chap (or chap-ess) you decide to spend the night in the house, maybe you can even start to get it in some sort of order for when your furniture arrives tomorrow. Very soon you realise that the previous owner of the cottage, whose name is not surprisingly, Agatha, was anything but normal and from putting together information from the various visitors and scraps of paper around the cottage you learn about her interest in UFO's - an interest which may result in a strange journey for you. Mind you, that's only if you get to part two. Agatha is an excellent adventure which has problems that are pitched just right to cater not only for beginners but also the more advanced players. It is worth the asking price of £4.99 on its own!

Next is ARNOLD THE ADVENTURER which was Delbert The Hampster's first game. Not that you'd guess it from its polished appearance and well thought out problems. ARNOLD originally appeared on the BOX OF DELIGHTS compilation tape so its nice to see a repeat performance on disk for this fun little game. The B side follows the same sort of format with another Linda Wright game THE JADE STONE and Tony Collins TEACHER TROUBLE. JADE STONE was Linda's first speccy release on her own Marlin Games label and Zenobi sensibly snapped up the rights to this and all her other Spectrum games. TEACHER TROUBLE was originally a B sider on the Hermitage and it's a school based game that even had old EKIM laughing! Both are good games that should keep you drinking coffee and burning your old adventuring lamp way into the midnight hours.

To sum up - £4.99 for two Linda Wright games on disk would be excellent value alone, but with ARNOLD and TEACHER TROUBLE you can't afford to miss out on the chance to buy this disk. Next... even yet another sub heading and.....

EVEN YET ANOTHER BIG DISK

THESEUS AND THE MINOTAUR starts off this disk. It's the two part tale of Theseus, the illegitimate son of Aegeus the King of Athens. Theseus must prove his link with his father so he can claim rightful place as Prince or whatever but instead of producing a birth certificate or going for a blood test (like an ordinary citizen) Theseus must find the sword and sandals his father has hidden. The second part of this adventure concerns Theseus' slaying of the Minotaur... no wonder they're all extinct! Theseus is written by Tony Collins, author of The Hermitage and other great games so you should know what to expect from him by now. Also on the first side is a Clive Wilson game - KOBAYASHI AG'KWO. It's the recently released follow up to the

unpronouncable Kobyashi Naru which is still set on Ygor, but a very different Ygor to the one visited in the first game. It has been transformed by a mysterious race, called the Etherions, into a fiendishly difficult challenge in which you have to locate four artifacts in a given time. It is a hard game which will definitely cause a lot of swearing and the like.

The second side starts off with METHYHEL an adventure into the paranormal by Tony Collins, featuring his Sinister Investigations Inc team. The game starts with a telegram from a client who appears to have been dabbling in black magic. At least that could be an explanation for the large demonstalker in his front room! The game is in two parts and is full of puzzles with the action taking place in a wide variety of locations. The second part, for example, takes place abroad though, try as I might, I couldn't impress the natives with my French. Oh well. Methyel is a good game which has a lot going for it - I wish the author wouldn't miss out exits in the location text though! Lastly is another Clive Wilson game THE DARKEST ROAD, which pits you, an elf, against the might of the Black Wanderer. What do you get to combat this evil menace? A portable nuclear warhead or machine gun perhaps? Nope, a song - and a silent one at that. What I wouldn't give for a good old sword. Ah well. The game is packed full of puzzles though they're a tad on the easy side, certainly the more experienced player will not be kept busy for too long. But beginners and us ordinary folk will enjoy the game as it unravels at a leisurely pace. Make sure you examine everything at least twice.

This disk can be best summed up by saying EVEN YET ANOTHER bargain from the Balrog - Now go and buy it this instant! Other BIG DISKS include BALROG'S BIG DISK and ANOTHER BIG DISK which are well worth checking out but which I didn't have the space to review here.

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THE KRAZY KARTOONIST KAPER

Available from FSF Adventures, 40 Harvey Gardens, Charlton, London SE7 8AJ. Comes together with Grue-Knapped! on one tape for £3 or disk £4. For Spectrum 128K only (Grue-Knapped 48K).

Reviewed by *Barbara Gibb* on Spectrum 128K

It was a normal evening like any other at the Warrington Art Studio of Kez the Cartoonist... when suddenly a man dressed in black uniform and balaclava crashed through the window... no chocolates, he'd come to kidnap Kez Gray in the name of the S.A.S. (Salford Arts Saboteurs). Cris, her dog (that's you) learns that Kez is imprisoned in Kilmoore Castle, and the adventure begins with Cris on the outside trying to get on the inside.

Inside are some weird characters; one dead, the rest trying to be as obstructive as you would expect them to be in an adventure. Cris has been given the power of human speech so you may try TALKING to them (except the butler as he is dead) and ASKING them ABOUT KEZ, the responses may or may not help you. After exploring the easily accessible parts of the castle, you should now venture further afield; crossing the river to visit the El Greekos Nightclub, and even into the countryside which has more than one distraction for Cris if the player is daring with their inputs.

I think it is the characters that help to make this such an interesting adventure. Many of them seem to be based on real people -

Bruno the nightclub bouncer, Sam the barmaid, Ekim Drarreg, Lanky Larry the male stripper and Sean Doran (an artist) are just a few of the more obvious ones, who together with many more people and animals are all very well characterized, and every one is important to the plot. My favourites are Bruno (who keeps looking round for someone), the Dragon who can disguise herself as (I'm not telling you), and the horse who wants to be a star in the TV ad. for Lloyds Bank.

Characters alone don't make an adventure, so Kez has come up with some ingenious puzzles, ensuring you can't rescue her until you have solved most of them. Standard adventuring technique will see most players through to the finish, but I admit the parrot and panther gave me a little trouble, and I was laughing so much at the message about the scythe being reclaimed, that I forgot why I wanted it in the first place.

The text varies from the standard descriptive kind, to the horrible pun and downright explicit (but nothing to make you blush too much as you'll be too busy laughing). Most of the messages are informative, some in a conversational style. For example, after breaking the window and then examining it you are told "Some Vandal has done a smashing job on the window - I wonder who that was!"

I'm sure everyone will be pleased to know Kez is eventually rescued and flies to Barbados for a well deserved holiday, now she only has her job to worry about. If this adventure sounds familiar, it is because a "playable demo" was on show at the first Probe Convention and those of you who were lucky enough to see it before I hogged the keyboard will be elated to know that it is now ready for official public release; whether the public are ready for it remains to be seen. By writing this review I am keeping a readily-given promise I made to Kez when I met her at the Convention.

A PAWEd text-only adventure, it accepts GET ALL, EXAMINE all objects CARRIED, WORN and HERE; you can type AGAIN to repeat the last command, and SCORE to see how you are progressing. Verb/Noun inputs will do sometimes, but multi-word commands will be necessary on other occasions. Typing VOCAB and INFO gives a list of useful words. The opening screen shows a disclaimer to the effect that Larry Horsfield is only the programmer, and stating the storyline, loading screen (very good as I would have expected) and cassette inlay are by Krazy Kez Gray, so you know who to blame if you are offended. The screen presentation is neat; the location text remaining on screen with a line of K's underneath to divide it from the inputs. One touch that I thought particularly imaginative - the cursor is the face of a dog.

Now it's my turn to write a disclaimer. Although I am credited as a playtester, all the hard work was done by Sharon Harwood. I simply gave Larry my impressions (and encouragement when he was at a bit of a low) of an early version of the adventure. My appraisal! It is the same now as then. "Many of the messages are witty and well written, although I feel they could be shorter on occasions. A good variety of objects, and interesting personalities, most of whom will be instantly recognisable by regular adventurers. What is the best advice given to budding authors? Write about what you know! I think this type of storyline will work... the adventure has some excellent puzzles with just enough help along the way, and even without the colourful characters it would still be very playable... A good enjoyable romp, with serious adventuring - fun for all".

MANSION QUEST

Spectrum 48/128k - Reviewed by Brian Busby

"Your rich uncle has died leaving you everything. The only problem is uncle was a bit eccentric and hidden his valuables around the old mansion. See if you can first locate the mansion then your legacy. The only information you have is that he lived somewhere by the village of Upper Fuddleton and that the vicar might be helpful."

This adventure has been around for some years now and if I'm not mistaken reviewed in Probe on two previous occasions, though not perhaps in this "re-mastered" form. Although there are no credits at all, this text-only tale seems to have been written with the Quill and accepts simple verb and verb/noun inputs, it does however, have the useful store/recall facility. White text is easily readable on the blue background with adequate use of other colours to identify directions, objects and treasures.

Your quest begins in a compartment of a train which is moving slowly towards the station. You have just enough time to collect your belongings and leave the train which, incidentally does not stop, otherwise it picks up speed, the chance is lost and you are advised to start again!

Once outside the station you must make your way to the village and seek the guidance of the vicar, not forgetting to collect a few essentials on the way of course. What self-respecting adventurer would attempt a mission without a rope, torch, axe, matches and anything else that can be lugged around - just in case!

Once the mansion is located it's time to start looking for your legacy, and advisable to spend a little time exploring the garden first, as the house itself can be a shocking experience.

Then comes the maze.....but enough!

I've managed to visit 63 locations and have two treasures (40%), but now confess to being temporarily stuck: why can't I get upstairs and what is the secret of the locked trapdoor?

Apart from a few annoying spelling mistakes and a rogue Spectrum keyword which crept into the text, my only complaint is that a couple of the puzzles, although fairly logical are contrived to suit the situation. For instance, you have to go through a whole rigmarole with the vicar or else your transport does not arrive!

Nevertheless, minor criticisms of an otherwise absorbing game which I, for one, will persevere with: I wonder if it's really necessary to open the oak chest?

Mansion Quest costs £1.99 (inclusive of postage and packing) and is available from:- Gordon Inglis

11 West Mayfield
Edinburgh
EH9 1TF

* * * * *

MEAN STREETS

From U. S. Gold. Available for various 16 bitcomputers. Shop around for the best price.

Reviewed by *John R Barnsley* on the Amiga

In what may be the most ambitious adventure game on the market, you're Tex Murphy, a private eye operating out of San Francisco around the middle of the next century. The story kicks in with a beautiful dame stalking into your office and asking you to find out who killed her father, Professor Carl Linsky, a neuro-psychologist. Local police call it suicide, but the cops who work the streets of San Francisco are either overworked or dumber than they look, since this is a classic cover-up if ever you saw one. Before long you're getting anonymous FAXes threatening you to get off the cast, shotgun-toting goons start showing up every place hard evidence might be found, gorgeous women practically throw themselves at you wherever you go, and clues are piling up faster than bills at the end of the month! Ah yes... you've fallen into a Bogart film, with just one small exception - it's set in the future.

Though you take on the role of Tex, this isn't a role playing game, Mean Streets is a graphic adventure - cum - flight simulator. As a graphic adventure it's absolutely gorgeous. You'll want to visit Sylvia Linsky and Sandra Larsen frequently just to watch their flirtatious mannerisms. But as a flight simulator, Mean Streets gives F-19 and the other jets nothing to worry about. It'll get you around California, and even show you a few interesting landmarks in very lo-res graphics, but you may find yourself yawning through yet another trip in your Speeder to the next site in your investigation. Knowing this, the designers wisely built in an auto-pilot. Set the destination then head for the kitchen for a coffee and resume play when you return! As mysteries go, Mean Streets seems fairly deep. I've really only begun to play, but have already identified at least four solid murder suspects and found a coded message to unravel, a tape hinting at mind control and evidence of dirty dealing in high places, involving major corporations, the federal government and a new political group called "Law & Order".

