

# ADVENTURE PROBE

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## EVERYTHING YOU NEED TO KNOW ABOUT

### ADVENTURE PROBE

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

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## HALL OF FAME

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

Dorothy Millard, Bob Bates, Neil Currie, Walter Pooley, Damian Steele, Vicky Jackson,  
 Ellen Mahon, Martin Freemantle, Reynir H. Stefansson, H. Dickens, Jo Wood,  
 Andrew Wood, Jean Childs, Tim Kemp, Mary Scott-Parker, Steve Clay,  
 Les Mitchell, Lillian Brand, Lee Morrall, Jonathan Scott, Phill Ramsey,  
 Phil Reynolds and Jim Donaldson.

Special thanks to Darren Blackburn for the wonderful cover picture,  
 and Geoff Lynas who does a great job printing every month.

## EDITORIAL

A big welcome to another issue of Adventure Probe, especially to first-time readers.

With the sad news about Red Herring (see Newsdesk) it is heartening to report that I am still getting lots of enquiries about Probe, and some appear to be so impressed they have become regular readers; others just write for help from time to time!

With the 100th magazine due in September I'm very pleased to say that I have great hopes for the future. Computer adventuring can be a solitary hobby unless you know other adventurers, so a fanzine is a vital source of information and an excellent line of communication. However, as Red Herring, (and previously Goblin Gazette and even From Beyond), has discovered, it can only exist if it has the steady support of both contributors and subscribers!

This month is one of those rare months – not many reviews – so I've taken the opportunity to publish an interesting and very varied selections of articles, the next episode of SOMA, a great poem, and another of Steve Clay's sales leaflets.

Just to keep me on my toes, it seems only yesterday that I was playtesting "Civil Service" by Jack Lockerby, an adventure with brainteasers. Now I've just heard that Zenobi will be releasing it on 1st June, (on the Spectrum plus the Amiga and PC under Spectrum emulation, usual prices, usual address). This is close on the heels of "The End is Nigh" (part 4 of the Zikov trilogy) and "Man About The House" and they will be reviewed in future issues.

Apart from the occasional delve into playtesting, reviewing, writing detailed solutions, or even simply playing a game for the sheer fun of it, the magazine occupies most of my attention. I'm sorry to admit that as a result I tend to forget about people! Regular readers of Probe and customers of WoW Software will know that Joan is bravely struggling to recover from a serious operation, and when I very guiltily telephoned Maurice recently I was shocked to learn that he had had a very bad fall, and was also undergoing physiotherapy. Our very best wishes to both of you, and I promise I won't take so long between calls in future.

One last plea, I have an incomplete set of Soothsayer magazines – actually I only have issues 2, 6 and 11, because at the time they were published I wasn't particularly interested in full solutions of games. If anyone has a spare copy of any of the missing magazines, I'm willing to pay whatever they are asking

One more last plea – please don't forget Probe's 8th and 100th Birthdays 'til next month. Happy adventuring.

**Barbara, A.F.I.O Hon. Member**

## LETTERS



From Harold Dixon of Colne .....

If there is anyone developing a new adventure for the Amiga and would like a playtester, I would be very interested in helping them out. If there are any reviews required for adventure games that will operate on the 1200 I would be willing to do a review if asked.

I think it is about time adventuring was tried out on the Amiga more than it is. There are only a few graphic adventures, and very few text adventures specifically for the Amiga. Some have been transferred over from the Spectrum.

I have been thinking of stocking up with old Speccy games via the Emulator and indeed probably will buy one or two, but I am specifically interested in adventures written for the Amiga and will be watching the market for new games, and probably buying some that have already been advertised in Probe - indeed I am awaiting delivery of one now!

My main concern is that the adventure market and role-playing games live on. Arcade stuff is okay, but adventure is better! I love the role-playing games myself, but adventuring is very much to the front. Though I would prefer writing an adventure, if I ever find a utility that I am happy with! Anyway, that's another story - meanwhile write to me if you have anything you need testing or reviewing.

★

I assume Harold is referring to home-grown adventures rather than the high-priced commercially marketed software. Well, Tony Kingsmill was appealing for playtesters in the Help Wanted section of the March issue of Probe. Now Martyn Westwood of Interactive Technology is looking for playtesters - for full details please see the HELP WANTED section in this issue. For those interested in Harold's offer, his full address is 62 Windsor Street, Colne, Lancs. BB8 9LD.

I don't have an Amiga (at the moment I can play Spectrum games on a Spectrum), but from the reports I've had it seems the emulator is quite a good compromise. It is giving a new lease of life to older games and extending the buying market for new releases. However, unless players give their full support *NOW* those directly involved with writing and publishing may think no one is interested, and give up, we have seen it happen quite often during the last three or four years.

Most of the 16-bit text adventures seem to be PD, Shareware, emulations of 8-bit games, or enhanced versions of these same games. Oklib's Revenge by Sue Medley is a prime example of the latter as the Amiga, Atari and PC versions are an expanded Staff of Power, an old and very good Spectrum game. Oklib's Revenge is excellent, with so many differences that I struggled in a few places even though I was quite familiar with the original, so just because you have played the original, don't think you won't enjoy the 16-bit version. Steve Clay has rewritten Taxman Cometh specifically for the Amiga and it will be available very soon. Steve is also offering to help anyone writing their own game using AMOS. Ken Bond has enlarged The Test for the 16-bit computers and I know Bob Adams is been very disappointed at the low sales figures. People are willing to write, program and publish but they do need some encouragement, hence my remarks about buying while you can, before it is too late! (Barbara)

From Jean Childs of Bagshot .....

I thoroughly enjoyed the article in last month's Probe "Text v Graphics - A Fairytale" by Mandy Rodrigues. It was a delight to read. All references to Sir Textus and his good lady were made using flowing descriptive text where each adjective enhanced the mental picture. In comparison, the description of the "graphic" couple almost stumbled across the page. Well done Mandy. You made your point beautifully.

Oops! This letter is a bit small, isn't it? So let me just add another little bit about carry limits. I also tend to give weights to objects in my games that compare to real life. Well I have until now. Maybe I'll change that in my next game. Consistency plays an important part in my "real life" job, so maybe a little inconsistency in my "alternative life" would be good for me. But, here and now, I would like to offer an alternative to 'you're carrying too much already'. What if, having picked up one item too many, the game responds with "CRACKERJACK" and you drop everything?

(To those of you who didn't know - that was a children's TV programme. To those of you who did - I was only joking.)

\*

Although Jean is the only reader to write in about Mandy's story, I've had quite a lot of callers who also said how much they enjoyed it. Jean is no mean writer herself, as you can read for yourselves in SOMA 8 in this issue.

I used to watch Crackerjack. I think the quiz game was called Double or Drop, and you got a cabbage if you dropped something, and a Crackerjack pen if you won. Nowadays kids expect Megadrives etc. (Barbara)

From Steve Clay, N.I.A.M., N. of Ellesmere Port .....

Enclosed are a few bits and pieces for Probe. I will now state publicly that I think you have done a great job at turning Probe around in the two years you have been in charge with an improvement in both content and quality.

You asked for ideas for articles. How about a debating column. For example, readers may like to write with their response to my statement that mazes have no place in any decent adventure and is only there as padding to give the author a good feeling about the size of their game. People who like mazes must have something genetically wrong with them and should be rounded up before they do any more damage.

There is no malice intended in this statement, it is just an attempt to generate a debate on mazes and anyone who takes offence should be rounded up along with the rest of them!

\*

Thank you for the praise, but I simply choose the contents each month from what readers have sent in. Although I may sometimes metaphorically "twist arms" for some contributions, as Steve can testify, they are always very willingly given.

A debating column is a good idea and I hope readers, especially newish subscribers, will feel they can join in. Steve has started it off with a very contentious subject, so come on, air your views. We don't want long diatribes, just a few simple thoughts will do nicely. (Barbara)

From Simon Avery of Chudleigh .....

Thanks very much for your advance order for the ST version of GERBIL RIOT OF '67. However, since I sent you that advert, there have been a few problems with compiling the ST version, i.e. it won't.

The PC version of TADS I used to write Gerbil was a later version than is available for the ST, and this in itself shouldn't be much of a problem as there are only a few new commands which can be changed to suit the older version. However, Sue Medley, who agreed to convert and recompile, cannot get the source to compile properly, so it seems that the ST version of GERBIL RIOT and any others will be delayed indefinitely until this can be sorted out. Hence I am returning your cheque.

Sorry about this, but it's out of my hands. Unless you know of anyone who has a good knowledge of both ST and PC TADS who might be willing to convert and recompile for me, it seems I shall have to wait until the ST version of TADS is upgraded.

I don't think Simon intended me to reprint part of his letter in the letters column, but I think it explains his problems much better than I could. I also think it more likely to be read here than in my editorial or the help wanted section.

If anyone can help, please, please contact Simon at Hamlyn's Cottage, Old Exeter Road, Chudleigh, S. Devon TQ13 0DX Tel. 0626 853254. (Barbara)

From Lilian Brand of Newcastle .....

With reference to the letters from Simon Avery, and Phil Reynolds of The Adventure Workshop, in March's Probe, I personally would not blame him for mistakes that were not his.

I must say that the Spectrum games (Simon's) which I bought from Tony Collins seem to be bug free, although I have not completed both of them. I have, however, recently bought some of Simon's games from The Adventure Workshop and two of them had bugs. Granted one was very minor, it being only one word missing from the text, but the other (in the same game) was a message in the wrong place.

I have not named these games, because it may just have been my copies that were wrong and I'd hate everyone who has bought these games but may not have played or completed them yet to send them back, when they may be okay. I wrote to The Adventure Workshop and they sent me corrected versions of the games.

