

ADVENTURE PROBE

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Happy adventuring to you all

EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

It will be assumed that letters sent directly to June Rowe (Letters Editor), 46 Hurdon Way, Launceston, Cornwall, England, PL15 9HX are for publication, all other communications should be sent to the address below.

SUBSCRIPTIONS

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BACK ISSUES

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ADVERTISING RATES

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DISTRIBUTION

Adventure Probe is distributed during the first week of the month (but will be a little erratic until I get back on schedule) Copy date for contributions and advertisements is 14th of the previous month.

CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief the entry is, it may be the very information someone has been waiting for. It will be very helpful if items for different sections are on separate pieces of paper. It doesn't have to be printed or typed, but best handwriting will be appreciated. When you submit an entry for the IN-TOUCH section please mark which are adventures, utilities, arcades, etc.

Other more general contributions can still be forwarded as I hope to collate them into special supplements.

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. but not letters for publication, to:
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HALL OF FAME

Many thanks to the following readers who have sent
in contributions since the last issue:

The Grue, Lol Oakes, Angela Allum, Steve Clay, Mary Scott-Parker,
Jonathan Scott, Dorothy Millard, Ron Rainbird, Grimwold,
Keith Burnard, Bod Adams.

Special thanks to Gareth Pitchford for the cover picture
and Geoff Lynas for printing the magazine.

* * * * * STOP PRESS * * * * *

Congratulations from Adventure Probe readers to Louise and Tony
Collins on the birth of their son, David. Tony will be very busy
during the next few weeks (feeding, changing nappies etc.) so
please be patient when ordering from The Guild.

EDITORIAL

Welcome to Volume 6 Issue 11

At the time of writing this, it is only 5 days since I despatched the October issue to you, and I will be starting to prepare the next issue as soon as the proofs are on their way to the printer.

By now you will be fed up with me moaning about not having much to publish, so I will concentrate on telling you what I have received. I have a few very interesting articles, lots of lovely Christmassy poems, some brain-teasing puzzles, and an assortment of other goodies that you will see in the next issue. The magazine will expand to accommodate anything else I receive before the publishing deadline.

Reviews - you either hate writing them, or love it. I am very grateful to the readers who review regularly, but how about some of the more shy of you trying your hand at a brief report of what you thought about the last adventure you played. It doesn't matter if it is an oldish adventure, or even if it has already been reviewed in Adventure Probe, and it certainly doesn't have to be full of praise - authors, like editors, appreciate some feedback.

Many of the 8-bit owners will be aware of the cutback in the size of the adventure column in Your Sinclair. The publishers seem to have lost interest. They certainly don't appreciate the first-rate columnist they employ as most of his text is replaced with artwork - I wonder who they are trying to impress! I have also given up buying my Atari magazines as they are only interested in arcade and role-playing games. Which means it is even more important for the likes of Adventure Probe, From Beyond, Goblin Gazette, Red Herring, Syntax, Adventure & Strategy Club etc. (sorry if I have missed anyone) to continue to spread the word about adventures.

I have had very disturbing news from most software companies that sales are extremely poor this year. I know there is a recession and players can't buy as much as they would like, but the figures seem to indicate that hardly anyone is buying home-grown adventures, even 16-bit ones. The Licenceware and P.D. adventures are very inexpensive. As it was pointed out a few months ago, you can buy many more home-grown adventures for the cost of one commercial game, and I would like to see many more of these mentioned in Probe. I think the standard of writing has improved over the last two years, so why not show some appreciation to the hard-working authors. I know a little about the Atari market, how about the Amiga and PC owners telling us what is on offer. Steve Clay has started the ball rolling with some of this experiences with his Amiga A600.

One last plea. Does anyone know of a cheap (P.D.?) and easy to use program that will allow me to print the wording and frame together for the section titles on my Atari? Timeworks only has straight edges and right-angled corners. I don't want anything too fancy - just something similar to the current titles..Barbara

LETTERS - edited by JUNE ROWE

From The Grue, of Ormskirke

Just a quick letter to say thank you to all the people who voted my game THE FOUR SYMBOLS best 16 bit text adventure at the recent adventurer's conference. To say I was surprised is an understatement and I still find it hard to believe. I might as well use this chance to plug the Spectrum version which will be available from FSF Software (thanks, Larry). Once again I thoroughly enjoyed the convention; great to meet old friends and at last have the opportunity to meet Jim MacBrayne face to face. I amazed myself this time though ... I only got lost in the lift about three times, which is quite a feat, especially compared to previous years. It has been rumoured that any Grues or Bugblatters have been banned from having breakfast in this particular hotel ever again?

Thought the second issue of Probe was excellent and Barbara is very conscious of the fact that the 16 bit owners aren't getting that much to interest them. Well what are you 16 bit owners doing? Barbara can only print what is sent in; if you don't send anything, she can't print it. You don't have to be the world's greatest writer to do a review and it doesn't have to be three pages long. What really matters is your contribution no matter how big or small it may be. If Probe is full of nothing more than 8 bit stuff and you're a 16 bit owner, then think - isn't it time you put pen to paper? Even Ted Bugler sent in a review of SHADOWLANDS. I know a lot of you think Ted is very hard on Probe BUT at least he has sent something in. David Charnley has sent in a number of reviews and although smallish they are very worthwhile contributions.

What do you think of Probe under Barbara's editorship? Do you like the content or dislike the layout? If you don't let her know then she will not be able to try and produce the fanzine that you want to read.

I have suggested that the RPG and Strategy reviews be placed in the section with all the others. My reason for this is that I feel with those particular sections being near the tail end of each issue, it alienates those readers who like or prefer those sort of games. I would prefer to see all the reviews together no matter what sort of game it is - if you disagree say so!

*

*I can't see any reason for separating RPG or Strategy reviews, as long as it is clearly stated what type of game is being reviewed. I wouldn't be at all happy, though, if I ordered such a game on the strength of a review, thinking that it was an adventure!
(June)*

* * * * *

From Steve Clay, of South Wirral

May I take this opportunity to thank all who voted for THE TAXMAN COMETH in the recent awards? Anyone who did not receive their bribe please contact my promotions manager. Seriously though - my thanks to Zenobi who had the confidence to publish it, also to Zenobi's playtesters for their suggestions. Thanks to WoW for handling the Amstrad version, and to Lorna Paterson, who not only knows what Odsoks' tower looked like in the beginning, but was also responsible for the Amstrad versions. I hope you will enjoy the sequel, too.

*

Well, that's nice - appreciation all round. You thank people who helped you to publish the game and win an award, and the people who play adventures thank you for writing it by voting for it. I think if all those who deserve credit ran a race, the author would win by a short head, because without the author's original idea, there would be no game, and therefore no race! (June)

* * * * *

From John Wilson, of Rochdale

We would like to say THANKS! for your continued support and for voting for us in the recent Adventurer's Convention Awards. Both Steve Clay and ourselves were more than pleased with our placings in the various categories and Steve's Best 8 bit Adventure award for his game THE TAXMAN COMETH was most welcome ... so with a bit of luck he will not rest on his laurels but strive to produce a fitting sequel.

(June comments - Having played TAXMAN and thoroughly enjoyed it, I'll second that hope!)

However, there are a couple of points concerning these awards that we would like to clarify.

Firstly ... whilst we were extremely pleased with our own placing in the Best Homegrown Adventure Company section, we do feel that our inclusion in this category was a shade unfair on the other nominees. After all, we are a self-financing, full-time organisation and as such serve no other purpose than to produce and sell adventure games, as the taxman (the real one!) and our accountant will be only too happy to verify. This has been the case for a number of years now and hopefully will continue to be for a few more to come.

(June comments - Hear! Hear! to that last remark!)

Therefore we have contacted the organisers of these awards and respectfully requested that in future they exclude Zenobi Software from this category in which the vast majority of nominees are mere "hobbyists" and thereby give them a fairer crack of the whip. After all it is not exactly fair to compare somebody who may spend a couple of hours a week producing software to a set-up that spends 12-14 hours a day, seven days a week, 52 weeks a year doing the self same thing.

(June comments - I can't help but wonder ... if Zenobi isn't a home-grown adventure company, in what category should it properly be placed and in whose company? Are there enough professional adventure producers to make up a section? I can hardly believe that the likes of Tartan Software, River Software and FSF Adventures, who would have been nominees in the "home-grown" section, only spend a couple of hours a week producing adventures, so should they join Zenobi in a "professional" section? Any comments on this?

John goes on to say that he would have expected the award for the best 8 bit game to have been sent to him for forwarding to Steve Clay, but perhaps he did not take into account the fact that WoW Software also published an Amstrad version. Granted, the Zenobi Spectrum version came out first, but we are not told whether it was Spectrum owners or Amstrad owners who voted for the game, so perhaps it was proper for the award to go straight to the author. John also tells me that although he offered to sponsor an award, his offer was not accepted by the organisers of the convention. Trying to be fair to both sides, I have to say that Larry Horsfield, one of the organisers, tells me that as Zenobi had previously expressed disinterest in anything to do with conventions, and because Larry had more sponsors than sections which required awards anyway, John was not asked to sponsor an award. I'm sure Zenobi will be asked by the organisers of the 1993 convention to be a sponsor, then hopefully everyone will be happy.)

* * * * *

From Keith Burnard, of Hounslow

After reading Cockroach Corner, I felt I had to put pen to paper. With regards to ARNOLD THE ADVENTURER, if any players enjoyed the first game then I would imagine that they would buy any sequels. After all, at the end of the day the decision is theirs and theirs only.

Conversions are done by a majority of writers who probably have a full time job. Thus all their spare time is taken up converting games for our pleasure. So why not be patient?

