

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc. If an interesting point is raised, and you probably didn't intend it to be published, I will always seek your permission before publishing.

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 are adventures, utilities, arcades, etc.

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. to:-

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HALL OF FAME

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

Dorothy Millard, Peter Bermann, Martin Bela, Peter Hague, Damian Steele,
 Phil Reynolds, Ian Brown, Walter Pooley, Jack Lockerby, Ken Chambers,
 Mary Scott-Parker, Anna Scott-Parker, Ian Osborne, Simon Avery, Grimwold,
 Harold Dixon, Jenny Perry, Phil Glover, Nell Ashmore, Ann Castelow, Jean Childs,
 Jonathan Scott, Ann Bailey, Ewan McNee, Jason Mackenzie.

Special thanks to Tony Rome for software, Steven Burnard for the cover picture
 and Geoff Lynas for another great printing job.

Contributions urgently required for all sections.
 please see what you can send in. It is all greatly appreciated

EDITORIAL

Dear Readers.

First, a big thank you to readers who have been busy fundraising for Probe. Damian Steele has sent a postal order: Mary Scott-Parker is selling her second book of poems, entitled "Oh No! Not More Adventure Poems" and my thanks to Ann and Keith for the stamps for their copies: Ann Bailey has sold some games and my thanks to her and Ken for the donation: last, but by no means least, Mandy has donated all proceeds from the sale of her adventures on Spectrum and Commodore (please see letters section in this issue).

After selling a bumper 200 copies of the July issue, things have gone downhill since and the subscription list has shrunk for the August and September issues. I'm at a loss to know what to do about it as I thought the last three issues were the best I have edited. I am planning a "suggestions section" for the next issue and I'll go through your letters noting what you have said. If you can think of *anything* at all that may help improve the magazine and increase circulation please write to me.

You must all be very fed up with me moaning, so now for something different. My husband collects stamps, and my Christmas present to him each year is an advanced subscription for first day covers for the following year. This means that we get lots of leaflets from the British Philatelic Bureau, and some are really interesting, like the latest. I quote

"The world's first self-adhesive stamp was issued by Sierra Leone nearly thirty years ago in 1964, but only in the past few years have other countries, such as the USA, Canada, France, Germany, Australia and Japan, followed suit by issuing self-adhesives of their own. As from 19th October 1993 a six month trial of the first UK self-adhesive stamps will take place in the Tyne-Tees area only. If they are well received by the customer they may become more widely available."

They will be a new shape (rectangular) and only 1st class stamps seem to be available during the trial period. I hope they catch on and that 28p self-adhesive stamps will be available soon!

Just to return to adventuring for one moment, Amiga owners may have noticed that Zenobi and now Walter Pooley offer Spectrum text adventures with free emulator so that you can play a good old-fashioned text adventure on your big shiny Amiga - I seem to remember someone predicting that it would happen! Anyway, check out the ads. In this and August's magazines.

One last plea, I am very short of cover pictures, so if you are a bit of an artist I will appreciate suitable drawings, preferably black ink line drawings which look impressive on the pastel-coloured paper.

Happy adventuring.

Barbara

A.F.I.O. Hon. Member

LETTERS



From Mandy Rodrigues of Llandudno,

I was horrified to read about Tony Collins of The Guild handing over his catalogue to Mr Jason Mackenzie of Binary Zone PD in the latest issue of Probe. I say horrified because, as one of the authors of a couple of those adventures, I hadn't heard anything from Tony direct about this which, in my opinion, is very bad form. I would have expected at least a letter explaining his intentions. As one of the authors I would assume that my permission would have been sought before anything was arranged.

I have today written to both Tony Collins and Jason Mackenzie to tell them that I do not want any of my adventures to be sold by Binary Zone PD and have asked them to return any disks that they have with my adventure datafiles on.

It is really a matter of principle and stress that I have nothing against Jason Mackenzie as I don't know him and we have never had any contact. When you just have a verbal agreement with someone to sell your adventures you don't expect them to be sold by anyone else and passed around in that way or, worse still, put in any PD library without my permission. The reason I am writing to Probe about this is because I want my decision to be public knowledge so there is no doubt that I have not given my permission for this transfer of my games.

You mentioned in Probe that you would be taking over the Spectrum catalogue from The Guild and I was wondering if you would be prepared to do the same for my Commodore adventures also. You have my permission to sell my adventures and I also state publicly that I don't expect any royalties for them. Any profits you make can go straight into the Probe funds to help out - I know how tight things can get more than anyone - and, as I know too well, there will be precious little profit in selling software without sending me anything. It would be a nice idea for Probe to have its own software catalogue. I know and trust you, Barbara, and cannot think of anyone I would prefer to take charge of my "babies". I hope that any other author who is feeling as disgruntled as I am about the lack of communication and common courtesy from The Guild will decide to do the same and send their adventures to you also.

Whilst writing I would like to take the opportunity of racing off on a different track and asking if you could be so kind as to ask that any Probe reader that I still owe money to, and who still wants a refund, to please write to me stating how much I owe them before the end of October. The reason for this is that during the flood my filing cabinet was underwater for five days and the pages of all my files are damp, stinking, stuck together and with all the ink run and I cannot decipher them all. I really hate to bring the matter up again but I am as anxious as our Scottish friends to settle outstanding debts as soon as I can. First on my list is, of course Lorna, as I know she is particularly anxious about this, so I would be grateful for a note from everyone as soon as possible. One lady did write and ask for a refund but unfortunately she didn't state how much I owed her. I really hate to put people to all this trouble, really but, after being through so many disasters, losing so much, and coping with bereavement in the family, this year has been absolutely hell and I want to get everything straight to start again afresh next year but without my records I cannot do so.

All the best to you Barbara and also to all the Probers.

From Jason Mackenzie of Binary Zone PD

Firstly, let me apologise for the delay in me writing to you. I have had loads of things to sort out with Binary Zone PD and my new project Psytronik Software. This means that I have only just started to really concentrate on getting The Guild back up and running.

The main problem has been that Tony had to stop running The Guild at really short notice so there was a lot for me to sort out. As Tony has already started his 6 month course he didn't have the chance to write to the authors with details of what was happening and as I have commitments to Binary Zone and Psytronik I didn't either until now. I have sent letters out to the authors of adventure game that feature in the original Guild catalogue seeking their permission to continue distributing their work.

I can understand some of the authors feeling unhappy as they seemed to be "kept in the dark" about what was happening but this is only because the announcement about the fact that The Guild had moved were a touch premature and I hadn't had the chance to tell everyone what was happening. As I still haven't had confirmation from all the authors that I can continue distributing their games it would be impractical for me to get the catalogues updated at the moment. As soon as the catalogue is completed I will rush you a copy. I'm afraid I cannot confirm the availability of adventures in the original catalogue at the moment. Sorry!

In theory it should have been a simple taking over of The Guild. I only agreed to take it over to prevent another CBM 64 supporting software distributor from disappearing and it would benefit the authors as they would continue to receive the same royalties as they did from Tony. As there are well over 3000 registered Binary Zone members Worldwide this means a lot of people will have access to The Guild software. I feel any authors that want to pull out are being a tad unwise to say the least!

I would be very grateful if you could inform readers of Probe that The Guild will soon be running from the Binary Zone address and if any author of software that features in the original catalogues have still not heard from me then they should either write to the Binary Zone address (34 Portland Road, Droitwich, Worcs. WR9 7QW), or give me a ring on (0905) 779274.

★

During the past 3 weeks I have tried to talk to Tony but he hasn't returned my calls. I wrote to him on 19th September asking him to clarify the situation. I haven't received a reply yet but Jason's letter arrived just before I completed the magazine and thought it so important that I rearranged the magazine to make room for it.

I have since spoken to Mandy who confirmed her wish for her games to be marketed by Adventure Probe's own software company and all proceeds to go to the benefit of the magazine. When such a venture is operating I will at least have Atalan, Black Knight and Mixed-up Shrymer for the Commodore, and Mixed-up Shrymer and Black Knight for the Spectrum. I also have written permission from Christopher Hestor for his Spectrum game Shimmerkin to be put into the Public Domain. I passed it to Tony some time ago, but in view of him ceasing publication of ALL Spectrum adventures I will include it in the Probe catalogue. I will be pleased to market other Spectrum and Commodore adventures, but they must be ready for release as I'm not in a position to develop an adventure, also I don't want to get involved with contracts. I hope I can offer an outlet for authors whose game may otherwise be "lost".

My "on the spare of the moment" offer to take over the Spectrum library, and the way I phrased it in the NEWS item last month may, I now realize, be misconstrued. I hasten to reassure the Spectrum authors that I have not, and will not, sell their games without their permission. I have written to Tony requesting the addresses of the authors concerned, and I will write to them asking for their views on the possible marketing of their games under the Probe label. I am *not* trying to poach games away from establish publishers, I am only anxious to ensure that yet another catalogue of adventures is not lost forever to 8-bit users.

I know of many great adventures that are no longer available and remember the dismay when companies such as Global ceased trading. Also many of the commercially produced adventures seem to only survive as secondhand software, which is OK if someone is willing to sell the original, but I admit I'm one of those selfish players who likes to hold onto *a//* my software collection, many of which I haven't played yet. I know the 8-bit market is shrinking and dying, but if we can just slow things up a little, perhaps we will begin to realize what a wealth of adventures there are still to be played. (Barbara)

From Jonathan Scott of Londonderry

I too received a postcard (also around the end of June, I think) from Tatiana, but his time she claims to be an Amiga enthusiast! The message, as you can see enclosed (I have enclosed it), is identical to the one Neil received. Apart from the name of the computer, of course. This is very fishy; I wouldn't be surprised if this is just some kind of con. As you said, Tatiana probably is a dealer. I can't see why she would be both an Atari and Amiga enthusiast, especially in Romania, the only tie that binds all of the readers who have received postcards from the group is Probe!

Personally, I have not had my name and address published anywhere else, let alone mentioning the word "Amiga". It's obvious (to me) that my address was found by the group in Probe. Now, how they got hold of a copy of Probe I don't know. Have you ever sent a copy of Probe to any Romanian address? (Apart from Marin). Perhaps another reader sent a copy in the past to one of the group, having somehow got in contact with them. I'm not in the least perturbed by receiving the postcard, but it may be people who don't own these computers at all, simply out to make money. And that is worrying.

Anyway, I did write a letter to Tatiana and received a reply a few weeks later. It ran thus:

Dear Jonathan,

Thank you very much for your help and for useful information. I just bought my computer (console only) and I am interested in all kinds of programs, especially the educational ones, and peripherals, especially one cheap disk drive (used but working). I need some users groups addresses. I try to contact other Amiga users for more information about Amiga world, old magazines, etcetera. I should like to keep writing with you and I shall appreciate any information you can render me about Amiga.

Best wishes,

Tatiana

I really don't know what to think. Maybe I should write to Tatiana again and mention "Atari"? I'd be interested to hear if any other readers received postcards from her ... and if she was the enthusiast of *yet another* computer.

The "ADLAN vs PAW" article made interesting reading. However, there is one thing that must be considered: *ease of conversion*. There is a Spectrum version of PAW, therefore Amstrad PAW'd games can be easily converted (it can take a great deal of time and work - I know!). To convert an Amstrad ADLAN game to the Spectrum means that messages and systems messages have to be numbered, then the code must be rewritten from scratch. I certainly wouldn't do it. It's hassle enough writing the code for the games that Stephen Boyd and I write! I don't know how many other "converters" who'd want to bother either. So, Amstrad authors, as R.E.M. sing in *Losing My Religion*, consider this.

★

The Tatiana story continues in the next two letters. Do you want the postcard back, or can my husband pinch the foreign stamps? Marin is the only one who has contacted me, and I haven't sent Probe to anyone in Romania before or since. I have had a few enquiries about conversions, viz. any chance of Simon Avery's A Day In The Life Of A Tupperware Salesman being converted from the Amstrad to the Spectrum and Commodore? (Barbara)

From Ann Bailey of Swadlincote

Please find enclosed 6 x 1st class stamps for Probe use. Mary Scott-Parker send me a second book of poems and requested that I send some stamps to you again, which I gladly do.

I have had another postcard from Romania. (*Ann was the first to contact me about these postcards ... Barbara*) I read Nell Shipman's letter in Probe and his postcard is almost identical to the first one I got. (*You must all know the words by now, so all together now ... Barbara*). I wrote back and asked if she was a member of a group etc. and asked for more details. I heard nothing for a while so I thought that was that. But I now have a second postcard.

Dear Ann,

Hello again! Thank you for your willingness to help me. I just bought my computer and I am interested in all kinds of programs, especially the educational ones. I know one disk drive is expensive but I want to buy one cheap disk drive, used by working. I should like to keep writing with you and I shall appreciate any advice or information you can render me about Amiga world.

Best wishes,

Tatiana

This postcard did not answer some of the questions I asked to try to establish if this was genuine, so I was a bit disappointed. However, I will send some P.D. disks, magazines and P.D. catalogue disk. I'm still a bit wary, as I can't make my mind up if this is on the level or some kind of con. Anyway, I'll give it the benefit of the doubt and send something. I've already explained that disk drives were expensive and secondhand ones a little difficult to get hold of, but if Tatiana (male or female?) (*female name, but could be a nom de plume ... Barbara*), will send some money I will see what I can do. I'll let you know what happens.

May Probe and you live long and prosper.

Many thanks for the stamps, they are a great help as I use a lot of stamps administering the magazine. If anyone is wondering what this is all about, Mary Scott-Parker has published a second book of poems, appropriately titled "Oh No, Not More Adventure Poems" and the proceeds, in the form of stamps, are used for the benefit of the magazine. A wonderful gesture, much appreciated, and a really good collection of humorous poems one of which I have published in this issue, more in future issues. I am still inclined to treat the Romanians as a group of enthusiasts, isolated despite the recent reforms. Apart from hardware, which most of us can't even afford, they don't seem to be asking for much. Public Domain software sounds like a good idea, especially as it is so varied in subject matter. It could be that the educational software is so that the rest of the group(?) can learn English. Most of us have disks of programs that we have bought and never intend using. I think I will have a clearout, and see what I can send. Marin has always written to me, but Tatiana to everyone else, very intriguing. I wonder if Tom Frost could make an adventure out of it! (Barbara)

From Neil Ashmore of Stockport

On the subject of Tatiana from Romania, I also received a postcard around the middle of August. Mine was exactly the same as Nell Shipman's except she was asking for help on the Amiga instead of the Atari. On the 22nd August I sent her a letter and a public domain disk, but as yet she's not replied. I'll let you know if and when she does. I've not had anything from Marin Stanculescu.

★

The postal service seems to be a little erratic, just like over here in the U.K. but I think you will eventually receive a postcard thanking you for the disk. Sorry to hear the suntan has faded. (Barbara)

From Ian Osborne of Ludlow,

Ron Rainbird's review of Abandoned Places 2 was absolutely spot-on; as I said when reviewing it for the May issue of Amiga Force, the game's a poor one and doesn't cut it in today's market. So why did it receive favourable reviews in virtually every other glossy? I marked it lowest at 40%, but with one exception everyone else put it in the eighties. Only one other magazine spotted the bug that allows you to use a fallen comrade's inventory when he died, and they argued that it was a positive point!

Regarding the protection system, I too found it frustrating to be asked to input a code in the middle of a battle. The software company later pointed out that you can pause the game before doing so, though this isn't clear in the manual. Other points I found irritating were the tiny click-on pointer pad that proved a real dog to use, the fact that there are only two character classes with no choice of race and the boring, generic scenery.

Abandoned Places 2 is a straightforward case of too little game spread over too much playing area. As to why it was so well received, grab a pencil and draw your own conclusions. Watch out for Nippon Sales Inc. too, another poor performer that did far better than it deserved.

★

So now you all know which glossy tells the truth, Amiga Force, of course. (Barbara)

From Phil Glover of Birmingham,

Please find enclosed a review of the SAM game, THE OCCULT CONNECTION. I hope it's OK, as it's not easy to review a game you're involved with, or when you personally know the writer.

"Big" news: The SAM ADVENTURE CLUB may shut up shop in December, or at least, its disk magazine may cease publication. This isn't because I've lost interest or enthusiasm, but simply because it takes up a huge amount of my spare time. Believe it or not, publishing a magazine can involve a lot of work and effort, leaving you with little free time. As a result, I'm stopping most of my club activities in December. I'm hoping that some other members of our club may take the duties on, but I think that most can guess what may be involved with it.

After the New Year, I'll still correspond with many members, answer queries and pass on news and information. This may be via the pages of ZAT, the Spectrum and SAM magazine available from Darren Blackburn. It's a good enthusiasts' magazine, and covers a great range of Spectrum/SAM subjects, probably far better than YOUR SINCLAIR has done for ages. ZAT is written and produced by keen users of both computers, and doesn't need to write stuff merely to please advertisers.

As well as hoping to write stuff for ZAT, I'd like to be able to review games etc. for existing magazines far more than I've been able to for the last couple of years, so you can expect a few contributions from me, if you're lucky.

My main ambition is to write one or two SAM adventures, if I'm up to it. I've been meaning to try my hand at writing a game for ages, and I intend to start once I've enough free time. I won't be expecting to make a profit, as it's really a personal challenge. It'd be nice to write a good, large game if only to tempt people to buy a SAM to play it! Despite the continuing advertising pressure to buy a 16-bit, or 32-bit, I'm still happy with my 8-bits, as they serve all my needs. I've even bought a brand new stereo monitor for my SAM, which I hope to be dragging along to the Adventurers' Convention in October! I've no intention of getting another computer for at least six months, and, with the way things are going, the fashion will then be for 64-bit with built in CDs, or something similar, to get us to part with even more money.

All the very best, and keep up the good work as usual.

★

I'm sure everyone is sorry but understanding about your decision to give up the S.A.C. I know how time-consuming it is, especially when it is a monthly magazine like Probe, the only reason my family see so much of me is because my "office" is a corner of the living-room. I hope someone can take over the reins, if not, it is good to know they can still keep in touch via the pages of ZAT.

Many thanks for the review, printed later in this magazine. I will always welcome any contributions you can find time to write and send to Probe, also from anyone else who writes for the SAM disk magazine. I hope you find the spare time to write that adventure that is obviously bursting to get out. With your vast experience I'm sure it will be of a very high standard, and I may even be tempted to buy a secondhand SAM Coupe just to play it. (Barbara)

From Simon Avery of Chudleigh,

I see Damian Steele has poked a finger into the wasp's nest, and all the little stingers are swarming around, sounding indignant and self-righteous. Brings back memories of my "Wizard Works" article that inspired Larry Horsfield to get on his high horse for exactly the same reason.

Good for Damian if he can write adventures quickly, using any means possible - if he thinks he can write an adventure in a weekend that he is happy with, then surely that game is as good as he can do. If it wasn't then he would spend more time on it to make it better. I'm not saying his games are substandard in any way - I've seen some of his adventures and have been quite impressed. And no, Steve Clay, he doesn't pad out his games with graphics and yes, he does more or less fill the memory available.

Different authors use different methods for writing. Some work best under pressure, be it self-imposed or otherwise, and ride the wave of inspiration while it lasts, writing everything as it comes to mind. Others plod, doing a little at a time, constantly checking and rechecking what they have written. With the former, it's perfectly possible to write a game in a weekend - that is, just the main game, not counting playtesting or whatever. Unless you're lucky enough to live next door to a good playtester, you have to send off and await the report - several times, until the playtester is happy with your game.

I'm not saying either type of person would make a better writer than the other, but then, who's to say what makes a good writer? No matter how much time an author has spent on an adventure, he or she has the right to be proud of their work. Nobody should criticize about how long the author took to write the game only to criticize the game itself if need be.

Personally, I'm very glad that Damian wrote that letter. It's shown me that I'm not alone in being a fast writer (although I'm spending more and more time on each game these days, Tupperware took four months), and it also proves to me that attitudes haven't changed. The "plodders" are still envious of those who can write quickly (and yes, I now count myself as a "plodder"). "Plodders" have a lot going for them (Steve, I very much enjoyed the two Taxman games I've played) as have the "Racers" - at least you don't have to wait an eternity until a new game is released.

★

"Plodders" vs "Racers" - any more contestants? (Barbara)

From Damian Steele of Paignton,

When I wrote my letter about the time taken to write games I had no intention of offending or annoying anyone and I am sorry if I did. In particular I would like to apologise to Steve Clay and answer a few of the questions he raised in his letter (Volume 6, Issue 8).

I get inspiration - like most authors I suppose - from any and varied sources such as books, television, magazines or "real" life. Sometimes I see something which I think could be a good puzzle and then seek to find things which could be associated with it, building other puzzles and a scenario around it. Occasionally I think of the scenario first and then seek to populate it afterwards.

I work out some of the basics on paper first, linking objects to areas with notes of explanation how each could or should be used to do what and where. A map is usually a must. The first one is often altered quite a few times as the game progresses in the early stages. I have, during one game, completely switched a whole series of locations and object start locations to give a better game. The first idea for a game doesn't always end up as a finished game but certain elements of it nearly always remain if somewhat metamorphosed.

No, I don't always use the full available memory. In the past this has been because I was using the GAC. One of the problems with GAC is that it slows down drastically the closer you get to filling up the entire memory so for the sake of the player (and possibly myself) I chose NOT to fill it with messages etc. which weren't absolutely necessary to the game just for the sake of filling it. Recently this has been because I have just started to use Quill and haven't yet had an idea for a game which could use that much memory.

As for graphics - no, I will admit to anyone that I am not an artist of the pictorial sense. I made one game with graphics some time ago and now realise what a mistake that was. In general pictures give no help to the player and can get in the way if they have to be redrawn every time that the player visits the same location. This is not to say that well drawn graphics - which may contain a clue to a puzzle or aid the atmosphere of the game - would not be welcome in other games. It's just that they won't be drawn by me.

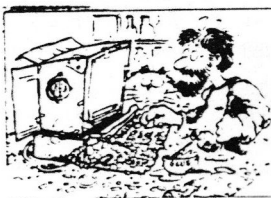
When I said that I took several days to write that game I meant just that. Days. When writing I have been known to spend up to fourteen or fifteen hours at the keyboard (with short breaks, of course). I am not suggesting that anyone else should do this - it is up to the individual - but when I am in the mood for game writing, I write.

With regard to the quality of my game I can only suggest that you purchase a copy and find out first hand. I would welcome your comments - bad or good - on any you play. Without feedback I am unable to improve my work and being as it is written for the player (authors certainly don't make much out of it) it is the player that will miss out by the lack of it.

I am well aware that authors have different game creation styles and that some WILL take longer than others. This is as it should be. It provides players with a great variety of games and hopefully will continue for a long time to come. The point I wished to make in my letter was to say that games CAN be written in a short time and people shouldn't be put off trying to write one because of the fear of being chained to the computer for months or years.

★

Perhaps that will encourage some of you who have an adventure just waiting to be written to have a go - nothing ventured, nothing gained! (Barbara)



From Vince Barker of Madinat Yanbu Al Sinaiyah

Hopefully this letter will reach you hot on the heels of my renewed subscription so you will be able to send everything off together.

I was pleased to see you introduce the solution service because as you can imagine out here in the desert help is not easily available and corresponding with people back in England when I get stuck is both costly and very time consuming. Having looked through your solution list a few titles crop up regarding games that have been shelved because I can't get any further so maybe a solution on standby will help me to complete them.

Having solutions available doesn't spoil my enjoyment of the game as I have this arrangement with my friend who lives next door whereas he keeps any solutions that I have and when I get stuck he is my helpline. He is not an adventurer so sometimes gets a little irate when I keep asking for help, but generally it works OK.

Also could you include a plea in a future issue of Probe for me. I am looking for the following games for the C64.

Mindwheel (Synopsis/Broderbund); Nord & Bert (Infocom); Crime Stopper; Oo-topos; Maniac Mansion (Lucasfilm)

I would be prepared to buy the games but if there is somebody who has them but doesn't want to sell them, then I would be grateful if they could lend me them and I would return them after completion and cover any cost whatsoever.

I also saw in the June issue a letter from Harold Dixon with reference to his game Zargo Castle, and that Dorothy Millard had offered to complete it for him. I have sent him a letter urging him to take up the offer as when he was compiling the game he sent me a copy to have a go at and I thoroughly enjoyed it even though at that early stage there was a lot of problems with it. To compliment the letter I wrote him you may also put in the pages of Probe another public plea from me to Harold to seriously consider Dorothy's offer. It would be a shame to see the makings of an excellent game be put to rest when there is a good possibility of it being resurrected.

May I also take the opportunity of thanking you for an excellent job regarding Probe. I have no complaints with it whatsoever and out here in the middle of the desert it helps me to stop going insane. Looking forward to hearing from you.

★

The solutions should be with you by the time you read this, Vince. You sent far too much money, so you are well in credit. I also saw early versions of Zargo Castle and thought it well worth someone finishing. A couple of bugs prevented me from actually completing it, but I think Dorothy is the very best person to sort it out. I'm glad you approve of the way Probe has developed. Quite a lot of readers haven't renewed after the July issue, and although I delayed it as long as possible, I still had to take a chance and order the same number of copies as usual. Unfortunately I still have twenty or so copies unsold, and no idea why some readers of long standing have ceased subscribing. I'm sure they have very good reasons, but I can't do anything to help unless I know why. Imagine being stuck in the middle of a desert with a computer but no software! If you can help Vince, please write to him c/o National Titanium Dioxide Co. Ltd. (Cristal) P.O.Box 30320, Madinat Yanbu Al Sinaiyah, Kingdom of Saudia Arabia (Try to find it on a map, I can't!) (Barbara)

REVIEWS

THE APPRENTICE

Written by Jeremy Piper

Reviewed by June Rowe on a Spectrum (128K only)



After spending a decade serving your apprenticeship with the wizard Boloski, things have suddenly changed. Poor Boloski met with accidental death, which meant that you had to face a Wizards' Tribunal to decide what would happen about your apprenticeship.

It wouldn't have been so bad if Alasto had still been the Chief Wizard, but unfortunately he mysteriously disappeared during the Mizzex Wars. His place at the head of the tribunal was taken by Cazzamaz, a wizard who couldn't get on with your old master, and who hates you.

Faced with a choice between the immediate termination of your apprenticeship and taking a test, you take the test option. This, you are told, entails having to escape from the Tower of Alamo, to which you are immediately transported, to find yourself in a large hall with a table in the centre and three exits.

Two of these lead you into locations which can be explored and where various items can be discovered, but from the third you will only be able to go back the way you came, unless you find a way to get past the forcefield here.

This is the first of many problems which include raising a portcullis, finding the ingredients for a magic potion and discovering some spells which will be very useful if used in the right places.

You will meet a friendly dwarf and some most unfriendly orcs who are torturing a captive. In the best tradition of adventures, he must be rescued, then he will help you. The dwarf will also help by giving you a useful object, but you must give him a gift first.

Along the way, you will find the inevitable rusty hinges and, of course, secret passages, but I couldn't find any HELP anywhere, so this game will keep the little grey cells active.

The RAMSAVE/RAMLOAD facility is very useful, but I would also recommend saving to tape occasionally, in case you find yourself wanting an object which you dropped some way back or perhaps hadn't found!

Examining and searching everywhere and everything quite often brings interesting results and the atmospheric location descriptions will give you plenty of things to work on.

When you find yourself outside the tower, you still have to find your way back to the tribunal to end the game correctly. There is no SCORE, but you will know that you have completed the game when you see the unusual twist at the end - that is, if you paid attention to what the friendly dwarf said!

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

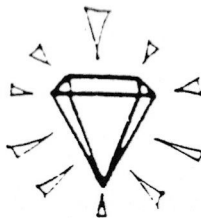
Price: £2.49 on tape; £3.49 on +3 disk, £2.49 on +D 3.5" disk.



CRYSTALS OF KINGS

Written by Keith Burnard

Reviewed by Barbara Gibb on a Spectrum



For centuries the world has been united in peace under the rule of the House of Brenn. Their "secret" lay in the Crystals of Kings, and all creatures lived happily together until on the fateful Night of the Golden Moon, while the House of Brenn were celebrating, Medillion Karma, an evil mage, stole the four crystals from the Silver Tower. He hid them throughout the land which became confused and chaotic, resulting in wars and allowing evils to emerge, such as the Priests of the Unholy Order who are followers of Medillion Karma.

This is Keith Burnard's third text adventure, also written with the A.B.S. (Tom Frost's Adventure Builder System) and his first real adventure - his description, not mine, as I think Radiomania and Golden Locket are pretty good adventures. The first two were written whilst he was still learning the A.B.S., now here is his full-blooded two-parter to prove that he really knows how to make it work, and fit in a nice storyline, good selection of locations and plenty of logical puzzles.

First visit the library where a touch of humour when you read the title of a book sets the mood, as well as giving you a hint of what you should do, then you can leave the Silver Tower and explore the countryside. It won't be long before you encounter the nasty Priests at the stone circle - I love the way you have to get rid of them and I had no qualms about annihilating them.

A few objects are in open view, but most have to be discovered as a result of actions such as digging, searching, examining, catching, mending, etc. A few gruesome descriptions reminds the player of what the world has become. By the end of part one you should have a knapsack with 4 crystals in it.

Part two continues your journey, wandering the open countryside and sailing a lake. Success here brings you a hint that a bit of magic may be needed at some stage of the game. Once again lots of objects, some combining to solve particular puzzles, there is never a dull moment.

Screen presentation is very neat, with colour used to good effect, and a nice legible font. The location text is as adequate as memory allows, and the messages are often user-friendly. The screen clears so that the inventory is displayed clearly, each object on a separate line; a key press restores the location text. All the puzzles are nicely balanced between easy (if you notice and understand the hints) and, of course, quite difficult if you haven't. Keith says he thinks the adventure isn't difficult, but then he already knew the answers. You can save to memory (called B for Bank) but we all know we should also save to tape as saving to memory is often done one move too late.

Crystals of Kings is a pleasure to play and I hope he is inspired (and encouraged with good sales) to write his next adventure.

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

Price: Spectrum: £2.49 on tape; £3.49 on +3 disk, £2.49 on +D 3.5" disk.
Amiga: £2.49 on 3.5" disk with free emulator.



THE DARK GLADIATOR

Written by Peter Council

Reviewed by Barbara Gibb on a Spectrum (128K only)



The violent triple suicide in a remote area made national news. The local community were stunned but no one else gave the incident a second thought. That is, no one except you. You had a feeling something sinister was going on and you decided to investigate, which is why you are now standing beside your car outside a small hotel, ready for action.

Although this adventure has a modern day setting, the title refers to a Thracian gladiator who lived during the height of the Roman Empire and who sold his soul for invincibility in the arena. The inevitable happened and he is now being pursued by the Eternal Warrior who managed to defeat him once but the gladiator's soul lives on inside a sepulchre. It has now been disturbed and his spirit has escaped. Fortunately the Eternal Warrior has used a magic spell and confined it to a barn.

My score rattled along impressively at first, a third of the total by the time I left the hotel. I'd explored the hotel and forest behind it, bought a drink for a local who proved to be willing to talk about the "suicides", caused a little discomfort to the receptionist, then made haste to the village. Nothing strange about the village, so not many clues as to what I was supposed to do. Crime was the same there as anywhere else, but once I had foiled him, I visited the various shops and even tried to gain entry to a disused one that looked interesting - good programmers don't waste memory on locations that have no purpose! This was my first real stumbling block, but I approve of the solution and definitely won't give it away here.

I now had to face facts, I had to go to the scene of the crime. A clue in one of the shops pointed me in the right direction and I was now in a magical and mysterious world under the mound and life was getting a little more exciting. By the time I emerged I was definitely a different person. I now knew some magic spells and on my way to do battle with the Dark Gladiator. What I particularly liked about this adventure is that from now on I had a choice of how I solved certain puzzles - I could use magic or convention objects. I used standard adventuring as my first choice, only resorting to spells when it was obvious that it needed something more powerful than everyday items. This gave me a chance to return to a saved position and replay the finish - one and a half games for the price of one!

Although written by Peter Council, additional programming has been done by Larry Horsfield. Playing instructions are given on-screen, and provided you know what action you wish to perform you shouldn't have any trouble with the wording. Seasoned adventurers always check their inventory at the start of a game. I'm not giving any secrets away by saying that you begin with a bunch of keys and a credit card. Try X CREDIT (card) and READ WORDS for a humorous and clever way of letting you know how many dedicated people it takes to bring you a very playable adventure.

An enjoyable first adventure. There is a hint at the end that the Eternal Warrior is likely to turn up again. I hope so.

Available for 128K Spectrum from: FSF Adventures, 40 Harvey Gardens, Charlton, London, SE7 8AJ. Price: £1.99 on tape, £2.99 on +3 disk, or £1.99 if you provide your own blank +3 disk. Please add £1 extra if overseas.

LOST IN TIME

Written by Laurence Creighton

Reviewed by Barbara Gibb on a Spectrum



In the year 2193 a scientist perfects a machine that will enable man to travel through time and space. This portable machine, called a sonic mobilizer, will allow the inventor to see history in the making - his first choice (not a good year in my opinion) is 1993, presumably chosen because it is a neat 100 years earlier.

I told you it wasn't a good year, because the scientist is mugged on his arrival and the device stolen. Your task, and I am sure you will accept, is to recover the sonic mobilizer and return it to the scientist.

You start on familiar Laurence Creighton territory. A steep path, and a nearby shack which contains much more than first meets the eye. I suggest you have a good look around at the first 14 locations to determine the correct order in which to solve the puzzles - a few traps have been laid and you could find that you are unable to undo a rash action.

There is also one "dark" location; getting the torch is easy, but finding the battery took me a full day of hair-tugging.

Having crossed a wide fissure using an ingenious input, I found another of Laurence's trademarks, the water transport. In this case a leaky canoe. Bearing in mind the first few moves of "Impact" I should have been more on my guard, but I went eagerly onwards and only realized my mistake much later in the game. No matter how many adventures I play I never seem to learn enough to anticipate a good writer. Just before the lake is a point of no return, and things are made more difficult because a village bobby seems more interested in warning you about not taking something into the village and preventing you from swimming than investigating two deaths.

The nearby village/town is typical. A village green, some very important shops, a market stall, town hall office, and an out-of-town rubbish dump. These must be dealt with in a particular order if you are to succeed in recovering the device. Uncooperative characters have to be coaxed into helping you. I like the villain - well he seemed more dodgy than the rest - called Harold the Hermit. He makes two appearances, and each time he is trouble. I wonder if he will appear in any sequel that may be written?

Regular players of L.C.'s adventures will know that he always uses the Quill, and that you must occasionally LOOK IN and LOOK UNDER objects, you also have to be careful when dropping fragile objects. It is all here.

The storyline flowed with a lot of puzzles that ranged from fairly easy to downright difficult. Some help is given in the form of an object described as "helping spectacles" which, when worn and used, will supply the player with coded clues. An all-round, well-up-to-standard text adventure from someone who knows how to link puzzles and keep the player interested.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs.
Price: Spectrum: £2.49 on tape; £3.49 on +3 disk; £2.49 on +D 3.5" disk. Amiga: £2.49 on 3.5" disk with free Spectrum emulator.

DEATH KNIGHTS OF KRYNN



Reviewed by Ann Castelow on a C64

In this sequel to Champions of Krynn, you have to defeat Lord Soth, to restore the balance of good and evil in the Ansalon region of Krynn.

One year has passed since you defeated Myrtani at his stronghold in Kernen (Champions of Krynn), and your band of adventurers have been invited to attend a celebration of the victory of this Battle. The story unfolds outside the Gargath Outpost, where a memorial is being held for the former commander Sir Karl, slain the year before. As the festival continues into the evening, storm clouds move in from the west, until suddenly small specks detach and grow larger, until.....

Before starting play you have to create your party of six adventurers, and you can choose the usual elf, human, kendar, half-elf, dwarf, etc. each with their own strengths and weaknesses, or you can transfer your characters from Champions of Krynn. Either way you may find the game to be rather easy, as you start with level 8 characters, and with a mage having this skill being able to cast fireballs, the fighting is more perfunctory than anything else.

If you do not like combat, and only want to solve the quest, which is fairly easy, then you can modify your characters at the beginning of the game so they are virtually unbeatable. Also there are five levels of difficulty at which you can play the game - Novice, Squire, Veteran, Adept and Champion. If you play on Novice, then you are just going to walk through the game. It is best to play on the default level, Veteran, to give yourself a challenge.

When your characters gain enough experience through combat, they can train and advance in levels at the Training Halls, hard earned steel pieces can be deposited in the bank for safekeeping, and weapons and armour can be bought from the various shops. If your party can find them there are many sub-quests they can go on, which when completed, will gain even more experience points for them.

Throughout the game, from start to finish, your party is given orders by the various NPCs they meet. If these orders are followed to the letter and are not deviated from, then the game will not last very long (this is how I played it). Alternately there are many towns and villages that are not essential to investigate, so can be entirely missed out. I would recommend that you visit these locations, which will help pan out the game, otherwise you are going to be disappointed with the main quest. Leave Dargaard Keep until last, as this is where Lord Soth is located, and once your party enter his domain they cannot leave.

When I first started this game, I thought I was in for many weeks of play and late nights, unfortunately after only playing for just over a week, I had completed the quest. Instead of a sense of achievement and satisfaction, my first thoughts after finishing it were - Is that it?

The game itself is well presented with some of the best still pictures I have seen on the C64, but I think the game would have been better had more thought gone into the gameplay, than in what the graphics look like. I had the opportunity of playing Champions of Krynn on an Amiga 500 and the graphics are very similar in quality. The only difference from the Amiga version is that you cannot control the NPCs (Non-player characters) when they join your party, which I didn't really miss anyway.

Although more for RPG fans, I would only recommend the game if you are a beginner or have already played Champions of Krynn and want to complete the series. Experienced players may be disappointed!

A final word on this game is that the C64 version is still available from US Gold for £25.99, although I bought my copy secondhand for only £5. I think if I had paid the full price for it, I would feel as though I had been duped! I will probably have another go at this game, to visit all the other locations that I missed first time round!



SIMLIFE

Reviewed by Harold Dixon on an Amiga 1200

SIMLIFE is the software toy of the nineties! Like in SIMEARTH you can create and modify whole worlds! Unlike SIMEARTH you can create and modify plants and animals at genetic levels. You can spend many hours studying different life-forms, create mutations, develop different plant species, and watch their developments on screen. You can control evolution, design whole ecosystems to your own requirements. You can change the physics of the universe, create landforms - lakes, mountains and rivers; modify the climate, alter the weather to suit your particular breed of animal or plant you are nurturing; speed up evolution, create disasters like drought, flood, comets, etc.

SIMLIFE is like SIMEARTH in some ways, but different in enough ways to make it worth buying. There are hundreds of buttons to push, loads of menus and submenus to try out. If you like experimenting and fiddling about with systems you'll love this one!

There are six scenarios to try out:-

- Meadows to Forests;
- Predator and Prey;
- The Longest Chain?;
- The Roaches' Revenge;
- Battle of the Sexes;
- E Pluribus Unum.



There is also a tutorial and experimental mode. The manual is fantastic, easy to understand, and the whole package is great!

There are too many features to mention here, you've really got to see it to believe it! Try this one out you strategy fans, if you don't, only you will miss out!!!

SIMLIFE has a special A1200-only version, also other versions for the lesser-powered Amigas. It's a bit pricey, around £30-£35 but some adverts in the mags. do it for around £20, so shop around.

SORCERER



Reviewed by Damian Steele on a C64

The game was written using AdventureWriter - a predecessor of Quill. The object is simple. The player is required to collect a magic scroll and an orb and then take them to the start point outside the castle. Why anyone should want to take an orb or scroll to this point we shall never know, but there it is.

Although this is a very simple game once the solution is known, Sorcerer is made difficult by a lack of input detection. For example, the command EXAMINE isn't used at all but is replaced very occasionally - in fact once - by LOOK. Early on in the game the dreaded "You are thirsty" rears its ugly head and can cause you to walk into another death situation whilst trying to escape the first one.

There are a few decent puzzles in the game, one of which being the much used maze. In this game it appears as a number of catacomb locations. The mapping of the maze is made difficult by the fact that going in one direction and then the opposite doesn't always bring you back to the same place. This isn't a long game by any means - there are only 34 locations in all - but it will have you wandering for at least half an hour.

It isn't the best of games but I have seen worse and for the price it remains a fair deal.

Available from: Binary Zone PD, 34 Portland Road, Droltwich, Worcs. WR9 7QW
Price: £2.00 tape or disk with a choice of three other games from the Pic 'n' Mix catalogue.

THEME PARK U.K.

Written by Jack Lockerby



Reviewed by Barbara Bassingthwaighte on a Spectrum

It is the 21st century and theme parks are very different from the ones your ancestors visited. Gone are the candy-floss stalls, the burger bars and monster rides. In are the real-life situations of survival against the natural environment.

You use a token (with a limited but generous number of turns) to enter and leave each of the sections. I visited a grassland area, a native village with a dog that really annoyed me, a lake which looked important, and a spider in a cave, but I wasn't solving many puzzles. I thought, "There isn't much to do here. Where do I go now?" Then I had a breakthrough. I discovered something in the tree in the safari park that set off a chain of events that took me back to the spider's habitat. I hated that spider. At first it killed me, then I found various ways of wreaking my revenge, but although they had the desired effect only one proved correct - I had to be a little more subtle. A whole new area was now accessible and after a little exploring I was ready to swim and dive in the cool lake.

This was only the beginning, as objects found in one section are needed in another enabling me to explore further and further into each of the four areas. The puzzles are of medium difficulty, once you get going, with a couple that require a bit of adventuring experience and pre-planning, or access to a helpline. Great fun from the ever-reliable Jack Lockerby.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX
Price: Spectrum: £2.49 on tape, £3.49 on +3 disk, £2.49 on +D 3.5" disk. Amiga: £2.49 on 3.5" disk with free Spectrum emulator.

THE WESTBURY MYSTERY

Written by Dorothy Millard

Reviewed by Ken Chambers on a C64



The Westbury Mystery is the latest adventure written by Dorothy Millard. It is a text only horror adventure set in and around the derelict Westbury House. You have been sent by your guardian to find five valuable rings that have been stolen from him, and while you are searching for these rings you are kidnapped and taken to the aforementioned house. You are then tortured and thrown into a cellar and it is from here that you begin the search for the rings and the way out of the house. Of course it is not quite that simple as it is also rumoured that the strange cult that inhabit the house are carrying out experiments on people, so you must avoid capture or you will become one of their experiments.

The Westbury Mystery is full of puzzles including one in which you need to gain entrance to a garden shed, and subsequently get all the items you find in the shed out of it again. This one had me stuck for quite a while.

You also find quite a few strange objects on your travels, including a piece of rag which takes some catching, a flea-ridden mattress and a single red rose. Progress is also hindered by a headless body that turns up in different locations from time to time which makes you feel so sick you cannot stay in the same room as it. You will need to make note of warning signs as trying to enter some rooms at certain times will only lead to a premature end to your search.

Two points to mention are that not all directions are indicated but mapping is fairly easy, and search and examine mean different things.

Written using the Quill, The Westbury Mystery is quite a challenge, but life is made slightly easier by Dorothy's use of a loader. This contains full instructions on the game, the use of the ramsave/ramload feature, a list of some of the words used in the adventure, abbreviations that can be used, a help file and lastly a complete file on all her releases to date.

This adventure is by far the most difficult that Dorothy has produced to date and one which I really enjoyed. I can definitely recommend it.

Ordering information. Although I have held back this issue in the hope that all the queries surrounding The Guild would be clarified, I understand Dorothy Millard may be one of the authors (mentioned in Jason Mackenzie's letter) who has yet to agree to Binary Zone distributing her games. She lives in Australia and letters tend to take a little longer to arrive.

I am sure something definite will be known by the time the October issue of Probe is published, and certainly WESTBURY MYSTERY will be published by someone - watch this space.

In the meantime you can contact Binary Zone PD at 34 Portland Road, Droitwich, Worcs. WR9 7QW.

(Barbara)



THE OCCULT CONNECTION

Written by David Munden

Reviewed by Phil Glover on a Sam Coupe



As usual, when reviewing a SAM game, I must state my position regarding them, as I tend to personally know the game writers. Being editor of the SAM ADVENTURE CLUB disk magazine, this is almost inevitable, especially so with this game, as the writer, David Munden, is a regular columnist of ours.

To make things even more complex, I have helped with a bit of the playtesting of this game, so I'll try my best to give an objective opinion of it.

The game puts you in the role of a psychic investigator, with a reasonable knowledge of magic. A local coven has been at work, and several people have died by fire, similar to spontaneous combustion, where the body is incinerated but the clothes remain intact. Naturally, you are one of the good guys, and it's up to you to find out what is going on and put a stop to the person/entity responsible.

You start the game in your house, so you'll need to have a look around to get your bearings. However, after a few moves, you're confronted by a menacing apparition, which will destroy you on its second visit. You'll now need to move smartish and find out how to make a protective amulet to protect yourself. A little exploring will help, especially if you EXAMINE things. If you've played a few adventures already, you shouldn't find this too hard to achieve. Once you're wearing the amulet, you can take your time to explore further afield.

The game covers a good area, and your house has several locations. The kitchen, as in many adventures, is untidy with a pile of dirty dishes in the sink. If this is a reflection on the writers of these games, they must be a mucky lot. Quite a few road locations are in your neighbourhood, and you can visit a diner, a museum, a garage, a shop and a police station. Several new puzzles have been added since the early version I saw of this game, and they seem nicely spread around and well thought out. Mapping is fairly easy, and I haven't found a maze yet, much to my delight.

The game content is a bit gory in some parts, and some people may not be too keen on the theme of the adventure but it's basically a good over evil battle, and few people should find much to complain about, as the content of the game is amply described in the literature accompanying the game. This takes the form of an illustrated four page leaflet. The game was written using Colin Jordan's SAM ADVENTURE SYSTEM (usually referred to as SAS). One or two earlier games hinted at the potential of this utility, but this text-only game really shows what can be achieved with it. This is quite an achievement, as David Munden has never written an adventure before, and has learnt to use SAS as he wrote the game. Readers of the SAM ADVENTURE CLUB disk magazine will have noticed that David has learnt much more since writing THE OCCULT CONNECTION, as he writes an SAS column for the disk.

THE OCCULT CONNECTION features many SAS features, such as multi-commands, powerful parser, a wide font collection, 64 column text, full palette selection, RAMsave/load, disk storage and much more. Even if SAM owners may not like the game's theme of occultism, they may like to see how good a text adventure on SAM can be. It's certainly made me more determined than ever to try my hand at writing an adventure.

The amount of text and the skill of the parser in THE OCCULT CONNECTION should give any adventure writer ample scope to write a fine game, as SAS games can be several hundred kilobytes in size. I'm not sure how big this actual game is as David has used some smart protection routine so you can't easily examine the directory, but I think it's over 200K long.

For a first game, THE OCCULT CONNECTION is a considerable achievement. If only for the work that's gone into it. The only trouble lies with SAM's low sales to date, rather than the game itself, and few copies will probably be sold because of this. This is a great shame, as if the game sold in reasonable numbers, we may see David write more games for SAM, probably getting progressively better as he learns more about SAS. Such games may also use the option of SAM graphics, which are well supported within SAS. At present, we'll have to be content with this admirable game, which represents very good value for money, too. After playing part of this game, and reading David's SAS column, I hope he may decide to write another in due course.

Available from: David Munden, 103 Tunnel Hill, Worcester, Hereford & Worcester, WR4 9SD
Price: £5.89 on SAM disk - £5 to SAM Adventure Club members.

THE WIZARD'S CASTLE

Written by Joseph Power, converted by J. O'Hare

Reviewed by Damian Steele on a C64



Written in BASIC back around 1980, the style of this adventure will be familiar to anyone who has played a Dungeons & Dragons game. The object is to explore a dungeon area, slaying beasts and discovering treasure.

In the game you are able to play the part of an elf, a human, a dwarf or a hobbit and can be either sex. At the start your chosen character can be equipped with a variety of weapons and armour before adventuring into the play zone. The point to note is that your choices will have a direct bearing on your level of success. For instance a character attacking with a sword who is wearing leather armour has a good attack but very little protection when it comes to defence.

Movement is by the usual compass directions along with up and down, entered via the keyboard. When confronted by a beast you are given the options - Attack, Bribe or Retreat. Not all creatures will accept a bribe - for instance the Balrog or Gargoyle merely want to kill you - in the nicest way possible of course. When fleeing, the beast has one free attack against you, which, if you are short of strength, could kill you. You are kept up to date with your condition by an on-screen status which is updated constantly.

There isn't really much of a puzzle aspect to the game but fans of the old-fashioned Hack'n'Slash adventures should like this one.

Available from: Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW

Price: £2.00 on tape or disc with a choice of three other games from the Pic 'n' Mix catalogue.

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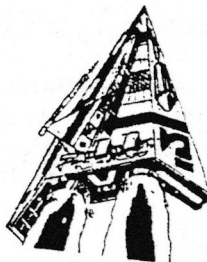
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NEW RELEASES

DRAGON SLAYER

by MARTIN FREEMANTLE

Long ago when man edged his way past the borders of Bogwopit he was confronted by the Goblins, who had ruled since the beginning of time. The years that followed were ravaged by many wars, until a great warlock called Rexel tormented the Circle of Nine. The nine members then created the Medallion from a range of elements, earth, water, wind and flame to name a few. When worn the Medallion can protect and also control the elements and so must never fall into the hands of the evil Goblins.

You Doug Thornton, now twenty years of age, receive your late father's legacy. Unfortunately this is not a large sum of money, as you might have hoped, but one small envelope, which contains a letter telling you that the Medallion has been stolen by the Red Goblins and there ally the Silver Dragon and you must complete you fathers quest to kill the Dragon and retrieve the Medallion.

AVAILABLE NOW ON DISC £5.00 REQUIRES CP/M+ or CP/M 2.2

HADES by PHILLIP RAMSAY

You are Tralus. For as long as you can remember, you loved Perina, you grew up together, growing closer each day. Only one cloud blighted this idyllic time; your rival for Perina's affections, Grakus. When Perina came of age, both you and Grakus proposed marriage. After careful consideration, Perina chose you, and became your betrothed. However, Grakus was a vindictive fellow. He decided that if he could not have Perina, then no one would. He poisoned her, and then framed you for her murder. Found guilty by the priests, the priests bound you, and carried out the sentence by throwing you down a ancient deep well, knowing that if the fall did not kill you, you would die of thirst, since the well was dry. You survived the fall, just, and for hours lay in agony. You resigned yourself to death, when Hades, god of the Underworld, appeared to you. 'Mortal,' he said, 'I sympathise with the injustice which you have suffered. However, I will not interfere with affairs in the Overworld unless you prove yourself. Make your way through my realm of Hades. Present yourself to me in the throne room of my castle. I will restore Perina to you, and return you both* to the Overworld. Grakus shall, then, take Perina's place. Fail, and you will never see her, or the Overworld, again.'

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The Adventure Workshop

Adventures for the PC

The Adventure Workshop is proud to Announce
its latest release for the I.B.M. PC and compatables

'T WAS A TIME OF DREAD

BY

CLIVE WILSON

'Twas a time of dread! The land, once so fair, now ravaged by the greatest pestilence since the time of The Black Wanderer and The Unborn One. Three thousand years have passed, years in which the once beautiful land has been all but destroyed. For three thousand years nothing has been heard of The Mysterious Stranger but now on a dark, wet and windy night he returns. To you, a descendent of the 'Singer of the Song'. The Stranger tells you that when the Black Wanderer sowed the seed of The Unborn One, so too did he sow another seed..... the one which would lie dormant until the time was ripe for it to burst forth. As the seed lay dormant, however, it matured and then mutated. It divided and became many and called itself LEGION though it was more than just one being. The multi-faceted evil then spawned upon the land, but it spawned far to the east, far beyond the borders of the realm, in the unknown reaches of the place known as the Saddest Lands.

The Mysterious Stranger tells you that although the Silent Song has been lost, it too has mutated. It has mutated within YOU.... into something more than what it was. But he cannot tell you what. He leads you to the giant bird Sebac, who is to carry you over the Eagleshorn to the realm of Legion and there, bids you farewell. You must now set out and do what you will to stop the evil spreading to the west.....

Hardware Requirements:

To play 'Twas a Time of Dread you must have an I.B.M. PC or compatible machine with at least 384K of free memory and a floppy drive.

'Twas a Time of Dread is available on 5.25" or 3.5" disc and is priced £5.00
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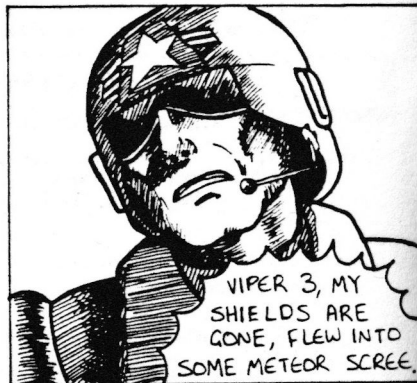
STRANDED ...

THE STORY SO FAR ..

Despite what you may or may not have read in the 'comic-books' interplanetary travel is not all that exciting ... at least it is not if you are the pilot of a simple transport ship like the '**TALISMAN**' and especially if you had just been on a long boring haul to the moons of **Jundar**.

Normally the 'boredom' would have been broken with some bouts of 4D - Chess with **MAXWELL**, the service droid but as luck would have it his battery had run flat and the re-charger had not been fitted for this trip.

Just as it seemed as if you were about to die of terminal boredom things took a slight upturn and the approach of a small meteor storm heralded a moment or two of excitement ... of only you had known how much excitement!!!



As you approached the edge of the meteor-storm you switched on your shields and settled back into your flight-chair to await the passing of the storm. All seemed straight forward until a rather large meteor decided that the '**TALISMAN**' was to be the object of some intense bombardment and proceeded to penetrate the shields. With the shields down you only had to time to issue a quick radio message to the satellite known as '**VIPER 3**' and then 23 seconds later you had ploughed a large furrow in the surface of a nearby planet and were shaking your head in order to clear away the fuzziness.

Your task is now just a simple one of locating a '**PSI-CRYSTAL**' in order to activate your space-transporter and get the hell off this alien planet ... how come these old ships never come with all the necessary bits and pieces to get you out of scrapes like this ?

NOTES

Use the following commands to assist you in your search for the required '**PSI-CRYSTAL**'

ROOM Informs you of the current room number (helps with mapping out your progress)

EXITS Indicates just which exits are available **WHAT** List objects present

WHO List characters at present location **AGAIN** Repeats last command

OPTION Use **OPTION 1**, **OPTION 2** or **OPTION 3** to change the way the game is viewed on screen

FOLLOW This allows you to follow another character who has just left the location.

LOOK When used on its own it will simply redescribe the location however it can also be used to **LOOK SOUTH** or **LOOK AT** or **LOOK ONTO** or **LOOK INTO** in order to reveal more info.

This game will also allow you to talk to the various characters you may meet e.g. **SAY TO DROID "GO NORTH"** or **DROID "STAY HERE"**.

Use **RAMSAVE** and **RAMLOAD** to store and recall a 'saved' position to and from **MEMORY** but always use the standard **SAVE** and **LOAD** to **TAPE** to make a more permanent record of progress.

There are also a lot of recognised abbreviations such as **O** for Open, **C** for Close, **T** for Take, **P** for Drop, **Z** for Exits etc. Also use **GET ALL** and **DROP ALL** when handling objects.

THE QUEST FOR THE HOLY SOMETHING



Spectrum 48K/128K+2

Throughout time there have been many 'QUESTS' ... you only have to cast your mind back to the likes of King Arthur and his legendary 'Quest For The Holy Grail' to remember that, not to mention the more modern versions such as 'Quest For The Poorly Snail' or even 'Quest For The Holy Joystick'. However this 'QUEST' is going to be somewhat different. For a start, nobody is that sure what the object of the quest actually is .. not even the author. Hence the name of the game .. 'Quest For The Holy Something'.

However do let this small matter put you off, this is no small quest and one that will tax even the grey-matter of the best of you. It will be a trip back into the past for some of you and an enjoyable trip down 'memory-lane' for some of the more experienced adventurers, for you will **ALL** encounter such delights as 'THE PRANCING OGRE', 'THE EXTREMELY LARGE CAVES' and the teeming metropolis of **LEATHERHEAD**. For this is one man's tribute to all the great games of the past ... albeit done with his tongue firmly in his cheek!

Return with us now to the world of 'ADVENTURELAND' and assist the semi-legendary hero known as **FRED BLOGGINS** to make his way to the object of his utmost desire the fabled 'Holy Something'. The task may not be an easy one, nor will it be a quick one, but you can rest assured that it may well be the best damn 'QUEST' ever undertaken.



NOTES

The game is in **TWO** distinct parts and as such it will be necessary to travel from one part to another ... and perhaps on more than one occasion. So make sure that you are certain that is what you want to do when the time comes and don't forget to **SAVE** your position to **TAPE** in order that you can load in your present status when you start the next part.

Throughout this game you will encounter some novel ways of transport ... there is a big **No.35 BUS**, a smelly old **STEAM-TRAIN** and even an exotic **AIRCRAFT**, but all of them will need some form of 'entrance-fee' to be paid first ... even if it is only a tatty ticket!

Use the commands **RAM SAVE** and **RAM LOAD** to store and recall a game position to and from the confines of **MEMORY** but always use the more normal **SAVE** and **LOAD** in order to commit a more permanent record to the storage on a blank **TAPE**.

HELP should (hopefully!) provide you with some clues in tricky situations but the best source of assistance will be a knowledge of other adventures and some 'lateral-thinking'.

A N N O U N C I N G



THE OBSCURE NATURALIST

F A N C L U B N E W S ' L E T T E R

The Obscure Naturalist could well be becoming the best supported adventure of all time - and why not - it was written for long term enjoyment and therefore merits long term support.

To this end, I have devised a fan club and monthly news letter to provide hints, tips and entertainment. The idea came about after I had received quite a few letters asking for help. I thought it would be fun to bridge the gap between all those people out there who are obviously enjoying the game.

The membership fee of £6.00 entitles you to receive a membership card in a plastic

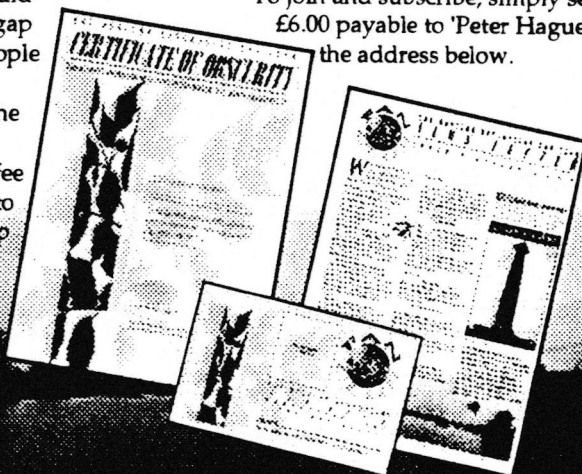
wallet, a certificate of obscurity to frame and put on your wall and twelve A4 newsletters, which will be sent out approximately monthly, though there may also be specials.

As members you will be able to contribute directly if you wish by offering any advice you deem useful.

In addition to this, there will be an item called 'Location of the Month' which will show you one of the real game locations in photographic form.

Get in on the fun and be a part of it. Your subscription will also encourage me to complete the follow-up to The Obscure Naturalist.

To join and subscribe, simply send £6.00 payable to 'Peter Hague' to the address below.



Peter Hague 32, Chancet Wood Drive, Meadow Head, Sheffield S8 7TR

GOBLIN GAZZETTE

ADVENTURE FANZINE

If you're a keen 8 bit or 16 bit adventurer here is a never to be repeated offer to anyone who hasn't tried Goblin Gazette before.

You may purchase a copy for just £1 (normal price £1.50) provided it is accompanied by a receipt for a Zenobi game purchased during the month of October. This only applies to new readers - I have kept records of everyone who has sent for one.



Goblin Gazette (G.G. to its friends) is a bi-monthly magazine offering reviews, hints, tips, letters, articles and all the latest news on what's happening on all the popular home computers.

Please note that from 30th November I am unable to supply back issues of G.G. so anyone who hasn't got them had better hurry and get them!

To order send a cheque or postal order

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OKLIB'S REVENGE

BY SUE MEDLEY

The story begins...

"Okay, lads," said the Sergeant, looking you and your fellow guards slowly up and down while you looked at the toes of your boots, shuffled your feet and wished you were somewhere else ... anywhere else. You just KNEW that Oklib was looking straight at you. "All I want is a volunteer to go and find this missing staff of the King's."

Even now, it's hard to believe what happened. When Oklib shouted, "Volunteer, one pace forward, now!" you suddenly felt a sharp <<jab>> in your arm and, startled, made a swift hop forward. Turning to rub your stinging arm, you noticed a strange absence of feet to either side of you. None in front either. But behind you was the Sergeant - casually repinning a medal, and you were left - totally alone - the 'volunteer'...

OKLIB'S REVENGE is available for the ST, Amiga and PC (3.5 and 5.25 disks). The 5.25 PC version is supplied in archived form for use on a hard disk due to the size of the finished adventure.

For your registered copy of **OKLIB'S REVENGE**, please send a cheque or postal order for £5.00 payable to: S. Medley, 9 Warwick Road, Sidcup, Kent DA14 6LJ. If you live outside the UK/Europe, please add £1.00 towards postage and packing.
All payments in Pounds Sterling, please.

MULTI-PARTERS by JONATHAN SCOTT

A great deal of adventures come in more than one part these days (well, on the 8-bit machines at least). There are three ways of tackling these:

- (I) Password to enter the next part
- (II) Saved data which loads at the start of the next part
- (III) Just let them use each independently, without the need for password/saved data.

Obviously, from an adventurer's point of view, (III) is very handy indeed. They don't need to complete Part One to play Part Two, as in St. Bride's classic Silverwolf. In this game you were playing FOUR different characters, two in each part. It's a different matter where you play the same character and the plot of the game is "linear" (that word pops up again!), i.e. Part One leads onto Part Two, etc. Most multi-parters are like this, where they obviously must use either a password or a "load data" system.

From a programmer's point of view, if he wants to create a "bottle-neck" in his game (as Ian stated in his earlier article), a password or data-load MUST be used. Especially if objects are carried forward into the next part. I utterly despise games where you must choose what objects you take into the next part ... It's such a boring, cumbersome business. It's NOT necessary to use a bottle-neck if you're sending them into the next part with object. Laying aside the Qull and GAC for a moment, I will concentrate on PAW.....

If the number of objects conveyable into the next part is reasonable (i.e. it isn't something like 30 objects), you can get up a number of passwords - like I did in The Beginning of the End - which depend on which objects you have. Say, there are THREE objects, namely:

a rusty old key (object 2)
a small knapsack (object 1)
a glowing lantern (object 0)

How many combinations of these objects are there. I hear you cry? Simply take it to the power of TWO - $3^2 = 8$:

	key	knapsack	lantern
1			
2			X
3		X	
4		X	X
5	X		
6	X		X
7	X	X	
8	X	X	X

The "X" refers to the object being in your possession. People who know anything about binary will notice a similarity between this chart of objects and a truth table! That's the way to code it.

If the last bit was Dutch to you then I'll try to explain it in Queen's English. Well, as there are eight different object combinations, there are obviously eight different passwords.

There are two ways to code this. The first one is fairly simple, but takes up a wad of memory and certainly isn't good programming practice! The second one is technical but is compact. Here it is:

You'll first need to add eight different verbs to PAW's vocabulary table, following on from each other, i.e. verb numbers 200, 201, 202, etc. Make an object chart like I did before BUT don't begin at number 1 ... Instead, start at zero. Verb number 200 should correspond to zero on your chart. Have a location with the description "Please enter the password", possibly location 0 or one that you go to after displaying the credits. The player must not leave this location until he has entered the correct password. The first two entries on the response table should be:

```
*   * {on the Spectrum}
-   - {on the Amstrad} AT 0 {check location}
                        GT 33 199 {1 less than 200}
                        LT 33 209 {1 more than 208, or the number of the last password
                        verb}
                        PROCESS 3 {or whatever}

*   * or -   -      MESSAGE 1 {"That isn't the password"}
                        DONE}
```

Process 3 should subtract 200 from the flag which contains the verb (i.e. 33) so to end up with a number corresponding to those on the object chart (see last page). Say passwords 200 and 201 are CASSANDRA and ESTELLE respectively, their object chart numbers are 0 and 1. 0 means you have nothing, while 1 means you have the lantern.

Here comes a more complicated bit. Examine the chart again (the one starting at 0) and, from the bottom, work up and note down the number of every "possibility" where only ONE object is held. In my example (starting from zero, of course) these are: 4 (key), 2 (knapsack) and 1 (lantern). Each entry in Process 3 should be in this form:

```
-   -      COPYOFF 33 250
-   -      MINUS 33 X
-   -      NOTSAME 33 250
-   -      PLACE Y 254
```

where Y is the OBJECT NUMBER (e.g. 0 for the lantern), and X is its number in the OBJECT CHART (in other words, 4). Do this for every object, starting at the largest (in the object chart), i.e. 4, 2, 1.

Finally, set any necessary flags and take them to the start location!

That's it. Couldn't be more simple, could it? For starters, this method makes it easier for the player to enter the next part without having to fiddle about with disks or cassettes until they find the correct one. As stated earlier, it's not really viable for games with a large number of objects ... too many passwords and too many entries on the Process table really.

Another thing. If you MUST use a "load data" technique, please have a "resurrect" or "automatic RAMLOAD" feature when the player returns to the beginning. It improves the game by adding to its features. What more could you ask for?

SOMA

(This is a perpetual story, each chapter being written by a different author, hence the title Story Of Many Authors. It began a long time ago and Chapter 3 was published in January 1993. Readers are invited to send in Chapter 5 and I will be pleased to print it/them as soon as space allows ... (Barbara)

Part 4 written by Damian Steele

The Traveller allowed Oda to rest for a few days in the relative safety of the cave. Being able to relax for the first time in too long, Oda spent much of the days puzzling over the enigma of The Traveller. Most of the time he was reluctant to speak, except for those times when he wanted information or to ask how she felt. Each morning, at the rising of the suns, he would be there, carefully watching over her, waiting with enough food to last the day. "Food" was often a Skinbuck or Caroob which he must of caught but Oda knew not when. At the end of the day she would lay down, safe in his presence.

Only once had she awoken and felt panic rising when she discovered him gone. Daring to step outside, Oda had spied The Traveller perched upon a rocky outcrop which overlooked the valley below. Feeling a little foolish at this - she knew she was quite capable of looking after herself - Oda returned to her slumber. On the fourth day Oda was much better and awoke feeling refreshed to find The Traveller waiting for her, his equipment already stowed away.

"Today," he said, "we move on. I have scouted both north and east of us and the enemy approaches." Oda noted the concern in his voice as he continued, "For some reason they are amassing more powerful troops. Perhaps they intend a major strike. Whatever the reason, today we go south."

In only a few minutes Oda was ready. The Traveller searched the cave, carefully removing all signs of their stay, before signalling for Oda to follow. The pair travelled at an easy pace, following a route which led both south and a little westward. Along the way they saw signs of the approaching enemy. Usually friendly faces in the villages they passed through looked on with suspicion and fear in their eyes. Oft times they encountered others on the road or in the low hills, all but a handful heading in the same direction, many carrying all their possessions with them. All Oda's attempts at conversation were either politely rebuffed or completely ignored, leaving her to puzzle out the mystery The Traveller presented on her own.

Suddenly, on the eighth day by Oda's reckoning, The Traveller changed their direction and headed westward. Although at first the way was easy, rolling plains soon gave way to low hills and then to the foothills of the Sparn Mountains. For three more day the ill-matched pair rose higher into the range, The Traveller pushing their pace more and more as they closed on the unknown destination. Several times Oda had to ask him to slow, her stamina no match for his.

Then, late in the morning of the twelfth day since leaving the cave, they crested a now blanketed ridge and stood looking down into the valley below. Her eyes widening, Oda sank to her knees and stared as the sights spread before her.

It was

..... your turn to continue.

BEASTS EXPLAINED

Grues are black beasts of the night
Inhabiting caves without light
Their methods don't vary
They grab the unwary
Gobbling them down with one bite

Trolls just pretend to be tough
Remember the Billy Goats Gruff?
Deciding to cook one
They took one and shook one
Till he shouted "Enough is enough!"

The Balrog's an ugly old fellow
His teeth are disgustingly yellow
An adventurer or two
He pops in his stew
And he never cares how much they bellow

Orcs are lazy, so it's said
Seldom getting out of bed
To minimise cookin'
Adventurers are stuck in
Between two thick slices of bread

The fiercest of beasts is the dragon
Consuming his Scotch by the flagon
When his spirits ignite
He sets things alight
Except when he's been on the wagon

Fairies are gently, not tough
Making all manner of stuff
Fairy Soap take the traces
Of dirt from our faces
Fairy Cakes; Fairy Lights; Fairy Nuff?

Taken from "Oh No. not more Adventure Poems"
by Mary Scott-Parker

I NAMED THAT SOLUTION

Many thanks to Jenny Perry and Ray Clayton who informed me that the mysterious game that started on a quayside is Interceptor's CRYSTALS OF CARUS.

My thanks also to Ken Chambers who told me that the one I fancied (because of the interesting collection of "treasures") is an Infocom game called Hollywood Hijinx.

ADDITIONAL SOLUTIONS

The following additional solutions are now on file. I'll only supply them for older games, but will gladly give help with the new releases by post or telephone. One 28p stamp per solution, plus one 1st or 2nd class stamp for return postage.

ALTER EARTH, ANOTHER BLOODY ADVENTURE, APPRENTICE (THE), BLACK TOWER (Zenobi), CASTLE DRACULA, CHRONO QUEST 2, CRYSTALS OF KINGS, FOREST (THE), GHOULIES, JUNGLE ADVENTURE (Amiga PD), LIFEBOAT, LOST IN TIME, PERSONAL COMPUTER WHIRLED (PCW), QUEST OF KRON, R.J.'s ULTIMATUM, RENDEZVOUS WITH RAMA, SORCERER (PD), SPANISH TREASURE, TERROR CASTLE, TEST (THE - 16-bit), WESTBURY MYSTERY.

BACK ISSUES OF ADVENTURE PROBE

I try to keep a small quantity of Back Issues of Probe in stock from **JUNE 1990** to latest issue and these may be purchased at the usual price of £2 per issue. If I can't supply from stock it may take a few weeks for your order to be printed.

HELP WANTED

Wanted, for novice, clear instructions for the GAC, also any adventure writing books and where they can be purchased. I have a Commodore 64.

Please write to Ewan McNee, 35 Graham Crescent, Montrose, Angus, Scotland. DD10 9BQ.

BRIEFS

Were Steve's Rock bottoms (July Issue) two cheeky? Mary Scott-Parker

CHRISTMAS SPECIAL

It is time for my annual plea for special contributions for the December issue of Probe. Last year it was a 40 page supplement - I don't know if I can do the same this year. If not the Christmas issue will be extra special with your help, so please send in your Christmassy poems, puzzles, pictures, stories, etc. I may offer extra copies for sale as stocking fillers.

SYRACUSE NEWS

Another month seems to have gone by too rapidly! So rapidly, in fact, that I still haven't managed to get my act together enough to put together another wordsearch. Instead, I've devised another little competition - see the foot of this column for details.

Only one of the winners announced last month has so far taken the time to get in touch and let me know which novel they required as a prize. If they haven't contacted me by the end of the month I'll ask Barbara to choose some alternative prize-winners.

I've been very busy this month working on 'Threads' magazine which should be ready by the last week in October (about the 23rd) and compiling a series of disks containing some very interesting Fantasy artwork which will be going on sale soon. At the moment its only available on the Archimedes but will be converted in the New year for use on the Apple Mackintosh. According to Dave Ledbury they could also be converted fairly readily for use on the SAM.

There seems to be a lot of chat in this issue about the two Roumanian computer enthusiasts who have been dropping letters asking for donations to all and sundry. The big question - are they genuine or are they in fact a dealer or dealers? Some more clues here that I've spotted lately. First, I received a postcard myself some weeks ago, you'll know the wording by heart now, asking for Spectrum hardware and software! Since then I've seen letters appearing in the various computer mags I subscribe to, the one that stands out in my mind was in the letters column of the October 1993 issue of 'Archimedes World'. (I think another appeared in the free classifieds of 'Computer Shopper' at about the same time. This letter was from Marin and had the familiar wording. So, between them (Marin and Tatiana) they are keen on Acorns, Amigas, Ataris, Commodores, PCs and Spectrums. Anyone seen them asking for anything for any other format? (This is not the competition mentioned previously!) I noticed, in the September issue of 'Computer Shopper' that there were one or two ads of a similar nature credited to Peter Sobiecki, Moscow....

Nowhere's safe! The Lucasfilms 'Monkey Island' style adventure has reached the Acorn range. A new 'graphic adventure' - "Simon the Sorcerer" is to be launched simultaneously on just about every format the manufacturers could think of INCLUDING ACORN. Actually the review of it in PCZone was pretty complimentary.

As usual its all very quiet on the Acorn adventure front so I'll just get on with the competition.

Basically, all you have to do is list as many words of 3 or more letters that you can make out of **BARBARA GIBB AFIO** - no proper names, foreign words etc. Send your entry to me at:- Words Competition, Lynsoft, 32 Irvin Avenue, Saltburn, Cleveland. TS12 1QH. The three readers supplying the most words will receive the prizes - filofiction novels as listed in the August Probe (let me know your preferred prize when you send in your entry).

AMIGA NEWS by star reporter Steve Clay

Special Reserve have Heroquest with data disk at a bargain £8.49. The game comes with thirteen quests built in and the data disks offers more, tougher campaigns. The initial quest is a straightforward escape from the maze and collect some gold on the way. The later quests are much more difficult. The game plays very closely to the board game from which it is derived and could be seen as a basic introduction to RPG's. If you have already played the first game then you may be pleased to know that Heroquest 2 has arrived and is much larger than the first edition. There is less freedom in how you tackle the quests. (Special Reserve price £16.99).

Apologies to Jonathan Scott. He is converting his 8-bit game "For Pete's Sake!" to the Amiga. He is waiting for High Voltage to get their Amiga version of TADS on the market.

Kings Quest 6 is being converted to the Amiga by Revolution, the people behind Lure of the Temptress. This means they will be a busy lot as they are apparently working on a futuristic adventure - Beneath A Steel Sky - that is, it is claimed, going to be massive. There are 5 sections and each will be bigger than the whole of Lure. All on one 3.5" disk (Just kidding!).

Special Reserve bargains. They have the Lost Treasures of Infocom for £20.49 for 20 titles (Not 1200 compatible). Just over £1 per Infocom title sounds like a definite bargain. US Gold RPG's Dark Queen of Kryn and Pools of Darkness are both available at £9.49.

Coming soon on the Amiga. Star Trek: I wonder if any game has been previewed as Star Trek? This isn't the ill-fated Mike Singleton version that hit the PC a few years back. This latest offering has combined running the ship with on-planet point and click adventure quests. When this product is to see the light of day is as much a mystery as how William Shatner could wear that wig! Jack the Ripper is set to appear on the Amiga shortly. The game was originally produced for the PC and the screen shots hint at a straight port across. The game will pit you as the detective investigating the crimes and apparently the authors have written in what they see as the true version and after a lot of research claim they may have solved the Victorian mystery! Smells of hype to me!

Jack the Ripper appeared in a recent issue of Strategy Plus. I mention this because I'd like to warn Amiga owners to tread carefully when purchasing this magazine. It carries the Amiga name on the cover, but inside there is very little to do with Amigas. I found one advert. that mentioned the Amiga and that was it. The article on Jack the Ripper was just an overview of the way the game was created and the business deals behind it. The magazine is expensive and very low on content and a good flick through before purchasing is highly recommended.

From Zenobi for the meagre sum of £3.98 (2 disks) you can play a graphic adventure called Starbase 13. The game has been written using AMOS by E.W.Clay [no relation]. The presentation is first class although the animated intro. is a little basic. You control a tall sprite who has the task of investigating the starbase in a bid to find out what has been going on. Your commander tells you that scans have revealed that there are three Slingons (Oh dear!) on the starbase. These are the first things you'll need to deal with using the shoot option. Not easy this as you need to point and click swiftly to avoid an early grave. You have several options but as with most graphic adventures these are limited. WALK, USE, TAKE, TALK, OPERATE are about all that you can use. There is no save option (that I could find) which means a lot of restarting. The graphics are quite good, in fact

better than the early Kings Quest graphics! The game can be niggly with the character crashing drunkenly into walls and doorframes. The examine command is a little sparse and could have been used to impart more information and point you in the right direction. The game overall comes recommended at the price and should give a few hours fun!

STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS STOP PRESS
Free on the cover of the November edition of Amiga Format will be Blitz Basic 2. This is a BASIC programming language that compiles before running. It is primarily a games language and Amiga Format are running a competition to see who can write the best game with it. Anyone who hasn't found a utility for writing adventures on their Amiga yet may like to try this, it will mean programming but there are lots of sources for help on writing adventures in BASIC.

NEWSDESK



Adventurers' Convention

It isn't long to go now - 23rd October - so don't forget to order your ticket now, although Vicky says that anyone who finds that they are able to attend at the last minute can pay on the door. Also, even if you are not attending, you should still complete and return the Awards Voting Form as soon as possible. Nice to see that this year they are all "home grown" categories where an award is really appreciated by the recipient.

Megapoints Competition

All you lucky readers (and others) who are attending the Convention will have a chance to enter this year's Megapoints Competition, written by Martin Freemantle. He has prepared a cut-down version of one of his new adventures and it should test even the best of you. Only £1 to enter on the day.

Tads for the Amiga

The Grue! telephoned me to say that he has just heard that the Amiga version of TADS is now being beta tested at the moment - hope I have spelt that right! This means that there is a definite possibility of it being ready by Christmas.

Zenobi Software - New Releases

Out Now - The House by Jack Lockerby; The Apprentice (128K only) by Jeremy Piper; Lost in Time by Laurence Creighton; Theme Park U.K. by Jack Lockerby; The Black Tower by Diane Rice; Crystals of Kings by Keith Burnard; all £2.49 (Spectrum tape), £3.49 (+3 Spectrum disc), £2.49 (+D Spectrum 3.5" disc), £2.49 (Amiga disc with free emulator - The Apprentice not available yet, but plans are afoot to up the capability of the emulator to cover 128K games). Travellers Tales (all 4 Phoenix adventures) £4.99 on Spectrum tape and +3 disc. Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX.

Atari ST Releases from Topologika

Just as I was thinking I would never play Return to Doom etc. I received the absolutely fabulous news that Topologika have now released Atari ST versions of Countdown, Return To Doom, Philosopher's Quest, Acheton, Kingdom of Hamill, and SpySnatcher all £15 each, and Last Days of Doom/Hezarin and Avon/Murdac at £20 each, plus £1 p&p first item then 50p additional items. Topologika have released all their games at the same time, and I think they deserve our support, after all they could have just converted one and then waited to see what sort of response they got before converting (or not converting) any more. They are a bit on the pricey side, but are of the very highest standard of adventure. I'm splashing out some of my birthday money on Return To Doom, an adventure I have been waiting to play ever since I discovered the BBC version wasn't compatible with my disc system.

All these adventures are still available for the BBC, CPC, PCW, IBM, Nimbus and RISC OS. Send cheque/p.o./credit card no. to Topologika Software, P O Box 39, Stilton, Peterborough, Cambs. PE7 3RL (Tel. 0733 244682).

From Beyond - Back Issues

In the August issue I said that I may be able to offer back issues of F.B. I am now in a position to take orders for issues 10 to 19, and the earlier ones will be available as soon as Tim sorts out the rest of the masters. I haven't had ANY request yet, not even for issue 19, so maybe no one is interested!

IN TOUCH

Wanted - Amiga Software - Scapeghost; Gnome Ranger; Ingrid's Back; Jinxter; Dungeons, Amethysts, Alchemists and Everything. Any Infocom and Level 9. Contact: Ann Bailey, 23 Eureka Road, Midway, Swadlincote, Derbyshire, DE11 7BNP (Tel. 0283 211201)

For Sale - Amiga games - Wonderland £8; Little Puff £3.5; Kwik Snax Dizzy £3.50; James Pond £4.50; Fast Food Dizzy £4.50; The Pawn £3.50; Cadaver £4.50; Secret of Monkey Island £6.50; Indiana Jones and the Last Crusade £5.50; Kings Quest 5 £8.50; Operation Stealth £3.50 (unboxed). All prices include 50p postage. Call Anna Scott-Parker on 06974 72253.

For Sale - Commodore 64C & Disk Drive (6 months old), complete with 40 blank disks - boxed, all leads, plugs, etc. Hardly used. Needs a good home. £100. Call Tim Kemp on 0603 661791.

For Sale - Amstrad CPC Software, tape and disc, all hardware for sale. Silly prices - I need the room! Owner emigrated to the 16-bit land! Contact Simon Avery, Hamlyn's Cottage, Old Exeter Road, Chudleigh, S.Devon, TQ13 0DX.

PERSONAL

To Damian Thanks for the games, been after them for ages! - Ann

GETTING YOU STARTED

SECRETS OF UR played by Lorna Paterson on an Amstrad

GO AFT, GET PARACHUTE, WEAR PARACHUTE, GO FORWARD, OPEN DOOR, JUMP, REMOVE PARACHUTE, E. S. E. E. GIVE PARACHUTE to native, FOLLOW NATIVE, ENTER PLANE, EXAMINE PILOT, GET FLARE, GET HIP FLASK, GO AFT, GET MACHETE, GET DINGHY, GET GAS MASK, GO FORWARD, LEAVE PLANE, E. E. N, N, E, ENTER HUT
.....

ISHAR 2 played by Grimwold on a PC

At the start, you face two blokes waving swords. Ignore them for the moment as you've only got one character. Head north and east until you come to some buildings. Also here are a few beggars, you can kill these for practice as they don't hit back (Ethics? Who needs it?), they also drop money afterwards sometimes. There's a well here which if you click on the handle, winds up to reveal something sitting in the bucket. I've not found a use for him yet. Go along one of the headlands leading off from here (check the map to see where) and you will find either a shop or an inn. The inns are useful, you can eat or sleep for a price (both increase vitality), and sleeping adds up spell points for magical members of your party). You can also recruit new members into your party here. Always have at least one magic user that can heal - you'll need it later on!

When you've got a party together, go to one of the shops and buy some food, a weapon for each character and, if funds allow, some armour. There are two shops on the eastern side of this headland, don't miss the second one! Remember to place armour on your character's body, and a weapon in his or her hands.

Now it's time to explore the island. Return to where you started and attack those two chaps. Save first, just in case you get zapped. If you're fit enough, go into the stone circle here and attack the man standing over the girl. Be warned though, he's tough! When he's out of the way, go to the girl lying on the ground. She'll give you a pendant just before she dies, note her words well.

If you've lost a character during this fighting, go back to an inn and recruit a new member.

Now, time to journey into the swamp a little. Beware of green men, they pop up from behind the trees and will attack you if you're not ready. To the north-eastern side of the swamp, there is a small meadow. One of your characters will mention that he would love a salad. This is a clue to a lump of greenery in the middle of the meadow that you can pick up. All through the swamp are black and white mushrooms that can be picked up. At the southern end of the swamp, there is a path leading up another meadow. Apart from a few green men, there is also a very nasty chappy living here who will attack you on sight. Don't run away, he's carrying a necklace that will be necessary for you to get off this island. When you've got that, you can proceed to the jetty at the south-western side of the island and prepare for the journey to the city!



THE EXTRICATOR played by Ann Castelow on a C64

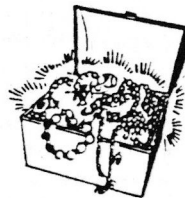
X SCARECROW (find and take spade), S, S, S, DIG SAND (3 times), ENTER TUNNEL, E, X SKELETON (find and take walkman and spanner), X WALKMAN (find cassette tape), W, S, S, TAKE WATER (carry it in the hat you are wearing), S, READ PLAQUE, UNSCREW BOLTS WITH SPANNER, W, W, X GLASS TUBE, FILL TUBE WITH WATER, TAKE WOODEN KEY, E, N, X DESK, X COMPUTER, INSERT TAPE INTO CASSETTE DECK, PRESS PLAY (make note of message "laser code = 6524"), E, N, X RUBBISH (find and take letter L), E, E, UNLOCK DOOR (with wooden key), E, X CUPBOARD, PUSH 6524 (find and take laser - must type exact input or will not recognize), W, W, W, W, W, S, W, W, W, S, DROP LETTER (in L shaped room - find and take red pass), N, INSERT RED PASS (arrive at "red sector" transporter room)

OKLIB'S REVENGE played on an Atari, Amiga & PC

Start at crossroads, I (wearing tunic, leggings and boots), X BOOTS, X LEGGINGS, X TUNIC, N and N (centre of forest), NW (outside a building where you see a giant), X GIANT and TAKE ROPE, N (inside giant's home), X ARMOUR and TAKE UMBRELLA, X UMBRELLA, E (guards' sleeping quarters), X BED and TAKE BLANKET, W, N (large hall), X CARPET, X TAPESTRY, U (east end of corridor), W, N (school room), X BOOKS, S, E, S (small bedroom - see doberman dog), THROW BLANKET OVER DOG, OPEN WARDROBE, TAKE CLOAK, X CLOAK (see pocket), X POCKET and TAKE BISCUITS, X BISCUIT, READ BISCUIT (Doggobix), WEAR CLOAK, TAKE BOOK. As you try to take the book the dog throws off the blanket. GIVE BISCUIT TO DOG, X BOOK, READ BOOK, N (doberman follows), E (lady's bedroom), X TABLE (see drawer), OPEN DRAWER, LOOK (in drawer) and TAKE LARGE KEY, W, D, E (dining room), TAKE IIT TORCH, W, S, S, S, S (crossroads), E, E (shore of lake), X SIGN, READ SIGN, TAKE SLEDGEHAMMER, X LAKE (see stepping-stones under surface), X STONES (note symbols - a clue), W, W, S (cliff top), X TREE, X BRANCH, TIE ROPE TO BRANCH, CLIMB DOWN ROPE (don't worry about dog, you meet him later), UNTIE ROPE from broken branch, E, N (small cave), TIE ROPE TO STALAGMITE. Before you go down, return S, W, and then W, X BOULDERS, TAKE ROCK, E, TAKE BRANCH, E, N, CLIMB DOWN ROPE

THE SPANISH TREASURE played by Barbara Gibb on a C64

You start in a place flying over Spain. SEARCH PLANE (find rucksack). A blip should appear on the radar screen! TAKE RUCKSACK. A light aircraft appears, shots ring out and your pilot slumps forward. OPEN RUCKSACK (find parachute), TAKE PARACHUTE and JUMP before your plane crashes. Now in field. Attack place lands nearby and the pilot is approaching. TAKE SHOVEL, DIG a hole and BURY PARACHUTE to get rid of evidence of who you are. The pilot won't bother you now. Go S to a road and DROP RUCKSACK and DROP SHOVEL (not needed again), go E along a track and E again to inside boathouse. EXAM CONTAINER and TAKE ENVELOPE, OPEN ENVELOPE (ticket falls out), DROP ENVELOPE, TAKE TICKET (party invitation), W, W, S, S (entrance to Count Drago's mansion). GIVE TICKET to butler who shows you into mansion. LISTEN (overhear important conversation), E



JADE NECKLACE played by Barbara Gibb on a C64 (similar on Spectrum)

Make careful note of details throughout the game and always wear the bullet-proof vest. You start in a seedy office and see pad next to telephone. READ MESSAGE. EXAM DESK (see drawer - locked). LOOK UNDER DESK (see bunch of keys). TAKE KEYS unless you already have them. EXAM KEYS. UNLOCK DRAWER. OPEN DRAWER (if necessary). SEARCH DRAWER (now have bullet-proof vest). WEAR VEST. E (corridor). N (by elevator). PUSH BUTTON (now in elevator). PUSH 1 (OK if wearing bullet-proof vest). PUSH G (for ground floor). N. READ SIGN. EXAM BOXES (your box is number 2). UNLOCK 2 (need bunch of keys - box is empty). E (special messenger arrives and hands you a letter). READ LETTER (from Mrs. Bannister). DROP LETTER. S. S. E. IN (by sergeant's desk in 35th Precinct Police Station). TALK SERGEANT. IN (captain's office). TALK CAPTAIN. OUT. OUT. W (burly man drops a wallet). TAKE WALLET. EXAM WALLET (find a yale key). DROP WALLET. N. N. W (outside casino). N. E. E (corner of 1st and 36th). TALK MAN (given information). N. N. W. N. IN (travel agent's). TALK AGENT. OUT. S. E. IN. START ENGINE (now on floating gambling boat). TALK FATS. D. EXAM (slot) MACHINE. FEEL SLOT (find coin). S. TALK CROUPIER. PLACE BET (need silver dollar). GIVE TIP. EXAM TWENTY dollar bill. N. U. IN. START ENGINE (now back at landing stage). N. IN. N (manager's office). say CREDIT CARD (need reference). S. OUT. S. S. S. EXAM TRAY. BUY MATCHES. W. W. S. S. S. S. E. IN. EXAM SERGEANT (he knows you). GIVE ME REFERENCE