Tex Murphy practically lives in his Speeder, an all-terrain hovercraft with a navigational computer, visiphone and FAX. When inside the Speeder, you see your legs, one hand on the gear-shift and an instrument panel showing altitude, bearing and airspeed. You can look out of any of the four windows, but there's no combat and, most of the time, you probably won't bother to change views. It's a fair flight simulator, offering sights of San Francisco's great bridges, the Trans America Tower and other landmarks - if you manage to navigate into the right position. You can fly anywhere in California, but can only exit the Speeder on flashing landing pads that lead to a location or situation. Then one of four things may occur. Usually you see a hires graphic of a famous sight, such as the Golden Gate Bridge. Then a window materialises, bearing an animated picture of a person with whom you're speaking. Depending on what you say, the person may be happy, sad, sexy and so on. Some situations are better than others.

For a detective, your vocabulary is very limited. All you can say is TELL ME ABOUT: and type in a name or one-word clue, such as INSURANCE. The person then offers some information (you especially want names and navigation codes). If you get a long response, you'll get a new set of options which includes BRIBE and THREATEN. If no one's there, a simple text message may describe the place and anything you find. When that

happens, you can just read it and move along, for it's a sure clue that you've hit a blind alley in the investigation. Sometimes you'll find a room that can be searched, in which case you see a hi-res picture and your figure. Moving to different parts of the room will activate assorted menus, where you may find more objects to examine or take. For example there's a bar in Carl Linsky's room, LOOK at it and you'll see a cabinet door, OPEN it and you find a shoe box, which reveals a letter when opened and so on... down to a coded message. Search thoroughly and you'll get lots of clues and maybe more money. Get careless and you may wind up in jail - which can be the end of the game. The fourth possibility is that you'll find yourself facing an endless supply of gun-wielding goons in a stupid arcade shoot-out. If you retreat, you'll miss the clues you sought. Tex is tough and wears a bullet proof raincoat, so he can take several hits before expiring. You win the shoot-out by walking Text from the left to the right side of the screen, crouching to dodge bullets and blowing away bad guys as they show up. There are three combat levels, from easy to hard. It's a shame to weaken what is a very absorbing intellectual game - graced with witty prose and riddled with obtuse puzzles - by inserting these arcade sequences. I agree that some sort of danger is needed to keep you from getting bored, but surely designers who are obviously as good as these people could have found a better way to do it.

Tex can also get clues via visiphone by calling Vanessa, his luscious red-headed secretary, or Lee, a street-wise oriental girl. Vanessa digs up information that's a matter of public record, while Lee's information comes straight from the street (and you have to pay her). Another say-for-pay character is Sonny Fletcher, an L.A. detective. He looks old but don't threaten him - Sonny still throws a mean punch!

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IN SEARCH OF ANGELS

Available from GI Games, 11 West Mayfield, Edinburgh EH9 1TF on cassette for Spectrum for £1.99. Cheques etc payable to Sandven Ltd
Reviewed by *Jack Higham* on Spectrum 48K

This is an old 8th Day adventure that has been re-issued by Gordon Inglis on the GI Games label. There is now a new corporate loading screen drawn by John Wilson of Zenobi Software. This is a very mundane affair compared with the old one which had an aircraft silhouetted against a setting sun. Perhaps Gordon could be persuaded to re-introduce the old loading screen after the new one had been displayed for a few seconds. It would be much better for setting the scene for the adventure to come. The game itself is a James Bond 007 kind of game with a jet propelled car, not to mention other gadgets to outwit the agents of "The Company", a secret organisation intent on World domination and masterminded by "The Emperor". As with the real Bond films a girl, Chantelle, has to be rescued from a mosque in Casablanca and there are the silos and the Company Headquarters in the middle of an extinct volcano on a desert island.

The game begins proper when you, Cobol, a British Intelligence Agent find a body lying in a lake. Obviously you must report this to "Omega", the chief of British Intelligence. He sends you on your mission which takes you around the world stumbling on clues here and there until, quite by accident, you find the headquarters and the missile silos where you must detonate the warheads, kill the Emperor and make your escape. Like Quann Tulla, another 8th Day game, most of the exits are not in the text and so it's a case of trial and error to find your way about. Most of the puzzles are logical but there are a

few red herrings to put you off the scent, so don't be too keen to kill everyone you meet, even if one of them has a gun and don't try to escape from the island too quickly when you have detonated the warheads. It is also a good idea to return to British Intelligence Headquarters in London after you have been to each destination to receive further assistance from Omega.

I must warn you about one input you will never think of it if you don't know. When you are in the missile silo it is necessary to arm the missile and close the shutters of the silo almost simultaneously, by pulling a green lever. There is not time for you to do it yourself and so you need to enlist the help of Chantelle to pull the lever. Now don't forget this is a quilled game, so how do you get Chantelle to go and pull the lever in two words? Its no use looking in Mandy's book of verbs. It isn't there. The answer is CHANTELLE GREEN. Not the usual input now, is it?

This is a good game and should keep you busy for some time, even with the few hints I have given you. There are also two or three small mazes but you don't need to worry about these, dropping the odd item should see you through. At the very end of the game you need to do something near the Junk. The clue is in the text when you pass it the first time, but it is conveniently missing when you need it. There is at least one bug in the program. There is a part where you find a report, but if you input EXAMINE REPORT the message is "a rocket flies over the enemy". Perhaps it means "report" as in BANG, if you get the guist.

The game is well worth the asking price of £1.99 and if the worst comes to the worst there is a hint sheet available for 17p plus SAE.

=====

MISSION X

Available from GI Games, 11 West Mayfield, Edinburgh EH9 1TF at £1.99
Reviewed by *Neil Currie* played on Spectrum

Mission X is one of the many Walter Pooley adventures that has been re-released by GI Games. They are also re-releasing adventures by 8th Day and Fergus McNeill. Mission X begins while you are walking down a country lane. You happen to see a flying saucer land in a nearby field and of course you investigate. Soon you'll find yourself on an alien replica of Earth, clutching a scroll which tells you of your mission - escape to real Earth to prove humanity is worthy of inclusion to the Alien Federation.

The adventure appears to be written with the Quill (although there is no credit to this in the introduction) so the problems require simple verb/noun input. The problems are also simple to solve, eg. in one location you find a bucket full of pig feed and somewhere else a sty full of hungry pigs. However, I did spend a pleasant five minutes trying to remove a wall with dynamite until I found the correct input.

For people who worry about spelling I found two mistakes - vidio and computer. Since I don't mind spelling errors I'll say that this is the way the Aliens spell these words. Happily for me, there were no mazes, which raised my enjoyment of the game. In short, Mission X is a good, old fashioned, simple text only adventure which should only take a few days to solve. I'll admit that I liked playing an adventure that I could solve quickly so much that I bought all the other of the authors adventures from GI Games. What a recommendation!

TARK

A Public Domain adventure for PC and PC Clone computers.

Reviewed by *Reynir Stefansson*

In this adventure you are Tark Simmons, a Priestess of the True Church. You went to bed exhausted, and so you were not expecting a night of dreams. Thus you are surprised when suddenly you find yourself standing in your bedroom, looking down at your sleeping form. The vision of you on the bed is clearly in an almost unnaturally deep trance, muscles relaxed, eyes rolled back into your head. Examining your body closely you see a golden cord extending from the forehead at one end and the back of your neck. You are bemused and try various Freudian interpretations until you are startled by a noise and whirl around. You see an old, age-weathered woman. Somehow you recognise her to be Priestess Tiana. She smiles slightly, and says, "Yes, I'm quite dead, but as you'll learn if you continue in the studies you have started "dead" is largely a matter of the definitions you find convenient. But I didn't pull your Image into the Astral Plain to exchange pleasantries; there is a crisis at hand and you've been chosen to address it. There is a demon, his name is hidden from me, but he is known as the Demon of Dark Delights. In his own way he is something of an aesthete and he has waged a quiet campaign in pursuit of his art; the acquisition, by seduction or force, of the souls of bards, poets, all those of the literary arts. He has caged them long, and we thought his ambitions were simple ownership. This very day, however, by dark arts he has distilled them, formed them, into a single entity that I am calling the Soul Song. We know not his plans, but we do know that he will act on them soon, and so the Soul Song must be rescued and its spirit released back into the Astral Plane, before he can continue.

The Demon is powerful and subtle, but careless. He thinks he knows all who are a threat to him and has raised his defenses accordingly. One such as you, however, unknown to him, can sneak by those defenses, and perhaps succeed where I and the rest of the Circle would be doomed. Unfortunately, you are unfamiliar with the Astral Plane, and there is no time to train you. Be forewarned that your spells and abilities, supplemented by your imagination, may be more powerful than on Prime. Be wise and wary; your life and your soul are at stake. You have tonight only; if morning arrives with the Soul Song still in captivity, then all is lost and all song, all art, all the joys of literature will belong to the Demon of Dark Desire". With these words she fades away.

So begins the adventure of yore and your trusty paladin, JenLee. You must find out about your downright nasty environment (Greenpeace, where are you when you're needed?), how to conjure (cast) spells, for which you need manacords. Manacords are the carriers of the spells and substitute scrolls and spellbooks. The Manacord is long and wide, more like a scarf than a cord. It is weighted with gold and silver beads at both ends, and made up of weblike filigree which serves as a description of the spell. The adventure is written using the Adventure Game Toolkit. The parser is surprisingly good, allowing multiple statements at a time. Adventures written with the Toolkit look remarkably like Infocom games. There are some bugs in the Toolkit but these are described in more detail in the little booklet found in Tark's bedroom. Zenobi has Tark and some other PC adventures in its PD archives. But I'll call it quits now, so's not to bore you.

=====

CASTLE WARLOCK

By Ken Bond and available from Recreation Re-Creation, 19 Meadow Close, Cromer, Norfolk. For Amstrad CPC on cassette at £2 and disc £4.

Reviewed by *The Casual Crusader*

I was looking forward to loading up this adventure and I was not to be disappointed, as, written by Ken Bond on the Quill, it contains his usual blend of logical puzzles, atmosphere and occasionally, humour!

You start off by being led to the Castle of the evil Danzil, by your guide. Unfortunately, a storm rages and you take shelter under a tree, lightning strikes and hits the tree above you. A branch breaks off, hitting your guide and killing him. So on your own you must find the castle and solve its traps and puzzles.

Ken's ingenuity produces some unusual problems but if the puzzle seems difficult at first, logical thinking usually sees a way clear. The odd clue is dotted about to the more taxing problems and, once inside the castle, some careful handling on certain objects is required if you wish to stay alive.

To sum up, a good adventure, maybe a little dated, but it shows the early promise of Mr Bond quite well. A worthy addition to your collection!

=====

HERO SELECT

By Alex Gough for Amstrad CPC's and available from Recreation Re-Creation, 19 Meadow Close, Cromer, Norfolk.

Reviewed by *Jim Struthers* on CPC464

This was an adventure I was looking forward to playing as I had previously played two of Alex's other games and I thought very highly of them. Written with GAC, I wasn't disappointed. Graphics are quite good with the full use of colour being included. The story is as follows: The Mystical Hammer of Porij, the symbol of power in your dwarven clan, has been stolen by the unscrupulous thief Nars Tee. You have been chosen to recover it.

You can't get much simpler can you? However it's not so easy. Whilst some of the puzzles are easy and logical, some are quite tough. Numerous pieces of humour help break the game up from its seriousness and include such things as, when you type EXAMINE to most things, you get the response - I didn't know you were a doctor - however, this input is still necessary in some cases. Humourously named characters are aplenty as well, such as Noe Bull the Dwarven King, Dai Mund the jeweller and others. There is a toughish maze included to wet the appetite but, as always, patience pays off.

All in all, I was very impressed by Alex Gough's adventure and think if he keeps it up he will do very well. I would recommend all three of his games as a must. They are really good.

Once again, a big thank you must go to Mark Eltringham for bringing his new found talent to life. So thank you Mark and thank you Alex for a very enjoyable effort. What about some more?!

