

ADVENTURE PROBE

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VOLUME 8 ISSUE 1



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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked **NOT FOR PUBLICATION**, or obviously just a covering note for your subscription, contribution etc.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:-

Barbara Gibb - Editor, Adventure Probe
52 Burford Road, Liverpool, L16 6AQ
England, UK.

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HALL OF FAME

Dorothy Millard, Phil Glover, Ellen Mahon, Nell Ashmore, Martin Freemantle, June Rowe,
 Steve Clay, Mandy Rodrigues, Jenny Perry, Lee Morrall, Jonathan Scott,
 Margaret Crewdson, Ewan McNee, Damian Steele, Frank Fridt, Sue Roseblade,
 James Waddington, Lon Houlston, David Jackson, Wynne Snowdon, Jo Wood,
 Vicky Jackson, Harold Dixon, Ian Osborne, Jack Lockerby, Ian Brown, Nancy Allan,
 Ron Rainbird, Larry Horsfield, Alec Carswell, Bob Bates, Julian Spragg, Vicky Campbell,
 James Judge, Darren Blackburn, Martin Scholes.

Special thanks to Adventure Workshop, Jean Childs and Venturesoft for the software,
 and Geoff Lynas who worked through the night to print the Christmas issue.

The front cover picture is by Allan Batchellor.

STOP PRESS - Does anyone have a copy of ST FORMAT for June '93?

EDITORIAL

Dear Readers,

I hope you all had a good Christmas. Thank you for all the wonderful cards you sent which really brightened up our living-room once all my files, computers and software had been moved out for a few weeks.

Dear Joan (Pancott) has asked me to thank everyone who sent cards and best wishes to her. Although she is now out of hospital Joan still has to endure painful and tiring physiotherapy, but her spirits are high and one day she will be back on her computer. Our thoughts are with you, Joan.

I wish to send a big thank you to the anonymous reader who sent me an envelope bulging with foreign stamps. My husband had a great time sorting them out, and the surplus has been forwarded to my daughter's school for a charity. I hope you don't mind this liberty but I felt you wouldn't object to the spares going to a good cause.

It is unusual for me to play an adventure on my Atari, but Jean Child's latest, WYSIWYG (see her ad.) is an absorbing and very playable adventure. The title is very apt because there are no location descriptions, instead you get a high quality illustration for each of the 57 locations, but responses are text, of course. Jean won't be surprised to hear that I am stuck at the snake having, at last, found all the items I need to enter the tower. I'm looking forward to taking up the challenge again, and I'll review it in the February issue unless someone else cares to send one in.

Vicky Jackson has just telephoned to say that this year's Adventurers' Convention will be on 22nd October at the Royal Angus Thistle Hotel in Birmingham. They have offered a larger room (with window) than last year's and the very reasonable rate means that tickets will be only £5 each. Accommodation at the hotel will be at the special rates of £33.50 (single room, B&B) and £29.50 per person (twin or double room, B&B) including service charges and VAT. Alternative venues were considered and although the room hire was often reasonable the accommodation charges were astronomical, and travelling was difficult and more expensive. Ticket application forms will be sent out nearer the date.

Now for some ideas on free or almost free publicity. With this issue you should have received a bookmark-size advertisement for Probe. They cost about 1p each so they can be almost "freely" distributed and is one of the ideas I'm trying to reach potential subscribers. Diane Rice suggested leaving ads. in waiting rooms (particularly psychiatrists') and on free notice-boards in supermarkets; and many of you have offered to approach your local computer shop. If anyone would like some extra bookmarks or A5 ads, please let me know. Another idea is to place ads. in Micro Mart and other widely-distributed magazines. Not many have classified ads. now, and anyway, if the ad. was for the magazine it would be considered "trade" and therefore cost from £7 to £13 per insert. Mark McDermott has offered to place a free ad. for "lost souls" (not considered trade) in several magazines and he will mention Probe in his reply. Another way is for authors to give Probe a plug in their adventures. Damian Steele has taken this literally in his latest adventure The Eighth Crime, and has given mentions in other adventures. I know Mandy Rodrigues and Debby Howard often mention Probe in their "glossy" columns, for which I am very grateful because I know this brings in enquires, some of which result in new subscribers. Software distributors do their bit, so thanks to Jack Lockerby, Larry Horsfield, Martin Freemantle and Jason Mackenzie. Bye 'til next month. Barbara A.F.I.O. Hon. Member

LETTERS

From Jo Wood of Rooley Moor

I just want to thank you for the Christmas issue of Adventure Probe received today well in time (20/12/93) - very impressive issue but some of those puzzles are difficult - will you be printing the answers?

I would like to say a big thank you to Ellen Mahon who sent in the tips for getting you started on 'A Day In The Life Of A Tupperware Salesman' (Probe, Nov. '93). I just couldn't find out how to get the milk from the cow having sorted out the other puzzles. She has shown me how stupid I was being and that in any adventure you should EXAMINE every place you go - somehow I missed examining a path and so got stuck. Anyway, now I can progress!

I do understand the frustration of adventure writers when they don't feel there is a big enough market for their games - I must admit I have built up a big library of adventures for the Amstrad more quickly than I might (i.e. I can't play them as quick as I buy them!) simply because I worry that they won't be available for much longer as people move on to the 16 bit machines.

I got my original Amstrad CPC in 1986 and I've stayed with them ever since as I can do all I need on my computer including desk top publishing so I am not likely to change. In fact my attitude is that at least I will have plenty to occupy me when I retire! So all you adventure writers for the Amstrad today will probably be enthralling me in years to come!

However, I do accept that the youngsters of today will want the challenge of the bigger computers and perhaps this is as it should be and perhaps those of you finding the markets drying up on the 8 bit machines will find new ground to break with the 16 bit ones as Simon Avery has. Be that as it may, I would like to say a personal thank you to all the writers of adventures for my Amstrad (Bob Adams, Steve Clay, Mandy Rodrigues to name but a few of those whose adventures I have played and found challenging) and long may the 8 bit adventure scene live!

★

It seems most of you received your magazine before Christmas. I'm sorry I couldn't get it out any earlier to ensure even the overseas readers had it in time, but it's a mammoth task getting it out every month and then it's at the mercy of the post office whose speed of service seems to vary from area to area even here on the mainland. Yes, the answers to most of the puzzles will be published, probably in the February issue. If anyone has solved the Gas/Electric/Water puzzle I will be pleased to know how it is done - my family get stuck when they try to make the final connection.

I also try to buy as many adventures as possible when they are first released, and this has paid off when you consider some are no longer available. I bought all the Global, Compass and Guild adventures and although I haven't played them all, they will be there in my old age. Most authors don't ask for monetary reward, but they do like players to *buy* and play their games. I'm only just discovering the Amstrad-only adventures so still have lots to buy. With so many others now being converted to other machines, I hope players will appreciate the time and effort that has gone into providing the basic ingredient for their hobby and give it their full support. (Barbara)

From Bob Bates of Burton Joyce

A few months back, in the 30th September issue, James Sheet of Micro Mart, suggested that he might write a few articles on adventures and adventure writing so long as sufficient people wrote in to support the idea.

Perhaps Probe readers might like to drop him a line c/o Micro Mart, Richmond Road, Olton, Solihull, West Midlands, B91 7RP. If you write a long letter to him he would appreciate the text as an ASCII file on disc but this is not essential. Micro Mart does not seem to be widely available in small Newsagents but, in the Nottingham area at least, can be found in W.H.Smiths. If not, try an order at your local newsagent.

★

Many thanks for the suggestion, Bob, which I have every intention of taking up. I also have great difficulty getting a copy of Micro Mart and if I'm looking for a particular item I have to make a longish journey into the city centre to the large W.H.Smiths shop, and ensure it is on the day of publication otherwise anything I am interested in may have already been sold. I hope authors and players *will* write to James Sheet. I'm sure a shortish letter will suffice, quantity is what matters, I think. So put ink to paper and get writing/typing, let someone with a large readership know of your interest. (Barbara)

From Frank Fridd of Chestfield

Two years ago I wrote a series of articles in Adventure Probe about the parser routine I use when programming my games. With one exception I have never heard whether or not the series was of use to anyone in development of their own game. I would be very interested in hearing of anyone who has been helped by the articles, on which machine, and what parts of the parser had to be changed.

Please feel free to write or 'phone (up to 10.00 pm any evening). My telephone number is 0227 792587 and my address is 107 Primrose Way, Chestfield, Whitstable, Kent, CT5 3QN.

★

I checked back issues for Frank's article "Write Your Own Parser". Part One was published in November 1991 issue, Part Two in January 1992, and the third (final) part in February 1992. Frank writes adventures for the Amstrad. I've reviewed his most recent game in this issue and I was very impressed with the speed and versatility of the parser. If you have any interest at all please write to him, I know he will be delighted to hear from you. (Barbara)

From Steve Clay of Ellesmere Port

In the review of Hall of the Dwarven King in the December '93 issue of Probe it was mentioned that the game was an infringement of TSR's copyright and that it was a good thing that the author had put it into public domain. The fact that the author has put the game into the public domain is of no importance as he has still stolen the property of TSR who, if they felt in the mood, could sue the author for breach of copyright. They probably wouldn't, but they might think about it.

★

Thanks for the warning, Steve. (Barbara)

From Vicky Campbell of Woodside Park

In reply to Jon Lemmon's comments about people only being interested in his adventures now that they are unavailable. I am fairly new to adventuring, so I couldn't buy his games as they were released, so, when I got a Spectrum emulator for my Amiga I bought The Lost Tomb of Ananka. I really enjoyed "Ananka", but now I won't be able to play any of his earlier adventures, much as I would like to! There is quite a lot of interest in Speccy emulators at the moment, so I'm sure there must be other new 16 bit owners who would be interested in 8 bit adventures. It seems a shame that Jon's adventures will now no longer be available, not even as PD.

★

Indeed, Vicky, I have made further enquires to the publishers who had approached Jon with the view to taking over his catalogue, and I'm told that no further progress has been made. My information is that Jon has a provisional agreement with one of the publishers but nothing has been signed. If there is a problem over obtaining original versions and associated paperwork, I'm sure I can rustle up most of what is needed, so please, let's hear some good news very soon, or put us out of our misery. (Barbara)

From Jack Vander White of Sacramento, U.S.A

We publish a disk magazine aimed at [Commodore] 64 users and also market PD/Shareware and original programs in the U.S. We are interested in hearing from those who have programs of any sort that they would like us to market in the U.S. for the 64/128 or PLUS/4.

We offer cash payment terms by mutual agreement for original programs we can market. Usually at an agreed \$ price for each disk sold. Some prefer to work out trade agreements for American software. We are quite flexible.

We also solicit programs and articles for the disk magazine. We do not offer cash payment for these but rather work out a tradeoff of subscriptions or software from our catalog.

I hope that we can prevail upon your good graces to publish a notice of our interest in your magazine.

I am enclosing a copy of our latest demo issue that has just been released. I hope, in turn, that you will see your way clear to send me a copy of your magazines. The articles in the demo give you a history of our magazine and a pretty good idea of who we are.

I hope to hear from both of you ladies and your readers soon.

★

The above letter was also sent to Marion Taylor, editor of Red Herring, and between us we should reach most of those readers who may be interested.

As stated, the disk magazine, called Cee 64 Alive, is aimed at 64, 128 and Plus/4 users. The demo disk is well presented, entirely menu-driven and contains masses of information. It will be of particular interest to anyone involved in programming, but various articles are written in layman's terms without talking down, so even I could follow most of what I was reading, and there is an adventure section written by Australian Heath Kirby Miller.

Jack has stated that the demo. disk can be freely distributed, so if you are interest and have a C64 with disk drive, please let me know and I will send you a copy.

If you wish to contact Jack Vander White, and I'm sure a few of you will, please write to Cee 64 Alive, P.O. Box 232115, Sacramento, CA 95823, U.S.A. You could mention Probe so that he knows I have published his letter.

As requested, I forwarded copies of Probe (October and November because December's wasn't ready) but as yet I haven't received a reply. The Christmas postal rush may have held it up, so I haven't given up hope that he may answer my letter offering any help he thinks I can give. (Barbara)

From Julian Spragg of Aylesbury

I thought I would just let you know of my experience with Zenobl Software. I recently ordered the Amiga emulation version of Theme Park UK. Zenobl, accidentally, sent me the cassette version for the Spectrum of this game.

Upon returning this to them, not only did they promptly replace this AND write a letter of apology, they sent me a free copy of Theme Park USA, which isn't yet released according to John Wilson's letter. Needless to say, John has just won himself a loyal customer.

*

Zenobl Software are noted for their excellent service. Julian, and I'm very glad you are playing some of the Spectrum games on your Amiga. Almost all of the Zenobl Spectrum catalogue has been converted to run under emulation, so don't miss the reviews of their new and older games in Probe.

I'm sorry the program I sent to you for review crashed on your Amiga. If you would like to try either Time Runner (arcade game) or Black Dawn (graphic adventure) please let me know. (Barbara)

From Damian Steele of Paignton

I would like to join in the current round of grievance airing with regard to Tony Collins.

As many of you will know, I have been writing adventure games since the beginning of last year. With The Guild being the only Commodore publisher for adventures I sent a number of them to Tony who agreed to publish them after the signing of a formal contractual agreement detailing - amongst other things - royalty rates per copy sold.

To my knowledge, before Tony handed The Guild over to Jason Mackenzie, he released at least four of my games onto the market. These were:-

Billy Barker in Walesville, Billy Barker's TV Hell, Because of a Cat, Og the Great (3 parts)

At the end of July I received a letter stating his intent to hand over The Guild to Jason and promising royalty payments on the 1st October.

As yet I have received nothing.

I am aware, after speaking and writing to a number of games players, that copies of my games have been sold and that some money is owing to me. Unfortunately I have had no success in contacting Tony to find out when payment will be made.

I am currently in contact with my local Citizen Advice office who have suggested that I try to find out if any other authors have had the same problem or anyone has bought copies of my games from Tony.

If you can offer any information or assistance I would be pleased to hear from you as I intend to pursue this matter as far as I can.

I feel it is important to do this, not only for the money, but to prevent the adventure games market from drying up as well. It came as a blow to realize that my publisher seems to be trying to rip me off. If that was the reward for hard work, I was close to deciding to give up. It is only the support of Barbara Gibb, Simon Avery and a few others that had stopped yet another games writer from leaving the scene. If I felt that way, I am sure that there are others who have felt the same.

★

Damian, I'm sorry you still haven't heard from Tony, complete silence is very worrying. I honestly can't think of anything new to say, so I urge anyone in a similar position to write to Damian at Flat 2, 4b Fenton, Southfield Rise, Paignton, Devon, TQ3 2NE. I am very pleased to see that you *haven't* given up writing, and I'll take a look at your latest adventure, The Eighth Crime, as soon as possible. (Barbara)

From Mandy Rodrigues of Llandudno

It was rather unfortunate that John Wilson decided to use my letter - which was on a completely different subject - to launch his recent attack on Tony Collins. I feel that I must make it clear to everyone that, although my name was mentioned, I had nothing whatsoever to do with the remarks and opinions expressed in John's letter. How other people run their lives has nothing whatsoever to do with me and I wouldn't dream of making any comments. John's letter was most unfortunate to say the least and I was so sad to see it in Probe.

The saddest result of John's letter was the fact that really nice people like Phil and yourself felt the sudden - and most unnecessary need - to write in and justify themselves and the way they conduct their business. I have to agree whole-heartedly with Bob Adam's letter in the last issue. Don't take his warning too lightly, Barbara, about libel charges etc. I nearly came to grief when I printed a reader's letter about the lack of response to software orders from a software shop. Another Probe reader was having similar problems and rang them up to complain and actually quoted from the letter in Probe to emphasize their point. They caused no end of trouble for me for months and I only escaped a lawsuit because the firm went out of business and vanished completely from the software scene. I know for a fact that it isn't just the people who make accusations that get hammered - sometimes they actually come out of this kind of thing smelling of roses - it is the magazine that printed the article or letter and the person who does the publishing for them that gets sued and no disclaimer makes the least bit of difference under the law. It would be a great pity if you and your publisher were made the scapegoat as a result of John's letter.

