

ADVENTURE PROBE

MARCH 1993 £2.00
VOLUME 7 ISSUE 3



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

Copies can be ordered monthly or in multiples up to 12 issues: sorry no discount for quantity. Prices per issue: UK £2.00, Europe & Eire £2.50, Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to **ADVENTURE PROBE**. Please do **not** send cash.

BACK ISSUES

All back issues are available, at the above prices. Volume 1 comprises 19 issues (June 1986 - Dec 1987), subsequent volumes are 12 issues Jan - Dec.

ADVERTISING RATES

Short, private advertisements in the In-Touch section are free to subscribers. Trade prices are: FULL PAGE £5.00, HALF PAGE £3.00 but one page per issue free (subject to available space) for regular subscribers i.e. 3 issues or more in advance.

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, as I am not familiar with every detail. When you submit an entry for the IN-TOUCH section please mark which adventures, utilities, arcades, etc.

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 taken the time and trouble to send in contributions since the last issue:

Alf Baldwin (courtesy of his sister, Mrs. M. Jones),
 June Rowe, Steve Clay, Jonathan Scott, Mary Scott-Parker,
 Tony Collins, Gareth Fitchford, Neil Currie, Ron Rainbird,
 Ken Chambers, Steve Fairbrother, Walter Pooley, Janice Charnley,
 Dorothy Millard, Martin Freemantle, Barbara Bassingthwaite,
 John Walker, Jack Kelly, Geoffrey Pogson, Bob Adams, Simon Avery,
 Harold Dixon, Peter Clark, Keith Burnard, Diane Rice, John Tobin.

Special thanks to Geoff Lynas for a great printing job and
 redesigning the back page.

Grateful thanks to Martin Freemantle for the cover picture and
 Tony Collins and Martin Freemantle for supplying software.

EDITORIAL

Dear Readers,

For the benefit of readers who haven't been Probers since its conception, I thought I would mention a few details.

It was started way back in June 1986 by Sandra Sharkey and Pat Winstanley. The first three issues were on A4 (foolscap) sized paper stapled together down the left side. Issue one had 5 sheets of paper, issue 2 had 8 and issue 3 had 10. By the time the fourth issue was published it had gone into the now familiar A5 format. Since then it has expanded in thickness and popularity, and at one time, whilst Mandy Rodrigues was editor, it had as many as 500 subscribers.

I can't hope for as many as that, so I concentrate on making it interesting to as many adventurers as possible. Considering printing quality (and cost) has improved over the past seven years a doubling of the original price seems very reasonable. I sincerely hope the original ideals are still alive. Adventure Probe has a tradition of being "run" by adventurers for fellow adventurers. The contents of the magazine reflects the contributions received; I try to maintain a balance, which isn't easy as I am always short of material for certain computers that I can't cover myself.

All contributions printed in the magazine are sent in freely and willingly in response to the editor's desperate pleas for reviews, hints, articles, etc. Although I receive some review copies of adventures which are then forwarded to volunteer reviewers (unless I grab one for myself - editor's perk), a large proportion of reviews are written by readers or myself using software purchased by themselves or myself. I think this is why a standard rating system has never caught on, but some reviewers use their own ratings system. It is this variety of contributions that makes Adventure Probe what it is.

If everyone sent in just two hints for the last two adventures that they have just played, I would have a large pool of material to choose from. I try to check that they haven't already been published, but as most readers don't have all 80 previous issues, sometimes a getting you started and hints and tips for a rereleased game may be reprinted, possibly submitted by a different reader. Remember - not all previously printed material covers all aspects of the adventure, so just because *some* hints have been published doesn't mean *all* problems have been covered!

I've rambled on so much that I've just left myself enough room to mention that Harold Dixon and Jack Lockerby have raised a total of £30 for Comic Relief from the sale of unwanted software. If you have any adventures or adventure-related objects you don't want, send them to me and I will offer them to readers to raise more cash for this very worthy cause. I tend to hold on to my software as much of it hasn't been played yet, but I may find a few boxed games (probably arcades) that someone may like.

Happy adventuring.

Barbara

Hon. Member A.F.I.O.



LETTERS edited by June Rowe



From Tom Frost, of Montrose

My letter this month refers to the Editor's comment regarding the current number of subscribers. While being gratified to read that Barbara intends to continue as Editor even if the subscription list is much smaller than it used to be, some concern must be expressed regarding the diminishing numbers.

Many adventurers who have paid subscriptions "up front" to several fanzines have been disappointed to lose some of their money for a variety of reasons and unfortunately PROBE temporarily joined the list of failed fanzines when the previous Editor "pulled the plug". I just wonder how many of those who lost out at this action are still refraining from taking Probe. Once bitten, twice shy, but in some instances it could be "thrice bitten, never again".

I have every confidence that Barbara will go on and on and on, but perhaps the subscription list would grow again if it was made public how many subscribers have been lost and how many have been satisfactorily recompensed by the previous Editor, as promised, and subsequently returned to the fold.

•

Over to Barbara to answer most of your queries, Tom, but I for one who had subscribed to PROBE just before Mandy was forced to give it up was fully recompensed, as I'm sure others have been. It was a pity that circumstances prevented Mandy from handing over to another editor before her enforced retirement, but the way things were, she had no chance to do this. (June)

•

The subscription list Mandy sent to me had 241 names on it. As this was only those who had already subscribed to the July issue had Mandy sent it out, a further 18 names had been added by the time my issue was ready for posting at the end of August. Of this original 259 readers, I am pleased to say 136 are still subscribing. A few took a few months to realize that Probe was back in business, and I am still getting enquiries from former readers who may not have bought an issue for as long as a year or so. The subscription list is very fluid, some readers can miss a month or two and then catch up when circumstance permit.

I ordered 190 copies of the February 1993 issue: one is the master copy for reprints, and as I only have 6 copies left 183 have now been purchased, yet 16 readers haven't to date (12/3/93) resubscribed after the January issue. I have quite a lot of new readers, who I hope will remain Probers as long as their circumstances allow. This issue (March) already has 170 pre-paid readers and I am confident that it will be more by the time it is distributed. All the magazines I have edited have had to be reprinted. Although I don't tie up too much of the subscription money in back issues, I like to keep a small stock of the last 6 issues.

I am constantly trying to improve the magazine. Without better equipment such as an inkjet printer or at the very least a 24 pin one, and a memory upgrade for the Atari, I don't see what more I can do at the moment in the way of presentation. (Barbara)

From Hugh T. Walker, of Guildford

When Mandy resigned it seemed that no one could really take her place and I took out 3 months subscription - more out of curiosity than anything else. After another 3 months I have come to the conclusion that the new management will do, after all.

It is a hard act to follow, although I frequently told Mandy that she was too nice to be an editor, especially with such an undisciplined crew as the readers of Probe to contend with. Barbara appears to have established a firm grip on the direction in which she wants Probe to go and, to be honest, somewhat to my surprise she seems to be doing alright.

It is a pity that Cockroach was not consigned to the letters page as the inclusion as a separate feature could be construed as implying editorial sanction of the opinions expressed.

In the days when the big software houses bothered with adventures there was a great deal of hype and I used to have a go at this, but rarely at the expense of any individual's dignity and self-esteem, unless that person had set up their ego as the major beneficiary of that hyperbole, as in the case of Ms.Scrolls.

Furthermore, when I was reviewing, my comments were levelled at the game, not the author (although this distinction was too subtle for some). It was the same with play-testing, where the reputation of the author is at risk if their feelings are spared. Barbara is quite right to put an end to Cockroach. The first "article" was bearable as it broke with the tradition of back-slapping and expressions of filial affection which has beset Probe in the past, but incessant vulgar abuse rapidly becomes boring and offensive to more than just those being abused.

John Wilson may be a very difficult, thoroughly unlikeable, somewhat egocentric individual but he can be justifiably proud of the service he offers (although not necessarily so about the games which that service provides). In no way does even he deserve the insults for which he has been singled out by this "creature" who has neither subtlety, humour nor reason and whose concept of "truth" is somewhat biased.

Another person who has been unfairly dealt with, in my opinion, is Ted Bugler. The trade of sanctimonious, self-righteous criticism which greeted his plea for PC-based adventure/strategy/roleplaying games to be acknowledged as a valid extension of the adventure scene suggests that his assailants have not taken the time to read what he actually wrote. When has he ever suggested that the coverage of 8-bit adventures should be replaced by 16-bit (and beyond)? He merely asks that Probe include both or risk forfeiting support of one or the other.

However, it seems that your readers include a number who construed his words as an attack on the 8-bit market and then, having put words other than his into his mouth, proceeded to demonstrate their close kinship to Cockroach by attacking not his (assumed) argument but himself in person. For one adventurer to treat another so is appalling!

Ted's second letter does predict the inevitable demise of the 8-bit scene but this is a secondary argument, provoked by the shabby treatment which his original letter received. Comments such as he should buy another magazine if he doesn't like this one could (or should) lose you more support than any number of rantings by the sort of despicable low-lifforms which you have just eradicated.

Those who do not accept that the 8-bit will eventually disappear are deluding themselves. We may regret this and even mourn its passing but we can no more prevent it than a child can stop the incoming tide washing away a treasured sandcastle.

Enjoy it while it is still with us, if you will, but accept that a time will come when we must move on or cease and, for Heaven's sake, let's try to recapture the spirit of camaraderie which was the hallmark of Adventuredom "in the old days".

By the way, Adventure/Strategy/Roleplaying are not 3 separate categories but one type of game which uses the memory and speed of the more modern computers to recreate all the features of role-playing from which Adventure began but with which the earlier computers could not cope in full.

Anyway, thank you for rescuing Probe and for proving my earlier misgivings unfounded.

However, I am devastated about Alf Baldwin, I didn't know him, other than through the pages of Probe, and he didn't know me, but I feel I have lost someone special and close to me.

•

We shall all miss Alf's contributions to Probe - we can only hope that there is an adventurers' heaven and that he is there, still playing away. Your remarks concerning Cockroach and Ted Bugler are valid, but apart from these deviations, I would say that the old camaraderie between adventurers still exists - see my reply to Simon Avery's letter. (June)

•

Ted Bugler had just sent me an extremely interesting article entitled "Role-Playing Game or Adventure - is there a difference?" which will definitely be printed in the next magazine. (Barbara)

From Simon Avery, of Chudleigh

With regard to conversions, Phil Reynolds has agreed to convert all future games to the Spectrum for The Guild. I'm converting several games to the Amstrad from the Spectrum at the moment, so with a bit of luck, the future of both machines will be extended for a while.

I've changed my mind since writing the letter in January's Probe. GRIMWOLD'S BIG ADVENTURE will probably be given away with another game instead of MIDNIGHT PEARL. Pearl will be shelved for the time being due to the quirks of Adrian and will probably need a complete re-write after discovering several undocumented bugs in the utility. Ho-hum!

•

This is only part of Simon's letter - the first bit of it was about the Spectrum version of DANGER! ADVENTURER AT WORK! which he sent me after reading in the January Probe that I didn't know his games had been converted. This action restored my faith (which has been somewhat dented of late) in the innate goodness and friendliness of adventurers, so thanks Simon, for more than just an extremely pleasant few hours playing your game. I shall not hesitate to recommend DAAW as the funniest, silliest and most laughinigest game since GRUE-KNAPPED! (June)



From Neil Shipman, of Bristol

Thanks Barbara for your review of my version of GRUE-KNAPPED! which you played on your half-meg Atari ST. I'm glad you enjoyed the game, but obviously sorry that you couldn't get it to save. As far as saving to memory is concerned, TADS does not have this facility as one of its many features so, as a general rule, it is not possible to Ramsave an adventure written using this system. However you are the first person amongst all those who have playtested or purchased either the ST or PC versions to report an inability to save to disk and I have obviously been looking into why you should have this problem.

Like you, I was surprised (and pleased!) to find that GRUE-KNAPPED! actually ran on a half-meg ST in the first place. I have re-checked that it does so and it quite definitely works, including saving/restoring without any difficulty. But, as most ST owners will know, Atari have, in their infinite wisdom, continually changed TOS, their operating system, on an almost annual basis without full regard for downward compatibility. In your particular case, it would appear that you have a rather unusual combination of their "rainbow" TOS on a half-meg machine. The conclusion I have come to is that this TOS must use a little more memory than earlier versions and, as TADS adventures run entirely in memory, GRUE-KNAPPED! is slightly too big to have enough left to bring up the usual GEM file selector box for saving to disk.

I appreciate that this is of little consolation to you, but fortunately the adventure is fairly compact and you don't very often get killed or use up something you find you need later on. Naturally, I do tell every purchaser to get in touch if they have problems and so far - fingers crossed that I'm not tempting fate here! - nobody has. So, finally, if I might take this opportunity of plugging the game, come on you 16-bit adventurers and order your copy of GRUE-KNAPPED! today!