REVIEWS FOR AMIGA, ST, BBC, C64, PC AND OTHER MICROS NEEDED PLEASE

OCTOBER 26TH - PAST AND FUTURE

By June Rowe

This particular day, in past years, was a fateful day for some.....

In 1440, Gilles de Rais, Marshal France, was hanged. He was a satanist and a mass murderer of children. (Pity they didn't drown him at birth!)

In 1759, Georges Danton, statesman, was born. He was a French Revolutionary leader, and unfortunately for him, in 1794 he got the chop - literally!

In 1764, William Hogarth, painter, died, of old age, I guess. He contributed something of value to the world - a series of satirical paintings, entitled "The Rake's Progress".

In 1800, Helmuth, Graf von Moltke, was born. He probably loved playing with toy soldiers when he was little, because when he grew up, he organised the Prussian army victories of 1866 - 1871.

In 1919, Mohammad Reza Pahlavi, Shah of Iran, was born. Wasn't he the one who divorced his beautiful wife because she didn't give him a son? I don't doubt that someone will correct me if I'm wrong about this.

In 1825, the Erie Canal was opened to traffic. That's in New York State, if you didn't know that already. (I didn't!).

In 1907, the Territorial Army was inaugurated in Britain. That must have been a good idea - the T.A. lasted for years, anyway.

That's enough of the past - what about October 26th in the future?

I predict that in 1991, an event will take place which will be only the second of its kind in the whole history of man (or woman).

I predict that it will be the most interesting, fantastic, fascinating event since last September.

Probably the noisiest, too - the animated conversations of the largest ever gathering of adventurers will probably create enough decibels to be heard all over Birmingham.

A gathering of adventurers... as yet, there is no recognised group name for this bunch of friendly nutters who spend their evenings getting killed by dragons or trying to save the world. I'm sure Probe readers could come up with something appropriate - a search of adventurers? A cavern of adventurers? My word would be a quest of adventurers.

As you might guess, I am very much looking forward to the Probe Convention, to renewing old friendships, perhaps making new ones, as I did last year, but above all, having a whole day to discuss my favourite subject - ADVENTURES!

Now there is an idea to set the old grey cells churning. Anyone else got a name for a group of adventurers? If you can think of a suitable name for us all then send it in to Probe - the most appropriate will be published and the readers can decide on a winner Mandy

ADVENTURE PROBE CONVENTION 1991

Proposed programme of events. (Subject to confirmation.)

Due to their outstanding success last year, it is once again proposed to run several "beyond the fringe" events alongside the main business of the convention this year. The list is growing daily, if you have any suggestions or contributions to add, please act quickly and notify the organisers. These events are almost fairly certain to take place:

To make up for the sadly absent Nic Rumsey fancy dress act, Ms Sue Roseblade has offered to appear as Mistress of the Hunt. She has the full outfit such as boots, whips, jodhpurs etc, but is sadly lacking a horse. All volunteers please contact Stable Lad Larry Horsfield.

Jill Carter will not only be repeating her popular ventriloquist act of 1990 (bouncing Bob Adams up and down on her knee and getting him to recite the entire works of Shakespeare in Japanese whilst also drinking a bottle of whisky) but this year she is also planning to give ballroom dancing lessons in Strict Tempo. Partner required of Gold Medal standard. Apply after the bar has shut.

The much travelled Tom Frost has been engaged at great expense plus expenses, as after-dinner speaker. The title of his talk will be the much requested - How to visit Rochdale on half a green cheese sandwich and live to tell the tale. Bring your own bottle.

Kez Gray will be talking about the profound effect exploding sheep can have on Spectrum adventure columnists and also a personal insight into the perverted mind of a megalomaniac publisher. Latex enthusiasts only.

Joan Pancott will head a discussion group debating whether Weymouth should be twinned with Colditz and is this an idea for an adventure. For escapists only.

Dave Havard has challenged Stuart Whyte to a no-holds barred contest (provided Stuart doesn't use the hint sheet Dave sent him) at LORDS OF CHAOS. Winner will be decided by the last spectator to stay awake.

Gardeners question time. Our version of this popular radio show will be chaired by our own Jack Lockerby and Phil Glover. Questions so far received include: When to prick out, how to produce your own home-grown fertiliser and what to do about an attack of the triflids. Bring your own weed.

Dirty old mac identity parade. Sue Roseblade will be closely examining any old men wearing old brown raincoats. If you are recognised by Sue you may win a prize.

Memory test. Sharon Harwood will attempt to repeat word for word everything that Larry Horsfield said on their journey to the convention. Bring your own earplugs.

So you can see, a fun filled day is being planned for your benefit but it will only succeed if you all fully participate. We are still looking for a few more speciality acts, so if you are outstanding in your field and have any expertise you wish to share (the nuttier the better), then please drop the organisers a line - now.

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NEWS SECTION

THE 1991 ADVENTURE PROBE CONVENTION

For the benefit of new readers, and there have been quite a lot of new subscribers since we last published details of this great event, the second Adventure Probe Convention will be held at the Royal Angus (Thistle) Hotel, St Chads, Queensway, Birmingham B4 6HY (Tel:021 236 4211), on Saturday 26th October, 1991. Around a hundred Probe readers gathered in Birmingham last year and we all had one of the most enjoyable days we could wish for. It is difficult to put into words exactly what is so special when we all get together but suffice to say that the atmosphere is electric! Everyone has a name badge to wear and this helps enormously in breaking the ice and getting conversations and friendships started.

There will be plenty to see and do besides getting to know all the people you have read about through the pages of Probe. There will be stalls with demonstrations, software for sale (both second hand and new), plenty of different computers and adventures for everyone to try their hand at. Many of your favourite adventure authors will be attending including Larry Horsfield, Tom Frost, Jack Lockerby, Roger Betts, Simon Avery, Scott Denyer, Gareth Pitchford, Tony Collins and many more. Adventure columnists will also be attending including Paul Rigby, the Dungeon Master, The Balrog, Keith Campbell and, if not swallowed up by the Yorkshire Dales or Siberia, Mike Gerrard. There will also be stalls with the Guiding Light Helpline Team and stalls from other popular magazines some old favourites and some new ones.

Main events of the day will be the Adventure Probe awards ceremony organised and run with great aplomb by our MC, Allan Phillips, scheduled to take place just after lunchtime. The Adventure Probe Awards ceremony is, of course, the highlight of the days events. This is when you find out who the winners of your votes were. Kez Gray will be providing the cartoons as last year - thanks Kez. The Megapoints competition which will be running all though the day and will start in the morning around 10am (details of this will be sent out with the tickets). My small speech of welcome (knees a-knocking as usual) will take place around 11am when, hopefully, most of you will have arrived. I did plan to hold this either the night before or around 8am on the day but the idea was squashed by the organisers! All in all, this is an event not to be missed!

Wow software tell me that they are organising a video of the event this year which will be edited highlights and will run for 30 minutes and will cost £12 so even if you cannot attend the Convention you will still be able to see what went on. Details of how to order your video will be available in a future issue or during the event at the Wow stall.

ALL adventure Probe readers are cordially invited to attend the Convention, tickets cost £5 each. Send your application for tickets to Probe. Time is a bit short now so don't bother with application forms if you haven't got one, just send me a letter with your cheque and tell me who the tickets are for so that name badges can be prepared. Larry Horsfield who is organising the tickets has asked me to tell you all that he is sorry that tickets have been slightly delayed due to technical trouble with his computer but that they will be sent out this month in good time for the Convention. The hotel are offering a special rate for people who wish to stay overnight of £28 inclusive of vat and full breakfast. It would be helpful to the organisers if

tickets were booked in advance but, should anyone decide they can come at the last minute then it will be possible to pay at the door on the day. The hotel has facilities for disabled people and there will be plenty of seating available so you don't have to stand for long periods of time.

If anyone can offer transport to other "Probers" for the Convention then please let me know. I have two ladies requiring transport who are not staying overnight at the hotel, one from the Liverpool area and one from Criccieth, in Gwynedd and they would be extremely grateful for a lift. Just let me know if you need a lift or if you can offer a lift to anyone and I will put you in touch. Also, anyone who can bring along a portable television for the day will be welcomed with open arms by the organisers. As you will appreciate, bringing along a computer is not too difficult but bringing a monitor on public transport can be quite difficult so if you can loan us one for the day we would be most grateful.

Before I end the details of the Convention I would like to express my sincere thanks to the organisers of the event, Larry Horsfield, Vicky Jackson and Allan Phillips who work so hard to ensure that the event is such a success. My thanks also to everyone who works behind the scenes both before and during the Convention to make sure that we all have the best day that we could possibly wish for. I am getting so excited about meeting you all once more and am really looking forward to it. I will be staying for two nights at the hotel and this year I am bringing along the whole family - well the official stamp lickers and envelope stuffers insist on meeting everyone too. I am pleased to announce that Grue will also be staying over this year - yahay! It should be a lot of fun!

Speaking of Grue - he has asked me to tell you all that he is still looking for a Frob of the Year for the Convention! If anyone has made a silly mistake in an Infocom game (or, now that Infocom are no longer with us, any other game such as Monkey Island) - or if they know of someone else who has done so - that has led to them having to restart all over again or is particularly amusing then please let Grue know about it as soon as you can.

ASK GRUE!

Dear Grue,

I have been writing to somebody who also calls himself Grue. I don't know why but he is always nasty and argumentative with me. I assumed that he was like this with everybody but as other people say he is soft and fluffy and loveable, I recently held out the hand of friendship to him through Probe - and he bit it off! What should I do next?

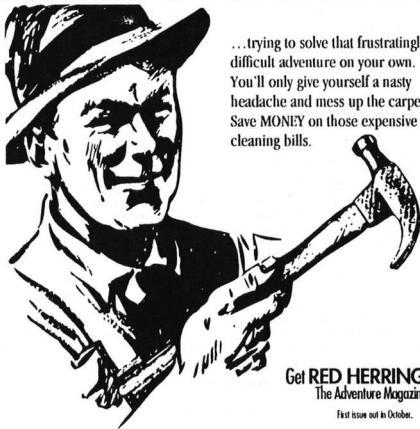
Signed: *One Armed Bandit*

Dear H'Armless,

So sorry to hear of your predicament (gurgle, gurgle), if you are going to the Convention I would suggest you try this method of taming this fanged fellow. (1) Buy him lots of Newcastle Brown. (2) Carry six Big-Macs in your other hand. (3) Avoid wearing red clothes. (4) Avoid mentioning cricket! If you stick to the above rules you should not have a problem but if by some strange chance this fails, tell him your name is Vicky and then fall about laughing, this last desperate measure is guaranteed (honestly!).

Signed: *Grue!*

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* * * SPLATT! * * *

The zany adult magazine drawn and written by our very own Crazy 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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By Gareth Pitchford



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LETTERS

Dear Mandy

Dave Whitmore, a Sam Coupe-owning adventurer and myself, are trying to get a Coupe adventure club to stimulate and encourage adventure playing on this computer. The club would deal with any adventures that can be run on the Coupe, such as Spectrum 48K games, but we hope to help get more adventures written specifically for the Coupe. Membership will probably be free, and we are already writing a disk magazine for the club which will be cheap to buy as we'd only want to cover running costs. The magazine would have news, reviews, programming help, screenshots and all the usual sort of stuff people would expect from such a disk. I know that there aren't many Adventure Probe readers who have a Sam Coupe, but if any that do would like to contact me, I'll give them more information about the club. Any suggestions, ideas and offers of help would be very welcome. As adventuring is a minority interest, and the Sam Coupe hasn't yet attained large sales, I don't expect to hear from too many people, but even a small group of us should make the club and disk worthwhile. It'd be good to hear from other Coupe-owning adventurers anyway. Thanks very much, in hopeful anticipation, for printing this letter. I'll keep you informed of any progress we may have.