MUMMY'S CRYPT played by Barbara Gibb on a Spectrum

You start on a narrow path. I (kerchief and boots, both worn). X KERCHIEF (see writing). READ KERCHIEF (eight coded hints). READ SIGN (abbreviations and credit). W. W (Ignore bag for the moment). W (quarry). N (by hut. see old man). TALK TO MAN (has an injured foot). IN (now inside hut). X TABLE and TAKE empty BOTTLE. LOOK UNDER TABLE and TAKE PIN. OUT. LOOK BEHIND HUT (note rope and ladder for later). S. E. E. S (dense forest). LOOK BEHIND TREE and TAKE SKIN (of wine). S. E. SE (grassy area by stream). FILL BOTTLE. NW. W. N. N. W. W (quarry). SEARCH QUARRY and TAKE PICK. DIG GROUND (too hard). POUR WATER (from bottle onto ground). DIG (soft) GROUND. DROP BOTTLE (don't pick it up again until your hand is protected). DROP PICK. TAKE KEY. N. IN. X WALL (find locked medicine chest). UNLOCK CHEST (not the right key but you open it anyway). LOOK IN CHEST and TAKE BANDAGE. OUT. BANDAGE FOOT and then FOLLOW MAN (he hobbles to the forest, note the word he mutters. He now removes the bandage which he keeps, and then returns to his seat outside the hut). GIVE SKIN

QUEST FOR THE HOLY SOMETHING played by Barbara Gibb on Spectrum

READ NOTE ("This message will self-destruct in eight seconds.") E. E (hear explosion). E. E (forest junction). E. E (outside The Prancing Ogre). S. S (back room). D (goblin's dungeon). DIG SAND (find small plastic package). TAKE PACKAGE. X PACKAGE. U. N. N. E. E. S (beside small brick building - Minion gives you some advice). E (inside building). D (bottom of well). TAKE COINS. U. DROP COINS (score improved). W. N. E (forest gate). E. E (west bank of river). PULL CORD (on package from goblin's dungeon). TAKE RAFT. DROP RAFT (into river). BOUNCE RAFT (across river). E (trees draped in web). PULL WEB and immediately go NE. PULL WEB. N (elvish clearing). X DOOR. FIEND (now in Elvenking's Hall). S (wine cellar). NE (dungeon). X SKELETON. TAKE DAGGER. W. X DOOR

OBJECTS AND THEIR USES

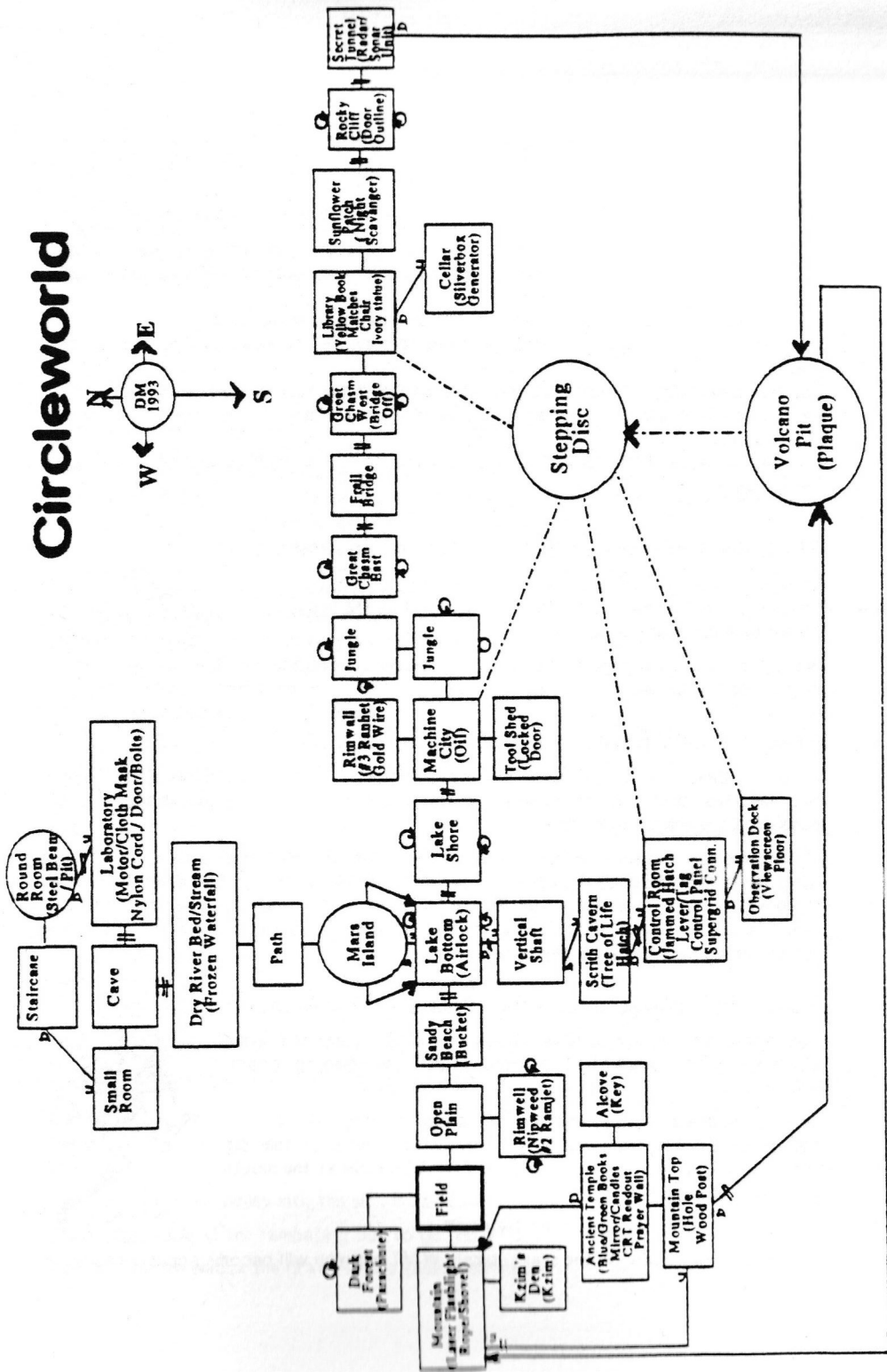
WITCH HUNT (Jack Lockerby version)

Compiled by Ann Castelow

Battery to power the torch
Besom (broom) sweep hearth, then ride it when in the dark cave
Bottle of champagne use to open rack before giving to apprentice
Bunch of keys opens huge double doors in hallway
Chopped wood drop on beach and light to attract mermaids
Cloak wear it and conical hat to get past monster
Coil of rope climb down both wells
Conical hat wear together with cloak to get past monster
Dial opens the safe
Hammer use with horseshoe and nails to shoe horse
Horseshoe shoe the horse
Iron bar wave to obtain nails from bottom of well
Kid gloves wear to pick up potion
Knife force drawer open in master bedroom
Match lights the chopped wood
Nails use with horseshoe and hammer to shoe horse
Padlock key opens padlock at small wooden building
Pair of boots wear to walk up zig-zag path
Pair of specs wear to see coin in pool
Pellet catalyst, put in cauldron after potion
Potion tip into cauldron before adding pellet
Sharp axe chop wood in woodshed
Silver coin give to apprentice to enter marquee
Spade for digging in the tunnel behind dresser
Stirring spoon stirs the cauldron
Torch never be in the dark again!
Wand wave to dispel illusions
Waterproof skin wear to go swimming in the sea
Witch's book throw at witch



Circleworld



HINTS AND TIPS

SPECTRE OF CASTLE CORIS played by Alf Baldwin on a Spectrum

Read the inscription on the shrine and on the altar after you have brushed away the dirt. Use the stepladder to examine the weapons in the hall. The cutlass will need to be examined closely.

Use the piece of wire to pick the lock of the wooden door in the passage.

Give the butler some sherry to make him tipsy then sing him to sleep so that you can get his pass key.

Use the stepladder to climb the chimney and search in the soot to find the amulet.

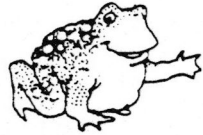
Examine the books in the study and find a bible which you will need later when performing religious rites.

Examine the books in the library and read the chapter in the grimoire which tells you about the Arcanus.

GRUE-KNAPPED played by Peter Clark on an Amstrad

In the cave you find a frog. Kiss It! Eughhhhhh! It turns into a princess.... That's new! Examine her and you will be the proud owner of a magazine. In this you find a free tape.

Wave the wand to see the scratches. Examine them to find the magic word which will get you out of the maze.



STAFF OF LAW played by Dorothy Millard on a C64

Sit on the bench and LOOK to see an old man then talk to him to obtain an amulet. You only need the torch from the rucksack. In the garden shed only the shovel is needed - the hammer and axe are red herrings.

In the cemetery examine the railings then get the loose one. You must prise the coffin open using the railing to obtain the cape. Dig beside the newly dug grave to expose a tunnel. Go down and get the skeleton key. Return to the cemetery, wear the cape and an exit opens to the northwest. Drop everything except the skeleton key and amulet before going further as you are allowed only two items.

KIDNAPPED played by Jonathan Scott on a Spectrum

Say "hello" to the farmer. Give the hay to the cattle and the farmer will advise you to wait at the crossroads until the Edinburgh coach passes.

Thread the needle with the cotton, then bend the needle to make a fishing-line. Examine the grass verge on the west river bank, then dig for a worm. Use the worm as a bait and CATCH FISH at the mouth of the east river bank.

To enter the house of Shaws, hit the door!

Whenever it gets dark on the stairs, simply WAIT and you will become accustomed to the darkness.



MAGICIAN'S APPRENTICE played by Peter Clark on an Amstrad

The route through the maze is as follows:- W. S. W. S. W. You should now be on the far side of the maze.

Strike up a conversation with the Ash Tree and it will welcome you to its branches. At the top of the tree there is something that your master wants. Take it to your hut and your problems will be over.



PRE-HISTORY played by Damian Steele on an Amstrad

In the first location be wary of standing in something unpleasant.

To entice a horse you might use sugar, but what would a Chamols want to eat?

Stuck with a Flathead? Try giving her a gift.

Food from the Leader may not be good for your health. Waste time around the Leader to get your chance to live. When given a gift, give one in return.

Be an arsonist to finish the quest.

If the slavers prove to be too much, get some people to back you up.

Before speaking to the Chief, give his wife a gift.

Old women are a very useful source of information.

Examine the water before thinking about drinking it.

Looking under rocks can produce great results.

If the first body is uninteresting, try another, and another, and another

Look down to find your heart's desire.

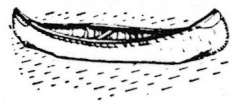
LIFEFORM played by Dorothy Millard on a C64

Make a bed for a key.

Lift the bench for a disc.

In the rubbish dump pull metal using the hammer.

Fish for the boat using the hook to reel it in.



UNDERCOVER played by Dorothy Millard on a C64

To get started burn the rope.

To go down in the world try swinging on the branch.

Use a liquid on the snowplough to melt the ice.

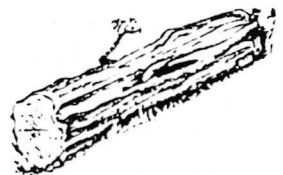
SPELUNKER'S TREMENDOUS CAVE ADV. played by Damian Steele on a PC

Get rid of the bull which guards the gully by replying that you are not there when he asks. He will believe you and leave because he is gully-bull.

Insert the old-style penny into the slot in the door to enter.

Throw the bomb at the rampaging bull to get rid of it.

Use the keys to unlock the grate. Down takes you inside.



LEGEND OF KYRANDIA Pt3 played by Ron Rainbird on an Amiga (1 meg)

Faeriewood - Almost as soon as you wander into this area, you will be concussed by a broken branch from a tree and when you regain consciousness, you will find yourself in the laboratory of a lady Alchemist. She will ask you to get some magic water from a fountain. Take some flasks with you and go 3 screens due West from her laboratory. Malcolm is there up to no good and will render the fountain useless by taking part of a set of surrounding crystal orbs. In order to return the orb, go to the Flaming Tree, travelling 2 screens South, 3 screens West and 2 screens North. Extinguish the flames with the use of Darm's spell, take the orb and return it to the Fountain. Now fill flasks and drink some of the water. This will affect your Amulet and enable you to combat certain spells cast against you. Take the water to the Alchemist, when she will spout a lot of very useful information, which should be noted.

Your next task for her is to get blueberries for a potion. These are at the Waterfall at the extreme Western end of this area, but when you return, she is gone. Shift the rug and find a trapdoor which leads to Woods behind the laboratory. Now you have to spend some time searching for gemstones and flowers. The gems are randomly placed so you just have to search, whilst while you should already have several flowers in your possession, you will have to go to the far Northeast corner to a Tropical Lagoon to find Red Orchids. Back in the laboratory and remembering the Alchemist's advice, you must experiment at making potions in the Cauldron.

Normally, a stone and flower of an identical colour will make a similar coloured potion which, when taken, will produce a definite effect. However, this doesn't always work, so keep experimenting. It can be fascinating and successful results are worthwhile. Now you must get the Royal Chalice.

Go West and South of the Fountain and use your Amulet (the Blue Stone) to release the Chalice. A Faun immediately whisks it away. Chase after it - due East - and, provided you have made a Purple Potion, drink it and - like Alice - you will shrink and be able to follow the Faun into his home. It is to be hoped that you kept the apple from the early stage of your adventures because the Faun will only trade the Chalice for an Apple. However, should you have eaten or dropped the apple, another can be found in the Woods via the trapdoor. You should now be ready for the final battle in Castle Kyrandia, so go to the Tropical Lagoon, drink an Orange Potion which will turn you into a Pegasus so that you can fly across the sea to Castle Kyrandia. Take heed, however! Once there, you cannot return (except by way of a "save" disk). (to be concluded)

CAVES OF DYANTY played by Damian Steele on a PC

How to get the six cubes - all directions are from the pedestal.

BLUE - NE, NE, N, W, S (need gloves, cable, radiation suit)

RED - SW, SW, E (need red keycard)

GREEN - NW, W, D, NE (need flashlight, magnet, crowbar)

WHITE - SE, E, SE, W, NE (need blue keycard, armour [worn])

BLACK - E, E, N, CLIMB LADDER (need laser gun, ladder[*])

YELLOW - W, W, NW, PUSH SWITCH (need coin)

[*] Note: due to oversight, the ladder is not actually needed when you climb it!!!



CHAMPIONS OF KRYNN Pt10 played by Ron Rainbird on an Amiga (1 meg)

PRISON OF NERAKA mapped on a 16 x 16 grid
1st fig. read left to right, 2nd fig. read top to bottom

Outline - Release imprisoned slaves and lead them to freedom.

- 0 - 0 Free a prisoner by fighting Centipedes.
- 8 - 0 Entrance via stairs.
- 4 - 2 Fight Mobats and free more prisoners.
- 12 - 2 Find a note to Maya from Sir Karl.
- 1 - 4 Fight Mobats and Rats - just for the fun of it.
- 6 - 5 More Mobats.
- 13 - 5 Tanis is supervising slaves freeing themselves.
- 14 - 5 Tanis is supervising slaves freeing themselves.
- 10 - 6 Tanis will give you essential information.
- 2 - 7 Prisoner being tortured, so fight men and rats.
- 5 - 7 Yet more Mobats.
- 9 - 7 For a change, fight Baaz and Kapak Draconians.
- 15 - 8 A guard post. Tanis will appear.
- 0 - 9 Way out. Dragons eggs here.
- 6 - 9 Fight Centipedes to get jewellery.
- 10 - 10 Free the slaves.
- 11 - 10 Kill guards to save more slaves.
- 13 - 10 Surprise attack. Try to kill enemy quickly.
- 6 - 12 Crucial fight against Prison Lord and his cohorts. Difficult.
- 9 - 12 Another guard post.
- 14 - 13 Torture Chamber - more slaves to free.
- 11 - 12 Women prisoners.
- 10 - 13 Grateful slaves.
- 3 - 14 This is the most difficult part of the location. Fight Green Dragons which are very deadly. This is the only way to the Exit.



ADVENTURE QUEST played by Ron Rainbird on an Atari 800XL

The giant doesn't like the sling when it has a missile in it.
Can't remember All Baba's magic words? "Open Sesame"
Unchain the Snowman, he will help you push rocks.
Throw the ruby at a fiend.
Can't get rid of the Djinn? Open the bag.
Enter the Pool.
Oil can be carried in a bottle.
To live underwater, use the lungfish - but drop it on land.
Stuck up the stalagmite? Use the rope.
To see in the dark underwater, net the jellyfish.
A hole underwater will carry things through to the end game.
Rusty door stuck? What are you carrying in the bottle?
Giving an eye to the one-eyed statue will get appreciated.
To retrieve the earthstones, cross the rope bridge, but on return when pursued by Ores, demolish it.
The dragon hates water.



CAPTIVE (review/hints) played by Mary Scott-Parker on an Amiga

At £6.99 Captive must be the best bargain around (if it's still around!) Incredibly, it comes on one disk and each game save disk holds about 9 saves. The only disappointment is the instruction book. It gives a whole new meaning to the word "cryptic" in fact I don't know why they didn't go the whole hog, and just print the thing in Mandarin Chinese (perhaps they did!)

You are in charge of four droids, who I have to say are a bit short on charisma. O.K. maybe naming them Tom, Tim, Sid and Stan was a mistake, on reflection, but it has to be said, they do lack personality. When the game has loaded, you are looking at the inside of a briefcase, which is a computer, controlling the actions of the droids. The first thing to do is to put the silicon chip, which each has in his backpack, onto the thing that looks like a brain (not that I've ever seen one) and then you can type in a name and bring him/her to life (or what passes for life in Droids). The spaceship, the Swan, needs to be put on course for the planet Butre (the flashing spot on the star grid). Home in on it using the direction arrows and find the land levo, before clicking on orbit. When you received the message that the Swan is in orbit around the planet Butre, click on land.

The planet, outside the base, is a primeval swamp, with some wonderfully realistic dinosaurs (how do I know they are realistic?) who will make mincemeat of the party, should they linger too long by the water's edge. Outside the door of the base, you will find a message from Ratt (the little Lego block), and this can be turned into a fortune. Pick up the message and return to the Swan. Orbit the planet and then land again. Each time you land there will be a new message from Ratt, and these can be turned into BIG BUCKS! Repeat this orbiting and landing 88 times (choose a day when you're not busy!) filling all the backpacks, hands and cursor with messages, and then enter the base and sell them in a shop, when you find one.

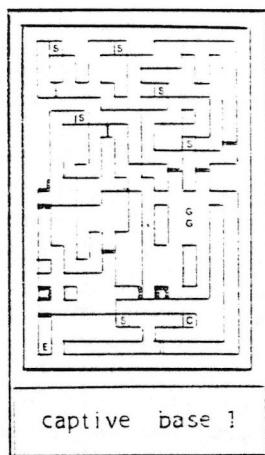
Inside, on some walls, there are little power sockets. These serve two purposes, first, placing the "finger" (don't try this at home children) into the socket makes it all sparkley and you can "throw" about 9 little electric shocks at an enemy. Make sure you aren't facing a wall though because the party won't like it much. Also remember not to touch anything with the sparkley fingers or it will be destroyed. Placing a droid's breastplate over a power point will re-charge the droid, keep clicking on the chest until he or she is up to maximum 99% charge again.

Some of the walls in Captive seem to be standing on ball bearings and this means they can be pushed. Place the cursor finger onto the forward arrow and click with the right mouse button. There are lots of interesting enemies in Captive, ranging from aggressive little Christmas trees to some truly revolting two headed dogs who wouldn't be out of place in a re-make of The Thing. The sound effects are excellent and the dogs in particular are quite blood curdling.

There are lots of little cupboards containing goodies scattered around and all the nasties turn into bags of gold when dead. The gold can be "poured" into one bag making it easier to carry. The idea is that you romp round the base, beating up the nasties, collecting the gold and then blowing up the generators, before escaping and heading for the next planet. Before you leave the base, you must find and kill the scientist, who leaves a codeword for the computer and entering this will release the planet probe, without which you cannot find the next planet. The planet probe must be put onto the star map on the ship and it will make its way to the next planet.

There are several shops on the base, all run by the same inscrutable Chinaman. The best buys, to begin with are the balls, which are handy little missiles and they come bouncing back. It's a good idea to fight enemies from a distance wherever possible, as the droids are a bit on the feeble side... well, to be frank they are a dead loss when it comes to hand to hand fighting. Experience is gained in points, which can be converted into skills. Improve Brawling skills first. Repairs to the droids have to be carried out by the Chinaman and although he runs an efficient service, he is not cheap.

As all the shops stock different items, it's a good idea to note down which stocks what, saving a bit of trekking around from shop to shop when you need to find something. As essential is No.2 optic, which is a route finder and will guide you back to the door after the explosives have been detonated. The dice are used to find the correct combination for opening the doors, rather than just pressing and guessing. Thankfully the doors are monster-mashers and can be hidden behind, although they will also mash and destroy gold if it happens to get in the way.



KEY

- E - Entrance
- S - Shop
- C - Computer
- G - Generator
-  - Moveable wall

GOLDEN SWORD OF BHAKHOR Pt2 played by Alf Baldwin on a Spectrum

When the serpent grabs your leg, thrust your sword into the hole to kill it. You will find Arkan-Ra's missing keyring caught round its head.

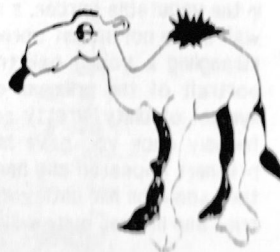
At the end of the tunnel, dive into the lake and make your way to the bottom of the well. The rope here is rotten, but you can climb the wall of the well and unlock the door before you lose your balance and fall back again. Eat the food to give you the strength to climb the wall a second time. Before climbing again, pull the rope to break off the bottom part and take it with you. It is still good in places.

Get a rock at the fringe of the camp and throw it at the cage in which the old man is imprisoned. The cage will tilt and descend and the old man will hold out a gold disc. Before he dies, he tells you that Mari-Am knows where his key is hidden.

The front of the pavilion is guarded, so enter by cutting a hole in the canvas at the back. You find yourself in the harem, Mari-Am is here and joins you. Hearing the noise, the guards rush in so go out and lift the trapdoor to hide in the well inspection pit. Mari-Am says she will wait for you in the desert, while you go and get her white camel.

Make a lasso from the good part of the rope and throw it over the white camel. The camel carries you across the desert, where you meet Mari-Am, then on to a cave. Get the old man's key hidden in the camel's saddle.

Give the three discs to Naran-Da, he tells you password for Part Three. Open door at back of cave with the key. A passage leads you into antechamber, now start part three.



SERIALIZED SOLUTION

JESTER'S JAUNT - a walk through by Jack Lockerby

(A Spectrum & Amiga (under emulation) adventure, designed by June Rowe, programmed by Paul Cardin, available from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX)

PART ONE - Your quest in this delightful game is to seek out and destroy the wicked witch Vilana and rescue Prince Yandor who has, unfortunately fallen into her clutches and is, at present, incarcerated in her castle.

You play the part of Eta, the youngest of seven brothers all employed in the service of Prince Yandor and Princess Charmain. Being the court jester and also the youngest of the brothers, fate, who must be laughing up her sleeve has selected you to effect the rescue and finish of the witch. Before you leave the palace you must say farewell to the Princess and your brothers. Unfortunately, in all the excitement you seem to have forgotten their names so the first thing is to examine that old Greek book that is kept in the library. In a small passage you stumble upon a key which unlocks the library door. Once inside you find the Greek language book and soon discover and note the names of your brothers, they are Alpha, Beta, Gamma, Delta, Epsilon and Zeta. You go to the Throne room and hit the gong with the hammer. The Princess appears followed by your six brothers. You greet each one in turn by saying their name and each one gives you a gift that will help you in your quest. The Princess gives you a model of Prince Yandor's winged horse, which only he can ride. She also tells you that when you find the Prince then you are to remind him to call Beauty (the winged horse) and it will appear. Your brothers give you a variety of gifts which include a first-aid tin, a cure-all pill, a potato chipper, a silk hanky embroidered with marsh flowers, a dog's whistle and a magical pie-dish. With your arms full you begin to look around the castle to see if you could find some kind of container that would help you carry some of these items. You find nothing until you examine the racks in the vegetable store several times and locate a basket, an apple and a pear. Putting everything in the basket you decide to leave the castle and explore the grounds before leaving for the outside world and all the dangers awaiting you! Travelling south and west you come across an ornamental lake and notice a lily pad in the centre of the lake. Crossing the lake you spot a brass key. However, the little excursion in the water soon has you shivering and shaking until you remember that cure-all pill one of your brothers gave to you. You eat the pill and "hey presto" you're fit once again. You search around for a locked door where you can try out your key. You soon find it! A garden shed just west of the main gate. Once inside you find a spade and an axe. Armed with these two implements you start digging and find a carrot in the vegetable garden, a rusty wheel in a gooseberry patch and a bone near the boundary wall in the northwest corner of the garden. You cut down, with the axe, the ivy that was strangling a young oak tree. Up the tree you found a coin in a recess. The coin had a portrait of the princess on one side and on the obverse were two hands clasped, the symbol of unity. Pretty soon a large dog impedes your exploration but he soon became friendly once you gave him that bone. As soon as you got past the dog one of your brothers appeared and handed you a saddle. Unfortunately, the pony wouldn't let you put the saddle on him until you remembered that ponies like apples. Giving him the apple did the trick and he was quite willing to let you ride him. (to be continued)

SOLUTION OF THE MONTH

DESMOND AND GERTRUDE (Delbert the Hamster Software)

Solution by Barbara Gibb on a Spectrum

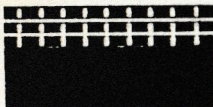
Your task is to ensure Desmond and Gertrude meet in their secret cave. You play both characters. input SWAP to switch between them. The simplest method is to get Gertrude to the cave, then swap and get Desmond to the rendezvous.

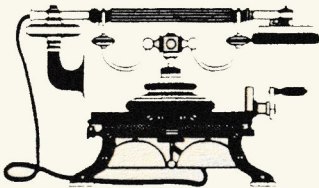
First, choose GERTRUDE option.

OPEN CUPBOARD and TAKE DRESS. COVER CAMERA (with dress - father can't observe your actions). N. E. S (master bedroom). X UNDER BED and TAKE BEDPAN. N. E. N (TOILET). EMPTY BEDPAN. FLUSH TOILET (fills hole encountered later in game). S. S (guest room). X WALL and TAKE BRICK. N. W. W. N. OPEN WINDOW (stuck). THROW BRICK and CLIMB THROUGH WINDOW (now on ledge). E (see guard below). DROP BEDPAN (knocks guard unconscious). W. S. S. E. E. D. E (kitchen). D (cook says dog stole key). W. N. SEARCH STRAW and TAKE ROPE. N (main gate). N (OK If knocked guard unconscious with bedpan). E (by collapsed bridge). W. W. N (field). SEARCH GRASS and TAKE BONE. S. NW (hut). SEARCH BED and TAKE MEAT. N (back garden). THROW BONE (dog chases it over the fence). SEARCH KENNEL and TAKE KEY. S. SE. W. S. S. SW (by green wall). THROW ROPE (over wall for Desmond). NE. N. N. E. E. S. S. S. E (kitchen). UNLOCK DOOR (need key). D (cellar). S and MOVE BARRELS (find secret passageway). E. N (see rats). DROP MEAT. NW (see hole if not flushed toilet. see pond if you did). SWIM POND. PUSH DOOR (now outside secret cave). N (inside to wait for Desmond).

Now SWAP to Desmond.

Start in a gutter. N. N. N. W (Hilda's home). OPEN CUPBOARD and TAKE walking STICK. E. S. S (end of gutter). PRISE DRAIN (need walking stick). D (in drain). TAKE TOUPEE. U. S. E. E (outside nightclub). WEAR TOUPEE. N (OK If wearing toupee). X TURNTABLE and TAKE ALBUM. X ALBUM (clue?). S. W. N. N. N (see German tourist). GIVE ALBUM (given frankfurter). S. E. E (cafe). SHOW FRANKFURTER and go S (into kitchen). X TABLE and TAKE cigarette LIGHTER. OPEN OVEN and TAKE STAKE. X STAKE (not the edible type). N. W. S. SE. TAKE ROPE (if thrown over wall when you played Gertrude). W. W. W. N. X MUD and TAKE PIN. W. N. N. N. X TOOLBOX. PICK PADLOCK (need pin). and TAKE HAMMER. S. S. NE. E. N. E. N. LIGHT BRAMBLES (need cigarette lighter). NE. S (top of cliff). HAMMER STAKE and TIE ROPE to stake. D to outside secret cave and N to finish If Gertrude here She seems to recognize Desmond even if he is wearing the toupee. true love! (106%) THE END





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Weekends - any reasonable time

JOAN PANCOTT

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ISLA DONALDSON

041 9540602 SUN - SAT Noon - 12pm Amstrad

BARBARA BASSINGTHWAIGHTE

0935 26174 SUN - SAT 10am-10pm Spectrum & BBC

BARBARA GIBB

051 7226731 Afternoon & Evening Various

VINCE BARKER

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LES MITCHELL

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Commodore, Spectrum

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