The point is that Simon says he asked them to properly playtest his games to ensure they were bug free before they were re-released. In his letter Phil Reynolds says that all bugs/spelling/typo errors have been eradicated, but when I bought mine, they were not!

Sack the playtesters!! As one myself I know how difficult it can be to spot *every* spelling/typing error (these are not generally considered bugs unless it affects the game), and my own letters and the magazine often have errors no matter how many times I check through. However I agree that a wrong message *is* a bug as it may be misleading, and shouldn't happen. I'm sure Phil was very willing to replace them with corrected copies.

Any offers on the "perfect" and "worst" adventures, commercially or home-grown? (Barbara)

## REVIEWS

### THE RINGS OF ARTEK

Written by Barrie Eaton



Reviewed by Barbara Gibb on an Amstrad 464

The object of this text adventure is to find the three rings of the title and then rescue Princess Shareen of Etemia from the clutches of the evil Queen Smyrna.

Queen Smyrna is a real pain in the bum. Her evil eye is looking for you throughout the adventure and if she finds you she will kill you if you don't have a charm as protection. By the time I found this particular item I'd already solved a good third of the adventure. The three witches who have the charm (I mean the object not their personality) are very well hidden, at least from me, so it was a good job I frequently saved my position.

The Rings of Artek may or may not be intended as a sequel to Fantastic Adventure (which I reviewed in Probe last January) but the scenery and style is very similar both above and below ground, so too are some of the objects, notably the keys. I'm not complaining as I thoroughly enjoyed the chase around the countryside.

After exploring as much as I could on the east side of the river, it became obvious I had to chance swimming across the river. This opened up a lot more of the game, and I found a "forbidden zone" which I decided to leave for the moment; instead I moved south to a village. Here I could stroll around in peace provided I protected my bag of gold from the Druids.

The locations are arranged into a fairly neat map, with a teleport system, which took me by surprise the first time it happened, taking you to and from certain places. In a couple of locations a password is needed, not very difficult as clues are scattered around. The two-headed and three-headed beasts weren't too much of a problem either, as by then I was beginning to understand how the author thinks.

Most objects are useful, but one red herring, a green bottle, had me convinced it must have a use. If it has I never found it. The screen layout is neat, the same as Fantastic Adventure, and the text appears quickly and is always adequate for the occasion.

You can complete the game even if you find only one ring, but not many adventurers would settle for anything less than all three. This is a traditional type of adventure that gets most players hooked on adventuring. I hope they never get tired of playing them, and writers always come up with enough variations to satisfy players. The Secret of Dark Manor and Unknown Planet by the same author are now awaiting my attention and they sound very different scenarios, so it will be interesting to see how they compare to the fantasy storyline of Fantastic Adventure and Rings of Artek.

Until I got my hands on an Amstrad I'd never heard of Barrie Eaton. I understand he is Australian, and it will be interesting to know more about him. I've made a mental note, plus few written ones stuck to the computer desk, to find out more about him. I'll let you know in a future magazine how I get on.

Available from: The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Price: £2 on tape, £4 on disc. Cheque/p.o. payable to P. Reynolds

## ISLAND RESCUE – A Simulation Game

Written in BASIC by Eleanor Rice & Dr. C.F. Cannon



Reviewed by Damian Steele on a C64

As the title suggests, you are trapped on a desert island and need to find a way to leave it and return to civilization. There are two ways to do this. The first way is to be rescued by a passing ship. The second is by building a raft from pieces of driftwood which float by on the tide. Now this sounds very simple, if not a little boring, but life is made difficult by having to collect both food and water. You also have to rest every so often.

Your choice of action is selected from a menu bar and your success rate can be affected by a number of different factors.

When collecting water, the weather plays an important part. Sunny days mean little or no water, whilst torrential rain fills your three containers with no trouble. The weather is a random effect but its state is shown constantly on screen. To collect food you must catch fish. A fish icon is shown briefly on the screen, then you must press a number from 1 to 9 to represent the position you think the fish was at. If you are correct, you catch the randomly-sized fish. Large fish provide food for longer periods.

The collecting of wood – of which you require ten pieces – can be dangerous or fatal. Each day there are a number of sharks in the water. As with most effects, this number is random. You can choose whether to brave the sharks and try for the wood or stay on the island and wait another day. More often than not, if you are permitted into the water, you will get the wood. If not, then the sharks eat you.

Sending messages in bottles improves your chances of being rescued. The problem is that the hurricane season is approaching. Should you take too long, then the island will be washed away and you'll drown, which of course ends the game.

Although this game presents very little for the traditional adventure game fan, you can spend a while enjoying yourself playing it.

Available on Volume 2 of The Guild PD Adventures from Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW Price: £6 on tape or 3 discs. Cheque/p.o. payable to Binary Zone PD

## MYSTERY ISLAND

Reviewed by Damian Steele on a C64

This is another game written in BASIC. It features a mixture of text and graphics although the graphics are of a fairly low quality. The idea seems to be a simple treasure hunt but the game is a little more involved than many of the same period. The puzzles have been well thought out and practically all are completely logical.

This isn't a game for a beginner. Not only because of the difficulty level but also because of the limited parser. Unlike many of the games we now play, some common words are not included. For instance EXAMINE is replaced by LOOK. The lack of these accepted words leads to the need for greater thought and perseverance. Personally, I would say it is worth it.

This is another of the 41 titles featured on Volume 2 of The Guild PD Adventures – see Island Rescue above for ordering details

Davy Jones's Locker

Written by Jack Lockerby

Reviewed by James Judge on an STE



To those of you who are hardened 8-bit adventurers, this game will be very familiar as it is by one of the more famous authors. This time, though, your adventures can take place on an ST/STE - far easier than loading up a Speccy tape.

The game has been converted to STAC by the Zenobi team and top marks must be given to them because, as far as I can see, the game's programming is faultless - something more authors/converters should try to achieve. After the standard Zenobi loading screen (a red-headed woman) you are given the choice for instructions and intro. People who have played Lifeboat (the game that is before this one) may feel at home in the starting location (a boat in the middle of the sea) but the rest of the game is completely different.

On the boat are your three companions from your last adventure (Shamus, Jake and the Woman (how sexist that sounds!)) as well as a dog you also found in the last adventure (who has now been tamed). After a little aimless rowing you hit upon a ship - GREAT! Salvation. In your struggle to escape your three companions push you out of the way and disappear up, over the side of the ship. The next thing you hear is an ear-piercing scream and, when you enter the ship, your companions have disappeared. Now the adventure begins properly with you on the deck of an abandoned ship, a dog for company and a length of heavy rope at your feet that is connected to a grapple hook. From here puzzles come thick and fast as well as a great sense of humour and wonderful gameplay. The game is, as a whole, quite linear with a logical path to follow and you come across one puzzle after another, instead of being presented with three or four at a time. This makes the game, to me, slightly easier as you are presented with a puzzle and you know that you have got something or can get something to solve that particular poser.

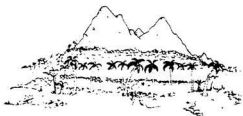
Most of the puzzles are quite logical and others are logical AFTER you have completed them. Take, for instance, in the bowels of the ship. There is a catfish that won't let you go anywhere, you are unshaven and you have got a few items - one including a razor fish. Earlier on in the game you found a shiny plaque so, naturally, you go and shave. Well, you have completed one of the more 'surreal' puzzles. When you go back to the bowels the catfish swims off due to a lack of interest. Why is that, you ask? Well, we all know that 8 out of 10 cats prefer whiskers. Boom boom. Very funny, but not really the best puzzle, which I solved for all the wrong reasons (I just wanted to be silky smooth...). As I have said, the humour that is present in this game is very funny - the sick squid, the computer game etc. etc. are just a few examples of Jack Lockerby's distinctive style. If I were to make any comparison between this game and the previous one (Lifeboat) I would say this is slightly easier as it doesn't rely on your knowledge of nursery rhymes (something I am not brilliant at - I can't even remember what happened to Jack when he fell down the hill [answer on a postcard to...]) but it is more enjoyable.

Overall a brilliant game with only a couple of, erm, 'strange' bits that, on reflection, just add to the game's playability. Well done Jack - I'll probably fork out for another game of yours sometime in the future.

**Atari** version : please see advertisement in this issue. **Commodore** version : J.A.Lockerby, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL £2.50 tape or disc. **Spectrum** version 4 : Zenobi Software (usual address) Deep Waters Vol.2 £4.99 (tape) **Amiga** (under emul) £2.49 as single game, £5.99 as Deep Waters Vol.2, **PC** (under emul) as Deep Waters Vol.2 £5.99

## MINDSHADOW

Reviewed by Damian Steele on a C64



This game from Activision is a text and graphic adventure in which the object is to rediscover your identity.

The basic mechanics of the game are quite impressive. Unlike many games of the period, Mindshadow has been programmed with an intelligent parser which can cope with full sentence commands containing multiple action statements such as "Get the rock and then get the steel". Another useful function becomes obvious when you know your way around a little better in the game. The program will accept multiple directional commands, scan the input and if all is well, you will be placed in the last location without having to visit all the intervening locations and wait for each picture to be drawn as you would with, for instance, a GACed game.

Each location has its own picture to go with it. Although I personally do not like graphics with an adventure, some of those in this game contain extra clues not mentioned in the text so they have more value than to look pretty. This is just as well as I found no way to switch off the graphics function.

Another feature is the pre-programmed function keys which bring up such useful phrases as "Save the game", "Drop" and "Get all". The last one, however, only applies to visible objects and NOT to those which are available but undiscovered.

Played in four distinct area - a desert island, a pirate ship, in London and in Luxemborg - Mindshadow includes some unusual, if not slightly obscure, puzzles. A number of inputs, whilst still being logical, are of the "Oh, so THAT'S how you do it!" variety which make far more sense afterwards than before you found them. One of these is the need to cut a thick anchor chain with a meat cleaver. Not having tried this, I can not say it is impossible, but it does seem a little unlikely.