Bob also commented on the poor sales of the Atari ST and PC adventures despite the fact that people were bemoaning the lack of text-only adventures on 16 bit. What's the matter with folk? Is the ridiculously low price putting you off? I can assure you that Bob's adventures give much more than value for money. Maybe it is the titles that put you off? I don't know why that might be - after all, what's in a title?

Grue-Knapped, Heivera and The Test are all thoroughly enjoyable adventures full of humour, devious puzzles and hours of fun. For goodness sake, if you haven't yet tried one of them then give yourself a treat. We all fear that adventures will vanish from the face of the earth and we will be left without any fodder for our computers but how can we expect authors to go on producing adventures for us if nobody buys them? At least give them a try - you have absolutely nothing to lose (apart from a couple of pounds) and so much to gain. Go on, treat yourselves - you'll be most pleasantly surprised.

The letter from James Waddington had me puzzled all the way through. Reading through his letter and trying to make sense of who is attacking who and who is doing the dirty on someone else left me quite exhausted. I had never heard of his publication before and have to say that, after wading through his letter I think, if that is the style of content of his mag, then I personally would find it rather unappealing. He states that the garbage being written about him is damaging to his magazine. Sorry to say it James but I think you are doing more damage yourself writing letters like that!

May I take this opportunity of wishing all Probers a really Merry Christmas and a very happy and prosperous New Year. I hope that 1994 will be a much better year for everyone and will be filled with Troll bashing and not adventurers bashing. If anyone feels the need to take their ill-feelings out on someone then please let it be a dragon or a troll or a knife-throwing dwarf instead after all that is what they are there for - and best of all - nobody gets hurt.

★

Many thanks for the timely warning, Mandy. At the time of publication I thought all the letters were relevant, at least to those closest to the subjects discussed. [I hope trolls, dwarfs, and dragons can't read.] I obviously have a lot to learn about editing a magazine, and bow to your knowledge and bitter experience, and now call a permanent halt to letters that come within ten miles of being libellous.

I also whole-heartedly endorse your comments about the 16 bit text adventure scene. I am bewildered as to why players don't buy games that seem to me to be of excellent quality. Bob Adams, Ken Bond, The Grue!, Jean Childs, Sue Medley and Geoff Lynas to name just those 16 bit authors I know, have all sadly admitted to low sales, which doesn't give much encouragement to Steve Clay and others who are in the process of writing for 16 bit computers. Has anyone an explanation? (Barbara)

From James Waddington of *Spellunkler*

I, James Waddington, would like to apologise to both Terry Taylor and Ian Brown for any allegations that my recent letter could have been seen to have levelled at them.

At the time of writing the letter, I was unaware that both Ian and Terry had been named in a leaflet that had been distributed publicly in From Beyond.

I did not intend to aim any of my criticisms specifically at Ian or Terry and I now admit that some of my criticisms were maybe not 100% valid, due to misinformation.

However, I still maintain that the criticisms about the treatment of David Ledbury are worthy and my treatment by Alec Carswell was wholly unfair.

★

From Sue Roseblade of St. Neots

The November issue of Probe, which popped through my letterbox this morning, has moved me to write in defence of just about everyone and everything! It brought very mixed feelings about the adventure scene, feelings of irritation and of sadness mainly - but I hope to end on an optimistic note.

First of all, Bob Adams' letter regarding adventure sales raises issues that we hear over and over again and my heart goes out to all homegrown software producers, not just 16-bit authors either. I'm losing count of the number of times that I've been told by an adventure author that a surprisingly large number of people openly announce that they have played his/her game, when they know full well that they have never sold it to them.

Bearing in mind that several people have been required to playtest a game and that all the magazines have been sent review copies, it stands to reason that a few people will have played it at the outset, but the author will know who these people are. However, even remembering that the adventure scene is very small, the pathetic number of copies sold must mean that people are almost all either playing second-hand or, well nuff said.

I am not against buying second-hand software in the least especially oldies but, when recently released games such as Bob's only cost £3 in the first place, the adventure playing public must stand accused of being very unsupportive.

What can we do about it? Easy. Buy your text adventures up front and pay the full and enormous price of £3 or £5. All adventure authors put an enormous amount of work into their products, making very few pence profit (if any) on each copy. The least you can do is encourage them with your support. In response to John Wilson's letter, he does have a good point but when is he (and certain other people) going to realise that one should not comment on other people's business, be it financial or moral, unless you are in full possession of all the facts. I'm not, so I won't. I'm quite horrified that his remarks have forced totally honest people to feel that they have to defend and justify their personal affairs in the pages of Probe.

Similarly, regarding the complicated set of events arising out of the departure of From Beyond and other matters, discussed in James Waddington's letter - there again, it demonstrates that we should guard against sounding off over that which we know little about.

Complaints about unanswered letters, unfulfilled orders and unreturned cheques are quite another matter. After all, these are the true facts, based on first hand experience and the victim is quite justified in letting everyone know about them.

The sad demise of Goblin Gazette reminds me that I haven't properly informed the readers of Probe about recent events within my own camp - The Adventure & Strategy Club. For the uninitiated, I have been the editor of the Club's magazine since its beginnings in 1991. The same old story applies I'm afraid. Due to a series of personal problems which I won't bore you with (send an SAE for the unexpurgated version!!) I had to give up my position as editor in October. As the Club is run by a team of three, my partners Hazel Miller and Geoff Hyman were able to produce the next issue without me and now a new editor has been appointed.

My own involvement with the Club continues, on a somewhat less industrious level. I am still a "working" partner and am still involved in producing most of the 8-bit content of the magazine. I now have a bit more time to play adventures, which is wonderful.

Producing a magazine is extra-ordinarily time consuming (and cash consuming as well). Sue Medley, Marlon Taylor and Barbara (plus Les Mitchell and Tim Kemp) will all know what I mean when I say that it is practically a full time job and we make nothing financially out of it whatsoever. We all, without exception, do it for love, often digging into our own pockets to keep the thing viable. As we all do it for love, therefore we are not complaining - well not much anyway!

It was lovely to read that Wynne enjoyed the Convention so much. There are at least 40 people who are absolutely determined to have one next year, wherever it may be. I'd like to say hello to everyone who was there. Also like to say I missed you, to - Barbara, Neil Shipman Julian Gregory, Ian Osborne, Stuart Whyte, Sharon and Lynne, Anne Borland, Dave Barker, Jackie Wright, Tom Frost, Ian Brown, Jack Lockerby, Scott Denyer and of course Joan Pancott (Hope I haven't missed too many!) All of you, I know, had very good reasons to miss out this year.

The 1993 Convention was, nevertheless, as enjoyable as ever. So think how much better it will be this year if all of you can make it again as well!

★

I agree with Sue all the way. Home-based software houses and individual authors are very generous and often send me review copies of their games. If they didn't I can honestly say that I would buy them myself. I have always supported the small homegrown companies as it didn't take me long after getting my first Spectrum that they were the ones who produced what I wanted, at a very reasonable price, and usually with quick and courteous service. This still applies, and I endorse Sue's plea for players to buy directly from the original publisher whenever possible. Does anyone know of outlets not already mentioned in Probe?

Yes, being in soul charge of a magazine is very time consuming and I can understand Sue needing more time to devote to personal matters. Best wishes for the future, Sue, and long may you continue to enjoy adventuring.

I've only hear "off the record" comments about this year's convention, so I'll wait until someone writes in officially rather than run the risk of speaking too soon. (Barbara)

From Phil Glover of Hall Green

Many thanks for the new Adventure Probe. Don't worry too much about not including my letters, as editing a magazine is a bit of a juggling act. If I manage to write anything you consider interesting, bung it in whenever you choose. I suppose the only time letters need to be published promptly is when they're related to some current, or forthcoming issue. Many letters can be held back a bit if others need to take preference.

One very interesting letter in the new Probe is the one from James Waddington. I know of a few people involved, and I hope to keep well out of what seems to be an unpleasant mess, with many accusations and half-truths being stated. I believe that many of the grievances that some people have against others may be down to organisation and inefficiency, rather than intentional misconduct. I hope the problems can be resolved amicably soon, otherwise more ill-feeling will be generated. It's very sad to see people who support the Spectrum accusing each other of all manner of things, when we should be helping each other to make the most of what is left of the Spectrum scene.

The Adventure Probe readers have always struck me as a friendly and helpful bunch, and I hope the current squabbles involving a handful of people don't spread as we should be helping each other, not fighting each other. If more coverage is to be given to whatever strange things are happening, I hope we hear more facts, instead of rumour and accusations.

I must admit to feeling a bit depressed after reading James Waddington's letter. I'm almost afraid to discuss the subject with some people in case I seem to be taking sides in this peculiar quarrel. Enough of this gloom and dismay ...

Yes, please feel free to add me to the Adventure Probe hotline (SAM only!) [details on back page Barbara]. I'll do my best to help whoever calls, and I hope to get full solutions to the SAM adventures as soon as possible. Once I've typed them up, I'll send you copies for the Probe solution service.

I'm currently playtesting a new SAM adventure entitled TRUEFAITH which looks promising, but it opens with a maze-like sitting (Boo! Hiss!) but it isn't as bad as some I've come up against. It's by David Haire, and he's already planning another two games, as they'll make up a trilogy. More news after the New Year

I'll write again if I have any more news or information. I'm still working on issue 13 of our club disk, which is running a bit late, but I want it to be as good as we can make it. Despite one or two rumours I've heard, our SAM ADVENTURE CLUB isn't closing, we're just putting our magazine on ice. We'll still be active, so if any PROBE reader buys a SAM, I'd be only too glad to hear from them, and help inform them about the club.

*

It is always a pleasure to hear from you, Phil, as your letters are particularly clear-thinking and informative. I really appreciate you keeping everyone informed about anything associated with the SAM - It is as good as having a SAM column in the magazine, hint, hint! Anyone who has a SAM and hasn't already joined the SAM Adventure Club should give Phil a call - telephone number and times to ring are on the back page of this issue!

I seem to have become a spokesperson in the quarrel between James Waddington, Andy Davis, and Alec Carswell. I too hope they can "bury the hatchet" but not in each other. I've published letters from James, Alec and the IEBA in this issue, and hope, like you, that things will now settle down so that everyone can work either together, or apart, and not at each others throat. I won't publish any more letters unless I think it is in the readers interest. (Barbara)

From Alec Carswell, editor of Newsdesk

After reading the November issue of Probe, James Waddington's letter has prompted this reply from myself (the person who he was referring to). James wanted me to produce specific examples in your pages. Well, I attempt to reply to his letter in full and at the same time give you some information on what has happened since.

I run VENTURESOF and SAFE/NEWSDESK (which now incorporates "What Now?") and over the past few years I and J. Waddington have been good friends until recently that is! I believe the situation started upon receiving a letter from Andy Davis (he of Alchnews and ZAT fame).

Andy said "Zenobi are dominating the adventure market and because of this, they're the most disliked organisation around." He went on and told me "The Spectrum market is shrinking daily. It seems I am now in possession of the largest readership! I have my own customers, plus SPELLUNKLER, CHIC, SINCLAIR NEWS, FORMAT, ZAT, B.G.SERVICES, MGPD, ROS, SAM PRIME, RAS, OUTLET, etc. etc." This upset me and made me angry, very angry.

I for one know how much John Wilson of Zenobi Software has put into the Spectrum scene for the last 7 or so years. To be honest, I don't think there would be any adventure games available for the Spectrum today if it hadn't been for John, and I think some people forget that he's got a family to feed! Okay, I suppose there would be a few adventures around for the Spectrum if Zenobi wasn't here today but he's published some brilliant games in the past and he wouldn't have survived for as long as this if he was one of the most disliked organisations around. He's continually helping others including other software houses and fanzines and I personally owe a lot to him for the support he has given me through thick and thin. (Mainly advice, but also not taking part in any of those stupid backstabbing disputes which are going on at the moment.)

Andy puts the success of Alchnews down to: Speed, quality recordings, excellent presentation, various media and value for money. When I started up my PD library (now closed due to some PD programs not being PD) I informed Tony Collins of what I was intending to do, i.e. give customers quality and value for money. Readers of Probe will know that Tony was selling PD titles for £1 each. Well, I decided to buy Tony's PD games (not the copyrights) so that I could give customers more quality, quantity and value for money and I told him exactly what I was going to do. So, I started up Doctor Dark's Domain (I no longer use the pseudonym Doctor Dark) and sold PD packs for £1 each. The packs contained about 5-6 games and were of reasonable quality. (I believe Barbara will be reviewing them maybe at a later date so you will see whether or not they were worth the money). If I get enough letters from people wanting them released then I may do so. [Volume One reviewed in this issue.....Barbara]

Now back to Andy's letter, and this was the bit that started all this bickering and backstabbing. "An 'informer' has told me that although you have acquired many products, you have no one to sell them to. He informs me that your only outlet is *SPELLUNKLER*". At that time James Waddington was the only person that knew I had bought the rights to many new products. So, as James was the only person that knew, he had to be the 'informer', and *SPELLUNKLER* wasn't my only outlet! Maybe I got a bit too angry and carried away because a month or so later James wrote and told me that he and Andy were discussing what to do the VENTURESOF and that most of what Andy wrote was fabricated rubbish! It's certainly caused a lot of damage but hopefully "time" will patch things up.

I don't agree with James offering to return a photocopy of my letter for an SAE. Is this illegal? If not then I could easily photocopy some of his letters, or even better, photocopy the letter (which I've taken extracts from and printed throughout this letter) from Andy Davis. But no, I'm not a trouble maker and what James said is true. I did say V.S. will have about 10-50 new games or rereleases by the end of '94. (I already have the first 10 - only 40 to go!). The facts that I accused James of were the unfounded facts that *SPELLUNKLER* was my only outlet. I was only providing James Waddington's fanzine with games to review as every new fanzine has trouble getting games to review. In other words, I was trying to be a 'kind soul'.

APOLOGIES.... I'm very sorry if I am to blame for any mix-ups or confusion over your proposed Adventure Probe Software label. I thought it was PD you were going to be selling. Barbara, and I was going to offer my services of providing you with what I thought was genuine PD. Thanks for pointing out to me that some of the PD was still fully copyrighted by the original authors.

And to James:- Come on let's be friends again, the Spectrum adventure world isn't as big as it used to be and we'd be a great team if we worked together. Besides which I agreed with most of your letter and I can still do the Uncharted Territories articles for you. So, how about it, friends?

And to all the Probe readers (especially Steve Clay who hasn't got a clue as to what James was on about):- Letters in Probe like the one you've just read, or previously, J. Waddington's letter at least gives you something to talk about or write about. If nothing else, so write to Probe even if it's to thank Barbara for producing such an excellent 'zine.

★

Alec has been on the receiving end of some very nasty tactics, and I hope his letter and the following PRESS RELEASE will clear the air. I won't publish any more on this matter. (Barbara)

From Darren Blackburn and Martin Scholes

Over the last few months, some Spectrum and SAM users have become involved in matters which has gone far beyond what it originally started out to be. The matter in question can be boiled down like this: 1) Business practices concerning a person living in Scotland, who deals exclusively with Adventure game software (not FRED PUBLISHING). 2) His connections to the group that we (Darren Blackburn of ZAT) & Phil Glover launched in July, 1993, The Independent 8-Bit Association (IEBA).

We have noted that the matter has become a focal point of discussion in several magazines, including Adventure Probe. Up until now we have tried to remain neutral, but during December 1993, the IEBA received letters from users who have complained to us about the person in Scotland, hoping that the IEBA could intervene. Likewise, we also received letters, since September 1993, from another group of individuals (one of whom was an IEBA member) who have made a number of allegations concerning him as well as some people who are NOT IEBA members.

As all concerned have had their say, it is time for "us" to have ours, though of late the IEBA co-ordinators have begun to wonder if this particular tale would have an ending.

By writing this letter, WE hope this will try to ensure that the matter is now concluded as quickly as possible, however should anyone doubt this and wishes to write to us to express their own views then please feel free, though we hope the majority will decide that enough is enough and that we can all get on with more important matters, like keeping the 8-bit scene alive and well.