Phil Glover

43 Ferndale Rd, Hall Green, Birmingham, B28 9AU

I wish you every success with your new venture, Phil. I hope that as many Sam Coupe owners as possible will get respond. As you know, anything at all that will promote adventuring earns my wholehearted support.....Mandy

Dear Mandy

I haven't been able to get down to much serious adventuring just lately, due to the first addition to my family, 3 months ago now, of a little girl, Isobel Ruth. What with the sleepless nights and busy days I am sure that you can understand that the poor old Specky has had to take second place. I am sorry to hear about Mike Brailsford's unexpected illness. I myself have only been partially mobile since January, due to a broken arm and leg, courtesy of the ski slopes of Aviemore, so I hope he recovers soon.

Kenny Kennington

Congratulations on the birth of baby Isobel Ruth, Kenny. It is delightful news and I am sure all the other readers will join with me in sending our heartiest congratulations to you both. The latest news from Mike Brailsford is that the results of his tests were promising and hopefully he will soon be well on the way to complete recovery. I know that Mike will be pleased to know that so many of his friends have been thinking of him and wishing him well.....Mandy

Dear Mandy

Good news from Your Sinclair. I have just heard that the adventure column will be put back up to three pages and I hope a fourth is added at a later date. Somehow I get the impression that the editorial team seriously thought that the adventure market was tiny. Seems that YS were staggered by the amount of mail that has arrived asking for helpsheets of late. I was concerned when I read Mike saying, in a recent letter to you, that "Who knows how much longer the Spectrum adventure scene will last anyway?". All I can say is that it will last as long as people want it to. There's no reason that it shouldn't go from strength to strength and go through a new period of growth, especially if those people who are in a place to do something to promote it actually do a good job of letting the punters know what is available. Now that the YS column has been increased to three pages

there are a whole heap of YS money off coupons looming large on the horizon including a new PAW starter pack offer!

Tim Kemp

I am delighted to hear that your new column will be increased, Tim. I'm sure that it is a reflection on just what a good job you are doing. I agree with you about the Spectrum adventure scene, there are so many adventures being produced for that machine that I am confident that the adventure scene on the Spectrum will continue for a very long time. Hope that you can make it to the Convention in October as I know that a great many of us are looking forward to meeting you there.....Mandy

Dear Mandy

Or should I say Dear Mangy? That last competition of yours really was a smasher - I only figured out half the names. I was pleased to see in the August issue, that Neil Shipman was the final winner. It would be fun if Vicar (I mean Vicky) brought her computer and W.P. to the convention - think of the fun her spell-checker would have with Jay Honosutomo, for instance (Jade Honourable, maybe) or Paul Rigby, which might come out as Pall Rigour. I think the funniest "mew" names were yours, Vicky's, Larry's and Walter Pooley's. There are several things I have enjoyed in recent issues - your editorial (have you stopped blushing when you see a postman yet?), the Grue's piece about a dwarf (what a lovely sense of humour he has!), Simon Avery's letter (nice to know he's not as big-headed as he sounded in the previous issue, and he's a West Country person, too - nice of him to offer a lift to someone going to the convention. I might have taken him up on that, if I hadn't already arranged to travel with Angie Cobbold), the letter from Sand Viper (more lovely humour), Chris Wiggins piece about solving adventures and Jay's suggestion for a quiz at the Convention. Lovely idea, yes, and one I would love to see put into practice, but I wonder if Jay really thought about this? For instance, who's going to write the questions? There would have to be different sets of questions for different computer owners, because a Spectrum owner wouldn't know much about Amiga games and vice versa. Then you have Atari, Amstrad, BBC and Commodore - that's six sets of questions. Ah, perhaps this could be overcome by putting an owner of each in each team? You'd still want six sets of questions, though. Well then, what about all owners of each computer in one team? No, that wouldn't work - with a hundred people, you'd probably have fifty in one team and ten in each of the other five! I thought of the way we used to have quizzes in school - the teacher went round the class asking each child a question. If you answered it, you were in, if you didn't you were out, and this went on until there was only one left in. That wouldn't work with adventurers, though - you'd still have the problem of people only knowing about games for their particular computer. Unless someone comes up with a really brilliant idea, I don't see how this could work - pity! Last but not least - Emma Heggie's story. Great stuff! What a wonderful imagination she has - congratulations, Emma!

June Rowe, Cornwall

Dear Juniper, I too thought that Emma's story was quite brilliant. As a writer yourself I think that both Emma and yourself might be interested in the following letter!.....Mandy

Dear Mandy

Enclosed are two issues of my magazine, Alternaties (spelling of the title is deliberate!). I am looking for articles and short stories and I would be forever in your debt (but then again, maybe thats a little over the top) if you could make it possible for me to address myself to your readers. I feel that I cannot yet charge for the

fanzine but, after it is advertised in your Adventure Probe (many thanks) I get an overwhelming response (!) then a nominal charge will have to be made because of printing costs and postage. Maybe people could just send what they feel its worth, a la shareware. One other thing that I need are some roving reporters for a newspaper section that I told you about. It is set in the 2020's - 50's and is entitled "Future Times", and not Terran Times as originally printed in Alternatives Five. Short newsy articles from the near future are required anywhere up to 500 or so words in length. I don't suppose you know of anyone who may be willing to do some artwork for the fanzine? All I can offer in return is artwork and name in print. But if I start charging for the fanzine (as you suggest) then payment may be possible. Thanks for all your help. I ought to say that anyone who contributes will automatically receive a copy of Alternatives regardless of whether I charge or not.

Mark Rose

39 Balfour Court, Station Rd, Harpenden, Herts, AL5 4XT

Readers may be interested to know that Alternatives Fanzine is produced just for the love of doing so by Mark and is around 32 pages of A5 - rather like Probe - and is very professionally produced. The issue I have before me (issue 5) contains Editorial, part one of The Dwarven Lords Axe (fiction), Game reviews of Castle Master, Powermonger, B.A.T., Elvira - Mistress of the Dark, The Duel, Test Drive II and Battletech (not the Infocom variety!). There are articles entitled Dungeon Idea's Unlimited, another story entitled A Hot Time on Holt and a section Filmerview which, as the name suggests, is reviews of the latest films. There are all sorts of other bits and pieces which make very entertaining reading. Mark is looking for short stories in particular so anyone sending one to Mark will be very well received. Alternatives doesn't seem to be completely computer orientated but if you contribute to it you could change all that, anyway there is enough there to keep you happy. Why not drop Mark a line and see for yourself. I did suggest that Mark charge for the magazine - it is so well produced and polished that it's hard to believe it is free..Mandy

Dear Mandy

I must say that I'm looking forward to the Convention. I should be meeting Scott Denyer there, he's someone whose games I've liked for a long time and who I've only chatted to on the phone, but never seen. I also look forward to seeing many of my other favourite authors and hopefully I will find time to chat to various non-Spectrum adventurers to see what I'm missing. I'll probably have a go on the "Megapoints" challenge too - though I sincerely doubt my chances of getting anywhere, especially in one of Larry's cutting little games! Now, re the "More Solutions" topic. I find the balance of solutions/tips/other stuff just right in Probe - don't change it. However I would like to see some of the longer Kings and Queens lists. Perhaps you could provide them as you do solutions - I don't think 30p would be too much to pay to cover photocopying. Maybe some enterprising reader could provide a contact service. I.e. a stuck reader writes to them listing the games they're stuck in and they send back a list of the address of the people who can help. Hamm Sand Viper is rapidly becoming an enigma - It's the greatest adventure mystery since the "Kylie the Wombat Slayer" caper. I was sad to hear the fact that Tony Collins was unable to get permission regarding his 128K Methyhel game. While not wishing to take sides, I wonder what exactly has happened to the great adventure spirit that makes the adventure scene what it is?

Gareth Pitchford, Ellesmere Port

Dear Mandy

May I express my thanks for including my letter in the September issue? The next morning I had a phonecall from Mr Peter Clarke, who was so very helpful. As a newcomer to adventuring, it's nice to know that there are so many helpful people out there. Thank you for writing such a wonderful magazine and thank you to Peter Clark who came to my rescue.

Jacqui Owen, Wolverhampton

Dear Probefolk

Well, I've finally risen gasping from beneath vast piles of paper and other assorted stuff, and before going under again I thought I'd let you all know that I haven't been silenced for ever by the somewhat remarkable events of the past few months! Sorry to all those who rather hoped I had! I want to take the opportunity to thank all those who've been so helpful and supportive to the new club... at this point I started listing them, but the list is even longer than I thought, so I hope they won't mind if I just say "you know who you are, and thanks very much indeed to all of you." Thanks also to all those Probe members who have joined the club and, last but not least, to Mandy for her support and friendship. Back to work now, I suppose. I'm looking forward to seeing everyone at the Convention, where you will find me heavily disguised as a Sane Person.

Sue Roseblade

Editor, The Adventure & Strategy Club (plug, plug...glug, glug, glug)

Dear Mandy

I feel that some points should be made clear to your readers following the letter from Tony Collins that you recently printed in Probe. Firstly the reason I refused to handle the 128K version of METHYHEL was two-fold. Not only was the 48K version not selling that well but I had personally prepared a +3 version of the game and was in the process of selling that on a compilation disk... along with Tony's other games THESEUS AND THE MINOTAUR and KOBAYASHI AG'KWO and THE DARKEST ROAD by Clive Wilson. However, more importantly, I did not refuse Tony permission to release the so-called "new" version of the game on his label. What I did do was refuse him permission to do what he did with HERMITAGE and give the publishing rights of the 128K version to Larry Horsfield. In fact I suggested that if that was what he wished to do with the game then I would be quite willing to let him have the publishing rights back in exchange for a return of the advance monies I paid to him for allowing me to publish it in the first place. As you well know, it is standard policy for Zenobi to pay advance royalty payments on all games they publish and for the respective authors to receive a fully signed and witnessed contract to that effect before any copies are sold to the general public. In the case of Tony's games this advance was well into three figures and as of yet Zenobi has still to recoup that initial outlay... we are not a charity, we are a business and it is essential that we do recover these monies in order that we can put them to good use releasing other titles. Some may say it was a selfish decision to withhold the permission to publish METHYHEL on Tony's new label but Tony was well aware of the conditions of the contract and being as how Zenobi has stuck to their side of the agreement I see no reason why Tony should not stick to his side... he had no qualms about cashing the cheque and spending Zenobi's money. I would like to point out that at their own expense Zenobi had the original two part game extensively play tested and even added a loading screen to it in order to make it more presentable. Tony never objected to any of this, in the same way that he was happy to allow me to prepare a +3 version of the game and place

it on the compilation disk in order to entice a few more people to purchase the game.

Sorry that my first letter for so many long months should be a moan but I honestly feel that I should be allowed to present my side of the matter... if only to balance things up.

John Wilson, Zenobi Software

G'day Probers

Miserable Sand Viper writing to cheer myself up. Why? Well those females that were here aren't, so me's down in the dumps. I just heard from the UK that my first letter got published, THANKS, that news started the cheering up process, also I heard but via the desert djinns that certain people are speculating as to who Sand Viper really is, well sorry Mandy you got it right/wrong, HA! work that one out! Seeing that it's back to misery I've managed to get on my computer again, you know at one time I only used my computer for the very serious stuff, eg 2 + 2 = ? or writing out my begging letters (looked more professional they did) then I discovered adventures. I've heard that since that day search parties leave the bar regularly (like adventurers) trying to track me down and worse, there's a malicious rumour spreading that bar profits have dropped and I'm responsible, RUBBISH! You know, apart from the beach, parties, bar-b-q's, sailing, fishing etc, etc, etc there isn't really a lot to do, so a friend of mine goes road (or desert) walking in extremely high temperatures and naturally he sweats a lot, of course we all know about gravity and what happens to the sweat, down! down! down! the poor old soul has piles (you're getting there) but not only that he had a bad case of "Delhi Belli" and "Bombay B**", (yes, I know you're ahead of me, but at least wait for the best bit) anyway, to continue, he woke in the middle of the night a bit tender and reached for his cream, too lazy to put the light on of course, applied said cream, then BANG, hit the ceiling. Gossip has it he was stuck there for two days, one thing is certain, he'll never keep "Deep Heat" in his bedside drawer again!! I'm cheered up now so I'd better go, till next time (or the Convention).

