

Adventure Probe

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Now in its **SIXTH** Volume

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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HALL OF FAME

Sincere thanks to the following readers who kindly took the time and trouble to send in contributions over the past month: DAVE JEENES, HUMPHREY BOLTON, TONY MELVILLE, RON GUEST, ALAN RIDEALGH, DAVE HAVARD, IAN OSBORNE, BARBARA BASSINGTHWAIGHTE, ANASTASIA, HAROLD DIXON, SIMON AVERY, PETER CLARK, PHILIP REYNOLDS, JUNE ROWE, FRANK FRIDD, NEIL SHIPMAN, FRANK OLIVER, KEN BOND, DENNIS FRANCOMBE, JILL CARTER, JOHN YATES, LARRY HORSFIELD, KEITH BURNARD, RON RAINBIRD, STEVE McLAREN, STEVE CLAY, HELENE HOME, JANICE CHARNLEY, TONY COLLINS and PAUL RIGBY. Special thanks to KEZ GRAY for the cover picture and MERC for the logo

EDITORIAL

Welcome to volume 6, issue 3 of Adventure Probe.

Before I say anything else I must thank everyone for coming to the rescue following my plea for Reviews in the last issue. It is comforting to know that I can rely on you all to help out. Of course I still need reviews and other contributions for the next and following issues so please do keep sending them in.

The other day, to my great delight, the Convention video by WoW Software arrived. I really have to tell you just how impressed I was with it. What a professional job they have done! It is so good that I have already watched it six times (THREE times on the FIRST DAY!). Seeing all the interviews, the highlights of the Convention proper, the awards ceremony, seeing everyone again, it was a delightful experience. My phone was red hot the day it arrived with everyone ringing up to say how much they were enjoying it. People who were not at the Convention rang up to tell me that they had seen me at last, along with all the other famous names in Probe. The video has been edited to very well, peoples names appear during the interviews so everyone knows who everyone is, there is great introduction music. Well I could go on forever! My advice is for everyone to send off for this to see just what I mean! Best of all was that the video is just over an hour long (twice as long as was intended) so is even better value for money too. Congratulations to Chris Pancott for a beautiful job. I know that she does that work professionally for the BBC so why I should be so delightfully surprised at the resulting video I don't know, I didn't think anyone could take over twelve hours of filming and be able to edit it into a video but I take that all back now, she has done an excellent job! Everyone who was there is in the video, I don't think she missed anyone out - even Jill who tried so very hard to avoid the camera was caught sitting at one of the tables laughing with friends. I'm glad that Grue didn't decide to wear the black paper bag on his head for his interview (as he originally intended), anyone who hasn't seen Grue should get this, especially if they want to hear all about the Frob Of The Year from last time which he explains once more. The list of people in the video is endless but here are just a few of the people you will see: Tom Frost, Jack Lockerby, Roger Betts, Simon Avery, June Rowe, Vicky Jackson, The Grue, Larry Horsfield, Tony Collins, Bob Adams, Sue Roseblade, Joan Pancott, Lorna Paterson, Debby Howard, Ian Brown, Allan Phillips, John Rodrigues, Scott Denyer and loads more, oh yes, there is me too! People always say that one looks at least ten pounds heavier on a video but crikey I look rather akin to a beached whale! It has done wonders for my good dieting intentions! My apologies for the fact that I was wearing my tinted specs everytime I was being filmed. Honestly, I didn't intend for this to happen, it just forgot I had them on!

I have been laid up in bed with that nasty flu for the past week and am now frantically trying to get this issue out on time. I apologise for not being able to come to the phone during that time but it really took it out of me - that is most unusual as, thank goodness, I am very rarely ill. Anyway, I'm fighting fit again now so all's well that ends well. If anyone is waiting to hear from me, please be patient and I'll reply just as soon as I get Probe out. Well, I'll be off now. Hope you enjoy this issue. See you all again next month as usual.

Mandy

REVIEWS

THE FOUR SYMBOLS

Written by The Grue! for the Amiga priced at £5.00. Cheques etc payable to Borphée Computers and sent to 64 County Road, Ormskirk, W Lancs, L39 1QH.

Reviewed by *Mandy* on Amiga

I am breaking all the rules by writing a review of an adventure that I have tested but I honestly can't help myself - I just have to tell you all about this little gem of a game from our very own Grue!

The game opens in your small home village. After some initial exploration of the village you very quickly discover that someone has burned down one of the houses. The villagers assume that vile witchcraft was used to set the fire and, as your cat happens to be sitting near the burned house, the finger of suspicion points at you! Try as you might you cannot persuade the villagers otherwise and you soon find yourself in dire straights. As death looms over you and you think that all is lost the village elder steps in to make an offer you can't really refuse. The four sacred symbols have been stolen from the village church and a volunteer is needed to go search for them and bring them back. (Well I said that it was an offer you couldn't refuse, didn't I?). Having "volunteered" to take on the task you are led to the outskirts of the village and pointed in the right direction. Now the fun really starts!

This adventure is, I'm assured, supposed to be a "serious adventure" but when it is written by The Grue! it is inevitable that his own unique sense of humour creeps in occasionally. I found myself laughing my socks off on countless occasions (much to the distress of The Grue! as he almost screamed down the phone "That bit's not supposed to be funny!", when I happened to be exploring a location whilst speaking to him on the telephone!). The adventure is, actually, almost oozing in eerie atmosphere and you experience a great sense of evil lurking around the corner at times but you can suddenly come across something or other that almost has you splitting your sides laughing at almost every point during the game. It is a strange, unsuspected and most delightful experience and I've never come across a game like it! For Grue to be able to mingle an intense atmosphere, devious puzzles that range from the head-scratcher to the almost tearing-your-hair-out-in-frustration type and be able to mingle in some delightfully funny moments, shows that he has a very unique talent as an adventure author.

The game is a text only adventure with masses of beautifully written, atmospheric location descriptions. Hundreds of messages abound also to add even more atmosphere and, of course, the humour. The puzzles are unique! It isn't often that one can say that these days as most of the puzzles one comes across in an adventure has been seen in some form or another in another game but that is not so in this case. There are plenty of puzzles to keep you scratching your head in frustration and ALL of them are different to anything that I've come across before. Having asked Grue! where on earth he managed to think up puzzles like that (a question that his other playtesters have also asked) he replied blandly "I dunno, the ideas just keep popping into my head!". Many an author would give their right arm to be able to come up with so many devious and "different" puzzles. That's not to say that the solutions to them are not logical in hindsight. The way that you travel in various parts of the game, the way you obtain

funds, the way you obtain certain objects and the way that you make your escape from certain areas have to be experienced to be believed. All the puzzles and solutions are quite logical - it's just a case of "there are a few different ways of doing everything but Grue comes up with a way that no-one has thought of before!". I am not going to give anything away about the solution to the puzzles but I will give one word of warning - make sure that you keep one of the earlier objects you find in a very safe place!

The most fun, I found, was experienced when dealing with the various characters that you come across during play. These too are unique and one in particular, Fidget, is a very endearing character despite being obstinate in the extreme, unfailingly crochety and rather gullible. You haven't lived until you have met Fidget! There is also the gravedigger, the railway guard, the band of robbers and the dreaded Krepkit among others to keep you vastly amused during play. Do make sure that you read EVERY sign, notice or leaflet that you come across.

The game was written using Hatrack II and is quite a large game with around 100 locations. There are no locations that are there just for padding out the size of the game either. There are no real mazes as such but you can get lost in some areas. Some of the objects and the situations you come across are beautifully thought out. Clues abound as to the use or construction of the objects you need but they are so cleverly disguised that you find yourself kicking yourself for not having thought of something earlier. Part of the uniqueness of the puzzles and situations stem from the amount of research that has gone into the game. For example, when deciding to incorporate a castle in the adventure, Grue made numerous trips to the library to sift through as many books on castle construction, design and historical periods as he could find. When deciding to put a cemetery and a corpse in the game Grue researched thoroughly everything he could find about embalming, funeral procedures, what happens to the body after death etc and if you had spoken to him on the telephone during this type of research you would have found him quite depressed and morbid due to all that type of reading! All the research is reflected within the game where everything is described accurately and given the correct names. Speaking of the castle, the way that you get both in and out of this is an experience not to be missed.

When you do eventually manage to retrieve the four symbols you don't just get the message "Congratulations, you have completed the game!". Instead you are treated to reams and reams of text as the endgame unfolds before your eyes. That in itself was yet another great experience and made you truly feel that all your efforts and hard work were worthwhile.

I find it almost unbelievable when I say that this is a first attempt at an adventure. The quality, content and playability of this game are on a par with a highly experienced author. The puzzles in the game are on a par with Infocom and Level 9. The text is just right, not too long, not too short and extremely well written and atmospheric. All I can say is that if this is Grue's first attempt then goodness knows what delights he has in store for us in future games. His playtesters are already badgering him to get to work on his next game - perhaps "The Four Symbols - The Return!". I know that he has exhausted himself writing this adventure and needs a couple of months rest but I for one can hardly wait until he gets his fingers tapping away at the keyboard once more. Do yourselves a favour and send off for this right away - you just HAVE to play this one!

CASTLE ADVENTURE

SPECTRUM version available from GI Games, 11 West Mayfield, Edinburgh, EH9 1TF on cassette priced at £1.99 (cheques payable to Sandven Ltd)

COMMODORE 64 version available from Atlas Software, 67 Lloyd St, Llandudno, Gwynedd, LL30 2YP on disk priced at £2.99.

Reviewed by *Alf Baldwin* played on Spectrum

Another Golden Oldie re-issued by GI Games and Atlas Software was written by Walter Pooley and was originally released as one of the games on his compilation of four. In this game, your quest is to rescue a Princess imprisoned within the castle. However, when you have completed this task and received the message of congratulations, there is an end game in which you have to re-enter the castle and find ten treasures which will now be hidden there. Some new locations will have been created for this end game.

This adventure was written using the Quill, it is text only and input required is of the verb/noun type. Happily, the game does include the facility to save the game position to memory, although, instead of the now usual RAMSAVE/RAMLOAD, you must use the commands STORE and RECALL. The facility is particularly useful in this game where you are required to defeat enemies in combat and very often end up dead.

At the start of the adventure, you are standing in front of the castle and you see the Princess at the top of one of the towers, shouting for help, so naturally you dash across the rickety drawbridge and into the castle to rescue her. Unfortunately, you don't have anything with you, so your first task is to arm yourself. You will need a suit of armour and a shield, and the weapons you will need are a short sword, a broad sword and a battleaxe. Before you can attempt to reach the Princess you will have to defeat a fire-breathing dragon, a Black Knight and a Red Knight, and a lion. It is vitally important that you select the right weapon to fight with in each case, choose the wrong one and you are dead. A barrel of gunpowder will solve the problem of the locked castle doors and you will need a lamp once you get inside. There is the obligatory maze through the tunnels beneath the castle, but it is quite small and shouldn't present too much of a problem.

You will need the help of a Genie to reach the Princess at the top of the tower, but don't seek his help too often or he will get a bit fed up with you.

Once you have rescued the Princess, you can start the end game of finding the ten treasures hidden in the Castle. Some of the treasures are quite easy to find, some you will need to dig for and some you will need the help of a little magic. For this you will have to find a magic wand and a spell book. One thing that you should bear in mind is that the Princess is the finest treasure of all.

Naturally, Quilled games are a bit dated now but, nevertheless, many fine games were written with the Quill and I think you should enjoy playing this one. It is not too difficult as you will find that the author has included a number of hints throughout the game. Those of you who have played Walter Pooley's other games, MANSION QUEST, MISSION X and DESERT ISLAND will know that his games are top class and well worth playing, so I recommend that you buy this one.

MADDOG WILLIAMS

By Game-Crafters. Priced around £21 and available by mail order by free with a subscription to Amiga/ST Action.

Reviewed by *Janice Charnley* played on Amiga

I became interested in this game after playing the demo which came with the October 1991 issue of Amiga Action (it was also supplied with ST Action).

The purpose of the quest is to rescue Princess Leoria and free her father King Thaylor. You have to help him vanquish the Evil Serak and restore peace to the lands of Duridian. Along the way you will fight a pirate and a troll, escape from a serpent and have a confrontation with Cyclops! I haven't yet got much further than this, but I'm enjoying it so much that I can't wait to get back to it.

The graphics are not up to the standard set by Sierra but are quite attractive in locations such as Cyclops' Place and Lakeville. In the forest a squirrel and a deer pass by and the birds sing, which helps to give atmosphere to the game.

Maddog is moved around by joystick and commands are entered via the keyboard. In the package are five disks, a map of the lands of Duridian and a booklet setting the scene for the adventure. There are three difficulty levels, easy, hard and pray for deliverance, so it should suit most people.

CELTIC LEGENDS

By UBI Soft and priced at £20 (shop around for the best price.)

Reviewed by *Dave Charnley* played on Amiga

Celtic Legends is a tale of Wizards and warriors, of good and evil, and of fantasy and adventure. Set in the mythical world of Celtika, our hero must fight to defeat the forces of evil against his old student of magic friend: Sogrom The Great.

Sogom, bent on World domination, must be defeated by YOU (Grand Commander ESKEL of the Celtika Armies) at all costs. With only the tingling in your lightening fingertips and a party of seven soldiers, journey forth into the realms of CELTIKA....

I found Celtic Legends somewhat unfriendly to start playing. The plot was made clear and the icons carefully detailed but, alas, I found no instruction on how to set about playing or what to do when confronted.

Once into the game, I was very pleased with what I found. The graphics were very pleasing to look at and the sprites excellently produced. Gameplay drew you into the land of Celtika, with every blow tht an ugly little Kobold landed making you cringe. I think Ubi-Soft were a little slack with the sound, as in my opinion the sound of the wind blowing is not up to the standards of what an Amiga can achieve.

The good points were the engrossing gameplay and well-defined graphics. It always makes you want that bit more. The bad points are that it is hostile towards first-time players, lacking in-game music or quality sound-effects. It may become repetitive.

If I were to give scores out of 10 they would be Sound (effects 5, music 7), ease of use 4, lasting appeal 6, value for money 7 and overall a percentage of 81.

SPY TRILOGY

Re-released by Tom Frost, as advertised in Probe, and priced at £2.50. Available from Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, DD10 9DT

Reviewed by *Keith Burnard* played on Spectrum

This adventure is in three parts and I will describe each in turn.

Part 1: On applying to join the SECRET SERVICE, you are asked to attempt a SUITABILITY TEST. This examines your intelligence, aptitude and application of logic. You have, in fact, to collect five items of armoury from the AGENT TRAINING SCHOOL. You have to complete the test in less than eight hours. I found the puzzles very interesting and devious. Dealing with the Black Knight, the Giant, the Wizard, the Scotsman and Mr Spooner was quite a challenge. Being able to visit most of the locations and making your map with the clock turned off in practice mode proved very useful.

Part 2: You are a SECRET AGENT and have evaded the GUARDS to gain entry to premises where ATOMIC DEVICES are produced. You must steal the latest device and escape before normal work resumes at 8 AM. Once again you can play in practice mode. I found part 2 MUCH harder.

Part 3: As a fully experienced agent, no practice mode is available in this game. You must steal a CODE BOOK from an enemy detention camp, throw it from the Kitchen Store Window, between 6.00 and 6.30 to a waiting accomplice. The best part then is to ESCAPE! I found part three to be extra tricky! All three games have graphics, which can be turned on or off. On completion of game three you are given a password to play a BUNUS GAME! I think that for £2.50 you are getting excellent value for money!

MORGAN'S SEAL

By John Betteridge. Available from The Guild, 760 Tyburn Rd, Erdington, Birmingham. Tape version £2. Disc version £4. Cheques etc payable to Glenda Collins.

Reviewed by *Frank Fridd* played on Amstrad CPC464

Another excellent adventure game from John Betteridge. I was looking forward to playing another game by John and I was not disappointed. In Morgan's Seal your land is about to be invaded and you have to get two Lords and their armies together to fight the foe. This game is programmed using the G.A.C. and has graphics for every location. Again John has drawn excellent pictures even to the extent that in similar locations such as woods the basic picture has slight differences. If you are a text only person, the pictures can be turned off using the TEXT command. A word of warning though, once the pictures are turned off you cannot turn them back on again. The descriptions of locations are concise but very informative and all have to be read because there are clues in the text about items you need that are hidden in some locations. My tip is to examine everything and everybody you see. The puzzles are very well thought out and the reactions of the people you encounter during the game are very true to life. If you are not too careful you can be punched on the nose. In one location there is a body hanging on a gallows but whatever you try to do a soldier throws you out. You must find a way to get rid of him, without killing him, as you need something there!

I found a few minor bugs in the program such as no capital letter when there should be, but they no way interfere with the enjoyment of the game. Again I found John's game very addictive and great value for money. If John's other game THE GUARDIAN, is as good as this and ESCAPE FROM KHOSHIMA, I would recommend that you buy all three!

A THIEF'S TALE by Simon Avery
Played on the Amstrad and Reviewed by
Philip Reynolds

Not so long ago, new adventures for the Amstrad were getting few and far between, now they seem to be cropping up every week. This is another from the prolific pen, or should I say Quill, of Simon Avery.

The game comes in three parts and the plot involves you playing the role of Sid, a thief of some reputation who is leading a party of companions to fame and fortune. To gain this fortune you must find the uncle of one of your companions who will give up his amassed gold to his only living relative.

Part One finds you travelling to the distant mountains through the local countryside where you encounter a major obstacle - "The Basilisk". To acquire the item needed to get past him there are a number of puzzles to be solved. Your problems don't stop here however, you are soon captured by Goblins but given a password. This is for the entry into Part Two where you start trapped in a cage hanging above a dragon!

After examining your surroundings and finding the means to escape, you go in search of your companions in the Goblin's Mountain. Getting past the Goblin guard had me stumped for a while but I finally found the solution and forged ahead to find all my companions and escape from the mountain.

Although it is then on to the final trek to the Uncle's farm and the treasure, it's not quite as simple as that. There are still plenty of problems to be solved before you reach the safety of the farm and a twist in the tail!

Overall this adventure flows along at a good pace, all the puzzles are fairly logical and the answers are there if you are prepared to look for them. The game has the usual touches of Simon Avery humour and has been playtested by that busy bee Lorna Paterson so you can be sure there are no bugs or spelling mistakes.

If you're already a fan of Simon's games you will not want to miss this one. If you have never played one, get A THIEF'S TALE and see what you have been missing.

A THIEF'S TALE is available for the AMSTRAD 464 and 6128 from WoW SOFTWARE, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. Tape £4, Disc £6.

DITCH DAY DRIFTER

by

Michael J. Roberts / High Energy Software
(TADS Text adventure on ST (1 Meg required) and PC)
Available from SynTax on PD 177 and PD 288 - £2.50

Reviewed (ST version) by Neil Shipman

As soon as I saw the first screen of Ditch Day Drifter I thought, "Wow! This looks just like an Infocom adventure." The black on white 80 column text and inverse status line, the introductory paragraph then the copyright details and description of the starting location, were all reminiscent of the beginning of a game from the masters themselves. From the information contained in the DOC files on the disk it looked as if the parser was quite sophisticated too - more of that later - but what would the adventure be like to play?

Ditch Day is the day on which seniors at the California Institute of Technology in Pasadena bar their doors with various devices or "stacks" and underclassmen (like you) attempt to crack the puzzles they pose in order to gain entry. The stack on the senior's door across from your room takes the form of a treasure hunt and sets you off searching for strange items like The Great Seal of the Omega, Mr. Happy Gear, a Million Random Digits and a DarbCard.

Outside your accommodation the quad gives access to a number of campus buildings - health center, bookstore, behavior lab, security office and many more - and you are free to explore nearly 30 locations before being called upon to solve any problems. By this time you will have amassed so much information from the descriptions of the large number of items to be found that you will have no trouble working out how to get past the guard into the Great Underground Excavation.

Making your way through the steam tunnels down in the GUE you will soon encounter Lloyd the Friendly Insurance Robot, a delightful character who assesses your requirements and offers you the perfect policy:

```
>lloyd,hi  
"Hello," Lloyd responds cheerfully.
```

Lloyd watches you expectantly, hoping you will buy the insurance policy.

```
>give dollar  
(to Lloyd)
```

Lloyd graciously accepts the payment, and hands you a copy of your policy. "You might wonder how we keep costs so low," Lloyd says. "It's simple: we're highly automated, which keeps labor costs low; I run the whole company, which keeps the bureaucratic overhead low; and, most importantly, I follow you everywhere you go for the duration of the policy, ensuring that you're paid on the spot should anything happen, which means we don't have to waste money investigating claims!"

Lloyd hums one of his favorite insurance songs.

He proves to be as good as his word, and his comments and actions as he follows you around are most amusing. Perhaps not quite as lovable as Floyd in Planetfall but he's a great guy none the less.

Below ground there is an odd mix of characters, objects, locations and puzzles. Can you deal with the enormous, green, leathery-skinned creature covered with translucent slime which blocks your way? How do you crack the safe in the vault of the GUE bank? Where will the railcar take you to if you can stop it from overheating? And what is the best way of negotiating the Psycho-Magnetic Maze?

As you succeed in overcoming these various obstacles you will acquire the items you are looking for and be able to drop them in the door's slot to break the stack. Inside is your reward and you have just one more thing to do before it's "up, up and away" and a none too subtle lead in to the second TADS adventure.

The storyline reminded me of A Dudley Dilemma, the AGT competition winner in which you had to gather together the items necessary for your graduation ceremony. In developing the TADS utility, though, Michael J. Roberts has obviously been influenced by the works of Infocom and the adventure plays just like one of their games.

The whole database loads in at the start so there is no annoying disk access to slow things down and you can type ahead without any trouble. The parser recognises the first 6 letters of words and caters for multiple objects, multiple commands on a line, character interaction and the usual abbreviations; e.g. GET MEMOS. X THEM, POLICY AND FUNNEL THEN PUT ALL EXCEPT FISH IN BASKET. Z THEN LLOYD, FOLLOW ME is an actual series of commands understood by the program. OOPS will enable you to correct a misspelled word. SCRIPT is rather unusual as instead of printing a hard copy of your adventure this command starts writing everything to a disk file.

So far everything will be familiar to fans of Infocom. However, there are three things which I think make TADS ever better! Firstly, X ALL is understood; secondly, you can recall and edit earlier commands with the cursor keys, backspace and delete, and, thirdly, a Review mode lets you go back and look at text which has scrolled off the screen.

Review mode is entered by pressing F1. You can then page up and down a screenful at a time using F9 and F10 or a line at a time using the cursor keys. The number of screenfuls available depends on how much text there is in each one but typically more than 20 can be reviewed. Pressing F1 again returns you to the game. This can be quite useful if you haven't bothered to make a map and you want to check on how you got to where you are!

In addition to the compiled data file there is also an uncompiled one on the disk so that you can see what TADS looks like from the writer's point of view. This file is heavily documented and looks fairly straightforward even to someone like me who knows very little about programming. TADS is shareware and you will need to send \$40 to High Energy Software in order to get the complete Author's Manual. However, if you are a text adventure author unhappy with the current crop of adventure writing utilities and you want to produce an Infocom lookalike then TADS could be what just what you're looking for.

Ditch Day Drifter does have its shortcomings as an adventure. The storyline is not particularly strong and many of the puzzles are very easy with the object(s) required for their solution being too close by. It is, though, a good demonstration of what can be achieved with TADS which is, from the player's point of view at least, a truly excellent system I found impossible to fault.

THE LOST DRAGON

Available at £3.95 for Amstrad CPC6128 and PCW from TARTAN SOFTWARE
61 Baillie-Norrie Crescent, Montrose, Scotland, DD10 9DT.

Reviewed by John Yates.

You've read the magazine reports, you've seen the video (well, of last years convention at least) now play the game. Yes, Tartan Tams game based on events of the 1990 Probe convention has finally put in an appearance as a PAWed conversion for the 'umble Amstrad.

It would seem that prior to its presentation to Mandy for services rendered, a certain fire-breathing cuddly toy has been abducted from Lornas safe-keeping by a mysterious wizard and carted off to his secret realm on the third floor of the hotel. Your task, with the aid of an unsuspecting cricket enthusiast and a triplet of magical spells, is to venture into this realm (no mean feat to start with as the lift doesn't stop there) retrieve aforementioned dragon and deliver it to Lorna at the convention hall in time for the award ceremony. Failure to meet this deadline results in a swift rebuke from Lorna and the opportunity for your pet cricketer to have another go! Thoughtfully, Tam gives you the option to play most of the game with the timing system off, so you can have a look round, make a few mistakes, and generally get your act together before taking your best shot "timer on". An interesting feature of the game are the frequent reports you receive from the main hall, and, whilst conveying all the atmosphere and fun of the convention taking place without you, they must be heeded and quickly acted upon if you are to satisfy the wizards ransom demands.

The main puzzle is a doozy. It's a complex affair centred on the use of a strange object that you purloin from Larry Horsefield (you'll kick yourself when you realise what it actually is). All very logical with hindsight, but there are many pitfalls that let you blindly continue to think that you are on the right track until it's too late. It's then that you see the way it should have been done. How fortunate you remembered to make frequent use of the ram-save facility!

My overall impression is that the game is short, but sweet. Enjoyable to play, with as you'd expect, a polished feel to it. Certainly worth the beer tokens asked for a chance to experience or relive the inaugural Probe convention.

Perhaps Tams newfound mastery of the PAW will result in a few more Amstrad games on the Tartan label?

DARK TOWER

By J.A. Lockerby and available for both Spectrum and Atari ST at £2.50 from 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL.

Reviewed by *JUNE ROWE* played on Spectrum

The stream is still flowing - River Software continues to produce games as a rate of knots! Hard on the heels of THE ELLISNORE DIAMOND, released at the Adventure Probe Convention last October, comes yet another in a long list of adventures.

This time, the plot concerns a roving band of Orcs. They have stolen treasures from a monastery, and you are dispatched by the abbot to recover them. As is natural to evil creatures, the orcs kill almost on sight, so it's best to make good use of the RAMSAVE facility! You are, however, provided with a couple of useful items - magical, of course - which will help you to overcome the orcs and the trolls you'll meet.

Both of these items have to be found within the twenty two locations of the forest where the game starts - twenty three really, but to get into the cottage where one of these things is hidden, you will first have to solve the problem of how to get the anti-social occupant of the cottage to open his door.

Most of the afore-mentioned forest locations have identical descriptions except for the exits, but these aren't always a clue to where you are, because there are three from which you can go N, S, E or W and two where you can go N, E or W. This may be intentional - we all know how easy it is to get lost in a forest, don't we? However, this one isn't a maze, so you don't really get lost, although you might just get slightly misplaced!

Once you have found these two items and figured out how one of them can get you through the archway (which has helpful runes engraved on it), you will be on your way to the Dark Tower of the title, meeting more obstacles on the way.

The Dark Tower, when you get there, has several floors, and if you'll take a tip from me, you will map each one seperately. If you go up a spiral staircase from one floor and try to get the next floor on the same map, you will find yourself in an awful muddle, believe me!

I strongly suspect that Jack used the same method of programming for this as he used for the various decks of the Hispaniola in TREASURE ISLAND, but there's nothing wrong with that - it's great fun for mappers!

Once you have all the treasures, you have to find your own transport to get back to the monastery, because you don't know where it is. Could yur transport be that white horse you met in the forest? There's something very unusual about this horse, but you must find that out for yourslef, in this very playable game.

P.S. The author is already workingon his next game ... will this man never run out of ideas? I sincerely hope he never will!

(I couldn't agree with you more - Mandy)

THE BOYS [AND GIRL!] ARE BACK IN TOWN [Part 1]

by Paul Rigby

February 18th 1992. That was the historic date that saw the reunion of a special bunch of people - the ex-members of Infocom. The 're-union' is a slight misnomer, however. They did not appear in person, in a physical sense that is, but rather more ethereal. They all simultaneously logged onto a large communications network conference connected via their own personal modems situated wherever they were based in the USA at the time. The re-union was triggered, I think, by the recent Activision USA re-release of many Infocom games (20 in all) labelled as the 'Lost Treasures' for the PC [A boxed set which has yet to appear in the UK. However, prompted by my enquiries I was given the confident reply, from the Disc Company in France - Activision's Euro distributors, of "What? Never heard of it." Makes you feel that the software industry is in secure hands, don't it?]

The US re-release of the 'Lost Treasures' (Lost to Activision Europe, certainly) re-kindled many memories. It was the tidal wave of nostalgia that may have prompted Bob Bates (who created Infocom's Sherlock and Arthur and is, currently, the boss of Legend Entertainment who are one of the few commercial companies to produce text/graphic adventures) to get everyone (well, almost everyone) on-line at the same time for a re-union.

What follows is the first part of the conference, the 'formal' part that presented a bunch of questions asked before the conference started. I was one of those who threw in a few questions of my own to be presented by the host of the conference - Wizzy. An essential act because, due to the conference taking place in the USA and with the difference in time zones the UK times for the conference spanned 2am to 4am! At which time, I was snugly curled up in bed and in the midst of scoring the winning goal for Liverpool during a FA Cup final.

The 'informal' part of the conference, where conference users threw their own questions to the team 'live', as it were, will follow in a future issue.

I've retained the original look of the conference to help give you the atmosphere of the occasion. For each person who is about to 'speak' has his/her name at the beginning of their speech text, in brackets. The letters 'GA' indicate that the speaker has finished speaking - they simply mean 'Go Ahead'. A <g> just means 'grin'. Oh, and Professor Moriarty is Brian, of course. It's just that he's hyper-intelligent and, unfortunately, knows it <g>.

Okay, pray silence for the exclusive Probe report of the first Infocom re-union since the 'crash'.

(Wizzy/Host) Good evening, everyone! Welcome to the long-awaited INFOCOM AUTHORS REUNION! We're all excited that so many of them were able to make it and we owe our thanks to the bringing together of these master story-tellers to the efforts of Bob Bates (take a bow, Bob!).

(Bob Bates) <quick bow>

(Wizzy/Host) I want to thank all of you who posted questions for the first part of the conference. The final question tally was 23! But in order to give everyone a fair chance to talk with the authors, I've whittled the list down to 15 questions of general interest. My advance apologies to those of you who submitted multiple questions if I didn't get all of them in. And now, on with the show! I'll introduce each of the authors who will, in turn, tell us what they're doing these days, then I'll upload the questions (to save time). If time doesn't permit for the full 15 questions to be submitted, we'll open the real-time questioning at approximately 10:00 p.m....

(Wizzy/Host) Dave Lebling, GA.

(Dave Lebling) I'm currently doing that most boring of things, writing a spreadsheet program!

(Wizzy/Host) <g> Stu Galley, GA.

(Stu Galley) I'm now working at Thinking Machines Corporation (maker of the world's fastest computers), designing and implementing the Macintosh infrastructure for the sales force, world-wide. GA

(Wizzy/Host) Thanks, Stu! Bob Bates, GA.

(Bob Bates) Proud father of a 21 month old boy, and still labouring in the game field for Legend Entertainment. GA

(Wizzy/Host) Amy Briggs, GA.

(Amy Briggs) I'm a PhD. candidate in Experimental Psych. at the U. of Minnesota. GA

(Wizzy/Host) Steve Meretzky, GA.

(Meretzky) I'm still writing games. Currently working on my third game for Legend... Spellcasting 301, probably due out around Labor Day. A sequel to Leather Goddesses that I wrote is due out next month. GA.

(Wizzy/Host) <ooo!> Brian Moriarty, GA.

(Professor Moriarty) I'm a Senior Designer/Project Manager for Lucasfilm Games, a division of LucasArts Entertainment, a subsidiary of Lucasfilm Ltd. GA

(Wizzy/Host) Mike Berlyn, GA.

(Mike Berlyn) I'm currently at Accolade, purveyors of games of all sorts, working my little neurons off on a Sega Genesis cartridge. GA.

(Wizzy/Host) <hehe> And, last but not least, Marc Blank, GA.

(Marc Blank) Mainly, I take care of the animals on our property (horses, cows, pigs.) For fun, I own a ComputerLand store in Bend. GA

(Wizzy/Host) (Did Dave Anderson arrive?)

(Bob Bates) I just checked the forum, & he's not there.

(Wizzy/Host) Guess his new job kept him from making it <sigh>. Thanks, Bob....

(herc/Ass't SysOp) I don't see him, unless he's using an assumed name. <g>

(Bob Bates) By the way, Wizzy, if I may jump in here for a second...

(Wizzy/Host) Okay, here come the questions. GA, Bob.

(Bob Bates) I spoke with Jeff O'Neill on Saturday... He sends his regards to his former colleagues and regrets that he couldn't come tonight. He said he would call Hollywood after it was all over and find out what happened. GA

(Wizzy/Host) Thanks, Bob. That was nice of Jeff! Okay, now come the questions!.....

(Wizzy/Host) To Steve Meretzky:

(Wizzy/Host) Whatever happened to HHGTTG II that was forecast in the crystal ball in Beyond Zork? GA.

(Meretzky) Douglas was going to work on it after he finished Bureaucracy. But that project dragged on so long And did pretty poorly at the box office that neither he nor us felt too excited about doing it. Actually, Stu started working on Restaurant, but that wasn't long before "the end." GA.

(Wizzy/Host) Next question. To Brian Moriarty:

(Wizzy/Host) Trinity was one of the most haunting adventure games I've ever played because of the truly brilliant job of weaving truth and fantasy into the story. I'd like to know what inspired you to write that story. Looking back to the game, what particular thoughts and memories would you care to share with us? GA.

(Professor Moriarty) Hmm. I actually had the idea of Trinity before I came to Infocom. It was my first proposal. Marc laughed at me. Then I did Wishbringer, and after that they let me do what I wanted. The fools! GA

(Wizzy/Host) <hahaha> Next question. To Dave Lebling:

(Wizzy/Host) SPELLBREAKER was, in my opinion, one of the most difficult adventures ever published by Infocom. When you set out to design this game, did you intentionally try to make a difficult game? And if so, was the decision based on the fact that this was the last game in the ENCHANTER trilogy? GA.

(Dave Lebling) The game was deliberately made difficult. It was a "present to our most fanatic fans," and I've paid for it ever since. I still get phone calls from people who are stuck on the thing! GA

(Wizzy/Host) I can well imagine! Next question. To All:

(Wizzy/Host) In every Infocom game I've ever played (23, I think), there seemed to be a great joy of creation at work. Was this the prevailing atmosphere at Infocom? Is the spirit of creativity still a major driving force in the industry, or have things become more like they are in other businesses? GA.

(Wizzy/Host) GA, Marc!

(Marc Blank) I think we all tried to make the environment conducive to creativity and fun...The "profit motive" seemed to take second place to the games themselves. Of course, in the long run, this can cause problems. (GA)

(Wizzy/Host) Okay, Bob...shoot!

(Bob Bates) I thought Infocom was the most creative place of business I've ever seen. I don't ever expect to see the likes of it again. GA

(Wizzy/Host) GA, Dave.

(Dave Lebling) I think it was easier to be fun and creative back then, when a game cost less to produce and the time invested overall was lower. Further one person could keep an entire game in his/her head and "do it all." GA

(Wizzy/Host) Okay, Brian, GA.

(Professor Moriarty) High-end graphic adventures now require about 8-12 man-years and \$500,000 + to create, not counting benefits and marketing. Things become considerably less experimental under these conditions. GA

(Wizzy/Host) (Whew! That's a pocketful of cash!) Mike, GA.

(Mike Berlyn) Working at Infocom was a creative experience, indeed. The *most important* thing was the game. Consideration to costs was a factor, but not the overriding one. The industry has changed significantly since then and the major issue for most games, as Brain stated, is their cost <oops. pardon my Freudian typo>. GA

(Wizzy/Host) Marc, take it away!

(Marc Blank) Dave makes a good point. There is a great deal of satisfaction in being able to "do it all" - from conception to implementation. To me, it seems that the work of writing games became more of a job, less of a joy. An interesting (and sad) note is that most ex-Infocom people say that the Infocom experience was the best in their lives, in terms of their creativity and the spirit of the place. I tend to fall into this myself at times. ga

(Wizzy/Host) Thanks, Marc. One last comment from Amy, then we'll go on. GA, Amy.

(Amy Briggs) I wanted to say that Infocom was a great place to work. And, sad to say, Marc is right - it is as if the rest of the world doesn't appreciate creativity and fun! ga

[to be continued]

YOUR STARS FOR MARCH

By *Anastasia*

Sign of the month - PISCES

Pisces are the softies of the Zodiac. They will wait until the giant with the two swords shouting "Death to the Adventurer" actually attacks them, just in case they don't really have to fight! This fighting behaviour, even towards giants, is not easy for them. Luckily Pisces has the good sense to Ramsave first!

Any uncertainty you may have been experiencing recently will dissipate and a more positive theme will emerge, but a major obstacle may have to be overcome first. Keep your wits about you financially, and don't leave your purse or wallet around light fingers!

ARIES

Group activities and teamwork are highlighted this month, although you may have a clash of opinion with someone in authority. Try to settle any official correspondence before the 17th. Romance is well aspected toward the end of the month.

TAURUS

An obstacle filled start to March, but don't despair - matters improve after the 7th! Work may take priority over your personal life, don't fall into the trap of neglecting those close to you. Trust your intuition on the 18th when there is a full moon - you could miss out!

GEMINI

A varied social life is forecast for March, and travelling for pleasure could be a possibility. Business affairs will run smoothly but beware of ill-informed gossip from a colleague. You may be surprised romantically between the 11th and 13th!

CANCER

Beware of over spending for the first half of the month and double check details before signing any financial agreements. If you have been feeling taken for granted now is the time to voice your feelings!

LEO

The first half of the month could be emotionally unsettling with old arguments rearing their heads. An unsatisfactory relationship may come to an end, or undergo beneficial transformation. A good month to catch up on neglected written matters.

VIRGO

General good fortune is a theme for March, but keep your ambitions low-key and don't overstep the mark! Try to avoid risks at work, be consistent. Friendships are rewarding and a new romantic interest may be just around the corner!

LIBRA

Work pressures will ease in March, although you may be asked to make a choice between business or pleasure. Beware of unreliable people after the 17th. You will feel full of energy mid-month - why not channel all that energy positively?

SCORPIO

If anything needs repairing or maintenance now is the time to attend to it. You may be thinking of re-decorating. The new moon on the 4th aspects social functions. Your love life will also change for the better. Try to sort out minor irritations before they escalate out of proportion.

SAGITTARIUS

Concentrate this month and you really can't go wrong! Study and writing is well aspected. You may fancy entertaining guests or throwing a party later this month. Be careful of minor prangs when driving - concentrate!

CAPRICORN

There may be an irritating delay concerning a parcel or correspondence - don't forget to post anything! Friends will want to be with you this

month, but take care of your health, relax rather than live it up! You may have a successful business meeting which boosts your career.

AQUARIUS

You may feel as though you are on a see-saw this month! On one hand you know what you want and how to get it, but minor setbacks and obstacles block your progress at every corner! You may feel a little under the weather, but health improves after the 6th. Socially, you will be in great demand!

WRITE YOUR OWN PARSER

CORRECTIONS by *Frank Fridd*

After receiving a telephone call concerning my parser routine I realised that trying to keep the listing simple I missed a very important part without which it will not work. Please accept my apologies anyone who has taken the trouble to type in my listing and I hope that it has not caused too many difficulties.

```
1000 REM: The description of locations collected by DATA lines go
      here eg. LOCATE 2,I:PRINT"You are "+PL$(PL%(P%))
10005 DIM PL$(no. of location descriptions),PL$(no. of locations)
10110 REM: Game data starts here. Beginning with location descriptions
      PL$. One line for each followed by location data PL% as sample
      line.
10500 DATA 31,144,,,32,149,,,33,19,,,35,153,154,,,37,159,,,39,,,,
      41,,,165,,42,,166,,,48,177,,,49,183,,,53,210,,,217,54,,219,,,
      58,,,220
11020 FOR I%=1 to number of location descriptions: READ PL$(I%):NEXT
      I%
11025 FOR I%=1 to number of locations:READ PL%((I%),N%(I%),S%(I%),E%
      (I%),W%(I%):NEXT I%
```

All the new lines are self explanatory except for example line 10500 which I will try to explain to show how it works. In Amstrad Basic when the interpreter comes across two or more commas in a DATA line with nothing between them it assumes it to mean a 0 (zero) but some basics do not recognise this so anyone who has this kind of basic must put a zero between each comma. The numbers in the lines are in blocks of five. The first number tells the computer which location description PL\$ should be printed on the screen. The next number tells the computer which location to go to if the player chooses to go North. The third number tells the computer which location to go to if the player chooses to go South and the fourth and fifth numbers do the same thing for East and West. If any of the numbers two to five contains a zero it means that the player cannot move in that particular direction in that particular location. P% is the location number. All the other lines in the listing stay the same. I hope my explanation of the working of the DATA contained in line 10500 will be sufficient for you to be able to use my parser in your next adventure game. If you still have problems please do not hesitate to ring me at any reasonable time on 0227 792587.

PERSONAL COLUMN

To Ronnie Slater. Wherefore art thou Romeo?.....Simon Avery

To Peter Knowles. Very sorry to hear of the demise of your computers. Hope you are up and running again soon.....Simon Avery

POETS CORNER

DILEMMA

By *Barbara Bassingthwaite*

With sword in hand I sit high on the ledge,
There's nothing here, not even a hedge.
The sky above the dragon below,
Down, East or West, which way do I go?

Maybe I'll wait, he could go to sleep,
Then slowly and carefully past him I'd creep.
Maybe the winged helmet would allow me to fly,
Then I could escape into the sky!

I've waited and waited but the dragon won't sleep!
Time's getting short, I've an appointment to keep.
I wear the winged helmet and fly in the sky
The dragon has seen me, I know I will die!

He opens his mouth and out come the flames,
He seems to be smiling, he's playing games!
My helmet's on fire and falls off my head,
There's no more to say - I'll soon be dead!

I wish I'd saved it!

Adventure games are hard to beat,
Dragons and dwarves you're bound to meet.
Vials of potions must be found,
Examine everything, even the ground!
Never leave an object, not even a dime,
Trees and mountains you'll have to climb.
Under beds and tables you'll find strange things,
Ropes and rats, even diamond rings.
Eventually you WILL succeed!

Pirates with treasure sail the seven seas,
Rooms in abundance, even in trees.
Over pits and chasms, you'll have to cross,
Balls, ropes and spears you'll have to toss.
Eventually you WILL succeed!

JOKES OF THE MONTH

By *Bobby Rodrigues*

"Waiter! Waiter!, this egg is bad!"
"Well I only laid the table Sir!"

What do you do if a Skoda overtakes you?
Walk a bit faster!

What do you call a fly with no wings?
A walk!

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LETTERS

Dear Mandy

I recently suffered the traumatic experience of having to return my Amstrad 6128 for repair as the monitor had packed up. Luckily all is now well and I am back in business but the possibility that it might be beyond repair provoked me to investigate its replacement. The only way to obtain an original 6128 would appear to be through the second hand market with all the possibilities of jumping out of the frying pan into the fire unless the vendor is known personally. I did not really want to follow that line of approach so I looked into purchasing the 6128 Plus. My local Amstrad dealer informed me that there were none in stock and a phone call to Amstrad only served to confirm that they are no longer in production. Short of finding one on a warehouse shelf somewhere, it appears that new CPC's of any model are virtually non-existent. I saw on the television news tonight that Amstrad is now losing money to the extent of some millions and I wonder where any savings are likely to be made! I'm afraid that all this leads me to the conclusion that the CPC's now have a limited life left. Amstrad own Sinclair and have stopped production of them which only leaves the Commodores in the 8 bit mode not under the Alan Sugar banner. Perhaps the 8 bitters have another four/five years left, but after that it looks as though the Atari ST/Amiga 16 bit machines will rule. I suppose this was inevitable at some time but it will still be a sad day when the last 8 bit machine coughs its last and goes to the great printed circuit board in the sky. However, let us hope that when the time comes, we can all bite the bullet and start all over again with new machines, I am sure that we as hardened adventurers will cope but will we then be pressured to purchase the new 32 bit/64 bit computers... or whatever is available at the time!! Until then "8 BITS RULE OK!". PS. I forgot to tell you that upstairs in my son's bedroom is an Atari 520 STE... has the rot set in already?

Peter Clark, Ipswich, Suffolk

I'm sorry to hear of your problems, Peter. Thank goodness you managed to get the repair. Unfortunately this sort of thing is going to become rather common as time goes on if production of the Amstrad CPCs is now stopped altogether. Thank goodness for trusty repair men what would we do without them?!......Mandy

Dear Mandy

In belated response to Ted Bugler's letter in the January issue of Probe, I also agree that a RPG/D&D, etc., section in Probe would be welcomed by some of the readership. However, it's no good bleating about the lack of content of this section if the enthusiasts for that aspect of adventuring do not send in any contributions. I was interested to read GRUE's comment in the February issue about Probe readers who, despite having upgraded to Amiga, Atari or PC computers, still only contribute material written for 8 bit computers. Has GRUE not thought that the reason for this could be that these people simply have not found anything worth playing on their new computers? I know of at least three people who have recently upgraded to Amiga's after years of playing text adventures on either the Spectrum or Amstrad computers. I was amazed when I heard that they subsequently obtained an emulator with the object of playing Spectrum adventures on their new computers! I was gobsmacked! Why pay out £300+ on a brand-new 16 bit computer when you can pick up a new Spectrum for less than £100?! As for Ron Rainbird's letter in the February issue of Probe - words fail me! Has he forgotten that were it not for 8 bit computers and text adventures there wouldn't be any 16 bit machines nor any RPGs?! As he surmised, not all of can afford a 16 bit computer, despite being

in full-time employment. Not that I'd want one anyway. As for being fed up with seeing the name SPECTRUM in Probe, I'm fed up with seeing nothing but 16 bit computer magazines on the shelves of newsagents in Central London these days - there must be about half a dozen for each computer! Only a few months ago you could guarantee to find YOUR SINCLAIR on the shelves of every Central London newsagent on publication day. Now I find myself having to go to a really big branch of W.H.Smith in order to get a copy. I don't think you know just how lucky you are with all those magazines published specifically for 16 bit computers and even magazines devoted to RPG! It is because of this movement towards the 16 bit market by the big commercial publishers and software houses that Adventure Probe should try to keep alive the "tradition" (for want of a better word) of 8 bit adventuring. As Peter Allenson said in his letter, "Live and let live." You do your thing and we'll do ours. As far as the coverage expressed in Probe goes - it reflects what the readers want to see. Long live ADVENTURE PROBE, long live 8 BIT COMPUTERS (especially the SPECTRUM) and long live TEXT ADVENTURES - RPG's, you can keep 'em!!

Larry Horsfield, Charlton, London

Don't worry, Larry. Probe isn't going to change, it is just going to expand a little bit to cover the extra sections and to try and cater for ALL computers. If Probe dropped the 8 bit coverage it would dry up within a month!.....Mandy

Dear Mandy

I loved Paul Cardin's piece in the February issue - as I said when I wrote to him, it's like Les Dawson's piano playing... it takes someone who really knows how to do it right, to do it wrong on purpose! As far as RPG and Strategy games are concerned, well, I don't play them myself, so I only skimmed through the RPG article, but I read your pages on Strategy and found them quite interesting. They left me with a question, though - what's the difference between RPG and Strategy? To my uneducated mind, both PIRATES and POPULOUS sounded like RPG! I hope you get some response from players of these types of games though, after the requests you've had for this sort of column.

June Rowe, Launceston, Cornwall

Paul's very witty article did go down extremely well with Probers last issue. I hope he can come up with more of the same for future issues. Your puzzle about the difference between RPG and Strategy is easily explained, June. With RPG you should select a part of characters at the start of the game, usually naming them and giving them skills etc then the rest of the game is rather like an adventure except that you take your party with you to explore. There is combat and the attributes of your party can alter as they learn new skills. In Pirates there is no typing in at all. It is entirely graphic and you have no real puzzles to solve as such. You pull your ship around the landscape with the mouse on a scrolling map background (bit like some arcade games). In Populous, again with the mouse, you click on icons to create storms, earthquakes, floods and the like on a small central scrolling landscape. Perhaps my enthusiastic descriptions of these two games made them sound rather like RPG - I assure you they are not at all the same.....Mandy

Dear Mandy

I was really impressed with the reaction to Ted Bugler's letter. I did agree with some of his letter and the responses were good. Now I'm not an avid player of R.P.G.'s as I find it quite hard to keep all my party being well fed and watered. I've tried Dungeon Master and at

first I was delighted then I just gave up the ghost (excuse the pun), but it does seem an interesting subject to be put in Probe and then perhaps people like me might give R.P.G.'s a go if someone could write a short passage on how to get started with them, then it might give us a better understanding them. I know people have different ideas of how to play these types of games but it would be very interesting to hear how different people go about them. So I look forward every month to see the R.P.G. section and read up on the subject. I also quite liked the Strategy section. Since I bought SPIRO LEGACY from Ken Bond I have made a new friend and what a smashing person he is. He gave me quite a bit of help on Sprio and I cannot wait for his next adventure. The gameplay was excellent and is one of the best home grown adventures I have played (apart from Black Knight of course, creep, creep!) but Ken is waiting for a better adventure writer so we will have to wait a while until we can savour his delights again.

Steve McLaren, Margate, Kent

Dear Mandy

I have just read the February issue from cover to cover and as usual it's another winner. Ted Bugler's piece on R.P. certainly provoked a shoal of letters and most of them said that the inclusion of an R.P. section would not matter one way or the other, but I cannot recall anyone shouting WHOOPEE at the thought! I most certainly like the content of the magazine as it is now and would not want to see any major change. If R.P. devotees want a page or two, then okay but don't push out the 8 bit coverage to make room for them. I have several computers but my favourite is still the old Speccy! I'm sorry I said that word Ron, but just the idea of playing any game for 6 weeks would drive me round the bend, life's too short for that!

Jack Lockerby, Canterbury, Kent

Please don't worry, Jack. As I said in response to the letter from Larry Horsfield, I have no intention of dropping any of the 8 bit coverage at all. What I hope to do is to expand the coverage to include a little for RPGers and Strategy lovers. Surprisingly, a lot of the contributions for these new sections have been from 8 bit users! What I also hope to have is fair coverage for ALL types of computer if possible. If I get tons of material for any particular issue then that issue will expand in the number of pages rather than anything being cut out. Or, if, for example, there are no contributions for a particular section as there was nothing for GETTING YOU STARTED this month then the space could be used for the new sections. Probe will not change from the format that everyone seems to like unless readers tell me to the contrary. After all, why spoil a winning format and lose loyal readers? The difficulty is in trying to please EVERYONE. I know I can't do that all the time but I will do my very best not to cut out any favourite sections of Probe to do so.....Mandy

Dear Mandy

It is a terrible shame what has happened to Peter Knowles. As I explained on the telephone to you, Peter was working on a conversion between his Amstrad and his Spectrum and due to the cold weather a pipe burst directly above him, drenching the computers and ruining them. Unfortunately, Peter's insurance doesn't cover his computers and, sadly, he has decided to call it a day. I for one am trying to get hold of a second-hand Amstrad 464 keyboard which I will send to Peter, along with a Monitor I already have, so that he can continue adventuring. At the moment I haven't had much luck. I would like to thank all the kind people who have expressed their sadness on hearing of Peter's dilemma and all the kind words, and encouragement they have

so graciously given.

Tony Collins, The Guild, Birmingham

Dear Mandy

I have just heard about Peter Knowles and his disaster with his computers and I wondered, through the Probe readers, whether we could set up a fund to buy one or both machines for him. I understand that through his misfortune he is not continuing his program of converting games. I feel that it is too important for this to happen and lose such an industrious person to the adventure game scene. If there is enough support for this idea then I am willing to operate a P.K. Replacement Fund and start it with a tenner.

Frank Fridd

Woodlands, 107 Primrose Way, Chestfield, Whitstable, Kent, CT5 3QN

The kindness of Probe readers shouldn't surprise me after all this time but I have to say that the previous two letters really touched me. To think that people can rally round when disaster strikes a fellow reader in this way is wonderful. Peter invested everything he had in getting his computers expressly for converting games and no wonder he feels like giving up! I hope that the fund will be well supported. Frank intends that any money received over and above what is required should be donated to charity. Frank is also most generous in starting the ball rolling with £10 of his own. To make the task a lot easier I am loaning Peter my Spectrum so there is just the Amstrad CPC464 needed to get him back into full production.....Mandy

Dear Mandy

Here is the wherewithal for another dozen copies, please. I would hate to miss any, and my faith is great that you will still be rolling them out in yet another year's time. Dave Adams of Merseyside (to whom eternal gratitude) suggested I try Probe and has also helped me with many sticking points in games. It is very good for my ego to know that I am not alone in needing help - I had a fantasy that all other adventurers sailed through the games unaided! But no, not so. Joan Pancott has been another prop and stay, and it was splendid to hear her answering the phone herself the other day and to know that her progress, though slow, is continuing. I am one of your "Granny" readers, and constantly try to break down the prejudice among my fellow senior citizens that "Computers are quite beyond me at my age!". On the contrary, if the weather is foul and a few elderly aches keep one indoor, what better way of passing the time than scrambling around caves, up and down ropes and ladders, in and out of forests and rivers and so forth? I emerge from a session of adventuring feeling about half my age - lovely!

Helene Home, Botley, Hants

Yes, I should be beaver away at my favourite hobby - producing Probe - for a good few years yet, Helene and I wouldn't be doing anything else for the world! Your letter was most refreshing - it brought back all the excitement of the early days when each and every game was an exciting challenge and was savoured for as long as possible before we went on with the search for the next adventure to play. When I had completed my very first adventure, would you believe that it took me SIX MONTHS before I found another adventure to play. That was before Probe. Can't imagine life without it now. But prejudice against computers and adventures isn't confined to Senior Citizens though, some of my husbands family come round to visit regularly with the comment, "We came to cheer you up for an hour or two as we know you must be bored out of your mind sitting at that silly computer all day long with no-one to chat too!". Couldn't you just scream sometimes!!!.....Mandy

Dear Mandy

HAIL TO THE HOBBIT! Take note that the BLACK SPOT has been put out on Paul Rigby for ill advisedly daring to criticise the HOBBIT. Wargs, Trolls and Black Spiders have been deployed to waylay him on the Hidden Path with orders to cast sneering remarks and jibes about the ST in front of the said Paul Rigby until he recants and begs for clemency. The Hobbit Adulation Society will meet at the Trolls Clearing afterwards to decide on a suitable punishment and invoke jokes about the ST!

The Dead Warg, Chairthing: The Hobbit Adulation Society

Dear Mandy

Should ex-C64 users be pleased or feel annoyed that at this late stage in the game Spectrum adventures are to be converted to the Commodore? I came into adventures via The Hobbit and C64, eventually purchased a C128 only to realise that C64 adventures were drying up and C128 games were going to be non existent. Two years ago, through Spellbreaker, I saw the amazing number of adventures for the Spectrum at astoundingly reasonable prices. I picked up a rubber key Speccy hastily followed by a 48+, then a 128+ and finally a +3. Many adventures later my trusty C64 lies rusting in the cupboard with the uncompleted second part of Scapeghost gathering dust. Having written to most Commodore magazines without even the courtesy of a reply, I believe the main cause of the failure of the Commodore adventure scene was the Commodore based magazines who, in my experience, had very little interest in the interest of their readers. Both SINCLAIR USER and YOUR SINCLAIR have sent helpful replies to me personally and frequently mention the adventure fanzines and adventure suppliers often with special offers - the Wombat is forgiven if not quite forgotten. Even readers Help columns in both types of magazine seem poles apart. I wasted many stamped addressed envelopes writing to supposedly helpful souls in C64 magazines, except for two notable exceptions received no replies, although the names kept appearing in the help offered list. I was not alone in this as a couple of letters were printed from other readers complaining of similar experiences. From a recommendation in Commodore, I paid a years subscription to a Sheffield based fanzine, which promptly disappeared without trace or apology. Three years later it was again mentioned in the same magazine and I received a letter from the person concerned saying he was restarting the fanzine and having the cheek to ask me to subscribe to it. Needless to say the fanzine never reappeared. Even while a dedicated C64 user, I received help from Mike Gerrard of YOUR SINCLAIR (sorry for the quip about Wombat, Mike), he sussed out I was a C64 user but still sent clue sheets and when he couldn't help he sent the address of "a man who can". I also wrote to Y.S. readers who always replied, one lad sent me a letter and clues on 48K tape which I shamefacedly returned having to admit that I couldn't load it as I was a C64 user. Her replied offering his deepest sympathy with the clues in writing and advising me to buy a Speccy. The C64 must have been the better medium for adventures but S.U. and Y.S. with Probe and Spellbreaker (alas no more sniffle, sniffle), plus the quick and helpful services of Zenobi, Compass and River Software etc have put the Spectrum a thousand bytes ahead. New adventures and conversions would be better programmed to be compatible with 128K mode wherever possible. C64 users, abandon ship and grab a Speccy!

Ron Guest, Sheffield

What awful experiences you relate, Ron. It is a pity that the Commodore magazines didn't take a leaf out of the Y.S. book. I stuck to C & VG (in the days when Keith Campbell was running the Adventure pages - when he was dropped I stopped getting it), as Keith always

made a point of replying. But I don't think C64 owners need rush out and grab a Speccy yet as things really are beginning to look up for them - better late than never!.....Mandy

Dear Mandy

I've just read John Wilson's letter in February's Probe about The Guild converting the game Dr Jekyll and Mr Hyde for the Amstrad, and it seems to me a bit mean. Although I can understand the principles involved ie. Mr Collins not asking Mr Wilson for permission, couldn't be overlooked in the cause of adventuring. Now it seems that this game will not be seen on the Amstrad - what a waste! I agree that Tony Collins WAS out of order in not asking for the rights, but what has he personally got to gain from the conversion? It can't be for the money. It can only be that Tony has played and enjoyed the said game and would like other adventurers to do the same. I'm all for multi-format conversions. Tony's converted four of my adventures for the Spectrum and plans to put them onto Commodore as well. I sincerely hope that Mr Wilson will re-consider and let the conversion go ahead. While writing I would like to let Tony, Peter Knowles and others like them know that I am grateful for all the work they have put in.

Simon Avery, Chudleigh, S Devon

Dear Mandy

I would like to let others know, through your hallowed pages, of a meeting of some "around London" Probers. We have decided to meet again on SATURDAY 11TH APRIL at a rather unique Wine Bar called HAMILTON HALLS. This venue is situated at the top, and to your right, of the Bishopsgate exit escalators on Liverpool Street Station (near the BR platform 15). We will be there from noon until early evening and would welcome anyone who would care to join us. If you would like further details/directions please write to Larry Horsfield or myself.

Sharon Harwood

9 Brighton Avenue, Southend-on-Sea, Essex SS1 2QN

Oh how I envy all the Probers in the London area! I would love to come along and join in the fun at the get-together. I hope you all have a great time.....Mandy

Hi-de-hi, down there!

How's life with you all? It's warm up here. There's no snow near the coastline! Hell, one local met. station experienced a new temperature record: +18'C! In the middle of January and around midnight to boot! Hey! Where are the Force 10 snowstorms? I've been thinking lately about more: More disk space, more memory, more processor power, more, more, more... What could cause a guy whose motto is "Why use more if less is enough", to think in those paths? Here's why: There is a program that must qualify as the largest adventure ever written. It's called UNIX. Imagine: 30+ hour hacking runs, deamons, ready to obey your slightest whim, the chance of achieving a wizard status that really makes folk grovel for you etc, etc... WHOOPEE!! One book heartily recommended to me is The New Hacker's Dictionary. There are quite a few references to the game Adventure by Crowther and Woods. It turns out that the magic words XYZZY and PLUGH are found as undocumented commands in many systems. When I say XYZZY to my computer, the usual response is "Nothing happens.." unless there's a file or subdirectory called Y2 in the current directory. In that case I get sent to my so-called HOME directory (on mine it's Pascal code directory). Isn't computing fun? Must go, copy ya later!

Raynir Stefansson, Reydarfirdi, Iceland

HELP WANTED

"I would be like to hear from anyone who is playing KNIGHTMARE (16 bit version) because I am completely stuck at the moment. Also it is always rather pleasant to play games together and get fresh ideas."

KEN BOND

17 Adel Park Gardens, Adel, Leeds, LS16 8BN Tel: Leeds 672278

IN-TOUCH

COMMODORE 64 ADVENTURES WANTED: The old Scott Adams adventures, THE COUNT and ADVENTURELAND to name just a couple. Please write with price required to: STEPHANIE JOHNSON, 186 Eastern Ave North, Kingsthorpe, Northampton NN2 7AT. Tel: 0604 711691.

PC SOFTWARE WANTED: ANY Infocom adventures for the PC with original packaging (i.e. not the Mastertronic re-issues), either 5.25" or 3.5" format. Any reasonable price considered. Contact: DAVE JEENES, 75 City Road, Norwich, NR1 3AS. Tel: 0603 615434.

PICGRAPHICS WANTED: I desperately need some picture-graphics for use with my Amstrad CPC6128. PCW-W have these on offer but unfortunately they cannot be used on a 6128. I would appreciate knowing from anyone if you have anything available in the line of picture or video graphics as insofar as I am aware, no scanners are at present on the market for CPC 6128. Please let me know if there is any costs in preparing such discs and what the price would be. Please contact: MALCOLM SALTER, 65 Rue de Pontpierre, Mondercange L3940, Luxembourg.

AMSTRAD LOADING SCREENS: Anyone interested in having loading screens on their Amstrad games? If so, contact Margaret on 0946 822069 to discuss them.

SOLUTIONS REQUIRED: I am urgently seeking the solutions to DOOMKARKS REVENGE and SHADOW ON GLASS. These are needed for the helpline. Please contact: IAN OSBORNE, 2 Mill Lane, Ludlow, Shropshire, SY8 1AZ.

SOLUTION SERVICE

The following solutions are available from Adventure Probe for 30p each plus S.A.E. For complete list of solutions available send S.A.E. Latest solutions received for the archives are: ARLENE, BERMUDA TRIANGLE, BLOOD OF BOGMOLE, BOYD FILE, BRIAN AND THE DISHONEST POLITICIAN, CORYA I, CRYSTALS OF DOOM, CURSED BE THE CITY, DAEMON, DARKEST ROAD, DEEKS DEEDS, DICK TURPIN, DOME TROOPER, DRAGNET CASE, DRUIDS MOON, ELFINDOR, ELLISNORE DIAMOND, ESCAPE FROM THE SHIRE, FIRELANCE, THE FOUR SYMBOLS, GO WEST YOUNG MAN, GOLDEN ARROW, GOLDSEEKER, GREEN SONJA, HOBBS HOARD, HOBBLE HUNTER, HOMICIDE HOTEL, IN SEARCH OF THE HOLY GRANT CHEQUE, INTO THE MYSTIC, INQUISITOR, JERICO ROAD, JOKERS WILD, LANDFALL ON ROLLUS, LOST DRAGON, MAGIC ADVENTURE, MASTER CLASS, THE MISER, MISSION 2:27-X, MOTORCYCLE CRAZY, OCEAN DANCER, ORC SLAYER, PARADISE IN MICRODOT, RAYMOND PRINGLES QUEST FOR THE FABLED JAR OF PICKLED CABBAGE, ROYAL ADVENTURES OF A COMMON FROG, SAGA OF A MAD BARBARIAN, STAFF OF POWER, STAR FLAWS, SURVIVAL, THERE'S A BOMB UNDER PARLIAMENT, TRIALS OF KRONOS, UNBORN ONE (Darkest Road II), USE YOUR LOAF, WITHIN THE PENTACLE, WIZARDS SPELL,

COMPETITION

How many adventure titles can you spot hidden within the following story? Some titles may be split between words! Send a list of all the titles you found and the one who spots the most will win a prize! If there is a tie then the names will be put in the hat and a winner drawn out. Results will be published in the April issue of Probe.

Alice, feeling miserable, stood beside her red door as twilight loomed and gazed out at the dusk over Elfinton. She saw her neighbour Angelique Tamoret, who was built like an amazon, leaning against the base of the black fountain in her garden to witness her husband escape down the street, driving like a moron who had shellshock down the fast lane, on his way to meet his friend Matt Lucas, and thought to herself, "She's trying to see where Arnold goes". Somewhere else there was an intruder alert as the sound of a siren came faintly to her ears. Inspector Flukeit, a great detective who loved the challenge, would soon be on the trail of the thief and would probably solve it as quickly as Sherlock, as he had done when the lady in green had lost her jade necklace when leaving the house of the seven gables during a journey one spring. She said later that if she had read her horoscope it wouldn't have happened as she believed in the mystical and didn't think it a myth or flook. Although she was a teacher, trouble seemed to follow her like a jinx. "Terrible", thought Alice as she went in to make some tea. She took the cup and made herself comfortable while she drank it. It was better than the tea in Necris Dome where she worked but what could you expect when it only cost a quarter. Staff were the last to be considered in Arthur's place, the beast! Working there was becoming a nightmare like being in a circus. She sometimes felt like a puppet. "Man but there should have to be some changes there soon!", she thought, "All that's needed is a little imagination and a little more gentleness when dealing with the staff." The boss today had shouted twice. Shy little Karyssia had been frightened out of her wits but didn't know how to hit back, being as timid as a little pilgrim and feeling as if she was of no value. Not the solo men though, Flint strikes back when he is pulled over the coals. Rick Hanson also knew how to take care of himself. She often threatened to put down her pen and the dark fear of unemployment was the only thing preventing her so she wouldn't put it to the test. Nord and Bert couldn't make head nor tail of this attitude but they had money and were not concerned about bureaucracy. I do the best I can. As to rebellion she didn't go too far. She looked up as she heard a knock at the open door and Ali entered the room. "Hey!", he cried "have you seen the boat 'The Dutchman's Gold' that Brian the bold is docking at a landing stage on the island after his day trip? Why don't we go do some investigation and see what's in?" Alice agreed. As they stepped outside into the dark, storm clouds were massing and she was glad she had grabbed her coat. She didn't want to freeze to death. "Bring Eric the dog too", suggested Ali and with Eric pulling on the lead they set off, the call of the wild being almost magnetic. Moonlight bathed the inner lakes when they arrived at the landing stage. No breakers disturbed the shoreline yet. The Ship of Doom from Skull Island rode the swell near Brian's ship. Wrecked on the shore was some cargo among the fish. "Had any tourist trouble?" enquired Ali. "No but we had some trouble at bridge tonight when they wouldn't raise it for us," replied Brian, "I'm not worried though as big ol'Den Appleton was a witness. Hey, Alice!", cried Brian as he saw her at Ali's side, "I spoke to Ron Fuseman at the post office today and he asked me to tell you that your copy of Adventure Probe's arrived!". Alice suddenly smiled for the first time that day and grinning happily said "Well, it isn't such a bad day after all!"

WHAT YOU THOUGHT

ABOUT THE CONVENTION

There were only fifty completed questionnaires returned which was a bit surprising. However, it gave us something to work on whilst planning the 1992 Convention. Here are the results that we recieved:

HOTEL		ROOMS		SERVICE		STAFF HELPFULNESS	
Poor	00	Poor	00	Poor	01	Poor	00
Fair	02	Fair	01	Fair	01	Fair	01
Good	34	Good	29	Good	37	Good	37
Excellent	09	Excellent	09	Excellent	04	Excellent	06
ACCESS(Motorway)		CAR PARK		ACCESS(Town)		DISABLED FACILITIES	
Poor	01	Poor	04	Poor	02	Poor	39
Fair	03	Fair	04	Fair	08	Fair	03
Good	27	Good	28	Good	29	Good	06
Excellent	03	Excellent	00	Excellent	02	Excellent	00
GOOD IDEA FOR POST CONVENTION MEAL?		MEAL TYPE		DATE PREFERRED			
Yes	47	Buffet	30	September	06		
No	03	Dinner	12	October	44		
		Either	05	Either	12		

Some comments and suggestions received were:

- No. 01 Make sure that vegetarians are catered for.
- " 01 A choice of menu would be nice (dinner).
- " 01 Would prefer non smoking and no alcohol.
- " 01 Raw flesh on the menu please! (Grue!)
- " 05 Food in the hotel is very expensive.

Vicky Jackson and I perused all the questionnaires and made careful notes of all the suggestions and preferences. The result is that the 1992 Adventure Probe Convention (Number 3!) will be held at:

The Royal Angus (Thistle) Hotel,
St Chads, Queensway,
Birmingham, B4 6HY
Tel 021 236 4211

on Saturday 24th October, 1992

More details in Probe as I get them!

The price of tickets will be £7.50 per person. The buffet following the Convention will have seperate tickets as not everyone will want to attend this and we are working on a figure of around £10 per person but have yet to peruse the menu's supplied by the hotel so this will be confirmed later. The hotel tell me that the special rates (which include VAT and service charge) for Probe readers (per person per night) this year will be Bed and Breakfast = £30, Dinner, Bed and Breakfast = £42 (twin or double). £35 or £45 (single suppliment).

Now to sort out some of the problems: I did hear that someone was charged more than the rate printed in Probe for bed and breakfast last time and I would ask anyone who experienced this to get in touch with the hotel at once and ask for a refund as there was a special rate quoted for Probe readers. Vicky has been in touch with the hotel about the disabled facilities and has asked for ramps to be installed for next time. There will, however, be many willing hands to help out anyone who needs help as quite a few of the gentlemen Probe readers have kindly offered to help in this way. The hotel cannot do anything about the car park for us (although people staying over at the hotel didn't pay if they left on Sunday after 12 noon when the parking attendant went off duty!). The cost of the food at the hotel was a problem for many people who came for the day. At the last Convention I saw quite a number of people with packed lunches and see no reason why this shouldn't be so. If anyone does have any difficulty with anything whatsoever, please do get in touch with me because I am sure that there will be something that I can do to help or suggest.

NEWS SECTION

COPYRIGHT INFRINGEMENT WARNING

I have just heard that Paramount Pictures, the company behind the STAR TREK movies and the television series, is demanding that software authors stop using the names of the Star Trek characters or, indeed, any terminology from the series. The company has already sent out solicitors' letters to many programmers of Star Trek based games, asking them to remove ALL references to Star Trek found within the programs. They are now diligently looking out for other authors of programs that may contain these references. Many authors have already complied with this request. Paramount states that they will take action against anyone that unofficially uses Star Trek characters or terminology in any form. This will happen regardless of how the trademarks are used or by whom, whether they work from home or are in business. Paramount stress that they will enforce this worldwide. My advice to everyone who has used any of the names or terminology within their games is to get out the datafiles and make the necessary changes at once as Paramount are really "going to town" on this one. Make sure that you don't use words such as U.S.S. Enterprise, Klingons or whatever. Paramount can well afford to sue but our home-grown authors really cannot afford the fines or damages that might be imposed.

OBJECTS AND THEIR USES

THE SLAUGHTER CAVES

By *Alf Baldwin* played on Spectrum

TORCH	: Burn the mummy with it.
ROPE	: Tie it to the stalagmite.
BUCKET	: Fill it with water to give a drink to the prisoner. Use it to carry cold rocks to throw at Fire Demon.
POT	: Wedge open door in rectangular room with it.
BONE	: Give it to the dog.
DOG COLLAR	: Wear it to protect you from snake.
BLANKET	: Close your eyes before uncovering cage containing Medusa.
MIRROR	: Hold it in front of you before looking at Medusa.
COLD ROCKS	: Throw them at the Fire Demon.
KEY	: Unlocks door from room where you find the gladiator.
SWORD	: Use it to kill frog and beat off attacks by beetles.
SHIELD	: Protects you from burning oil.
DIAMOND	: Ignore it.
PLANKS	: To bridge river.
MALLET	: Hit Temple Guardian with it.
NAILS	: Not required.
FIRE	: To relight torch. The fire will not be there if you have taken any treasure.
WATER IN POOL	: Drink it to recover from attacks by beetles.
CHEST	: Ignore it, it is not what it seems.
TOMB	: Open it and burn mummy with torch.
WAND	: Needed to open Temple doors.
CROWN	: Go back and get it after you have opened the Temple doors. Sit on the throne and wear it.
TALISMAN	: Choose the brass one and give it to the dragon.
TREASURE	: Answer the dragon's riddle correctly and it's yours.

PHOENIX

By *Alf Baldwin* played on Spectrum

KNIFE : For throwing, cutting and stabbing.
 MISTLETOE : Give it to Drui and show your hands so he will know who you are. He will give you a silver amulet.
 SILVER AMULET : Keeps you from being attacks by demons in village.
 TOAD & SOW : Give them to the Druid to prepare a pill to help you get past the Guardian.
 THISTLE : Swallow it when you meet the Guardian. It will make you momentarily invisible.
 PILL : From Norse mythology. Pray to Odin.
 ASH TREE : The hermit. Hit the gong to wake him and say "hello". He will help you on several occasions.
 HUBERT : Tells you how to cure warts and possession.
 GRIMOIRE : Needed in cure for warts.
 SNAIL : Needed in cure for possession.
 EGGSHELL : Spread it on the swab.
 GARLIC : Clean the wound on Mara's leg with it.
 SWAB : Get Hubert to interpret them.
 TAROT CARDS : Contains whitewash.
 POT : Dip it in the pot and draw a pentagram around the Abomination.
 BRUSH : Dig in the graveyard.
 SPADE : Wear it when picking up the throbbing heart.
 GAUNTLET : Take it to the village green and stab it with your knife in the presence of the Abomination.
 THROBBING HEART :

TRAIL

By *Margo Porteous* played on Spectrum

BAG OF MONEY : Give to Troll.
 CRYSTAL KEY : Unlocks Crystal Gates.
 EMERALDS : Carry when in Green Forest and go to location N of shelter to be captured and taken to dungeon - only way to reach Sword of Rhum and Fur Coat.
 EYE RING : Wear when climbing Cyclop's wall to escape death.
 FUR COAT : Wear in Frozen Outlands.
 GOLDEN CHEST : (Exam stream/River). Holds Eye Ring.
 GOLD KEY : (Behind loose stone in dark passage. Exam pass, Pull Stone). Unlocks Golden Chest.
 ION CRYSTAL : "Throw Ion" to get rid of Giant behind gates.
 LADDERS : Climb ladder at Cyclops wall. Climb down to return.
 RED KEY : Must have when captured with emeralds. Unlocks Dungeon door.
 SMALL BOAT : Get and take it with you to travel up and down river. (To reach Dwarf's Island and also short cut to top of river). No need to "Launch" simply carry boat to roadway by river and go south.
 SPADE : "Dig" on Dwarf's Island to find Red Key.
 SWORD OF RHUM : (In dungeon with red wooden door). Needed in black chamber to finish - "Kill Dark" or "Kill Tarq".

RED HERRINGS

TRIAL

By *Margo Porteous* played on Spectrum

AXE, BRONZED SWORD, BOW, CANNON BALLS, DIAMOND, FOOD, OILY RAG, PICTURE, SILVER SPEAR, SHELLS, VASE, WOODEN STAFF.

HINTS AND TIPS

THE SPIRO LEGACY

By *Steve McLaren* played on Amiga

When you have pushed the boat into the water, ENTER BOAT, ROW S, LEAVE, S CAST BRASSO ON FOLLY, S to get casket inside the crystal keep throwing the die and input the number on die until the correct number opens the crystal sheet, then input GET CASKET WITH CUE.

There are eight spells to find around the house and grounds.

KINGS QUEST V

By *Steve McLaren* played on Amiga

The desert can be quite tricky since you have only seven moves before you die of thirst. From the Beehive go west five times which will bring you to an Oasis. DRINK WATER. From there go N, N, W, W, W. Hide behind rocks before the bandits see you. Watch what they do. When they have gone DRINK WATER from pool. From there go S, S, S, E to find a skeleton. Take the Boot and go south twice to another Oasis. DRINK WATER and proceed S, W, W, W, W to Bandit's Camp. Wait until the guard falls down into a stupor and DRINK WATER then enter the tent right of the screen. Don't waken the guard. GET STAFF then follow the route back to the temple.

THE CRYPT

By *Humphrey Bolton* played on Atari ST

Full strength is SIX units of the Dumbell not FIVE. First push the block in the Lift Shaft then go round via The Tube to the Lift and up to Level Three then back to the Ground. Hey presto, one smashed rock with the key showing.

TRAIL

By *Margo Porteous* played on Spectrum

"Move Table" in Servants Quarters to find secret passage. To enter from Forest, "Move Branches" at top of steps.

The man imprisoned in depths of the castle (King Nennog) and the frail man in the small shelter in the Green Forest (Ergo) will both give information. Just use "Talk Man".

PARADOX

By *Ron Guest* played on Spectrum

From the Poisoned Pool go NE, GET FLASK, N, CLIMB, W, W. At this point the game appears to go funny and re-starts, but this is an illusion. Go directly to the Pool, FILL FLASK, N, DRINK, the water is purified. DROP FLASK as you can't drop it later. GET ROPE and RING. Go to Fork in Tunnel. The NE passage is now clear but don't feel too happy - your trouble have only just begun!

THE ANGELICUS SAGA

By *Helene Homes* played on Amstrad

When trying to get hold of the Book in the Bookshop, don't USE REST (snooker rest). You will be asked for your game position!

CASTLE WARLOCK

By *Simon Avery* played on Amstrad

BAT - Carry Garlic from beneath the Cave. RATS - Play Pipe. SNAKE - Drop Mouse. MOUSE - Get whilst carrying Cheese. DOOR WITH WHITE KEYHOLE - Pick lock with Finger Bone! DOOR WITH SPIKES - Wedge door with block of wood. MIRROR - Slide Mirror. MIRRORING ROOM - Pull Curtains, Go NW. GOLD KEY - Drop Chair, Get Gold Key, East. DARK - Light Branch at Burning Tree. PLANK - Smash Table in hut with mirror.

GRUE-KNAPPED!

By *Kevin Murphy* played on Spectrum

Get the Computer and drop it in the High Room. Bounce on it to get the Currant. Examine it to find out it is actually a portable CURRENT generator. Now search the Sink and get the Plug. Join the Plug to the Computer then join that to the Current.

THE BERMUDA TRIANGLE

By *Alf Baldwin* played on Spectrum

Climb down the rope ladder immediately you have the reed from the ledge or you will freeze to death without the poncho.

Insert Reed in the recorder and play recorder to hypnotise snake. Get Bronze key from nook and insert it into keyhole in the tree to turn off force field. Then go straight to the doctor to get treatment for your infected foot.

When you have received treatment, return to the nook and use the Mattock to loosen the soil round the silver coin embedded in the ground.

Cross the Gypsy's palm with the silver coin.

Use the £5 notes to buy kerosene for the lantern and a bottle of wine. Remember the old man's words and drink three times to pass the circle of stones.

Give bottle of wine to the tramp. He will give you a magic watch. Read the runes on the monolith and do what the message tells you to reach the cave.

You will need the lantern in the caves, down the well and in the barrel. Make sure you extinguish it when not required, the kerosene will only last for a limited number of moves.

THE GOLDEN PYRAMID

By *Alf Baldwin* played on Spectrum

When you no longer need to cross the quicksand, untie the hair from the lodestone and thread it back through the talisman.

When you have built the raft again, sail it across the lake and wait for the Tribesman to appear. Give him back his lodestone and he will give you a golden token. Insert the Golden Token in the slot in the Iron box to open it. Inside you will find a Golden Chalice.

HELVERA - MISTRESS OF THE PARK

By *Simon Avery* played on Amstrad

Creature Problems? WEAR GAS MASK, POUR CLEANING FLUID INTO POOL.

Rats giving you bother? WEAR STRING.

RINGS OF MERLIN

By *Joan Williams* played on Spectrum

Give Fudge to Tag. Give Collar to Vagrant.

Wear Slippers at Waterfall. Lever door with Branch.

Wolves will chase bones. Swing Vine to find an Axe.

N, N, E in Maze for Wire Cutters, W, S, S, E, E to return.

Wait until the Geyser subsides to go down.

Wear Hanky in Red Dust. Break Box with Axe.

Enter Waterfall at the right time to find Fudge.

AXE OF KOLT

By *Sharon Harwood* played on Spectrum

Wear the Chainmail before entering the forest.

Follow the Woodsman.

Empty the contents of the bottle into the river.

Use diversions to get through the village.

Wear the talisman before entering the mine.

Rub chalk on the hammer to read the name.
 Hide the goggles down the grille.
 Yelling will get you some attention.
 Talk gently to nervous woman.
 Wear the gloves before taking the butter.
 Pour the acid on the staples to get the Axe.

CODE-NAME ICEMAN

By John Barnsley played on Atari ST

TALK to the BRUNETTE sitting alone at the lower right-hand table in the bar and then ASK her for her name. BUY her a DRINK. Answer YES to her question and then DANCE with her. At her doorway, KISS her. Answer YES to her question. In her room TALK to her then KISS her until the screen changes. STAND up and READ the NOTE on the dresser. Leave the hut, GET the EARRING from just to the LEFT of the steps of the hut and OPEN it. READ the MICROFILM. In your own hut (No 6), get the ID and CHANGE from the drawer next to the bed. GET the ADDRESS BOOK from your suit pocket in the closet. Go to the newspaper machine in the Lobby and INSERT your CHANGE. READ the PAPER and enter the lobby. LISTEN to the Clerk.

CADAVER - LEVEL 1

By Paul Vincent played on Amiga

To get the Alchemist's ashes: Lift cover off pit in Cadaver Store by pressing button outside the room. Drop rope (found in Main Chamber) down pit, then step off the edge to climb down the rope. Use the key beside the chest to open it - the Alchemist's ashes are inside. Open the giant rat to find the lead key. This key lets you go East. Go East again and take the four green gems. Return E, E to the pool and throw these four gems into the pool, together with the two you found earlier. This teleports you to the Lord's Crypt. (The two other green gems can be found as follows: One is hidden behind some sacks near the start (N, N, W, N from start). The other is on a stone block outside the Cadaver Store).

A-MAZE-ING ESCAPES

ZORK III - THE ROYAL PUZZLE

By Ron Rainbird played on Atari 800XL

After reading note at the Entrance: DOWN, PUSH EAST WALL, S, S, W, PUSH SOUTH WALL, E, N, N, N, W, PUSH SOUTH WALL, PUSH SOUTH WALL, E, E, S, PUSH SOUTH WALL, N, N, E, PUSH SOUTH WALL, GET BOOK. PUSH SOUTH WALL, E, NE, PUSH WEST WALL, S, W, NW, N, E, PUSH SOUTH WALL, SW, PUSH EAST WALL, NE, PUSH SOUTH WALL, NW, N, N, N, PUSH EAST WALL, W, S, SW, W, N, N, PUSH EAST WALL, PUSH EAST WALL, S, S, SE, E, N, N, PUSH WEST WALL, E, S, SW, W, NW, NW, N, E, E, PUSH SOUTH WALL, PUSH SOUTH WALL, NE, E, S, S, W, PUSH WEST WALL, PUSH WEST WALL, S, W, PUSH NORTH WALL, PUSH NORTH WALL, PUSH NORTH WALL, NW, UP. You should now be out of the Maze. There are many routes which solve this Maze and this is just one of them!

Many adventurers find Mazes extremely frustrating and difficult and would prefer to avoid them. If solutions to Mazes were featured in Probe some people would play adventures they would otherwise put on a shelf. If you would like to see this series return and flourish then please do send in contributions. Maze solutions for both old and new games will be welcome.....Mandy

GETTING YOU STARTED

TREASURE ISLAND

By *Dennis Dowda* 17 played on Spectrum

OPEN DOOR, IN, UP, N, OPEN DOOR, IN, EXAMINE BED (you see the body of Billy Bones), EXAMINE BODY (he is dead and wearing a button up shirt and has something in his clenched hand), OPEN HAND (a piece of paper falls to the floor), UNDO SHIRT (you take a key that was hanging around Billy's neck), GET PAPER, EXAMINE PAPER (circular and black on one side with the message "We're coming for the packet"), OPEN CUPBOARD, IN, UNLOCK CHEST, OPEN CHEST, GET PACKET, OPEN PACKET (a map falls to the floor).....

THE FOLLOWING GETTING YOU STARTED CONTRIBUTIONS WERE SUPPLIED BY
Tony Melville played on Spectrum

PARADISE IN MICRODOT

W, ASK RIDDLE, MANSION, GET HANDSHAKE, E, E, GET GLOVES, WEAR GLOVES, E, GET FILM, W, W, S, E, S, INSERT FILM, SHOW FILM (SMORFASBORD), N, E, GET PIE, W, W, W, TURN TAP, GET CLUE, ASK RIDDLE, MY MIND, W, SMORFASBORD, UP, W, ASK RIDDLE, 114, GET HELMET, WEAR HELMET, E, E, PRESS PALM, E, THROW PIE, GET CARD.....

ROYAL ADVENTURE OF A COMMON FROG

GET LANTERN, GET DAGGER, W, N, GET MIRROR, PEER MIRROR (you see a frog), S, E, DOWN, S, GET TROUSERS, WEAR TROUSERS, PEER MIRROR (you see a youth), W, GET SHOES, WEAR SHOES, GET MATCH, STRIKE MATCH, LIGHT LANTERN, N, KILL PIRHANA, DROP DAGGER, S, E, E, N, N, E, N, N, OPEN DOOR, THROUGH DOOR, W, GET SHIRT, WEAR SHIRT, E, E, S, STOMP SPIDER...

STAR FLAWS

UP (hatch stuck), EXAMINE CRATES, GET CROWBAR, LEVER HATCH, UP, W, EXAMINE CARTONS, GET SANDWICH (stale), S, S, W, EXAMINE PANEL, GET BATTERY, E, E, S, EXAMINE TOILET, EXAMINE CISTERN, GET GUN, EXAMINE GUN, PUT BATTERY IN GAP, N, N, DROP SANDWICH (guards run away), DOWN, SE, S, EXAMINE CARD (yellow), N, N, N, SMASH COMPUTER, GET CHIP.....

UNBORN ONE (DARKEST ROAD 2)

INVENTORY (book), EXAMINE BOOK, DROP BOOK, S, EXAMINE BROOK, GET COIN, E, EXAMINE HEDGE, GET VIAL, S, E, N, EXAMINE SILVER TREE, EXAMINE ROOTS, GET ARROW, S, W, W, W, N, N, GIVE ARROW TO ARCHER (you get a shirt), WEAR SHIRT, W, EXAMINE FORGE, EXAMINE FLOOR, GET STONE, EXAMINE RAFTERS (you see a sack), THROW STONE AT SACK, GET SACK.....

USE YOUR LOAF

EXAMINE DESK, L, OPEN DRAWER, L, GET KEY, UP, EXAMINE CUPBOARD, L, EXAMINE COAT, L, GET MONEY, DOWN, S, EXAMINE BOOK, L, GET RECIPE, EXAMINE RECIPE (flour, water, yeast, salt, mix and kneaded, something to bake the dough in and a got oven), DROP RECIPE, S, E, E, BUY CANDLE, N, E (a jukebox is playing "whistle down the wind"), W, S, E, BUY YEAST, E, TALK TO BUTCHER (you get a bone), TALK TO ASSISTANT (he offers you a sandwich), SAY YES, W, S, S, W, BUY SALT, DROP MONEY, E, S, GIVE SANDWICH (to tramp), L, GET BOTTLE.....

WIZARD'S SPELL

W, GET SWORD, GIVE SWORD TO ZOD, EXAMINE STONE (blocking a door), MOVE STONE, EXAMINE DOOR (locked), E, E, READ SIGN (danger, elves felling trees above), CROSS BRIDGE (the bridge is broken by a log), S, S, E, OPEN DOOR, N, SAY TO ZOD KILL DRAGON, SAY TO ZOD EXAMINE DRAGON (the hide protects him from electrical forces).....

WITHIN THE PENTACLE

EXAMINE SHADOWS (you see a trapdoor), D, W, EXAMINE ROBES, GET KEY, E, UP, E, UNLOCK DOOR, DROP KEY, OPEN DOOR, ENTER DOOR, D, E, OPEN DRAWER, GET GUN, W, N, PICK ROSE, GET FLASK (holy water), E, GET SPADE, W, W, W, D, GET CANDLE, U, N, N, W, DIG, DROP SPADE, GET MATCHES, S, S, S, PUSH DOOR.....

TRIALS OF KRONOS

INVENTORY (map), DROP MAP, GET ROCK, IN (tent), GET PICK, GET SPADE, EXAMINE BED, R, GET BLANKET, WEAR BLANKET, GET TORCH, EXAMINE UNDER BED, R, GET ZIPPO, OUT, W, THROW ROCK INTO TREES, S, GET ROD, DOWN, E, E, SE, U, W (by a granite door), HIT DOOR FORCIBLY WITH PICK, DROP PICK, TURN ON TORCH, D, D, D, D, S, S (the spirit of Kronos appears and tells you what to do), W, W, W, N, E, RAMSAVE (as the down direction is random), D (until you are at the place of the Hidden Gods), GET FLASK.....

SURVIVAL

INVENTORY (pasty, lamp, crowbar, watch), DROP PASTY, DROP WATCH, EXAMINE LAMP (no plug), S, S, E, E, D, W, W, BREAK OPEN (drawer), DROP KEY, GET PLUG, E, E, E, E (only with the lamp-plug), OPEN CABINET, W, W, S, S, D, N, S, S, S, E, S, W, S, S (you see a computer with the message "combination - 3974"), N, N, E, N, N, N, N, D, N, W, USE CROWBAR (you open a cupboard and find a switch), SWITCH OFF.....

ORC SLAYER

INVENTORY (axe, food), DOWN, S, GET TINDERBOX, N, E, N, ENTER TREE, GET TORCH, LIGHT TORCH, DROP TINDERBOX, S, S, D, EAT FOOD, GET ARMOUR, WEAR ARMOUR, UP, N, E, E, S (in a maze), E, S, E, S, E, S, E (out of maze), N, E, DOWN, E, GET KEY, N, N, E, GET GOLD (coin), W, S, E, S (an Ogre stops you), GIVE GOLD, S, CLIMB TREE, GET BOOTS (flying), WEAR BOOTS, D, N, W, S, GET PLANKS.....

OCEAN DANCER

LOOK UNDER, GET PAINTING, BLOW DUST (you are falling into painting, it is of a ship), SWIM, CLIMB (on board the Ocean Dancer), GET CLOTHES, WEAR CLOTHES, GET POT, GET MEAL, EAT MEAL, EXAMINE SHIP, GET BOOK, READ BOOK (it tells of seven lost sons), DROP BOOK, E, GO ASHORE, GET ROPE, GET AXE, E (in quicksand), TIE ROPE (to stump), PULL ROPE, GET SWORD, W, W, KILL GRIFFIN (with sword and you are wounded), USE POT (you are healed).....

MAGIC ADVENTURE

LIST (coin), GET KEY, UNLOCK DOOR, DROP KEY, E, OPEN DOOR (hinges are stiff), N, GET CAN (oil), W, GET WAND (it changes to an egg), E, S, OPEN CAN, OIL HINGES, OPEN DOOR, E, EXAMINE STAIRCASE (unsafe), DROP CAN, GET WOOD, E, PULL SWITCH (needs coin), INSERT COIN (in meter), PULL SWITCH (light on upstairs), GET NAILS, E, GET HAMMER, MAKE LADDER, DROP HAMMER, GET LADDER, W, W, ERECT LADDER.....

JERICO ROAD

This game offers choice of Junior version or Full adventure. Junior version is ok for mapping. This is for the Full Adventure: INVENTORY (128 Denarii), W, S, W, LOOK, ASK MAN, HELP, FOLLOW MAN, FOLLOW MAN, FOLLOW MAN, GO STEPS (you see a monk, your mission is to get the sign, find its four solutions, bring it back here), ASK MARK, FOOD, EAT, GO DOOR, E, N, GET LAMP, N, E, S, E, BUY MAP (will not accept Roman coins), W, N, N, E, LOOK, ASK MAN, OIL, GET OIL, E, S, W, CHANGE MONEY

CONTRIBUTIONS URGENTLY NEEDED FOR THIS SECTION

R.P.G. SECTION

EYE OF THE BEHOLDER

Some hints on playing by *Ken Bond* on Amiga

This R.P.G. was hailed as being a Dungeon Master beater so I was anxious to play it. The graphics and monsters are certainly better than DM but I don't think it has quite so much gameplay. A nice touch is that it can be put on a hard disk but the snag is that you can only do one save. I had a nasty experience when, after a fierce battle in which I lost two of my party, I accidentally saved the game instead of loading it and had to start at the beginning again. In the manual it states that you need a thief in your party but I never found any lock after level two that could be picked and there never seemed to be a shortage of keys. I used a Paladin, a Mage, a Cleric and a Mage/Cleric. It is very useful having two Mages and being able to cast two low level aggressive spells. It's also handy to have two Clerics because if your only Cleric gets paralysed you are in deep trouble not being able to heal the rest of your party. You will soon be able to pick up two fighters to add to your party. On the first level you will get many daggers. Pick them all up even if they seem of no use as they will come in handy later on. If you see an inscription that says "What a funny place to put an inscription", put a dagger in the crack and a secret door will open. Pick up all rocks because there are some glowing rocks in later levels that are door keys. Having a compass in view makes it easy to map but in some places you can get transported without realising it. It is a pity you can't shut the door on the monsters as this causes a lot of fun. I found the worst monsters to deal with were the poison Spiders on level four and five and the Mind Flayers on level eleven. If one of your party gets poisoned and you have no potion to cure them, load in the last saved game. Try to keep out of direct view of the Mind Flayers and have two remove paralysis scrolls ready.

R.P.G. FOR 8-BITTERS

Review by *Ron Rainbird* played on Atari 800XL

Anyone not yet into RPGs and still faithful to their 8-bit machines could not have a better introduction to this type of game than by entering the world of PHANTASIE. Two games for this type of machine, PHANTASIE 1 and PHANTASIE 2 are still available, I believe, and show just how far an 8-bit game can be taken. The storyline is the usual Evil Presence, in this case an almost omnipotent Wizard named Nikademus, overshadowing a Fair Land, but the way these adventures have been programmed make mapping almost obsolete and, in fact, should be introduced with advantage to current RPGs for 16-bit machines. Ah well! Whether travelling over land or sea, visiting Castles and Dungeons (and there are many) a square, once covered, remains on the screen and is there should you go back to it, although in Castles and Dungeons you are given the option of retaining the on-screen map. This is very useful when solving a maze. The graphics are colourful, the combat is fast and much more than adequate, whilst the many problems are not so difficult as to make the player resort to hair-tearing. The monsters get progressively harder to put down as your party's experience levels ascent and they also get more colourful and there are many spells and weapons to get hold of when you can find them. Towns and Inns there are a-plenty, making it reasonably easy to replenish provisions and heal wounds. All in all, these are two games that I recommend every beginner (and professional) to dive into because "the water is fine".

STRATEGY SECTION

TAKEOVER

By *Harold Dixon* played on Commodore 64

My all-time favourite strategy game is an oldie called TAKEOVER. It is a typed-in game out of a book called POWER PLAYS on the COMMODORE 64 by Humphrey Walwyn. Before you turn your nose up at the thought of a type-in game, please read on and I think you will find that a true strategist would not regret it! It is a game I typed in years ago, one with which I am fascinated, and go back to again and again! Picture yourself leading a bunch of rebels that are attempting to overcome a government ruled by a ruthless tyrant. First of all pick the political status of the government you wish to overthrow - Communist, Socialist, Liberal, Right-Wing or Fascist. Having done that you pick your own political status from the same categories. Then you decide on the level of play - will the government be "Very weak and about to fall", "Weak and unpopular", "Reasonably secure", "Stable and strong" or "Very secure and highly popular". Be careful when you set up all these categories as your choice will greatly affect the outcome of the game. Try the lowest level first. I am okay on the first two levels, the third one I have only won two or three times - higher levels I find impossible, but I'm working on it!

The game is played on a city map which features streets and buildings. You are the rebel forces and the government is played by the computer. Points are gained by capturing key buildings and the first player to reach 35 points is the winner. You take alternate turns each consisting of four consecutive moves - if either is unsuccessful in any move play reverts to the other. At each move you may either try to take over a building square - each building has a traditional political leaning, loyalty and pro/ante government bias, but this will change as the game progresses according to your popularity. The more popular you are the better the chance of a building coming over to your side. Try to take care over a street square - this will also help you to take over buildings at a later date. It will also help stop government forces from advancing too far. Taking a street square is only possible if you already occupy more surrounding squares (up to 8 buildings or streets) than the opposing colour - grey neutral squares do not count. The more squares you occupy surrounding a building the more chance you have of overcoming the resistance there. Some buildings are particularly important, since they can alter the course of the game if you occupy them. These include RADIO STATION, NEWSPAPER OFFICE, CATHEDRAL, BANK, HOSPITAL, AIRPORT, PALACE. The first three are most important, but the PALACE is practically impossible to capture! Before each turn one of these buildings may release a Newsflash which may be damaging if it is held by enemy forces. To help you find out if a building may be ripe for capture you have a free option to examine intelligence reports. Everytime a building changes hands the popularity chart will be affected.

Each game has a different city map and building alliances, according to which political status you represent. At the start of a game you will be informed of which buildings will be likely to join the rebels - this changes with each game, so it is wise to make notes at this stage. Altogether a very addictive and entertaining game and well worth the effort of typing in! The book contains five other strategy games, all of equal interest and was published in 1984 by Century Communications Limited, Portland House, 12-13 Greek Street, London, W1V 5LE. If you can get it is well worth it just for this game alone!

KINGS AND QUEENS OF THE CASTLE

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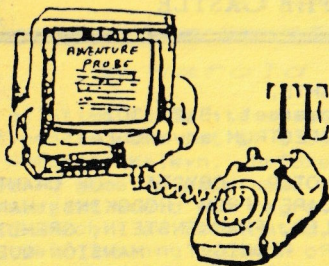
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