Even the most trivial seeming of objects can be the one thing which is useful to you even if it isn't immediately obvious how. One such item is the canvas sheet found on the pirate ship. Wearing this saves your life much later in the game even though you are told how silly you look when you put it on. The fact that you pass through many populated areas - such as the docks, the airport and a private club - should the girl here have asked "Would you care to check your hat and canvas sir?" - without anyone saying a word about your strange apparel seems a little odd, but as a writer myself, I know that you can't include a message for every eventuality.

On the flip side of the disk I found a full tutorial program which covers most aspects of an adventure game in a style which is useful to both beginners and the more experienced adventurers alike. Having said that though, this isn't what I would call a beginners game. Some of the puzzles are quite hard and require some serious thought. Don't be put off though, if you like a challenge, this game will provide it.

(This game was released for various computers but I don't know if it is still commercially available. You may have to shop around, or advertise for a second-hand copy - Barbara)

## THE DOMES OF SHA

Written by Jack Lockerby

Reviewed by Phill Ramsey on an Amstrad CPC

A long time ago, in a remote corner of the galaxy, something occurred which would affect thousands of planets.

Olaxis was once a thriving agricultural planet which relied on the vast Yander forests for most of its needs. Then came the Great War, an event so catastrophic in its destruction of planet and population that no records of the period exist: even the Elders can recall nothing of the event.

The only people to survive the war were the Sha tribe. They were a proud people who lived and worked in the encircled valley which they named after themselves.

The land surrounding them was dead and barren. They knew that their planet was dying, but some dreadful fear which no one could explain prevented them from leaving the valley. Even though they knew 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....

At which point the game starts, and you find yourself on the ridge of a Dome with little idea of what actually needs to be done in order to complete the game. However, mapping the immediate vicinity will soon lead you to discover the house of Kroll the Elder, who will give you some more information, and something to help you make your way into other areas of the valley which would otherwise be closed to you.

You have a companion, Grunt, who is something of an irritant in that he continually wanders off. You can get him to return by entering CALL GRUNT, but at some points in the game, if Grunt is not with you, then you will not be able to solve the problems which have been set.

My only complaint with a random event such as this is that it ~~is~~ random. At one point, Grunt wandered off four times in succession, making me enter CALL GRUNT four times to bring him back. That apart, I didn't have too many problems with him. For most of the game, he was content to follow where I led.

Throughout the game there are lots of clever problems to be solved, each of which turned out to be quite logical. There is an egg of be found and "incubated", a water-wheel to be travelled upon, and a chamber full of gas to be passed through. Holding your breath here doesn't help at all, you must think of a way to get rid of the gas, making the chamber safe for you to pass through. Unfortunately, there aren't any gas-breathing monsters near to hand, so that tried and trusted method of clearing the gas away isn't available to you!

Eventually, you may find a domed room which contains a stone map of the Sha valley. A close examination of this will give you clues as to what you have to do to complete the game.

I think, of all the problems in the game, my favourite was having to bridge a chasm. There are plenty of clues about how this should be accomplished, but, as always, it's a case of having to work out how to obtain one thing to help you solve another. An object which will help you solve this problem can be found not too many locations from the start - so make sure you've checked out every location before going through the door.....

Although there doesn't appear to be a weight limit, the items which you need to recover have to be carried one by one. This draws the game out a little, and makes it seem as though it is larger than it actually is.

This version has been written using the Amstrad PAW and so it is only available on disc, and runs under CPM, which means that tape users are, once again, left out in the cold.

The playing area is fairly large (around 80 locations), which will keep fans of map-making happy for a few hours. One of the things that I enjoyed about the game is the fact that there aren't any mazes: nor are there any sudden deaths (at least, I didn't find any), which is another plus for the game.

Commands like ramsave and ramload are catered for, as well as the more usual save/load commands.

Although there is a lot to this game, it didn't really capture my imagination. To be quite honest, I found it a little uninspiring. There didn't seem to be much atmosphere generated by the location descriptions, and nine times out of ten when I tried to examine something mentioned in the location description, the standard message: "Nothing of interest is brought to light" was generated. Fair enough, but when that same message is generated almost every time you try to examine something mentioned in the location description, it gets a little monotonous. Surely, with the PAW, some time could have been spent in catering for this type of input?

That apart, the game plays quite smoothly, and is bug-free. I'm sure that many adventurers out there will enjoy the game; after all, playing adventures is a very personal thing. As for the difficulty level, novice adventurers may well find themselves getting stuck time after time. At least Phil Reynolds runs a helpline for anyone who needs hints or tips.

Intermediate adventurers will probably cope with the game with only one or two problems making them stop and think. Advanced adventurers will have few problems with the game, and will probably enjoy the problems which have been set.

All in all, the game is worth playing, and worth the asking price. Although I, personally, wasn't too keen on it, I'm sure other people will enjoy it. I can recommend it as being a worthwhile addition to your collection.

**Amstrad version** - The Adventure Workshop, 36 Grassmere Road, Royton, Oldham, Lancs. OL2 6SR Price: £4 disk only, please state whether CP/M+ or CP/M 2.2.

**Spectrum version** - Zenobi Software, 26 Spotland Tops, Cutgate, Lancs. OL12 7NX Price: £4.99 on tape (it is one of six titles on Best of the Indies Vol.1)

**Atari version** - Zenobi Software or Adventure Probe Software - please see advertisement elsewhere in this issue.

**Commodore version** - Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW Price £3 on tape or disc.

**Amiga and PC versions** - although I scanned Zenobi Software's long lists I couldn't find it in the "under Spectrum emulation" section, but I'm sure if it isn't already available, it soon will be, so why not send an SAE to enquire? [Barbara]

## THE CHAMELEON KEY

Written by Sharon Harwood

Reviewed by Vicky Jackson on a Spectrum



You are a Chameleon who has been living peacefully on Earth as a young schoolboy called Craig Drury. However, in recent weeks you have been aware of some force at work on your home planet and, unable to ignore the urge any further, have decided to return immediately. Clutching your precious possessions you travel half way across the world to your secret hide-out.

The object of the game is to recover the Chameleon Key stolen by Chelsea, an outcast from your planet. Unless you can achieve your mission the whole planet will die. Examine, search, look in, under and around is the name of the game. Don't be in too much of a hurry or you will miss certain vital objects, as I did in the first location. Transport codes are essential or you won't get very far.

The game contains some nice original puzzles not too difficult if you remember who you are. You will meet some very interesting characters, including a tramp, a porrish, a lawman, and a band of rogues all of whom will be very helpful in one way or another. You will also have to rob a bank and grass on a very dodgy lady. Knowledge of photography is also useful, particularly when trying to rob the bank.

All in all, another very good game from Sharon Harwood. Not very big location-wise, so no mapping is required but certainly lots to do before you can recover the Chameleon Key. I look forward to her next one.

Available from : Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL. **Spectrum** £2.50 on Tape or +D 3.5" disc, £2 if you send own +3 disc. **Amiga** £6 on disc with The Fabled Black Rose, plus free emulator. Cheque/p.o. payable to M. Freemantle

## 8-BIT ADVENTURE UTILITIES - ASSETS OR ASSASSINS? by IAN OSBORNE

It was the software companies that killed commercial text adventures. In the early eighties, Artic's offerings like Planet of Death and Ship of Doom shared shelf space with the latest Ultimate arcade hits such as Jet Pac and Tranz-Am. As the years went by, adventures improved beyond recognition - 16K offerings like the Artic and Scott Adams games looked a little jaded next to new classics such as The Hobbit and with the low-end Spectrum and ZX81 on the wane, arcade games too became far more sophisticated.

Then disaster struck. Software companies sought a new angle on the text adventure, spawning graphics, sound effects, icon interfaces, and any other eye-catching gimmick they could dream up. Desperate to make their game different from the others, plot and puzzles fell by the wayside as the race for novelties intensified.

The adventuring public hated it. They wanted solid storylines and challenging puzzles, not

memory-hogging graphics and pointless novelties. A new idea would be far more welcome than a new screen display, but the software companies wouldn't listen. Refusing to give the public what they wanted, sales fell and publishers lost confidence in the market, producing less and less.

All was not lost. As early as the mid-eighties, adventurers could program their own games with easy-to-use utilities such as Gilsoft's The Quill and sell them by mail order. Graphics were available if you wanted them, but the majority of games were good old-fashioned text adventures, with the emphasis on the game and not the presentation. In other words, it's exactly what the public wanted. Cottage industry games took over commercial publications, quality improved, prices fell and the text adventure was saved.....

Adventurers often take this line, arguing that the cottage industry software houses took over when they were abandoned by commercial publishers. It's a cosy thought, but is it true? Here's another possible outline of events.....

The growing dominance of higher-end 8-bits such as the 48K Spectrum and the Commodore 64 allowed software houses to push adventuring into all sorts of uncharted territories. The extra memory allowed for graphics, alternative fonts and even animations. The text-only adventure wasn't forgotten, but was no longer the sole adventure format. Then came The Quill, and later the GAC and PAW. Now almost anyone with a good idea (and a fair few with no ideas at all) could program a text adventure. It looks smart, offers clear, uncluttered screen displays and (unless it was GACed) update almost immediately - in other words, it's as good as any commercial release.

To make the most of their utilities (and who can blame them?), amateur programmers published their games through their own mail order-only labels. They weren't in it for the money. For them the reward was a good review in the adventure columns, requests for help from avid gamers and letters of encouragement asking about their next game. Adventurers no longer needed to pay commercial prices for their software - they could get three cottage industry offerings for the price of an off-the-shelf game.