Sand Viper

(Back in the desert)

I am fairly convinced that I now know who Sand Viper is! I'll write my guess in a sealed envelope to be held by someone at the Convention and when all is revealed we will see if I was right!.....Mandy

PERSONAL COLUMN

Auntie Debby. Thanks for looking after me when I come to the Convention, I promise I won't have any dirty nappies for you and I'll even share my heinz chocolate pudding with you..... Baby Luke

* HAPPY BIRTHDAY TO SHARON HARWOOD *
* FROM LYNNE (YOUR ALWAYS YOUNGER SISTER) *

Mark Eltringham, can you please contact me as soon as possible please, re THIEF'S TALE.....Simon Avery

To Caroline Jones. How kind of you to trust me with the babysitting of your son Luke, especially since you already know about the last time I babysitted, when I dropped the baby on its head.....Debby

HELP WANTED

Dear Mandy

I would be so grateful if you could give me some info and helpful tips on the first level for INSTANE'S. I have got the crystals in the glass case. What is its purpose and what does it do. NEVERENDING STORY is so hard so please, please give me some good and brill tips to follow and how I could complete the two parts of the game. Ohh, one more thing, if you could please write me out a list of good adventures to buy? Ever so grateful. (No computer specified - Ed)

Neil Humbis

13 Queen Sq, Newtownard's, Co Down, N Ireland, BT23 3LF

Dear Mandy

I am particularly interested in Sci-Fi/Space games. I would be grateful if someone could send me a chart of the top 20 Sci-fi adventures or even 20 "good" ones (complemented with perhaps a short review) that have been published since the arrival of the Spectrum. Could someone also direct me to any adventures (perhaps written by single man/woman firms) that are similar in context to Diablo by Mark Cantrell. I have not yet investigated Diablo type games in any PD library - if anyone has found any such adventures in any PD library could they give me the title of it and where I can get it from?

Peter Gregson

28 Irton Road, Southport, Merseyside, PR9 9DY

Dear Mandy

In FOOL'S ERRAND, I have completed 70 puzzles but am stuck on "Three Ships" and "The High Priestess". Also how do you drop/exchange articles in ULTIMA V? There don't seem to be any instructions and although characters accrue a nice selection of weapons and armour, they can't choose anything better from this because the message appears that they already have a weapon/armour etc. So, however you find that character is how they have to stay, unless they have a throwing weapon. I'm probably being a thicco, and would really welcome aid from an intelligent being! Many thanks.

Anne Borland

2 Daarle Ave, Canvey Island, Essex, SS8 9EN

IN-TOUCH

ADVENTURE AUTHORS REQUIRED: Programmer requires adventure authors to collaborate on the production of an adventure. If you have a good idea for an adventure and want it programming, then please contact: DAVID MENNELL, 72 Hemswell Ave, Greatfield Estate, Hull, N Humberside HU9 5JZ

WANTED: Any Spectrum Automata titles! In particular, any of the PI games, with songs. Also wanted, any old PI strips from PCW magazine. Will pay if in good condition, or may even swap for unpublished Spectrum adventure!! Write to D. LEDBURY (ZAT), PO Box 488, Tweedale, Telford, Shropshire, TF7 4SU.

FOR SALE: Amstrad CPC464 colour monitor, excellent condition. Can deliver to the convention. OFFERS. Please write to DOROTHY JONES, 1 Balfour St, Blyth, Northumberland, NE24 1JD or phone 0670 356048.

WIZARD WORKS

By THE GRUE!

How does one go about writing an adventure? Well, I really had no idea until I attempted to convert Bob Adams'. GRUE-KNAPPED for the Amiga. Then I thought if old Hampster could do it, then so could I. Now, although my first (and probably my last) adventure is not yet finished, I thought (another mistake) Probe readers might find my little tale interesting.

I knew the titles of my game before I had even started to plan it out properly, don't ask me why, but for some reason the particular title I chose was lodged firmly in my brain (don't laugh!). Now that I had the title and had made my mind up to go ahead, I decided the best thing to do was to make a map and write it all out on paper first.

This plan of attack seemed doomed to failure from the start, I did do this with the first 15 locations but let me tell you that sitting at a desk looking at half a dozen bits of blank paper was much harder work than I had expected. So eventually I gave up trying to plan it on paper first, mainly because I was getting bored with scraps of A4 and wanted to see something on the monitor that might resemble a game of some sort.

Once the original plan was aborted and I started to type the game directly into the computer making it up as I went along, things started to fall into place much easier. Now everything I do on the game is invented almost totally on the spur of the moment and seems a much easier way to work, for me anyway.

Puzzles for me have to come much easier than location descriptions, the art of writing good text is perhaps one of the most difficult tasks a budding author will undertake, unless you have a Jim MacBrayne type of mind. I knew my limitations so I have been concentrating on a game with hopefully good puzzle content. Dreaming up puzzles is something I seem to do at the drop of a hat and quite often come at the most unusual times, like standing in Llandudno high street talking to a strange woman in Victorian costume about the manager across the road in Dixons and whoosh! another complete innocent sentence devoured, twisted and manipulated, another puzzle is born! (and I thought I had his complete and undivided attention at the time. Hey! did he say "strange"? Just wait until the Convention! - Ed)

With this being my first game I value the comments of my playtesters more than anything, my playtesters are actually playing the game as I write each new section. (Yes, and I can't wait for the next section to arrive! - Ed). This is not particularly for bugs at this stage but just for testing the general feel and atmosphere of the game which I think is my weak point. Also with the game not being finished yet, their comments often bring about ideas for other puzzles which I can then add to the game or alter current puzzles to make them play better.

The ending of the game, again like the title, was something I'd always wanted to do although in the process of sitting at the keyboard it has developed a couple of twists along the way. So is this the best way to write a game? Probably not but it is the best way for me. What I have found out is that writing an adventure is almost as good as playing one, but if pushed to choose one or the other, I would have to say

that playing them is a little more fun, you are either an adventure player or an adventure writer. I also appreciate the efforts of real adventure writers now that I have an understanding of the problems such people must have and I take my hat off to them!

Why did I want to write an adventure? I'm not really sure, maybe I just wanted to try and prove that I could do one myself, maybe I couldn't come to terms with a Hamster being more intelligent than a Grue!

YOU KNOW IT'S GAME OVER WHEN:

By STEVE CLAY

1. The ticking stops.
2. The dark and roomy cave has teeth and a tongue.
3. The sleeping Dragon gets its alarm call.
4. You are lost in an enchanted forest.
5. The rope snaps.
6. The smiling Troll stops seeing the joke.
7. Surrounded by six angry warriors, you are told to fight or die and your inventory reveals a banana and a blunt paper-knife.
8. After taking a risk, the screen fills with a message followed by an ANYKEY prompt.
9. You press the RED button.
10. You dive into the pool of clear liquid and discover that sulphuric acid is also a clear liquid.

PAWS FOR A MOMENT

By STEVE CLAY

To the experienced PAW user all this may seem obvious, but newcomers may find it useful. In my early encounters with PAW, process tables were alien things that were mentioned in the technical guide. I put everything on process 1 and wondered why nothing worked. Process tables are used by PAW to control the running of the game.

Process 1 is called everytime a room is described and can be used for messages such as "Gutrot is here" or "The door is open". Process 2 is called after every input. This table is used to print urgent messages such as "The Troll raises a bloodstained axe above his head", and it is used to control the actions of other characters by calling other process tables ie. 3 upwards. Process 3 + are used by a writer as subroutines are used in other languages, you begin a new table by typing B when using the process menu. Process tables can be used to carry out tasks that would require numerous entries in the response table. Eg. Response entry: PULL LEVER AT 2 PROCESS 3 DONE

Process 3: * * ADJECTI BLUE MESSAGE 0 DONE

* * ADJECTI RED MESSAGE 1 DONE

You can have up to 255 tables but beware as tables eat memory. For a long time I used the format EQ Flag _ to see, for example, if a door was closed and when the player managed to open it I would use LET flag 1, this is something I've seen in the databases of experienced users when PAW actually has two useful commands to check flags and another two to alter them: ZERO flag - checks whether flag is 0. NOTZERO flag - opposite of ZERO. CLEAR flag - sets flag to zero. SET flag - sets flag to 255. These CONDUCTS save memory which may be vital as your program grows.

OBJECTS AND THEIR USES

JEWELS OF HONOUR

By *Margo Porteous* played on Spectrum

PART ONE

- BACKPACK - Contains one of the Jewels.
- BOAT - Row to other shore of lake.
- BOTTLE OF WATER - To extinguish fire in Troll's cave.
- DUST - No use found.
- GRAPPLING HOOK - No use found.
- HELMET - Wear before going down to ledge below brink of chasm.
- HERBS - Give to Hermit in clearing.
- JEWELS - Two in Pt1. One in Tower under grass and 1 in backpack. (The one in hut is a red herring).
- LEVER - Pull to let in sunlight (Trolls cave).
- OARS - Under tarpaulin - insert in boat.
- POLE - Give to mystic to get password to Pt 2.
- ROPE - No use found.
- SMALL SWORD - For use in Pt 2.

PART TWO

- BAG - To put jewels in before giving to King.
- BLANKET - Hides poisonous snake - don't "get" it, instead LIGHT MATCH, DROP LIGHT then GET BAG. Don't tarry here in caravan or Gypsy will catch you.
- BOTTLE - Contains whisky. You can drink it but has no other use.
- CHEST - Holds bag under blanket.
- DAGGER - To prise open box.
- GOLD COIN - Give to Gypsy - he'll lift the boulder when asked.
- GRAPPLING HOOK - No use found.
- HELMET - Wear before entering mine.
- JEWELS - 1 in device in ring of stones (wait to get it) and 1 in mine (pull jewel).
- LEVITATION SPELL - Cast to cross lake (you sink if carrying too much so RAMSAVE first.
- LOAF OF BREAD - Keeps you from dying of starvation (look behind shelf in dining room of farm).
- MATCH - See blanket.
- PASSWORD - ADVENTURE.
- PICKAXE - Hit rock in mine to see jewel.
- ROPE - Not used but for some reason cannot be dropped once password is given. If dropped before that you cannot progress further in the game!
- SMALL BOX - Contains Teleport Spell.
- STONE BOULDER - Hides dagger.
- SUMMONING SPELL - Cast in mine to summon Father's ghost, then "Father Help" to leave mine.
- SWORD - Give to Mystic.
- TELEPORT SPELL - Useful if you get stuck in ice maze. Transports back to mine.
- TROLL - At cobbled Bridge - "Jump Over". Best to RAMSAVE first just south of here as there's a random "sudden death" here. Sometimes the Troll kills you as soon as you arrive on the scene.

OBJECTS AND USES - BY ALF BALDWIN.