•

I'm sure that 16-bit owners will find this interesting, even if to a mere 8-bit Spectrum owner, it's Double-Dutch! However, I'll second your recommendation of GRUE-KNAPPED!, having played it on the Spectrum and found it hilarious! (June)

From Ian Osborne, of Ludlow

It's nice to see the Cockroach crawl back under the stone from which he emerged a few issues back. I still can't get over his cheek - how can he write such unwarranted abuse about people, addressing them by name, while he himself writes under a pseudonym? He even has the effrontery to call his detractors "the faceless ones", even though they all signed their names. They showed the courage of their convictions - when will you do the same Cockroach? Why don't you let everyone know who you are?

It's inevitable that people fall out now and then, and where relevant there's no reason why PROBE shouldn't provide a platform for disagreement, but Cockroach seemed to set out to be offensive - I've yet to see him make a constructive comment.

I suspect most readers know exactly who Cockroach is, and it's not hard to see his ulterior motive in hiding behind a cloak of anonymity. Thankfully though, that particular insect got exactly what he deserved so PROBE, while not shying away from controversy, can go back to being a friendly, enjoyable magazine.

•

I can guess the way your mind is working, Ian, and I hope you haven't jumped to the wrong conclusion as to Cockroach's identity - for instance, how do you know that this pseudonym hides a male person? I'm not saying that Cockroach IS a female, but unless Cockroach publicly divulges his/her identity, remember that the law says everyone is innocent until proved guilty. In other words, please don't be nasty to the person you think it is, just in case you're wrong! (June)

.....

From Hugh T Walker, of Guildford

I thought that Tim Kemp's "WHY DOESN'T SOMEONE ...?" was hilarious, but wouldn't it have been more suitable for the April issue? The idea of powering up a 25Mhz Processor with 4 Meg of RAM and 100 Meg (or so) hard-disk and Soundblaster in order to play a text-only 40K conversion conjures such a wonderful image. It's gorgeous! What a wag!

You don't suppose er No! What a silly idea! For a moment there I was beginning to wonder if Tim (I nearly called him Mr.Kemp - have you noticed how when Probe readers really want to hurl insults at their little chums they refer to them by their surnames?) was being serious. How stupid of me! The answer to WHY DOESN'T SOMEONE? is, of course, that SOMEONE DOESN'T because THERE WOULDN'T BE ANY MONEY IN IT!!!

Glisoft, for example, is a professional software company. That is how they earn their living. They are neither a charity nor are they playing with computers in order to eke out their pension-, pocket- or dole-money.

Rumour has it that the ST-PAW was very near completion when they took the decision that it was no longer viable. If they released it now, could they honestly expect to sell enough copies to justify the time and effort involved? If there really was such a marketing opportunity, do you really suppose they would miss it? There may be a very simple reason for incentive (does it really exist?) ... not releasing a follow-up to GAC and STAC: could it be that Sean Ellis (who wrote both) is no longer with them ... or that he took one look at the crimes which were committed with his "brain-children" and swore an oath on sacred relics never to create such a Frankensteinian monster ever again? Unfortunately, however brilliant the adventure writing system may (or may not) be, some sort of licencing scheme would have to be introduced to control to whom it could be sold.

It isn't what you have to write with that counts, but what you write with it! However, as this isn't the first time that Tim has had this article published, he must be pretty impressed with it ... and probably does really mean it. How sad!

I didn't know that Tim had sent this article to another publication (which was a bit naughty!) but I believe he was, in fact, asking a serious question in the hope that one or the other of the software firms would be persuaded that even though text adventures are a minority interest, the production of a 16-bit utility might still be viable.



From Harold Dixon, of 62 Windsor Street, Colne, Lancs. BB8 9LD ...

Making your way through a created world, solving puzzles and getting out of sticky situations has its attractions, but the actual creation of these "worlds" has for me a greater fascination. This being the case, I started writing an adventure with the GAC+ on the C64. I came across many snags, but with the help of various playtesters I managed to create a multi-part adventure of great potential. The adventure, ZARGO CASTLE, although still containing a few bugs, with a little more work would soon be ready for publication. Then a sequence of events occurred, making this realisation a little far off.

The Amiga 1200 arrived on the scene and I purchased one, but this left no room for the C64, so up into the attic it went. At this stage vague ideas of completion ran through my mind and then I discovered an adventure-writing utility for the Amiga. Whilst trying to sort out my priorities I had an illness which put me out of action for a while then when I recovered, I was given a redundancy notice from the factory where I had worked for many years.

As I had worked in a dying trade, I find that now, at the age of 50, I have to find an alternate career. The completion of ZARGO now seems out of reach, as all my energies and concentration will have to be centred on an uncertain future. So ZARGO CASTLE and the first part of a new adventure, LEVITICKA, will have to be suspended, perhaps never to be completed unless I can get some help. So if any of my playtesters, or anyone else interested in the completion of these games would like to take over where I left off and get them on the market, please write and let me know. Perhaps we can come to some arrangement, I have many notes, maps, plans and several discs on various stages of the adventures. Quite an interesting task for anyone who would care to take it on. It does seem a pity to let so many ideas fall to come to fruition - please help!

•

It would, indeed, be a pity if two adventure games were left in Limbo. I have put in your full address, Harold, so that any interested C64 owner who understands GAC+, or any Amiga owner who might be interested can write to you direct. I wish you success in this area, and hope you will find a new job soon, too. (June)

From Steve Clay, of South Wirral

Tim Kemp asked why no company had bothered to produce a 16-bit text-adventure writing system. It would seem to me that if there was any profit to be made from such a product then the companies mentioned would have released one. STAC is on the Incentive back catalogue yet they obviously see no point in revamping the program. Glissoft have claimed that the 16-bit version of PAW is almost finished for a while now. If so why has it not been marketed? Feasibility? For a company to release a product requires a large amount of money. Money they have to be fairly certain of recouping. With text adventures already a minimalist market, what business man is going to risk a five figure sum?

The only 16-bit adventure creator that I can see being produced is one that concentrates on games like Monkey Island. We could be lucky and find a text utility within such a package but on its own as a major release I doubt it.

•

Five figures? Wow! That's a lot of money! I would say you've hit the nail on the head there, Steve. (June)

REVIEWS

THE LOST TOMB OF ANANKA

Written by Jon Lemmon

Reviewed by Barbara Gibb on a Spectrum



When the pharaohs of Egypt died, to avoid tomb robbers they were buried inside hidden chambers which were cut into the cliffs (pre pyramid times, I think) in the Valley of the Kings. It was believed that all the tombs had been found until a tablet covered in hieroglyphics was found. Professor Sorinson, head of antiquities at Cairo museum managed to decipher part of the hieroglyphics which told of an ancient pharaoh called Ananka, who by conquest ruled upper and lower Egypt. He began the cult of Osiris, ruler of the dead but eventually died in battle, and was hastily but securely buried. According to the hieroglyphics on the tablet, the great god Ra had placed the scroll of life within the tomb, along with huge statues to keep Ananka's powers alive.

You play the part of Dr. Jack Foswell. After many months hard work you manage to decipher the last part of the tablet. It tells of a secret way into the tomb from the cliffs. Before you have a chance to speak to Dr. Sorinson you hear that he has been killed in a landslide while entering the tomb from the base of the cliff. You immediately head for the Valley of the Kings to find the secret entrance to the tomb.

As you are lowered down onto the ledge outside a cave, the rope above you is cut! Suddenly, you hear a scream and the bodies of the native bearers fall past you and smash on the rocks below. (I never did find out who or what did it.) You now find yourself alone with nowhere to go but INSIDE the cave! A very interesting door bars your way. Even this early in the adventure you encounter the first of at least 19 sets of hieroglyphics which have to be decoded if you are to learn the "magic" words and clues to help you complete the game. Typing H displays the alphabet and appropriate symbols at the top of the screen, thus enabling you to spend hours (slight exaggeration) decoding - it gets quicker as you get to know the more frequent words and letters.

How to open the door is fairly easy, the really clever bit is how to get enough light to see what is in the first chamber. (I assume the bearers were supposed to bring the torches.) More translating and a bit of brainwork and you can progress a bit further where it doesn't look quite so promising. You find the body of Dr. Sorinson under a pile of rubble - but it appears he was on the right track and you are encouraged to find a way deeper into the tomb.

So far, because of the mysterious demise of the bearers, you have been on your own, but to get much further you will need a "companion". Bringing a mummy to life seems your only choice, you did make a note of the translated hieroglyphics, didn't you?

By now you realize you have alerted the guardians of the tomb, and many puzzles and traps are ahead, including what looks like dead-ends. It is difficult to describe them without giving too much away, suffice to say you are doing very well to reach the Hall of Statues. The hieroglyphics on the door at the entrance tell you what you have to do, but no indication how - anguish set in here because I had failed to put something in a container I had been carrying since the first chamber. Get things wrong here and you won't succeed in entering the Judgement Hall and finally the small chamber containing the mummified body of Ananka.

This adventure has been meticulously researched. Every location (chamber) oozes authenticity, the hieroglyphics ~~look~~ right and the objects, puzzles and statues are described exactly like the ones I have seen in books and the museum. (Liverpool had one of the best Egyptology sections in the world until it was destroyed by fire - so my mum and dad used to tell me. Even now it is a treat to go to see the few remaining items, and the family joke is "Let's go to see the mummy that is really a daddy," so I've always had a soft spot for anything to do with mummies.)

I've racked my brains trying to find something to complain about. As usual the programming can't be faulted but I do wish Jon would allow "fresh eyes" to look over the text before his games are released as they often contain one or more typing errors; not important to most players, but it does prevent it being "perfect". However, as LOST TOMB OF ANANKA is much more to my taste than the Anttilis duo, I was so engrossed in the game that I only noticed one typing error (and it may be the only one) i.e. "left" instead of "left". Oh! I also spotted "thrown" instead of "throne" in the inlay notes. I also nearly used my game tape for recording my saved positions, as the cassette wasn't marked with the title of the game, nor was it write-protected - be warned, and check, I usually do, but was in such a hurry to get it loaded that I didn't - all very minor grumbles, and for £1.99 it seems a little ungrateful of me to make such complaints.

If you don't like deciphering messages, hard luck. I loved it and the whole of the adventure. If Jon's next adventure, NIGHT OF THE DEMONS is half as good I will be well satisfied.

Available from: Compass Software, 111 Mill Road,
Cobham Island, Great Yarmouth, Norfolk, NR31
0BB

Spectrum 48/128K on tape, +D 3.5" disk, and SAM
Coupe 3.5" disk Price: £1.99 (all versions)



BEATLE QUEST

Written by Garry Marsh

Reviewed by Barbara Gibb on a C64



As you circle Earth, life on Space Station 9 in the year 2953 is sedate and peaceful. It is also very boring. You have no worries, all your needs are catered for by the supreme machine Sei-taeb 4. (work it out!).

As keeper of the Archives, your speciality is researching the ballads of the New Renaissance Minstrels from the pre-Dark Times of a thousand years ago. You listen to the lyrics and music of the Four Kings of Emi, telling of the exotic characters and colourful lands that no longer exist. You long to visit the mysteries of it all, so you steal into the Dome of Pleasure where you feed into the data banks all known information about the Four Kings.

Time travel is still not an assured reality, but within the pleasure dome fantasies become reality. The lights dim and above the strains of the song "Yesterday" a voice booms out "Welcome"

You find yourself surrounded by mist, so simply WAIT and you will be transported to a bedsit in a place very reminiscent of one in Liverpool in the mid twentieth century. You search around and find some interesting objects, then begin to explore further afield looking for familiar landmarks and objects from the lyrics of The Beatles songs. On your travels you should find references to well-known song titles such as "When I'm Sixty-four" and "Strawberry Fields Forever", and discover items like a glass onion, an hourglass and a portrait of the Queen, the last two tricky to find if you're not familiar with the Fab. Four's lyrics. To complete the adventure you have to collect twelve such objects of particular interest and return them to the bedsit. This and performing certain actions during the game should earn you the grand total of 1000 points.

BEATLE QUEST was written in 1985 when the Quill was a new and wondrous utility, so allowances must be made for the "hunger syndrome" that annoyed me so much at the beginning, although, in fairness, one of two solutions to this problem wasn't very far away, and once solved it didn't reappear. Another irritation was being "killed off" by Maxwell's hammer - the solution to this wasn't so obvious and took me quite some time to work out, but Beatle addicts may realize quicker than me that carrying a certain item will prevent this happening. Also, for some reason, typing HELP (a well-known song title that even I had heard of) loses you points, similarly SCORE which I think is a perfectly legitimate input else why bother to have a scoring system. Crossing the road could be hazardous, random elements abound here, but it is safer in some places than others, learning where is part of the game. These are typical of adventures of the time, and so I will try not to mention them again.

It is now time for me to confess that I'm was never a fan of The Beatles and their songs. Despite being contemporaries I was more interested in collecting old records of King Oliver, Johnny Dodds and Bix Beiderbeck. I used to see their manager, Brian Epstein, as I passed his shop on my way to work, which was just around the corner from Mathew Street (site of the Cavern Club) and probably even walked passed John Lennon at Penny Lane as I have never lived more than a short tram or bus ride away. So if my lack of interest was high then and therefore knowledge low, how did I fare with the adventure. Remarkably well in fact, I treated it as an ordinary adventure. I wasn't sure which objects had the greatest significance, but I studied the hints in the booklet that came in the well presented package, and then worked on the assumption that if I didn't use something during the game then it was probably a "treasure" and it generally worked.

With over 150 locations, 200 messages and sixty objects to find, it took me a full week (7 days) to complete: good adventuring practice will enable you to solve most of the puzzles, but I'm not sure that some players will understand or appreciate the significance of the sugar cube, funny cigarettes and cup, which transport you to other sections of the adventure, but it is no worse than some puzzles found in other adventures. It is a rather dated adventure as far as the programming style goes but I know it would be different if written today. As I have proved, this is a playable and interesting adventure lovingly written by a Beatle fan.

Available from: Number 9 Software, 47 St. George's Avenue West, Wolstanton, Newcastle-under-Lyme, Staffordshire, ST5 8DF.

Price: £4.50 including p&p. on tape or disk.

Cheques/postal orders payable to G.Marsh.



THE ESCAPING HABIT

Written by Jack Lockerby

Reviewed by Barbara Bassingthwaighe on a Spectrum



It's 1942 and you are in a P.O.W. camp somewhere in Italy. You have been captured en route to an important meeting with various allied commanders in North Africa. You were carrying highly confidential papers which you manage to hide before being caught.

You have been taken to an escape-proof camp, where the Gestapo hope to hold you for questioning at 16.00 hrs. This does give the game a time limit, but I didn't find it too restrictive.

In the camp you are assigned to Hut 1 which requires careful examination; further investigation reveals the camp has a cookhouse, library, wash-house, tailors, church and camp theatre, surrounded by a 10ft. fence and gun towers. The objects you need for escape will not be found lying around, you will have to investigate everything to find them. You also need to be aware of what other prisoners are doing, as their misfortunes could be your good fortune.

You need to be a bit crafty as the guards check you over for contraband at random so be alert. The monk is a good contact and helps you in more ways than one, also the odd guard can be bribed with a little something. Another good thing about THE ESCAPING HABIT is it's easy to map (I hate making maps!). Altogether I found this game entertaining, logical and very enjoyable.

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

Commodore version available from: J. Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL Price: £2.50 on tape or disk.

GATEWAY

Published by Legend

Reviewed by The Grue! on a PC



Gateway is based on the Frederick Pohl books and you play the part of an intergalactic prospector. Take a ride in an alien spacecraft whose flight destination was programmed by the lost Heechee race. Can you recover the lost technology of the Heechee and claim a financial prize a pools winner could only dream of?

The Gateway station is not large but it does contain enough to keep you busy, at least until you attend your ship-handling classes. Once you have been to your class and obtained your blue badge, you can always visit the Blue Hell bar in the evening to relax and talk to any interesting people that might appear. It is here that you find out that your blue badge means you have been assigned to the suicide squad and success at this moment does not look good. Fortunately you also learn about the Orion program but to join this elite group you will have to complete six missions and find a legitimate Heechee artifact, simple eh?!

As luck would have it, this is not too difficult and you soon find yourself enrolled in the Orion program. You can just imagine the bucks rolling in as you set off for your first Orion mission. Sure enough, you find a vast concentration of Heechee metal on a planet called Aleph 4 and return to Gateway with the strange machine for a very good pay day. It's at this point that you realize that this is no ordinary find-the-treasure-make-big-bucks game, for the machine you've brought back contains information from the lost Heechee race about impending doom to all intelligent lifeforms.

The Heechee knew about this Assassin and had built a shield generator to protect them, sadly they panicked before they could turn it on and now it's up to you to locate the four shields and activate them, before you too are destroyed.

Gateway uses the now familiar Legend interface but this time with SVGA graphics. Yes, the graphics this time are vastly superior to that of Spellcasting 101. It also contains some excellent animation sequences which has the effect of making it all look so much easier to use. Gateway is not a particularly difficult game and is fairly linear, having said that I did get stuck a few times. Some of this was down to me not reading the text thoroughly and missing some quite obvious clues, other times it was because of bugs in the game. I'm afraid to say Gateway has more than its fair share of bugs, some could be caused by differences in SVGA boards etc., others definitely the fault of Legend.

One of the bugs involves a button inside a vent. When you open the vent the game tells you that you can see a button, but if you try to press the button, it says "What button, there is no button here?" Now unless you can press this button you will never be able to complete the game but there is a solution, for which I have to thank Sue Medley for telling me. If you quit the game and then reboot it, then when it asks you if you want to restore say NO, then when you're in the first location, restore your position - you will now find that the button is there and can be pressed. Another bug allowed me to carry a hatful of vines, although there is supposed to be only one!

On one of the planets I rescued Becker, a prospector thought lost years ago and brought him back to Gateway, but if you travel back to the planet you can rescue him over and over again!

Another thing I didn't like was the scoring system; It's quite possible to finish the game without maximum points. This is because some of the point scoring actions have little or no bearing on the game at all. You can score points for picking up an item which is not hidden, does not require you to solve a puzzle and then find the item is not even used to complete the game. The parser also does not seem to be quite as good at handling your input as other Legend games, with some inputs needing to be very precise.

Quite often when a game has so many bugs as Gateway does it puts me right off the game. The strange thing with Gateway is that I really enjoyed it, I would have to put this down to the strong storyline more than anything else. I have purposely not given too much away in this review so as not to spoil it for anyone who will hopefully buy it. The game is split nicely into three parts with part three being superb and brings the game to a climax nicely, when you are never sure what is real and what is simulated.

Although this is a sci-fi game I'm sure it would appeal to players who normally shun that particular genre. So forget the bugs and enjoy a great story, especially with the game being out for a while, you could pick it up very cheap indeed.

Ratings: Graphics 8/10, Sound 7/10, Parser 5/10, Overall 7/10.

I DARE YOU

Written by Louise Wenlock

Reviewed by Ken Chambers on a C64



This game starts with you in the hallway of your house. On the floor is an envelope, which you pick up. By taking note of the contents and reading the pink card you find in the envelope you can then proceed to the taxi rank.

After giving the taxi driver the right address you are dropped off outside an old house. After unlocking the front door you find yourself in a hallway and this is where the game really opens up. You notice locked gates stopping you getting up the stairs, but you have got a lot of work to do before you can open these!!

The main puzzle while you are on the ground floor involves repairing a remote control car which will eventually get you the means to open the stair gates. When you do get up those stairs more careful examination is needed so you can escape from the house. You also need to keep many of the objects you find to complete the game.

Written with GAC, this game will keep you going for quite a while. There are plenty of puzzles to solve and all objects need careful examination. The only thing I found a little irritating was that the majority of items that I found were put straight into the inventory and I found myself checking the inventory all the time to see if the items were there (but that's probably just me).

EXAMINE is shortened to X for ease of typing and most of the usual commands are excepted.

Available from: The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX

Price: £2.50 on tape or disk.

Also available for the Spectrum from The Guild. Price: £2.50 on tape £4.50 on +3 disk. Cheques/postal orders payable to Glenda Collins

OUT OF THE LIMELIGHT

Written by Jonathan Scott and Stephen Boyd

Reviewed by Barbara Gibb on a Spectrum



You are Sir Ignatius Grimwood, celebrated thespian. The time is late August 1886, an hour after the audience has left the theatre. After chatting to your friend and fellow actor, Obadiah Hardy, you pause to bend down to tie your shoe-laces and hear a thud and piercing cry. You run to the foyer to witness Bert Rosenberg, a ruthless criminal, standing over the body of your friend. You chase the assailant into the darkened theatre where Rosenberg attacks you. By the time you recover he has escaped.

A few days later Hardy is still close to death's door and you vow to track down Rosenberg and bring him to justice. Your only clue is that his henchman, Jeremiah Plantagenet, is resident at a hotel in the village of Creighton.

Your quest begins early in the morning, outside a pawnshop which is just as well because it seems actors, even knighted ones, are hard up. First you must acquire some money for the coach trip back to your lodgings, the train journey to Creighton, and still have a certain item in your possession.

All this took me a full day to work out, partially because I had trouble getting characters like the lost boy called Ralph to understand my instructions, and partially because I didn't immediately grasp the importance of a certain message. After a coach ride which for some reason reminded me of an Indiana Jones film, I found I only had enough money to buy one ticket. As the train wasn't due until 2.30 p.m. it gave me plenty of time to write a letter to book a room at the hotel. Well, it should have been easy, but the typewriter had no ribbon and the stationery was scattered around the room. After more problems stamping the letter and posting it, I finally sat down in the railway carriage leisurely watching the countryside go by. Don't get too comfortable or you'll miss the station like I did the first time.

The hotel should be expecting you, and you are invited to register and order breakfast. You have to be very careful now you are getting closer to Plantagenet, and hopefully, Rosenberg. Planning ahead is advisable, but the landlady and maid proved more of a handful than the ruffians. A neat twist at the finish, but a bit of an anticlimax. I still don't know why Hardy was attacked, unless I missed a message somewhere.

A storyline like this (and I have been very careful to give the story and not answers to the problems) has to be linear. There is only a total of 23 locations, with most of the puzzles and action in four of them, building up to the final confrontation.

Controlling characters in adventures has always been one of my blind spots, but after hours of experimenting I managed to find the correct style of input. This is a personal weakness and I wouldn't condemn an adventure just because I found it difficult to talk to characters. I also think the story is a little weak, and the main character hasn't been given enough personality. I expected him to be more flamboyant, more like I imagined actors of this period to be; a bit like Sir Donald Wolfit, but perhaps I have misunderstood, and Sir Ignatius was deliberately playing the quiet gentleman so as not to draw attention to himself. The hotelier and maid certainly didn't like him (me) trying to leave without paying. As I player I got a bit confused at this stage of proceedings because until I found the correct sequence of inputs, the rifle-wielding maid acted in part sentences.

All the usual PAW facilities are available, but note that speech marks are necessary e.g. SAY RALPH "FOLLOW ME".

The screen presentation is good, with the clock ticking away at the top of the screen even when you are just sitting there thinking, which I had to do a lot of, particularly at the beginning. The text does its best to describe the period setting, but doesn't come across as dramatically as say, Dr. Jekyll and Mr Hyde.

A brave attempt at a serious adventure. Jonathan Scott, one half of the writing duo, is already well known for his wacky and humorous Zikov trilogy, the third (but not the final part) of which has just been released and was reviewed last month. Objects such as "dainty cushion" and "smudged railway ticket" have all his hallmarks. As far as I know OUT OF THE LIMELIGHT is their first attempt at "serious" writing. I don't think it has quite worked - only my opinion lads, so don't give up! I'm looking forward to your next game, FOR PETE'S SAKE.

Available from:

Zenobi Software, 26 Spotland Tops, Cutgate,
Rochdale, Lancs. OL12 7NX

Price: £2.49 on tape, £3.49 on +3 disk.



THE LOST WORLD

Written by Wally Pooley and Eddy Park

Reviewed by Barbara Gibb on a C64



In this new text adventure based on Sir Arthur Conan Doyle's famous book, you play Edward Malone, a reporter for the Daily Gazette. You are searching for Maple White who disappeared whilst exploring a strange world that time has passed by. His dispatches seemed hopeful, then they ceased, so you set out to look for him, establishing a base camp at the foot of a huge cliff. Unfortunately you don't have to look far, his remains are in a clump of bamboo. Vowing to prove his theory correct, and not even deterred by the fact that the original route up to the plateau is now blocked by a rockfall, you set off to see for yourself what wonders there are in The Lost World.

After finding a way up, and arriving in a clearing in the middle of lush vegetation, you climb a tree to scout out the way ahead. As it looks promising towards the east, you walk along, taking in the scenery but keeping an ear open for anything untoward. Sure enough, you hear a band of ape-like creatures coming your way, and they don't look friendly. They don't like intruders, or perhaps they are just protecting their "world", either way, they mean you harm, so avoid them at all cost. During the rest of the adventure you will find more ape-creatures and lots of those animals that we love to read about in books but may not care to meet face to face. Some are shy, some aggressive and some can even be persuaded to help. The going isn't easy, not only must you survive the hazards of this strange land, but return to "civilization" with proof it exists.

The adventure is very user-friendly. You get hints when examining objects, and the text and messages are as descriptive as memory allowed, so read everything very carefully. You can finish the adventure by simply returning to your base camp, but this means that you may have taken an easier solution to some puzzles, so try again and see if you can bring back *all* the proof that Maple White and yourself actually found a LOST WORLD. This two-tier solution means the adventure is suitable for all levels of player.

Inputs are the usual Quill verb/noun, with first letter abbreviations for compass directions, up and down, also X for examine and Z for wait (must be a clue there!). It will save your position to memory(R), tape(T) or disk(D).

The screen display is bright and cheerful. The green location text is easy on the eyes, possible exits in a nice shade of yellow, and the portable objects in a fluorescent blue/purple that believe me looks much better than it sounds. With so many conversions being released, (for which we are *very* grateful) it is nice to see a brand new adventure. The Commodore is enjoying a revival at the moment, let's make sure it continues!

Available from: W. Pooley, Flat 1, 46 Exeter Road, Liverpool L20 7BL

Price: £2.50 on tape or disk.



MURDER HUNT 1 (1992 version)

Written by Craig Davies

Reviewed by Steve Clay on a Spectrum



The body of the Sexton lies in the graveyard. The best place for a body you would think. Well this one is bloodsoaked and you, Father Paddy Murphy, have just discovered it. Pausing only to lighten the wallet of the Sexton. (well he won't be needing it where he is going, will he?), you decide to hunt out the killer. This is not a traditional detective adventure as the killer becomes obvious fairly quickly and your task is to track down and restrain the psychopath. It must be said however that there seems to be an abundance of psychopaths in the area!

Murder Hunt is a single part text and graphic adventure and is written with the Quill. The lengthy location descriptions give the impression that the game is actually a PAW'ed game but the verb/noun parser puts paid to that theory.

The map is fairly large and the first thing I noticed while mapping the game is the number of locations that are just scenery. There is nothing to be done in these locations they just fill the gaps between the church of St. Ivan the Terrible and the other landmarks which include a farm, an abandoned mill and the village of Yokeltown. I think the map could have been more compact to save on needless wanderings.

I found Murder Hunt very easy to get into. The score rattles up in an encouraging way and this more than anything keeps you plugging away. Being able to wander freely is always a bonus in games as it takes a lot longer to come to a grinding halt. With 168 points on the board it became obvious that getting to the island would be a useful thing to do. It is here I am stuck. I have numerous items and have found a small boat that refuses to reveal its secrets. I assume I am short of a crucial item and that's why I can't use the boat.

Having reached this dead-end I have discovered the problem of lengthy descriptions. There are numerous things mentioned in the descriptions that reveal nothing when you examine them. This is fair enough but you don't know which objects are of use and you end up examining them all. I have 1300+ moves on the counter which shows I haven't just scraped the surface of the game.

From what I have seen of the game it seems a well thought out, fairly large adventure. There are several useful abbreviations including X for examine. Also included is RAM SAVE/RAM LOAD, this is a facility that should be used everytime you enter a new area or try something particularly risky, there are sudden-deaths and as I mentioned earlier one or two people are quite willing to do away with you for any reason they see fit.

The game starts off as a good game for beginners who are willing to ask for help (three times wasn't it Barbara!) the ending may offer a few more problems along with the occasionally pedantic parser. *(The ending may give trouble unless you have planned and prepared the way in advance ... Barbara)* Overall I'd give the game 7/10. It would be nice to see the sequel being written using PAW as Quill is starting to show its age. *(Sorry Steve, Murder Hunt 2 is also on the Quill - review coming soon ... Barbara)*

Available from: Zenobi Software, 26 Spotland Tops, Outgate, Rochdale, Lancs. OL12 7NX

Price: £2.49 on tape, £3.49 on +3 disk.

TAX RETURNS

Written by Steve Clay

Reviewed by Barbara Gibb on a Spectrum



No sooner had the euphoria of getting the likes of Pheobe the Dragon, Lofty and Odsock to pay their taxes in Taxman Cometh, than it was time to embark on another round of tax collecting. This time you have to call on Snow White, and the Seven Short Guys called Blotto, always under the influence, and the table in the Dog and Duck; Gadget, renowned inventor whose speciality is teleport and transfer devices; Potboy, owner of The Glitz nightclub; Nomarks, the dunce of the diamond mine; Banker, also known as Squeaky because he is so tight; Parser, trainee trap builder currently serving his apprenticeship with Trapper, bespoke trap builder and dungeon fitter.

This time you start at the entrance to a mine. It appears that all your "clients" live underground, only accessible via the voice-activated truck. However, at first you can't even see the truck because it is dark! South of you is the light generation building, simply turn all the red squares on a 3 X 3 grid to green and off you go to knock on a few doors.

I tried Blotto first. Politeness - I knocked on the door - and gulle and I eventually succeeded in scaring the pink elephants out of him, taxes paid. Fairly quick, but I bet others are harder.

Nomarks lived up to his name, and I laughed aloud and had to read the responses to my startled family who also thought they were very funny.

Gadget was fairly easy to persuade to pay up. If more of the objects needed had been elsewhere it may have been more difficult. Still, he was generous and gave me a few items to help me with another client.

Banker had locked his money away and made it very difficult for one person to get it. Neat puzzle.

Potboy has a fairly well-stocked cellar underneath his nightclub. Put the barrels in their correct store and he will oblige you by paying up. This is a nice sliding-square type puzzle which I have only previously come across in Taxman Cometh and an old BBC adventure called Oxbridge. Get the family involved if you don't like this type of puzzle.

Now for Snow White, resting in her glass coffin and protected by a series of coloured alarms. Took me a while to work this one out, but worth it as she paid up, but more satisfyingly, threw out the wimp of a prince.

Trapper has devised a devious puzzle and this took me a bit longer to solve than the others. That only left Parser, his apprentice. Throughout the adventure I had been amused by Steve's wicked sense of humour, especially his love of puns, and the image of a column of little Hans climbing out of a chest and marching like Lemmings into another room was too much - I collapsed into a fit of giggles, good job I was near the end of the adventure!

I know many of you are still playing and enjoying Taxman Cometh. Solving a couple of puzzles away from the computer is a refreshing change, and I hope you are all going to buy this sequel. Don't be put off by the sliding-block puzzles for they're not as difficult as the musical and pusher/mover ones previously encountered. Lots of "ordinary" adventuring, brain teasing and humour. I particularly liked the way the obvious is stated, but all in the nicest possible way. Grilles play an important part in this game: getting them to stay up can be interesting, and all are described as "a typical stop-you-getting-past-type grille".

In case you are wondering, no, I didn't playtest it. Everything was completely new to me, so I played it without any prior knowledge, just like everyone else who buys it.

One of the most entertaining adventures I have ever played.

Available from: Zenobi Software, 26 Spotland Tops,
Cutgate, Rochdale, Lancs. OL12 7NX



STRANDED

Written by David Hawkins

Reviewed by Neil Currie on a Spectrum

It's amazing just how shockingly ill-equipped some spaceships are. Your own ship "Talisman" managed to survive the meteor storm and you managed to crash-land on a nearby planet, but did you have a spare Psi-Crystal to lift-off with? You don't even have a battery recharger to allow Maxwell the droid to give you a hand. Looks like you'll just have to search the planet alone for all the bits you need.

You begin this PAWed 128K adventure in the cockpit of your spaceship. A quick search of the ship will find some useful items then it's off to the planet for the main part of the game. The first locations will also show some well drawn graphics and as you explore you will find a different graphic for every location. Everyone has their own opinion about graphics and I will say that these are better than most and add to the atmosphere of the game.

Some of the problems, however, may seem a little familiar. In one location you find a bird, in another a birdcage and further on a snake. If you think you know the solution then you would be wrong as the birdcage is not needed. The bird can easily be caught and carried to the snake, leaving me unable to find a use for the birdcage, though still able to finish with 100%.

Even though there were no spelling mistakes I did find other faults in the game which made me think that it was not completely playtested when it was upgraded to the 128K. Many locations ended in two full stops. If I dropped an object and tried to push it I got a message saying the table would not move in that direction. I found a mass of poisonous spores that were too heavy to lift or push but could be thrown from location to location.

The game has many extra commands and abbreviations to help you play, but only has one character set. Typing "vocab" will list some of the commands, though this is not mentioned in the instructions. Also, for a 128K game, the map was very small (around 35 locations). The graphics in every location may have pushed the memory over 48K (*well over ... B*) and the author perhaps should have added more to fill out the 128K.

This adventure is not too taxing, and if anybody is starting out this would be a good game for beginners.

Available from: Zenobi Software, 26 Spotland Tops,
Cutgate, Rochdale, Lancs. OL12 7NX

Price: £2.49 on tape, £3.49 in +3 disk.

Please note that the 48K version is text only.



SOLVALDOL-X

Written by Louise Wenlock

Reviewed by Jonathan Scott on a Spectrum (128k only)

This is the second game written by Louise Wenlock. As you may remember from some issues back (August '92) her debut I DARE YOU received a good review from Steve Clay; and so it should if it's anything like Louise's newie (yes, I must confess that I've never played IDY!). Anyway, on with the review - the show must go on!

Solvaldol-X, for that's what its moniker is, just happens to be a science-fiction game. I freaked out over Federation, I was mesmerized by Magnetic Moon ... well, I could go on forever - but you get the idea, I like sci-fi games very much.

This one's just as good as the above, and what's more, it's got graphics! Being a PAWed game, you may think, "Well, well, probably just the usual wireframe drawings with misguided "fill patterns", but you'd be very wrong, 'cos these may be the best graphics I've seen in a PAWed game on the Speccy yet! They really do compliment the atmosphere generated in the game, cheers Louise for such terrific visual delights etc... But there's more, and why not from such a talented author?

The text is what weaves the atmosphere (complimented by the graphics, as said above) and that is because it is so well written. The technical gizmos that appear throughout the game are all 100% accurate (i.e. photoelectric beams haven't been mixed up with coffee-dispensers!). So, either the game is very well researched or the author is a Trekkie! Why else does the game contain authentic space-age things such as Anti-drays? By the way, when I first came across this thing I didn't have a clue what it was - I had some convoluted idea that it was the sort of thing a squirrel would never make its home in! *(nice one, Jonathan ... B)* It turns out that it's some sort of vehicle, I'm not telling you how to make use of it - goodness, if you don't know how to operate a vehicle in an adventure you really shouldn't be playing 'em! (Yes, you've guessed it, it took me quite a while to suss out how to utilize the dumb thing! The pot calls the kettle black, etc....)

The whole thing hinges round a drugs-busting operation. Who needs to go all the way to outer space? Castlemorton Common during one of its notorious raves would be sufficient! It involves tracking down several seedy, low-life characters and uncovering what part they play in the game's web of intrigue. Yes, there's a cunningly-plotted web of intrigue, I just hope you aren't afraid of spiders.

The dope in question is called SOLVALDOL-X, hence the interesting title (scientific names usually are). Once you have found its location it's time to hop into your spacecraft and blast across the galaxy to finally put a stop to the dealers' nasty plans. Then the game becomes a little harder and ... well, I'll leave that up to you to find.

There are a few spelling mistakes, like "seperate" rather than "separate" but that's probably down to playtesters negligence. All in all, a satisfyingly good adventure - you'll see what a promising author Louise is ... inspiring stuff.

Ratings: Text 87%, Graphics 85%, Playability 90%, Value for money 95% (a massive 128k only game for this price, of course it's got a high value for money!)

Available from: The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX

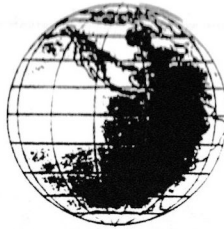
Price: £2.50 on tape, £4.40 on +3 disk.

Cheques/postal orders payable to Glenda Collins

SIM EARTH

Reviewed by Harold Dixon

(works on all Amigas)



Sim Earth comes on two disks, one in HI-RES for the more advanced machines, the other in LO-RES for earlier models. Both disks work on the A1200.

A fantastic 220 page manual comes with the game. This itself is a delight to read. The latest scientific theories are explained in a way even I can understand. This gives a great introduction to a great program with great potentialities. The information given on various planets is fascinating, as is the various theories explained therein. The illustrations are clear, and explanations easy to understand. All in all it seems to be an excellent manual.

The program itself is menu-run, with many, many options. The idea is to create a planet from scratch. You can do that?! You have five hundred billion years (computertime) to do it in and this can be controlled FAST/SLOW/MEDIUM. You can create, modify, and manage a planet in any four time scales. You can physically modify the landscape of the planet. Set the altitude of any spot on the planet. Trigger events on the planet - hurricanes, volcanoes, earthquakes, meteor strikes, etc. Plant various lifeforms anywhere on the planet. Nurture any species to help it evolve intelligence - the list is endless.

There are also seven ready-made planets for you to deal with. **AQUARIUM** - a water world for you to build continents on.

STAGNATION - a world stuck in the stone-age.

CAMBRIAN ERA - Earth 550 million years ago.

MODERN DAY EARTH - speaks for itself.

MARS - make the red planet come alive.

VENUS - a harder planet to sort out.

DAISYWORLD - explore the scientific theory.

This game has so many, many things going on, one simply can't justify it in description. All I can say is if you have a thirst for scientific knowledge, and fancy yourself as a creator, go out and buy it, it's smashing, around £30, but shop around, I bought it by mail order for much less!

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Adventure

SynTax

Magazine

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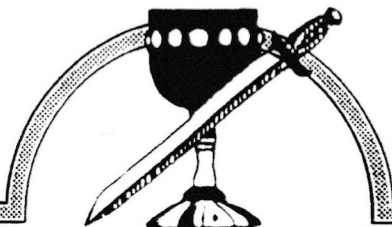
- ❑ It's the only disk magazine for the ST, Amiga and PC which is dedicated to adventures and RPGs. The first issue was produced in July 1989 and the magazine is bi-monthly. All versions of SynTax work on a menu system.
 - ❑ Each disk contains news, letters and various information sections, reviews, solutions, hints and special features and the SynTax PD/Shareware Library contains over 500 disks of adventure-related software including games, map disks, solutions disks and demos. If you make a contribution to SynTax on disk, you can claim a free disk from the library!
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 - ❑ The PC version, programmed by Graham Cluley, comes on either size disk.
 - ❑ **STOP PRESS** - The new Amiga version of SynTax has been programmed by Richard Hewison using AMOS and is a self-booting disk, running on all Amigas.
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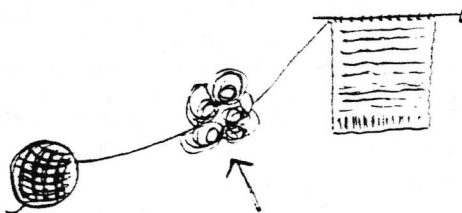
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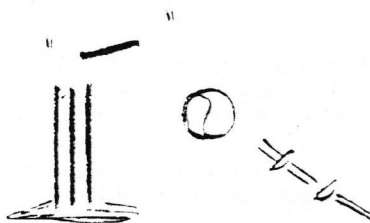
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TO



FOR

PROSE

Drawn by Mary Scott-Parker

LINEAR

written by Ian Osborne

It's linear.... that game's linear.... how linear.... I'd be okay if it wasn't so linear.... and if it's linear it must be bad, right? Maybe not! The word "linear" is often used as a by-word for "bad", as if slapping the "L" work on a game's enough to make anyone with any sense steer clear. Perhaps it's time to reappraise this much maligned adjective and ask ourselves if it's really such a kiss of death.

"Linear" is a term that's so over-used it's become almost meaningless. It's used almost entirely as a term of abuse, yet even the best games are, to some extent, linear. It's difficult to find one that isn't! For example, you won't reach the mountain in MOUNTAIN OF KET unless you've got the map - a fair puzzle that fits the storyline very well, but that doesn't stop it being linear. Linda Wright's brilliant CLOUD 98 features a whole host of puzzles that are solved largely independently, but they're still held together by a progressive storyline and some problems can't be solved before others - what sort of a game would it be otherwise?

Surprisingly, for a term so commonly used as an insult, a linear element can add a great deal to a game. From a programmer's point of view it can be used to create a "bottleneck", a point of no return after which the player can't re-visit earlier locations. If you're writing a multi-parter this is essential for obvious reasons, but it also comes in useful if you need more flags than your utility allows - as the player passes the bottleneck, flags utilized early on can be reset and reused!

Believe it or not, linear qualities can also help with the storyline. Take Tony Collins' METHYHEL, for example. You begin with only a vague notion of how the plot will unfold, but as you progress (solving problems as you go) you'll discover more and more - miss the clues and you won't. Okay, so you can't go to the witch's burial ground until you've discovered where she's buried, but what's wrong with that? If Sherlock Holmes missed a vital clue in the first two chapters of a book he wouldn't have solved the mystery, but no one complains about Conan Doyle being linear.

Finally, some degree of linearity (linearity? Is this a word?) can actually make for a better game. Try to imagine a game where nothing is linear - does it provide an exciting world to be explored at will, or a plotless collection of unrelated puzzles? And what about everyday life? How often do you think to yourself, "If I hadn't done that, I wouldn't be doing this now"? Obviously, real life contains a "luck" element that should have no place in an adventure game, but this doesn't stop "linear" games mirroring reality.

So if linear can be such a boon to adventures, how has the term become a euphemism for "rubbish"? Perhaps it's far more noticeable when done badly. Take the 16-bit game FASCINATION. You're rarely allowed to leave a location until you've carried out certain actions, even when there's no logical reason why you shouldn't, e.g. you can't leave your hotel room until you've found and hidden a small object. As this puzzle forms the heart of the game you won't get far until it's solved, but surely that's for the player to work out? Also worth a mention is Rod Pike's FRANKENSTEIN, where to get through a locked door you have to SIT and WAIT for someone to open it for you. I wish I was joking, but I'm not!

Bad linearity (that word again - is there a lexicographer in the house?) (*I think it is spelt 'linearity' ... B!*) can seriously mar gameplay. A pet hate of mine is having to guess which object to carry over a bottleneck. The early stages of TEMPLE OF TERROR had enough objects to fill three inventories, and no means of recovering disguardned ones after a

certain stage had been reached! Games that let you get 95% of the way through before letting you know you've made a mistake are also bad news.

Worst of all, a bad linear game doesn't let the player explore a world. It will have no red herrings apart from a plethora of useless objects scattered like Autumn leaves, and the programmer will have made no allowances for actions not directly related to the solution. For example, if a river can only be crossed using a flying spell, trying to swim, leap, bridge or even drink it should be rewarded with a better response than the ubiquitous "you can't". This is linearity at it's worst, with no paths to tread but the ones that take you directly to the end message. (Incidentally, for an example of excellently used red herrings check out Tom Frost's games. More often than not several solutions to a problem will suggest themselves, and even when mistaken you'll think you're on the right track until the rug's unceremoniously pulled from under your feet.)

"Linear" is a much maligned concept. If well executed you'll hardly notice it's there, but when abused it sticks out like a shoot-'em-up at the Adventurer's Convention! If the term is to have any meaning we must ask ourselves why a game is linear, and why (if applicable) this is a bad thing. It should never be used as an excuse for not analysing a game more thoroughly - after all, LINEAR isn't a four letter word in the dictionary, so why should it be so in adventuredom?

(Hear! hear! Shadows of the Past and Fisher King are excellent examples of linear adventures; the first you don't realize it is until you have finished and look at your map, the second is the story of a fantastic journey, like Corya - The Warrior Sage, another first class game, and none of them could be written or played any other way....Barbara)

INTEROSSITER COMPETITION

The following entry by Mary Scott-Parker won the Interossiter competition set in the December 1992 magazine.

"The Interossiter, while being almost unknown in this country, is fast becoming the most popular computer in Greenland, especially in the more sparsely populated areas. It is actually a very futuristic concept, being in fact a very useful three way computer, a unique adapter allowing the operator to toggle the computer between three functions. The first function, being of course a mighty 48K computer, with a multitude of useful switches, e.g. on/off etc. At the flick of a switch, the computer converts into a two seater canoe, complete with paddles and nose clips and flicking another switch, converts it into a very cosy tent, capable of withstanding temperatures of 1200° below zero. Invented in 1937 by the famous unknown Greenland inventor Nev. R. Erdov, the Interossiter gets its name from Inter- meaning between, and Ter- meaning three. Where does the Rossi come in? Well, he's a big Status Quo fan."

Well done, Mary - you should have received your prize by now.

U.A.C. (UNION OF ADVENTURE CHARACTERS)

RULES AS AMENDED BY GRIMWOLD 8.1.93

The U.A.C. has been organized to lay down a certain standard to protect the health of characters portrayed in some adventures.

It has long been understood that when asked, the character will do anything without question. This will now change. There follows a short list of examples.

1. Any member of U.A.C. will not be expected to attack, taunt, or otherwise upset any creature larger than himself unless adequately armed with the necessary weapons or magical spells.

2. The player shall not lead or enter a member into a maze unless they are absolutely sure they can guide the member through it satisfactorily without depositing items that belong to a member knowing they will not return to collect them.

N.B. Lost members have full right to issue a writ to the player claiming damages and loss of earnings due to the lack of route-finding ability by the player.

3. The player shall not lead or entice the member into any dark area which promises to hold nasty creatures. Especially Grues.

4. Quicksand is to be avoided at all costs.

5. High bridges, narrow passes and aeroplanes require the player to make a contribution to the member's life insurance policy.

6. Traps, hidden pits, deadly gas etc. are to be avoided by the member at his discretion.

7. The member reserves the right to refuse to enter into any situation he or she feels detrimental to their general health or sanity.

8. The member will refrain from making snide or sarcastic remarks to the player when frustrated at his or her lack of progress.

9. The member hereby refuses any dealings or connections with anything electrical without adequate safety precautions having been taken by the player.

10. The member, if he or she is from a minority race such as Dwarfs or Hobgoblins, may not be subjected to any taunts re. height, colour, taste in music or any other peculiarities they may possess by the player.

11. Any treasure or valuable item(s) recovered at the end of a quest will be subject to a percentage share made by the member. The share is debatable but is normally understood to be not less than 15%.

12. The player shall not chastise the member for the lack of any skills required, such as the mis-throwing of axes, etc.

Remember, the player should first consult the member regarding any loading of saved positions or ramloading. It is very disconcerting to be suddenly zapped back to a previous position without first being warned and may induce temporary disorientation and in extreme cases, total confusion and nausea.

The obedience of the above terms will hopefully continue the happy working relationship of both player and member. Remember to respect the character - without him or her the adventure would be impossible.

THE MIGHTY ATOM

written by Geoff Lynas

"So you thought classic text adventures were dead? So did we until a couple of months ago. Suddenly there's a resurgence of interest. Maybe people want more from a game than gargantuan graphics. Or maybe they want to escape from post-election greyness. Whatever, that interest and enthusiasm has tempted us to release one more teasing adventure..." So states the opening paragraph of the Topologika advert for their range of adventures which includes: "Countdown to Doom", "Return to Doom", "Last Days of Doom" & "Hazarin", "Avon", & "Murdac", "Acheton", "Philosopher's Quest" and "Kingdom of Hamil" all of which are available on BBC, CPC, PCW, PC, Nimbus and Atari. (Most either £15 or £20). Well are they right? I reserve judgement. *(They only work on a BBC B if it has an Acorn DFS, and the Atari versions are still being programmed as of last month...Barbara)*

Had a bit of a scare this month. The April issue of "Acorn Computing" came out and didn't have the "Mad Hatter's" column in it. This was disconcerting as he has the only adventure column in the three mainstream Acorn mags. and it is supposed to appear every alternate month. A quick 'phone call to Pam Turnbull, News Editor, revealed that the column will reappear next month but lack of space had forced it out of this issue. It is only of limited interest to the mass of readers, you see, and is consequently vulnerable. If the Topologika resurgence doesn't materialise soon I fear the column will ultimately become a thing of the past. Pam seemed to think that the only significant adventure activity is in the Public Domain! I'll have to check that one out.

"Cyborg" has received the rest of the set of reviews over the last two months. In a nutshell, "Archimedes World" thought it was a good idea in conception but only average in execution worth 68%, "Acorn Computing" thought it was a great game! Also this month "SpySnatcher" *(published by Topologika B)* was reviewed and declared a bargain and highly recommended. It even got reviewed in "Archimedes World" and I detected a certain amount of sympathy towards the genre from the reviewer - not what I would have expected! They've asked me to send them a copy of "The Survivor" to review - I'd resisted as I anticipated their disinterest but I don't suppose it would do any harm now!

It's the "Acorn User Show" part two in April, 15th to 17th, at Harrogate. The new venue is to make the fun of the London event accessible to their northern readers. This sounds like a good idea. I, for one, am looking forward to it despite the fact that Dominick Diamond will be in attendance!! *(graaa!! B)* I'll let you know how it went in the April issue.

Right, that's enough "news", here are some details of this month's competition. The prize this time is a copy of Wilbur Smith's novel "The Leopard Hunts in Darkness" neatly punched to fit into your filofax (or any old ring binder), while you read it, and there are two of them. The aim of the game is to find all of the listed software company names in the larger of the two wordsearches - the smaller is just for you to tinker up on. The closing date is April 26th (my birthday!). If you haven't finished it by 24th April send it in anyway. The first two completed entries drawn will win the prizes. If no one finishes the search the first incomplete entries drawn get the goods. Go on, give it a try - consider it a challenge!

Till next month then - successful adventuring

NEWS

Adventurer's Convention

Silly me! I forgot to give the venue of the convention. Thanks Phil for politely pointing this out. It is the Royal Angus Thistle Hotel, Queensway, Birmingham, Tel. 021 236 4211. Don't forget the date: Saturday, 23rd October 1993.

Goblin Gazettee (Fanzine)

I am happy to announce that Les Mitchell has managed to keep the magazine going. This is an excellent bi-monthly magazine for 8-bit computers, so why not order the April issue now from: Les Mitchell, 10 Tavistock Street, Newland Avenue, Hull, HU5 2LJ only £1.50 per issue, cheques/postal orders payable to L. Mitchell.

Zenobi Software (Amiga PD)

The Cat has acquired an Amiga and is branching out into Amiga Public Domain software. For full details please send an SAE to Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX.

Zenobi Software (Spectrum) New Releases

Out now, Tax Returns by Steve Clay, and Murder Hunt 2 and Quest For The Holy Something, both by Craig Davies. All available on 48/128K Spectrum Price: £2.49 on tape, £3.49 on +3 disc. Address as above.

Hard-To-Find Software

Computer Cavern is a mail order and retail outlet that specializes in software for those "obsolete" computers we all hold on to, i.e. ZX81, Dragon, Oric, Atari, Spectrum, Lynx (not the handheld), Vic, C14/+4, C64, MZ700, CPC, PCW, BBC/Electron, MSX, plus all the later machines such as Atari ST, Amiga and PC. They stock old and new titles, so it may be worth enquiring if you want a particular title. Write to: Computer Cavern, 9 Dean Street, Marlow, Bucks, S17 8AA Tel. 0628 891101 or visit their shops in Marlow, Reading, Wallingford, or Stadium Sunday Market in Milton Keynes.

ESF (Spectrum) New Releases

Grabbed by the Ghoules is available now, and their next release, Helvera - Mistress of the Park, will be out soon.

WoW Software (Amstrad) New Release

Simon Avery, as Grimwold, has written a new adventure "A Day In The Life Of A Tupperware Salesman". It is a two-parter, written with ADFLAN. The disc version has graphics, including some superb digitized pictures, an 18K playing guide, a free commercial-quality adventure, Grimwold's Big Adventure, and uses a unique mapping screen. It covers both sides of the disc and costs £5.00. The tape version, unfortunately, comes without the graphics, playing guide and free adventure, price £3.00. Anyone completing either the tape or disc version is eligible for a free certificate of completion!! Send now to WoW Software, 78 Radpole Lane, Weymouth, Dorset, DT4 9RS. Cheques/postal orders payable to J. G. Pancott.

The Adventure Workshop (Amstrad) New Releases

Starship Quest by Larry Horsfield should now be ready. The following are currently being converted: Case of the Beheaded Smuggler by Patrick Walsh, The Four Symbols by The Grue! and Darkest Road by Clive Wilson and should be out soon. For details send a SAE to The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, OL2 6SR.

Borphee Computers

The Grue! has released an enhanced version of The Four Symbols for the PC, and Atari ST (needs 1 meg). The Amiga version has been available for some time. Only £5 for any format from Borphee Computers, 64 County Road, Ormskirk, West Lancs. L39 1QH (state which format you require).

Secondhand Spectrum Software

Richard Pascoe has written to say he sells a// types of Spectrum games, i.e. arcades as well as adventures. If you are interested, send an SAE for details to: Richard Pascoe, 127 Brampton Road, Newton Farm, Hereford, HR2 7DJ.

Amstrad Action Readership Survey

It appears that the only glossy magazine for the Amstrad CPC computer with an adventure column did a survey, with the following results. The Top Five Adventures Of All Time where: 1. Heivera - Mistress of the Park (WoW Software), 2. Bard's Tale, 3. Hobbit, 4. Price of Magick, 5. Magnetic Moon (FSF Adventures) and The Best Text Adventure of 1992 was Heivera - Mistress of the Park.

Commodore & Spectrum Public Domain Software

Tony Collins of the Guild (with plenty of help from Dorothy Millard) has established a massive catalogue of over 165 titles for the Commodore and 17 titles for the Spectrum, and still expanding. The Spectrum are £1.00 each on tape only. Many of the Commodore titles are £1.00 each on disk or tape, and some are as cheap as 4 of your choice for £1.50 on a single tape or disk, but some of them are on disk only - a great case for tape-only Commodore owners to invest in a disk drive. For a full catalogue of titles send an SAE to The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX.

SAM Coupe News

Phil Glover says the new SAM adventure The Occult Connection has now been completed and just a few details like packaging have to be finalized before it is released. Further details next month?!

Issue 9 of the Sam Adventure Club disk magazine has Grue-Knapped! on it. Issue 10 or 11 will feature an enhanced 48K version of The Hermitage plus both parts of Corya - The Warrior Sage - a Tony Collins special!

Phil says he has received favourable replies from most of the main Spectrum adventure publishers (Zenobi, The Guild, Compass and FSF) so that their adventures can feature on the club's disk.

The SAM software scene is very healthy. A new art package and DTP program are due out soon, and a music utility called E-Tracker has just been released.

Following my plea for readers to offer to collate news about their computer(s), Jay Honosutomo has kindly volunteered to keep us all informed about the Amstrad scene (from next month onwards). I think I can cover the Spectrum scene myself, but I am still looking for readers to cover the Atari, Amiga, PC, Commodore etc. It won't involve any serious writing - just the odd jotting or two about developments for your particular computer(s), which can be published in this NEWS section or if too long, can be printed as a separate section.....Barbara

IN-TOUCH

For Sale

Classic Infocom disk adventures for the Commodore C64. Zork 1, Zork 2, Zork 3, Starcross, Suspended, Deadline, £5 each or first reasonable offer. All in original Commodore packaging with instructions. Bordezone £10 complete with original packaging, instructions, map, tourist guide, business card and souvenir book of matches! Also used Invisi-clues books and maps for Starcross and Deadline (including developer) £5 each. All incl. UK postage. Telephone Steve Fairbrother 0253 852208 weekend or evenings, or write to 8 Lambs Road, Thornton Cleveleys, Lancs. FY5 5JJ.

For Sale

Commodore disk adventures for Lurking Horror £7, Ballyhoo £7, Guild of Thieves £5, Tass Times £5, Return to Eden (with cheat sheet) £7, Lord of the Rings £3, Eureka £3, Murder off Miami £3, Legend of Blacksilver £5, Zak McKracken £5, Azure Bonds £7, Dragons of Flame £3, Pool of Radiance £7, Ultima 3 (2 copies + cheat book) £3 each, Dragons Wars £5, King's Bounty £5, Space Rogue £5, Bard's Tale 2 £5, PSI-5 £5, Zork 1 £5, Zork 2 £5, Zork 3 £5, (or £10 all three Zorks), tape Murder on the Zinderneuf £2, Dungeon Adventure £2, Nexus £2, Tirnanog £2. Will swap disks 1 for 1 for similar RPGs (e.g. Krym) or adventures. Please write to Mr. Hilary Walton, 15 Holystone Gardens, North Shields, Northumberland, NE29 8JR.

For Sale

Spectrum adventures - all at half price or less. Please send SAE for list to: Diane Rice, 2 Brownlow Street, Weymouth, DT4 7HW.

Wanted

C64 adventures especially any Infocom. RENDEZVOUS WITH RAMA and ELVIRA 1. Please contact: Vicky Campbell, 5 Pyecombe Corner, Woodside Park, London N12 7AJ Te: 081-445-7876

HELP OFFERED

Geoffrey Pogson, 4 Gowan Crescent, Staveley, Kendal, Cumbria. LA8 9NF

I have a copy of PAW for the Spectrum. If there is anyone who has half-written an adventure and then given up I could finish it for them if it was started on PAW. Alternatively, I've got a few half-written adventures of my own that someone else could have a crack at finishing if they want to.

HELP WANTED

Dorothy Millar, 12 Venetian Court, Croydon, Vic. 3136, Australia.

Causes of Chaos - I am most of the way through this old game and have been trying to complete it for years. I can't get through the door into the secret vault. Please, please help, save my sanity and hair!! *If you don't want to reply direct to Australia send it to Probe and it will be forwarded with her magazine. Dorothy is a prolific contributor to Probe and it would be nice if someone could help her. I tried this adventure and gave up after half an hour as I found it most confusing.....Barbara*

Grimwold, Hamlyn's Cottage, Old Exeter Road, Chudleigh, S. Devon, TQ13 0DX

Please, can anyone tell me the control code for NLQ on my Epsom FX-80? I can get NLQ mode by moving one of the DIP-switches, but don't know the relevant control code. Any help gratefully received.

Jonathan Scott, 25 Lansdowne Road, Kilfennan, Londonderry, N. Ireland, BT47 1QT

What do you do on Level 26 of the TRICKY section of LEMMINGS? Je suis *âché*!!

Hilary Walton (Mr), 15 Holystone Gardens, North Shields, Northumberland, NE29 8JR.

I have a copy of Alternate Reality Part 1 - The City (bought outside a school in Leeds) and unfortunately the boot disc was corrupt. I may be able to resurrect it, or failing that, contact the distributors. Does anyone know anything about this program, distributed by US Gold and apparently part 1 of a total of seven? *In the July 1982 issue I published part 2 of Ron Rainbird's article "R.P.G. for 8-Bitters" in which he mentions the series "Alternate Reality", stating that No.2 "The Dungeon" was excellent, but probably the last of the series.....Barbara*

Geoffrey Pogson, 4 Gowan Crescent, Staveley, Kendal, Cumbria, LA8 9NF

Does anyone know of anywhere that sells leads connecting the "auxiliary port" on the 128K Spectrum to one of the ports on an Amiga? I would like to be able to transfer graphics and text data between the two machines. I know it is theoretically possible, but I can't get hold of an appropriate lead or interface. Do you have any ideas? *I gave the only two address I know of in the reply to Ron Guest's letter in the February '83 issue. I don't know if he was successful, but you could try.*

PERSONAL

To Peter Clark - Thanks for clues 1 across and 4 down.

From: The sad moorland.

★

From Grimwold/Simon Avery - A note to anyone trying to get hold of either Grimwold or myself, my telephone number is 0626 853254. Please do not ring directory enquiries or look through the phone book as my neighbour, who is also called Avery, has complained that people keep ringing her looking for me. She is not happy!

GETTING YOU STARTED

ENERGEM ENIGMA as played by June Rowe

You start in a clearing. EXAM PLANT, TAKE CHEESE plant, go S and S along a pathway. EXAM TRACKS, TAKE KEY, S, EXAM WELL (as shown in the picture), EXAM BUCKET, TAKE FAGS (slang for cigarettes), TAKE HANDLE, LOOK to redescribe the location text, TAKE ROPE, S, DROP FAGS and DROP ROPE (to be collected later), W, N, W (to foot of mountain), U, W, (to hide-away), S, (to portcullis), INSERT HANDLE, TURN HANDLE (portcullis rises), D (into cave), UNLOCK CHEST (with the key you found earlier), OPEN CHEST, EXAM CHEST, TAKE CRYSTMETER, U, TURN HANDLE, TAKE HANDLE (needed again later), N, EXAM THINGS (on floor), TAKE POLE, E, D, E, S, E (to valley), DROP HANDLE, DROP KEY, N, N, N, N, W, EXAM LEAVES, TAKE LANTERN, W, VAULT RIVER (using pole), W (to clearing where you see a large tree), U,

GRABBED BY THE GHOULIES as played by Barbara Gibb on a Spectrum

You start in a damp, dingy cell. SHOUT (guard brings you food). TAKE POT NOODLE, WAIT. The guard falls asleep so it is now safe to SEARCH CELL, X SKELETON, TAKE NECKLACE, X NECKLACE, REMOVE BALLS and DROP STRING as it isn't needed. DROP BALLS and CALL GUARD who rushes in and slips on the balls. PUSH GUARD, TAKE KEY, KICK SKELETON and TAKE BONE before going N out of the open door. DROP POT for use later, and go E, UNLOCK DOOR, DROP KEY and go S into another cell. X BED (now have a sheet), X GRILLE, LEVER GRILLE (need bone), DROP BONE and go D into a very wet underground passage. Go E and E to a closed door. Can't go any further in that direction yet, so return W and W. WEAR SHEET before going N (you frighten the phantom away). REMOVE SHEET, DROP SHEET, go E to underneath a manhole, and U to a driveway in front of a castle.....

VENOM as played by Barbara Gibb on a C64

You play a character called Rikka and start on your mighty stallion Devala outside the "Dancing Drayman Inn". With joystick highlight EXAMINE in options panel and RAIL in location text (told thong present). Using this method, highlight the words in capitals as follows: GET, THONG, ride WEST, EXAM, MILKWORT, GET, BERRIES, WEST to ancient monastery, EXAM, MONASTERY, LOOK, HARG (hard-faced Armosen guard), WEST (Harg brandishes his sword and blocks your way), (dis)MOUNT, TALK, HARG, DROP, SWORD, now GET, SWORD, TALK, HARG, WEST (you've instructed Harg to go west and indeed he does trudge west), WEST to enclave, LOOK, VARIOL, TALK, HARG, GET, HERBAL ORB (you will be killed if you touch it), TALK, HARG, GIVE, VARIOL herbal orb. Harg gives it to Variol and then dies. The orb fills with light and floats above your head; go EAST, MOUNT and ride EAST, EAST, EAST and EAST to a quiet copse where you should (dis)MOUNT, EXAM, MARKS (footmarks), exam bushes (find log), MOVE, LOG (find hole), EXAM, HOLE (dark); now highlight SCROLL to see extra options. CLIME, HOLE to enter a cave, EXAM, BERRIS

PLAN 9 FROM OUTER SPACE played by Janice Charnley on an Amiga 500

Leave the Producer's office and go out of the building. Walk to the Hub Cap Bar. Talk to the woman at the bar, who will mention the street where Bela used to live. Talk to the barman and buy a bottle of rum. Go to the cafe and take the balloon from the table. Go back to the building and into the Producer's office. Examine the desk to find the key to the editing room. Enter his private room and examine the pictures on the wall; one will show the address of Lot 8. Go downstairs and ask the Doorman to call a cab to take you to Lot 8. Go into the cemetery and enter the crypt, then examine Bela's body to find a key. Pick up the hammer. In the taxi, go to Vlad Street. Go into the study of the house and examine the flyer on the table - an advert for the local mall. Get the pictures of Bela from the table. By examining and pushing the trophies on the wall, you will find a credit card. Leave the house and go to the mall.

Use the elevator to go to Floor 2. Buy the mask from the horror shop - it contains a key and a note. Use the credit card for all purchases. Go to Floor 3 and buy a ticket to Rio. Go to Floor 5 and buy a spade which you have examined. Use your passport with the photocopier.

Go to the bank on Floor 6 to change your money. Get currency for Australia, Washington, Hong Kong and Brazil. Note the number on your credit card. Give the key from the mask to the cashier and tell her your safety deposit box number is 530143. Open the box to find a reel of film with WUN on it. To view it, go to the cinema on Floor 4. Now, back to Lot 8 in the taxi -----

SHARD OF INOVAR as played by Barbara Gibb on a C64

You start in front of the Dais of Cairnru. With the joystick highlight the hand/upward arrow icon for "get" and press fire button. The scrolling should pause and the Shard of Inovar shown on the screen. Press fire button again to GET SHARD OF INOVAR. Highlight the pair of eyes icon for "look" and once again the scrolling pauses, showing LOOK AT SHARD OF INOVAR, so press fire button. The text area should give you a description of it - note that it "it glows but weakly". Now highlight the magnifying glass and press fire button and then highlight "dais" in the main text for EXAMINE THE DAIS. You should now have a description of the ancient altar, note what it says. Now highlight the hand with pointing finger for "INVOKE" - the words "Ritual of Decalrn" should now appear, so press fire button. You are now told your task - to seek and return Inovar to the Eharin to empower it - and other important information. You are now given the Vial of Equat, so LOOK (press fire) and push joystick left or right until it reads LOOK AT VIAL OF EQUAT (press fire and note information).

Continue highlighting as follows:- GO WEST, EXAMINE THE BOULDER, EXAMINE THE SIGN, USE VIAL OF EQUAT (tree of truth grows from the boulder), EXAMINE THE TREE (see small hole in the tree trunk), EXAMINE HOLE (see hand), GIVE SHARD OF INOVAR, GIVE IT TO HOLE (you hear singing and rejoicing - the roots of the tree part to reveal the path of peril). GO NORTH (entangled in roots of tree), GET SHARD OF INOVAR, GET STATUETTE OF VULCAT, GO NORTH, EXAMINE PATH, GO NORTH, EXAMINE TEMPLE, GO NORTH (doors block your way), PLACE STATUETTE IN APERTURE, GET STATUETTE OF VULCAT, GO NORTH into temple -----

HINTS AND TIPS

WEEN played by Janice Chamley on an Amiga

When you arrive at the bridge before the Temple a green monster blocks the way. You can see a chest which you must click on to open (it appears empty), then examine the monster and the ground to find a magic feather to put in the chest. You will now find a parchment in the chest with instructions on how to make a potion. Use the bottles from the chest on the quartz crystals then mix them in the cauldron. Close the chest and use the potion on the leaves to the right-hand side of the screen. Strawberries will appear, so summon Urm and after feeding he will leave you some gold. Use the statuette on the water to go past the monster.

When over the bridge, call Urm to eat more strawberries, place the cauldron over the top right-hand hole and use the sword to move the rock. Examine the hole on the lower-right of the bridge to get a creature (Orivor) who will eat the gold which was blocking your path!

Go to the Temple and see a snake in the doorway, so use the venom on the snake. Use the torch to burn the brambles, and take the magic tiara to use on the copper ball. Knock the wasp trap off the wall and use it on the wasps which are now blocking your way. Ohkram will now arrive to tell you of your next task. *(more next month)*

DUNE played by Neil Ashmore on an Amiga

Once you find a reservoir of water in a stretch, and Stiger asks you if you want to taste it, refuse. Only drink it after Jessica has told you that you can. The planting of vegetation using the bulbs that Kynes has is, for the most part, unnecessary. Finally, make sure you remember when the emperor's next shipment of spice is due, and leave time to get back to the palace. If you're too late, you'll be visited by the emperor's Saudaukar stormtroops, which is fatal.

DANGER! ADVENTURER AT WORK! 2 played by Barbara Gibb on a C64

Wash the clothes so that they fit you and keep you warm. The nudists don't like intruders so remove your clothing.

The penguin can help you get into the Band Aid Saloon. The top hat once belonged to a magician so have a good look at it before you give it away.

To unlock the garage you first have to visit the devil. It is a good idea to TALK to people and objects. You need some Dutch courage before you go down into the sewer.

To help Santa you will have to arrange a date for Ken and Barbie. PRAY to meet an angel. Look a gift horse in the mouth. Ring the bell to attract attention. The fat controller wants a friend and then something else. Protect your hand before you push to final button.



TREASURE HUNT ON JERSEY played by Frances Pearsall on an Atari

Clue 1 : SE TO ST AUBIN BAY, ST. HELIER - EXAMINE PLANT - S - SEARCH WALLS

Clue 2 : SW TO ST BRELADES BAY - SW ALONG CLIFFS - CLIMB STEPS - CLIMB SOUTH STAIRCASE - EXAMINE WINDOW LEDGES (KEY) - UNLOCK DOOR

Clue 3 : E TO ST AUBIN BAY - N ALONG A11 - RIGHT STONE TO TAKE B89 - SEARCH BUSHES FOR PASS - ENTER HOSPITAL - E - CLICK ON LEFT PERSON - CLICK ON FLAG TWICE

Clue 4 : NW TO ST OUIEN - WALK E - CLICK ON RIGHT BOY TWICE - GIVE MONEY TO BOB - E - CLICK ON 2ND LEAF FROM TOP THEN JUST UNDERNEATH TO RIGHT - CLICK ON 5th BOTTLE.



Clue 5 : S TO ST AUBIN BAY - ST OUIEN - LA ROBELINE - SEARCH LEFT PLANT FOR KEY - GO TO PARISH HALL - ENTER - CLICK ON TOP RIGHT OF WALL ABOVE MAIN DOOR FOR INVITATION - CLICK ON BOY - RIGHT 3 TIMES - EXAMINE RED ROSE FLOAT

THE SPIRO LEGACY played by Peter Clark on an Amstrad

In the secret room get the vincto spell, examine the case, open the case, look in the dust to find the beano spell. Stand on the toilet and look in the cistern to find a tin. In the tin you will find a floppy disc. In the estate office, examine computer, turn computer on, place the floppy disc in the computer, run program and you will get the bonzo spell. At the end, don't take the most obvious way of despatching Lord Maltravers. It will be fatal to you!

CURSE OF ENCHANTIA played by Harold Dixon on an Amiga 1200

There seems to be a few jewels to pick up in the HALL. I picked two up, but the pesky monster chased me off, and I missed at least one. When you get to the turtle, give it the skull, it'll give you a lift over the electric eels. Attacked by sharks? - find the electric foil and fight them off. Jump over the giant clam, and don't forget the sea plant. Insert the foil in the giant plughole and go down into the cave. There is a coin, and a button on the wall to press?

ENERGEM ENIGMA played by Barbara Gibb on a C64

As you have only 150 moves of air in each bottle, two useful commands are CHECK AIR and SWAP AIR.

FORGOTTEN PAST played by Dorothy Millard on a C64

Don't carry the meat past the goat. The meat is an offering for the priest. You must read the scroll before you have a safe trip on the galley.

CORYA - THE WARRIOR SAGE played by Dorothy Millard on a C64

You must lead the horse to water. Hide from the natives. Fire will help you through the sand trap. A headband will help you pass through "the howling of the dead".

MIGHT & MAGIC 3 - Part 2 of an Adventurer's Guide

As played by Ron Rainbird on an Amiga 500 (1 meg)

5. To enter the three Castles of the Kings, your whole party must become Crusaders. To do this, go to the Temple of Moo in Area A1 (X6,Y5) and stand before the Statue of the Fire Mane in the Eastern Chamber. Not an easy task!

6. Once you become Crusaders, start looking for the Power Orbs for presentation to the three Kings. Each time you give one of them a Power Orb, you receive many Experience Points, but do not give more than 10 to any one King otherwise he will become all-powerful too soon and destroy the other two. This will effectively stop you from earning any more XP in this manner. Once each King has received 10 Orbs, give the remaining Orb to the King of your choice, in return for which you will receive a Blue Priority Card which is needed for a successful completion of the game.

7. The location of some of the Orbs are as follows:

2 in Cathedral of Courage at X25,Y17

4 in Dragon Cavern at X2,Y1; X13,Y3; X21,Y5; X27,Y5;

2 in Tomb of Terror at X12,Y2; X12,Y6;

4 in Beta Engine Sector at X10,Y1; X14,Y7; X1,Y7; X1,Y15;

More locations in a later instalment - *(next month)*

8. The three Castles and their locations are:

Castle Blood Reign at Area B4 (X4,Y11)

Castle Dragontooth at Area E1 (X10,Y5)

Castle Whiteshield at Area A2 (X4,Y15)

Please note that each of these Castles has a Dungeon which must be explored for those wishing for great riches and rewarding artifacts. (to be continued)

LURE OF THE TEMPTRESS (some hints especially for Ron Rainbird)

written by Peter Clark on an Atari, solution is probably similar on an Amiga.

When you escape from the Cell, make sure that you close and lock the door behind you or the Skori will come out and kill you. When you have done this, exit through the door to the right. In the Guard Room, look at the barrel, get the knife off the top of the barrel. Get the bottle and use it on the barrel's tap. Exit East.

In the Torture Chamber, use the knife on the leather cord on the rack to free Ratpouch. Exit South.

Go back to the Outer Cell. Talk to the prisoner and give him the bottle. Tell Ratpouch to Push the Bricks. Now exit through the hole.

In Turnvale:- Go to Smithy Street and enter the Forge. Get the Tinderbox which is on the floor. If Luthern is there, talk to him. If not, wait until he arrives. Tell him that you have recently escaped from the Skori (Option 1). Leave the Forge.

Find Mallin. He is the one in the green coat. Talk to him and agree to his offer (Option 1). He gives you a gold bar.

Go to the Market Place and enter the Village Shop. Talk to Ewan. Use either option. Give him the gold bar and he will give you some money and a gem.

Go to Magpie Courtyard and enter the Magpie Tavern. Talk to Morkus who is the one sitting down drinking. Talk to him again then bribe him. Talk to him again and he will tell you that Goewin has been arrested. Talk to Nellie the barmaid and give her the gem. She will give you a flask. Now leave the tavern.

Go to Smithy Street and enter the Forge. Talk to Lutern. Give him the flask. He drinks the contents and hands it back. Go back to Magpie Courtyard and talk to Grub. He is the one sitting in the centre. Ask him about the Black Goat and he will give you a lockpick.

Go to West Street and enter the Severed Arms. Talk to Eileann, the woman knitting. Talk to her again and ask if she has seen Taldgh. She will hand you his diary. Examine the diary.

Go to the Market Place and wait for Ratpouch. Give him the lockpick then look at the door on the derelict building. (NOW SAVE YOUR GAME) What you must do now is make sure that the Skori is not about then get Ratpouch to pick the lock. Now you can get inside. Examine all that you see. If the Skori returns while you are inside you are finished.

(more please, Peter ____Barbara)

DUNGEON MASTER SPELLS written by Mary Scott-Parker

Clerical Spells (require an empty flask)

VI - Increase health

YA - Increase stamina

VI BRO - Cure poison

YA BRO - Magical shield

DES VEN - Potion of poison

YA BRO DAIN - Increase wisdom

YA BRO NETA - Increase vitality

OH BRO ROS - Increase dexterity

FUL BRO KU - Increase strength

ZO BRO RA - Increase mana

Wizardry Spells (no flask in hand)

FUL - Magic torch

YA IR - Magic shield (whole party)

ZO - Opens doors with buttons

DES VEN - Poison ball

OH VEN - Poison cloud

DES EW - Anti-ghost spell

YA BRO ROS - Magic footprints

OH KATH RA - Lightning bolt

FUL IR - Fireball

FUL BRO NETA - Fireshield

OH EW RA - Magic vision

OH IR SAR Torch

DES IR SAR Creates Darkness

ZO KATH RA Plasma



A walk through THE BOUNTY HUNTER as played on the Spectrum

written by the author, Jack Lockerby

(It is available from Zenobi Software on a compilation tape with five other adventures)

Part Three (of Seven)

A quick glance at my map showed me that I was a little way south-east of GOSGATE HALL so as quickly as possible I headed off in a north-easterly direction, passing through BAGNOT WOODS and SLOPES until I eventually arrived at the HALL.

A large web, hung with the remains of many birds occupied most of the interior. What I needed was a live bird to tempt the killer out of its lair. Well, CRAGMOOR seems a likely place to find a bird so I set off in that direction and on the way I came across a field of seeding Capcorn. Food for a bird? I took some seed and continued on the CRAGMOOR. Here I found a bird in a trapping net. I took it and fed it. Knowing the approximate co-ordinates of Gosgate Hall I started to tap them in when much to my amazement I found that the teleport facility did not work when another life-form is carried. Ah well, off I traipsed again and soon arrived at the Hall. Once inside I released the bird and a gigantic weaver spider scrambled down the web and started on the bird but before it could enjoy its victim I fired the sprig and killed it. Climbing up the web I found and killed a Viroid (5) in one of the alcoves and in the other dwelt a baby weaver. Remembering the fact that I could not teleport whilst carrying a life-form I decided to leave it here until I could find out how I could make use of it.

Heading west from the HALL I passed through THE MARINSUL PLAINS and approached the towering peaks of the MOUNTAINS OF DAWN. Just below MOONSTONE TARG I came across TARG HELL holes. There were holes in the ground here from which steam at high pressure issued. I noticed a ledge positioned immediately above one of these holes. Thinking to myself that a Viroid could be hiding up there I proceeded north where I found a huge boulder. Rolling the boulder south I followed behind and pushed it over the hole. The steam forced the boulder upwards with such force that the ledge smashed to smithereens. When I looked again, the VIROID was standing there ready to be killed (6).

Whilst I was on the west coast I decided to keep moving northwards but this time I teleported to the OROMES MONOLITH which should be about 22 north 02 east. Here there was an open shaft leading inwards. The opening was so small that I had to drop everything I was carrying in order to go down. Once inside I came face to face with a VIROID but I didn't have my pulser handy. What was I to do? Glancing round I noticed a pipe running down one wall. I attempted to climb the pipe but failed, so in some desperation I broke the pipe, water gushed out, washing both of us out to the surface. I grabbed my pulser and another VIROID bit the dust (7).

Looking at the map I saw that there was a little cave a little way to the north-east of the MONOLITH and sure enough I soon found it at 27/2. Inside there was a VIROID trapped beneath a thick sheet of ice. High above in the cavern roof hung a massive icicle. Now if I could only get that icicle to fall it might possibly shatter the ice protecting the VIROID. Taking the giant puffer I squeezed it as hard as I could and there was a tremendous crack as the roof collapsed and I had to flee for my life. Once things quietened down I re-entered the cave and quickly dispatched VIROID number 8 to eternity.

ANSWERS TO PUZZLES IN THE CHRISTMAS SUPPLEMENT,

JANUARY & FEBRUARY MAGAZINE

PUZZLES (In the Supplement)

Quote: gifted, youthful, claret, bridle, rebel, notify, insolent, hesitate, trying, stuffy, double, career, absolute, vital, carry, probe, denote, ideal, cleave. "If you are idle, be not solitary; If you are solitary, be not idle."

Horse Feathers: read the numbers as words, i.e. read 11 as one one.

Fruity Problem: 54

Top Mar-ks: marble, marcasite, marmalade, maroon, marrow, martyr, marsh, Omar, hamarthritis, marriage.

Number Trouble: small numbers represent letters in the alphabet. 3=C, 4=D, 9=I, 12=L, 13=M, 22=V, 24=X. These letters are all Roman numerals, C=100, D=500, I=1, L=50, M=1000, V=5, X=10. Add them up to make 1666.

Cash Quiz: 45 pence.

Relativity: Mr.Brown: Carol and Jane; Mr.Steele: Molra and Mary; Mr.Preston: Anne and Rachel.

Five to Six: night/knight, arrow/marrow, oiled/soiled, adder/ladder, angle/tangle, Alice/malice, usher/gusher, ridge/bridge, edged/wedged, awful/lawful.

Age-old Problem: six years

Missing Middles: ring.

What am I: A Christmas Carol, Brandy.

Lo! Oakes Quiz: *(a very popular, ingenious and difficult quiz)*

1. Blind Mice (See How They Run) 2. Colours of the Rainbow 3. Seven Sevens 4. Maximum Break at Snooker 5. Wheel on a Unicycle 6. Square Inches in a Square Foot 7. Planets in the Solar System 8. Degrees Fahrenheit (At Which Water Freezes) 9. Great Fire of London 10. Baker's Dozen 11. Wonders of the World 12. Men in a Boat (Jerome K Jerome) 13. Coins in a Fountain 14. Downing Street 15. Square Root of Eight 16. Days of Christmas 17. Maximum Score at Darts 18. Cards in a Pack (Including Joker) 19. Squares on a Chess Board 20. Steps (John Buchan) 21. Little Girls Sitting in the Back Seat 22. Three Score 23. Height of Everest in Feet 24. Number of Players in a Rugby Union Team 25. Continents of the World 26. Heinz Varieties 27. Two Fat Ladies 28. Sinking of the Titanic 29. Yards in a Mile 30. Number of Players in a Rugby League Team 31. Digits in a Zip Code 32. Battle of Trafalgar 33. Two Little Ducks 34. Directory Enquiries 35. Days in February (Except in Leap Year) 36. Years in a Silver Wedding 37. Minus Centigrade = (Absolute Zero) 38. Deadly Sins 39. Holes on a Golf Course 40. Key of the Door 41. Pennies in a Pound 42. Pints in a Gallon 43. Sides on an Octagon 44. Pockets on a Snooker Table 45. Feet in a Mile 46. Suits in a Deck of Cards 47. Who Do We Appreciate *(that was a good one)* 48. Years in a Decade 49. Musketeers (Alexander Dumas) 50. Horsemen of the Apocalypse 51. Christmas Day (Jesus Christ's birthday) 52. Keys on a Grand Piano 53. Pounds for Passing Go in Monopoly 54. Telephone Exchange 55. Blackbirds in a Baked Pie 56. Green Bottles Standing on a Wall 57. Men on a Dead Man's Chest

What Next???

Vicar Jackpot/Spectrum/£10/Powerpack;

Juniper Royal/Amiga/£25/Interface

Barbarian Glibet/Atari/£20/Keyboard;

Lairy Horrified/Amstrad/£35/Mouse;

Nib Rumbustious/Acorn/£15/Joystick;

Word Search: The remain letters spell out AN OLD PARCHMENT

Adventure Titles:

Classic Adventure, Holiday to Remember, Africa Gardens, Black Fountain, Enchanted Cottage (twice), Green Door, Wizard of Akyrz, Red Alert, Borrowed Time, Temple of Terror, Laskar's Crystals, The Test, ZZZZ, Fairly Difficult Mission, The Challenge, Use Your Loaf, White Feather Cloak, Ship of Doom, Shipwreck, Bermuda Triangle, Desert Island, Marooned, The Swamp, Mountain of Ket, Ten Little Indians, In Search of Angels, Time Traveller, Dodgy Geezers, Forest at Worlds End, Castle of Riddles, Red Door, Dark Tower, Play It Again Sam, Top Secret, Boggit (twice), Wiz-biz, Lifeboat (twice), Ballyhoo, Thompson Twins, Double Agent, The Lost Temple, Black Knight, Curse of Calutha, Escape, Mutant, Venom, Jack the Ripper, Hit, Stalker, Wolfman, Werewolf Simulator, Eye of Bain, Treasure of the Santa Marla, The Cup, Jade Stone, Golden Locket, Golden Sword of Bhakhar, Lost Twilight, Staff of Power, Taxman Cometh, The Miser, The Quest, Never Ending Story, Imagination, Nightmare, Total Reality Delusion. (66 different titles)

Who Did What, When?:

Mark/Orb of Chronos/Locked Door/Wednesday;

June/Dragon's Teeth/Blind beggar/Friday;

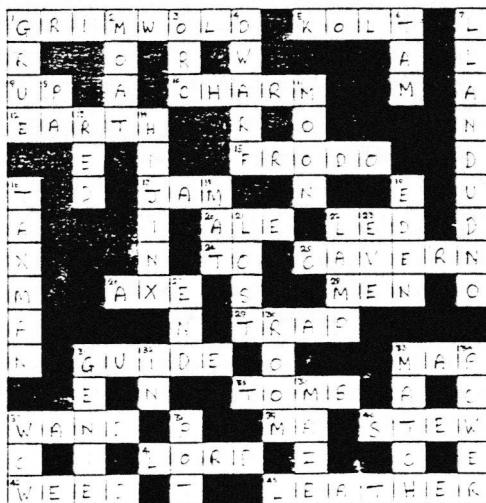
Barbara/Haunted Castle/Password/Monday;

Phil/Sorcerer/Forcefield/Thursday;

Ron/Golden chalice/Sleeping giant/Tuesday.

Crossword:

(February Issue)



MORE FORTHCOMING ATTRACTIONS

for April, May

REVIEWS: Death or Glory - sequel to Dragon Slayer (Sp); Darkest Road (C64); The Menage (C64); Crash Landing (Sp); Darkest Road trilogy (Sp); The Obscure Naturalist (Atari); Quest For The Holy Something (Sp); Murder Hunt 2 (Sp); and any more I can get my hands on.

HELP: Captive; Gerbil Riot of '67; Solvaldol-X; Ludoids; Loads of Midnight; Rain on Lethos; Tizpan; Beatie Quest; The Alien; Reluctant Hero; Kayleth; Puppet Man; Book of the Dead; Madcap Manor; Escaping Habit; Robin of Sherwood; Eleventh Hour; Labours of Hercules; Quest for the Holy Grail (BBC); Questprobe; Behind the Lines; Lord of Midnight; Taxman Corneth; Land of the Purple Sea (help with the forest maze); First Past The Post; and more.

CARTOON: by John Walker

ARTICLES: Future Shocks by Jack Kelly; ADLAN vs PAW by Grimwold; Myth-Representation by Steve Clay; Sayings - additional musings by Phil Glover;

CASH PRIZE COMPETITION: "The Puzzle of the Silver Coins" by Geoffrey Pogson.

POMA: entries by Grimwold, Peter Clark and Keith Burnard.

QUESTIONNAIRE: readers survey.

Contributions needed for all sections on all formats, especially hints and tips.

If you have any special requests, please write to me:-

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(Simon Avery)

Amstrad

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