With regards to Software Moguls getting rich by selling games, I would think that as most games are priced between £2 and £2.50 that no one would get mega rich at these prices (after expenses are deducted).

If there are any comments to be made about John Wilson why not call him by name and not "that fat old sod over at Zenobi"? After all it does not cost anything to be polite! I personally would like to think of Adventurers as friendly people.

A soapbox column is a good idea, if correctly used.

*

Thank you for expressing my sentiments exactly, Keith - I'd have felt silly writing a letter to myself! (June)

* * * * *

From Bob Adams, of Welwyn Garden City (addressed to Barbara)

Thank you for the great job you are doing in giving us our monthly fix of Adventure Probe. I am delighted that you haven't changed the successful format of the last six years and that it still retains the helpful, chatty and friendly style that it has always had. My copy gets read constantly throughout the month as I tend to rush through it when it first arrives and then discover later all the little snippets that I missed the first time or so. I hope this helps to answer the questions asked in the last editorial.

It was a pity that you and June were unable to attend the Adventurers Convention as you missed a great day and it was also the first year that nobody from Probe attended. Perhaps next year?

Alison Bailey's question about what computer to buy is very difficult to answer as choosing a computer is a very personal thing. What suits one person may not necessarily suit another. Also in this day and age, seven hundred pounds is not a large amount of money when you are considering a completely new set-up including a monitor, extra disk drives, etc. The other danger is that this could easily degenerate into a "my computer is better than yours" type of computer war and that is something we can certainly do without in Probe. All I can offer Alison is that she attends one of the computer shows where she can try out as many machines as possible and also observe the software available for them. Only trouble with that is the time element involved and she'll have probably spent the money by the time this reply appears!

I'd like you to make a correction to an item you printed in Issue 8 (August 92). The piece stated that Tony Collins has secured the Commodore rights and was releasing a version of Grue-Knapped for the C64. As the author and copyright holder of Grue-Knapped, I was most surprised to read this as I know nothing about it. This story is untrue and permission has not been granted for this to happen.

On a happier note, Neil Shipman has (with my permission!) been working on a PC and Atari ST version of Grue-Knapped which is just about complete. I've just had the pleasure of play-testing it by using an ST emulator on my Amiga and the result was most entertaining. It is particularly fascinating to see how somebody else can make subtle changes to some of your own ideas and actually make you get stuck in solving your own game!

I'd like to close by saying hello to everyone who made Birmingham such a great weekend and I'd also like to thank the many Probe readers and friends who have helped me through a very difficult year.

*

Barbara and I are sorry we missed the Convention, too, but we can't always do what we'd like to do. I shall definitely try to attend next year. Thank you for your advice to Alison - I hope she'll be able to attend a computer show soon.

Good luck with Grue-Knapped - I played this on the Spectrum and thought it was hilarious! When are you going to write another game, Bob? (June)

I take responsibility for the error mentioned above. In my anxiety for information for the NEWS section I must have misread the title. Sorry! Perhaps you can let me know if you plan a C64 version? (Barbara)

REVIEWS

DUNE

Reviewed by Lol Dakes, played on an Amiga
Also available for the PC and Atari ST
Price £30.99 (£19.99 from Special Reserve)

Dune is the only planet in the galaxy that SPICE can be found. SPICE is the most important and most sought after substance known to man; the Atreides family have been given permission by the Emperor to live on Dune and mine the SPICE.

You play the part of Paul Atreides and try to mine as much as you possibly can, but it isn't just a matter of getting your bucket and spade and digging willy-nilly. The planet is home of the Fremen people whom you must befriend first in order for them to do the mining for you. Unfortunately they are not the only people living on Dune; a fierce warring tribe called the Harkonnen are also mining SPICE and they are not going to sit back and let some young upstart pinch all the goodies.

The overall aim of the game is to rid the planet of the Harkonnen and change Dune from a desert planet into a lush green one. This aim must be obtained by befriending the Fremen therefore training them to mine spice, train to fight and probably most important of all, become ecologists in order to plant vegetation and make the planet a green one.

Having neither read the book nor seen the film I can't say how close the game is to the original story, but it isn't important to be familiar with them.

This game is one of the best I have ever played, the graphics are superb, everything being controlled by the mouse (point and click). As the story unfolds many sub plots are happening to keep you on your toes. Alas the sound, which consists of two tunes depending on whether you are outside or inside, can grate on the nerves a bit; still if your TV or monitor was made before 1899 you can always use the volume control button. The learning curve of the game is very good allowing you to get used to the control system before bombarding you with events and decisions. The manual is very easy to read and gives you some info on the author Frank Herbert as well as the film.

Everything about this game oozes class (sound apart) and although I am nowhere near finishing it, can honestly say this game is brilliant. I know some people don't like science fiction (one in particular lives in Southport) but this story could have been set on Earth and would be just as good. There is certainly weeks if not months of play here and there are so many random elements you could probably play a different story once you've finished.

To sum up, (using a word I don't often use) IT'S BRILLIANT!!!!

P.S. REMEMBER "DUNE HELPS YOU PLAY MORE EASILY"

* * * * *

SPELLCASTING 101 : SORCERERS GET ALL THE GIRLS

By Legend

Reviewed by The Grue on the PC

Ernie Eaglebeak has only a couple of aims in life, to become a sorcerer and to win the affections of Lola Tigerbelly, who he secretly worships. Sadly Ernie has been locked in his room by his wicked stepfather Joey Rottenwood, who plans to apprentice him to a man in the dragon tending guild. Things are not looking good for poor Ernie, especially as he can hear the footsteps of wicked stepfather coming up the stairs.

The first thing old Ernie has to do is escape from his stepfather and try to make his way to Sorcerer University, fortunately this is not too difficult and Ernie soon finds himself standing in a queue in Donkeydung Hall waiting to register. Once the formalities are out of the way Ernie is free to explore the campus but he must remember to attend his studies each day, take notes and practice the BIP spell ... (all together now BIP!).

Just wandering around the campus you know this game is going to be fun to play, there is so much going on, at first you hardly know where to start. In fact you've only been at sorcerer U for a couple of days and already Prof. Tinkingclock has invited you to dinner, not to mention the couple of frat parties.

Spellcasting 101 uses the now familiar Legend interface, which allows you to play it as a straight text only game or as a text/graphics game. You even have the option to point and click at the command menu, thus eliminating the need to type in your commands at the keyboard. I played the game with the graphics on but typed in my input rather than use the mouse, the whole interface is simple and efficient in its use. Anyway I digress. After a few days at sorcerer U and casting my BIP spell most expertly, solving a few puzzles and doing something unmentionable with Hillary, you will find the university is attacked and Professor Peelerofsmallfigs is dying, the appliance has been stolen and it's up to Ernie to put things to right.

From here the game really opens up and Ernie will have to travel to various islands on his surfboard if he is to regain the appliance, even though he's not sure what it does, For me there was only one down bit to this game and that was at the island of lost soles. Here you have to cast a spell on certain items in order to free the person trapped inside. For example if you saw some men sitting in a car, then you would cast Kabbul CARMEN! now that mightn't sound too bad but some of the names are very American which doesn't help. The real bummer is that you have to find about 80 of them and it does get really boring. It was almost as bad as playing Infocom's Nord and Bert, which uses a similar type of thing.

Apart from that one island the rest of the game is a pure gem. The island where time runs backwards really had me confused at first and I must have died more times than I would care to mention. Basically you are given the responses and then have to type in the correct input, one false move and you die.

Other places you will visit are the restaurant at the end of the ocean, where the best meal is definitely shark. Then we have the island of the amazons, island of the gods and fort blackwand. Once you have completed all this you hopefully will have the chance to find out who/what was behind the attack on the university. The end had me puzzled for quite a while because once you have located the appliance it goes into self destruct mode. Luckily you know the only thing that will stop it is seven tons of whale poop BUT your spell book has been knocked from your hands ... NO I'm not going to tell you what happens but the climax is stunning!

The game can be played in two modes, nice or naughty and unlike Leather Goddesses of Phobos 1 naughty does mean naughty. Written by Steve Meretzky of Infocom fame this is the start of a classic series of adventures (we are up to Spellcasting 301 now). The text is superb and the puzzles range from easy to fairly difficult. Steve Meretzky was not my favourite Infocom author but with Spellcasting he has really hit top form in my opinion. I couldn't see anyone not being amused for hours with this game, Meretzky must have used nearly every innuendo possible when writing this game but after seeing Spellcasting 301, maybe not?

Legend should be congratulated for keeping the text adventure alive in an industry that tells us graphic games are the only ones that will sell. Even though 101 has graphics it is basically a text game tarted up, but what a game!

* * * * *

INDIANA JONES AND THE FATE OF ATLANTIS

Reviewed by The Grue on a PC

In Indiana Jones and the Fate of Atlantis, you once again play the role of this world famous adventurer/archeologist as he attempts to discover the long fabled lost city of Atlantis before Nazi agents, eager to unleash the powers of Atlantis against the unsuspecting world.

Although not based on a film, you certainly get the feeling it could have been. The feeling is even further enhanced when you start the game in a dusty old room full of statues. One of the statues cause Indy to fall through a trapdoor into another room, allowing more credits to roll by (Boy! it's just like being at the Odeon). This sort of thing continues for a few more screens until you eventually fall down a coal chute into a cellar, it's here Indy finds the small statue he's been looking for and heads to his office. There finds Marcus waiting for him, with a mysterious Mr.SMITH! This Mr.Smith reveals he has a key to unlock the statue and before you can say "What a strange German accent you have, Mr.Smith" he promptly does a runner with it.

Now it's all up to Indy. Can he stop Mr.Smith reaching Atlantis or have the Nazis already beaten him to it? One thing is certain, you will enjoy yourself finding out. Your first problem is to location Plato's lost dialogue. To do this it would be worth trying to visit the rooms that you fell through at the beginning. This is where I found my first problem with the game; you see the game involves a huge amount of random elements.

To find the lost dialogue you have to locate a certain museum collection, involving different puzzles but the trouble I had was I wasted a lot of time working on one puzzle when the lost dialogue was to be found by solving another. This I found was a little annoying all the way through the game, as you can part complete some puzzles only to realize that you should be working on another. The plus side of all this is that the playability of the game is first rate. The game can be played three ways and involves solving different puzzles each time. Once you have found Plato's lost dialogue you have the option of choosing by which path you would like to try and complete the game. The path you take depends on what you say to Sophia once you get the dialogue. I chose to take the team route and take Sophia with me on my quest in case I needed some help, (Who said "Chicken"?).

Anyway, off we went on our travels and boy did we travel. Firstly to New York and then to Monte Carlo, Algiers, the Azores, Crete and the odd dig site. What you have to do to solve the game largely depends on which route/path you take; for instance, if you take the first route you end up having a car chase but if you take the team route then the car chase bit is dropped and you will have to tackle something completely different. As with all Lucasfilm games the whole idea is that the player must be able to finish the game, therefore you will often find that there are multiple solutions to a lot of puzzles. Then just in case the variety of puzzles aren't enough to keep you on your toes, we also have action sequences. In these Indy will have to fly a hot air balloon across the desert, whilst the balloon is wafted around by the prevailing winds and the tricky up and downdrafts. Maybe you will have to ride your camel through the desert or manoeuvre a car through the streets of Monte Carlo. The final approach to Atlantis is made by negotiating a submarine into an airlock, this I found very tricky, although Neil Shipman did it first time (Lucky Sod!).

The Imuse music system is excellent; basically the music follows the player and adapts itself to suit the current situation and it blends from one bit of music to another superbly. The graphics also are excellent and Lucasfilm have made obvious improvements to their system. You have to congratulate them on their attention to detail. I enjoyed Monkey Island 2 more only because of the humour, although there is humour in Indy, it isn't as funny. The Fate of Atlantis is again a credit to Lucasfilms and perhaps the best Indy computer adventure of them all, even if it wasn't inspired by a film. I recently read in one of the mags. that Lucasfilm have lost several of its key members and the actual Scumm operating system. If this is true then let's hope they don't go the way of Infocom.

This latest Indy game is at times frustrating but always enjoyable, challenging but never too difficult. Without a doubt the best thing about the adventure is its sheer playability, you could play the game 3-4 times and end up doing different things. The random elements are not set up at the start but it seems to set itself as you progress, in response to how you solve different puzzles and ask or answer questions to other characters in the game. The worst thing about this game is going to be how on earth do you write a solution for it???

Fate of Atlantis requires about 9.5 meg and uses about 50K per save. The game requires a minimum of 540K of RAM to run smoothly.

THE MINES OF LITHIAD

Written by Jack Lockerby
Reviewed by Gareth Pitchford on a Spectrum

Like clockwork, Jack Lockerby continues to produce one top-notch adventure every two months. This time the title is "The Mines of Lithiad".

Cavilan was angry, and when a giant dragon gets angry you don't really want to be around! Mind you, the anger is quite understandable really, I mean if you were the last of the dragons, because some evil blighter had killed all the others, and that same blighter had pinched your egg in the hope that you would come after it, so that he could clobber you as well, then you'd probably be quite annoyed!

Cavilan isn't a fool. She knows that there's no way that she's going to be able to get her egg back herself, so she looks to the dragon-riders for help. She chooses you to go on the quest to get back her egg and tells you to wait by her cave on Silvertooth Mountain while she goes and does one or two things.

So that's where the game starts, atop Silvertooth Mountain, looking down at the valley below. As is usual, for Jack, the game is PAWed and has his easy-to-read font. Unusually, the input line appears at the bottom of the screen and this can take a bit of getting used to at first.

After waiting for Cavilan for a while she arrives, takes you to Kalem Wood and tells you that there's an old mine due south of your current position which leads to an ancient worm trail.

After wandering around and noticing the odd lightning effect you'll no doubt discover that Jack has made maximum use of locations and memory by having one location representing a whole set of actual game locations by using "flags" to change your "position" and the possible exits. Jack also used this method in "The Bounty Hunter" to good effect. Due to the fact that the locations are similar careful mapping is essential, especially later on in the game when you enter the mines.

After some exploring you'll come across the body of an old man lying across the trail. Whether he's dead or alive depends on how long you've taken to reach his position. He's dying of lack of water so it's essential that you get some to him pretty sharpish. But how? The well in the old well house is working perfectly, but the bucket has a hole in it. There's a hut across the river - examining the bed will reveal a lamp, but you'll need a flint to light it. Being a bit more specific about where you examine will reveal an object that will help the problem of the old man.

It also pays to WAIT in a certain place, but only after you've examined something mentioned in the location text. The object found helps out with the lamp. With the light you can enter the mines themselves.

The first thing you'll encounter is the usual bridge with a gap in it - you can jump the gap, just don't expect to be able to get back!

Then it's on into a weaving, winding array of tunnels, which you should map carefully as there's four or five locations that you should visit. After that, you'll have an unusual ride and will play dangerous games that require a lot of subterfuge. To sum it up, another great title from Lockerby ... maybe not quite as good as "The Dark Tower" but well worth looking at.

Spectrum version available from Zenobi Software,
26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX
Tape £2.49 +3 disk £3.49

Atari version available as Licenceware (£2.49) from Probe! (Ed.)

* * * * *

DANGER! ADVENTURER AT WORK! II

Written by Simon Avery

Reviewed by Jay Honosutomo on an Amstrad

It's back! One of my favourite Quilled games of all time has spawned a sequel, and just in case you missed the first outing, I'll briefly fill you in. In the original DAAW you, the adventurer, had to search for a nice and peaceful place to play your adventures; but it wasn't a simple case of entering a small dark room, locking yourself in, and throwing away the key, oh no. You had to find somewhere special, a place where you could sit down and play forever. Surprisingly enough, you did find a suitable place. You eagerly set up your computer and spend a few minutes choosing a game to play. You pop the disc in the drive, switch on the computer, and ... guess what? No electricity. Yup, you've forgotten to pay your last instalment. No electric, no adventures. So, it looks like a trip down to Electricity HQ to pay your bill ...

That's where DAAW 2 begins, in your computer haven, with no electric and no money to pay your bill. The first thing you need to do is to get to grips with the transporter machine which will send you to three different "scenarios"; To the arctic, a beach, and a dark town. You will constantly need to switch back and forth between these places as most of the puzzles are "interrelated" within them (i.e. You often will need an object from one place to solve a puzzle in the other.).

This is a typical Simon Avery game in reference to the layout, puzzles, humour, and style of text. It's got a lot to live up to after DAAW 1, but I can safely say it's managed to do so quite comfortably. It is very, very funny and has some puzzles which will take a long while for you to work out. This is yet another good game from Simon and the only criticism I have towards it, is that it is perhaps a tad small. I know the majority of his games so far have tended to be of the same size, but I personally feel that Simon should try to enlarge his games, perhaps adding a little more descriptive text, too. This aside though, I found DAAW 2 a very enjoyable game and can heartily recommend it.

Available from: WoW Software, 78 Radipole Lane, Weymouth,
Dorset, DT4 9RS for Amstrad CPC - tape £2 disc £4
(cheques/p.o. payable to J.G.Pancott)

* * * * *

FRAC

Public Domain adventure creator for the Amiga - A600 compatible
Reviewed by Steve Clay

The Fantasy Roleplaying Adventure Creator (FRAC) is a PD program that allows you to create your own text/graphic games on the Amiga. Unlike other PD adventure creators everything you need is included on the disc.

FRAC allows for 252 locations, 254 objects and a similar number of words and verbs. The parser is verb/noun but can be made to except GIVE obj TO character type inputs. The graphic side allows you to import up to 15 IFF files by calling from a procedure table. You can also have up to six music tracks saved in Protracker format.

Locations: From the location menu you can create a location, add to a location or jump to the exits menu. To create a location description - all 252 locations are already inserted - select the menu option and choose which location to amend. You can only insert 254 characters at a time, however you can add to a location description by selecting the appropriate menu item. This can slow down those who like to write long flowing descriptions as 254 characters is just over three lines of 80 column text.

Exits: My first serious attempt at using FRAC was thwarted by the ridiculously convoluted way of entering the exits. First you need to have the various directions available defined as verbs. From the exit menu you choose create an exit. You are asked which locations, then a list of 8 exits (numbered 1-8!) appears and you are asked which exit to amend. Having made your choice you are then asked which verb you want to use for that exit, North, South, whatever, (teleport if you like), you are then asked where that exit jumps to. Enter the destination and you are thrown back to the exit menu. This means for every single exit in every single location you have to go through the above procedure.

Objects/Characters: You can create 254 of each of these. When entering a new object/character you are then asked to define 8 variables. These variables can be anything you want, they are ignored by FRAC but can be used by the author. For example, an object could have its weight, its size and whether it is a container or not stored in three of these variables, the others could be used to indicate if an object is metallic or magical or its value even. The same for characters, they could have their strength, magical ability stored. This is a very useful feature and could be used as a powerful tool in later adventures.

Words/Verbs: These are inserted in a straightforward way. You select the "insert verb" option and you are asked which number. You can then insert the word and its synonyms at the same time, as long as the words are separated by a full stop.

i.e. North.N or Examine.X.EX.

Words refer to the objects and characters within the game. These are inserted in the same way as verbs, however you can add the adjective as well, as long as the noun is included in a single entry.

Example, WAND.A MAGIC WAND. (Nifty).

FRAC offers many other excellent features. Far too many to list.

FRACTOL: This is the BASIC type language that you use to create puzzles with. My early impression is that it is fairly restrictive with only 23 commands. There are no messages as such - you include any text messages within the command you enter.

Example:

```
10 If Input (1)=Verb(1) And Input (2)=Word(1) and objloc(1)=  
    playerloc(0) then write "It is a large box with knobs on" END
```

Basically the above is simply an example of an input to cover X BOX. The more observant will realize that complex puzzles are going to be real fun to input. (By the way, the above example is short on several brackets but you should get the drift.)

Unlike PAW which I have used for some time now, if you create a loop within FRAC you can't break out of it. Advice, save data before testing just in case.

There are two sample games on the disc, one from the author Derek Whitman - this was an A level project by the way - and the other is by Rod Pike. I thoroughly recommend you scan the databases of these games for clues as FRAC leaves everything to you - from GET/DROP routines through INVENTORY. It does not support RAMSAVE although you can save to disc. Before you do anything, a read through the manual is vital. A printer would be nice to save eye-strain.

Overall FRAC has some superb features let down by the cumbersome input mode of some sections. A stand alone game can be created from within the program and the author allows games to be sold for profit if you can find anyone to buy it. For the couple of pounds it cost FRAC is a good buy.

* * * * *

NIGHTMARE II - BUMBLE'S REVENGE

Written by William Quinn

Reviewed by Barbara Gibb on a C64

Well, I have managed to keep my promise made in the previous issue of Adventure Probe, so here is my review of the sequel to Nightmare I.

Who is Bumble? As anyone who has played Nightmare I will know, he is the police officer whose wallet you found (full of money) and returned to him (empty), now he wants his money back!

The adventure begins with you sitting in the back of the police car with the doors securely closed and a wire mesh preventing you from climbing into the front seats. You have to get the car moving so that you are thrown out! I'm still wondering how this is possible - it reminds me of the old adventure stories with the hero in a seemingly inescapable situation, then you read the phrase "With one bound he was free!" - but it does set the tone for the rest of the adventure, I just wish the ever so s-l-o-w GAC would allow responses to keep up with the action. Maybe someone will do both of us a favour and introduce William to the Quill, a much faster and more versatile utility.

To continue with the story: The text says you are now outside Bumble's Stately Mansion. It isn't difficult to find a way in, and the locations beyond the door aren't weird, but the puzzles and solutions are - which is only to be expected. They are also of a higher quality than Nightmare I, confirming my belief that the author would mature as an adventure writer.

Situations are well observed, for they are everyday circumstances dealt with in a slightly over-the-top manner. I get the impression that William is a sports lover. First Ice Skating, now Basketball, Bowling and (not quite) skiing, and he must also spend a lot of time in amusement arcades and fun-fairs. His knowledge spawns entertaining puzzles and messages. How does he find time to write adventures - please tell me your secret?

The location text is adequate rather than scintillating, but the messages show a keen sense of humour, especially towards the end. I startled my family when I burst out laughing (I'm normally a quiet player) at the response when I arrived at the cash dispenser carrying a certain item. Carrying capacity is very generous so see if you can find out what I am writing about.

It is nice to see the Commodore getting a bit of attention for it had been in decline for a few years. Now I am told sales are outstripping the Spectrum! I am in the happy position of having both computers, but Spectrum-only players will be pleased to hear that Nightmare I has already been converted, with Nightmare II and others to follow.

Available from: The Guild, 760 Tyburn Road, Erdington,
Birmingham B24 9NX (cheque/p.o. payable to Glenda Collins)
£2.50 on disc or tape

* * * * *

JHOTHAMIA 6

Written by David Edgar

Reviewed by Barbara Gibb on a C64

(also available for the Spectrum 48K/128K)

At last the holidays arrived and it was time to get away. You had heard of the spaceline which takes you on a tour around the solar system and decided that this was for you. Upon nearing the planet Jhothamia 6 the spaceship went out of control and began hurtling towards the planet. Luckily the automatic emergency crash landing system was working and you landed safely on the planet. Everyone else died and the ship was damaged. Now you must find a way off the planet and back to safety.

Ever since I acquired the Spectrum version of this adventure I have wanted to play it. I can't really say why except I will always try anything science fiction, and maybe the title attracted me as most sci-fi adventure have uninteresting titles.

By the time I have visited all 24 locations and completed the adventure I felt a little disappointed. Perhaps I expected too much. However, on reflection, I think it had lots of good points. The responses are very quick (it is Quilled), and the first six location, all inside the damaged spaceship, are full of objects that you have to use, some without clues as to their purpose.

I think this part would get 9 out of 10 if I was awarding points - it loses one point for the safe which has a keypad but *no clue* as to which is the correct number to press, all the wrong ones blow you up!

Once out of the damaged spaceship and on my way to finding a spaceship to pilot to safety I felt I could be on Earth, as like most science fiction games the authors tend to use *familiar* objects and landscapes instead of creating an alien environment. Difficult to do, I know, and I wouldn't attempt it, but as I said earlier in the review, I had expected something special. My expectations were groundless, but that didn't ease my disappointment. Overall 7 out of 10, which is still a high score.

Available from: The Guild, 760 Tyburn Road, Erdington,
Birmingham, B24 9NX (cheques/p.o. payable to Glenda Collins)
Commodore: £2.00 tape or disc Spectrum: £2.00 tape

ADVENTURE STANDARDS - A LITTLE EXTRA

Written by Jonathan Scott

Steve Clay's article on adventure standards was excellent, but there are several more things that Steve should have dealt with.

It's the norm these days for the use of pronouns to be featured in adventures, EXAMINE DOOR AND OPEN IT, and very time-saving they are too. However, most adventure writers seem to stop at the basic IT and THEM, and ignore totally HIM and HER. Surely, if there are characters in the adventure who need multiple inputs when being dealt with (i.e. EXAMINE MANDY, TALK TO MANDY, MANDY "GOODBYE", FOLLOW MANDY) it would be better to have the last three MANDYs replaced by HER? It's perfectly simple to implement. First, check if the non-proper noun is a she (or He!) and copy it to a flag. If HER or SHE is used later on, copy the flag to the noun-storing flag; *et voila*.

Another helpful command is AGAIN, used to repeat the last command entered. All the programmer has to do is copy all the parsing flags (verb, noun, adjective, preposition, etc.) to other flags each time frame and recall them when AGAIN is entered. If you have to type PUSH BED eighteen times (this may be just a colossal exaggeration!), AGAIN (shortened to A) would help!

If you over-use adjectives and adverbs, the adventure does become tedious, as Steve says. Perhaps Gilsoft would have been doing players a great favour by not facilitating adjectives and adverbs in PAWS in the first place!

These commands definitely aren't possible in mediocre (sorry, but that's my opinion) utilities such as the Quill - on it's own that is, it's terrific with the Patch!

By the way, if the "Cockroach" attends the next Probe Convention, I'll tread on him (see, him - and her - are particularly important!). So, other adventure writers, get your fingers out and implement AGAIN, HIM and HER in your adventures, if you don't already.

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Tai-Bha-Sair, the wise one, reached up for the phial and threw it into the flames. Once again he saw the City of Gold, though he knew not where it lay. For a hundred days, he had watched, from the time when the land was filled by the dark riders carrying the scarlet pendants marked with the Raven. Setting camp outside the great walls, they laid siege to the city. In one night, a thousand years had vanished and all in the city lay dead. No, not all. Deep in the palace, Prince Ashar survived, waiting to die at the hands of the torturer, his eyes black with desire for revenge.....

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DUNGEON OF TORGAR - SIMON LANGDAN - £2.00 £4.00 DISK

Having finished his tale the storyteller holds up a box saying "Who will buy a genuine map to the mountain of Torgar, only five silver pieces." You slay the man the money and examine the map he gave you. It looks genuine enough, so you decide to set out the next day. It takes a little over two weeks to reach the mountain, and now you stand before the torch lit entrance to the Dungeon Of Torgar.

THE LAST BELIEVER - PAUL LUCUS - £2.00 TAPE £4.00 DISK

Can you find the lost city of Magic and lift the curse that hangs over your village. Everyone says there is no longer Magic powerful enough to do it but you say there is, you are the Last Believer!

THE SOUL HUNTER - TREVOR WHITSEY - £2.00 TAPE ONLY

Exactly a month ago a stranger came to the village of Elswood, bringing talk of a sorcerer gathering an army in the western marshland. Handing a map of where he thought the sorcerer was hiding, he continued, "the army of the soulless are nearly ready to attack the Free. There is a chance to stop them, providing you hurry. A brave warrior, such as yourself, must restore the souls to the bodies and defeat the sorcerer. All I know is that the souls are stored in a cavern underneath the marshes." Equipped with a sword and the map, you leave at night, ready to free souls and defeat the sorcerer. Your quest will be filled with danger, and difficulty. Good luck, SOUL HUNTER.

DEATHBRINGER - TREVOR WHITSEY - £2.00 TAPE £4.00 TAPE

It is the 26th Century, 500 years after Reptilian War that threatened the Free Systems.....
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But with the discovery of an abandoned alien spacecraft in the Amazon came new developments.....
Although one component had been found, its occupants were gone, victims of their Death Search. Using the advanced alien craft, you must embark on a desperate race against time that will take you to distant, uncharted Systems in your search for the power of the DEATHBRINGER.

THE ELEVENTH HOUR - TERRY BRAVERMAN - £2.00 TAPE ONLY

The newspapers proclaim 'Bomb scare at Harridges' and fear pervades the air as fleets of ambulances stand by. The janitor of Harridges, driven mad by years of low pay and humiliation over his lowly status, has finally gone stark raving bonkers. As a final desperate act of hopelessness he has planted bombs in locations throughout the enormous department store. Toting a loaded shotgun he shuffles between floors reflecting on his predicament. The store will be reduced to rubble in the eleventh hour. You play the bomb disposal expert and must enter the store and defuse the bombs.

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THE MIGHTY ATOM Pt.3 by GEOFF LYNAS

Hello again. I thought I'd better mention, before continuing with the saga, that the new packages coming out of Acorn (A3010, A3020 etc. etc.) should now be found hiding in their boxes within such high-street giants as Dixons, Argos, John Lewis's and outlets for the GUS group. Your chances of having fulfilling demonstration of these powerful machines in these establishments is fairly slim as most of them are just "pushing boxes" but Acorn dealerships are fairly numerous and manned by people who know their stuff! I called into my local, at Yarm, within the week that the new products were launched and was told that the A3010 was selling like "hotcakes". As fast as the boxes appeared on the shelves a customer appeared at the door and away they went again. What recession?

What else is new? Oh yes! A new monthly paper appeared on my newsagents shelf this week. It is called "Game Mania" and claims to, each month, "bring you an increasing "bible" of Games info. All systems, all games and accessories". When I saw the "... all systems ..." I became almost excited. Any more coverage of Archimedes products had to be worth investigating. I should have known better. The index on the front listed "all" of the systems that they were covering. It went something like this: Amstrad, Apple, Atari, CD Rom, CD-TV, Commodore etc. etc. Spot the missing system! My only comfort was that page 31 was devoted to the Spectrum. Well alright, it was only the bottom half of the page. Nice competition in the December issue though. Almost worth the cover price of 95p.

Talking of competitions has given me an idea! If I can find a worthy prize and Barbara is willing (*I am!!*) I will be asking a question in the December issue to see who has been paying attention!!!

...Anyway, the doorbell rang and there stood the man from Securicor clutching a fair sized cardboard box and looking decidedly disinterested! In a flash I wrested the parcel from his grasp, signed his blank cheque/delivery note/autograph book (or whatever it was he thrust at me) and elbowed the door shut. I carefully ripped the box to shreds. It was to be the first of many boxes but still I recall the heady pungence of fresh plastic and the subtle squeak of polystyrene packing as I dragged the device from the cardboard depths. As character-forming experiences go I was about to enter a spell which would illustrate to me all the pain and anguish of ANIT-CLIMAX for the second time in my life. (As this is a family magazine I fear that details of the first occasion will have to remain undisclosed, sorry).

It seemed that I had spent my next three year's pocket-money on some oddly shaped pieces of plastic, a bag full of silver-coloured screws and another filled with black, plastic rectangles bristling with quite sharp metal prongs. Yet another bag contained typewriter keys (?) and another a green lego base that someone had melted things onto. A totally incomprehensible booklet detailed the assemblage of my Atom and, as my eyes glazed over its pages, enlightenment came. I rang Eric

(to be continued)

COCKROACH CORNER

Well, guess that just about sums things up - I received three letters in response to the first column and two of them are "ANONYMOUS" and the third is from some boring old fool who insists on answering to the name of "BALROG". There are some days when it is just not worth the effort of getting out of bed.

Be brave people, have the courage of your convictions and let the world know your opinion of things - or as we say in this part of the world - "Faint heart never straddled a pig" (censored of course to comply with the wishes of the good lady editor). I am sure you have some words worthy of inclusion in the pages of Probe, so put them down on paper and send them to me - I will be only too happy to put them in print for you. In fact, at the risk of upsetting the nice lady in charge of this magazine who told me last time that my offer was contrary to the "freely-submitted contributions" policy of Probe, I am still willing to offer FIVE POUNDS out of my own pocket to whoever comes up with the best letter of the month - on any subject. In my part of the country we are not renowned for parting with our brass easily, so this is not an offer to be sneezed at. So just think, you could gaily wave the crisp fiver under the noses of the software moguls whilst toddling off to the nearest video shop to hire some videos and put the television to a decent use for a change. So do yourself and your telly a big favour and drop me a letter today. *(I've printed the address at the end of the article(?)..Ed)*

That old bag of wind wrote to inform me that I had my facts wrong - how nice of him - and that it was not Games Workshop but The Adventure Workshop that he refused to give permission to convert his titles to another format. He also went on to say that the reason he did not supply them with the necessary permissions was because they did not agree to the rate per game that he was asking. He went on about offering them and the likes of The Guild a rate of 70p per title and how he needed at least that in order to pay his programmers their agreed rate and still make a profit (nice to know that he not only gets the rights to their programs for his money but that he also appears to acquire the rights to their souls as well!). Anyway I had had enough of that by then so I crumpled up his letter, using it to wrap up some fish-heads that I had been preparing for my tea - or at least the bits of them that were of no use to me. Oh and before I forget, idle threats do not worry me - so up yours fatso, the name stays. Us cockroaches are made of sterner stuff than that and we will not give way under such feeble pressure.

Anonymous 1 asks why the likes of "Arrow of Death", "Golden Apple" and other such early classics are not available any more and why some of the present-day software houses do not seem that keen to invest their profits in obtaining the rights to some of the great games of the past in order that the "new" adventurers can enjoy them in the same way that we did when we first played them. Sounds like a fair enough argument to me, so how about it Larry Horsfield, Tony Collins, Scott Denyer etc., instead of wasting your profits on trips to Birmingham why not plough them back into the adventure scene and buy the publishing rights to some "Golden Oldies". They have got to be better than some of the

new stuff that you keep churning out. The same applies to old lard-bucket over in Rochdale. Instead of buying crap like "Venom" and "Shards of Inovar" supply us with good stuff like the "Digital Fantasia" and "Adventure International" titles.

Anonymous 2 wants to know why the mighty Zenobi have stopped putting copies of their games on both sides of their tapes. These days you only get something on the other side of the tape if the game is in more than one part. Who the hell wants half a blank tape? What we want is more games, not a C15 that is only 50% used. They go on to say that at one time they used to get FREE games (Free - from a Balrog, don't make me laugh!) on the flipside of the tape, or at the very least a duplicate copy of the game on the A side. These days all they get is a load of tape hiss and a yard of blank tape. I bet you anything you like that the old fart comes up with the "cuts the cost of duplicating" excuse, just wait and see if he bothers to reply.

That is it for another month, but don't forget I am here to SPEAK for YOU, so use me and use me often and together we can make those who control the software aware of what WE want and NOT what they think we want - there is a hell of a difference!

*

For those of you who didn't buy or have mislaid the September issue of Probe, here is the address to send your letter:

The Old Ing
72A Halifax Road
Triangle
Sowerby Bridge
HX6 3HW

*

WORD SEARCH - ANIMALS AND MONSTERS

Compiled by Doreen Bardon

(answers in the December issue)

S N I L B O G R A W F I S H
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O R E S R R O S A C A K I R
W A C L U C S N V R W X D P
M E A S E O T G X B D N E Y
A B T F K T M Z I K R I R G
N E L L R R O P N S A H A D
R E A O M N N E G Z P Q N
O S L W B O F R O B I S R R
C L I I H A P D H G W S A E
I L E T I E L E P H A N T V
N B Y R N S V A M P I R E Y
U P Y T N A I G N O M E D W

NEWS SECTION

JESTER'S JAUNT - COMPETITION NEWS

The winner of the "Jester-Doll" was Margaret Abbie. However, the competition will remain open to anybody else willing to try it and in return every correct answer will receive 50% off the price of their next ZENOBI purchase, regardless of whether it be a tape or a disk version of the game of their choice. All you need is the corner from the leaflet and the ten correct answers on the leaflet.

*

LATEST SPECTRUM RELEASES FROM ZENOBI

"Impact" and "Marooned" by Laurence Creighton, "Arnold the Adventurer III" by Scott Denyer, and "Kobyashi Naru", "Shard of Inovar", and "Venom" by Clive Wilson and Les Hogarth. £2.49 on tape, £3.49 on +3 disk. Also released are the +3 compilations "Hairy Toes" (featuring The Boggit and Bored of the Rings) and "Dicks Galore" (featuring The Big Sleaze and Robin of Sherlock) all written by Fergus McNeill, and £3.99 per disk. Available from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX.

*

NEW RELEASES FROM THE GUILD

For the Commodore - "Corya the Warrior-Sage: Dragon" in 3 parts (£3.00 tape/disk) and "Merlin" (£2.50 tape/disk). For the Spectrum - "Nightmare 1" (£2.50 on tape). Coming soon for the Commodore: About 8 or 9 of Clive's Wilson former Mastertronic adventures. Available from The Guild, 760 Tyburn Road, Erdington, Birmingham B24 9NX. (Cheques payable to Glenda Collins)

*

NEW SPECTRUM RELEASE FROM COMPASS SOFTWARE

"Deep Probe" is a follow-up to "The Anttilis Mission" £1.99 from Compass Software, 111 Mill Road, Cobholm Island, St. Yarmouth, Norfolk, NR31 0BB. Coming soon "The Tomb of Ananka". *(I hope Jon and Tim don't mind me nicking information from From Beyond....Ed)*

RED HERRINGS

THE ELEVENTH HOUR

Played by Barbara Bassingthwaighte on a Spectrum

Handbag - Jacket with Torn pocket - Powder Compact - Disc
Tickets - Sherry - Bottle of pills - Guitar

* * * * *

HELP WANTED

Angela Allum is having trouble with the Amstrad version (free on the cover tape of Amstrad Action) of The Famous Five. It does not recognize STAY. As Julian she told Anne to WAIT, but she followed him to the sitting room. Leaving this problem for a while, Angela went to find George, buying some ices on the way, but they melted before she could find George. She suggests maybe she should have done this before even following Aunt Fanny. If anyone has completed the Amstrad version, or at least got beyond these problems, please contact Angela at 22 Point Royal, Bracknell, RG12 7HH. (Tel 0344-428053)

I have played this adventure to completion, but on the Commodore. I found it paid me to follow Aunt Fanny then thoroughly explore the house and garden, working out exact inputs, then restarting the adventure up to that point, thereby saving time. George should be in the square, looking at her grandfather's statue, when you give her the ices. It is one of those frustrating games where characters don't always appear where and when you want them. I found that as Julian I could SAY ANNE GO NORTH (she did), then BECOME ANNE and go N (to the Dining Room). Then BECOME JULIAN so that I could TURN ON WIRELESS. When the cook came in I immediately BECOME ANNE (in the dining-room) so that I could go W into the Kitchen. I will also be interested to compare full solutions for other versions than the Commodore. I have it for the Atari and will check it when I have time.....Ed

BUGS AND AMUSING RESPONSES

FOOTBALL FRENZY

sent in by Dorothy Millard on a C64

You must use your money to buy new kit, which means you have no money left to pay the coach driver. The only way round this appears to be to change the database.

*(I remembered that Barbara Bassingthwaighte had the same trouble in the Spectrum version, but I also knew she had managed to finish the adventure, so I contacted her. She says, "When the driver turns up at your office, go to the locker room where the team are and HAVE A WHIP ROUND, return to your office, pay the driver who will turn up the next day with the coach."
I don't have the Commodore version so can't check if this also works with any version other than the Spectrum.....Ed)*

*

THE MINES OF LITHIAD

sent in by Jonathan Scott on a Spectrum

In Jack Lockerby's utterly exhilarating adventure, WAIT till the giant turtle arrives. It is described as an object in the "You can see" message, so try TAKE TURTLE. You can carry it about to your heart's content. Does this also happen in the Atari version?

PERSONAL COLUMN

From Simon Avery: Yet another note to anyone who knows me. Both Grimwold and I will be moving again, from Whiteway Lodge to the following address on the 15.11.92.

Hamlyn's Cottage, Old Exeter Road, Chudleigh, S Devon, TQ13 ODY

*

Could the organizers of next years Probe Convention please ensure the hotel is a single storey building as lifts are to Janice Charnley what piles are to Lester Piggot.....Anon

IN-TOUCH

For Sale: Hardware - ATARI STFM 520 plus Mouse Master £155, Philips CMB833 colour monitor £140, Atari SM124 mono monitor £70, 2nd floppy drive £30, Daatascan professional 400dpi hand scanner £60, Atari ST 3D Graphics and Atari ST M/C Language £8 each, All in original packaging. Software - Magapaint £45, Cyber Scult + Studio + Control £65, Timeworks DTP v1.12 + Fontkit 3 + Fonts £35, Games - Dungeon Master, Chaos Strikes Back, Lemmings, Cadaver, Elite, Gods, Monkey Island, Elvira, Deja Vu II, Stellar Crusade, Populous, Imperium, B.A.T., RVF Honda, Xenon 2, Fish, £5 each, or £100 all games. All originals. Must sell the lot as government grant run out and my bank manager is out for my blood! Somebody buy it please. Phone Mark on 0582 468664 - near St.Albans.

*

Wanted: No.6 - In The Village. Please contact Phil Stanley, 65 Firth Park Road, Sheffield, S5 6WL with details.

*

For Sale: Spectrum adventures. Most under £1. SAE for list to Steve Clay, 17 Stanlaw Road, Ellesmere Port, S Wirral, L65 OEY

*

For Sale or Swop: Amiga games - I have the following brand new Infocom games (budget version) for sale or swop. Zork 1, Zork 2, Zork 3, Deadline. Also I have Mindfighter, Mega-lo-Mania, Zak McKracken, Shadowgate, Might and Magic 2, Hound of Shadow. All are in excellent condition with full documentation. Contact Lol Oakes, 7 Clarke Crescent, Worsley, Manchester, M28 6XL or telephone 061 799 6696

*

Wanted: A copy of the book "Anatomy of the 1541" Please send details to The Editor, Adventure Probe, 52 Burford Road, Liverpool L16 6AQ. Thank you.

*

For Sale: Spectrum Software. CRL originals - Bored of the Rings £2, Robin of Sherlock £2, The Boggit £2, The Big Sleaze £2, The Colour of Magic £2.50, Murder Off Miami £2.50, The Very Big Cave Adventure £2, The Snow Queen £2, Loads of Midnight £2, Bugsy £2, Jack the Ripper £2.

The Secret Diary of Adrian Mole £2.50, Fourmost Adventures (Out of the Shadows, Galaxias, Microman, The Mural) £2.50, The Hobbit £3, Ghoulies £2, The Famous Five £3, Gnome Ranger £3, Ingrid's Back £4, Spiderman £3, Rod Pikes Horror Compilation (Dracula, Frankenstein, Wolfman) £5, The Saga of Erik the Viking £4 For all of the above please add 50p p&p for the first game and 25p for each additional game.

Smashed £1.50, Dangermouse in Black Forest Chateau £1.50, Mindshadow £2, Valkyrie 17 £2, The Secret of St. Bride's £1.50, The Quest for the Golden Eggcup £1.50, Inspector Flukeit £1.50, Custer's Quest £1.50, Excalibur - Sword of Kings £1.50, The Serf's Tale £1.50, Shrewsbury Key £1.50, Claws of Despair £1.50, The Zacaron Mystery £1.50, Matt Lucas £1.50, Journey to the Centre of Eddie Smith's Head £1.50, Play It Again Sam £1.50, Quest for the Holy Grail £1.50, Sinbad £1.50, See-Kaa of Assiah £1.50, Kentilla £2, Mordon's Quest £2.50, Invincible Island £2.50, The Inferno £2.50, Urban Upstart £2.50, The Incredible Hulk £2, The Witch's Cauldron £2.50, Curse of the 7 Faces/Robin Hood £2, For the above please add 30p p&p for the first game and 20p for any additional game.

Contact Scott Denyer, 9 Orchard Way, Flitwick, Beds. MK45 1LF

SNIPPETS FROM STEVE CLAY

who hopes the following will be of interest to somebody

Ladybird have a book available titled "Spelling and grammar". It is aimed at all ages and would be of great value to authors. As well as the general spelling and grammar advice it is packed with useful bits and pieces, such as the meaning of Latin phrases in common use. Superb value at £1.30

*

Amiga Format has AMOS on its cover disc on the January 1993 issue along with a Lemmings 2 demo. Also available is a book, Amiga Games Makers Manual by Stephen Hill (ISBN 1-85058-230-0). This shows how to write games using AMOS including Adventures, RPG and strategy. A vital purchase methinks! About £9.99.

*

Midnight Thief (Public Domain) and Kings Quest 1 are not compatible with the A600.

*

I haven't immersed myself as deeply into FRAC (see review section) as I would like but I'm going to have a crack at converting The Taxman Cometh.

*

*Has anyone else got any interesting snippets to share with the rest of us? If so, please send them to me*Ed

HINTS AND TIPS

LARRY THE LEMMING'S URGE FOR EXTINCTION played by Michael Wood on a Spectrum

Search the rocks for a dead crab.
Put the crab in the hamper.
Search the sand.
Examine the bushes twice.
Shake the bottle and remove the cork.

*

AVON played by Angela Allum on an Amstrad

Ice melts in spring so you have to go north in January.
You can only get out of jail once, so do all you can in the town before taking the bread. (You need to make 2 journeys back south with your treasures.)
KEEP the ring, pie, stockings and shield. The basket can be used as a safe place but you will not see its contents again till the end of the game.

*

FOREST AT THE WORLDS END played by Angela Allum on an Amstrad

Inside the volcano, you can only carry the chest, but you should leave the bow and arrows close by - say on the precipice.

*

THE DOGBOY - PART 1 played by Jonathan Scott on a Spectrum

Wave the purple periwinkle at the door in the snakery to open it.
Point the line of cloth out to the guard by the Silver Tower.
Once you are up the ladder, sit on the wall, take the ladder and prop it wherever you wish to go (either courtyard or garden).
Throw the brick at the magpie annoying the Queen for a reward.
Wake the gatekeeper and give him what the Queen gave you.
Show the hourglass to the little ghost (the clue to the riddle is "time")
To prove to the lion that you are alive, eat the tomato.

*

CASTLE OF TERROR played by Barbara Gibb on a C64

No money for beer - help the villagers in the field.
Get burnt to a crisp in the windmill - move the sack before you take the lantern.
Can't prevent the gate from falling onto you - examine the ladder in the windmill and take the loose rung. If you EX RUNG it becomes a locking pin - insert it into wheel to keep it in place.

THE SPECTRE OF CASTLE CORIS - PART 1
played by Sharon Harwood on a Spectrum

Read the prayer to get rid of the spectre.
Move the boards to get into the bakery.
Ask Will for the tools.

Buy the lozenge.

Chip the bricks.

Cut the vegetation and clear the weeds to make the fountain work.

Put wood on the fire and then get some spare.

Lead the wolfhound into the stable,
then push the hay into the courtyard.

*

L.A. ADVENTURE - PT.2
played by Barbara Gibb on a C64

Where is the can of oil? - In the shop at the garage but you will need something with which to threaten the attendant.

Need photograph for passport - Visit the Travel shop, then the photobooth.

Can't get the photograph to stick in the passport - look under the seat in the Baseball Stadium.

Drown in pool - you need a lifeboat.

Can't find the bank to cash the cheque - 60 BUILDING at the path near the start.

No key for the padlock restraining the oars - use planks as oars.

Can't find any planks - go for a spin on the roundabout.

Can't board plane - need ticket and passport with own photograph.

What do I do with the Porsche - do what anyone else would do, go for a drive then race it.

*

QUEST FOR THE HOLY SNAIL - EXPANDED VERSION
played by Bernard Wood on a Spectrum

Tear pillow to find a credit card.

Feel up the chimney for some string.

Feel gap behind the bed to find some paper-clips.

Link paper-clips then bend a paper-clip (to form a hook)

Drop coupon then wait in the room with banging on ceiling.

Wait in the room with red armchair for parcel to arrive.

*

CRICKET CRAZY - PART 2
played by Barbara Bassingthwaighte on the Spectrum

To start the game, call heads or tails, then watch.

If batting watch from pavilion, if fielding, watch from long on.

When you go into bat you are asked what sort of shot you want to make. DON'T SMASH THE FIRST BALL or you are out.

The scores for your players are random, and most of them seem to get just one or two, so it is up to you to win the match and be a hero.

*

THE PAWN
(available for a variety of computers)
played by Tom Leahy

When you meet Kronos say Hello then ask him about the wristband, then get the note and the chest.
To get past the guards show them the note Kronos gave to you.
To stop the Guru laughing, cover the wristband with your shirt.
To get some light, take bowl from Guru, empty out the rice, then go to the plateau, fill the bowl with snow, then give the bowl to the Guru and listen.

*

MADDOG WILLIAMS
played by Janice Charnley on an Amiga

The magic words are "Malthaic Powers".
"Faith" is imprisoned in the west wing.
"Malthazar" is the demon god and "Bragg" is his servant.
"Nothing" is behind the tapestry in the west wing.
There is a "Monster" behind the bolted door.
There is a "Hole" behind the bookcase.
The "Centaur" can be seen from the west wing tower.
The danger in the in the moat is "Moss".

*

FACINATION
played by Janice Charnley on an Amiga

In the bedroom click on the drawer to get the adaptor which should be plugged into the wall socket. Click on the briefcase and set the combination to AARGH. When it opens click on the toothbrush plug and insert it into the adaptor. Press the voltage switch and switch on the toothbrush. A compartment will open, allowing you to take the vial hidden inside. Put the vial into your inventory by pressing the right mouse button then open the fridge door. When you click on the ice tray, you are told there are no ice cubes, so hide the vial in the ice tray and use the jug of water from the table to make some cubes. Unplug the toothbrush and put the adaptor back into the drawer, and plug the fridge into the wall socket. By clicking on the telephone directory in your room you find the telephone number and address of the Quantum Unltd Lab. which will be useful later. You are now ready to visit the lounge and pool.

ROBO CITY
played by Dorothy Millard on a C64

Wear the spacesuit to pass as a robot. Wipe hands on the hanky before climbing the diving board. Give some oil to the porter. Squeeze the duck for the baby robot to get a cartridge. Rattle keys to enter the robo-control centre. Wear the arm strengtheners to get the battery. Kill guard but only if carrying the mirror to reflect the red beam that issues from his arm. Insert battery into the mechanical mole then start it. Turn the bust to reveal a secret opening. Cover the camera with the eyepatch so you can't be seen. Cut the glass case with the glass cutter. Cut the power cable before rescuing the princess.

GETTING YOU STARTED

CAMELOT

played by Barbara Gibb on an Atari

You start on the road to Camelot with the fabled castle gleaming in the distance to the north.

I(nventory), READ NOTE, go N to the gate where a guard is munching dry bread. He spits dry crumbs at you if you try to enter, so go W, U and U into the oak tree. X HOLE (contains a bees nest with honey which is very dangerous to get at the moment). Go D, D, W, W and S to inside a shed. TAKE ALL (gloves and net), X GLOVES (good quality), X NET (fine mesh), N, N to a small pool. X POOL, then WEAR GLOVES so that you can TAKE JAR without the fish nibbling your fingers. S. E. U and U to the hole again, WEAR NET and TAKE HONEY (must be wearing the net and gloves), PUT HONEY IN JAR before going D, D, and E back to the gate.

GIVE JAR TO GUARD who opens the gate and shoves you through into the Courtyard of Camelot where knights are milling around. You try to X KNIGHTS but they are hurrying towards the keep. If you LOOK a steward removes the net and shoves you through an archway into the Hall of the Round Table where Arthur is telling the knights that first Merlin and now Queen Guinevere have disappeared. X ARTHUR (crowd prevent you from doing anything but stand and listen. Eventually they all file out leaving just you and Arthur. TALK TO ARTHUR, who asks "Who are you?" GIVE NOTE TO ARTHUR, who reads it and states that if you can find Merlin and Guinevere you will be the best of Knights. LOOK (you see a length of yarn dangling off a tapestry. TAKE YARN and LOOK BEHIND TAPESTRY to find a jade door which is locked.....

*

WIZARD QUEST

played by Barbara Gibb on a Spectrum

I(120 gold coins), IN, ASK INNKEEPER ABOUT DULGAN (he goes to find a letter Dulgan left for you), R (see barmaid), TALK TO BARMAID (asks you to find her some firewood), R (to pass time until the Innkeeper returns) TAKE ENVELOPE, OPEN ENVELOPE (read letter) DROP LETTER so that you can TAKE JUMP spell and TAKE WEIGHT spell. A dwarf should now approach you, so TALK to DWARF (who offers help for 15 gold pieces) EXAM DWARF (his axe may be useful), PAY DWARF (now in Party). It should be early evening, so TALK TO INNKEEPER and BUY ROOM (5 gold pieces), TAKE KEY and go U and IN (if carrying key). LOOK UNDER BED and TAKE (empty) BOTTLE, WAIT, WAIT, WAIT, WAIT, SLEEP (if too early repeat WAIT routine),

When you awake the next morning go OUT, D, OUT, NE, E to outside the Guild. ASK DWARF for HELP (has membership card so you both go inside), EXAM ELF (bow and arrows may be useful), TALK ELF, PAY ELF (15 gold pieces) EXAM BARBARIAN (looks strong), TALK BARBARIAN, PAY BARBARIAN (same price) - Elf and Barbarian now in your Party. OUT, S, TALK SHOPKEEPER,

OBJECTS AND THEIR USES

WAXWORKS

Written by Barbara Bassingthwaite on a BBC
(this adventure is available for most computers)

- Small key Opens grid.
Beam To fix loose trapdoor.
Aqualung Swim with it.
Coin Insert in slot machine.
Flashlight See in the dark with it.
Coat Examine it twice.
Gun Load with silver bullets.
Silver bullets Shoot Zombie 3 times.
Rat trap Examine to get cheese.
Cheese When caught and tied up, give it to rats
Lamp Rub it to go places.
Barrel Blow up blocked passage.
Flute Play when tied up.
Rats They gnaw the ropes if you give cheese.
Crowbar Opens sarcophagus.
Apple Useless.
Gold key Opens casket.
Zombi Shoot with silver bullets.
Rope Tie by well.
Matches Light fuse on barrel.
Leaves Give to mummy.
Mask Wear it.
Talisman Wear when meeting mummy.
Mummy Give her leaves, she gives you mask.
Casket Open with gold key, to find leaves.

* * * * *

SERIALIZED SOLUTION

THE PRINCE OF TYNDAL
Solution written by *Walter Pooley*

PART FOUR OF FOUR

Insert the parchment into the pouch before leaving the cell and going west and north to the empty Demon's Guardroom where you will find and take your sword. Go south, east and east to a dead-end where you meet the dwarf you saved from the demons. He is willing to repay the favour if you ask him to help. He promptly throws a fireball at the southern wall to create an opening. Go south to the Underworld of Thraal, not a nice place! Go south to the Temple of Pan and south again to a large high cavern where winged devils are flying above you. Cast the net to trap them so that you can go west and get the shield from the small alcove. Return east and north to the Temple of Pan and examine the statue. It has a large stone head with two horns and eyes that glow red. Press the eyes to open a panel to the east. Go east into a secret chamber where the Priests of Pan keep their regalia. Remove your coat but do not drop it. Now take the flute and wear the cape to change your appearance. Before going west, north and west to a crystal cavern with a curtain of fire. The cape protects you from the fire, so go west then south, south, east and south along a dark, twisting tunnel to the catacombs where a skeleton with a sabre is barring your progress. As you have a sword and shield you feel confident enough to attack the skeleton which soon turns into a heap of bones. Now go south into a damp grotto, and east to Eldin's secret lair. Give the pouch containing the parchment to Eldin. It seems it is the last thing he wants, for he is no more but you still have to get the rod and return home! The rod is in a crystal case. Playing the flute shatters the crystal so that you can, at last, get your hands on the rod. Now all you have to do is get it back to the castle; not through the catacombs though, you will have to find another route. Go south into the crypt, where a beam of blue light casts a circle on the floor. Enter the beam to be transported to beside the flimsy bridge on the edge of the Forest of Glendene. The rod vibrates and warns you not to go back into the forest. Cross the bridge, go west and enter the log cabin to collect the villagers as you have remembered the warning about lonely travellers. Ask them to follow you and leave the cabin as there is safety in numbers. Go east to the bridge, then north to the pass, and north to the crossroads where the villagers chase the robbers away. You have to return the villagers to the comfort of the log cabin and continue your homeward journey alone. Leave the cabin and go east, north, north, north and northwest to your rope hanging from the tree. Climb the rope and grab the branch to get to the top of the tree. Go down and down to the base of the wall, then southwest, east and east to an encounter with an angry Shepherd. Return his coat, and he goes away muttering under his breath. North now takes you to the closed door of Tyndal Castle. The door opens when you tap on it with the Rod of Wisdom. Your subjects welcome you back into the Castle. You will rule well now you have the Rod of Wisdom. Your first wise action is to appoint Arden as Chief Sorcerer.

GAME OVER

R.P.G./STRATEGY

THE BLACK CRYPT

A step-by-step guide to the elimination of the twin-headed ogre
Written by Mary Scott-Parker, with thanks to Paul Vincent

The only way to hasten the demise of the uncouth, nappy-sporting nasty, is by continued application of a weapon appropriately called Ogreblade. Unfortunately for those of us who like an easy life, Ogreblade is not conveniently to hand, and to acquire it takes a bit of cunning, swift-footed bating of the beast, who makes up in brawn and speed, what he lacks in the social graces.

On Level 1 press the switch at 11.4.1 and the wall at 15.6.1 opens. Pressing the switch at 17.6.1 creates a switch at 6.8.1. Go down the stairs at 5.18.1 and open the door at 8.26.2. Advance until spotted by the beast (this does not take long, as he has 20x20 vision and ESP. Lure him (that's a joke...he needs no persuasion other than the sight of a tasty snack...i.e...YOU!) to the bottom of the stairs, and then ascend quickly, to Level 1.

Drop through the pit at 3.14.1 to 7.22.2 and leg it to 4.17.2 before the ogre pursues you, and press the button which teleports you to 15.18.2 Go to 14.9.2 and press the switch to remove the wall at 18.9.2. Go through this newly opened gap to 15.5.2 and wait for 12 seconds until 3 thuds tell you that 3 walls have disappeared.

Go west and around the passage to 5.9.2. Press the button on the North wall and then turn immediately and deal with the monster, which has just arrived, Tarzan-style behind you. The wall just North-West of the switch has now opened. Go through it and it will close again. Remove the key from the chest at 2.12.2 and enter the teleport at 3.14.2. Check your co-ordinates, you should now be at 6.9.1. If not, go back through the teleport and press the switch at 4.14.2 (which toggles the teleport between two locations) and then re-enter the teleporter.

You should now be at 6.9.1. Press the switch at 6.8.1 to remove the wall at 5.9.1. Unlock the door with the key from the chest. Go through and enter the teleport which takes you to 18.3.1. Go North and get Ogreblade (at last, I hear you cry!) and the other items and return through the teleporter to 3.9.1.

Equip your fighter with Ogreblade and nip down the stairs (fortified by a few Brandies) and kill the Ogre. Hacking and retreating up the stairs is the best method ... even when you're armed with Ogreblade, he's no pussycat!

Once dead, he leaves a key for the door at 14.32.2.

It's as simple as that!

*

CHAOS STRIKES BACK
Hints written by Mary Scott-Parker

When you enter the DDD (Diabolical Demon Director for those not fortunate enough to have been there) make sure you activate a fire shield, and don't kill all the Rock Monsters, who live there, as one will be needed to stand on the pressure plate adjacent to "FIGHTER CHARGE" to close the pit to the South.

Step off the closed pit quickly because when the Rock Monsters move, so will you...swiftly...in a downward direction, into a room containing ... guess what? ... yes, a large dragon, who hasn't eaten today ... and who is just waiting for his favourite dinner guests to drop in. Before climbing the stairs to the West, drop an item to close the invisible pit in front of it, or you will end up ... yes, you guessed it ...!

*

CONQUESTS OF CAMELOT - FINAL PART
Played by Ron Rainbird on an Amiga (1 meg.)

You must keep walking around the Temple of Aphrodite, covering every available part, until the Saracen appears. He will challenge you to the toughest fight of the game. Now is the time to eat that Apple you have been carrying around with you.

Put on the Helmet and then I suggest that you save the game.

It will take some experience before you get used to the Saracen's mode of attack and defence. Once you feel that you can get through his strategy, use your "great Blows" option, but be very sparing with this type of attack because it soon depletes your strength. Eventually you will drive him backwards until you can give him the final stroke.

After his death, release the Dove and follow it to Aphrodite. She will speak to you. Ask Merlin for help and he will tell you to follow the spiral. If you face away from the stairs, move to the left and take note of the places where a pillar once stood. When you arrive at the remains of the sixth pillar, push it.

You have found the Holy Grail - but, unfortunately, a thief appears and snatches the relic from you. He runs like the wind so chase him, but whatever you do, don't let him get away. He will go through the Temple and into the Alley. Provided that you are close behind, he is trapped. Take the Grail but show the thief some mercy.

Now sit back and watch the truly Grand Finale.

(Game complete)

*

CURSE OF THE AZURE BONDS

Played by Ron Rainbird on an Amiga (1 meg)

Being an attempt to give a "skeletonized" guide through this sprawling (26 major locations) RPG, which is the second in the "Pool of Radiance" quadruple adventure. Many random features have been omitted, whilst non-essential encounters will have to be sought out by the player purely for the harvesting of experience points.

The party is discovered at the start of the game in Tilverton City, bereft of weapons and with little money. On their arms are blue sigils which they cannot get rid of - at first, anyway - and which binds them to some mysterious force which can dictate their movements. It is therefore your priority job to find a way to escape from this shackle.

Tilverton City. You will be forced eventually to attack the Royal Coach, which leads to your incarceration in the local hoosegow. Not to worry Thieves' Guild members will rescue you. Before attacking the coach, however, be sure to visit the Armoury at map ref.2-12 so that you may equip yourselves before it is too late. Once you attack the coach, all shops, inns and temples are barred to you. The coach attack occurs at map ref.2-1 (approx.) so visit everywhere else first. When rescued, you are taken to:

Tilverton Thieves' Guild. Here you will learn things but all too soon encounters occur. Go to map ref.5-5 where you can get a Stone of Dexterity. Wend your way southwards through a secret door into the

Tilverton Sewers. Keep heading southwards and when you come to a barrier guarded by a Knight, swear allegiance to the Princess if you want to pass. Keep on travelling South, despite some tough opposition. A good resting and training place can be found, via a secret Eastern door at map ref.4-38. Going South you will eventually emerge into

The Hideout of the Fire Knives. Here is where you can force the Fire Knives Master to free them from his bond. At the Armoury, map ref.6-13, you can find some magical items - but don't use the Bracers - they are cursed! At 14-11, Khybor's Office, more magical items may be found - search for them. At 3-13, the crucial battle takes place. Rescue the Princess and your bonds will be no more. However, the King arrives and although he reluctantly reprieves you for the attack on him in the Coach, nevertheless, you are banished from his Kingdom. You are escorted to the edge of the City and left to travel Overland. It has been found that the best place to head for is

Haptooth Village which is under assault by Drow and Efreeti. Plenty of opportunities to boost up your experience points. There is a Healing Place at 1-7 where you can meet Akabar, a goodly companion. The major battle is at 3-13, but it would be better if you do not enter here until you have wiped out several of the Drow Patrols. When you eventually kill the Leader here, you will find a map of the Caves of Dracolith.

The Dracolith Cave. It is necessary to enter this fearsome place in order to get into the Wizard's Tower. In the cave you will meet Silk, an outcast from the Dark Elves, who leads a band of female adventurers called the Swanmays. Accept her help in whatsoever she proposes. Go to the Salamander Cavern at 1-2. You may avoid combat by talking in Sly and you can then get a Dragon Slaying Sword and a Scroll of Protection against Dragonfire. At 0-15 you can enter the Wizard's Tower (after much combat).

(to be continued)

GARGATH KEEP

This part of the adventure is a series of floors (or levels) twelve in all, getting progressively smaller. The following is an attempt at a "walkthrough" by compass directions, instead of map references and gives the most direct route to the top of the Keep. It does not, of course, allow for random encounters, of which there are at least four. Floors may, of course, be explored for further fighting and treasure hunting, if the player so desires in order to increase Experience Points.

1st Floor: Upon entry, you have to fight a party of 8 or 9 guards. After their disposal, you may go either West or East upon leaving the room. If West is chosen, then go North and West again without entering rooms. This will take you to the stairs going up. If you go East after leaving the Entry Room, head North through a door, then East through another door. At the end of this passage is a secret door leading to the Wilderness. You can then re-enter the 1st Floor at any time without going back to the Town.

2nd Floor: Go East to the second door to the South. Enter room and talk to the Prisoner. Leave room and go West, then North and enter door to the East. This leads to the stairs going up.

3rd Floor: Go North door, then West door. Carry on going West to passage leading South. More stairs at the end of the passage.

4th Floor: The stairs going up are immediately left (West).

5th Floor: The stairs going up are immediately right (East)

6th Floor: Head West, then North to secret entrance to room. 2 Magic Weapons are here, but DO NOT take the Berserking Sword. It is cursed! Leave the room and go East to the door leading North. Here, to a certain degree, the game takes over insofar as the story is concerned, but leaves you with plenty of fighting as you pursue Myrtani, who carries the Dragonlance. After you carve your way through a wall of flesh, you follow him to the next floor.

7th & 8th Floors: Keep going up.

9th Floor: More fighting, then carry on climbing.

10th Floor: More stairs.

11th Floor: Further attacks by Draconians.

12th Floor: The Rooftop. You are attacked by 3 Dragons. Kill them to get several thousand Experience Points. Unfortunately, Myrtani escapes on his personal Dragon, so lives to fight another day.



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