RELIC OF FIRE	Focus for spell to burn foul fiends.
NOTEBOOK	Focus for spell of levitation.
CANDLESTICK	Focus for spell to disperse darkness.
SMALL KEY	Unlocks filing cabinets.
SKELETON KEYS	To unlock door of Dr. Morgan's house.
ROSARY BEADS	Owner will reward you for returning them.
COAT	It is cold outside.
WALLET	Money for taxi and train fares.
NOTE	Computer password.
COMPUTER	Dr. Morgan's address stored in it.
LAURA	She can read Dr. Morgan's shorthand.
PAPER	Show it to the lady in the library.
BOOK ON WITCHCRAFT	Tells you where witch is buried.
TICKET MACHINE	At Waterloo station. Insert coin for ticket.
CRUCIFIX	Made of silver, melt down to make silver bullet.
MATCHES	To light bunsen burner in lab.
BULLET-MAKING KIT	To make silver bullet from crucifix.
REVOLVER	Load with silver bullet to kill witch.
SPADE	To dig up coffin in wood.
LETTER	Invitation to stay with M. Fouche (Part 2).
PASSPORT	Show to customs officer at Gatwick. (you must not be carrying revolver).
PARACHUTE	To jump from plane before it crashes in France.
RELIC OF FIRE	Focus for spell to burn foul fiends.
NOTEBOOK	Focus for spell of levitation.
CANDLESTICK	Focus for spell to disperse darkness.
INVITATION	Show it to butler at M. Fouche's chateau.
MONEY BELT	Contains enough money for certificate, petrol and brooch.
PITCHFORK	To move hay in barn.
PETROL CAN	Fill it at petrol station.
CERTIFICATE	Entitles you to drive van. Show it to Gendarme.
KEY	Ignition key for van.
LETTER	From Stephen telling you Laura has been kidnapped.
BROOCH	Keep it or pawn it, it is of no help.
WRITING PAD	Evidence of M. Fouche's involvement with Methyhel.
MAGNIFYING GLASS	Use it to read writing on pad.
WINE RACKS	Move them to reveal entrance to tunnels.
DARKNESS SPELL	Enables you to see in tunnels.
FIENDS SPELL	Use it to send Methyhel back to Hell.
WINE GLASS	Break it for sharp piece of glass to free Laura.
LEVITATION SPELL	Use it to escape from cavern.

HINTS AND TIPS

THE SECRET OF MONKEY ISLAND

By *Mandy* played on Amiga

The pot is a good head protector - give it to the Fettucini Brothers.

Buy a map from citizen of Melee.

To find the swordmaster, quickly follow the shopkeeper when he heads off to see if she will see you!

The Troll at the bridge would appreciate a Red Herring!

To find the buried treasure - from the Fork LOOK AT MAP and go NORTH, LEFT, RIGHT, LEFT, RIGHT, NORTH, RIGHT, LEFT and NORTH. Go right and find the spot marked X.

Get breath mints from Shopkeeper, the prisoner would appreciate one!

The yellow petal will drug the meat.

Give hunk of meat with condiment to the deadly piranha poodles.

The prisoner would also appreciate the gopher repellent.

At the bottom of the sea below the dock, just pick up the idol.

YARKON BLUES

By *Simon Avery* played on Amstrad

Hold breath before examining the body.

Play lute to scare the monster.

Cut the vines with the axe.

Seap the rock for the statue before taking it.

Shoot case with the phaser.

Insert plastic into the slot at the museum.

GRUE-KNAPPED!

By *Kevin Murphy* played on Spectrum

Examine the noticeboard to find a pin. Use the nutcrackers to bend it then tie it to the whip to make a fishing rod.

Get the axe and chop the block in the roleplaying room. Examine the chip and put the worm on the hook. Now catch the fish from the well.

Search the shed to find a pot which you fill with earth. Then fill it with the fertiliser. Now plant the crisps and put the finished product on the table.

KRAZY KARTOONIST KAPER

By *Kevin Murphy* played on Spectrum

Examine the portrait CLOSELY.

Search goo in sewer area and lift the mat for the key to the cupboard.

Talking to Prance statue will reveal it is the genuine article.

Search both the kitchen and the cellar.

THE DARKEST ROAD

By *Gareth Pitchford* played on Spectrum

Kiss the Mermaid so you can pass the guardian.

Hide the mask and wear it when crossing the swamp.

You'll need the whole of the map to cross the marsh.

Move the rock.

Examine the manger and hay twice.

Wear the elf shoes to prevent noisy footsteps.

Stand on the dias to climb through window then say MAJIK and read the book for more clues.

STAR FLAWS

By *Gareth Pitchford* played on Spectrum

Examine the crates, the cartons, the panel and the cistern.

Insert the battery in the gun.

Drop the sandwich by the ramp.

Smash the computer (in the game I might add!)
Press YELLOW button in the lift.

STATIONFALL

By *Dave Havard* played on Amstrad

To get the M-series diode: Get the spray can from the Pawn Shop. Open the Balloon Creature's cage. Move one location away and spray the can. The creature will follow you. Continue this leading it to the chapel. In the chapel, get the creature, and you go up with it. open the star, get the diode, go down. The Arturian Balloon Creature will not enter the chapel while the everlasting flame burns so open the pulpit and switch it off - SWITCH SWITCH.

The Headlamp is found in the Field Office in the village. It can be worn but has a limited life so turn it off when not in use.

The Ostrich: Read the note in Doc. Schuster's. Go to the pet store. Examine the ceiling. Open the panel. Get the stick. Go to the ostrich, it will follow you if you have the stick.

The P/X: Insert the coin into slot. Read screen, press 6. Put stick into hole. The Ostrich gets the stick and frees the timer.

DIAMOND TRAIL

By *Dorothy Millard* played on Commodore 64

Drop Pound Note in collection plate in church before taking 50p coin.
Cross Crossing to get across the road.

USE 50P in the vending machine to get a hamburger.

Wear mackintosh to protect you against acid when passing fire hydrant. Climb the dustbins to obtain a laser cutter which cuts a hole in the manhole when you TWIDDLE KNOBS.

Don't take the lamp west from the Museum. The door must be unlocked with the key from the window ledge.

Use Credit Card (from sewers) in travel agents to get train ticket.

Don't catch the first train.

The diamond must be returned to Jewell Room via the sewers, otherwise you will lose it.

ELVIRA - MISTRESS OF THE DARK

By *Ron Rainbird* played on Amiga

Foundry: Take crucible from wooden box and put silver cross in crucible. Melt cross by putting crucible on fire. Dip crossbow bolt into molten metal. You can now shoot the werewolf in the stable. Search the stall for one more key.

Final key: Go to captains room and fight Captain. He is very hard to kill so use plenty of magic spells on him. When successful, search Bulletin board to get the final key.

When in possession of all the keys, go to the Tower you destroyed with the Cannon. By using keys in correct order (examine them first) you can open the chest there. Get a scroll and a Dagger. These are for your final confrontation with the evil Emalda in the Catacombs. To find her, use a Stone Key, obtainable from a roving monster, to open a secret passageway.

ESCAPE FROM HODKINS MANOR

By *Alf Baldwin* played on Spectrum

You will need to break a pane of glass in order to reach through and unlock the door to the patio. The Gardener will slip on the soap if you throw it at him. You will find the carrots the maid needs in the kitchen garden. You will need the axe to get into the hut in the garden. Not only will it smash the door but it will also chop it into planks. Inside the hut you will find a hammer and saw. When you have the saw, hammer, planks and nails you can repair the staircase.

ENCHANTED COTTAGE

By *Joan Williams* played on Spectrum

Jump on coloured discs (red, green or white).

Use ear trumpet at chasm.

Chain dog to bar.

Hide in bag from the Troll.

Make a "Daisy" chain with steel spell.

The Stranger has the watch.

Feed the goat on the moss in the cave.

Use awaken spell for help from guide.

ZIGGURAT

By *Joan Williams* played on Spectrum

Feed the tiger with raw meat to get blue key.

Kick door in derelict room.

Lift code is 523.

Collect coins as soon as you find them.

Experiment with lever to move about.

Pull lever right to find bucket.

THE GOLDEN FLEECE

By *Mandy* played on Atari ST

The grand piano will just fit in your knapsack on its own.

Take it, and all other objects you have collected to outside the building with a number 2 over the door. You may need several journeys. take the knapsack (with the piano) and the lamp and go inside and go east (the floor will tilt downwards). Remove the piano from the knapsack and drop it. go back outside and collect ALL your other accumulated items and return to the piano. Drop all except the knapsack and the lamp. Now you can go west and the floor will balance you so you can enter the hole high in the west wall!

In the Idol Room: Put rod in recepticle. Push bottom, middle, top, left and right buttons in the correct order. Pull lever, get wand and retrieve your rod from recepticle.

BOG OF BRIT

By *Jackie Holt* played on Spectrum

Search in water to find a card.

Use card to buy horse.

Your name is Conan.

A bottle of blood will feed a plant.

HOUSE ON THE TOR

By *Jackie Holt* played on Spectrum

To find a book, sit down.

Throw the egg at the dog.

Put poppy, moss and envelope in the dish.

Move pointer to triangle.

DRACULA ISLAND

By *Barbara Bassingthwaite* on BBC

Drop skull to frighten native.

Frisk dead priest.

At Big Oak Tree: Cut branch. Cut wood to make a stake.

Rub amulet to get chalice.

Fill chalice in lake.

Bless chalice.

GETTING YOU STARTED

BOOK OF THE DEAD PART 1

By *Peter Knowles* played on Amstrad

BREAK EGG, GET KNIFE, S, SHEAR SHEEP (to get fleece), DROP KNIFE, S, S, WASH FLEECE (now too heavy to carry), E, N, LIFT WEIGHTS, S, GET BOULDER, SW, PUT BOULDER IN MANGONEL, FIRE MANGONEL, N, GET IBIS (you get Ankh), PLUCK IBIS (you get Quill), DROP IBIS, N, W, WORSHIP SUN/PRAY (sun gets hotter and dries fleece), SE, N, GET FLEECE (now clean and dry), S, THROW FLEECE, THROW QUILL, DOWN, GET FLEECE, GET QUILL, UP ROPE (rope breaks), GET ROPE, E.....

PANIC BENEATH THE SEA PT 1

By *The Cartographer* played on Amstrad

EXAMINE DESK, OPEN DRAWER, SEARCH DRAWER, GET KEY, UNLOCK BOOKCASE, READ BOOK, PULL BOOK, N, GET REVOLVER, GET WHISTLE, GET PLASTIC, S, PUSH BOOK, OUT.....

ORB QUEST

By *Lorna Paterson* played on Amstrad

Part one: INVENTORY, EXAMINE POUCH (find coins), PAY CAPTAIN, N, E, S, ASK FORTUNE, N, W, W, ENTER TAVERN, W, ORDER ALE, SIT DOWN, LADIES, U....

Part two: GET BACKPACK, OPEN BACKPACK (find rope), E, D, E, CRY HELP, MAKE LASSO, THROW LASSO, TIE END, PULL LINE, CROSS CHASM, READ WRITING.....

Part three: ENTER OPENING, D, N, EXAMINE STRAW, GET MESSAGE, READ MESSAGE, EXAMINE BARS, POINT RING, CLIMB HOLE, GET AXE, SEARCH GUARD (get keys), W, N, CUT BRANCH, CHOP TREE.....

Part four: LEAVE TENT, GET CROWN, E, N, GET DAGGER, LIFT RUG, EXAMINE FIREPLACE, EXAMINE MANTLEPIECE, GET BRASS, GET SQUIRREL, EXAMINE TRAPDOOR, FIT BRASS, D, EXAMINE WALL, REMOVE STONE, CUT SQUIRREL, REMOVE STUFFING, GET KEY.....

THE ANGELICUS SAGA

By *Lorna Paterson* played on Amstrad

Part one: INVENTORY, EXAMINE UNIFORM, SEARCH POCKETS (find key), EXAMINE LOCKER, UNLOCK LOCKER, EXAMINE INTERCOM, PRESS BUTTON, GET CHOCOLATE, GET PHOTOGRAPH, GET TORCH, LOOK UNDER BED, GET BOOTS, WEAR BOOTS.....

Part two: EXAMINE UNIFORM, SEARCH POCKETS (get map), FLY MOONY, N, N, EXAMINE CRATER, LOOK IN CRATER, GET COIN, W, S, BUY DRINK (get shovel), GET BEER, N, E, E, DIG HOPFIELD, GET MIRROR.....