The software companies couldn't cope. Unlike the back-bedroom programmer, they had substantial overheads. Inlays must be printed, tapes duplicated (and not in ones and twos like the home industries either), and advertising budgets paid. No one was prepared to pay commercial prices for text adventures when mail order games were so cheap, and they could hardly expect to match them on cost. Instead, they made their games that little bit different. Sound effects, icon interfaces, animations, you name it - anything to avoid reading "this is a great game, but offers no more than a mail order offering costing a third of the price" at the end of every magazine review.

Needless to say, the punters left in droves. Why should they pay over the odds for an inferior product when the mail order firms offered exactly what they wanted? The software companies couldn't hope to compete with Quilled and GACed games, so they were forced to experiment (unsuccessfully) with the aforementioned adornments. Still unable to make a profit, they left the market entirely and didn't return until the 16-bit computers facilitated graphic adventures. Thus, adventure writing utilities didn't save the text adventure, they forced them out of the commercial sphere.

So which is true? I came to adventuring fairly late in the day, and missed the arrival of The Quill, GAC and PAW - I've no idea which of these two models holds more water, though I suspect they both contain elements of truth. Can anyone from the "old school" shed more light on the issue?

## ALL CLUED UP by BOB BATES

Adventure magazines such as Probe are full of hints and tips for lost adventurers. Some readers like the clues to be coded so that a problem is not spoilt by premature exposure of the solution, others like to read uncoded clues as a way of increasing their general knowledge of adventure tactics. The ideal, but impossible, situation would be for everyone to read uncoded solutions for games that are not available on their computer and coded hints for games that they possess!

For the editor of the magazine there is the problem of constructing and encoding the clues followed by typing and proof reading the script but the computer can be harnessed to help with all four problems.

Well, the computer cannot proof read the text and spell checkers will suffer severe indigestion with encoded clues but it must help if the editor knows that the clue was encoded correctly in the first place. That is where the two programs listed below come in. They provide for the two main ways of coding clues, backwards writing and letter shift.

The program for backwards writing will also decode backward written clues and the forward shift facility of program 2 will decode backward shifted clues (and vice versa).

The programs are written in Spectrum Basic with full REMarks so it should be possible to translate them into other dialects. Also, for those who have "THE LAST WORD" word processor for the Spectrum, after a few modifications the two programs can be merged with the BASIC part of "THE LAST WORD" to provide fully automatic entry of the coded clue into the text (look Mum, no-handed typing!).

The program in listing 1, for backwards writing, collects the clue in a\$ then uses a simple FOR-NEXT loop to take each character in reverse order and put them into c\$. The clue and its encoded form are then presented on screen for checking. It can then be copied from the screen or, if you have a printer, a simple print routine is provided.

The line numbers run from 1000, and important routines in each program have the same line numbers to make easier conversion for use with TLW.

The program in listing 2 provides for both forward and backward shift by a maximum of nine characters. It can cope with both upper and lower case letters and with numbers entered as digits though numbers can be spelt out if you wish. Spaces and the major symbols (= \$ ^ / \* - + . , ; : ) are left unchanged by the routine in LINE 1050.

The program works by collecting the clue in a\$ and you are prompted for the direction of shift and the number of characters to shift by. A FOR-NEXT loop then steps through each character

in a\$ and converts it to its ASCII code for manipulation. The subroutines FORWARD and BACK arrange for numerals and both upper and lower case characters to wrap round in the direction and amount to suit the direction and shift specified for the code.

For example, if the code is FORWARD by ONE character then the ASCII code for "z" (ie. 90) becomes the ASCII code for "A" (ie 65), the ASCII code for "z" (122) becomes the ASCII code for "a" (ie. 97) and the ASCII code for "9" (57) becomes the ASCII code for "0" (ie. 48).

The resultant ASCII codes are then adjusted for the amount and direction of shift by adding or subtracting the value of shift. Finally the ASCII code is converted back to the character and is inserted at the correct position in c\$ which holds the encoded clue.

AS before, the clue and the coded clue are presented on screen for inspection and or print out.

#### Customisation of THE LAST WORD

"THE LAST WORD" (TLW) word processor for the SPECTRUM can be customised with either of the programs above, to give automatic entry of encoded clues into the text.

This works by return to basic from the text file followed by entry and encoding of the clue. When TLW returns to BASIC it goes to line 20 then jumps to a non existent line 1000 so it is convenient to put the modified basic at line 1000. Check that your version is the same.

Modify either of the programs in listing 1 or 2 as follows.

Alter LINE 1005 to:-

```
1005 INPUT "ENCODE CLUE y/n (n returns to basic";r$; IF r$="n"  
OR r$="N" THEN GOTO 2000 :REM GOTO TLW MAIN MENU
```

Delete LINES 1125, 1130 and 1135

and

SUBSTITUTE new line - 1125 GOTO 9999: REM returns to text file

- 1) Now save the modified basic to a fresh tape or disc.
- 2) Make a backup copy of THE LAST WORD and load the backup.
- 3) Return to basic from the main menu of TLW and type the basic command CLEAR 35000 followed by ENTER (CLEAR is found on the X key). This moves the text file up in memory to make room for the extra BASIC and variables.
- 4) Check that your version of TLW has nothing between LINES 1000 and 1385
- 5) Alter the CLEAR statement in both lines 30 and 40 of TLW BASIC to CLEAR 35000
- 6) With TLW BASIC still in the computer, MERGE the new basic
- 7) SAVE the modified TLW BASIC to fresh tape/disc together with the TLW machine code by ENTERING "RUN 50" if you are using tape cassette or "RUN 70" if you are using microdrive or a disc system. LINES 50 and 70 contain the relevant SAVE commands in my version of TLW but check your version first.

NOTE the instructions below will make sense if you have TLW.

8) To automatically insert a coded clue in the text, type as usual then return to BASIC from the text file with the command "EXTENDED MODE B". You will be prompted to enter a clue or GOTO the main menu. Follow the prompts to enter and encode the clue. When it is complete you will be returned to the text file. Place the cursor where the clue is to be inserted and call "string insert mode" (ie press EXTENDED MODE FOLLOWED BY SYMBOL SHIFT I) and follow the prompt to inspect the coded clue which is held in c\$ and then insert it by pressing "U" for use.

REMEMBER the clue is held in c\$.

9) Files created with this modified version of TLW should only be loaded back into the modified version.

"The Last Word" word processor for the Spectrum is available from VIDEO AND COMPUTER WORLD of COLDSTREAM (tel. 0890 883232). as part of a bundled pack together with TROJAN's CAD MASTER PROGRAMME. They have been selling it at the recent ALL FORMATS show in BIRMINGHAM for about '10 (ie. 1/4 last retail price). If you buy from them, make sure that you get the orange covered manual for TLW as well as the Cad Master manual.

#### LISTING 1 FOR BACKWARDS WRITING

```
1000 REM clue Backwards write stand alone ver. 19/4/94
1005 INPUT "ENCODE CLUE y/n (n returns to basic";r$: IF r$="n"
OR r$="N" THEN STOP
1020 INPUT "enter clue";a$: CLS : PRINT "The clue is:-": PRINT :
PRINT a$: INPUT "Is this correct Y/N";r$: IF r$="n" OR r$="N"
THEN GO TO 1020
1025 PRINT "PLEASE WAIT---ENCODING CLUE": DIM c$(LEN a$): LET m=
0
1030 FOR n=LEN a$ TO 1 STEP -1
1035 LET m=m+1
1040 LET c$(m)=a$(n)
1105 NEXT n
1110 CLS : PRINT a$
1115 PRINT c$
1120 INPUT "IS THIS OK? y/n";r$: IF r$="n" OR r$="N" THEN GO TO
1010
1125 INPUT "SEND TO PRINTER? y/n";r$: IF r$="y" OR r$="Y" THEN
INPUT"ADVENTURE NAME & COMPUTER";r$: LPRINT r$: INPUT "ENTER PRE
LIMINARY TEXT";r$: LPRINT r$;".":c$
1130 INPUT "another clue y/n";r$: IF r$="y" OR r$="Y" THEN GOTO
1020
1135 STOP
```

#### LISTING 2 FOR BACKWARDS AND FORWARDS SHIFT

```
1000 REM clue FORWARD AND BACK stand alone ver. 26/4/94
1005 INPUT "ENCODE CLUE y/n (n returns to basic";r$: IF r$="n"
OR r$="N" THEN STOP
1007 INPUT "SHIFT Forward or Back F/B?";m$: IF m$<>"b" AND m$<>"
B" AND m$<>"f" AND m$<>"F" THEN GO TO 1007
1010 INPUT "Shift by how many? (max 9)";r$: IF LEN r$>1 THEN PRI
NT "re-enter shift": GO TO 1010
1012 IF CODE r$<48 OR CODE r$>57 THEN PRINT "JUST A SINGLE DIGI
T": GO TO 1010
```

```

LISTING 2 continued
1015 LET shift=VAL R$
1020 INPUT "enter clue";a$: CLS : PRINT "The clue is:- ": PRINT
: PRINT a$: INPUT "Is this correct?Y/N";r$: IF r$="N" OR r$="n"
THEN GO TO 1020
1025 PRINT "PLEASE WAIT---ENCODING CLUE": DIM c$(LEN a$): LET m=
0: LET FORWARD=1200: LET BACK=1300: REM Sets FORWARD and BACK t
o the line numbers of the two subroutines
1030 FOR n=1 TO LEN a$
1035 LET m=m+1
1039 REM NEXT LINE SETS ASCII TO THE ASCII CODE FOR THE CHARACTE
R IN a$
1040 LET ascii=CODE a$(m)
1045 REM LINE 32 ARRANGES FOR PUNCTUATION AND OTHER SYMBOLS TO R
EMAIN UNCHANGED
1050 IF ascii>=32 AND ascii<=47 OR ascii>=58 AND ascii<=64 OR
ascii>=91 AND ascii<=96 OR ascii>=123 AND ascii<=127 THEN GOTO
1100
1070 IF m$="f" OR m$="F" THEN GO SUB FORWARD
1072 IF m$="b" OR m$="B" THEN GO SUB BACK
1100 LET c$(m)=CHR$(ascii)
1105 NEXT n
1110 CLS : PRINT a$
1115 PRINT c$
1120 INPUT "IS THIS OK? y/n";r$: IF r$="n" OR r$="N" THEN GO TO
1010
1125 INPUT "SEND TO PRINTER? y/n";r$: IF r$="y" OR r$="Y" THEN
INPUT"ADVENTURE NAME, COMPUTER and CODE USED";r$: LPRINT r$: INF
UT "ENTER PRELIMINARY TEXT";r$: LPRINT r$;"...";c$
1130 INPUT "Another clue? Y/N";r$: IF r$="Y" OR r$="y" THEN GOTO
1020
1135 STOP
1199 REM SUBROUTINE FORWARD
1204 REM THE NEXT LINE MANIPULATES THE ASCII CODES FOR NUMERALS
1206 IF ascii>57-shift AND ascii<58 THEN LET ascii=ascii-10: LET
ascii=ascii+shift: GO TO 1250
1208 REM THE NEXT LINE MANIPULATES THE ASCII CODES FOR CAPITAL L
ETTERS
1210 IF ascii>90-shift AND ascii<91 THEN LET ascii=ascii-26
1220 REM next line MANIPULATES THE ASCII CODES FOR LOWERCASE LET
TERS
1230 IF ascii>122-shift AND ascii<123 THEN LET ascii=ascii-26
1240 LET ascii=ascii+shift
1250 RETURN
1299 REM subroutine "BACK"
1300 REM THE NEXT LINE MANIPULATES THE ASCII CODES FOR NUMERALS
1310 IF ascii<48+shift AND ascii>47 THEN LET ascii=ascii+10: LET
ascii=ascii-shift: GO TO 1385
1330 REM THE NEXT LINE MANIPULATES THE ASCII CODES FOR CAPITAL L
ETTERS
1340 IF ascii<65+shift AND ascii>64 THEN LET ascii=ascii+26
1350 REM THE NEXT LINE MANIPULATES THE ASCII CODES FOR LOWERCASE
LETTERS
1360 IF ascii<97+shift AND ascii>96 THEN LET ascii=ascii+26
1380 LET ascii=ascii-shift
1385 RETURN
End of listing 2

```

## GRIMWOLD by ELLEN MAHON

In a deep dark Devon forest, sits a cottage all alone.

It once belonged to Hamlyn – but now Grimwold calls it home.

Now, Grimwold is a brave old dwarf, who stands not four feet three,

But when it comes to heroes, why there's none so big as he!

Many adventures our Grimwold has had, and all of them fraught with much danger –

Goblins and pixies our hero has faced, to answer the call of a stranger.

Many fair maidens Grimwold has saved, from the hands of Black Knights on great steeds.

He's even slain dragons, with fire in their breath, just to mention a few of his deeds.

So, if dear adventurer, all seems lost, and you've probed as hard as you might,

Just give Grimwold a call, and he'll be only too pleased to help you along in your fight!

## GEORGE'S NUMBER COMES UP by MARY SCOTT-PARKER

George, the Dragon, woke from 40 winks, following 1 over the 8 down the "3 Crowns". Grumpily, he gave his girlfriend, Mildred, the once-over. Seeing her dressed to the 9's, he gave her the old 3rd degree.

"A 6th sense tells me you're 2-timing me," he roared, "10-1 it's that rich old 49er, with the 10 gallon hat and the 1 track mind."

Until then, Mildred had been in 7th Heaven, feeling 1st rate. Now she was at 6's and 7's. It was 6 and two 3's really, she thought bitterly, a Catch 22 situation. Look good, feel good and be suspected; look lousy, feel lousy and be criticized.

"You've put 2 and 2 together, and come up with 5," she roared, inflamed with the injustice of it, including a 4 letter word or two for good measure. "Well, I've got 5 too, a bunch of 'em, in fact! Take that!" POW!

## SOME WISE WORDS from REYNIR H. STAFANSSON

An even cloak is always the height of fashion.

The mind is the place great adventures start.

Some monsters *can* be tamed. I once saw a hacker with a tame Dragon!

Don't play Nethack at work. Your boss might hit you!

The action of carrying a fishing boat is unbelievable. Well, I'll think at least twice before burdening myself with a trawler, perhaps a coracle won't be so heavy?

## TEN THINGS TO REMEMBER IF YOU HAVE AN ADVENTURER IN THE FAMILY

(all Probe readers should present this to  
their next of kin, kids, etc.)

by JONATHAN SCOTT

10. Avoid asking them to PUT THE TV ON. They may take this literally and attempt to actually balance the "box" on their heads. Please remember that PUT ON is a synonym of WEAR. Although it often refers to ACTIVATE, it is worthwhile considering that the way in which the parser prioritizes particular actions is highly influential. Similarly, asking them to GET EVERYTHING OUT OF THE CAR may include the stereo, steering-wheel and suchlike, so beware! This is a very uncommon syndrome, *vocabularis personalis adaptum*, involving an adventurer "inheriting" the characteristics of an adventure game. If your relative is an avid player of Scott Adams's adventures and often speaks using terms such as GO HOUSE and GO CHAIR – the syntax of a tiny tot is more advanced – then it's time to worry.

9. Luckily, adventures in general affect very few people in this way. It is most uncommon with text adventures. However, should the adventurer begin pointing at objects, clicking his or her fingers at them, and wittering, "Please wait – data being loaded", it is likely to assume that he or she has been playing point-and-click adventures on his or her PC, Amiga, Atari ST, Archimedes or Mac! Or, even worse, on a console!

8. A traditional part of adventuring has been the limit of the number of objects you may carry at one time. Recently, it has become "hip" to NOT impose a limit, allowing the player to accumulate a large number of items over the course of the game. This also removes the need to include DROP <ob> in the step by step solution the author produces. A result of this is *inventorium excessum mentalitius*, recently discovered by Sir Professor Percival Hodgkins BSc, MSc, PhD., which causes the victim to develop an insane obsession with breaking the Guinness Record for "carrying as many things as possible at once!" This has its benefits, as it allows you to save cash on removal men if you ever decide to move house .... mature IEM sufferers should be quite adept at doing this in one fell swoop. Professor Hodgkins, son of the missing scientist Basil Hodgkins, has stated "Every cloud has a silver lining. Er, that's not quite true, 'Executive' clouds have a golden lining, while 'budget' clouds have a silver-coated lining. Zikov (my father's company) are currently developing a new £2.99 brand of cloud." Prof. Hodgkins would be invaluable as a politician as he has a unique ability of saying quite a lot, while not saying anything at all.

7. Although you may criticize your relative's hobby, you must remember that it has given them exceptional competence in one particular area which has a potential for a future career. It is true, in order to progress in many adventure games, a map is an essential. Therefore, new horizons are open of the adventurer. The Institute of Cartographers and Surveyors (ICS) offer a DIPLOMA often leading to full-time employment. Three years adventuring experience is an excellent entrance qualification: those who've been "at it" since the days of *Ye Hobbit* are at an even better advantage. Unfortunately, the ICS is situated in Zanzibar and the ability to speak Swahili is essential.

6. You may find that your adventuring relative refuses to enter dark (or merely darkened) rooms unless carrying a source of light. If you do manage to get them inside, they may immediately report, "It's too dark to see anything!" This is a highly complex 'complex' (sic) which falls into the category of *behaviourism*, as defined by American psychologist B.F. Skinner. Well, actually that should be *behaviorism*. Basically, it's the response to certain stimuli, i.e. the dark location, which has been established by the frequent playing of adventures. The result is usually the seeking of a lantern, torch or light switch. As well as the behavioristic approach to analysing this complex, there's also *gruelophobia*, a morbid fear of gruels, and not the fear of gruels as it is often mistaken for. The cure is simple: be more original, adventure authors, and dispense with the "find lamp to see" routine!

5. Sleeping disorders are not associated with adventurers. Any disturbance is more commonly associated with the adventurer's spouse or kids:- (i) The adventurer may be somnambulant (they sleepwalk, in layman's terms). This will occur NOCTURNALLY - the darkness complex or phobia in No.7 has no effect, as they may SEE the Shrine or whatever in their dreams or DIURNALLY. The NOCTURNAL variety may involve a quest for items of treasure, such as Mrs. Jones' garden gnomes, and will probably cause the entire street AND the adventurer's family to be woken up, (ii) He or she may be affected by the infamous *insomnia*, due to a particularly tricky puzzle - or because the program has asked them to re-phrase *inventory*; not a characteristic of today's synonym-rich games, though, and (iii) Freudian disciples will be pleased to hear that their guru's theories have been taken into account here. Psychoanalysis, Freud's master-stroke, has been used to show that commands such as GO EAST, TELL THORIN TO GROW A DWARF SHRUB and DROP ALL BUT X-RAY may be imbued on an adventurer's id (or subconscious mind). These may be yelled while in the depths of slumber, thus waking the irate family. The solution is earplugs or, if your home happens to be a castle, making him or her sleep in the dungeon.

4. If your adventuring relation insists on maintaining a constant supply of oil, keeping a set of skeleton keys and large quantities of rope, do not worry. These items are found frequently in adventure games and they are often indispensable. Should the adventurer find a set of rusty hinges in his or her daily activities (it is possible!) the oil will prove very useful. If you relative has an urgent need to enter a building for which he or she does not possess an original key, the skeleton keys would save the day. In the same way, rope helps when great heights must be scaled. Your relation is unlikely to require these items, so don't complain. Just ensure it doesn't lead to criminal behaviour!

3. The fear of bridges, *brycophobobobobia* (so called because Dr. William W. Williams, who discovered it, stammers), has been found in a number of adventurers. This has also been defined as the *collapsing bridge complex*, which boasts more succinct documentation and, compared to that of *brycophobobobobia* (which consists of 2,500 pages), it is remarkably concise. It states that the sufferer is obsessed with the possibility of the bridge deteriorating after it has been used a certain number of times. Once again, the theories of Freud come into play, as this is influenced by subconscious impulses which stem from the all too common occurrence in adventure games of bridges (mainly rope) that collapse after being crossed a certain number of times. The best solution is to convince your relation that it is not really a bridge, simply "a structure spanning a river". If this doesn't work, try a different route!

2. Whether you call them PSIs (PSeudo-Intelligence), NPCs (Non-Player Characters) or anything else for that matter – such as the highly unlikely “people” – you may wish to FOLLOW them. *Fylgjaitis* is one more subconscious syndrome, founded by Dr. W. W. Williams – hence the stupid name, derived from the Nordic origins of the word “follow”, would you believe! The effect of *fylgjaitis* is that the adventurer carries the tendency to follow people around in adventures into the real world. The result is often chaos, especially for those poor unfortunates who are being “stalked”. Many sufferers of *fylgjaitis* in the United States are now behind bars, as the anti-stalking laws have not taken their condition into account. *Fylgjaitis* has not been discovered in the U.K. as yet. It appears to be only affecting the other side of the Atlantic, so us British people can utter the legend, “Humph, Americans!”

1. The final condition affecting certain adventurers is the result of years of toil, misery and hair-wrenching at the hands of one of adventuring’s most formidable tasks..... THE MAZE.

Campaigners have endeavoured, unsuccessfully, to remove this element from adventures. Psychologists studying the phenomenon have defined it as the *mazius disorientatis element*. It is believed to be one of the principal causes of mid-life crisis in adventurers. But there are even more sinister implications.

*Mazious obsessius* involves the adventurer adopting the personality of an adventure game. With some games this may mean that all he or she says is, “I can’t do that” or “I don’t understand. Try some different words”. The adventurers will then insist that you take him or her to the nearest hedge maze along with about 100 small household items. These will be dropped in each imagined “locations”, in order to see if they’re there when he or she “moves”. They usually aren’t.

Psychologist Sri N.K. Head, PhD has stated in his document on the complex that the solution is simple: adventure writers should be more original and stop including mazes. A spokesperson for the United Nations says, “As sanctions on the offending authors have so far failed, air strikes appear to be our only choice”. We will keep you informed.

In closing, it must be noted that these conditions are extremely rare in adventurers and haven’t been observed since the ‘heyday’ of adventuring. One particular adventurer has, alas, admitted to suffering no less than SEVEN of the “complices” (ahem!). The explanation is that he or she is a hypochondriac and no longer subscribes to nor read Probe. In other words, he or she is off his or her rocker. (Mustn’t give too much away!)

Thank you for bearing with me.

### LIMERICK by JUNE ROWE

Trying to find a warm robe,  
An adventurer travelled the globe,  
But the wrong route he chose  
And he finally froze  
What a pity he didn’t read ‘Probe’

## SOMA – Pt. 8 written by JEAN CHILDS

(continued from last month)

The steps came closer.....and then.....they were echoing around him. Voices shouted at him in his own language. "You've failed!" "All is doom!" "Give up!" "Look at the mess you've made!". Then the steps became his steps, he was running. But from what? He turned and looked down the corridor back along the route he had taken. Far in the distance he could see the lizardmen. They were not moving and yet were getting closer. He searched for his pendant, but it wasn't there. He looked down at his clothes and saw that he was wearing a long white flowing robe. His feet were motionless beneath it, and yet he was moving and he could hear his own footsteps.

As he lifted his head, he saw that he was approaching a fork in the corridor. The right-hand corridor seemed to lead to light, whereas the left seemed to lead into darkness. Darkness and nothingness. He turned to the light, and it was then that luck decided to play a part. For as he took the route to the light he turned for one last look at his pursuers, and as he turned he stumbled and hit his head on the wall of the corridor.

As he fell, slightly dazed, he put his hand out to the wall to steady himself, and it was at that moment that he noticed the black sticky substance emanating from the walls. He regained his feet, and they were his feet. They moved as they should and when he wanted them to. There was a deathly silence all about him, the footsteps had gone and there was no sign of the lizardmen. Instinct told him to continue his path towards the light, but something more powerful than instinct accounted for the fact that moments later he was blindly feeling his way down the dark corridor.

Suddenly the wall of the corridor gave way to an opening which he almost fell into. From it came a smell of life. He could smell food, possibly slightly rotting food, and other odours of human belongings. He entered the room and began to grope about in the darkness. He was in some kind of storeroom that was almost full of objects. Using what senses he could, that of sight being denied him, he searched around desperately seeking something that could be an aid. A torch or a lamp, not this half-eaten piece of shinbuck or this "Ugh! What was that?".

It was then that he found it. It was about 25 centimetres long and 10 centimetres thick – a short, stout cylinder. First came recognition, then came relief and as he held it fast with as much concentration as he could muster, then came the voice. "We're having trouble communicating with you.....your mind is.....wherever you are, get out of there." The Traveller made an enormous effort to keep contact with the voice. "Help me!" Once again the voice floated in his mind. "We're doing what we can. Concentrate!"

His mind seemed to clear, and as it did so he noticed a small figure of a young boy. The boy was pointing to a place some three or four steps to the left of him. Holding the cylinder with just one hand now, he slowly stumbled in the direction the boy was pointing. Groping about he found a backpack, not his own, but inside was a torch and various other bits and pieces. He lit the torch and as he did so the apparition faded. He was alone again but now he could see. He put the cylinder in the backpack and looked around to see what else would be of use, before making his exit from the room.

Back in the corridor he continued along its dark passageway. Now armed with a torch and a freshness of mind his progress was easier. At the end of the corridor was a flight of steps that led upwards into yet more darkness. Other than that there was nothing. No other openings or doors, just blank walls. Not completely blank he noticed, as here and there were small traces of the black sticky substance that he had seen earlier. As he stood at the base of the steps, something in his mind was telling him that his escape lay not in that direction, the boy appeared again. He was a lot fainter than his previous appearance, as the light from the torch prevented the darkness from illuminating him. The boy was indicating towards a small recess in the wall that the Traveller had not noticed before. Having closely inspected the recess, our hero placed his hand inside and was not really surprised when, with a slight grinding sound, a portion of the wall slid open. The sudden rush of air was the only indication that here at last was access to the outside world, as darkness now pervaded that place also.

The Traveller left Andara without a backwards glance, knowing full well that the boy would no longer be there. He discarded the torch so as to avoid attention and settled himself down some distance from the walls of "that place". He did not sleep, but once again removed the cylinder from his backpack and allowed his hands and mind access to the voice. "What happened in there?" he asked.

"Well, we believe that the process of transforming the people into reptilian robots commences with the loss of their minds. This is initially brought about by hallucinations caused, we think, by the intake of fumes from the black substance on the walls. We would need further in-depth investigation into this in order to fully ascertain this hypothesis."

"No chance" said the Traveller as he returned the cylinder to his backpack. He spent the remainder of the night gathering his own thoughts and reliving the ordeal. Where was Oda? Was she now a seven-ton beast? If not, what was her alternative predicament? What about the boy who helped him? As his fingers closed around his malachite pendant he realized that the loss of that was the only hallucination he could be sure of.

As dawn began to break, he could make out the distant outline of the wire pen which once again held a collection of demoralized humans. With the memories of his own incarceration foremost in his mind, he stealthily approached the pen but examination of the alien wire proved what he already knew. There was no way out of there. He was about to try and make contact with the captives when movement from within the factory ship caused him to again take cover. A party of robotic lizards arrived to accompany their guests into the ship. The door to the pen was opened and the people hustled out. Now the traveller could do something.

He approached the robots with his hand on his pendant and as before the mesmerizing lights of their eyes were extinguished. As the people began to let the word freedom enter their thoughts, they started for the surrounding hills. All except one. He was a youth of about nineteen or twenty years of age, and he stared at the Traveller with a look of disbelief in his eyes. The Traveller smiled as he recognized the young man.

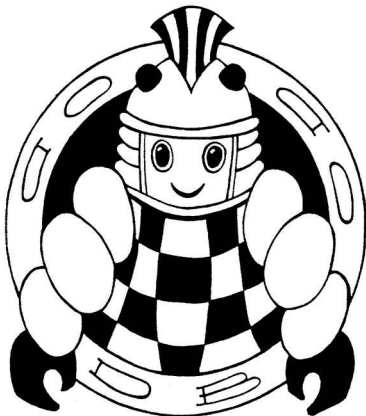
(continues next month with SOMA pt. 9 by H. Dickens)

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# TOP PC GAMES

## \*\*\* P.C. ADVENTURES \*\*\*

In an effort to bring some happiness and joy into the lives of P.C. owners, ZENOBI SOFTWARE have decided to introduce a new range of 'emulators' specifically for their machine. These games will come complete with a FREE copy of the emulator required to play them - albeit a slightly 'cut-down' version - and should provide many happy hours for all concerned. These games are presently available on the 3.5" disk (720k) format only and are realistically priced at only £2.99 each. The following titles are now readily available ....