The first matter that needs to be addressed is what the IEBA is and what the IEBA isn't. The IEBA was created for one purpose only. Any 8-bit users, whether they use their computer/s for business or pleasure were (and still are) invited to join the group: to band-together to promote and ensure the 8-bit scene lives for a long time to come. The IEBA has 7 aims including a user-contact service, participation at shows plus the usual benefits of joining a user-group. Details can be obtained via the IEBA address.

What the IEBA was not created to do was to act as a watchdog (WE DON'T CLAIM TO BE LYNN FAULDS-WOOD!) like the ASA (Advertising Standards Authority) or like FAST (Federation Against Software Theft). These "bodies" were set-up as watchdogs. They, like similar organizations, enforce regulations and have ample funding and man/woman power to investigate any complaints received. However despite this, some of these organizations cannot make any member do anything. For any doubting Thomas', info on the ASA can be found in any legal book (my reference is the 1992 Reader's Digest edition of "You and Your Rights") and an article on FAST appeared in Issue 54 of Amiga Format. (In retrospect, FAST's powers have been increased via funding from ELSPA, and the revised Copyright Act (1988), but FAST would rightly not wish to get involved in a dispute between a member and a dissatisfied customer, why should the IEBA be any different to FAST?)

When the IEBA and ZAT received letters asking for us to look into the matter concerning the person who has allegedly broken promises to his customers and allegedly "bounced cheques" (a serious matter, if true, which of course, no right-thinking person condones), we replied that it wasn't our place to interfere with any service's operations, be they members or not. We gave advice that the complainers should write back to the person concerned to sort matters out themselves. The advice given is standard information freely obtainable from advice bureaux. If complaints had not been satisfied by a specific time, then the people would be able to consider taking legal action, though we hope this stage will not be reached.

As the complaint was directed to a member who was a member of the IEBA, we also decided to advise him to sort out his problems, the same way the ASA would tell an advertiser to change an advert which contained misleading details. There is no way that we could force any member to do anything.

Some individuals have suggested that the IEBA should become a watchdog body for the 8-bit scene. However if such an idea was considered then great care would have to be made to ensure that any "regulations" were acceptable to ALL. Also, if such rules were made, would 8-bit users accept that if situations occurred that required enforcement of the rules, would they accept it? If you have any comments, please let me know. In reality we don't think the IEBA should be a Big Brother. However, if those individuals wish to create such a body then do go ahead though they had better be very sure they handle such a project with care and lots of money to run it properly!!

There have been other letters received, accusing not only the person previously mentioned but others too: one at least isn't an IEBA member. The authors of these letters criticized the IEBA for not acting as judge, jury and executioner, roles they seem to enjoy themselves.

The IEBA's members and co-ordinators cannot act like a kangaroo court, the only courts are those in our judicial system. If complainers feel someone is "breaking the law" then they should contact the police or a solicitor. Before making verbal or written allegations they must be sure of their facts. Defending a libel action because someone used misinterpreted information they didn't check properly, or allow ill-feelings to interfere with their judgement is expensive and stupid. Several of the claims have been contradictory and some of the complainants have used methods which are questionable and possibly illegal.

In ending, there may be some people who have had genuine grievances. We hope these problems will be resolved to mutual satisfaction. To those who have sent in letters containing rumours, lies and unsupported allegations, please remember that if you've been

told something to someone's detriment don't automatically pass it on, you may have been used as a "cat paw" by someone who doesn't have a genuine grievance but does have a grudge. Why do their dirty work for them? If you want to contribute to the 8-bit scene, do so in a responsible manner. But if you continue to act in an irresponsible fashion then people will not respect you. Rumours, lies and distortions will not be welcome by the IEBA and we suggest that other groups treat them in the same way.

★

That completes the saga. Both the IEBA and I have thick files on this matter, most of which we could not publish. I hope all the parties concerned have got the message and those who really have the 8-bit scene at heart will be left in peace to get on with the business of ensuring its survival. If anyone has any further query, please contact me and I will do my best to sort it out. If you would like full details of the IEBA send a large SAE to 5 Beacon Flats, King's Hays Road, Wellington, Telford, Shropshire, TF1 1RG (Barbara)

HELP WANTED

Does anyone know the correct order for pulling the icicles in the PC version of CURSE OF ENCHANTIA which seems to vary a little from the Amiga version? If so, please contact Phil Reynolds, 36 Grasmere Road, Royton, Oldham, OL2 6SR. Tel: 061 652 7565.

I have a game on my Amiga called IMBRIUM. It seems an excellent adventure, with an exciting introduction and interesting graphics to enhance the game. However, I am stuck! I have met the Fisherman and the Ghost, picked up all the goodies and retrieved the Golden Chalice from the well. I gave it to the Ghost which DID seem to respond somewhat. I have the Dynamite, but can't destroy the Wall which seems to be the order of the day. Going through the Forestland doesn't seem to get anywhere. After several frustrating goes I will have to put my hand up and ask for help. Please contact Harold Dixon, 62 Windsor Street, Colne, Lancs. BB8 9LD.

Are you playing the megagame FRONTIER - ELITE II on the Amiga (or ST/PC)? If so, please contact Larry Horsfield with a view to exchanging hints 'n' tips. Write to 40 Harvey Gardens, Charlton, London SE7 8AJ or telephone 081 858 1532 (evenings/weekends) or 071 629 9292 ext. 3066 during office hours. STOP PRESS!!! Have you heard of the "Wormhole" cheat in Elite II? If not, I can supply details of how it works. It's brilliant.

IN TOUCH

FOR SALE - Half-meg (512K) memory upgrade, with clock, for AMIGA 500. £10.

WANTED - MODEN (e.g. SUPRA 2400) suitable for use with AMIGA 500. Must be in full working order, with manuals and (hopefully please) CHEAP.

Please contact Larry Horsfield, 40 Harvey Gardens, Charlton, London, SE7 8AJ.

Tel. 081 858 1532 (evenings/weekends) or 071 629 9292 ext. 3066 during office hours.

THANKS TO EVERYONE by NANCY ALLAN

Adventure Probe in '84,
Of clues may you give many more.
The names of games and where we buy,
Those games we love so much to try.
So Barbara, please on my behalf,
Give my good wishes to your staff.
A happy and good new year,
One filled with laughter and good cheer.
To all the writers of the games,
Though I don't know them or their names.
Those wishes I would send them too,
So let me do it please through you.
My thanks to the above I add,
For all the fun through games I've had.
Also Barbara, my thanks to you,
For many a very vital clue.
You can be sure in '84,
I'll still be writing you for more.

AFIO AND ALL THAT

Jenny Perry wrote to me asking what A.F.I.O. stood for.
She came up with the following very good guesses, none of them correct.

Adventures For Intelligent Octopuses
Armour For Inedible Oysters
Arthur Files In Occasionally
Alphabetical Files In Order
Author Forms Intelligent Opinion
American From Inner Ohio

Now, can *you* come up with any more equally plausible suggestions? Send them in and I will be pleased to publish every one that is printable!!! It actually stands for Association of Fools, Idiots and Others, and is the branchid of Simon Avery. I became an Honorary Member for saving Probe, at least that is what my certificate says. (Barbara)

ADDITIONAL SOLUTIONS

The following additional solutions are now on file. I'll only supply them for older games (released for 6 months or more) but will gladly give help with the new releases by post (enclose an SAE) or telephone. Cost: one 28p stamp per solution plus a first or second class stamp for the return postage.

AFTER THE PARTY, BECAUSE OF THE CAT, BIRTHDAY SURPRISE, CRYSTALS OF CARUS, CURSE OF VOLCAN, DALLAS QUEST, DARK SKY OVER PARADISE, DAYS OF SORCERY, DUNGEON OF THE DRAGON, FANTASTIC ADVENTURE, FINAL DEMAND, FORMULA, LYCANTHROPY, MEMORY, NYTHYHEL (C84), ON THE RUN, OVERLORD, PERSEUS, QUEST (C64), RINGS OF ARTEK, SACRED CROSS, STALAG 23, TORQUEST, UNDERWORLD OF KYN.

SYRACUSE NEWS

First things first! Happy Christmas to all Adventure Probe readers and, now, a prosperous New Year! I would have given this salutation last month but my column - being of a general, waffly nature was squeezed out of the Christmas issue to allow more room for a crossword or some puzzles. Quite right too!! Here's hoping that; **Adventure Probe**, the **IEBA**, **Threads**, **Zenobi**, **ZAT**, **Red Herring** and all of the other enthusiastic ventures of our extended family, go on from strength to strength in 1994 in spite of the external pressures conspiring against us.

Before Christmas I said that I would be sending out some filofiction booklets to the 3 runners up in my Barbara Gibb competition - well I haven't yet and there's a good reason for that - I don't seem to have the entry forms any more!! If you are still interested drop me a line letting me know your preferences **AGAIN** and I'll send out the novels by return - promise!!!

There was an interesting start to 1994 on the Acorn adventure front with both the '*Mad Hatter*' appearing in '*Acorn Computing*' and an adventure being included on the cover disk of '*Archimedes World*'.

THE MAD HATTER: Started no doubt as he means to go on. Almost three columns used up on the promised step-through solution to **FISH**, two and a half columns responding to questions about **ELITE**, a response to a letter which elicited the promise that as soon as the **FISH** walk through is finished he's going to start on **WONDERLAND!!!** Finally the equivalent of a column setting off on a dissection of an adventure called **THE PAWN** which even the Hatter admits he hasn't seen advertised lately. Hardly surprising really!!! Its even more ancient than **WONDERLAND** which was passed its best in 1991 when I first saw mention of it. **COVER DISK:** '*Darklands - pit your wits against this graphic adventure*' reads the disk blurb - '*Brilliant new adventure*' says the magazine cover and inside the magazine, **TWO** full pages guiding the reader through the techniques and technicalities of using an **ALPS** generated adventure! Brilliant!

As a customer of Alpine Software I receive an irregular newsletter and over the last year or so there have been snippets concerning this great adventure called '*Darklands*' which two **ALPS** owners were constructing. And then all of a sudden there it was on a cover disk being dispensed to 24,000 Acorn readers. Could this be the start of something big? Will this adventure be so compelling that many new text adventure players will emerge from a new generation of Acorn users? (It is actually a text adventure with 12 of the 200 locations illustrated, rather than a graphic adventure). I'll let you know next time. One thing is for sure - the writers came to the conclusion that they would gain financially from giving their creation away to '*Archimedes world*' rather than a. selling it direct or b. getting a 3rd party to sell it for them. I'll just ring '*Archimedes World*' and find out how much they were paid!!!! (None of my business eh?)

By the way, **Threads 2** is ready now and is packed with great SciFi, fantasy and sort-of-horror stories - even a poem by Mary Scott Parker! Thanks to all A.P. readers who supported issue 1. I hope you enjoyed it sufficiently to give issue 2 a try - you won't be disappointed!!! *New competition next month.*

AMIGA COLUMN - reporter STEVE CLAY

Before I get to the meat of this month's column I will retract my apology to the producers of BENEATH A STEEL SKY. Despite the report in The One suggesting that the game came on one disk I have since found out it arrives on 15 [Ouch!!].

As a change from regurgitating the news of what's coming soon and what's not and telling you how good the screen shots are looking I thought I'd occasionally cover various Amiga-related topics. This month I've opted for Public Domain Software.

The idea behind Public Domain (PD), as you'll probably be aware, is that the author of a piece of software puts it into the PD and relinquishes all rights to the idea and any royalties. The copyright is also relinquished unless a statement is included in the Docs file or within the program itself to the effect that the author retain his/her copyright. This is often called freeware. There are other exceptions and these are shareware, whereby if you like the program you should register with the author for a fee. In most cases you will receive either an updated version of the program or one with all the features enabled. [In adventuring this normally means you can save the game or certain areas are now free to explore.] The cost of registering can vary from £3 to £20 (Right! and I was born stupid!). Licenceware is a similar thing but is more often associated with utilities and registering will bring you a printed manual or some other vital piece of software. Finally, there is the Central Licenceware Register (CLR). Any author who has a game published on the CLR label receives a fee for every disk sold. (£1 I think!) These cost more than the usual PD disks. £3.50 per disk or £4.50 for 2 disk programs. The quality of most CLR disks is of a very good standard and there are many useful programs available.

Right! Now for a look at what is available for the adventurous on PD etc. The main problem when buying PD is that there is an awful lot of poo around. The main characteristic a PD buyer needs is the ability to say "Ah well!" and then reformat the disk. There has to be a willingness to take a risk. All is not gloom though. There is a great deal of adventure-related disks available as well as RPGs and strategy games. Jim McBrayne's games THE GOLDEN FLEECE and THE HOLY GRAIL are text adventures in the traditional vein although not for beginners. I believe one of Jim's other games is now also available as a PD release and that is FRUSTRATION.

Sue Medley runs the Syntax PD library. This has many adventures on its books including several AGT games the best of which has to be SIR RAMIC HOBBS. Also available are RPGs and adventure writing utilities. An SAE to Sue at 9 Warwick Road, Sidcup, Kent, DA14 6LJ will provide a list of the Amiga disks available. Sue provides, as do 99% (well in my experience it is 100%) of other PD libraries, a superb service.

One adventure I would like to warn you about is HMM THAT'S NOT ON THE SYLLABUS. This is a puerile effort and a childish effort in the use of bad language. Add to this the lack of any puzzles or atmosphere and you have a real turkey. I have mentioned before STARBASE 13, but I mention it again as it is an excellent example of how good PD games can be. This is a 2 disk graphic adventure and well worth the investment despite a few niggles, such as no save facility and the need to zap a trio of aliens before the game gets going. Zenobi supplied my copy. an SAE to Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX will bring you a list of the Zenobi PD Library.

Available on the CLR label is The Creative Adventure Toolkit ... go on guess what it does ... CAT has taken its inspiration from the QUILL and PAW and the front end is very similar

to Gilsoft's products. The program looks more than capable of creating text adventures, and graphics and sound can also be incorporated. The syntax used by the program at first looks daunting with a lot of hash signs and the code looks a little messy, but, as with any new language, once you get used to the intricacies things get easier. As with all PD utilities the manual is on disk and this can make life a little difficult but CAT has the added advantage that if you have enough memory free you can load in the manual while you are writing the game! Other adventure-related products available on CLR are IMBRIUM a graphic adventure, JUNGLE BUNGLE another graphic adventure but this time for kids, and SHYMER, which unless it is an amazing coincidence, is a graphic adventure based on the old 8-bit text adventure THE CASE OF THE MIXED-UP RHYMES [correct Barbara]. Again this is aimed at the younger player but anyone who has played the text version may well fancy a look at this. Finally there is the touch-typing tutor which is a brilliant utility for any keyboard user who wants to get the most from their machine. I purchased all my CLR stuff from NBS but most PD libraries stock CLR disks. Check the glossies for more details.

NEWSDESK

Dream World Adventures

Martin Freemantle is busy converting his adventures to run, under emulation, on the AMIGA. Watch this space for further details.

New Advertising Magazine

Debby Howard is publishing a bi-monthly magazine. Full details in her advert. In this issue.

PENELESS competition

Jim Whittle of Ivysoft says the competition has been won by a lady in Portsmouth. I don't know your name, but congratulations whoever you are.

Zenobi Software

Steve Clay's TAX RETURNS is now available for the AMIGA (under emulation). Also out now for the Spectrum and Amiga are Lycanthropy (Jonathan Scott), The Final Demand (Steve Clay), Theme Park USA (Jack Lockerby), Perseus (Dennis Francombe), Labours of Hercules (Terry Taylor). All titles are £2.49 (tape and 3.5" +D disk) and £3.49 (+3 disk) plus 25p postal charge per disk, address below.

Zenobi are planning two new titles (Spectrum/Amiga) for release at the end of January - Meltdown by Laurence Creighton and Leopold the Minstrel by Jamie Murphy.

The list of Spectrum titles converted for the Amiga is so long that there can't be many missing. Wherever possible, future NEW titles will be released simultaneously for the Spectrum, Amiga and PC. Send an SAE to Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX for full lists. I understand they run on the A1200 nearly at the same speed as the originals. They will soon be releasing PC versions of their catalogue starting with the 128K Spectrum titles.

FSF Adventures

Larry Horsfield has converted his own adventures to run on the Amiga (under emulation), and that all FIVE titles are on two disks, with free emulation, for £7.49 including p&p. Send your order to Larry Horsfield, 40 Harvey Gardens, Charlton, London SE7 8AJ, cheque/postal order payable to L.Horsfield.