CUSTERDS QUEST

By *Neil Ashmore* played on Spectrum

E, S, D, W, EXAMINE TROUGH, GET KEY, E, E, KICK PANEL, TAP PANEL (any direction until something happens), LIGHT LAMP, E, E, GET TREASURE, W, W, U, W, U, N, W, W, UNLOCK CHEST, GET SWORD, GET LANCE, GET SUIT, WEAR SUIT, EXAMINE CHEST, GET COINS, E, E, S, D, N, E, TURN WINDLASS, W, N, THROW COIN, N, N, N, W, W, W, W, (now keep WAITING until you receive a free sample of mud!), GET MUD.....

JOURNEY

By *The Grue!* played on Amiga

ENTER WEBBAS - EXAM MAP - REPLY TO WEBBA - BUY MAP - EXIT - PROCEED - ENTER TAVERN - ESHER, LOOK AROUND - EXIT - ACCEPT MINAR TO PARTY - PROCEED - MINAR, SCOUT - CHOOSE RIGHT PATH (or which Minar suggests) - MINAR, SCOUT - PRAXIX, EXAM BODIES - PROCEED - MINAR, SCOUT - FOLLOW SMOKE - KNOCK - TELL TRUTH - MINAR, LOOK AROUND - EXIT - EXAM BAG - PROCEED - EXAM STREAM - FIND GOLD - PRAXIX, CAST ELEVATION AT TAG -

PROCEED - PRAXIX, CAST GLOW ON STAFF - ENTER CAVE - PROCEED - ENTER POOL - LEAVE TUBE.....

SECRET OF MONKEY ISLAND

By *Mandy* played on Amiga

LOOK AT POSTER, walk to the right until you come to Scum Bar and OPEN DOOR, enter door, TALK TO PIRATE with red coat, TALK TO PIRATE with the black coat, TALK TO DOG, WALK TO CURTAIN, TALK TO IMPORTANT LOOKING PIRATES. Wait around until the cook comes out of the kitchen and leaves the screen towards the left then, WALK TO DOOR, enter the kitchen and PICK UP HUNK OF MEAT, PICK UP POT (under the table), OPEN DOOR to the right of the screen, WALK TO DOOR, walk to the end of the jetty and stand on loose plank, do this four times then PICK UP FISH..

MORGANS SEAL

By *The Cartographer* played on Amstrad

EXAMINE BODY, GET SWORD, GET COINS, S, EXAMINE FIREPLACE, GET KNIFE, N, E, E, N, E, GET LAMB, N, W, GET NET, E, S, S, W, W, W, W, N, W, W, N, OPEN DOOR, N, E.....

LORDS OF MAGIC

By *The Cartographer* played on Amstrad

GET STONE, N, E, GET FLOWERS, W, S, W, N, EXAMINE ROADWORKS, GET PLANK, S, E, S, S, W, GET DUST, E, S, THROW DUST, ENTER CHURCH, GET CROSS, CAST STONE SPELL, GIVE CROSS, GET LANCE, EXAMINE LANCE, EXIT CHURCH.....

MORDONS QUEST GOLDEN OLDIE

By *Philip Reynolds* played on Amstrad

TAKE the BLANKET then go SOUTH, WEST and NORTH to the study. GET the NEWSPAPER and read it, an elderly lady has been kidnapped. Go EAST, NORTH, EAST and CLIMB the DRAINPIPE. You see a purple bathroom suite before you fall back down. Return NORTH, SOUTH, WEST then SOUTH to the entrance hall and MORDON will appear to ask for your help in a quest. Say YES then go NORTH then EAST, GET the TRANSPORTER, use this to transport treasures and the machine parts to the entrance hall, make sure that all treasures are transported before transporting the final machine part. GET the TORCH then LIGHT the TORCH, go NORTH twice, the light from the torch now picks out an exit to the north, go NORTH then EAST to the quicksand. DROP the BLANKET to get across the quicksand, EAST you lose the torch but it is not needed again.....

TOWER OF DESPAIR

By *Paul Hardy* played on Commodore 64

GET ALL, E, E, PRAY, GET ALL, EXAMINE DAGGER, EXAMINE ORB, W, UP, TALK, SIGN, DOWN, OPEN CHEST, GET ALL, EAT FOOD, SE, MOUNT HORSE, E, E, E, E, N, N, TALK, E, E, S, S, N, N, EXAMINE ASHES, GET CRYSTAL, GIVE CRYSTAL.....

EUREKA 2 (ROMAN TIMES)

By *Paul Hardy* played on Commodore 64

S, KILL MAN, GET CON, S, GIVE COIN, S, W, W, GET KEY, E, NW, UNLOCK LOCKS, SAVE MAN, N, N, BUY SWORD, E, S, BUY WINE, N, N, BUY CHICKEN, W, GET EGG, E, S, W, W, E, E, GIVE WINE, IN, KILL MAN, OUT, W, N, E, N, NW, N, GIVE CHICKEN, S, S, S, W, W, W, IN, DONE, OUT.....

THE LADY IN GREEN

By *John Barnsley* played on Atari ST

W, EXAMINE FLOWERS, GET DISC, N, GET KEYS, GET MAP, S, LOCK CAR, E, N, N, W, EXAMINE PAINTING, N, EXAMINE PAINTING, HOLD HAND.....

THE PYRAMID OF MUNA

By *John Barnsley* played on Atari ST

Get all your things from the hotel room. You may want to examine them here and open the wallet and the pack so you know what you have to work with. Go SOUTH to the lobby where you will find the desk clerk. ASK THE CLERK ABOUT THE BUS and you will find yourself in the street outside the hotel as the bus pulls up. If you went east out of the hotel instead of asking the clerk, the street will be empty. Wandering around Merida gets you lost at the corner of Walk and Don't Walk. At that point EAST ends the game. If you are in front of the hotel and the bus is there BOARD THE BUS and GIVE THE MEXICAN COINS TO THE DRIVER. Failing to pay the driver within 15 turns gets you kicked off the bus. If that happens you must go WEST into the hotel and once again ASK CLERK to get the next bus. Once the bus is at Muna, EXIT THE BUS. Jose, the Checelero, will be there to meet you, TALK TO JOSE and EXAMINE HIM. He will tell you to go EAST. Continue EAST until you reach the pyramid. Jose will announce that he wants to be paid. The \$200 he wants is in the wallet.....

END DAY 2240

By *John Barnsley* played on Atari ST

N, FEEL DECK, GET SILVER, REMOVE ROBE, WAIT, EXAMINE SIDES, UNSCREW REFLECTOR, HOLD REFLECTOR ABOVE HEAD, N, N, NE, OPEN CLEANSER, SEARCH CLEANSER, GET PULLSUIT, EXAMINE PULLSUIT, READ WRITING, READ NUMBERS, WEAR PULLSUIT, EXAMINE POCKET, GET TUBE, SW, S, E, E, E, EXAMINE LOCK, INSERT TUBE, PRESS BUTTON.....

INSPECTOR FLUKEIT

By *Jim Donaldson* played on Spectrum

OPEN DRAWER, GET MAP, EXAM MAP, GIVE MAP TO BLUNDERS, OPEN DOOR, E, (find Policeman), POLICEMAN GIVE ME WHISTLE, ENTER CAR, BLUNDERS DRIVE TO RADLEY (wait till you reach your destination), LEAVE CAR, SE, SW, S, BLUNDERS GET SPADE, N, W, (keep trying different directions until you find a torch, then find your way to the back door), OPEN DOOR, N, E, ENTER DUMB, GET TURKEY, EAT TURKEY, PUSH BUTTON, PUSH BUTTON, LEAVE DUMB.....

PIRATE ADVENTURE

(The definitive "Golden Oldie")

By *Ron Rainbird* played on Atari 800 XL

Start in London Flat: GET RUM, GET SNEAKERS, GET CRACKERS, GO STAIRS, GET BOOK, GO TO THE PASSAGE, GO EAST, GET BAG, OPEN BAG, GET TORCH, READ BOOK, DROP BAG, GET MATCHES, SAY "YOHO" twice (you are transported to a desert island), DROP BOOK, DROP SNEAKERS, GO EAST, ENTER SHACK, GIVE RUM to the pirate, DROP CRACKERS, GO WEST and EAST, GO PATH, GO CRACK in rock, LIGHT TORCH, GET SAILS, GO CRACK, DROP SAILS, RE-ENTER CRACK, GO SHED, GET HAMMER, GET WINGS, GO NORTH then GO CRACK, UNLIGHT TORCH, GET SAILS, GO DOWN, WEST, WEST then DROP SAILS, HAMMER and WINGS, GET SNEAKERS, GET BOOK, DROP TORCH, DROP MATCHES, GET HAMMER and SAY "YOHO". GO WINDOW, DOWN, PULL NAILS, GET and then DROP RUG, GET KEYS, GO STAIRS, GO PASSAGE, GO EAST, GET BOTTLE then SAY "YOHO" twice.....

ESCAPE FROM PRISON PLANET

By *Lorna Paterson* played on Amstrad

Part one: S, EXAMINE TABLE, PRESS SWITCH, EXAMINE WALLS, READ SCRIBBLING, E, E, S, LOOK IN CUPBOARD, GET HARDHAT, WEAR HARDHAT.....

Part two: W, W, S, S, ENTER BLUE VAN, GET SHOVEL, EXAMINE LOCKER, LEAVE VAN, N, N, N, N, N, E, S, EXAMINE CLEARING, DIG LARGE MOLEHILL..

Contributions are needed for this section please

KINGS AND QUEENS OF THE CASTLE

DAVE BARKER, 10 Lismore House, Linden Grove, Nunhead, London, SE15 3LG can offer help both postal and telephone (see helpline for number) on the following adventures completed on various machines:

A MIND FOREVER VOYAGING, ADVENTURE 200, ADVENTURE QUEST, ADVENTURELAND, AFRICA GARDENS, AFTERSHOCK, ALTER EARTH, ALTERNATE REALITY: CITY, AMAZON, AMULET, APACHE GOLD, APPLETON, APPLETON (EXTRA), ARROW OF DEATH 1, ARROW OF DEATH 2, ASHES OF ALUCARD, ASHKERON, AURAL QUEST, BALLYHOOD, BARDS TALE I, BARDS TALE II, BARDS TALE III, BARSACK THE DWARF, BEYOND ZORK, BIG SLEAZE, BLACK CAULDRON, BLADE OF BLACKPOOLE, BLADE OF THE WARRIOR, BLIZZARD PASS, BLOODWYCH, BLOODWYCH DATA DISK 1, BOGGIT, BOOK OF THE DEAD, BORDER ZONE, BORED OF THE RINGS, BORROWED TIME, BREAKERS, BRIAN THE BOLD, BRIMSTONE, BUCKEROO BANZAI, BUFFER ADVENTURE, BUGSY, BUREAUCRACY, CASTLE, CASTLE ADVENTURE, CASTLE BLACKSTAR, CASTLE EERIE, CASTLE OF TERROR, CASTLE THADE, CASTLE THADE REVISITED, CHALLENGE, CHAOS STRIKES BACK, CHRONO QUEST, CIRCUS, CLASSIC ADVENTURE, CLAWS OF DESPAIR, CLOUD 99, COLDITZ, COLOSSAL ADVENTURE, COLOUR OF MAGIC, CORRUPTION, CRIMSON CROWN, CROWN OF RAMHOTEP, CRYSTAL FROG, CRYSTAL QUEST, CUDDLES, CUP, CURSE, CURSE OF THE 7 FACES, CURSE OF THE AZURE BONDS, CUSTERDS QUEST, CUTTHROATS, DEADLINE, DEATH IN THE CARIBBEAN, DEATHLORD, DEEDS OF GLENGARRY HALL, DEFENDER OF THE CROWN, DEJA VU, DEJA VU II, DESERT ISLAND, DESTINY, DEVILS ISLAND, DIAMOND TRAIL, DODGY GEEZERS, DOME TROOPER, DOOMSDAY PAPERS, DRACULA, DRAGON SLAYER, DRAGON WARS, DREAM ZONE, DUN DARACH, DUNGEON ADVENTURE, DUNGEON MASTER, DUNGEONS AMETHYSTS ALCHEMISTS N EVERYTHIN, EARTHBOUND, EARTHSHOCK (Graphic), EARTHSHOCK (text), EL DORADO, EMERALD ISLE, EMPIRE OF KARN, ENCHANTER, ERIK THE VIKING, ESCAPE FROM PULSAR 7, ESCAPE FROM TARG, ESPIONAGE ISLAND, ESSEX, EVERYDAY TALE OF A SEEKER OF GOLD, EXCALIBUR, EXTRICATOR, EYE, EYE OF BAIN, EYE OF VARTAN, FAERIE, FAERY TALE, FAHRENHEIT 451, FANTASIA DIAMOND, FANTASTIC FOUR PT1, FAUSTS FOLLY, FEASIBILITY EXPERIMENT, FINAL MISSION, FISH, FOOTBALL FRENZY, FORBIDDEN QUEST, FOREST AT WORLDS END, FOUR MINUTES TO MIDNIGHT, FOURTH PROTOCOL, FRANKENSTEIN, FUDDO AND SLAM, GALAXIAS, GALDREGONS DOMAIN, GAME WITHOUT A NAME, GATEWAY, GENESIS II, GHOST TOWN, GIANTS ADVENTURE, GIZE, GNOME RANGER, GOLDEN APPLE, GOLDEN BATON, GOLDEN ROSE, GOLDRUSH, GOLDSEEKER, GREEDY GULCH, GREMLINS, GROUND ZERO, GUILD OF THIEVES, GUNSLINGER, HAMMER OF GRIMMOLD, HAMPSTEAD, HARVESTING MOON, HEAVY ON THE MAGIK, HELM, HEROES OF KARN, HITCHHIKERS GUIDE TO THE GALAXY, HOBBIT, HOLLOW, HOLLYWOOD HIJINX, HRH, HULK, HUNCHBACK, ICE STATION ZERO, IMAGINATION, IN SEARCH OF ANGELS, INCA CURSE, INFERNO, INFIDEL, INGRIDS BACK, INVINCIBLE ISLAND, ISLAND, JADE STONE, JERICO ROAD, JERSEY QUEST, JEWELS OF BABYLON, JINXTER, JOURNEY, JOURNEY TO THE CENTRE OF EDDIE SMITHS HEAD, KARYSSIA, KAYLETH, KEEPER, KENTILLA, KEY TO TIME, KILLED UNTIL DEAD, KINGS QUEST I, KINGS QUEST II, KINGS QUEST III, KINGS QUEST IV, KNIGHT ORC, KNIGHTS QUEST, KOPYASHI NARU, LABOURS OF HERCULES, LANCELOT, LAST WILL AND TESTAMENT, LEATHER GODDESSES OF PHOBOS, LEGACY OF THE ANCIENTS, LEGEND, LEGEND OF THE SWORD, LETTER BOMB, LIFEBOAT, LORD OF THE RINGS, LORDS OF TIME, LOST ORB, LURKING HORROR, MADCAPMANOR, MAFIA CONTRACT 1, MAFIA CONTRACT 2, MAGIC CANDLE, MAGIC CASTLE, MAGIC MOUNTAIN, MALICE IN WONDERLAND, MANHUNTER, MANIC MANSION, MANSION QUEST, MARIE CELESTE, MARS SAGA, MARSPORT, MASK OF THE SUN, MASTERS OF THE UNIVERSE, MATT LUCAS, MCKENSIE, MERLINS APPRENTICE, MESSAGE FROM ANDROMEDA, MIGHT AND MAGIC, MINDBENDER, MINDSHADOW, MINDSTONE, MINDWHEEL, MISSION ASTEROID, MISSION X, MISSION Z:27-X, MONMIST, MORDENS QUEST, MORON, MOUNTAINS OF KET, MURAL, MURDER, MURDER HUNT, MURDERS IN VENICE, MYSTERY OF ARKHAM MANOR, NECRIS DOME, MEUROMANCER, MEVERENDING STORY, NINE PRINCES IN AMBER, NORD AND BERT, OO-TOPOS,

ORBIT OF DOOM, ORC ISLAND, PAWN, PEN AND THE DARK, PERRY MASON, PERSEUS AND ANDROMEDA, PHANTASIE II, PHANTASIE III, PHAROAHS TOMB, PHILOSOPHERS STONE, PIRATE ADVENTURE (Scott Adams), PIRATE ADVENTURE (Walter Poolay), PIRATES GOLD, PLANET OF DEATH, PLANETFALL, PLUNDERED HEARTS, POOLS OF RADIANCE, PREHISTORIC ADVENTURE, PRICE OF MAGIK, PROJECT VOLCANO, PROJECT X MICROMAN, PROPHECY, PROSPECTOR (Tartan), PROSPECTOR (Central Solutions), PYRAMID, QUANN TULLA, QUEST, QUEST FOR THE HOLY JOYSTICK, QUEST FOR THE HOLY GRAIL, REALM OF DARKNESS, REBEL PLANET, RED MOON, RETURN OF THE JOYSTICK, RETURN OF THE WARRIOR, RETURN TO EDEN, RETURN TO ITHACA, RIGELS REVENGE, RING OF DREAMS, RING OF POWER, RINGQUEST, RINGS OF MERLIN, RINGS OF ZILFIN, ROBIN HOOD, ROBIN OF SHERLOCK, ROBIN OF SHERWOOD, ROBYN HODE, RONNIE GOES TO HOLLYWOOD, RUNES OF ZENDOS, RUNESTONE, SANDMAN COMETH, SAVAGE ISLAND PT1, SEE-KAA OF ASSIAH, SEABASE DELTA, SEARCH FOR TERRESTRIAL INTELLIGENCE, SEAS OF BLOOD, SEASTALKER, SECRET MISSION, SECRET OF ST BRIDES, SENTINEL WORLDS 1, SERFS TALE, SERPENTS STAR, SHADOWGATE, SHARD OF INOVAR, SHERLOCK (Melbourne Hse), SHERLOCK (Infocom), SHIMMERKIN, SHIP OF DOOM, SHIPWRECK, SHREWSBURY KEY, SINBAD AND THE GOLDEN SHIP, SMUGGLERS COVE, SNOWBALL, SNOWQUEEN, SORCERER, SORCEROR OF CLAYMORGUE CASTLE, SOULS OF DARKON, SPACE QUEST I, SPACE QUEST II, SPACE QUEST III, SPELLBREAKER, SPIDERMAN, SPOOF, SPY TREK, SPY TRILOGY, SPYPLANE, STAFF OF ZARANOL, STAR TREK II, STARCROSS, STATIONFALL, STRANGE ODDYSSEY, SUBSUNK, SUSPECT, SUSPENDED, SWAMP, SYSTEM 1500, TANGLED TALES, TANGLEWOOD, TASS TIMES IN TONETOWN, TEMPLE OF TERROR, TEMPLE OF VRAN, TEMPLE TERROR, TEN LITTLE INDIANS, TERRORMOLINOS, TERRORS OF TRANTOSS, THE COUNT, THEATRE OF DEATH, TIME MACHINE, TIME QUEST, TIR NA NOG, TOWER OF DESPAIR, TRACER SANCTION, TRAIL, TRANSYLVANIA, TRAVELLER, TRINITY, TWIN KINGDOM VALLEY, ULTIMA II, ULTIMA III, ULTIMA V, ULYSSES AND THE GOLDEN FLEECE, UNINVITED, URBAN UPSTART, VALHALLA, VALKYRIE 17, VELNORS LAIR, VENOM, VERA CRUZ, VERY BIG CAVE ADVENTURE, VOODOO CASTLE (Scott Adams), VOODOO CASTLE (Walter Poolay), WARLORD, WASTELAND, WAXWORKS, WINTER WONDERLAND, WISHBRINGER, WITCH HUNT (River), WITCHES CAULDRON, WITNESS, WIZ BIZ, WIZARD AND THE PRINCESS, WIZARD OF AKYRZ, WIZARDS CROWN, WIZARDS SCROLLS, WIZARDS TOWER, WOLFMAN, WOODS OF WINTER, WORM IN PARADISE, WYCHWOOD, ZACARON MYSTERY, ZAK MCKRACKEN, ZORK I, ZORK II, ZORK III, ZZZZ.

PAUL HARDY, 33 Fir Tree Drive, Wales, Sheffield S31 8LZ can offer help with the following adventures on Amiga and C64:

BATTLETECH, BEYOND ZORK, CHAMPIONS OF KRYNN, DUNGEON MASTER, ESCAPE FROM SINGES CASTLE, EUREKA (Parts 1, 2 & 3), GNOME RANGER, IMAGINATION, INDIAN JONES GRAPHIC ADVENTURE, INGRIDS BACK, JOAN OF ARC, JOURNEY, KENTILLA, KNIGHT ORC (Pt 1), KOBAYASHI NARU, LORDS OF THE RISING SUN, LORDS OF TIME, MILLENIUM 2.2, MYTH, RED MOON, RIGELS REVENGE, ROBO CITY, SEABASE DELTA, SPYTRECK, TOWER OF DESPAIR, VELNORS LAIR, VENOM, WAR IN MIDDLE EARTH, WISHBRINGER, ZZZZ.

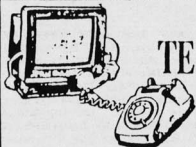
PLEASE ENCLOSE SAE WHEN WRITING FOR HELP

SOLUTION SERVICE

Solutions cost 30p plus SAE please. Latest solutions received for the Probe Archives this month are:

ALICE, CASTLE MASTER, CRASH GARRETT, DER RING DES NIBELLUNGEN, END DAY 2240, FAST LANE, LADY IN GREEN, MISSION X, PYRAMID, PYRAMID OF MUNA, QUEST FOR THE HOLY GRAIL, STAR PORTAL, WIZBIZ.

Send SAE for complete list of solutions available



TELEPHONE HELPLINE

Doreen Bardon	0653 628509	Mon to Fri 6pm to 10pm	Spectrum
		Weekends any reasonable time	
Joan Pancott	0305 784155	Sun to Sat 1pm to 10pm	Various
Isla Donaldson	041 9540602	Sun to Sat Noon to 12pm	Amstrad
Stuart Whyte	061 9804645	Any reasonable time	Amstrad
MerC	0424 434214	Any reasonable time	Atari ST
Jason Deane	0492 622750	Any reasonable time	Amiga
Vince Barker	0642 780076	Any reasonable time	Commodore 64
Barbara Bassingthwaighte	0935 26174	Sun to Sat 10am to 10pm	BBC
Barbara Gibb	051 7226731	Any evening from 7pm	Various
Robin Matthews	0222 569115 or 0642 781073	Evenings and Weekends	IMB PC
Walter Pooley	051 9331342	Any reasonable time	Various
Nic Rumsey	0323 482737	Mon to Fri 6pm to 9pm	Various
Dave Barker	071 7321613	Mon to Fri 7pm to 10pm	Various

*** THE ULTIMATE INFOCOM HELPLINE ***

If you need help with an Infocom adventure then who better to help you than a GRUE! Ring GRUE on 0695 573141 between 7.30pm to 9pm Mon to Fri or write to 64 County Road, Ormskirk, West Lancs L39 1QH.

*** ADVENTURE PROBE ***

FAX and Phone 0492 877305

Between 10am and 9pm any day apart from Sunday please

If you need to contact Adventure Probe then I will try to be available during these times apart from shopping and the occasional evening meeting. If you are telephoning for help on an adventure then please try to call during daytime hours but please try one of the helpliners for help first, as above.

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN