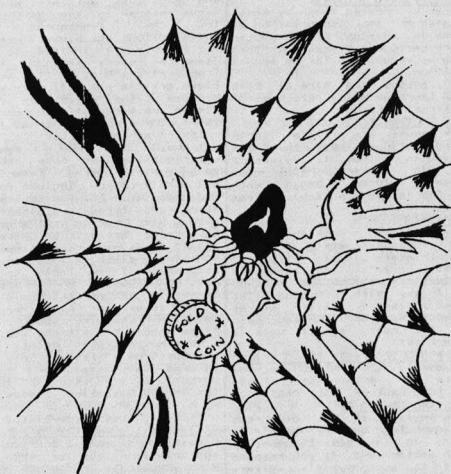


The Magazine for the  
Adventure Purist

# Adventure Probe

£1.50



Volume 6, Issue 1, JANUARY 1992

**Now in its SIXTH Volume**

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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 Amstrad CPC6128 on Protext (or Tasword), C64 on Easyscript, Atari ST on Protext or First Word Plus, Amiga on Protext or Kindwords. ASCII files should be alright too. Sorry I have no suitable printer for BBC or Spectrum. FAXSIMILE may be used to send items also (same telephone number). If you send in items for the IN-TOUCH section please clearly mark which are adventures, utilities, arcade games etc.

## POSTAL ADDRESS

Please send all correspondence, subscriptions etc to the editor: HANDY RODRIGUES, ADVENTURE PROBE, 67 LLOYD STREET, LLANDUDNO, GWYNEDD, LL30 2YP. If writing from overseas please add U.K. to address.

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## HALL OF FAME

Sincere thanks to all the following readers who took the time and trouble to send in contributions during this past month, despite the Christmas festivities:

PAUL CARDIN, VICKY JACKSON, IAN OSBORNE, RON RAINBIRD, NIC RUMSEY, RON LATHAM, JACKIE HOLT, STEVE CLAY, SIMON MAREN, THE GRUE!, ALF BALDWIN, STEVE McLAREN, HAROLD DIXON, LARRY HORSFIELD, PAUL CARDIN, FRANK FRIDD, ANN ROBINSON, MerC and GARETH PITCHFORD.

Special thanks to Nic Rumsey for this months cover logo and to Martin Freemantle for the lovely cover design.

WHY DON'T YOU SEND IN A CONTRIBUTION, EVEN A SHORT HINT OR TWO? WHY NOT ATTEMPT A REVIEW OR EVEN AN ARTICLE? YOUR NAME WILL BE INCLUDED IN THE HALL OF FAME TOO! EVERY LITTLE BIT OF HELP IS APPRECIATED.

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## EDITORIAL

Welcome to Volume 6, issue 1 of Adventure Probe!

Yes, unbelievable as it may seem, Probe has entered volume 6! It really doesn't seem that long since it all began, does it? I have to admit that, when I took over and started wafting my editorial quill in May 1988, I never thought that I would still be doing it nearly four years later! You really are very patient to put up with me for so long, especially as you all know very well the blunders I make quite regularly. Which brings me nicely to an apology I need to make (yet again!). In my review of Bare Bones Solutions (last issue) I forgot to include the price! (blushing furiously yet again). To put things right, each issue costs £1.50. But - and this is extremely comforting to know - I am not the only editor who blunders! Mark Rose sent me some leaflets to distribute (which you will find tucked away in here somewhere - if Murphy hasn't struck again!) and he forgot to include his address so, please return the leaflets to Mark Rose, ALTERNATIVES, 39 Balfour Court, Station Road, Harpenden, Herts, AL5 4XT. Mark is also looking for artwork and for contributors for writing stories and the like so now, budding authors, is your chance to see your work in print!

Good news to start the New Year is that Joan Pancott is out of hospital and well on the mend. I can't wait to see the video of the Convention which, Joan assures me, will be ready towards the end of this month. What I would like to see too, but doubt if they will let me, is all the bits that ended up on the cutting room floor! I am just hoping that Chris cut out the "wobble" and the "facial twitches" that I was inflicted with during the welcome waffle and the terrible "glaring frown" (due to nerves) that I could feel attacking my features during my interview! I think I'll do an Allan Phillips next year and try to blend in with the wallpaper! I am just cringing at the thought of all those readers who I haven't met having all their illusions shattered when they see me!

I would like to thank those of you who rang to make sure I was alright when they heard about the murders and related deaths which happened in Llandudno on New Year's Eve. Of course, in a sleepy little town like this (known fondly as "The Elephants graveyard" by Mrs Grue and "The most unlively place I've ever seen" by Danny Paterson), everyone knows everyone else, and being as the poor soul who lost his mind was a well-known taxi driver a couple of streets away, the whole community is shocked and horrified at what happened. But, we are all still here so don't worry. I do assure anyone contemplating spending their holidays in the "Queen of the Welsh resorts" (and the most beautiful) that that kind of thing is, thankfully, very rare indeed.

Well, after the Christmas Special Issue, Probe is back to normal once more and all the items that were "shelved" for that issue continue this month, so I will leave you all in peace to get on with reading it now. But before I close I would just like to wish each and every one of you the happiest and most prosperous of New Year's and I hope that 1992 will bring you all everything that you could possibly wish for in health, happiness and good fortune. As I predicted, despite all my good efforts, this issue is a bit late due to the Christmas holidays but from the next issue I hope everything will be back to normal. So I'll see you all again next month as usual.

*Mandy*

## REVIEWS

### THE SECRET OF MONKEY ISLAND II (LeChuck's Revenge!)

Available for PC (Amiga version soon).

Reviewed by *The Grue* on PC

Since Guybrush Threepwood defeated the ghost pirate LeChuck and rescued his one true love, he has made his way to Scabb Island, but his fame is fading fast and people are becoming bored with his "Did I tell you how I defeated the mighty LeChuck?" story. In search of a new adventure, Guybrush is now searching for the greatest treasure of them all - The Big Whoop! The first problem is that no-one can come or go from Scabb Island because of the embargo enforced by nasty pirate Largo, a follower of LeChuck. To lift the embargo Guybrush must find four ingredients to make a Voodoo doll of Largo to rid Scabb Island of him. Unfortunately, by doing this, the living beard of LeChuck that Guybrush has kept as a memento falls into the hands of LeChuck's henchmen and it seems that all they need to bring LeChuck back again is one living part of him! They say the Big Whoop has great power but he must find it before the resurrected LeChuck finds him.

Once Guybrush has managed to lift the embargo he can then travel to Phatt Island and Booty Island, in search of the four parts of the map which will lead him to the island where he will find Big Whoop. This involves a fair bit of travelling back and forth from all three islands in order to solve the various puzzles, there is also a huge amount of sub-quests for the player to do. For example, when I actually got my first part of the map, Elaine Marley's dog stopped me leaving the mansion with it and she threw it out of the window. When I found it again the wind blew it away and it landed halfway down a cliff edge. Just as I thought I was about to get it a bird came and snatched it away, even when I tracked the bird down and got rid of it I was left with a huge pile of map pieces not knowing which was the one I wanted, and that's just to retrieve one of the parts!

Stan the salesman is back again, this time selling coffins in his own unique style, but a bit easier to deal with this time. Solving puzzles should be fun and Monkey Island 2 makes sure of that with a grog drinking contest, a spin the wheel game and, best fun of all, the spitting contest. This gives the player options such as Swish - Hooock and Chooock, complete with the most revolting sounds to match. The storyline offers so much depth and playability that if you get stuck there are often several other things you can be doing. The interface is extremely comfortable to use, just click on one of the verbs and then click on an object. Sometimes the player might be expected to click on two objects, mostly for giving an object to someone.

This is an excellent follow-up to Monkey Island 1 and is set to become another classic from the LucasFilm stable. Even when the player gets stuck the game is a laugh a minute as you explore all the possibilities. The VGA graphics are pretty damn good and cater for Guybrush's colours changing as he moves into a dark area from a light one. It will take a fair sized chunk on your hard drive, about 9 meg and takes about 15 minutes to install. Monkey Island II offers two levels of play, the harder of the two giving you all the puzzles etc. If you've got a PC then buy this now! If you have an Amiga you will have to wait a little while - but it will be worth the wait!

## MEGA-LO-MANIA

By Sensible Software and is available for Amiga and Atari ST computers. Shop around for the best price.

Reviewed by *Lot Oakes* played on Amiga

Every now and again, along comes a game that is better than good, that is even better than very good! Anyone owning a 16 bit machine has been lucky this year because we've already had Monkey Island, and now a few short months later, here we are again with a game that is at the very top of computer entertainment. MEGA-LO-MANIA is, as we say in this part of the world, a real stonker!! The game has two disks a boot disk and a speech disk. The latter contains over 800K of compacted speech data recorded by professional actors in a sound studio especially for Mega-lo-Mania (pretty impressive eh?!). The manual is very easy to understand and not too long. This is a game where the player chooses to be one of four would-be-Gods, each seeking supremacy over a planet. Each of the four control a race of people (his team) who slowly advance in weapon and defence technology (from cave man to present day nuclear weaponry and beyond), and fight for control of islands.

You win by taking control of all 28 islands scattered across the planets surface. The first 27 are divided into groups of 3, each group known as an epoch and you may attempt to conquer the islands in any order but must conquer each epoch in sequence before you can fight the "Mother of Battles" on the 28th island, known simply as Mega-lo-Mania. Only then will the player have achieved the ultimate goal of becoming the eternal God of this battle-scarred planet! You start each epoch with 100 people and any left unused after completing the third island are carried over to the next epoch thus making this game one of "man management" as well as strategy/adventure. This is a totally mouse-driven game where all that is needed is for you to point to an icon and click. The graphics are very good, the icons self explanatory and it's so very easy to get immersed in the game after having only a cursory glance at the manual. The game is really about mining elements, inventions, construction, building weapons to defend your tower and to arm your men prior to attacking the opposition. The more men you put to a task, whether it is mining, inventing, construction etc, the quicker the job gets done. It is possible to advance 3 "tech" levels in each epoch, so you can attack your opponents with far more advanced weapons than they have (I mean, can you imagine what it is like sending an army of 20 cannons to fight 70 men armed with only sticks and stones?!). Of course while you're running around attacking anything that moves keep an eye on your sector, someone might be mounting a surprise attack on your tower.

Two things really make this game stand out. The gameplay -there is so much to do it would be impossible to describe it here, with a screen layout that is so simple, a large map on the right of the screen and all the icons on the left. And quite brilliant sound and speech, with so many different voices it is hard to believe they are all spoken by just 2 actors and 1 actress. This game is extremely addictive. My only gripe being about saving your position. You don't save to a disk but on completion of an epoch are given a code to enter next time you boot up. But the save will take you only to the beginning of the epoch and not to the actual island. For example, you might have taken several hours to conquer 2 islands and want to save. However, when you next boot up the game and enter your saved code you have to play those two islands again. A bit of a pig! Well, I've waffled on for a bit, now it's time to see if that thermonuclear device I've just built will kill those blasted cavemen next door - they're breeding like rabbits!

## HOUNDS OF HELL

Written by Peter Clark: available from WOW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS

Reviewed by *Ann Robinson* using an Amstrad CPC 6128

You are Jack Williams, intrepid Crime Reporter for the Daily News hot on the trail of a scoop. For the past six months people have been mysteriously disappearing in the Dartmoor area amidst tales of black magic and your editor agrees to let you investigate. You drive westwards out of London towards the countryside and just as dusk is falling and a chilling fog falls you arrive at the obligatory spooky hotel. The game is written using PAW, playtested by Joan Pancott and Lorna Patterson and is in two parts: the first is relatively simple, that means I got through it fairly easily with a few nudges from Peter in the right direction while I was at the Convention. You have to book into your hotel and have a good look around till curiosity gets you into real trouble. This includes quite a few neat little puzzles so no disappointments here.

The second part is really interesting, which is why it has taken me till now to complete my review. You start off trapped inside a barn and after cleverly escaping have to search your captors house, before they return to bump you off, escape to the moors where there is a nasty bog waiting to suck you down. Having survived so far you encounter the friendly locals of a small village whose idea of hospitality is to provide you with poisoned beer which you cannot refuse. The real trick is to examine positively everything. I got really stuck in a couple of places and thought I had done everything there was to do only to find I hadn't. All in all a really good game that can solved by using a little thought (a lot in my case), some swearing and a lot of searching. Don't expect to get it all done in one sitting unless you're under 21 with a fondness for furry creatures.

## =====

### THE SAM COUPE ADVENTURE CLUB

Review of issue 1 (issue 2 should be out by the time you read this). Available on 3.5" disk for Sam Coupe and priced at £1 and available from Phil Glover, 43 Ferndale Road, Hall Green, Birmingham, B28 9AU.

Reviewed by *Gareth Pitchford*

How do you review a disk magazine in as little words as possible to save on precious space in Probe? The answer is - you don't. But if you were attempting to do it, it would probably be best if you said, "Buy this disk now - it's brilliant!" first, in order to leave room to list some of the contents of the magazine. Something like, "Issue 1 of this promising, adventure specific disk magazine for the Sam contains the SC-SPECLONE Emulator, BEHIND CLOSED DOORS (Spectrum game for use with the emulator), REVIEWS, NEWS, LETTERS, EMULATION HELP, PROGRAMMING HELP, USEFUL ADVENTURE WRITING FILES, A BEGINNERS GUIDE TO ADVENTURES by Jon Rose and lots more. Plus, there's also a report on something that went under the rather dubious name of THE SECOND ADVENTURE PROBE CONVENTION." After this list is out of the way, drop in a few names like, erm, The disk is put together by well known owner, Phil Glover and his technical minded henchman, Dave Whitmore." Mix in a few general comments on the brilliance of the Sam machine and leave to cool. Then finally state that no Sam Coupe owning adventure should be without it, hint the PRINT key, and send it to Mandy. Then sit back and count the huge bribe offered in order to review the product. Send it to various magazines (complete with copies of your next game) and treat yourself to a picture of Queen Victoria!

## CORYA - THE WARRIOR SAGE

By Tony Collins. Available from The Guild, 760 Tyburn Road, Erdington, Birmingham. B24 9NX for Spectrum 48K on cassette at £2:50 or on +3 disk at 4:50. Cheques etc payable to 'Glenda Collins' please.

Reviewed by Gareth Pitchford

CORYA is the brand new two part tale from Tony 'Hermitage' Collins in which you star as the warrior sage of the title.

The game is subtitled *Dragon* and, once the impressive loading screen clears and the game begins proper, you see why. For you soon come across the burnt shell of a village, a devastated ruin which contains angry countryfolk ready to hit out in frustration or fear at anyone who is a stranger to the parts. As this includes you it's a good idea to get the villagers calmed down before you attempt communication. Once that's done Entur, the head of the village council requests your help in thier fight against the dragon and being a kind hearted warrior sage you agree. You'll need some help yourself first, though, before you set off for the mountains of Caithen-La-Ethin where the dragon lives. For example, you must mend your sword - a far from easy task when you find the blacksmith has been missing since the dragon's attack.

As Corya, you have several spells to help you in your task including *FIRE*, *HEAL*, *CHERISH* and *SHIELD* which lie inscribed in your spell book. It proves vital that you use these regually as many of the problems are spell orientated and require some very logical thinking in places. The text needs to be read carefully as well - I got stuck for a while because I couldn't find a certain object near the start, but on re-reading a location description I got a clue to where I should look and found myself rapidly progressing again.

The game's like that due to its carefully planned, very linear, book-like nature. The adventure takes place in various sets of locations (each with thier own puzzles to complete before you can progress to the next section which is linked by lengthy pages of text) and these locations form *chapters*. It saves on the usual unused linking locations (eg a *dusty track*, a *forest path*) which litter some games and means the action and atmosphere is kept at a fast pace throughout.

The atmosphere is boosted, as well, by the lengthy descriptive passages and examine messages which will have you wondering how Tony fitted the game into 48K. Complete a puzzle etc and you'll be treated to more text which makes you feel as if you've accomplished something and acts as ample incentive when your spirits are low.

Tony Collins has built up a following for his games and his fans will know what to expect. Personally I'd rate this game even higher than *The Heritage* and can't find much to fault. Sure, I thought that maybe there was a tad too much emphasis on spellbased problems and this may have spoilt the game (for those people who prefer more 'object based' puzzles) but as you get two parts for your money, each packed with both types of problems, ther's really no way you can mean.

Overall, *CORYA* has filled my requirements of a good game and I recommend you buy it as it'll probably fill yours too.

I look foward for another game in the *CORYA* series.

## MICROFAIR MADNESS

Written by Gareth Pitchford and available from Delbert the Hamster Software, 9 Orchard Way, Flitwick, Beds, MK45 1LF. Available for Spectrum 48K, 128K, +2, +3 (tape only) at £2.99. Please state which you require and cheques etc payable to S.P.Denyer.

Reviewed by *Barbara Gibb*

Have you ever visited a microfair? Whatever the answer, I can assure you they are not as entertaining as the one inside Sir Clive's Exhibition Complex. First you have to obtain a ticket to give to the guard, then you may wonder why a frog is hopping in and out of the reception area, and be dismayed to notice that although the show is supposed to be on two floors, the lift is out of order and the stairs are still under construction; a sure sign that trouble lies ahead. If you are adventurous you will wish to gain access to Level 2 but before then you will have to sort out Level 1.

The man with a packed suitcase anxiously waiting under the signs "Your Sinclair Adventures" and "Under New Management" should know how to help you, but he has a price. The packing case behind the abandoned DTH stall looks inviting, especially as it is plastered with stickers declaring "No admittance. Playtesters only". Inside is "The Hoppit", a 4-location spoof of the dungeon scene from *The Hobbit*. You hop from one location to another desperately trying to find a way out. Thoran is no use, as, like the original character, he just sits and sings. Gareth may still have a surprise for you as you emerge. Overcome any minor set-back and you can now activate your mode of travel to Level 2. Even players younger than myself know about the TARDIS. Well, you are now travelling in the TARDII, just as unreliable as the original, and when you emerge you find that you have landed on a Starship. The characters, Captain Gym Smirk, Check-out and Sue-Loo confirm your worst fears - Dr Who has now met Star Trek. This is the mezzanine level in the form of a separately-loaded adventure called "THE SEARCH FOR SMOK". A little knowledge of a certain advertisement with a cute puppy will help you to gain access to the bridge of that famous spaceship Enterprise. There is one terrible puzzle that had me gnashing my teeth, and I'm not telling you the solution. (Telephone me if you get really stuck!) Scottie won't beam you up. It's a d.i.y. job, but eventually you'll arrive at the start of level 2. Exploration finds some familiar sounding stalls; From Beneath, Spartan Software, Silent Corner (128k version), Adventure Prize, and on the edge of a chasm, Gordon's Adventure Supplies to name a few. Animals make an appearance with a lemming (who doesn't stay around long enough for me to see if he's wearing a blue frock and carrying an umbrella), a vicious dog blocks your path half-way along the hall, a snake which may have escaped from Colossal Adventure, and a dragon who I could have felt sorry for if I hadn't been laughing so much as I imagined the sight of him being chased by... (that's for you to find out!)

Gareth keeps the humour going right up to the final message, and to get that you have to solve many puzzles, some easy, the majority quite difficult especially on level 2. A word about different versions. If you can play the 128K version, do so. It contains the entire 48K version plus extra locations which have to be played in order to collect vital items. This is a bonus but doesn't mean that 48K owners get sold short. Both versions are packed with odd characters, and many puzzles. Pass-phrases are needed to access the other parts. The text is a little overlong in places, although always interesting to read and contains many funny digs at people and institutions. The presentation is well up to standard. Lots of fun to play.

## THE COMPASS COLLECTION

VOLUMES ONE AND TWO

For 48K Spectrums at £2.99 on +D 3.5" disk per volume or £4.99 for the two volumes together. Available from COMPASS SOFTWARE, 111 Mill Road, Cobholm Island, Gt Yarmouth, Norfolk, NR31 0BB. Cheques etc payable to Compass Software.

Reviewed by *Gareth Pitchford* on SAM 512K

When I first saw the advert for the Compass Collection I thought, "Crikey, Jon Lemmon must be mad. £4.99 for 10 compass games on disk! It's a giveaway!" and on purchasing the collections I can verify that it is! Maybe somebody else had better comment on Jon Lemmon's sanity though!

The Compass Collection comes in two parts which each contain five games. When you consider that each game usually costs £1.99 each you'll understand just why it's real value for money. With the disks you get several little photocopied pieces of paper which give you the instructions and plots to the games. The disks will load on the Spectrum +D disk drive and also (with a suitable emulator) on the SAM.

The first disk could have been easily sub-titled THE QUILL YEARS. It starts off with PROJECT X - THE MICROMAN and its sequel THE O ZONE both of which were co-written with Tim Kemp. They seem to have aged somewhat though they still provide many puzzle filled hours of adventuring. In the first title you play Professor Neil Richards who has been exposed to mystical X-Gamma radiation which has shrunk him. Your task is to get him back to normal size. In the second title you play Agent 37 and must find out what happened to the Professor.

Next is the classic DEMON FROM THE DARKSIDE trilogy, DEMON FROM THE DARKSIDE, THE GOLDEN MASK and THE DEVIL'S HAND, which set you, Morrack, an apprentice wizard on a quest to destroy the evil Drakon. Each game gets successively harder with lots of cunning problems to solve. The presentation is such that it's hard to believe that the games are Quilled and the compilation is worth getting just for these three alone.

So ends the first pack. What's on the next? The second collection contains Jon's more recent games. The DEMON FROM THE DARKSIDE trilogy becomes a saga with the game SHADOWS OF THE PAST which sets you back where the whole thing began but this time it is harder. THE HOBBLE HUNTER was Jon's attempt at a spoof, it's a pity that he chose the Hobbit! The game's saving grace, however, is its problems of which there are plenty.

THE MICRO MUTANT continues the exploits of Professor Neil Richards who is now in a mutated state. This game features one of Compass's arcade EXTERNS - something that has put some adventurers off but really shouldn't as there is a cheat mode to bypass the simple game.

The next one is INTRUDER ALERT in which you play Capt Garth Conrad and must find what has happened to the science team on the mysterious PLANET X. This game continues in INVADERS FROM THE PLANET X where the planet is heading on a collision course towards Earth together with several nasty aliens aboard! There is another PIE sequence in this game but it doesn't come till right at the end.

Overall, THE COMPASS COLLECTION is a must buy for all +D (or SAM owners - so don't waste time reading this, buy it!

## DIE YOU VICIOUS FISH

By Paul Gill. Tape version available from P.K. Computer Graphics, 153 Standhill Crescent, New Lodge, Barnsley, S71 1SW. Price £2.50. Disk version from The Guild (cheques etc to Glenda Collins) 760 Tyburn Road, Erdington, Birmingham. Price £4.50. Available for Amstrad CPC's.

Reviewed by *Frank Fridd*

After playing Al Strad, Paul Gill's other game, I was looking forward to playing Die You Vicious Fish. I was not disappointed. This has all the humour and logical puzzles of the other.

You have to search out and kill all the Vicious Fish who are held up in a very seedy and run down hotel. Even before you can get into the hotel you have to kill one with your trusty Fishbusting Backpack. Once inside you find out that there are ten fish to find and kill. When they are all killed, of course, you will want to leave. That is not so easy as you cannot just walk out.

The screen presentation is similar to Al Strad in that the description of the current location is always visible. Your score is also constantly on the screen. If you keep an open eye it gives a clue to whether or not any action you take is the correct one. I noticed that sometimes in the location text two words stuck together, but this was the only so called "bug" I could find.

I thought that the vocabulary was rather limited but this in no way did anything to lessen the enjoyment. The game is programmed in basic but the responses are fast. If you type in a swear word check the reply.

This original idea of a game is excellent and I found it very addictive. Given the chance I would like to play more of Paul's games. I recommend that you send your money quick and buy. You will not be disappointed.

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## CURSED BE THE CITY

By Incantations. Tape version available from P.K. Computer Graphics, 153 Standhill Crescent, New Lodge, Barnsley S71 1SB. Price £2. Disc version from The Guild, (cheques etc to Glenda Collins) 760 Tyburn Road, Erdington, Birmingham. Price £4. Available for Amstrad CPC's.

Reviewed by *Frank Fridd*

I had been playing this for only about five minutes when I was hooked. Written by Rose Harris and programmed by J.C.Johnson who call themselves Incantations. This game is the best.

You are Ashar and your people are being sacrificed on the altar to join Masaeophrain and it is your mission to find out why no Priest or King ever wish to join him and put an end to the killing. This game has been programmed using the G.A.C. and is text only.

Location descriptions are very atmospheric and make you feel that you really are Ashar. In fact some of them are bordering on the verbose, in the location you begin I counted eighty-one words. You start in a vault that has been converted from the palace wine cellar and you are tightly bound with thongs and stretched upon a rack. A torturer is

with you sitting beside a fire drinking wine. Once you have discovered how to get away from your bonds you are able to get into the game quite easily. This is a delusion because the further you get the harder it gets. The vocabulary appears to be very extensive and accepts quite a lot of single letter verbs. Usually it also accepts the first two letters of a word as well as the normal four letters and complete words. Altogether a very user friendly program.

I know nothing about the authors but if this is the usual example of their work then all I can say is lets have more of them! This is the best game I have played in a very long time.

=====

## ESCAPE FROM KOSHIMA

By John Betteridge. Tape version available from P.K. Computer Graphics 153 Standhill Crescent, New Lodge, Barnsley S71 1SR. Price £2. Disc version from The Guild (cheques payable to Glenda Collins) 760 Tyburn Road, Erdington, Birmingham. Price £4. Available for Amstrad CPC's.

Reviewed by *Frank Fridd*

This was the one game I really wished to play mainly because the theme is the same as my own game and I wanted to compare the difference of tackling the subject of escaping. Two of them are that this is programmed using the G.A.C. and has graphics while mine is Basic and text only.

You are a prisoner in a P.O.W. camp in the middle of the jungle and you have to try to be the first person to escape. I thought that it was a bit too easy to escape from the compound but the jungle has to be thoroughly explored to find everything you need.

This is a maze so this is rather difficult. The pictures are very good, but if, like me, you prefer text only adventures they can be easily switched off. The flag in the compound niggled me a bit, being in the same position no matter which part of the camp I was in. What I did like, however, was that you are given the choice of saving and loading from disc or tape. This is very handy and I would like to see this option used on more adventures.

This game is very enjoyable to play with plenty to discover. You think that you have found the correct way to solve a puzzle only to find out that you were wrong and when you do find the correct solution you think to yourself, "Why didn't I think of that first time!".

I found this game very addictive and of excellent value. I cannot wait to play another of John's games. Keep it up!

\*\*\*\*\*

REVIEWS FOR ADVENTURES PLAYED ON ALL MACHINES ARE URGENTLY NEEDED FOR THIS SECTION PLEASE TO GIVE AS WIDE A COVERAGE AS POSSIBLE. IF YOU HAVE RECENTLY PLAYED A GAME THAT YOU WOULD LIKE TO SHARE YOUR VIEWS ON WITH THE OTHER READERS, BOTH GOOD AND BAD, THEN DO PLEASE SEND THEM IN TO PROBE AS I HAVE VERY FEW FOR THE NEXT ISSUE. MANY THANKS.....MANDY

\*\*\*\*\*

**WIZARD WORKS**  
By *Gareth Pitchford*

(As I sit down with my steaming hot mug of coffee and lazily peel off one of those gold stickers placed in an annoyingly prominent position on my shirt, my eyes go to the bottom of the "Wizard Works" page where the words, "Contributions for this section would be most warmly received" lie. Not thinking for a moment that the course of action is a bad one, I power up the old steam driven typewriter and get to work - maybe I can finally get even with Delbert after that huge score of his at the convention. After several miskeys, off I go.....)

Being a lazy so and so my method of writing an adventure involves taking the easy option. Ie. I just write the game and get someone else to program it for me. This has its advantages and disadvantages. One of the disadvantages is that I'm always writing too much text and running out of memory (especially on the humble 48K Speccy), while the advantages include the fact that I don't have to do any of the programming nonsense (for this reason all bugs are entirely the fault of Scott Denyer - you'll notice I'm getting my excuses in early!)

The first thing I start off with is either a title for the game or a plot. It might seem a wierd beginning but it is one that works for me. Then, on goes the old (and rapidly degenerating) brain as I frantically try and "create" some puzzles. Once I've got several of them I draw a sketch map and put in some locations. Then I expand what I've got, linking the problems together (and making them more complex), adding more, then putting them in on the map. Anybody who has seen one of my draft maps will know that they look as though my pen has "thrown up" all over them and that they have lines and writing everywhere which is further complicated by the inclusion of several doodles of monsters and characters from the game!

Then once that's done the long part starts, ie. writing all the text. I start with the location descriptions first, as when I do this I often get new ideas for puzzles (or find out that one of my puzzles won't work!). Then I do all the object examine messages and locational examine messages. Before I go on and write the long winded responses bit I write down a "puzzle guide" which lists all the problems location by location. This is sent to Scott later on, but it also proves invaluable to me while writing the responses as, with my memory, I am quite able to forget about catering for certain puzzles.

Once that is done I go back and rewrite whole sections (often several times) and tidy the thing up. Then the long copying out process starts as I aim (but usually fail) to produce (by hand) a version Scott can read (anybody who has received a letter from me knows how bad my writing is!!). Scoring, presentation notes, intro text, and silly inputs are added and the whole thing is mailed, in the larges envelope I can find, to Delbert. Then I quickly bash my head against the wall and collapse for several days!!

In the cast of MICROFAIR MADNESS it took Scott and I about 3-4 months to write and program all three of the parts (both versions) so that shouldn't upset all of you out there who dislike quick adventure writers. Thanks must go to Barbara Gibb for her speedy playtesting. Without her it wouldn't have been ready in time for the convention (and we would have missed the chance to actually get Allan Phillips to part with some of his folding stuff!)

Overall, my method of writing an adventure is definitely wierd (but then so am I). I know lots of people use other methods, but then there's as many different ways of writing an adventure as there is of playing them - my advice is, if your method suits you then stick with it. That's not to say that I wouldn't ever try to write a game straight into the computer.....

(I breathe a sigh of relief as the manuscript is finished, a sigh similar to that which Probe readers will utter when they get to the end of the long boring piece, and spend some time planning my revenge on Delbert which has something vaguely to do with coating him in little gold stickers.....)

## ASK GRUE!

Dear Mr Grue!

Grimwold here again, your friendly, ever-helpful dwarf. Having read your reply to my letter in that wondrous tome "Adventure Probe", I've decided to improve myself. No longer do I cry in despair when type-cast as the short, fat, homicidal bad-guy, NO! from henceforth I shall be known as Professor Grimwold! I have taken numerous courses in self-improvement including a Phd in "Being Dwarvish" and am now proud to be a member of the oldest race in adventuredom. At least unlike your Grue-ish self, I do not feel the need to hide in the shadows waiting for unlit travellers to ambush. So if you think you're the biggest, baddest monster in the dungeon and would like a show-down with myself, just name the place and time, and I'll be there!!

Signed Prof Grimwold, the Metal-Headed

P.S.

Is it OK if I bring my friend Bernard along? (Just for moral support!)

Dear Mental-Headed,

You see my advice does work but you don't seem particularly grateful, what's wrong with the usual "thank you very much, kind Grue for your wonderful words of wisdom"? If you would like a show-down then I'm all for it! You'll find my letter-box is always open so just pop round anytime. As for Bernard, sure he can come along, I'm always partial to seconds, I'm sure he'll go down just Bootifull!

Signed The Grue!

*If any reader would like to write to our very own Agony Uncle for advice then please feel free to do so to the address on the telephone helpline page of Probe. As I have stated before, and will again for the benefit of new readers, all items in the Ask Grue section are from Probe readers and, despite popular opinion, none are made up!...Mandy*

\*\*\*\*\*

### TITLE TWISTS

By *Paul Cardin*

|                                 |                                   |
|---------------------------------|-----------------------------------|
| THERMONUCLEAR WARGAMES -        | A mere heat-glow? Run! Scram!     |
| ONE OF OUR WOMBATS IS MISSING - | Mission is to bag some fur - now! |
| TOTAL REALITY DELUSION -        | O! Entirely outlast Dali          |
| BLOOD OF BOGMOLE -              | Ode of Gloom-blob                 |
| PERILS OF DARKEST AFRICA -      | Spiral fear of irked cats!        |

# HAPPINESS IS-ELLISNORE DIAMOND(?)

By *Hugh T. Walker*

Recently, I received a copy of *The Ellisnore Diamond* from Jack Lockerby, accompanied by a request for a fairly rapid play-test. Jack said that it had been pretty thoroughly tested already and his letter ended with the plaintive cry that he had been through it so many times himself that he was a bit fed up with it. How well I know that feeling and I am sure that it will strike a familiar chord with anyone who has tried to write a game or program of their own.

Anyway, I fired up the boiler on my trusty Spectrum and made a start... (convention demands that any reference to the Spectrum these days be prefaced with the word "trusty" in hope that the blessed machine might take notice and get the hint!).

While the details of my report remain (as always) confidential, it is sufficient to say that after happily noting a few points which needed correction (those who have suffered my tests will concur that I can be VERY pedantic) I reached a point in the narrative which I felt shattered the hard-wrought atmosphere and which had no business being in the game at all, which was duly noted in my report which I sent off and thought no more about it... until a second parcel arrived containing a new version of the game in all its finished-packaging-glory. Thinking that it was nice of Jack to bother I put it to one side, fully intending to get round to looking at it "sometime", or even eventually!

However, fate set in when I happened to be speaking to Jack about another matter and we got onto the subject of *Ellisnore*. Well, have you ever met someone who obviously knows you but you haven't a clue who they are so you try desperately to bluff your way through the conversation but the longer it goes on, the more impossible it becomes to avoid the fact that you *cannot quite remember their name?* It was a bit like that as Jack talked about the changes which he had made and, eventually, although I did not want to hurt his feelings, I could bluff no longer and was forced to admit that I hadn't actually loaded the new version but that from what he said, I rather thought that I ought to.

Having just put away the Commodore and set up the ST, the milk of human kindness was taking a sabbatical as I but away the ST in order to set up the (trusty!) Spectrum. However, in spite of the bloody-minded frame of mind with which I set about playing the game, I was soon absorbed into it and nearly in tears of joy as I found yet another of my recommendations implemented in the game. This is meat and drink to a play-tester - to see your suggestions put into the game and that they work. Not only this but the entire sequence which had offended me had been excised so skillfully that the join was invisible.

I was rather impressed and as *Ellisnore Diamond* bears so many of the hallmarks of what for me is a good, enjoyable game which entertains me, I am going to tell you about it (but, shhh! Don't tell anyone, OK? ... because I have always maintained that people should not review games which they have play-tested).

The first thing which I want from a game is a reason for being there, ie. a story. If the so-called adventure is no more than a series of puzzle-obstacles then I might as well buy a book of puzzles or crosswords instead?

The next thing I want is room to move about through not necessarily lengthy but informative location descriptions, so that I can feel that I am there... BUT!!!!... I do not want vast acreages of barren landscape through which I have to plod interminably in the hope of finding something to do. So, size is important but only if it serves a purpose... especially if it is a maze!

Mazes serve a number of possible purposes - not all are desirable! For example, they can increase the apparent size of an area whose description implies more than the available memory allows and may be only scenery or may conceal an exit or object which would otherwise be too easily found; and may provide hours of "fun" for budding cartographers who enjoy dropping things and popping back to see if they are still there (mazes + interactive kleptomaniacs are not a good combination). Alternatively, mazes can be used to make up for the short-comings of the programmer's limited imagination which precluded any more puzzles but may annoy the adventurer and ensure that he/she won't buy your next game...(hint!).

On the other hand, I don't want to spend all evening simply "Pressing a Key to Continue" through screen after screen of text (who remembers *The Colour of Magic*?).

Which brings me to the puzzle element of a game. I think that Alan Davis has it right when he says that the puzzles should be there to stop you turning the pages of the story too quickly as it unfolds. They must, of course, not only fit into the context of the plot but should ideally promote the atmosphere of the story as they enhance your feeling of being there through your sense of participation. That is, without you it couldn't have happened and you have become an essential part of the plot. The solutions should be logical or at least available from clues given within the game.

The final ingredient for which no formula exists is that vital spark, that *je ne sais quois* which won't allow me to not finish the game. The original version of *Castle Blackstar* is an example of game in which I found bug after bug but was so compelling and so enjoyable that I forgave it again and again and again. Perversely, I think my memories of it are fonder because of those bugs ... but WHY??!! Je ne sais quois!

So, what has all this to do with *Ellisnore Diamond*? Well, just about everything positive in the foregoing applies. The story-line is set up by the accompanying scenario sheet (which also lists some useful commands). The game then continues the plot with puzzles which help to create the atmosphere and stop you turning the pages too quickly as you unfold the narrative of this eighteenth century quest for the *Ellisnore Diamond*. It is not a vast game although Jack has used a couple of small maze-mapped areas to increase the perceived size of the play-area and, as it is not particularly difficult, it will provide one (or more ... depending on your adventure-prowess-level) evening of enjoyable entertainment away from 1991.

What more do you want?

\*\*\*\*\*  
(If anyone would like to experience the *Ellisnore Diamond* themselves then it is available for Spectrum and Atari ST for £2.50 from River Software, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL. Cheques etc payable to J.A.Lockerby.....Mandy)

## SOMA 2

(A STORY OF MANY AUTHORS)

Continued from November 1991 issue. Of all the entries sent for the second chapter of this story the following was selected. All the entries were of the highest standard and I hope they will have a go at writing the next chapter! The second chapter chosen is by:

*Jim O'Keefe*

*On reaching it, he took the usual precaution of lighting a torch. Passing it around the shelter, his eye caught a familiar shape half buried in the detritus at the back. So familiar was it that it took a perceptible time for his mind to register that it should not, indeed could not, be present here. Nevertheless, a closer inspection revealed there was no mistaking the protruding cylindrical base of the object. Carefully, he removed it from the rubble and, with a gentleness that the casual observer would have found unexpected in a man of his size and demeanour, he deftly wiped it free of dust.*

The tube glistened in the flicker of the torchlight. It was about 25 centimetres long and 10 centimetres thick - a short, stout cylinder made of a bright metallic substance. It was undoubtedly heavy but the Traveller lifted it easily in one hand and regarded it thoughtfully. After a while, with something which could have been akin to reluctance, he squatted down in a corner with the cylinder held out in front of him. Deliberately, he placed his hands upon its surface, one above the other, and tightly gripped the warmth of the shining metal. He closed his eyes and controlled his breathing, deep and regular, while he waited for the contact to be made.

Time passed slowly, and night fell in heavy blankets over the world outside the cave. The creatures of the dark began to awake and call to each other with chitters and howls, with squeaks and cries. Hunters and hunted set about their allotted tasks as the cycle of life continued on its steadily relentless course. The air throbbed with the electric hum of urgent activity, but outside the cave, a stillness yet remained. A quiet tranquil oasis in the rush of life and death. No animals came near, no insects made a sound. Perhaps it was the dull light which spilled from the mouth of the cave which kept them at bay. Perhaps it was something else. Inside, the Traveller had not moved. He maintained his squatting position on the floor and his firm grip on the metal cylinder. Not far from him, the discarded torch continued to burn down towards its nub. Its light growing fainter as it grew shorter. On the surface it appeared that nothing had changed since the Traveller had closed his eyes while the late afternoon had faded away. But something was happening - something which had probably never been witnessed before on this world. Across interstellar distances so vast that the human mind could hardly comprehend them, a contact was being made. The Traveller had held the cylinder in his hands and felt its warmth against his palms. He prepared himself in the fashion taught him over so many hard lessons so very many long years ago. When he felt that the balance was right, he reached down with his mind into the warmth of the cylinder and began to draw it into himself. A comfortable rosy glow slowly insinuated itself through his skin and made contact with his complex nervous system. From there it proceeded to make its way up his arm, languidly shifting from nerve-ending to nerve-ending like a bloated insect carefully feeling its way through a swiftly moving tide of stepping stones. Each tiny step on its journey required the most intense concentration from the Traveller. It was as if he meant to draw it all to him by the force of his will alone. And who was there

to say that his will would not be sufficient.

The night moved on, although for the Traveller time had ceased to have any relevance, and the glow spread along his forearms, past his elbows, across his biceps and, finally over his shoulders. He felt comfortable, he felt secure, he felt, if such a thing were possible for him, as if he were coming home. The glow held him under its spell, then, as if his will had finally broken, a longstanding and determined resistance, the warmth reached the corded muscle around the base of his neck and suddenly, abandoning its painfully measured approach, broke in a blinding rush of relief towards his conscious mind. It appeared first as just a yellow pinprick on the fabric of his awareness but rapidly expanded, bursting through in successive rolling waves, which pushed against one another as they spread out in an ever increasing bloom of bright golden light. Something like a smile touched the corners of the Travellers mouth.

"Initial contact established. Stabilising pathways.  
Adjusting beam focus for maximum efficiency."

The voice floated into the Travellers mind. Softly, not at all intrusive, but carefully measured and emotionless. The voice of a professional. The Traveller waited patiently. There was further background noise as the technicians carried out their fine tuning operations. The Traveller could visualise them sitting in their soundless booths, reviewing calculations fed to them by a host of electronic machinery, feeding back to the computers the minute adjustments required to finalise the contact. The flow of information between man and machine so rapid and that both were virtually combined to form a huge electro-organic entity. He waited on. The initial contact was always the hardest, required the most demanding mental effort. Once the technicians had completed their work the process would be fully automated, he would be able to make further contacts almost instantaneously just by touching the cylinder. Therefore, he waited and rested. At length, another voice came through to him. A voice just as professional as the technicians, just as measured, but perhaps just a touch more concerned, just a touch more caring, also.

"Welcome Traveller. We are glad that you have arrived safely.  
We hope that the contact has not strained you too badly."

The Traveller sent a brief mental acknowledgement, thanking the voice for its concern, but bearing the unmistakable undercurrent that there were too many other important matters at hand to waste time with niceties. The voice experienced no difficulty in identifying the undercurrent correctly. After all, it too had been very thoroughly trained and, besides, it knew this Traveller too well to expect anything less. The voice suppressed a sigh of resignation which it knew would carry over the mental link between it and the unique man so many light years away. Instead it became more detached, more clinical, imparting information with the minimum of fuss or delay.

"The town of Richesse - 2 clicks east of your present location - the enemy has agents at work there tonight - further instructions will follow when you have stabilised the situation in the town."

The voice went away. It didn't cut off, or break contact, or anything of a similarly overt nature. It just wasn't there anymore. Although the Traveller knew he could call it back in an instant if he so wished. He rose slowly from his place on the floor. He eased the

aches from muscles which had remained in one place for too long by slowly stretching and relaxing them in an intricate inner rhythm. He stowed the cylinder away in his backpack and, ignoring the hunger which still gnawed at him and the fatigue which implored him to rest, left the cave without a backward glance and set off resolutely in the direction of Richesse. Behind him, on the floor of the cave, the torch finally reached its limits and silently winked out.

The Traveller moved through the night as he moved through the day. His step strong and his pace even. If the darkness bothered him at all, or placed him at any kind of disadvantage, he gave no evidence of it. The creatures of the dark instinctively recognised the presence of a predator more deadly than themselves and soundlessly moved aside so as not to hinder his progress. The night was soft and gentle-mannered and so his progress was unhampered, but, long before he rounded the shoulder of hill which overlooked the town of Richesse, the redness of the sky had creased his face to a deep frown. The town was ablaze - a sea of fire against the black velvet of the sky. The flames licking upwards hungrily towards the heavens where they spat and cracked in frustration as they failed to consume the stars. Within Richesse, dark shapes moved against and amid the heat and brightness - some were humanoid, some were something else altogether. Screams carried across the night, borne on a blast of stifling hot air. The Traveller recognised the sickly sweet stench of burning flesh and, perhaps, he also hears the gales of maniacal laughter which accompanied it. Something ignited behind his eyes, a cold intent that was as searing as the flames he faced. Her carried on towards the town.

The ground had been cleared for about 50 metres all around the town perimeter in order to reduce the cover available to any predators that dared to encroach upon its territory. He was about halfway across this area when a shadow detached itself from the inferno behind it and began to run towards him. It was small and slight and the sounds of its screaming reached him before the figure itself did. He quickened his pace forward and caught the girl up in his arms. She screamed even louder and struggled mightily against him, not knowing who or what had hold of her. He spoke to her urgently. He pushed at her mind with his own. He tried to defuse her fear and bring some recognition of reality back to her. She resisted strongly, her terror driving her on, but he wore her down quickly. Moving one hand across her forehead as the other held her trapped, he smoothed away the frightening images and disconnected the panic. Within a few minutes, she had stopped screaming. Then she stopped struggling. She looked up at him through eyes that were barely more than fifteen years old and filled with awe and wonder. He gave her a short, confident smile.

Less than fifteen metres away, a much bulkier shadow stopped and slowly sniffed the air. Equally slowly, it turned and directly faced the Traveller and the girl. Its eyes glittered like cold blue flint against the darkness of its form and with a sound, that could have been a snort, it began to lumber towards them.....

-----  
What will happen next? Who is the Traveller? Who is the voice? Who is the enemy? What is the Travellers mission? And what part, if any, does a fifteen year old girl have to play in all this? It is in YOUR hands. Can you write the next instalment of this gripping story? Why don't you try... I'd love to hear from you.....Mandy

\*\*\*\*\*

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Larry Horsfield would like to apologise to all those people who have been waiting over 1 year for this adventure, since playing it in the "Megapoints" competition at the 1990 Adventure Probe Convention. First of all, I would like to point out that I had originally started this adventure back in the days when I wrote games for the Acorn Electron & BBC. I'd done part 1 of "RBR" and some of part 2, but then gave up with those computers and switched to Spectrum. Converting all my existing adventures for the Spectrum using PAW then became my priority. When the "Megapoints" competition was suggested by Jim O'Keeffe for the 1990 Convention, I decided to use Part 1 of "RBR" as it was all still in my mind, and it didn't take very long to write the "Megapoints" version using PAW. I have since finished the 'proper' version of part 1, and have PAW'd about half of part 2. Part 3 has yet to be started, but most of it is already "in my memory". I had hoped to have it finished for Xmas 1991, but events at home have caused serious delays with all my projects, hence "Castle Coris" being finished behind schedule. "RBR" will now take priority and I will be endeavouring to get it finished within the next couple of months. In order to do this, I have decided NOT to do an expanded 128k version, and the game will be 48k only.

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*Dear Mandy*

I spent over a month trying to solve the adventure "WONDERLAND" and although I thought I knew the book inside out it did not help as the game is somewhat different, so in desperation I sent for the solution sheet. The person who solved this game in the first place must be a genius but has craftily left some tricky problems to solve even with the solutions. Without it one can get to the next location only to find that Alice has not all the items needed and so one has to retrace back to the dropping zone and one item that can cause great trouble is those darned boots. The worst problem I found was the Throne Room as it is not shown on the map but at last I found it to be south of the Central Hall. Once there the problem was to get Alice to stand on the Queen's Throne and no matter what I tried the same reply was "The Queen's throne or the King's throne?". After about an hour I tried what some books call lateral thinking which I construe means try the most silly commands you can think of. This I did and found that the command "her chair" worked! To make sure I re-loaded and entered the Throne Room again only to find that it would not work so again some "lateral" thinking. This time the command "any chair" worked every time. Why that should be I shall never know unless some reader of Probe can help. (I have the Amiga version). After that "eat chunk", "pull bell pull", "get down", "go south into tunnel", "get card", "get key". Don't bother with the door north as it is not needed but make your way back to the dropping zone. I hope that this will help some readers who have had the same problems as I have had. By the way, the Trial can cause trouble too but that is another story.

*Ron Latham*

*Thank you for the very welcome advice, Ron. I have had no end of difficulty trying to help readers to overcome the Queen's Throne problem in the past as, as you say, the solutions I have on file do not give the correct input for this, and, if I remember correctly, it was mostly with Amiga versions that the trouble seemed to arise. If any readers can cast any light on this I would be grateful.....Mandy*

*Dear Mandy*

I have been meaning to write for ages, and had in fact half-written an article about the future direction of Probe, but felt it was difficult to achieve the right tone in an article, and have decided to pen a letter instead. I have been concerned for some time now that I am not really deriving much benefit from Probe, and I would analyse the reasons for this as twofold. Firstly, as I have mentioned before, I find it terribly off-putting to read so much mutual praise and admiration especially in the run upto and after the Convention - the letters in the Christmas issue were simply over-the-top! More importantly, however, I realise increasingly that Probe has become almost totally preoccupied with the Spectrum and CPC market, with 16 bit machines virtually ignored and absolutely no coverage of role-playing. This may reflect the majority of members' interests in which case it is fair enough up to a point, but there is still a healthy minority who own ST, Amiga and PC machines who are being left out totally, and who will sooner rather than later drift away out of disinterest if no changes are made. A minority which is increasing all the time, of course, as more people upgrade their machines and discover games like DUNGEON MASTER, CAPTIVE, ULTIMA, WIZARDRY etc, not to mention text adventures of the quality of SPELLCASTING, THE MISSION, HOLY GRAIL etc. Many of us put away the games that are currently being featured in 1984, which isn't to denigrate them, merely to show that we have moved on since then, and Probe must move on also if it is to have a future - which I sincerely hope it does.

Fergus McNeill's games are a case in point. I don't want the whole issue turned over to my sphere of interest, rather a gradual extension of coverage to provide a wider appeal to more readers. I do really hope that serious thought can be given to this problem. I appreciate how much of your time goes into producing Probe, and I have no wish to criticise, but I do feel that a change of direction is inevitable if I, and others with similar interests, are not simply to wander away. Strategy Plus now caters for 16 bit Role Players and adventurers and with Computer Gaming World now available by subscription in this country it is increasingly difficult to justify the cost of Probe in the absence of any relevant content. Please let me know what you think, and if you publish this letter it will be interesting to get some reactions from others. I think I have just written an article after all!

*Ted Bugler, Farnborough, Hants.*

*You needn't have been concerned, Ted, your letter was taken in the the spirit that was intended. I too have been concerned over the lack of contributions from 16 bit owners. I would dearly love to ensure that fair coverage is given to ALL machines in Probe and, as you will have probably noted in recent issues, I have asked for contributions to be sent in to represent as many different machines as possible. I have an Atari ST and an Amiga myself but find it extremely difficult, because of the work involved in producing Probe itself, to play sufficiently on those machines to add the 16 bit contents myself, but, you will notice, I do so whenever I possibly can. There are now many 16 bit readers of Probe, many of whom contributed regularly when they only had 8 bit machines, and I can only ask once again that they send in reviews, hints, etc for those machines. In fairness I have to say that the amount of coverage recently for Spectrum and CPC machines is due to the amount of new games being reviewed and the re-releases being produced for the Spectrum. If those are the majority of contributions received then it is obviously reflected in the contents of Probe. If more 16 bit contributions are received then you will see a vast difference in the content of Probe each month. As for Role Playing Games and Strategy, despite the majority of opinion expressed against coverage of these types of game in Probe in the last questionnaire, if I receive any contributions for these games they do get published. As I have said many times before, the contents of Probe depend upon the readers. If readers want Probe to expand to cover these types of games then they have only to let me know and to assist in providing the material needed. I hope that as many readers as possible will write in this month and let me know exactly what they think and what they want. I am sure you will appreciate that one of the most difficult tasks I have is to try to please as many readers each month as I possibly can. One point that I would disagree with you on is the so called "mutual praise and admiration" in the letters especially around Convention time. I think that only people who actually attend the Convention can understand the unique atmosphere generated at the Convention and so appreciate why such enthusiastic and friendly letters appear around that time. Perhaps it would be useful if we could have a small debate on the "letters section" to see what the majority think. If readers can spare the time this month then drop me a line and let me know how you feel about them.....Mandy*

*Dear Mandy*

Many thanks for Probe, its as good as always and, although I didn't make it to the Convention, your report made a very interesting read. I recently bought a copy of COLDITZ ESCAPE from Frank Fridd and I thought I would drop you a line as I think it is a first rate game. It is not very difficult so far (I have managed to escape from Colditz,

but I have still to travel to England), bit it is full of interesting but no too difficult problems. I would add that I am not a super adventurer, just a newish one.

**Pat Leachman**, North Chingford, London

I am glad to hear you are enjoying the game, Pat. It amused me to read your comment about not being a "super adventurer" though, it may comfort you to know that I cannot think of ANY adventure that I have managed to complete without help from somebody. All we adventurers manage to gather a huge list of completed games under our belts after a few years of the hobby but I guess that almost everyone will admit that they still get well and truly stuck on some of the most "obvious" problems regularly. Don't tell anyone I admitted it though!.....Mandy

**Dear Mandy**

Just a quick letter to say congratulations on another superb Probe Convention. After meeting people for the first time at last year's, it seemed to make this year's even more enjoyable. I'd also like to thank Lol Oakes and the rest of the "Bugblatters" for my award, how kind of them, I hope one day they will get an award as good as mine! Sorry there wasn't a Frob of the Year this time, but it now looks as if we have one already for next year, plus other various exclusives ie, does any other Probe reader know the nickname of Janice Charnley...??? All could be revealed at next year's convention. I hope that Joan Pancott soon feels better, if I'd known that staying in the room opposite The Grue's at the hotel was going to have that effect on anyone then I would have been quite happy to accept the room located in the cellar. Looking forward to next year's Convention already, see you all again.

**Arnold Palmer?** (alias The Grue!)

**Dear Mandy**

Please may I thank everyone for my award? I knew nothing about it until it came through the door. I have put the award on my desk, so I can keep looking at it. Sorry I couldn't make it to the Convention, I will make every effort next year.

**Jon Lemmon**, Compass Software

**Dear Mandy**

Hi there! I have been away on a short vacation and on my return what do I find in my mailbox: a certificate that I came second in "Most Promising Author" category. I was stunned and thrilled. I want to thank you, and all concerned at Adventure Probe for bestowing this on me. I write adventures to keep the industry alive; and if I can give joy to other players - as they have given me - then I feel I will have achieved my objective. My games are simple - I don't believe in too much lateral thinking; an adventure should be playable and at the same time enjoyable, and most importantly it should be for the whole family. Why shouldn't Mum and Dad join in, they could teach junior to think, or vice versa if the game is played by adults they could involve a kid and get his input. In other words my games are for everyone, not like arcade games where there is only a specific market. Once again, Mandy, thank you and let me take this opportunity of wishing you all a very Happy and Healthy New Year.

**Laurence Creighton**, Cape Town, South Africa

**Dear Mandy**

Thank you and all Probe readers for my award for the "Best/Most Helpful PD Library". I really appreciate it very much. I'm still sorry that I missed the Convention as quite a few people were there who I'd have liked to meet in the flesh. I hear Sandrunner was there

likewise Scott Denyer and Gareth Pitchford sounded an interesting pair. By the way, with all your computers, which one of them is Probe done on?

*Tim Kemp, Norwich, Norfolk*

Yes, it was a shame that you couldn't attend, Tim, you would have enjoyed yourself very much. You would have enjoyed meeting Sandrunner, Scott and Gareth as I did, I just wish that the Convention had been even longer so that I could have spent more time chatting with everybody. Despite an embarrassing number of Computers in the family (fourteen at the last count - don't ask! my husband seems to collect them!). The ones that are mainly used are the Amiga and the Amstrad CPC6128. The Amiga is used for database and entertainment and the Amstrad is used to produce Probe. I use the Atari ST sometimes for DTP work but I love the Amstrad keyboard for fast typing and, because of the amount of time spent on it, for the green screen monitor which is most easy on the old eyes. (After typing up the manual for the 3D Construction Kit on the Atari ST with colour television - had to use that for compatibility with the printers machines - I had to take a few days off with violent headaches because of having my nose too close to the TV for so long!) Anyone who has seen the depth of my desks will know what I mean. By the way, I think it is about time that I started selling some of my computers and peripherals so if anyone is interested then please feel free to get in touch.....Mandy

*Dear Mandy*

Although you have often told me that Probe readers are a wonderful, helpful bunch of people, I still never cease to be amazed at just how true those words really are. Since you mentioned my "plight" in not understanding the layout of the Spectrum keyboard, I have been inundated with print-outs, photocopies and even hand drawn layouts of the aforementioned keyboard. Could I please say a big thank you through these pages to Allan Phillips, Jill Carter, Neil Ashmore, Norman Haigh and to all the other kind souls who took so much time and trouble on my behalf, but I've lost their names (but not the layouts!)

*Bob Adams, Welwyn Garden City*

*Dear Mandy*

Many thanks for the recent issue of Probe - as always it was excellent. Please find enclosed two reviews one of which is for a Sam Coupe disk magazine - yes, I was so impressed by the Sam Coupe at the Convention that I went out and bought one! I was interested in the names put forward as a collective name for adventurers and I have one of my own to suggest - how about a FELLOWSHIP OF ADVENTURERS - surely this describes the bond that exists between all adventurers. Changing the subject completely, Tony Collins' GUILD label seems to be expanding at a mammoth rate. It is nice to see all the conversions he is doing between various formats, giving a Spectrum owner the chance to play Amstrad games and giving Amstrad and Commodore 64 owners a chance to play classic Spectrum adventures (such as River Software titles). Who said the Spectrum Scene was dead?! It's also nice to see GI games re-releasing even more classic Spectrum games - which is good for us Spectrum owners, though I do feel sorry for Amstrad and Commodore 64 owners and wish someone could be doing the same for them.

*Gareth Pitchford, Ellesmere Port*

*Dear Mandy*

Please would you put out a big plea to all Adventure game writers, compilers etc to do more for the Commodore 64 computer. I hear of all those wonderful games (ie. AGATHA'S FOLLY) for the Spectrum which you can't get for my poor old Commodore. I'm enjoying all my River

Software games though.

*Jenny Perry, Hampton, Middx*

I have been concerned for some time now about the lack of new adventures for the Commodore 64. It would seem that with the demise of Infocom and Level 9 the Commodore adventure market has dried up almost completely. I understand it is still the top selling 8 bit computer on the market with plenty of other software being produced, but adventures are few and far between. Some people such as Tony Collins and Jack Lockerby are doing their best to keep adventures alive on that machine but we really do need some action to prevent adventures dying out completely on the Commodore. Harold Dixon has just written an excellent adventure for that machine which I am playtesting (very slowly though, as I have so little time) and it should be available very soon. If any Commodore 64 owner would like to assist in playtesting Harold's game then please do get in touch as we need a few playtesters to ensure that the job is done properly. I have to admit though, that sales of the games for the Commodore that are available are very poor indeed. The Commodore adventures under my own label, Atlas, have been almost non-existent during the past year and I can honestly say that I can count the number of total sales on the fingers of one hand! I refuse to despair though, as the same could have been said of the Amstrad CPC only 18 months ago and yet now new adventures are being produced for it almost every week. It is up to us all to try and do something about the situation so if any readers have any constructive ideas then please let us know.....Mandy

*Dear Mandy*

It is no wonder that the Spectrum +3 has gone out of production. I recently bought one and was amazed to find the disc drive was incompatible with 48K mode. It seems stupid to have spoiled such a handy little adventure machine by fitting a disc drive incompatible with its main source of software. Nearly as daft as the lack of a tape counter on the 128K Plus. However, I have been playing my first +3 disc (BALROG'S BIG DISC), the speed and simplicity of loading and swapping games is a real pleasure. So until I have worked my way through the adventures on disc I'll not be buying many cassettes. I thought it worth a warning to any readers thinking of buying a +3 that the disc drive is incompatible with 48K software, but otherwise for 128K adventures is better than a green cheese sandwich. PS I am still stuck on PARADOX!

*Ron Guest, Sheffield*

I may have got my facts wrong, in which case I hope someone will correct me, but I understand that the problems with the Plus 3 and the Plus 2A were because when the computers were being designed different parts of the memory were used for controlling the internal drive and the tape deck. This was discovered when a programmer decided to port over some of his 48K adventures to those newer machines and discovered that different memory locations were needed to get them to work and his software had to be completely re-written. Not so bad if the games were written with a utility but these were written in basic and machine code which accessed ALL of the available memory of the 48K machine. If it is the case then it is not only a case of bad design but of stupidity and lack of foresight. One would assume that the designers would have considered the simple fact that buyers would wish for ALL Spectrum software to be compatible with ALL Spectrum 8 bit machines. I recently bought a Plus 3 myself and immediately came across the problems that Ron describes. I would have liked to have extra memory available for use with GAC, for instance, but having to load GAC in 48K mode made it impossible to use the drive or any extra memory. Such a pity.....Mandy

*Dear Mandy,*

Oh what a fantastic weekend it was at the 1991 Adventure Probe Convention!! I don't think there was anyone who did not suffer from a severe case of P.C.B. afterwards...that's Post Convention Blues, not Printed Circuit Board, for those unfortunates who could not (or in some cases, would not) attend. I'd like to say Hi! to all the friends I met there, both old and new, and sorry to those who I missed saying goodbye to when they left..... Roll on the 1992 Convention!

I'd like to thank most sincerely all those Probe readers who voted for me in the 1991 Adventure Probe Awards. I was really pleased to be awarded the shields for Best 8-bit Text Adventure and Most Helpful Software Company of 1991. Receiving the award for "The Axe of Kolt" was a great thrill and made all the hours, days, weeks and months that went into it worth while. I must pay tribute to my trusty band of playtesters, without whose help the adventure wouldn't have been the success it has been. As for the other award, I was rather surprised to get that one, bearing in mind some of the awful clangers I've dropped in the past....for example sending out over 70 copies of the new Spectrum version of "Grue-Knapped!" out with a fatal bug that prevented you finishing the adventure! Mind you, I think I extricated myself from that one pretty well by getting replacement unbugged copies to everyone within a week!

I was also very pleased at the way the "Megapoints" competition went this year, run most ably by Jill "Time's up!" Carter. It was absolutely fascinating to watch the contestants playing the specially adapted version of "The Spectre of Castle Coris" (available now - see advert in this issue!) and thinking to myself "Why on earth haven't they sussed that out? The clue is staring them in the face!" I must confess to whispering some clues in the ears of a few contestants who hadn't scored very many with only a few minutes playing time left and who were STILL getting killed by the Spectre. All they had to do was firstly pick up the book in the first location, examine it and read it. When the Spectre appeared, they simply had to SAY or READ PRAYER to get rid of it! Mind you, I was a bit devious with the scoring, as if you EXAMINED the MIST when the Spectre first appeared, you got 5 points for doing that as well as 25 points for getting rid of the Spectre. If you got rid of the Spectre on its first appearance, you only scored 20 points. Another thing that amazed me was the way those who'd played the competition immediately descended on the computers to have another go once the last contestant had had their turn. At the end of the convention, when we were all packing our equipment away, a couple who were still playing the adventure literally had to be dragged away from the computers and the only way Sharon Harwood could get the player off her +3 was to pull the plug out!

Congratulations to Scott Denyer for winning the 1st prize of a 12 month subscription to Probe, and to Gareth Pitchford for coming second. If you enjoyed the "Megapoints" competition, you may be interested to learn that Scott will be providing the adventure for the competition at the 1992 Convention. I asked him if he would, as I want to have a go at the Megapoints competition for a change!

It goes without saying that everyone will be counting the days until October 1992 and the next convention. In the meantime, some of us HAVE been getting together, as a few of us London & Home Counties "conventioners" got together on Saturday 7th December for a Christmas drink and a great time was had by all. We intend getting together again sometime between now and the convention, i.e. around April or May, and will announce the date and venue in advance so that all London area Probe readers can come along. Until then, may I wish all Probe readers everywhere a very Happy and Prosperous 1992!

*Larry Horsfield, Charlton, London.*

## PERSONAL COLUMN

I would like to say a big thank you to everyone for all the good wishes and messages during my illness, it was those more than anything that helped me pull through. Friends are wonderful!.....JOAN PANCOTT

TO THE GRUE! Richard of York is dead. It is an ex-puzzle. It has ceased to be.....THE UNHINGED ONE

To "JANE", is this a wind-up? Write again anyway.....SIMON AVERY

My thanks to PHIL for his kind message, ALLAN for the nervous media, BOB for his "legal" advice, ANN (belatedly) for all her patient help on Megapoints and to SCOTT... do you really know what you've let yourself in for?.....JILL CARTER

To JAQUI, isn't your husband suspicious? From "the object of your desires"

## HELP WANTED

"Please could anyone help me? I defeated the Psyak in THE HELM and crossed the river, then promptly got stuck. There doesn't seem to be anywhere else to go. In ARROW OF DEATH PT 2, I can't find the key to open the locked door and wherever I put the dynamite it doesn't have any effect when it explodes! I am playing these games on a Commodore 64 and would be grateful for any help that anyone can give me."

JENNY PERRY, 5 Orchard Road, Hampton, Middx, TW12 2JJ

"I would be extremely grateful for any help that can be given to me as I am stuck on CYBERCON III".

DON BOARDMAN, 19 Doris Avenue, Tonge Fold, Bolton, Lancs, BL2 6DB

"Please could you print my cry for help? I am playing WONDERLAND on the Amiga. I've reached 419 points, collected all cards except one, have the hedgehog in a sack, the flamingo and the invitation ready to play croquet with the Queen. I've waited at the croquet ground with the guards telling me the Queen will arrive soon for about 300 turns. Can anyone advise me if I've not done something important or how much longer I have to wait. My fingers must have been shortened by about 1cm through pressing the wait button so often?"

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

"I've just bought an Amiga and love text adventures and Zak McKracken type games, but have no idea which are the best games available. Can anyone out there give me some advice on the best games to buy?"

BARRY DURRANS, 195 Warrington Rd, Whiston, Liverpool, L35 5AF

"I would appreciate some help on ULTIMA 5. I am unable to locate the Shard of Hatred and I wouldn't know what to do next when I find it! I am also stuck on LEATHER GODDESSES OF PHOBOS. In Cleveland I can't get beyond the house or garden to get the headlamp."

SIMON MAREN, 61 Beach Rd, Tamworth, Staffs

*The last problem is a knotty one and makes you want to tear sheets! Of course you should let a friend do it for you, he'll always turn up later on to shed some light for you!.....Mandy*

TRY TO INCLUDE PHONE NUMBERS WHEN WRITING FOR HELP IF POSSIBLE

## IN-TOUCH

AMSTRAD CPC SOFTWARE FOR SALE: STATIONFALL, SORCERER, SUSPENDED, SUSPECT, BALLYHOO all in original packing for £8 each. PROFESSIONAL ADVENTURE WRITER £10. Contact KEN BOND, 17 Adel Park Gardens, Adel, Leeds, LS16 8BN. Tel: 0532 672278.

SPECTRUM SOFTWARE FOR SALE: 48K tapes: ARNHEN, DESERT RATS, WATERLOO, THE BULGE (all wargames), SWORDS AND SORCERY (RPG,PSS), SORDERONS SHADOW, DOOMDARKS REVENGE, LORDS OF MIDNIGHT (Beyond), SHERLOCK & LORD OF THE RINGS (Melbourne House adventures). FOURTH PROTOCOL (CC), GAC AND HANDBOOK (Incentive) all at £3 each. Plus 3 disks: TIMES OF LORE (Graphic adventure), GUNSHIP (helicopter sim), THE PAWN (adventure) all at £5 each. PCG's DTP'S Desktop publishing suite of programs works with Epson compatible printers and includes font packs 1 & 2 to give a total of 26 fonts from Olde English to Dingbats. Excellent package (cost £52 new!) for only £12. PAW (+3) with PAW-TEZ overlays and manuals in A5 ring binder £8. All programs are originals in original packaging and are in mint condition. Will consider swap for Atari ST software. Contact JIM FISHER, 43 Earn Cres, Dundee, DD2 4BS. Telephone 0382 642038.

SOFTWARE FOR SALE: (presumed to be Spectrum but no machine stated!) TINTIN, 1ST DIVISION MANAGER, XYBOTS, IMPOSSIBLE MISSION II (not adventures) all at £1 each. DESPERATELY WANTED FOOTBALL DIRECTOR II (128K version). Contact RICHARD HERN, 1 Glendale Ave, North Shields, Tyne and Wear, NE29 0QZ. Tel 091 2574714.

AMIGA SOFTWARE FOR SALE: All originals and all prices include postage and packing. ROBIN HOOD, CRUISE FOR A CORPSE, F15 STRIKE EAGLE 2, SPEEDBALL 2, SUPREMACY, MEGA-LO-MANIA, THUNDERHAWK, GOLDEN AXE, MEAN STREETS, HUNTER, SEARCH FOR THE KING, F-19 STEALTH FIGHTER, DOUBLE DOUBLE BILL, BARDS TALE 3, LEMMINGS, CENTURION DEFENDER OF ROME, KICK BOXING, OPERATION STEALTH, THE KILLING CLOUD, BATTLE COMMAND, CORPORATION AND MISSION DISK all for £11 each. XENOPHOBE, DOUBLE DRAGON, SILKWORM, OPERATION WOLF, SKYCHASE, LEATHER GODDESSES, DAYS OF THUNDER, NIGHTBREED, DEFENDER OF THE CROWN, BARBARIAN 2, F/A 18 INTERCEPTOR, SHADOW OF THE BEAST all at £4.50 each. Contact CHRIS BURY, 14 Cliveden Grove, Whitecross, Hereford, HR4 0NE.

AMIGA SOFTWARE FOR SALE: OOZE, FISH, KINGS QUEST 1, KINGS QUEST 2, KINGS QUEST 3, HOUND OF SHADOW, DISTANT ARMIES, LORDS OF THE RISING SUN, KEEP THE THIEF, TIME AND MAGIK, ATOMIX, ZAK McCRACKEN, INDY JONES ADVENTURE, XENOMORPH, SCAPEGHOSY, GNOME RANGER, BARDS TALE 2, CHRONOQUEST 2, CONQUEROR, BATMAN, POPULOUS all at £5 each. MIDWINTER, MIGHT AND MAGIK 2 at £7 each, THE IMMORTAL (1 meg), IMPERIUM at £8 each postage included. Contact PAUL VINCENT, 90 Gilpin Crescent, Pelsall, Walsall, West Midlands, WS3 4HY.

SOFTWARE NO LONGER AVAILABLE: WISHBRINGER has now gone so no more requests for it please. SIMON AVERY.

INFOCOM SWOP 'N' BUY: This month we have STEVEN MINTON, 71 Woodshutts Street, Butt Lane, Talke, Stoke on Trent, Staffs, ST7 1LD who is looking for SUSPECT for his Amstrad CPC6128. As Infocoms become increasingly scarce month by month, the range of Swop 'n' Buy has been extended to include ALL machines. If you want to use this service contact Nic Rumsey on the telephone helpline (back page).

DON'T FORGET TO STATE WHICH ITEMS ARE ADVENTURES PLEASE

WRITE YOUR OWN PARSER  
By Frank Fridd

PART TWO (continued from the November 1991 issue).

- 2170 Checks that the third word matches a word in data (IT\$) and if so places that word into Z\$ for use maybe later.
- 2190- 2220 Converts the first word (verb) into a number so that the system can use that number to act on in lines 2400 -2430.
- 2230 Checks the first word is a known verb and if not goes to line 160 to tell the player that the word used is not understood by the machine as a verb that can be acted on.
- 2240 Checks whether more than one word is used. If so, by-passes the single word routine.
- 2250 Checks that the single used is bona fide and if not, tells the player that the word cannot be used by itself.
- 2260 Checks that the word is a direction, and if so, places the first letter of the word into Q\$(1) and goes to the movement routine.
- 2270 Sends the machine to the routines for INVENTORY, HELP, SCORE etc
- 2280 Is the routine for displaying the SCORE to the player.
- 2290- 2320 Converts the third word (noun) to a number for use in the game.
- 2330 Checks that third word is a noun it knows and if not goes to line 160 to tell the player that the word used is not understood as a noun.
- 2340 Checks whether two or three words were used and if only two, by-passes the adjective routine.
- 2350- 2380 Converts the second word into a number for use in the game.
- 2390 Checks that the second word is an adjective it knows and, if not, goes to line 160 to tell the player that the word used is not understood as an adjective.
- 2400- 2430 Sends the machine to a routine related to the verb used. Words with the same meaning, eg. GET or TAKE would be sent to the same routine.
- 2440- 2460 Checks which direction the player wishes to go and sends the machine correct routine to find the next location.
- 2470 Checks whether the player can move to the direction he wishes to go and if he cannot, tells the player so.
- 2480 Replaces the old location with the new location.
- 10000 Onwards are where the variables are DIMed and DATA recorded.

```
2170 FOR IT%=1 TO 24:IF LEFT$(W$(3),4)=IT$(IT%) THEN
Z$=W$(3):REM:CHECKS IF WORD IMPUTED AGREES WITH KNOWN NOUNS AND IF
SO, STORES IT IN Z$
2180 NEXT IT%
2190 FOR I%=0 TO 1
2200 V%=INSTR(VB$(I%),LEFT$(W$(1)+"***",4))+I%*240:IF V%<>0 THEN
I%=1:REM: CONVERTS THE VERB INTO A NUMBER FOR USE IN GOTO'S. PLEASE
NOTE THAT THE 240 IS THE NUMBER OF LETTERS IN THE STRING$
2210 NEXT I%:V%=V%+3
2220 IF V%/4=INT(V%/4) THEN V%=INT(V%/4) ELSE V%=0
2230 IF V%=0 THEN WQ$="VERB, "+W$(1):GOTO 160
2240 IF WCX>1 THEN GOTO 2290:REM: GOTO 2290 ONLY IF MORE THAN ONE WORD
HAS BEEN IMPUT
2250 IF V%>19 THEN PRINT#2," ";W$(1);"is not":PRINT#2,"a word that
can be used by itself":GOTO 2000
2260 IF V%<13 THEN Q$(1)=LEFT$(W$(1),1):GOTO 2440:REM:CHECKS IF VERB
IS A DIRECTION, IF SO THEN GOTO 2440
2270 ON V%-12 GOTO 2280,10070,3110,3160.3260.10060.11000:REM:FOR USE
WITH SINGLE WORD COMMANDS EG. SCORE, INVENTORY, HELP ETC.
```

```

2280 PRINT#2," You have got";SCX;"points":GOTO 2000
2290 FOR I%=0 TO 1
2300 NN%=INSTR(NN$(I%),LEFT$(W$(3)+"***",4))+I%*240:IF NN%<>0 THEN
I%=1:REM: CONVERTS THE NOUN INTO A NUMBER FOR USE IN THE GAME
2310 NEXT I%:NN%=NN%/3
2320 IF NN%/4=INT(NN%/4) THEN NN%=INT(NN%/4) ELSE NN%=0
2330 IF NN%=0 THEN WO$="noun, "+W$(3):GOTO 160
2340 IF WC%=2 THEN 2400:REM:IF ONLY TWO WORDS IMPUT THEN BY-PASS
ADJECTIVE
2350 FOR I%=0 TO 1
2360 AA%=INSTR(AD$(I%),LEFT$(W$(2)+"**",4))+I%*160:IF AA%<>0 THEN I%=1
:REM:CONVERTS THE ADJECTIVE INTO A NUMBER FOR USE IN THE GAME. PLEASE
NOTE THAT THERE ARE ONLY 160 LETTERS IN THIS STRING$ (EXAMPLE). THIS
NUMBER MUST ALWAYS BE THE AMOUNT OF WORDS *4
2370 NEXT I%:AA%=AA%/3
2380 IF AA%/4=INT(AA%/4) THEN AA%=INT(AA%/4) ELSE AA%=0
2390 IF AA%=0 THEN WO$="adjective, "W$(2):GOTO 160
2400 IF V%<20 THEN 2270:REM:THE FOLLOWING LINES CONTROL WHERE THE
VERBS IMPUT CAN BE ACTED ON. LINE NUMBERS ARE FOR ILLUSTRATION ONLY
2410 IF V%<60 THEN ON V%-19 GOTO 2500,2500,2500,2600,2500,2800,3100,
2800,2700,2700,2900,3000,3700,2900,2800,2900,3900,2800,3600,3300,3400,
2800,3000,3000,2800,2800,3900,4000,2900,3900,2600,3200,3200,3000,4000,
3600,3300,3900,3800,4100
2420 IF V%<100 THEN ON V%-59 GOTO 2800,3800,2900,4000,3000,3200,4200,
2700,2700,3000,3000,3100,3900,3000,4000,4100,2900,3200,3200,4000,3900,
3800,3900,3800,3800,2800,3100,3200,5000,3900,3800,3700,3600,3600,3700,
3200,3800,3200,2900,3600
2430 ON V%-99 GOTO 3700,4000,4800,3800,3900,3800,3700,3800,3900,3600,
3900,3800,3800,3700,3700,3900,3900,3600,3900,3600,3800
2440 X%=INSTR("NSEWUD",Q$(1)):REM:SORTS OUT WHICH DIRECTION THE PLAYER
WISHES TO GO.
2450 IF X%=0 THEN 2010
2460 ON X% GOSUB 100,110,120,130,140,150
2470 IF LC%=0 THEN PRINT#2," You may not move in that direction":GOTO
1110
2480 P%=LC%:GOTO 1100
10000 REM: DIMension other variables used in the game here
10010 DIM N$(no.of locations),S$(ditto),E$(ditto),W$(ditto),U$(ditto),
D$(ditto),IT$( ),WD$( )

```

The third and final part of this listing will be in the next issue. If anyone wishes to have this listing but does not want to type it in then they are invited to send tape or disc plus postage costs or stamps then Frank will be willing to record it for you and send it back to you. Obviously this only applies to Amstrad CPC 464 or Amstrad CPC 6128 owners only.

This parser listing can be easily adapted to work on other machines (providing you have some knowledge of BASIC). It is the parser that Frank used in his game COLDITZ ESCAPE. If anyone CPC owners would like to buy the game the cost is £2 for the tape version or £3.50 for the disc version, post paid. The games will be sent by return of post. If a disc is also enclosed with the money the disc version will be sent for the price of the tape version. In the disc version you can be sent back from part two to part one and so having to escape from the castle again.

Please write to F.S.Fridd, Woodlands, 107 Primrose Way, Chestfield, Whitstable, Kent, CT5 3QN. Or Telephone: 0227 792587.

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## OBJECTS AND THEIR USES

### THE TREASURE OF SANTA MARIA - SPECTRUM 48K

#### OBJECTS AND USES - BY ALF BALDWIN

|                 |  |
|-----------------|--|
| JEANS           | Search them twice to find cash card and PIN number.  |
| CARD            | Insert it in ATM and enter PIN number to withdraw £50.   |
| £50 NOTE        | To pay estate agent.   |
| 20p             | Refunded by estate agent if you wait long enough for her to find you. Buy bone from butchers with it.  |
| BOKE            | Give it to the Alsatian.   |
| HOSEPIPE        | When over wreck, connect it to the compressor and take it down to blow away silt blocking workshop door.   |
| CARTON          | Contains items left over from Christmas.   |
| CANDLE          | Remove the wick to use as a fuse later.  |
| CRACKER         | Pull it to wake the locksmith after putting key on the counter.  |
| STOCKING        | Fill it with the doubloons when you find them.   |
| IRON BOX        | Move it to find hammer. Don't waste time trying to open it, the lid is sealed.   |
| HAMMER          | To remove nail preventing desk drawer from opening.  |
| PAGE OF DIARY   | Mentions Wally's name.   |
| BOTTLE          | Contains ink remover.  |
| SYRINGE         | Fill it with the ink remover. Squirt the fluid when the octopus fills the captain's cabin with ink.  |
| NAIL            | Use it to make a hole in the tin of gunpowder, then insert the wick into the hole.   |
| PISTOL          | Very pistol for firing flares.   |
| MIRROR          | Use it to reflect light from the window onto the lining of the drawer so you can read writing.   |
| LIGHTER         | Man at the bus stop wants a light. When he takes the packet of cigarettes from his pocket, he drops his bus pass.  |
| OXYGEN CYLINDER | Ask Wally to strap it on and to refill it when the oxygen supply runs low.   |
| LAMP            | Ask Wally for a lamp and ask him to put in a new battery when the old one starts to fail.  |
| CROWBAR         | Needed to open the wardrobe in the captain's cabin.  |
| TIN             | Ask Wally to light the wick then dive and drop the tin between the wooden beams to blast a way through.  |
| GLASS TUMBLER   | Drop it in the boat to break it, then use the broken piece to cut open the oilskin bag.  |
| SAW             | Saw the flukes off the anchor to reduce its weight. You will then be able to push the anchor off the chest. You will need to ask Wally to sharpen the saw again before you can saw the lock off the chest. |
| IRON CHEST      | Lift the lid to see lots of lovely gold doubloons.   |

## HINTS AND TIPS

### THE SECRET OF MONKEY ISLAND II

By *The Grue!* played on PC

Dig in the grave at the far end of the cemetery with the shovel to find the bone of LeChuck's ancestor.

Climb into the kitchen through the window to get the knife.

Cut the rope to free pet alligator.

Fill the bucket with mud from the swamp.

In Largo's room close the door and put the bucket on door.

Follow Largo to the laundry.

Go back to Largo's room, close door to find laundry ticket, take wig.

Take piece of paper from the mapmakers.

Use paper to obtain body fluid (spit) from near the bar.

You should now have four items for the Voodoo doll, if you still need the lucky eye for Captain Dread try Wally the mapmaker. Then you can leave Scabb Island.

### LEISURE SUIT LARRY III - AS PATTY

By *Steve McLaren* played on Amiga

When you walk to the bamboo forest look in the manual and follow the song, first letter of every word will give you the correct direction in the bamboo maze and make sure you fill the bottle with water before you enter the maze.

Once through the maze, drink water from stream then walk North, remove pantyhose, tie pantyhose to rock and watch what happens!

On the island, look around, pick leaves and do not be a dope and smoke, make a rope, throw rope, wait a few turns until the rope gets hooked on the log then tie rope to tree, tear dress, climb rope.

### FUTURE WARS

By *Steve McLaren* played on Amiga

When in the swamp, examine the mosquitoes, use insecticide on mosquitoes, examine glint of light, walk west and you should be by the lake, examine foot of tree, find rope, use rope on tree branch then wait around in the tree, when you see a man take off his clothes, wait until he goes into the lake and then quickly take tunic and slacks.

### THERE IS A BOMB UNDER PARLIAMENT

By *Alf Baldwin* played on Spectrum

Knock on the farmers door to get his permission to go on his land.

Climb the tree and untie the string holding the broken branch.

Search field and mend pitchfork using the string to bind the handle.

Lift the hay with the pitchfork to see a bent nail.

Examine the alcove at the end of the path to find a hammer.

Push rock to find a magnet.

Use the magnet to draw the nail a little closer so you can reach it.

Hammer the nail to strengthen it.

With straightened nail you can pick the lock on steel door to cave.

The plank is slightly curved, place it over the pressure mat at the cave entrance to bridge the mat.

Before entering the cave, call on the farmer once more. He has been watching you and has seen that you don't have a torch. He will give you a torch but you will need to find a battery for it.

## THE TREASURE OF SANTA MARIA

By *Alf Baldwin* played on Spectrum

Search your jeans twice to find your cash card and PIN.

At bank, you must keep waiting and looking until the ATM is on line. Pay Estate Agent with £50 note, then be patient and wait for her to return with a refund of 20p.

Buy bone with the 20p and give it to Alsatian to keep it quiet.

Search garden and the carton you find for some Christmas leftovers.

Take the key to the locksmith and put in on the counter.

Pull Christmas cracker to wake him.

Immediately you enter the cottage, open the curtains to let in some light and open the window to clear the room of gas.

Don't waste time in the Cottage. You have a limited number of moves in which to get to the bus stop where a man needs a light for his cigarette. Always Ramsave before crossing the street in case you get run over.

It is windy so you will have to chase the bus ticket which the man drops when he takes his cigarettes out of his pocket. Once you have the ticket you can return to the cottage.

## PHOENIX

By *Alf Baldwin* played on Spectrum

The tree by the rope bridge in the canyon is part of Norse mythology.

Pray to Odin for help.

When you meet the Guardian, swallow the pill. It will make you invisible for a moment and you will be able to slip past him.

Climb the ladder to Hubert's cave. Hit the gong to wake him and say "hello". Follow his instructions and read the grimoire to learn how to cure warts and possession. Say "hello" to him on your way back.

To cure Rowena, cut a lock of her hair, insert it in the eggshell, then throw the eggshell into the pig pen.

To cure Rhalina, rub the snail on her warts, then impale the snail on a thorn.

To cure Calia, whose head is spinning clockwise, simply turn her head anti-clockwise.

To cure Maria, spread the garlic on the swab, and clean the wound in her leg with the swab.

## ULTIMA 5

By *Simon Maren* played on Amiga

To avoid being captured by the guards in Blackthorn's Castle, wear the Black Badge. This can be acquired by visiting the Keep on the small mountainous island SE of the Codex. You will need the password of the Oppression.

At the beginning, get the magic carpet as soon as possible. It can go anywhere a skiff can and also over swamps without getting poisoned. It is also free!

GET RICH QUICK! Get your Avatar to Level 5 as quickly as possible. There is a magically locked treasure room to the SW of the armoury in British Castle. Use the level 5 spell IN EX POR to open the door, take all the goodies from inside and sell everything you don't want to the armourer. The treasure is replenished every time you leave and return to the level!

COMBAT: The most useful weapon is the Magic Axe. It is fairly cheap, light, effective and has an unlimited range. Every member of your party should have one.

## STALKER

By *Kevin Murphy* played on Spectrum

Free the native woman and feed her. She will disarm the trap for you. Dig where the computer beeps. Lead the native into the cave then set the gun to kill and shoot the bear. Skin it and use the fur to fix the boat.

## NINJA (Softaid Talkie)

By *Dorothy Millard* played on Commodore 64

Give gold piece to the beggar who gives you a shell then go to end of the path and rub it.

Pay gold to the Samurai to cross the bridge.

Climb vines to enter the Temple of Sharloon.

Wear the mask in the garden and pick a flower.

Feed the flies to the frog.

Crush the flower with stones and insert the powder into the bamboo.

In the hall filled with grey ninja BLOW BAMBOO to drug them.

Pull lever to drain moat then wait until the crocodiles leave.

Throw the ladder to catch on a balcony.

Undo the wire before getting the sword.

Drop incense by the priest.

Ring the bell three times for an opening.

Place the jade statues in the empty hollows of the pedestal then place a sack full of sand on the pedestal.

Cut web with the sword.

## DEEKS DEEDS

By *Barry Durrans* played on Spectrum

When you and Fudgle have swum the canal and come out by the windmill, go U, E, WAIT, WAIT to dry off.

To open the safe, INSERT KEY, TURN KEY, WEAR STETHOSCOPE, DIAL COMBINATION, then open the safe and PRESS BUTTON to destroy the stone door.

## ISLAND OF XAAN

By *Barbara Bassingthwaighte* played on BBC

Wear the high heels to get the shovel.

Give the food to the tramp.

Sing a lullaby to the Guard.

## OLD FATHER TIME

By *Barbara Bassingthwaighte* played on BBC

Examine carefully outside before entering the cave.

Wave the wand to get rid of the boulder.

## WIZARDS CHALLENGE

By *Barbara Bassingthwaighte* played on BBC

Give sweets to bully in corridor.

In music room, sing to get back to the corridor.

To get rid of the Demon of Death, have the medalion and say FLAME and he burns up!

\*\*\*\*\*

# GETTING YOU STARTED

## PHOENIX

By *Alf Baldwin* played on Spectrum

I - (robe, boots, knife) - N - N - NW - THROW KNIFE - (drives away demon) - X CHILD - (dying of wounds) - SAY "HELLO" - (child tells you to seek help from his father, a Druid) - GET KNIFE - SE - S - S - X TREE - SHAKE TREE - GET MISTLETOE - N - N - NE - NE - FOLLOW TRACKS - SE - GIVE MISTLETOE - SHOW HANDS - (High Priest gives you a silver amulet to protect you from demons) - NW - W - SW - SW - NW - N - NW - NW - NW - W - S - X DOOR - GET TOAD - W - W - W - CUT NETTLES - GET THISTLE - E - E - E - N - E - SE - SE - S - SE - NE - NE - FOLLOW TRACKS - SE - GIVE TOAD - GIVE THISTLE - (Druids prepare a pill to help you to get past the Guardian).....

## SPELLCASTING 101

By *The Grue!* played on PC

OPEN DRAWER - GET NOTE, APPLICATION - NORTH - GET APPLICATION - OPEN DOOR - GET POTTY - OPEN GRATE - DOWN - LIFT ROCK - GET KEY - PUSH MINNIE - GET KEY - UNLOCK DOOR WITH KEY - OPEN DOOR - WEST - GET OVERALLS - WEAR OVERALLS - EAST - EAST - You have now reached Sorcerer University.....

## STRANGE ODYSSEY

An often overlooked Golden Oldie by Scott Adams  
By *Ron Rainbird* played on Atari 800XL

You start in a Scoutship then go Down and get Suit, Shovel and Phaser, then go UP. Look at the Console and push the Red button. Go to the door, wear the Suit, press the Red button there and go to next door. Jump then go West. Go into the Cave and set Phaser to Destroy. Shoot at Boulder then go to the Curtain. Remove the Suit and drop it. Pull the Rod then push it and continue the Red sequence until the Plastic flashed SIX times. Touch the Plastic then get and wear the suit. Go to the curtain, get the Painting and the Sculpture, go to the Curtain again remove and drop the suit, then drop the Painting and Sculpture. Get the Belt and wear it, twist the buckle, drop the Phaser and Shovel and start pulling and pushing the Rod again.....

## GOLDEN PYRAMID

By *Alf Baldwin* played on Spectrum

X BIRD - (protecting something) - X TREE - (nest) - X NEST - (egg) - WAIT - (bird flies away) - GET EGG - REMOVE HARNESS - (slide to base of tree) - GET HOOK - X HOOK - W - SEARCH BUSHES - GET MONKEY - E - E - DROP MONKEY - (it trips wire and is caught in a net) - W - S - D - ROLL EGG - (python swallows it and chokes to death) - SKIN PYTHON - GET SKIN - TWIST SKIN - (into form of rope) - TIE SKIN - (to hook) - THROW HOOK - (catches on edge of pit) - CLIMB SKIN - (to south side of pit) - RAM SAVE - (random element, you could be struck by lightning) - S - W - TALK TO CHIEF.....

## CADAVER LEVEL 2

By *Paul Vincent*

Start in the Hall. N to Warriors Shrine. Open chest and take Shot Shield Potion. Jump onto altar, open strongbox, take shuriken and

Massacre spell, Have Massacre spell ready for casting. N, W, cast Massacre spell to kill blob, then jump to "headbutt" the eyeball monster when it's directly above you (an effective way of killing eyeball monsters, which attack by paralyzing you). Take the "U" coin. Go E through Northmost door and use Magic Missiles (from Level 1) to kill NE Volcano Monster (needs three missiles to kill it). Go E, take ashes, jump onto altar, put ashes into Urn, then take Urn. Stand directly below skull and jump to reveal a secret door. Go S, read books etc for some interesting information. Open chest to find more Shuriken (though you don't really need them). Pull lever when both lights are dark to remove the bars which block your exit. N, W, through Southmost door, and cast three Magic Missiles to kill the other Volcano Monster.....

**BEHIND THE LINES**

By *Maurice Hutchinson* played on Amstrad

GET WALLET - EXAMINE WALLET - GET DAUTCHMARKS - GET PASSAGE - EAST - EXAMINE PAINTING - EXAMINE SWITCH - PRESS BUTTON - DOWN - SOUTH - JUMP ON SOFA - GET TORCH - JUMP OFF CUPBOARD - NORTH - NORTH - GET FOOD - EAT FOOD - OUT - NORTH - SIT ON SEAT.....

**ALICE**

By *John Williams* played on Atari ST

E - EXAMINE CLOCK - TURN CLOCK - EXAMINE MIRROR - TOUCH MIRROR - OPEN UMBRELLA - LOOK IN UMBRELLA - GET KEY - GET DAGGER - S - UNLOCK CASE WITH KEY - OPEN CASE - LOOK IN CASE - GET SWORD - W - W - KILL BANDERSNATCH WITH DAGGER - GET DAGGER - E - GET UMBROLLY - E - E - KILL JABBERWOCK WITH SWORD - GET SWORD - S - GET JAM - E - GET SPOON - S - GET HAMMER - S - OPEN SHELL WITH SPOON.....

**ASTRAL PLAIN**

By *Peter Knowles* played on Amstrad

You are at your own funeral: EXAMINE FLOWERS - EXAMINE CARD - EXAMINE SPIRIT - (to get your soul) - FOLLOW SPIRIT - D - GET ROD - OPEN GATE WITH ROD - EXAMINE COFFIN - OPEN COFFIN WITH ROD - GET STAFF - EXAMINE STAFF - READ STAFF - TYPE LIFE - EXAMINE SHADOW - GIVE STAFF TO SHADOW - (he gives you a sword) - ENTER PASSAGE - S - (ignore devil he only wants your soul) - STAND ON PENTAGRAM (you're back on the Astral Plain, you can see 6 stairs and 1 angel) - N - GIVE SWORD TO LAGANA - (he gives you an abacus) - N - GET CANDLESTICK.....

**GRUE-KNAPPED!**

By *Vicky Jackson* played on Spectrum

SEARCH RUBBISH - EXAM HELMET - SWITCH LAMP ON - WEAR HELMET - E - E - SEARCH SINK - E - E - N - E - SEARCH SHED - W - GET EARTH - S - S - GET FERTILISER - PUT FERTILISER IN POT - W - W - GET AXE - GET CAGE - E - E - N - W - W - W - S - EXAM NOTICE - GET PIN - W - S - GET BALLS - EXAM BALLS - E - GET SEEDS - PUT SEEDS IN CAGE - E - CHOP WOOD - GET CHIP - EXAM CHIP - W - W - N - E - N - LOOK UNDER TABLE - N - GET COMPUTER - EXAM COMPUTER - E - GET CRISPS - PLANT CRISPS.....

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CONTRIBUTIONS ARE URGENTLY NEEDED FOR THIS SECTION PLEASE

# SERIALISED SOLUTION

## LOOM

By *Mandy* played on Atari ST

PART TWO (continued from November 1991 issue).

Return through the left hand cube to the tower, pause here and examine the scythe to obtain the SHARPENING SPELL, then go across to the other side by ringing the bell on the right hand side of the tower. Exit the cube and the glass city and make your way into the forest once more via the cliff path at the left side of the city.

Walk to the shepherds and when they re-appear, CAST TERROR spell on them. You will turn into a dragon and scare them away. Walk off to the left of the screen through the meadow until you come to some sheep and a shepherd who is sleeping. Examining him will give you the SLEEP SPELL and examining the sheep will make them jump over the fence and giving you the WAKE SPELL as the shepherd wakes up.

Keep going left across the meadow until you come to a village and enter one of the huts where you will find a sick lamb in a manger. Examine the lamb and someone will appear. The game will take over for a while and during this time you will learn the HEALING SPELL. The shepherd girl will ask you for help. Leave the hut and walk right until you enter the centre of a huge herd of sheep. CAST DYING SPELL and turn the sheep green.

At this point you will be captured by a dragon and taken to his lair. He is sitting on a pile of gold and blocking the only available exit. Focus on the gold and CAST GOLD INTO STRAW (casting straw into gold spell backwards will do this). Focus on the dragon and CAST SLEEP SPELL. He will fall asleep and begin to snore on the straw. He sets it alight and flies off with his tail on fire. Exit through the hole he reveals.

You now enter a maze of passages and tunnels. Cast NIGHT VISION on the dark and you will be able to see a little way around you. Make your way around through the maze until you come to the top left of the screen where you should fall down a chute and land near a pool and a dead tree/stalagmite.

Examine the pool to obtain the REFLECTION SPELL. Cast EMPTYING SPELL on the pool and you will reveal a scrying sphere. Examine this three times (don't know what for but it is interesting). Exit this screen by going behind the stalagmite and clicking about half way up it. Make your way out of the cave system via the top left (blue) entrance.

You will find yourself on a path which winds around a rock. Cast UNTWIST SPELL on the path and it will open to fit across the chasm. Walk along it to the next screen. Here you will find a sleeping boy (Rusty). Examine him and he will wake up and fall back to sleep again after a short conversation. Cast REFLECTION SPELL on Rusty and you will change appearances with him and be able to exit right and appear on the drawbridge of the Blacksmiths City.

The game will take over for a while and you will be allowed into the city. Make your way through the screens until you come to the forge. You are told that you have been lazy and not collected sufficient wood

for the furnace. Your distaff is taken from you and thrown into the fire and you are locked in a small room nearby.

The game will take over again and show Mother Hetchel rescuing your distaff from the fire and returning it to you by passing it under the door of your cell. Take the distaff and cast OPEN SPELL at the door. Leave the room and exit the screen via the steps.

You will now overhear a conversation in a room where the last sword is being made for an army of the dead. Wait until the noise stops and cast UNSHARPEN SPELL at the sword (casting SHARPEN SPELL backwards will do this). You will now be captured and transported to the castle of the wicked Bishop. Here you will be placed in a cage and will be forced to CAST OPEN at the cage. Your distaff will be taken from you.

The game will now take over for quite some time here as the story unfolds some more. When you are again in control make your way through the door and find the Bishop. You will be unable to prevent him casting the open spell at the sky and letting loose the hoards of the dead and Chaos himself. (This sequence is definitely not for the sensitive or timid as blood gushes everywhere!) Chaos will kill the Bishop and you will be able to take the distaff once more. At this point you will be pushed off the ledge and fall through into the land of the dead!

Make your way "floating" through the skies until you come to each hole that has been made. Enter each one in turn. When you come to the Shepherds hole, cast HEALING SPELL upon the bodies you find. Return through the hole and close it behind you. Go to the hole of the Glassmakers. Speak to the dying man and listen to what he says. Leave through the hole and close it behind you. Go through the Blacksmiths hole and cast HEALING SPELL on the charred remains of poor Rusty. Leave once more and close the hole behind you.

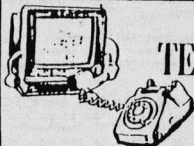
Make your way to the beautiful lake where the swans are and examine the larger swan. The game will take over for a time and you will receive some useful information and advice. Exit to the left of the lake and you will appear in the graveyard on the island. Close the rift behind you. (Note that it is essential that all the rifts and holes are closed to prevent the hoards of the undead and Chaos from escaping). Make your way through the screens until you come to the Great Loom (and the final sequence).

Here you will meet Mother Hetchel and the horrible Chaos monster, but before she can tell you the spell you need, Chaos will cast a SILENCE SPELL upon her. Examine the loom to get this spell as the echo of it stays within the loom for a while. Cast this spell BACKWARDS on Mother Hetchel. Mother Hetchel will just be able to give you the UNMAKING SPELL. Cast this at the Loom to defeat Chaos and complete the game! Then sit back and watch the final closing sequences.

#### ADVENTURE COMPLETED!

Please note that this solution was obtained whilst playing the easiest level. If playing the EXPERT level then there may be some extra scenes or sequences that are not included within this solution.

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# TELEPHONE HELPLINE

|                             |                            |  |          |
|-----------------------------|----------------------------|--|----------|
| ALF BALDWIN                 | 0452 500512                | MON TO SAT 10AM TO 5PM                                 | Spectrum |
| WALTER POOLEY               | 051 9331342                | ANY REASONABLE TIME                                    | Various  |
| DOREEN BARDON               | 0653 628509                | MON TO FRI 6PM TO 10PM<br>WEEKENDS ANY REASONABLE TIME | Spectrum |
| MERC                        | 0424 434214                | ANY REASONABLE TIME                                    | Atari ST |
| JASON DEANE                 | 0492 622750                | ANY REASONABLE TIME                                    | Amiga    |
| JOAN PANCOTT                | 0305 784155                | SUN TO SAT 1.PM TO 10PM                                | Various  |
| ISLA DONALDSON              | 041 9540602                | SUN TO SAT NOON TO 12PM                                | Amstrad  |
| NIC RUMSEY                  | 0323 482737                | MON TO FRI 6PM TO 9PM                                  | Various  |
| BARBARA<br>BASSINGTHWAIGHTE | 0935 26174                 | SUN TO SAT 10AM TO 10PM                                | BBC      |
| BARBARA GIBB                | 051 7226731                | ANY EVENING FROM 7PM                                   | BBC      |
| DAVE BARKER                 | 071 7321513                | MON TO FRI 7PM TO 10PM                                 | Various  |
| VINCE BARKER                | 0642 780076                | ANY REASONABLE TIME                                    | CBM64    |
| STUART WHYTE                | 061 9804645                | ANY REASONABLE TIME                                    | Amstrad  |
| ROBIN MATTHEWS              | 0222 569115 OR 0642 781073 | EVENINGS AND WEEKENDS                                  | IBM PC   |

**\* \* \* THE ULTIMATE INFOCOM HELPLINE \* \* \***

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

**\* \* \* ADVENTURE PROBE \* \* \***

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