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

THE DOMES OF SHA

from
RIVER SOFTWARE

A long, long time ago in a far corner of our galaxy, an event was taking place that would affect not just the tiny, dying planet of Olaxas, but worlds not even born as yet. The story begins as follows.....

Olaxas was once a thriving agricultural planet, relying on the vast Yander forests for most of its needs. Then came the Great War. No records of events from this terrible period have ever been found and even the Elders can recall nothing. It's as though the past has been erased. The only people to survive the war were the Sha tribe. A proud people that lived and worked in the encircled valley which they named after themselves. The land surrounding them was dead and barren and for all they knew, they were the only tribe now left on Olaxas. They knew their planet was dying but some dreadful fear that no one could explain prevented them from leaving the valley. Even though they knew that if they did not move they would soon die. They called this fear the Cold Fear and none had been strong enough to bear its full force. Maybe you can. Somebody must.

AVAILABLE NOW ON DISC for CP/M + or CP/M 2.2 priced £4.00

THE KNIGHTS ABODE

by MARK STEWART

You have just done the most embarrassing thing of your life. As the base's best test pilot you were allowed to try a new plane, the Mark X. Due to a freak lightning storm you crashed the plane, luckily you parachuted out safely, but landed on the battlements of a tower in the middle of a forest. The remains of the parachute have blown away. Your aim is to escape in one piece from the huge castle in which you have landed.

AVAILABLE NOW ON DISC for CP/M + or CP/M 2.2 priced £4.00

STOP PRESS!!!

The Adventure Workshop is pleased to announce that it will shortly be selling games for the Spectrum Range of Computers watch out for our Advert in next months Probe for more details

The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancashire, OL2 6SR
Prices include p&p. Please make Cheques/Postal orders payable to P.M. Reynolds.

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

The Sphere of Q'Li by Phillip Ramsay

One fine, summer's weekend, you were indulging in one of your favourite hobbies, walking through the country. The myriad colours, the numerous scents, all combining to relax you and put you at peace with the world. On a whim, you took an unfamiliar path, and were soon in an area of grassland which you did not recognise. Pausing to get your bearings, you continue - and fall flat as your foot trips on something sticking out from the ground - a piece of rock. Closer inspection reveals that the ground immediately behind the rock is very soft. Carefully you rip the grasses away, and have soon uncovered an entrance to a cave. You attempt to explore it, but it is so dark inside that daylight quickly fades into pitch blackness. The sound of earth falling around you does nothing to improve your feelings of safety. And yet your urge to explore is strong.

You leave your discovery, and make your way to the nearest village where you buy a torch. Thus provisioned, you return to the entrance to the cave. Putting the torch down, you widen the entrance to see that it is, in fact, the entrance to an entire cave system. Picking up your trusty torch, you enter the cave....and a sudden rock-fall leaves you spitting dust, and closes your exit. You attempt to move, and are stunned when an entity appears before you, apparently amused by the predicament into which you have landed yourself. "Greetings, mortal," the entity intones. The words form in your mind as an insistent whisper. "If you wish to escape death, you must undertake a quest. Find the four Arcs of the Sphere of Q'Li and reactivate it. Then - and only then - summon me by name. No questions, no arguments: GO." The figure waves a hand, and you are somewhere else....your only escape lies in completing the quest....

AVAILABLE NOW ON DISC £4.00 OR ON TAPE £2.00

City of Shadows by Phillip Ramsay

Feeling totally bored one day, you decide to explore your elder sister's bedroom. Well, you reasoned, you might find her diary and be able to hold it for ransom, or at least find out some juicy secrets about her love life. However, what you did find was a book of magical incantations. Without thinking, because let's face it, thinking isn't your strong point, you read an incantation aloud and then..... And then you weren't in your sister's bedroom any more, but in a bleak country. Having got yourself into this mess, it's up to you to find a route home....

AVAILABLE NOW ON DISC £4.00 OR ON TAPE £2.00

The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancashire, OL2 6SR
Prices include p&p. Please make Cheques/Postal orders payable to P.M. Reynolds.

ADVENTURE COMPILATION

Mansion Quest

Attempt to claim your eccentric rich uncle's treasures hidden around his mansion.



Desert Island

Castaway on a desert island, you must find fuel for your only means of escape, a launch.



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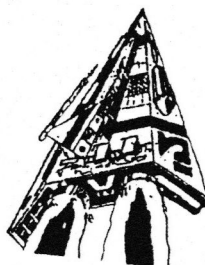
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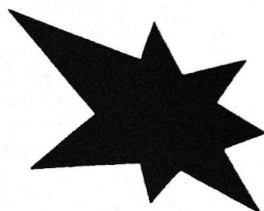
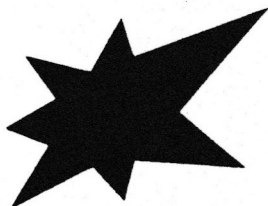
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THE MUMMY'S CRYPT

As a child you had always been more likely to be found with your nose 'buried' deep within the pages of a book, whilst your companions were engrossed in what your parents referred to as more 'healthy pursuits'. However the crisp pages and sharp words had always held a deeper fascination for you than any game of 'hopscotch' ever could and any such chiding soon washed over your head.

Over the years the interest in the 'printed' word continued and your search for even greater quantities of it soon lead you to frequent the local library ... where an ample supply of such things can be found.

The 'matronly' old librarian soon came to know what interested you the most and often would put aside some selected titles in anticipation of your next visit. In fact you had become quite good friends and would exchange 'confidences' on many an occasion. It was during one such 'exchange' that she pointed out the existence of the second-hand book establishment that was to supply the inspiration for the journey you are about to commence.

The shop lay amidst a series of small winding lanes that frequented the east side of town and it had taken not only her map of the area but a fair bit of patience as well before you had been able to locate it. However the time and the effort had been well spent and as fortune would have it, would reap their own rewards ... in due course.

One afternoon, whilst browsing through some rare books, you read a mention of a hidden crypt - a **MUMMY'S CRYPT** - the location of which is said to be not far from here. After due consultation you learn that a **specific** path leads to where the crypt is said to be and that in order to reach the crypt you will need a good strong pair of hiking-boots.

Armed with this knowledge and a pair of newly-purchased stout boots, you decide to set off in pursuit of this path

NOTES

This game will accept such commands as **GET BANDAGE** or **THROW CRUCIFIX**, in fact most simple **VERB/NOUN** inputs will bring forth a response of some description. However should you need that little extra 'help' then just find the item that has the writing on it and with a bit of luck you should find some 'clues' to help you out.

Use the commands **RAM SAVE** and **RAM LOAD** to store a game 'position' to **MEMORY** but always use the standard **SAVE** and **LOAD** to store a more permanent record of your progress on **TAPE**.

Use **FONT 1** or **FONT 2** to swap between the two available character sets and **QQ** to quit game.



Spectrum 48K/128K+2



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ADVENTURES

DIARAD

This is the story of how **DIARMID** rescues his beloved **GRAINE** from the **CASTLE OF MISTS**.

The wild wind rattles the rafters and the old man draws his tattered cloak tighter about his frail figure. His audience settle down in mute anticipation, clutching their cups of rough potheen and edging forward in order to hear better.

"T'was when time was new-born and **FINN MACCUMHAL** had led the **PIANNA** to overcome the 'Dark Forces' that threatened our land. That was the time when the Penian hero, **DIARMID**, whispered in the ear of Finn MacCumhal that after long service in the cause of **ERIN**, he would fain return to the house of his mother, where his betrothed, the fair and lithesome **GRAINE**, awaited him ..."

As the voice drones on -and the woodsmoke from the open fire swirls across the room, you are drawn mystically into the tale and find yourself acknowledging your chieftain's permission to return home. Joyously you set forth



Spectrum 48K/128K+2

NOTES

Once more **DENNIS F. FRANCOISE** allows you to enter his 'world' of romance and intrigue, a place where 'truth' and 'wisdom' will conquer all ... with a bit of 'luck' thrown in!

This tale comes in two parts ... In **part one** you will journey through such places as the '**LOST LANDS**' and the '**SEA OF SERPENTS**', whilst encountering such characters as the **mermaid** and the **bear**. You will finally get to meet the illustrious **BRAN** .. without whom your passage in **part two** would be nigh on impossible. Please note that you will need to utilise **BRAN** and his abilities to their utmost in order to complete the task-in-hand and thereby complete the game ... so treat him well!

The game will recognise all the '**standard**' commands, however it will also accept such '**complex**' ones as **SEARCH DUST**, **GET BOOTS AND WEAR THEM**. However in most cases a simple **VERB/NOUN** input will suffice. Use **RAMSAVE** and **RAMLOAD** to store/recall a game 'position' to and from **MEMORY** but always use the normal **SAVE** and **LOAD** for a more permanent record.

Some useful words are ... **SPREAD**, **CROSS**, **GREET**, **RAISE**, **CRUSH**, **EMPTY**, **FASTEN** and **PUMP**.

Use the command **SAY TO (Character) "GO WEST"** in order to converse with them .. or whatever!

HINTS : No spade, then try using your shield ... Remove boots before going paddling!!!!
If all seems 'lost' then just call on Bran ... Hungry, then just spread the cloth.



REVIEWS

ADVENTURE IN TIME AND SPACE

Written by Dorothy Millard

Reviewed by Wynne Snowdon on a C64



The Golden Key has been stolen by an evil Time Warrior. The people have chosen you to return it to its proper place. You must travel through time and space but, in order to find the Golden Key you must first locate six other colour keys. As you stand beside the time machine in your laboratory you recall the last words of the plea "Professor. Do not fail us, We are relying on you". A quick check of your inventory reveals only a pouch containing money and the clothes you stand in. You know the time machine cannot function without the proper key which is nowhere in sight.

The first part of your quest is to search the laboratory and your house for anything which may be of help to you. In fact, everything you find here will be needed during this and other time zones, and there is much to find. Hopefully, you will locate the Red key which is essential for you to travel to the next zone. You should also pay attention to any written clues you find which you need to start part two.

Leaving the modern time behind, you are transported to a space station. Once again you stand beside the time machine knowing you are trapped in the space age unless you locate the key. Something outside the station is essential to complete this part. Your primary concern, therefore, is to locate the necessary equipment to survive outside the airlock. Only then should you continue your search for the Blue key. You then find yourself in prehistoric times where you will charm the local cavemen with gifts from the future. Becoming a lumberjack and doing a little mining will help you here. The Green key is well hidden and if you don't care you'll lose it - just as you lose almost all your other possessions.

With the help of the green key, and clues found in your house, you embark on the second part of your travels. Medieval England holds the next key. Again, an inventory will show your meagre possessions. You need extra clothing here to keep out the bitter cold - but you must bring it with you and make a change to pass a belligerent knight. Visit the local pub and cottage. Then, let kindness bring its own reward and you should find the Yellow key. On then to an Alpine region where you must search well before beginning to climb. Remember, there is use for most things in this program, even slime can assist in difficult situations. A trek through a snowstorm brings you to a most friendly storekeeper who will help light your way. Back down the mountain, continue the search to find the Black key.

Back into space next. You start in an underground chamber on a far distant planet. Use time to pass a guard then disguise yourself while searching the various rooms. Once out on the planet surface you must find a way to re-enter the chamber when you have the key. Don't be afraid to crack anything and take note of the peculiar vegetation. A metallic tower holds the Silver key. Your final journey takes you to a dreary tunnel in a London suburb. To leave, you will need to pass a rat. Just upset him with a piece of fruit. Passing through the tunnels is difficult but will bring you to the streets of London. An earlier interest in art will provide the means to find the key. Then think clean. Return to the time machine and all your troubles are over.

I have a number of adventures by Dorothy Millard all partly solved. My ambition has been to actually finish one - and this is it. Not that this was any easier than the rest. Possibly I was just a bit more determined. Of course, once I realized not all exits were shown I coped much better. Normally I don't like programs written in this way. Having to try all directions in every location invariably leads to boredom for me. However, I enjoyed "Time and Space" so much, it didn't seem like the usual chore.

The seven parts of the adventure are quite small. I think the average number of locations is about 20. I was amazed by the number of problems Dorothy Millard managed to squeeze into each one.. Some are fairly easy, but there are also some real stinkers.

The text is well written giving good descriptions of each zone. It's advisable to save before leaving a zone because you can't go back for anything missed; and, with so many well hidden objects, it's all too easy to miss them. The number of objects carried is limited so some careful consideration is needed to decide what should be taken to the next zone.

My assessment is that this is a program for the more experienced adventurer. However, that shouldn't stop others from trying if only to discover what a good writer Dorothy Millard is.

Available from The Guild/Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW
Price: £3 (tape or disc). Cheque/postal order payable to Binary Zone PD

AFTER THE PARTY

Written by Damian Steele

Reviewed by Barbara Gibb on a C64



It was not until late afternoon you discovered that the secret you thought you had kept to yourself was no longer a secret. Walking out of the lift onto the first floor you were confronted by long party streamers and the staff holding glasses of drink. Someone had discovered that it was your birthday and they were going to celebrate! Things were in full swing when you heard someone mention "Birthday Kisses". With a feeling of dread you looked around at the staff and decided that a visit to the loos might be in order, so you crept quietly off, hoping that no one had seen you. How right you were

Sitting in a cubicle in the gents' you made yourself comfortable, ready to wait until you could escape to have a quiet weekend with your wife. The only problem was, you fell asleep and woke to find that everybody had gone and security had locked the building, leaving attack dogs to deal with intruders. Now you have to escape before they find you!

In fact, your first problem is to escape from the cubicle. Once out you will have to visit various rooms, one needs a key, another a code number; and other floors - four altogether using the stairs and lift. There are lots of puzzles and all very logical except maybe the location of the battery, but that isn't important. Some puzzles are tough, but reading the interesting graffiti helps with at least one.

Some of the messages are tongue in cheek (I think) but After The Party is a serious game with a definite goal. If I say more I will be in danger of giving away the puzzles Damian has set, and recognizing a puzzle when you see one is part of the game. Suffice to say it is a well designed adventure that will keep most players busy for a few hours.

Sensibly Damian has included a plug for his own adventures, and also for Adventure Probe magazine, for which I offer him my grateful thanks. It seems a director on the second floor is a computer adventure fan and he keeps a copy of Probe in his private washroom. Hmmm, I suppose a busy executive has to grab whatever time he can to read up on the hints, reviews, etc.

A novel idea for a storyline, well implemented, and I think everything will seem so realistic, at least to anyone who has worked in an office.

Available from The Guild/Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW
Price: £2.50 on tape or disc. Cheque/postal order payable to Binary Zone PD.

ETHOS

Reviewed by Harold Dixon (assisted by his eldest son) on an Amiga 1200

The setting is the old-time world of Greek mythology. You have the option of several characters to pick from. Each character is subject to bad or good luck and suffer from the consequences of any movements you make. You also have several levels of difficulty to pick from. You must journey by land or sea to complete the quest, there are seven in all, and brave encounters with all kinds of creatures, humans, and deities, animals and monsters. Also the elements must be braved, and knowledge, items, and experiences all help in completing your mission. Menus appear giving you options on what to do - say, move, take or drop. You are told at the beginning which is your deity which you can ask for help in awkward circumstances.

All this sounds great - but wait until you get into the game! You may change your mind!

The quest is never quite clear from the start, and the action, such as it is, is not really exciting. Oh, you do gain experience points for communications with the various gods and other beings. Many objects are given to you by the gods on occasions, though using them is another matter. Actions are restricted to the menu options, and those don't always work. There seems to be many locations, but not a lot of action, and some of the action displayed doesn't make sense!

The graphics are really childlike (just the sort I might produce) not really up to much. The program crashes at different locations making it impossible to finish a mission - if indeed you discover what that mission was in the first place. It crashes too often, probably hasn't been playtested enough. It does interest me in that I would like to know just what the quest is, and how to get to further quests, but program crashes do seem to prevent this.

I could not honestly recommend this program to anyone in its present state. Maybe if it were overhauled and all the faults taken out it would then be a presentable adventure - despite the terrible graphics.

Maybe some budding writer out there may like to buy it and contact the author with a view to improving it? It certainly needs it! I'll give it 3/10 for the effort.