Microfair Madness	by Gareth Pitchford	Krazy Cartoonist Kaper	by Kez and Larry
Hob's Board	by D.F.Francombe	Case of Beheaded-Smuggler	by P.Walsh
Lumberley Mystery	by Ian Eveleigh	Golden Sword of Hhakhor	by D.F.Francombe
The Boyd File	by Alex Walsh	Leopold The Minstrel	by Jamie Murphy
Stalker	by A.Woods/P.Page	Stranded	by D.Barkins
Out of the Limelight	by J.Scott/S.Boyd	Marooned	by L.Creighton
Project Nova	by M.Cantrell	P.C.W.	by G.Pitchford
Lost In Time	by L.Creighton	A Harvesting Moon	by 8th Day
Four Minutes to Midnight	by 8th Day	Jester's Jaunt	by J.Rowe/P.Cardin
Gods Of War*	by M.Cantrell	Ellisnore Diamond	by Jack Lockerby
Fuddo and Slaw	by The Balrog	A Serpentine Tale	by Diane Rice
Bored Of The Rings	by Fergus McNeill	Behind Closed Doors Saga	by The Balrog
Weaver of Her Dreams	by 8th Day	The Mummy's Crypt	by L.Creighton
Diablo*	by M.Cantrell	Bolbo and the Lizard-King	by The Balrog
A.R.C./Bit	by S.McClure/I.Smith	April 7th	by G.Lynas
The Big Sleafz*	by Fergus McNeill	Ronnie Goes to Hollywood	by 8th Day
Meltdown	by L.Creighton	The Khangrin Plans	by Jamie Murphy
Jekyll and Hyde	by Essential Myth	Boggy	by St.Brides
Murder, He Said	by Jack Lockerby	Celtic Carnage	by Traveller
Aura-Scope	by Square Peg	Staff Of Power	by Sue Medley
A Legacy For Alaric	by Palmer P.Eldritch	Tears Of The Moon	by Clive Wilson
The Beast	by Linda Wright	These Park UK	by JackLockerby
Lightware	by Scott Johnston	Arnold the Adventurer	by S.Denyer
The Lost Twilight	by Kane Conway	The Apprentice	by J.Piper
Agatha's Polly	by Linda Wright	The Dogboy	by St.Brides
The Darkest Road	by Clive Wilson	The Dark Tower	by Jack Lockerby
Very Big Caves	by St.Brides	Jester Quest	by M.Cantrell
Corporal Stone	by James Taylor	Phoenix	by Traveller
Magic Isle	by Palmer P.Eldritch	Balrog and the Cat	by The Balrog
Retarded Creatures	by The Balrog	The House	by Jack Lockerby
White Feather Cloak	by St.Brides	Violator of Voodoo	by Traveller
Pendant of Logryn	by Jamie Murphy	Jack The Ripper	by St.Brides

Each title will come complete with a copy of the 'emulator' required to play the game and all necessary 'DOCS' files already on the disk. The emulator is the 'shareware' version and as such has certain 'features' disabled. If you wish the complete version simply register. The details and address for this are also on the disk .... there is a 'charge', so be warned! The games marked with a '\*' require the full version to play the game to its completion.

-----TEAR-----

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PC SOFTWARE

# Zenobi Software ADVENTURES

## LEOPOLD THE MINSTREL

Most people want to become 'train-drivers', or 'bus-conductors' or even 'firemen' but all that **LEOPOLD** had ever wanted to be was a plain and simple **MINSTREL** ... thank goodness he was 'musically' bent.

Throughout his childhood and most formative years, he had listened with great glee to the ballads and tunes of the local minstrels ... enthralled by each and every note, and by the 'stories' contained within them ... but none so fascinated him as did the oldest minstrel of them all - **OLD SAM**.

One day, with his fists clenched in tight little balls and his heart pumping fit to bust, he knocked on **Old Sam's** door and waited tensely for him to answer. "What do you want?" grumbled Sam and Leopold's heart skipped a beat. "To become a minstrel like you" said Leopold, his voice barely carrying the short distance between his mouth and Sam's ears. "Hmm," wheezed Sam, "That sounds a daunting task to say the least!" Then taking him by the arm, lead Leopold into the dark confines of the small cottage Sam called home.

For the next few months **Old Sam** did his best to impart his knowledge of the ancient art into Leopold's little head ... albeit with a certain amount of failure at times! However **Leopold** was eager to learn and learn he did. There were moments when it all seemed too much for him to take in, but **Leopold** was no quitter and **Sam** was a patient soul, and so between them both they managed to get most things sorted out.

Then one morning 'tragedy' struck and **Old Sam's** most precious possession, his trusty old lute, met with an unfortunate accident. None are too sure what exactly took place, some say the cat knocked it off the top of the dressing-table, whilst others say that **Old Sam** himself sat upon it, but whatever it was that caused the damage it meant that the lute was in dire need of repair.

Normally such a task would have been undertaken by **Old Sam** himself, but a recent spell of abnormally cold weather had left him with a harsh bout of the 'sniffles' and coupled with the fact that his eyes were watering fit-to-flood there was no way he was able to. So it was that **Leopold** found himself entrusted with the task of getting the lute repaired.



**NOTES** Guide **Leopold** on his journey to get the lute repaired and remember that failure to do just that could result in the 'apprenticeship' being cancelled .. or even worse, if anything could be regarded as worse than that!!!

This game will recognise all of the usual commands such as **EXAMINE**, **SEARCH**, **LOOK** and even **QUIT**. However only resort to using the latter if you feel that the 'task' is more than even **YOU** and **LEOPOLD** combined can handle.

Use the commands **RMSAVE** and **RAMLOAD** to store and recall a 'saved' position. This will enable you to make a temporary record of your progress - to **RAM** (Memory) - but in order to make a more permanent record always use the standard **SAVE** and **LOAD** inputs.

**HINTS** If you cannot win, just **CHEAT**! Imagination is a very powerful ally! Steal it!

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SHIMMERKIN by Christopher Hester £1.50

Coming soon - Desperate Journey by Dennis Francombe

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Liverpool L16 6AQ, U.K. Please add £1 if overseas

# SMALL PRESS MAGAZINE SALE

Last month I attended the 9th Poets and Small Press Festival at Middlesbrough. It is an annual gathering of writers, editors, and publishers and is hosted by a different town each time. I was invited to contribute £25 for a stand at the two-day Book Fair that accompanied the event at which I could sell my magazine, *Threads*, and anything else I deemed appropriate. This sounded like a good opportunity. I asked a few fellow editors if they would like to share the stand (and the cost) and 6 of them joined in.

In a nutshell - it was a disaster. Cleveland Arts in the person of Mark Robinson (editor of *Scratch* poetry mag) forgot to let anybody know there was a Book fair being staged and so nobody came!!! Shame really as about 20 dealers/publishers set up stalls (at £25 apiece). Anyway, so little was sold that I have a batch of material left over which I feel honour-bound to try and sell (at no personal profit) on behalf of the editors who joined in. Any item with an A after the title requires the addition of 30p postage, a B means postage is 45p.

**PEEPING TOM (A)** Editor David Bell : Issues 9, 10, 11, 12 all at £1.95 each: Issues 13 & 14 at £2.10 each.

This magazine was voted Best Small Press Magazine in 1992 & 1993. It is fundamentally an anthology of horror stories. The stories and illustrations can be quite powerful - definitely not one for either your Granny or your Grandson. Cert 15 - 18 (my opinion)...

**ALTERNATIES (A)** Editor Mark Rose : Issues 14 & 16 at £1.25 each.

This magazine appears regular as clockwork every two months. It is packed with Science Fiction, Fantasy and the occasional Horror story. The proportions vary each issue. I think its a damned good read and Mark deserves support. Cert PG - 15 (my opinion)...

**EXUBERANCE (B)** Editor Jason Smith : Issues 1, 2, 3, 4, 5 & 6 at £1.75 each.

This magazine appears regular as clockwork every time Jason Smith is in funds. It is A4 format and printed (at a proper printers) with a glossy cover. All very slick. The content is usually excellent, the artwork brilliant and of all the mags I sampled before starting *Threads* this is the one I took out a subscription on. As it only appears approximately twice a year the stories are culled from a great many and are usually of a very high standard. Issue 6 is my favourite. Here is a chance to buy the lot. A good investment for hours of entertainment. Again S.F., Fantasy and a smattering of horror (less as the mag develops). Cert PG - 18 (my opinion)...

**PREMONITIONS(A)** Editor Tony Lee : Issues 1, 2 & 3 at £2.50 each.

This magazine appears when its full! Again you have the chance to buy all of the issues so far produced and again I think it's well worth it. Great artwork from Kevin Cullen and super stories from the likes of Neal Asher make each issue a solid reading experience. Science Fiction, Fantasy and the occasional Horror story again but with the emphasis firmly on SF. Cert PG - 15 (my opinion)...

**STRANGE ADVENTURES(B)** Editor Tony Lee : Issue 47 at £2.00.

This magazine is A4 format and resembles a newspaper. It has a nice period feel to it afforded by the artwork and slick design. This issue is a 2001: *Space Odyssey Special*. Everything you wanted to know about the 3 films, Arthur C. Clarke and anything else they can think of concerning this subject!! This mag has been on the scene for a very long time. Cert PG (my opinion).

**FAX 21(A)** Editor Tony Lee : Summer 2043 Issue at £2.00.

Fax21 is billed as the 21st Century News Digest and is packed with spoof news reports and photos of the events of the year 2043AD. It is very unusual and a lot of fun. Some of the stories featured in this issue include the death of Madonna, the Mexican invasion of the USA (now the USSA), an appraisal of the premiership of Angus Deayton etc. Well worth a look... Cert PG (my opinion)...

**TERRIBLE WORKS(A & B)** Editor Tim Allen: Issues 2 & 3 at £3.50 each.

For those among you interested in poetry (a field which dominates the small press market) this magazine could be of interest. Issue 2 is ring-bound A4 format and Issue 3 is A5. Both are weighty tomes containing all manner of poetic work. Bit complicated on the postage front: issue 2 incurs an extra 45p while issue 3 is just 30p. If you wish to buy both 50p should do! The advantage of buying both is that Tim says you can have a discount of £3. That is separately they are £3.50 each, together a total of £4!!! Cert PG (my opinion)...