Available from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX
Price: only £1.49 including all postal charges.



A-TRAIN

Reviewed by Harold Dixon on an Amiga 1200

Diving into a program like the A-Train is like diving into a brand new world of your own making. This one is for all the power-mad maniacs out there. The choices are many, from the Railroad tycoon, to the owner of a mighty metropolis. Of course you have to work hard to get there!

First job is line laying - that can be costly until you know what you are doing. It's so easy to lay lines in the wrong direction, or waste money on lines you don't need - like I did! Five million quid sounds fine to start off with, but it's amazing how quickly it disappears if you don't watch it! It is wise to make a double line linking two stations together at the start. You will have to erect the stations of course, and a factory placed strategically at this point may well help with the developments. I tried several independent ways of starting up, and soon found myself on the road to bankruptcy. The best way is to follow the Tutorial in the manual until you find your roots, but you will soon discover that important decisions must be made by yourself to succeed in this simulation!

The scenery is fine, the scrolling easy, making line-laying an interesting procedure, but soon you feel obliged to buy trains to run on those lines. Again take care not to spend too much! A freight train is a must at this point, followed shortly by a passenger train. Be careful to place trains on lines where they will do the most work to enhance your new empire. The first train is to transport the building materials you will need to start building your city. The second train is to transport the people about who will contribute to your success.

You must buy Real Estate, must have somewhere to store your building materials, and be careful not to place buildings in such a way as to block access for the train - like I did. It is a good point to buy early on, again strategic placement of buildings at the correct time can be the essence of the whole simulation. Apartment and Lease buildings are best buys at the start, to give your people somewhere to live. Follow up with the shops and hotels. Remember at all times to watch the budget though. Interesting examples of successful line layouts and other building suggestions are given in the manual, giving you the opportunity to make a go of it yourself. The graphics are good, and with careful study ideas will suggest themselves. There are several ready-built cities for those of you who need to get a fuller on-the-scene picture. Cities can be altered, as can rail systems - go ahead - try it! You can also invest on the stock market - a good way to build up your resources. Be careful though because as in real life, the market can go up as well as down! The map layout is great - much bigger than the tele-screen, but you can easily scroll about. As already stated, the graphics are very good, as is the on-screen animation. Many helpful menus are provided, and access to every part of the simulation is simplicity itself.

There is so much in this simulation - I have spent many hours on it, and really only scratched the surface. It is very time-consuming, so beware - don't start it until you have many hours to spare. I am sure that many of you out there will be able to make a go of it and build an empire on the Amiga. If not in the real world! Certainly I could find many other simulations to work on, but this one is different from the rest - and there is so much in it. The programmers certainly deserve congratulations for producing this little smartie. The thing is - if you are interested in running a railroad and gaining money and power in the stock market, although you may not be able to do it in real life, you certainly can with A-TRAIN. I give it 10/10. Go out and buy it now! Amiga and Amiga 1200. Hard-drive compatible. £20-30 - shop around for best price.

FANTASTIC ADVENTURE

Written by Barrie Eaton



Reviewed by Barbara Gibb on an Amstrad 464

In this fantasy text adventure your task is to recover three stolen treasures (a crown, an orb and a sceptre) and present them to the Supreme Being. If you can find him! If you succeed you will be made king over one of its provinces and bestowed with great honour, esteem and riches. Sounds fair enough to me, and I felt I had earned it by the time I had completed the adventure.

You begin in a deep valley. The nearby village is deserted, and a dragon in his lair inside a mountain didn't welcome my visit. Not a very good start, so I was left with no alternative but to venture into the enchanted forest where I met the friendly King of the Pixies. He turned out to be very helpful, similarly the Chief of the Gaals. A castle looked promising but a closed door prevented any further progress. Further south the landscape became menacing, so I stayed away until I had explored northwards. Here I discovered a temple (locked, of course) and across a lake, a fort.

For a while I thought this was all I *was* going to see of the game, then I had a brainwave, got wet, and found another sixty or so locations. These included a secret laboratory, the camp of the Thaar!, a dungeon complex, and the climax to the adventure, a golden city in the sky, all combining to form a large playing area.

Keys are crucial to opening up the really important locations, and there's five of them. In common with most fantasy adventures the land is populated by characters who tend to either kill you on sight or give you useful items in exchange for something else. This meant I got off to a slow start but momentum built up as I obtained additional objects and gained access to more locations.

The screen layout is neat. It may be in colour but I only have a green-screen monitor, so can't say. In general the text is fairly short but still more than adequate to explain the situation, and longer messages appear when necessary, a perfect compromise when you consider the size of the adventure.

At first puzzles and objects seemed to be few and far between, but as with most well-designed adventures it retained my interest long enough for me to have a breakthrough which opened up the game. On reflection it is probably an adventure suitable for players with at least some adventuring experience so that they will know the sort of verb/noun inputs to try. I'm quite experienced and still had to ask Phil Reynolds for a little help.

I may have started this on an off-day, hence my struggle at the beginning. I am very glad I persisted, because it proved to be a very interesting adventure.

I admit I had never heard of Barrie Eaton until Phil sent me two of his adventures. I understand he is Australian, and writes mainly in BASIC. I was so taken with Fantastic Adventure that as soon as I had completed it I played another one. The Rings of Artek, which I will review next month.

Available from The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Price: £2 (tape) £4 (disc) No CPM required. Cheque/postal order payable to P M Reynolds.

THE FINAL BATTLE

Written by Martin Freemantle

Reviewed by Jenny Perry on a Spectrum



The Final Battle is the last episode of the Dragon Slayer trilogy. You begin looking rather the worse for wear, with only your ragged smock, tatty boots and the silver dragon's tooth you found in the last game (Death or Glory).

There doesn't seem to be much to find at first, in fact I was attacked by a vicious brown goblin waving a mallet before I'd discovered anything at all, but as usual in Martin's adventures, you have to look at, search and examine everything you see very diligently indeed, and eventually you discover something to shine a light on your problem - getting hold of it was another matter. I had the ingenious idea of wearing footwear on my hands to avoid getting stung to death, but I'm obviously not as clever as I thought as I died anyway.

If the goblin doesn't get you and you don't get completely lost in the willow wood you can find a helpful wizard and a rundown cottage which may bear closer investigation. Opening the door of the cottage was a real hair-tearing problem.

When you feel you are ready for the final battle with the Goblin King you make your way to an uninviting-looking castle on top of a steep rocky slope, with a closed and locked door and seemingly no other way in. The castle is filled, as you may imagine, with every kind of booby-trap and many more interesting and painful ways of ending your quest prematurely.

There are plenty of handles and levers to try, an acid bath (better than Oxy-10 for your acne) and yet more hostile goblins who try to end your existence as soon as they set eyes on you. I particularly enjoyed despatching the goblin standing by a door at the bottom of some ruined stairs.

Now, if you can avoid being crushed and you know the right time you can head for the Goblin King. After 17 sudden deaths in a row I began to have a vague idea of how to deal with him and only 6 deaths later I stumbled on the right actions to take. Now all I had to do was find the Medallion, by which time my hair really was coming out by the roots - a case of baldly searching where I'd not searched before.

This was an excellent ending to the trilogy. I shall really miss those goblins. The problems were interesting and original, there was plenty to do and it was relatively simple to map. There's also a small vocab. list to help you if you get stuck. Fans of Martin's games needn't be too dejected. The Eye of the Serpent (the long edition of our Megapoints game) has just been released with a brand new heroine and the follow-up(*) will be released shortly. In the meantime this game is well worth hunting at for a late Christmas or New Year present.

(*) Please see preview for The Golden Figurines of Death elsewhere in this magazine.

Spectrum version available from Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL Price: £2.50 on tape or 3.5" +D disc, £2 on +3 disc if you supply your own blank disc.

Cheque/postal order payable to M. Freemantle.

THE FINAL DEMAND

Written by Steve Clay

Reviewed by Ian Brown on a Spectrum



The Final Demand is the third and I understand last in the Taxman series. Like the previous adventures, your job is basically an easy one - purely to collect the outstanding taxes from 6 tax evaders. Like the previous games, what I loved was the variety of the puzzles that stretched the old grey cells. Perhaps not as difficult as the other two or it could be that I'm now on his wavelength.

One of the first taxes collected was from Puff the Dragon. Very easy once you're on the other side of the stepping stones. In the process, a room becomes accessible containing a mirrored ball. Getting it though involves cracking a numerical code.

The tax from Oil Bungo required dropping some blocks that began red but altered colour if a block was dropped in an adjacent location. Pestcon Troll was another easy tax to collect which is more than can be said for Rapungent and her famous HARE. The main reason is the locations known as the Revolution that kept changing by 90° clockwise and confusing the *** out of this adventurers sense of direction. Followed closely by the box pointed at the door. There is a clue and I'd read it, but it failed to register.

The Fairy Godmother was missing a wand. This meant leaving the immediate area using something already in your possession, crossing the enchanted wood, collecting an object and using the contents to overcome the gate problem.

Finally there was Col Osal. To acquire this tax involved getting certain objects and using them to overcome the 15 Hall.

Conclusion. Buy it. Buy the others and perhaps, just perhaps, it may encourage Steve to write some more Taxman adventures.

By the way, on completing The Final Demand you learn that the Taxman has joined Col Osal in a partnership and they intend to build a massive cave system for adventurers to visit. Maybe one day you'll get a chance to visit it. If this is the case, you'll have to join the queue behind me, because I'll definitely be one of the first to try it out.

Amstrad version available from WoW Software, 78 Radpole Lane, Weymouth, Weymouth, Dorset, DT4 8RS Price: £2 on tape (GACed), £4 on disc (PAWed). Special offer - all three Taxman games on same disc £5. Cheque/postal order payable to J G Pancott.

Spectrum version available from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX Price: £2.49 (tape and +D 3.5" disc) £3.49 (+3 disc) Please add 25p to cover all postal charges.

Amiga version (under emulation) available from Zenobi Software - address as above. Price: £2.49 including free emulator. Please add 25p to cover all postal charges.

NOTE: The second Taxman adventure - TAX RETURNS is now available for the Amiga (under emulation) from Zenobi Software. Ordering details as above.

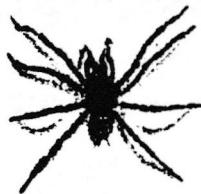
Steve Clay is writing an enhanced version of THE TAXMAN COMETH for the Amiga. Watch his Amiga News column for progress reports.



THE GOLDEN FIGURINES OF DEATH

Written by Martin Freemantle

Previewed by Jenny Peril on a Spectrum



There I was, putting my feet up with a cup of tea, very proud of my newly acquired Timejumper status, when a terrible thing happened. My Professor at the Space Academy had finally flipped and he'd become a renegade Timejumper. He had sent a time capsule with a low energy pulsar bomb attached back to the beginning of time, which would wreak havoc with the universe as we know it unless the bomb was neutralized.

However, he must still have a soft spot for his favourite pupil because he sent me a microdisk and a note saying he had hidden the cancellation code for the device within the metal properties of three golden figurines and secreted them at different locations and times in the galaxy. The disk contained the first part of the code, also the Timejump co-ordinates to the locations of the figurines.

I started off trying to find the microdisk which I knew I'd put somewhere in my time capsule, then I had to remember how to operate my computer. Now I was ready to timejump and retrieve the first figurine.

I transported to a desert island, where at first it seemed I couldn't do very much so I decided to take a quick dip - luckily there weren't any sharks about. Eventually, after a lot of careful searching, I found a shipwreck and a smugglers tunnel, which was too dark to see in until I hit on a novel use for an object I'd found. When I discovered the first figurine it was well protected, but after a lot of cursing and having a closer look at a previous location I grabbed the figurine and returned to my capsule.

The second figurine posed a completely different problem. If it wasn't for Ramsave I'd be moulding for eternity in a sealed room.

Eventually, gasping for a cuppa, I set off again to find the third figurine.

This time the going was very tough indeed but at least I met a few animals including a mouse, a spider far too big to fit in your bathtub and a snake. I've got a soft spot for snakes, especially those with sweet little faces, but unfortunately this one didn't want to make friends. After finally recovering the third figurine my overworked brain had to work out the code word to neutralize the device and save the entire structure of the universe.

This is yet another brilliant adventure by Martin Freemantle, whose award at the convention for best new author was well deserved. The location descriptions are good, the puzzles can be very devious and there are many sudden deaths and points of no return. He has also included some fresh puzzles (those rooms without exits) which everyone will enjoy.

Available soon from Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL. Price: £2.50 on tape or 3.5" +D disc, £2 on +3 disc but you must supply your own blank disc. Cheque/postal order payable to M. Freemantle

VENTURESOF P.D. COMPILATION VOL 1



Reviewed by Barbara Gibb on a Spectrum

There are six adventures on the tape, three on each side, and I will deal with them in loading order.

COLOSSAL CAVE SYSTEM by (I think) Ross Harris is based on the famous original adventure. This version has a well drawn loading screen showing a cave of treasure, a chest, bird, birdcage, gold ingot and, of course, an axe-wielding dwarf.

I played Level 9's version (Colossal Adventure) on my BBC many many years ago. It isn't my favourite Level 9 game, but I can remember being absolutely amazed at how much had been packed into 32K. I admit I haven't completed this version, as I still had another 5 games to tackle, but I saw all the old familiar places. Nostalgia oozed out of every location, yes, even the dreaded Bedquilt. I didn't make a map; to be honest it is still a b***** to map, like other versions I have played. The brick building, Hall of Mists, Oriental room etc. are all there.

One thing I was surprised about, and I'm positive shouldn't be there, is the presence of TWO Ming vases. I managed to lose BOTH of them to that irritating treasure-pinching pirate. I didn't bother to retrieve them although I found the pirate two souths from Bedquilt, but that may have been just luck.

This version has been nicely updated with a modern character set and different colours for location text (white), objects visible and carried (blue), What now? prompt (green) etc. It also has a very welcome save to memory facility using store/restore.

Still an excellent adventure for someone with lots of patience.

In USE YOUR LOAF you are Peepo the Mishwump. You read an ad. in the local paper saying that King Brindle III will give his daughter and half his realm to anyone who brings him a loaf of bread made and cooked just like his grandmother used to do.

A good scenario involving first finding the recipe so that you know what ingredients you need, then out into the town and countryside. The yeast and salt are quickly obtained but you must go further afield to get the water and solve quite a few puzzles before you have some freshly-ground flour.

The text is minimal and has a few careless typing errors and poor punctuation, also exits are not shown, so just because you are on a N/S street don't assume north and south are the only exits. It is written using the G.A.C. which doesn't give the best presentation, and more annoying is that every time you examine something and you're successful, you have to L(ook) to discover what it is you have found.

Clues are scattered throughout the game such as the tune you hear on the jukebox, and if you TALK TO a character you will more than not be rewarded with information and/or a useful item.

A good game let down by presentation and lack of playtesting.

THE REALM by Ian Williams is the last adventure on side one. I hadn't played this one before, but I reckon it is the best of the six. When I first bought my Spectrum I bought this game for 99p but it wouldn't load, and frankly the title didn't inspire me to try for a replacement, so I forgot about it. My loss, for it is a gem of a game for anyone who likes spellicasting.

The aim is to defeat the wicked Wizard by finding page 5 which is missing from his spell book and the focus needed to cast the spell to release The Realm from his evil influence. This requires a fair bit of planning as sometimes you will need to cast a spell or two to get certain objects before you can cast other spells - most of them requiring two objects.

Nothing is too far away but some of the exits are one-way, so careful mapping is required. Another pain in the typing fingers is the Knight who will chase you to one of three locations - usually *not* the one you wanted, so perseverance is required. A nice touch is having to cast a spell to RAMSAVE and another to RAMLOAD, provided you have the flower and fwooble, and hat [worn] and fwooble respectively, but you can save to tape anytime.

This is a QUILLED, Illustrated and Patched adventure. Each location is illustrated with a quickly-drawn picture filling the top third of the screen, the high quality of which surprised me. The text is informative without being verbose, the puzzles moderately difficult unless you are very experienced.

The only mar for me was the font. It was too fancy for my taste and I found it difficult to read, but black ink on green paper looked good. This is a minor moan about what turned out to be a most enjoyable adventure.

THE GUARDIAN, written by John Betteridge has no introduction, but you begin by "Wandering through the great void of oblivion on the border between the living and the dead". This void is a maze, not a good start to an adventure. Keep restarting and all is gloom, doom, menace and demonic threats. Great stuff if you like this type of adventure. I wasn't particularly encourage by some common mis-spellings (stone instead of stony, lightning instead of lightning), and also an annoying habit of not redescribing the location after a save, not being allowed to use U for up or D for down as used in the text - in fact D got the response "You're not carrying that" so I assume it thought I wanted to D(rop) something - down has to be typed in full.

I'm sure there is a good adventure in there somewhere, I'm equally sure it hasn't been playtested, or if it has, then I hope he/she/they are no longer playtesting. I'm also advised that the Spectrum version of this title may not be public domain, so when you order the tape this game may be absent.

REALITY HACKER Pt. 1 has you as Tim, a computer genius. One night while your parents are out at the pub, and granny is supposed to be "babysitting" you decide to add a few noughts to your bank account by hacking into the bank's computer - using a Speccy??? - but first you need the access code which is hidden in the Reality Inc building.

The screen display is neat. A status bar at the top of the screen gives the score and time, the location text underneath is, from time to time, superimposed with a graphic e.g. X SPECTRUM at the start location and you see an illustration of a +2 and the words THE BEST. Another early illustration shows granny, complete with glasses, hair in a bun and toothless mouth wide open as she shouts at you.

Each input advances the time by one minute. Although I couldn't find any stated time limit, you have until 2.00 before your parents miss you and the game ends. Eventually I beat them to it with just 10 minutes to spare, so there wasn't much room for mistakes - make good use of saved positions to memory and tape. I don't think I was quite attuned to the author's style as I found it quite heavy going, but he has a good sense of humour.

Part Two is very different as it consists of a hacking simulation - it is on PD Compilation Tape Vol 2 also from Venturesoft.

The final adventure is HOLIDAY TO REMEMBER Pt. 1 in which you receive a postcard from your eccentric uncle who is an inventor asking you to visit him. He is supposed to meet you at the bus stop, but he doesn't arrive, so you set off to look for him. The first disturbing find is the smouldering ruins of his laboratory. A note points you towards your next enquiry, and eventually you will discover a secret tunnel and a long, long drop todown under, but unfortunately that takes you into part two, which is not on this tape - you'll have to buy PD Compilation Tape Vol. 2 to complete the adventure.

As far as it goes, this is not a bad adventure, but neither is it a brilliant one, just a little on the weird side. The presentation is good; the character set is easy to read with only a couple of spelling/typing errors, passable graphics for some locations, but unfortunately not many puzzles and what there are don't really tax the brain once you suss out how to communicate with the few people you meet.

No matter what I think of some of the adventures, this is still a bargain at only £1 for all five or six games on one tape. Available from Venturesoft, 16 Montgomery Avenue, Belth, Ayrshire, KA15 1EL Price: £1 (tape only). Cheque/postal order payable to Alec Carswell. Please check availability before ordering.

PERSEUS

Written by Dennis Francombe

Reviewed by Barbara Gibb on a Spectrum



In the golden years when the mighty gods dwelt up on Olympus, Polydectes, King of Seriphos, wished to marry Danae. Perseus defended his unwilling mother and prevented the marriage. Anxious to be rid of Perseus, the king demanded a horse from each of his subjects. Perseus could not comply and rashly offered to supply anything else that Polydectes desired. Thinking it was an impossible task, he requested the head of the gorgon, Medusa. As Perseus could not lose face, he had no option but to accept the challenge.

This two part text adventure starts with you, as Perseus, in the busy market place on your way to make offerings to Athene and Hermes, two gods who will watch over you during your adventures. They will give you some sound advice, so note their words, and their gifts are vital to your survival as are other items that you will receive during your travels.

Difficulties are still encountered and could start with the problem of getting the coin to pay the fisherman to take you around the headland to where the Graeae live. Scholars of Greek mythology will already know that they are the three sisters who have only one eye and one tooth between them, and these are passed around on demand. I was mesmerized by their antics and admit I was fooled into making a major mistake which I discovered a little later in the game.

It seems the deities have just as many problems as mortals but they do have one or two advantages such as magical objects that they are willing to lend to adventurers such as Perseus. Having spent the best part of 2 days collecting such items, I was dismayed to have them confiscated when I was captured and locked in a cell.

I eventually regained possession of them and was now well on my way to "facing" Medusa.

Trust Perseus to be distracted by a damsel in distress, for while on your way back with the head of the gorgon, you aspy Andromeda chained to a rock and at the mercy of a sea monster. An earlier event should help here, and all could have ended with the two of you living happy ever after, but you notice a fishing boat sailing off with your hard-earned trophy and other possessions. You have to follow otherwise king Polydectes will continue to press his unwanted attentions on your mother.

You have no trouble finding the head in a boat in a cave and you're gratified to see that the fishermen's curiosity had a predictable ending. However, just as you are about to grab it in triumph one of Medusa's sisters snatches it and carries it off to the north. In fact they have taken it to Hades, he of the underworld, and you must follow.

A centaur, satyr, nymph, and a couple of boatpersons later and Perseus was face to face with Cerberus. It will let you into Hades but is drooling at the thought of you attempting to leave. Finding Medusa's head is easy, getting it out is not quite so simple. First, the hounds are on your trail, secondly Hades wants something, and thirdly Cerberus is immortal and therefore can't be killed.

There is more trouble brewing when you return to Andromeda. In the euphoria of your heroic rescue her parents forgot to mention that she had already been promised to Phineus, who is not at all pleased that you have married her. Drastic action is called for when he and his guards are out for revenge. A bit of divine guidance sees off this problem, so you and Andromeda sail back to the kingdom of Seriphos. As feared, Polydectes (a name that for some reason always makes me smile) has renewed his amorous advances to Danae. You can't ignore her pleas for help, and dealing with such a nasty character rounds off a very entertaining and exciting adventure.

As in all Dennis' previous games (in particular Fisher King and Diarmid) the text is beautifully written. He describes locations and actions in words that are very easy to understand yet always in style with the subject. Objects are rarely lying around for the taking, they must be earned through careful study of the situations that arise.

I was already fairly familiar with most of the characters I met, but for those who may feel they are at a disadvantage, the author has included a mini encyclopaedia of information about almost everyone and everything you will meet during the adventure. A blue cross next to a name denotes more details can be called up by typing DATA n (n being the place or character you are interested in). This can be done at any time, not just when it is immediately relevant.

Perseus is a great and refreshingly-new adaptation of a familiar story. I found most of the puzzles taxed my meagre adventuring skill to the limit. What more could you ask for - it is educational, entertaining and thoroughly absorbing.

Available from Zenobi Software, 26 Spotland Tops, Cutgate, Roohdale, Lancs, OL12 7NX.
Spectrum: Price: £2.49 (tape and +D 3.5" disc) £3.49 (+3 disc) **Amiga:** £2.49 with free emulator. Please add 25p to cover all postal charges.



THE SOUND OF HIM

Written by Frank Fridd



Reviewed by Barbara Gibb on an Amstrad 464

After a week-long binge you cause a riot in the local saloon and put in the town jail to sleep it off. When you wake up you feel very thirsty; and what is that distant noise?

The text-only adventure begins with you locked in the brick-built cell, no sign of the sheriff, and when you escape from jail, the township is almost deserted. There is only one main street; some of the buildings are locked, other have been left open, their owners obviously departed in a great hurry. Not long after your escape from jail HIM will appear - a mysterious hairy mammal, a Bigfoot look-alike. As the title suggests HIM is capable of making a very LOUD noise, which, if heard, kills. Obviously there is a way round this problem otherwise the adventure would end very quickly. In fact this is exactly what happened to me a few times until I found a few very useful items. This didn't actually get rid of HIM, who persisted in shadowing me everywhere I went, but it enabled me to move around in relative safety. The rest of the adventure was aimed at sealing HIM back into the cavern from which the miners must have released it.

The scenery is as you would expect in a frontier mining township. A single main street leading to a deep-sided canyon, a mine, and a maze of a desert. You, your shadow and a deranged inhabitant are the only signs of life.

I believe this adventure is written in BASIC, and as I'm more used to QUILLED and PAWED adventures, I found the style refreshingly different. I was very impressed with the speed of the responses, as fast as PAW on the Spectrum. I had to read the location descriptions very carefully, and check my inventory, because I could take an object more than once and the first would remain carried. It took me a while to realize this is intentional, and I hope, in saying so, I haven't given too much away about the game. I think I should also mention that the desert can easily be mapped using some of the objects found, so, maze-haters, please don't be put off.

The screen layout is neat with the location text and visible exits displayed in the top half and inputs and responses scrolling underneath. Arrow keys or single letter inputs can be used for the four main compass directions, and other inputs such as SC for score/turns and WA for wait are acceptable. However, don't expect inputs to be only of the verb/noun variety as sometimes precise three, four or more words will be necessary.

Most of the objects needed are lying around, but for some their use isn't always immediately obvious. Just a few are red herrings, and some are placed behind locked doors, just to be awkward. Puzzles are logical, or rather they are once you know the answer, and most players with a little experience could manage the game with (and maybe without) a bit of help.

An unusual setting and storyline, well programmed and thoroughly absorbing. I'm now looking forward to playing Colditz Escape, an earlier adventure by Frank Fridd.

Available from WoW Software, 78 Radpole Lane, Weymouth, Dorset, DT4 9RS. Price: £2 (tape) £4 (disc) Cheque/postal order payable to J G Pancott.

SPECIAL OFFER - The Sound of HIM and Colditz Escape (2 parts) on same disc for £6 (Colditz Escape is normally £5).

THEME PARK USA

Written by Jack Lockerby

Reviewed by June Rowe on a Spectrum



Following THEME PARK UK, which took you (the player) into areas covering a forest, a native village, a lake and a cave with a large spider's web, this next game takes you to America. This, as we all know, is a very big country, but thanks to the miracle of computer technology (and the wonderful workings of P.A.W.) you can flit quite easily from Hollywood, where you might take part in a Western film - If you can get into the studio - to the Yellowstone National Park. There you will meet a kangaroo, but in this section you will be more occupied with flora than with fauna.

Flora, actually, supplies your objective, which is to find five different flowers whose initials, put into the right order, will spell the name of one of the states. You are informed of this when you read the leaflet which is in your possession at the start. There are only three states which have five letters - they are Idaho, Maine and Texas. These all have an "a" in common, so you can be sure that one of the hidden flowers starts with that letter. You may quite quickly guess which state is the answer, but to complete the game you must have all five flowers in your rucksack. This needs to be found quite early in the game, or you will find yourself overloaded with the many objects available. The author has dreamed up novel uses for some of these objects, so you can't always accept things at their face value.

When you have explored Yellowstone Park and Hollywood, if these are the two you choose to study first, you can travel by shuttle car to New York or the Rocky Mountains. Incidentally, I'm not giving anything away by indicating the order in which to visit different sections, you will sort that out for yourself when you have found various objects, which can be taken from one section to another. In passing, I should warn you that the shuttle just mentioned, although it is a useful method of transport, can be lethal if you don't watch what you are doing - move in a wrong direction apart from the direction ENTER (and of course, back the way you came) and you will be DEAD!

RAMSAVE is a useful facility and there are several dodgy situations when it will be handy. For instance, in New York, you are warned quite clearly that this part of the city is inhabited by muggers, so take care.

The Rocky Mountains can be dangerous, too, if you don't have the right climbing equipment, but don't expect that equipment to consist of a rope and crampons!

Those of you who have played THEME PARK UK may have found the repetitive INSERT TOKEN/ENTER (or LEAVE) a bit tedious, so I am pleased to report that in THEME PARK USA you only need to ENTER or LEAVE and provided that you are carrying the token, it is automatically inserted and returned to you.

This game is well worth the price and will keep adventurers out of mischief for many entertaining hours.

Spectrum version available from Zenobi Software, 26 Spotland Tops, Outgate, Rochdale, Lancs. Price: £2.49 (tape or 3.5" +D disc) £3.49 (+3 disc) Please add 25p to cover all postal charges.

Amiga version (under emulation) £2.49 with free emulator - ordering details as above.

FOUR PC SHAREWARE ADVENTURES - ADV 021 and ROUND CORNER CATALOGUE

Reviewed by Neil Ashmore on a PC

THE DARKEST ROAD/TWAS A TIME OF DREAD written by Clive Wilson

The Darkest Road and 'Twas A Time of Dread, written with the Adventure Game Tool-kit are parts one and three of the trilogy of text adventures set in the Saddest Lands.

In the Darkest Road you have the task of seeking out the "Black Wanderer", and destroying his dark magic, a force which threatens to envelop the land. To do this you must utilise your inherited gift of the "Silent Song".

I wasn't inspired by the story, the location descriptions didn't add to the atmosphere, and the vocabulary seemed rather limited. Having said that, there are some humorous messages to certain inputs, and the presentation is okay.

Nothing more can be said for 'Twas A Time Of Dread, which is set 3,000 years after The Darkest Road. In both games there is a potentially fatal swamp (I think it's the same one!). If part two - The Unborn One - (not on this disk) also contains this hazard, adventurers are going to become pretty sick to death (sorry!) of plunging into the same slimy demise.

Anyway, as you've probably already guessed, I'm not impressed, and rate them both as very average. Both are shareware at a cost of £5 for registration. (Editor's note: The Unborn One has three different endings. One is across a bog (swamp?) - use the wrong method to cross and you will, of course, meet your fate.....Barbara)

THE SEA PHANTOM/GHOST RIDERS OF EL DIABLO written by John Olson

In contrast, I enjoyed playing The Sea Phantom, in which your objective is to find the doubloons. To do this you first have to lift the curse and release the soul of smuggler Captain Thorne, a clipper ship owner, who disappeared on this night, 100 years ago.

I found it a reasonably easy adventure, with mostly logical problems, and objects ranging from the usual lantern, keys and matches, to the more obscure sledgehammer, cork, etc. Sudden deaths (one of my adventuring pet hates, along with spelling mistakes and enormous unmappable mazes) are happily few and far between, with ample warning before any life-threatening situations.

There are no living characters to have a chat with as far as I can tell, except for a pack of hungry rats, to which talking doesn't achieve a great deal. (A quick dose of hardtack biscuits sorts them out nicely).

In Ghost Riders of El Diablo you start with a noose of thick rope around your neck, standing on the wooden seat of a horse-drawn wagon. Your hands are tied behind your back. Once you've broken free of the noose and explored the surrounding area, including a Wild West town and an old silver mine, your aim is to either scare off the ghost riders, or find some place where you'll be safe.

When game time chimes midnight it signifies that the ghost riders are after you, and they won't be interested in a philosophical conversation about life, the universe and everything, once they've caught you.

Location descriptions are brief but adequate, with lots of objects, far more than you can carry. Again, the puzzles are logical, which makes for good progress from the beginning.

The two John Olson adventures are the best on the disk, and also have an easy-on-the-eye green text on a black background. Both have a registration fee of \$20 (US), about £13 which is rather expensive I think.

It's easy to install any or all four adventures, as each has it's own directory; or you can play from floppy disk. All in all £150 is good value for this disk.

The Round Corner catalogue disk is a pleasure to use, with eleven categories containing a good selection of programs. The listings even tell you how much of each disk is unused. All disks are £150 each.

Available from Round Corner Shareware Library, Hamlyn's Cottage, Old Exeter Road, Chudleigh, S. Devon, TQ13 0DX Price: £150 Cheque/postal order payable to Simon Avery.

PERSONAL

To the Boys Here's to the next time! From those who are magnanimous in defeat.

To Grimwold ... The Brillo pad didn't work. Please send some (Damian) Steele wool ... From Uncle Horace.

To Damian Sorry about the above, Grimwold's humour(?) must be catching! ... From Uncle Horace.

To Uncle Horace No message - I just like seeing my name in print From Uncle Horace.

To Lorna Thanks for the convention photos From Wynne.

To Damian Thanks for the disk From Wynne

APOLOGY

I'm very sorry I couldn't publish all the material I had planned for this issue; I simply ran out of space. The following will be in the February magazine, if not, definitely the March issue.

Reviews: Theme Park UK (Sp & C64), Hamster Droppings (Sp), Staff of Power (C64), A Day In The Life Of A Tupperware Salesman (Amstrad), Obscure Naturalist (STe), Prelude of D-Day (Sp), Thief's Tale (Sp), PD Compilation (C64), Rings of Artek (Amstrad), Lycanthropy (Sp/Amiga), Trouble In Bridgeton (C64), Who's Afraid of the Balrog (Amstrad), WYSIWYG (ST/STe), Mugsie (Amiga), Arthur (Amiga), Green Sonja (Sp), Not The Lord Of The Rings (Sp), Moon Magic (Sp), Arthur (Amiga), plus other reviews in preparation, plus SOMA, various articles, final episode of Life of Grimmold, answers to puzzles in the Christmas issue, news, in touch, help wanted, hints, solutions, adverts and anything else that readers send in.



GETTING YOU STARTED

DEEK'S DEEDS played by Barbara Gibb on a Spectrum

Choose the following object numbers:- 1, 2, 4, 6, and 9. SE. E. EXAM MAN. EXAM GALLOWES. EXAM BOWLER, (clue:- AU Digit = Goldfinger). THROW BOWLER. W. S. D. WAIT (repeat until Fudgebow arrives), SWIM CANAL. U. E (by fire). WAIT (begin to steam). WAIT (dry). W. D. E. S. W. S (need drumkit). S. GIVE DRUM (given signed photo). N (back at clearing). E. SE. E. E. READ SIGN. W. NE. N. GIVE PHOTO. N. E. EXAM YARD (find small opening). D. N. NE. TAKE STETHOSCOPE. SAY TELEPORT (need teleport) [*]. Now in "The terrible empty location." Remember what Parsley the lion says), SAY TELEPORT (meadow). S. TAKE BLANKET. X STONE. D



[*] Note - If you don't have the teleport you can SWIM POOL to emerge in the puddle at bend in road.

BLACK MASS played by Barbara Gibb on a C64

[Note:- You can't drop anything and It isn't necessary anyway as carrying capacity is unlimited]

Start in front hall. I (nothing). W (library). X BOOKCASE (take a book). X BOOK (incomplete list of objects you have to find). E. E (cloakroom). X SHELVES (find black cape). W. S (gravel driveway). X GRAVEL (find dagger). N (path). X MUD (find door). OPEN DOOR (mud in keyhole). X BUSHES (find iron key). S. IN. U. U. E (short passage). N (tidy guest room). OPEN CHEST (find heavy key). X CURTAINS (see fire escape to the east). S. S (master bedroom). E (bathrm). OPEN CABINET (find small key). N (door locked). UNLOCK DOOR (need iron key). N. E. S (toilet). X BASIN (find chalk). N. N. X WARDROBE. IN (into wardrobe). Press any key. TAKE VASE. X VASE. CLOSE DOOR

LOST TOMB OF ANANKA played by Barbara Gibb on a Spectrum

Start on narrow ledge outside a cave. I (nothing). TAKE ROPE. E (inside cave). X DOOR (solid bronze with ring handle and hieroglyphics). X HIEROGLYPHICS (symbols appear on screen). H (displays alphabet - It deciphers as "Death shall come on swift wings to whomever enters the tomb of Ananka. Beware the curse of Ra.")). TIE ROPE TO DOOR. W (back on ledge). TIE ROPE TO BOULDER and PUSH BOULDER. E (back to now open door where you see a scroll). TAKE SCROLL. READ SCROLL (more hieroglyphics). H (decodes as "Words of Power - Kranis Amunsc"). Note you only get one chance at this before the scroll disappears so ensure you note down the translation as it is very important. X DOOR (open). E (dark). W. X RELIEF (see gold plate representing the sun). X PLATE. PUSH PLATE (light shines into the first chamber). E (you can now see some objects). TAKE ALL (trumpet. bucket. chisel and mirror). X TRUMPET. H (to decipher). X CHISEL. X MIRROR. X BUCKET. X CASKET (see hole behind it). X HOLE. PUSH CASKET and ENTER HOLE



LYCANTHROPY played by Barbara Gibb on a Spectrum

[Note:- I found that the first 10 moves had to be typed without hesitation or mistake]

X DESK (now have papyrus), READ PAPYRUS (this prophecy must not been seen by Prince Oedipus), BURN PAPYRUS, LOOK UP (see belfrey, bell and rope), PULL ROPE (It summons Prince Oedipus), X PRINCE (note key), PLACE end of ROPE BY CAGE, IN (cage), LOCK DOOR (prince locks it), Z (wait until it is time for you to metamorphose. If you leave it too late you are too weak to make the transformation), METAMORPHOSE INTO WOLF (safe if locked in cage, otherwise you are captured and killed)

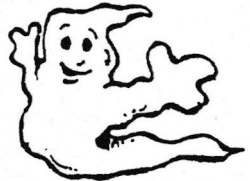


PENELESS played by John Schofield on a Spectrum

N [1%], E, U, E, D, E, E, S [2%], GET MUSHROOM, N, W, W, W, CRAWL W (dangerous gravel on ledge) [3%], S, U [4%], E, E, E [5%], E [6%], EXAM CHASM, EAT MUSHROOM (you feel strange), JUMP ACROSS, W [7%], GET MAP, E, JUMP ACROSS, W (effect of mushroom wears off), READ MAP (mountain across desert - It must be carried in the desert later), N [8%], GET KEY, D, D, SE, DIG, LOOK, GET GROAT (silver coin), W, W [9%], EXAM CREATURE, READ SIGN, GIVE GROAT TO CREATURE, W (you descend in lift), N [10%]
.....

SACRED CROSS played by Dorothy Millard on a C64

You start on a country road with the house in front and the vicarage behind you. W to vicarage, TALK TO Vicar (he needs the five pieces of the sacred cross before he can exorcise the ghost), S into graveyard, S to road, GET CROWBAR, S, S, S, E to car park, GET GOLDEN key, W, N, N, N, NE to phone box (don't bother with any phone calls), N back to country road, E, NE to entrance hall, W to library, GET BOOK (on top shelf), GET LADDER, GET BOOK, READ BOOK, DROP LADDER, DROP BOOK, E, E to lounge, SEARCH BIN, GET NOTE, READ NOTE, DROP NOTE, GET MAGAZINE, READ MAGAZINE (Spectrum User!), DROP MAGAZINE, W, SE to long staircase, E, N to small bedroom, GET BOX, OPEN BOX (contains two bullets which are of no use), DROP BOX, S, NE to master bedroom



SETTLEMENT 13 Pt. 1 played by Vicky Jacjksn on a Spectrum

X BED, GET RUCKSACK, LOOK IN RUCKSACK, X TABLE, OPEN DRAWERS, X DRAWERS, SEARCH DRAWERS, GET KNIFE, CLOSE DOOR, X DOOR, GET PARKA, X POCKET, GET SCARF, WEAR PARKA, WEAR SCARF, W, X SINK, X SHELF, SEARCH SHELF (find razor), E, OPEN DOOR, S, X MEN, W, D, E, SEARCH FLOOR, GET HAIRGRIP, W, W, TALK TO MANDY, LOOK UNDER DESK, GET CLIP, GIVE CLIP TO MANDY (given spare battery), W, SEARCH DESK (find coupon), X COUPON, E, E, N, X PEOPLE, S, S, X STALL, X SIGN, BUY TORCH, X TORCH, LOOK AROUND, ENTER JEEP



HINTS AND TIPS

ALONE IN THE DARK played by Damian Steele on a PC

You begin in an attic, and before you leave you should collect : the rifle from the chest, the lamp from the table, the book from the bookcase, the rug from the cupboard, the letter from behind the piano.

Whilst in the attic you will be attacked by a teathy-hoppy creature (name unknown) which will come through the window, and a zombie from the trapdoor in the floor.

In the bedroom with the teddy, the key for the chest of drawers is in the vase at the bedside. Get it and smash it to retrieve the key, but beware, another teathy-hoppy thing will come through the window so be ready to fight. In the drawer are two mirrors, take both. On the top landing, place a mirror on each of the two statuettes to kill the two tall-monsters.

ASTRODUS AFFAIR played by Dorothy Millard on a C64

To get passed the tortor, give her an apple.

To get some fresh air circulating you will have to rotate plating on the generator in the dank room.

To get the manual from the drawer on the bridge you need the card hidden behind the cabinet in the captain's quarters.

The manual has 3 important codes.

Before you can go south from cross section A you have to turn the power to full, and the heating on.

Give the food to the "door" which turns into a sloft and runs off - you can catch up with it later.

Remember the infra-red grenade is dangerous when it is in cold conditions and use this to your advantage.

The sloft is needed to lure the Drygors away from cargo bay 2.

You should now be able to get the laser and put it to good use.

The globe is attracted to the silver discs and can only be moved if the power is off.

A light source has to be made from 2 objects.

Get rid of the Drygors who are hanging from the edge of the hole before you attempt to repair the hole, but "anchor" yourself first otherwise you will follow the Drygors. You need the sealant and wire mesh to mend the hole.

The log book has 2 important codes. In my version [and mine Barbara] the one for the safe gives the letter S but it should be the number 5 [five].

You'll need the globe and rope to descend from the tiny platform.

The fuse to repair the drive in the engine room is in the safe in the cargo hold.

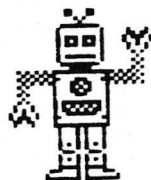


GUERILLA WARFARE played by Dorothy Millard on a C64

In the airlock at the start don't rush the blue button.

Use the baton to open the safe.

Shoot the android.



THE DAY OF THE TENTACLE played by Damian Steele on a PC

To get Laverne out of jail - tell the guard that she feels unwell OR that she needs to go to the loo.

To move Laverne around freely - she'll need to wear a tentacle costume. Take the tentacle diagram from the doctor's and send it back to Hoagie. He can substitute it for the plans for the flag.

To get the power for Laverne's time machine - Laverne will need the help of a "toasty warm hamster". Know anything about cryogenics?

To win the "Best human competition" Laverne will need to play with her food. Fake barf could put off another contestant.

The Mr Ed look-alike could do with a map for Laverne to gain a smile.

To get the mouse toy - distract the cat with something that squeaks. To gain more time move it further away.

Hoagie will need a super-battery to power his Chron-O-John.

Send the cheap wine into the future for it to mature into vinegar.

To catch the chattering teeth - open the grate in the floor and chase the teeth until they fall in.

The fire will only be lit if the President is seen to be cold. Give him a cigar and light it.

Act like a red Indian when using the blanket.

President Washington will chop down cherry trees. When done in the past Laverne will get that falling feeling.

THE MENAGE Pt 2 played by Barbara Gibb on a C64

There are a lot of objects that you can find but it is up to you to decide which of these point to the murder/s.

The word on the hearth is a red herring (or maybe a red stone).

Examine the card table to find a key.

Pull the handles on the bureau drawer to find a jigclue.

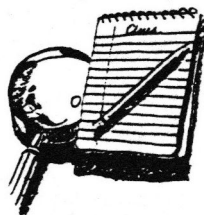
Before you can leave the lounge you have to ask the Chief for the password.

Unlock the cabinet in the games room using the key found on the card table.

Find and open the panel in the hall. Dial a number found in the notebook.

In the sitting-room, keep tuning the radio until you have heard all the news.

The corpse is in the garden. Examine everything for clues. Including the grass. It also pays to smell the garden.



COLDITZ ESCAPE played by the author, Frank Fridd, on an Amstrad

To be able to play part two without completing part one the password for the tape version is STRAFLAGER.

In the disc version, before running the game, type in direct mode :

POKE 200.2:POKE 205.57:POKE 210.6

then run the game in the normal way. You will now be able to play with enough German lessons the money.

DEATH OR GLORY Pt.1 played by Barbara Gibb on a Spectrum

Search the weeds on the road to find a flint.

Search the Store Hut and then examine the tools - you need the net and fork.

Examine the fence at the bend in the road.

Use the fork to dig in the NE corner of the field.

To cross the pond at the SE corner of the field, search the hay to find a log, then push the log into the pond, climb on the log, then paddle using the plank from the crate in the hut.

Search the hay again to find something else of importance.

Fish for the bottle of oil needed to fill the lamp.

Give the worm to the crow but be patient if you want your reward.

Examine the well in the village square. Tie the rope to the winch then go down to the bottom of the well. You will have to search the water, and don't forget to shine the lit lamp for a vital clue concerning the brick in the wall.

The book on the dead man will help you to read the symbols on the wall.

Look under the rug to find a trapdoor.

Cyclops is at the centre of the labyrinth. He has a nice fire - useful for drying something provided you have ensured Cyclops can't see what you are doing.

Don't forget about the place you started from. You'll need some items to create an opening.

Trouble with a Zombie? Set a trap for him.

In the torture chamber the skeleton is trying to tell you where to look.

At the top of the stairs, knock on the door then go down them to entice the Black Goblin out of the room; better arm yourself with a dagger.

Be careful where you go whilst carrying the lit torch!

Only a poisoned spear will kill the swamp monster, check the Black Goblin if you haven't found the poison.

THE GRYPHON'S PEARL played by Dorothy Millard on a C64

Eat the candy bar - there is no other use for it.

At the lake shore SING SWANSONG for a lift across the lake.

In the bright room POUR LIQUID ON CASE to melt it revealing a very bright sundisk. You can then find your way out because of the bright light. Later it will be necessary to PUT CLOTH ON SUNDISK to dim the light.

Give the grass to the unicorn.

Uncover the sundisk in the Gryphon's Lair to blind him and allow you to get the pearl.

A DAY/LIFE/TUPPERWARE SALESMAN played by Damian Steele on an Amstrad

Sell tupperware to the owner of the general store and you will leave with an extra item.

The end of level 1 password is : ONE BANANA TWO BANANA THREE BANANA CUSTARD (Simon has agreed to this being published).

Anyone finishing the Amstrad version of this two-part game and sending the final codeword to Simon, (with an A4 SSAE), will receive a certificate for their trouble.

QUEST OF KRON played by Barbara Gibb on a C64

How do I see in the Caves of Goth? You need the twigs and dry branch. Rub the twigs and then light branch. You have a very limited number of moves before it burns out.

The skeleton is pointing to something important.

The Albino man and spade are red herrings.

Summon the genie by rubbing the lamp and then give him the password written in gold on the shiny stone.

Don't linger on the shore of the lake and don't try to swim across to the Castle of Spells. An earlier good deed should be rewarded provided you have the right object.

The Ogre will get you if you make a wrong move in the Magic Room, Passage and Circular Room. For the correct route note what the old man says when he reads the scroll.

You need a shiny shield to survive Balzen's deadly ray.

How do I open the silver door? You can't open it from the Ice Cave side. It has to be the other side and you need the word written on the silver nugget.

To finish you will need to return to the cliff top with the Princess Zora and the crown.



SILVERWOLF Pt. 1 played on a Spectrum

As Uisce, search the bulrushes.

Turn into the frog and jump onto the lily pad at the WEST shore.

There's a dragonfly here, guess what you have to do? (hint: metamorphosis!)

As Thunder: Shear the sheep. Give the wool and the dagger to the spinner. Bend the bars. Examine the hearth for a beeswax taper. Light it and examine the niche for a mazer. Wearing the mittens, open the door of the beehive. Light the taper by the moths once more. Enter this niche for honesty pods. Put the pods' seeds into the mazer, along with the honeycomb, and the HEAD will be honest, basically.

SPECTRE OF CASTLE CORIS played by Alf Baldwin on a Spectrum

Look around on the balcony and you will see the handle which opens and closes the skylight.

Wear the amulet and drop everything else as you will need both hands free to jump to the chandelier.

Hang the amulet on the weather vane before the storm arrives. It will regain its power when struck by lightning. Go up again and get it after the storm has passed.

Alicia's bones are buried in the wine cellar. When you have dug them up they must be carried in the reliquary.

Sprinkle flour on the floor of the room where you found the stepladder then go to the bedroom and sleep. When you return you will see footprints leading to a secret panel in the wall.

Arcanus will protect you when you go down into the cavern to confront Zalazar. The ghost of Alicia will appear and give you a sword.

Back in the entrance hall, call the baron. He appears and you fight and kill him, then it is back to the cavern for the final confrontation with Zalazar.



DEATH KNIGHTS OF KRYNN played by Ann Castelow on a C64

VINGAARD KEEP - Note: This is a wrap-around map (see below). If you continue on North you arrive at the South end of the Keep and vice versa. This is the same for East-West. The gaps at the edge of the map show where you can walk East-West and North-South. The Keep has no area map or co-ordinates on screen.

If a gang stops you on the street and ask if you know Sebas Astmoor, say NO, as they are evil and will kill him. Sebas is there to help you!

* When you enter the Keep you arrive here (top left corner of map).

(1) A woman asks "New in Town?". say YES and you'll get some advice.

(2) Fluffy Pillow Inn - If you enter, rooms are 4 Steel, and you have to curse Takhisis (evil Goddess) to prove you are not evil to Innkeeper.

(3) Men stand at a table and demand you leave, don't and they attack (Rogues and Black Mages).

(4) The Dread Wolf sends Hellhounds, Black Wizards and Evil Warriors to attack you, defeat them and the Dread Wolf vanishes.

(5) Men block your way, to pass costs 50 steel and if you don't pay them thugs attack you. Pay and they leave.

(6) You can play cards with some Merchants for 5 steel. The first hand you win but after that you lose!

(7) Through this door is the Dream Merchant in his shop. Make sure you FIX (heal) all your characters. MEMORISE spells and SAVE the game before you enter as you have some tough fights.

When you do enter the shop, the Dream Merchant asks if you wonder about the Sleepstone. Answer YES and he will put you to sleep to show you the dream. REST and you awake screaming outside the Merchant's Shop. Enter again and ask for help with the DREAM. The Merchant will explain the dream, which involves a man who has cut his ties to evil, and can help you in your quest. You can only find the man by first finding the candle and then following the red doors. The party gains XP.

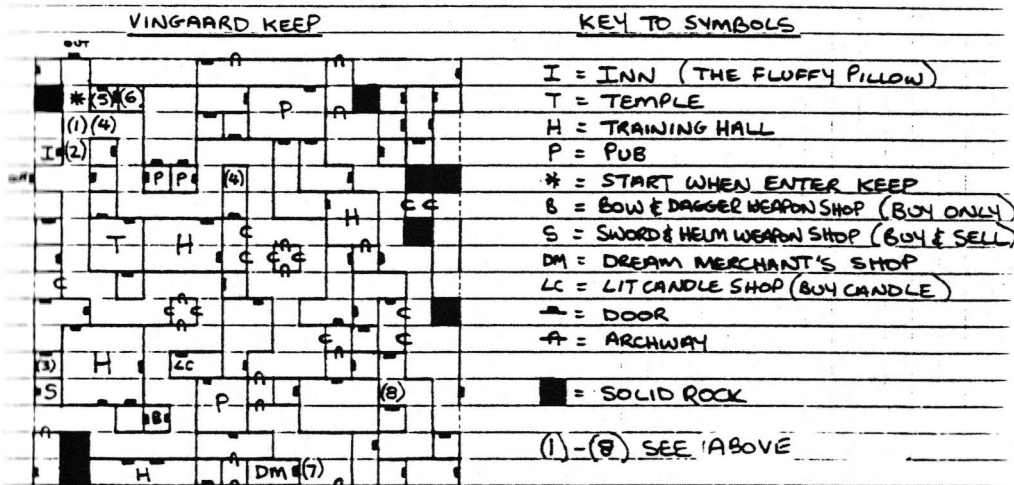
If you try to REST after this, it is not possible as you still awake screaming. Enter the Merchant's Shop for a third time and ask about SLEEP. The Merchant will give you an elixir to end your nightmares, but you have to earn it by helping him kill the evil dogs in his dreams. Say YES to killing the dogs and he will pull you into his dreams to fight them.

In the dreams you fight Hellhounds and a Black Mage. Defeat them and the Dread Wolf appears and asks you if you want to continue to FIGHT or WAKE. If you WAKE you have to start the three fights you have, from the beginning again, so FIGHT and after winning the third fight the Dread Wolf will disappear. You then awake and the Dream Merchant will give you the elixir. The party gains XP.

Make your way to the shop "The Lit Candle" at LC on the map, and buy a candle. Go through the red door to the south into the Pub. LEAVE the Pub and go through the red door to the south. Now follow the route through the red doors LEAVE when you enter Pubs and say NO to the Training Hall. The red doors lead to a secret door at (8), but this is only revealed if you buy the candle and enter the red doors, any other time it is a solid wall.

In this secret door you find Sebas, who is about to stab himself so he cannot be captured. TALK to him and he hesitates. Say you worship the GOOD Gods and that YES you do oppose Lord Soth. When he asks "Would you die to destroy him?" answer YES and choose one of your characters that you would sacrifice (a Lawful Good character like a Paladin will do). The character doesn't actually die, he's just inspected. Sebas will now tell you he has a secret treasure that will help defeat Lord Soth. To prove yourself worthy of wielding it though, you have to go to the High Clerist's Tower, where evil is spreading in the Tombs. If you halt it, then you would be worthy of the secret. The party gains XP.

Before going to the High Clerist's Tower, it is a good idea to return to Gargath Keep to put your money in the bank and get rid of surplus items. When you enter the Keep you see a rope dangling down from above and hear footsteps behind you, but nobody is there. Go to the Commander's Chamber (11.8 - Upper Level), and you find a Sivak spy. As you take aim to kill him he pleads for his life, and threatens the Keep with destruction from his underlings unless you let him go. From three instructions choose HOLD PRISONER, and you turn the Sivak over to the Knights. Ayn Rampike thanks you, as it hoped to kill her. You can now go on your way to the High Clerist's Tower. (continued next month)



ISHAR 2 Pt. 2 played by James Judge on an STe

Well, I hope you didn't find the voyage too gut-wrenching - you'd better get used to it if you did. You've nearly finished with the first island and you're on the dock of the second (Zach's). Right, first thing is to get a good party. Scour all the pubs and recruit the two knights (that may be difficult). Dorian the priestess, either Barbarian - preferably the one who has got tanned skin, you can see the torso in the portrait, and finally the human wizard, Morgor. Remember to keep on transferring kit and removing armour whenever you fiddle with your characters.

I completed this section of the game differently to the official guide, and after replaying it, I see why the book does it the way it does. So, being one who will always incorporate new ideas, I will use the guide's idea for this bit as it is more sensible and less risky than the way I did it.

Now you've got your party it is time to get acquainted with the city - where the shops are and also the assassins. Throughout the city there are areas that will always have assassins in them. If you kill them you can go into a shop and they will reappear - useful to get loads of money. At the moment don't fight too much and only fight the small dudes (Grimwold, get the gun ready!) in the blue capes and, only when you feel confident enough, the true assassins - don't attempt either the mercenaries or town guard - they both look the same (the tall humans with spears). Also, don't try to kill the giant who is guarding the square - bad news until you get some hefty weapons.

Right, now you know your way around, go to the northeast corner of the city where you will find a bard, leave him for the moment. Enter the library and don't gawk at the statue too much. Here you'll get another piece of map.

Once you've got that, get mugged a few times to build up your cash reserves and sleep. That's it for this island for the moment - it'll be the most visited island at the end of the game.

Head back to the harbour and set sail for the new island. This is one of the most confusing islands I've come across. It is quite like a dungeon but very hard to navigate as everything looks the same AND there is a sewer system that leads to another part. I'll just use the guide at this point as I'll no doubt lead you astray.

You need to head east on this island and the easiest way of doing that is following the right (as in righthand) wall. Along the way you'll come across loads of skeletons so kill 'em - they won't leave any money but it does add to your experience - the reason for coming to this island.

Continue going east, following the wall until you turn south, check both cul-de-sacs and then go back to following the right wall until you head south again. I'm not going to remind you again, but just remember to keep your strength up by feeding, using the ol' cheat. When you reach a large room, take the extreme southeast exit and then carry on south, then east and finally north until you come to a large passageway. Here search the walls to find two levers which you should pull and then follow the east exit and get the skull.

Go back to the large passage and take the northernmost exit and then go through the door and you should soon enter a large room with candles all around. Search a wall near the entrance and you should find another lever which you should throw. Head back to the large passage and go through the last exit IF YOU ARE OK ON HIT POINTS AND MANA. If not, go back to Zach's Island and come back here when you are rested.

Now I'm deviating from the manual, but it does have 10,000 coins worth of benefit. Explore this new turning until you find one or two coins, each worth 10,000. When you've done this, head back to the ship and go to Zach's Island - leaving Akeer's place for a while.

When you get to the island, shack up and eat until you are completely rejuvenated. Now wait for another month until the next issue of Probe. Au revoir for now and keep those swords sharp! (to be continued)

OBJECTS AND THEIR USES

MUMMY'S CRYPT compiled by Jenny Perry



Paper bag blow and pop to scare the bird, also covers the font
Wineskin give to old man with bad foot
Logs make a raft
Cord tie to rope and use to cross chasm, also to descend pit
Stone insert into hole in pit
Mug to hold stone
Wirecutters to cut wire gate and wire holding key
Bottle fill with water to use in the quarry. break it and use to focus
the sunlight on branch, then give glass to hag
Spike insert at top of pit
Bandage for man's foot and your hand
Safety pin to pop bag
Bat use as oar
Spinach eat at pit for strength to carry all the objects you need
Pick to dig in quarry
Flint strike to light lamp
Honeycomb stick over eyes of statue
Mallet hit prop in underground tunnel
Hairgrip insert in hole in chamber
Rod for the red dot
Phial dip rod in this
Springs attach to boots to jump over the wall
Telescope push rod off wall with this
Prop ram door in tunnel
Foil insert in casing
Cloth squeeze the oil onto the wheel
Tome stand on it
Oil oils key to the cupboard containing the magic scissors



SERIALIZED SOLUTION

JESTER'S JAUNT - a walkthrough 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 THREE

After leaving the Ogre behind you headed south, passing two trails leading east and also an elephant who was slowly dying. At the far end of the southern trail you came across a cave, the entrance of which was blocked by a large boulder. There was someone talking in the cave.

You headed back and took an eastern trail, here there was a sign warning you to be on the lookout for a man-eating tiger. By this time both the pony and the dog ran off into the woods. There seemed to be no way that you could find the pony again but one blast on your whistle brought the ever faithful dog to your side once again.

It was most fortunate for you that the dog was with you for when you came upon the tiger, the dog ran away and the tiger went off in pursuit. Further eastwards you spotted some berries and a stick but had difficulty in gathering the berries without something to hold them in. You headed back to the main north-south trail and tried the other eastern track. Here you stumbled upon a clay pot in the grass. Further on you were held up by the antics of a bad tempered bull. Using the calming effect of the chain you soon had him hitched to a rail.

Exploring further you found a rope, some corn, a jug of milk and a spear. After discovering that you lost all the milk when you put the jug in your basket, you decided to leave the full jug for the time being when you restarted the game. Nearby you spotted a lake with an island in the centre. With the other things on your mind you decided not to explore around the lake until later on.

You then collected some water in the clay pot and gave it to the elephant but this had little or no effect and it seemed the only thing you could do was to let its end be quick and merciful. Collecting the berries with the aid of the stick and the clay pot you hurried back and gave them to the elephant. The effect was dramatic and you stood and watched as he died. Then the Spirit of the God of Elephants appeared and thanked you for your deed and promised that you would have the strength of an elephant.

Back at the cave you pushed the boulder aside and entered. Inside was a Shaman uttering some sort of magic spell. You attempted to go east but the Shaman had stopped you until you brought him a peacock feather.

You then journeyed back to the lake and as you moved around you came upon a stout tree with an excellent view of the island. On the island you spotted the stump of an old tree. The problem that confronted you now was "how to get to that island?". (to be continued)

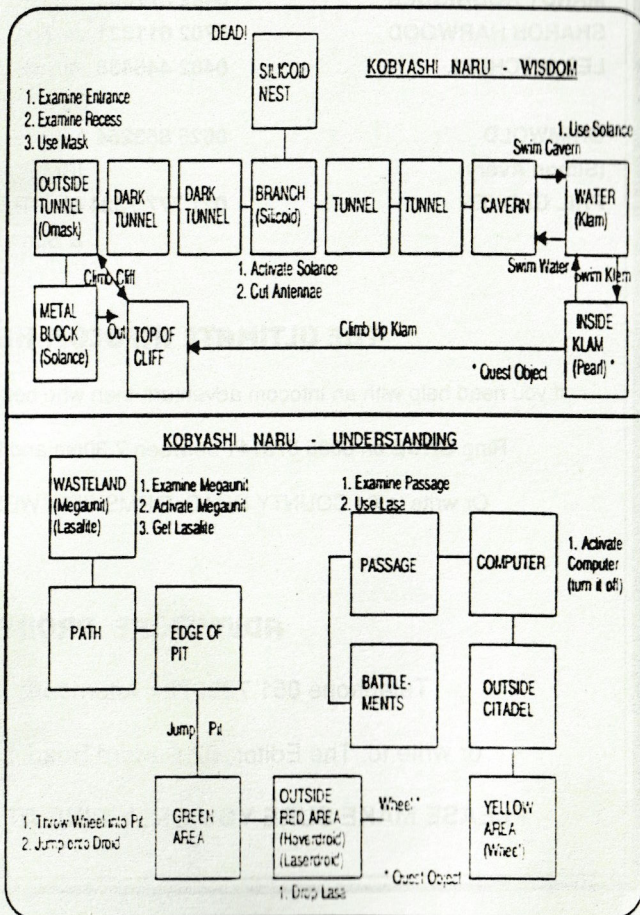
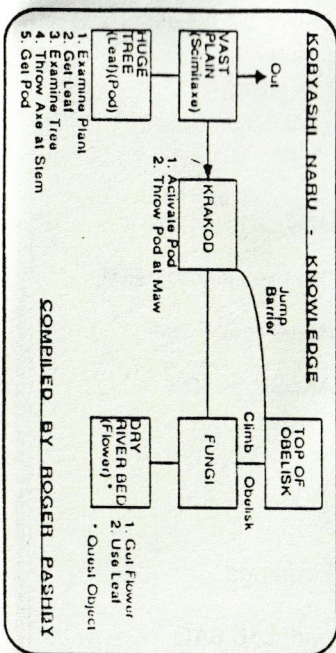


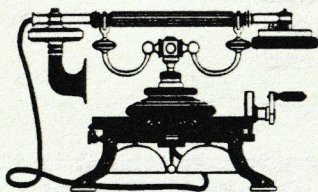
KOBYASHI NARU

Get scimitax, south, analyse plant, get leaf, analyse tree, throw scimitax at stem,
get pod, examine pod, north, east, cut tentacle, activate pod, throw pod at maw, press
fire, analyse fungi, get fungus, south, get flower, use leaf, north, ascend obelisk,
jump barrier, press fire, west, west, west, north, press fire, (You go to Wisdom)

Analyse Solance, activate solance, pull solance, north, analyse tunnel, analyse recess,
get omask, use omask, ascend cliff, descend vines, dive pool, swim object, swim klam,
get pearl, use solance, swim water, ascend klam, descend cliff, south, east, press fire

Analyse megaunit, activate megaunit, get lasalite, activate lasalite, south, east, jump pit, east, drop lasalite, get wheel, get lasalite, activate lasalite, west, throw wheel in pit, jump hoeverdroid, press fire, analyse perch, west, analyse passage, use lasalite, east, activate computer, south, south, get wheel, west, west, jump pit, west, north, north, press fire.





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JOAN PANCOTT

ISLA DONALDSON

BARBARA BASSINGTHWAIGHTE

BARBARA GIBB

VINCE BARKER

MANDY RODRIGUES

SHARON HARWOOD

LES MITCHELL

GRIMWOLD

(Simon Avery)

PHIL GLOVER

0305 784155 SUN - SAT 1pm - 10pm Various

041 9540602 SUN - SAT Noon - 12pm Amstrad

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

051 7226731 Afternoon & Evening Various

0642 780076 Any reasonable time C64

(In abeyance until further notice)

0492 877305 Mon-Fri 10am - 9pm Various

0702 611321 Any day 10am - 7pm Spectrum

0482 445438 Any reasonable time Amstrad,
Commodore, Spectrum

0626 853254 Any reasonable time but not after 10pm
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