**LIGHT'S LIST (POSTAGE 19P)** Editor John Light: Current issue with amendments to April '94 at 70p each.

For a fairly exhaustive list of what is available in the small press arena (even includes details of *Adventure Probe*) this is an invaluable aid. Over 250 different magazines listed. I will include a free copy of **DRAGON'S BREATH** (a small press review newsletter) with each list ordered (until I run out of D.B's)...

**MINIATURE MAGIC (A)** Author Kelvin M. Knight: £3.50.

A clever collection of off-beat fantastical stories, or so it says on the cover. Can't argue with this judgement! This is a collection of the short stories of Kelvin Knight, some of which have appeared in a number of different small press publications. Kelvin has a very distinctive style which is hard to categorize: not Tolkienesque, Moorcockian or D&D but definitely FANTASY ... So if you like stories of wizards, unicorns, birdmen, dragons and magic you might well like this collection... Cert PG. **MORE MINIATURE MAGIC (A)** Author Kelvin M. Knight: £3.50. Another collection of Kelvin's stories. Again fantasy with a capital 'F'. Individually these booklets cost £3.50 but if you wanted both you can save yourself £1 by ordering them together (£6) N.B. the postage would be 45p for both... Cert PG.

Well that's it for this month. I'll let you know about the remaining books and poetry anthologies next month. Go on buy something to read over the summer. You could even try **THREADS 3** - which is excellent!!!! Bye for now...

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# The Adventure Workshop

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by Peter Council

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by TERRY BRAVERMAN

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.....next morning, after a hearty breakfast, you decide to go for a stroll along the golden beach, you notice something bobbing up and down in the water amongst some rocks..... you decide to have a look.....

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**SECURICAW!** A brightly plumaged parrot that sits outside a cave and won't let any player pass until they have supplied a legal password. 1SP plus all food.

## AMIGA NEWS by reporter STEVE CLAY, N.I.A.M.N.

The death of Red Herring is another blow to adventurers. The fact that RH was more 16-bit influenced – in particular PC – makes its demise more surprising. The PC is the most widely used computer in the world and RH always covered the PC well. You may have expected this to be a guarantee of survival but it appears not. Anyway good luck to Marion Taylor with whatever she does next and don't forget SynTax disk magazine is available from Sue Medley, 9 Warwick Road, Sidcup, Kent. DA14 6LJ (SAE for details and state AMIGA version).

Releases are slowing almost to a dead stop at the moment and reflecting that this month's column has little in the way of adventure releases. K240 is the latest release from industry veterans Gremlin (remember Monty Mole?). In K240 you can have a go at colonizing an asteroid belt. In the style of Populous and all those God games you get to build, mine and kill. Sounds like fun if you like that kind of thing.

Liberation has been ported from CD to floppy with very little lost it seems. It is even available for 16-bit machines as long as they have 1.3 MB of RAM. Liberation in case you don't know is a 3D perspective type adventure with, apparently, 4000 levels, so it should keep you busy for a night or two. Big news is the forthcoming release of the CD ROM for the A1200. This product, as reported earlier, was delayed through technical problems and was almost dropped, but Commodore came to a compromise and the CD ROM will be released without FMV capability, which means that you won't be able to play CD films on it. This seems is no great loss. The same people who were claiming how CD films would take over from the VHS cassette are now saying how they don't think CD films will take off anyway! Sour grapes I think!

Don't know if it's any use to anybody but seen recently – a BBC emulator (No it doesn't remove £84.50 from your pocket in return for a TV license!). I have seen two of these listed in PD adverts; one state that a serial A cable was required, the other made no mention of it.

A query from Scotland. Has anybody seen, used or written an Amstrad emulator? Details to the address at the bottom!

News just discovered. Commodore have been hit by further financial disasters and there is rumoured possible take over in the offing by Hewlett Packard! So look out in the future for the all new, singing and dancing Hewlett Packard column.

Have you seen THE NET yet! Great isn't it! It is biased far too much towards bulletin boards and networks as well as how wonderful their PC's are! A load of old shoe menders!

Right, competition time. The response to the first one was excellent and I have already received an entry for last months even though I write this column the day Probe arrives.[\*] By the way, June, you were right, pity you haven't got an Amiga! the answer to the first competition was the none adventure-related EGG, CHIPS AND PEAS!

This month I want three answers.

Given that OIL=710, calculate the following:- 77345 = ? 5733 = ? 3705 = ?

Entries to STEVE CLAY, 17 STANLAW ROAD, ELLESMERE PORT, SOUTH WIRRAL, L65 0EY.  
This time you can choose from Pork 1 (a spoof of Zork) or Frustration by Jim McBryne.

A late item. Chris Barrie is expected to do the voice over for the CD version of Simon the Sorcerer.

Late item number two concerns a new Amiga magazine. Amiga Pro is actually two magazines (judging by issue one!) one concerning games, the other looking at the more serious side of the Amiga (that's the side you plug the mouse in I think). Paul Rigby is the editor and issue one does contain some very readable, if somewhat short, articles. I mentioned this magazine to Barbara on the phone and we are wondering how long Mr Rigby will stay editor as it seems to be a habit of computer magazines to introduce a new editor every two months as the old gets promoted/demoted/moved sideways!

Before I go (thank heavens he's going!) there is a very good possibility that I will be starting a regular column on programming an adventure in AMOS. There has been interest in this idea by a few people and we may give it a whirl!

Nearly forgot! In the first competition I asked for recommendations regarding games (PD or otherwise). Margaret Crewdson said Magaball is well worth playing; it is a Breakout clone and one of the best. Avoid at all cost, according to Margaret, any RPG. Ian Osborne recommended Starbase 13, a two disk graphic adventure (available from Zenobi £1.49 per disk) and also worth hunting out is Star Trek by Tobias Richter, again a two disk set in which you can fly the Enterprise, taking on missions. It is well worth getting hold of before Paramount get their lawyers onto the PD houses! One full price game I'd like to recommend is The Greatest, a compilation of three games, two of which have an adventuring touch. Dune, Lure of the Temptress and Jimmy White's Snooker. Special Reserve are selling this at £13.99 at the time of going to press and that is excellent value for money, given that all three are of a high quality.

Right, that's it, I'm definitely going. Honest. 'til next month!

[\*] Everyone's magazine was posted on Wednesday, 11th May. Some lucky readers received it the next day, some two or three days later, and distance has nothing to do with it as some living in the south of England got theirs on Thursday, but Steve, who lives only a few miles away from me, didn't. (Barbara)

## IN TOUCH

WANTED : For the Spectrum - Any Football Manager, Cricket Manager, or similar type of game. Contact: Mrs. Lilian Brand, 104 Sceptre Place, Elswick, Newcastle, Tyne & Wear, NE4 6TF Tel. 091 272 4167.

## HELP WANTED

Martyn Westwood urgently needs playtesters for two AMIGA products he is currently working on. One is a text-based adventure, with a flexible, point-and-click environment that also allows conventional text input. The other is a game creator which produces single player, MUG-style games. This is based on a simple point-and-click editor in which no internal language or programming is needed.

Potential playtesters should write, giving details of their computer set-up, to Interactive Technology, P.O. BOX 146, Sheffield, S13 7TY.

## NEWSDESK

### No more Red Herrings

The news this month is dominated by the sudden departure of Red Herring. I have bought RH since the start, albeit usually a little late with my subscription, and I will miss it, even though I don't play many of the games featured. I'm very sorry Marion has had to call it a day due to low subscription numbers. My own sub. ran out with the last issue, but I would have renewed. After surviving a series of hardware problems beyond Marion's control, it is a great shame that such a professionally produced magazine wasn't getting the support it deserved.

### Spare Commodore Force

I was having a bit of a tidy-up the other day (I'd lost something and the only chance of finding it was to shift piles of magazines, tapes, discs, etc) and I noticed that I had a spare copy of Commodore Force, Number 13, (December 1993) complete with cover tapes (alas no adventure). If anyone would like it to complete their set, let me know. First come, first served.

### PC Adventure Creator

Tim Kemp has kindly sent me a cutting from Computer Trade Weekly that states that Europress have developed something called Klik'n'Play, a *WINDOWS* package claiming to allow anyone, even a newcomer to the PC, to design their own professional looking games. The program is devised by Francois Lonet (he of AMOS and STOS), and Yves Lamoureux (of KGB). The title offers ready-made adventures, games and puzzles, plus an array of colour backdrops, scenery, characters and sounds. It also allows the user to create animated screen savers, multimedia slide shows and cartoon adventures. Sounds a bit too good to be true! Is it actually on sale, or is it something that is half developed and now running into trouble? If anyone knows any more, please write to Probe.

## BUGS AND AMUSING RESPONSES

In "The Apprentice" published by Zenobi it is possible to pick up (and put into the bag) objects that I'm sure the author did not intend to be treated in this way. If the player takes the rickety bed away from its location instead of moving it they will not find the trap door. (sent in by Diane Rice)

In "The Adventures of a MUG Pt.1" EAT (bag of KRK-Kkraakker) BALLS (Barbara)

## JUST A WORD

### TRIVIAL

From the Latin for three streets TRI VIA.

In Rome, the meeting place for serious business was the Forum, but anyone wanting to exchange idle gossip met at the crossroads, no doubt to carry on their trivial pursuits.

## PERSONAL

- To Mr.Avery ..... I don't have that computer! So where's the conversion? (From M.Polo)
- To the Dragon and Smaug ..... Would any of you be interested in doing an interview for the pages of Probe? Khan's dragons were rather dense! (From M.Polo)
- To all ..... You must be sick of me by now! (From M.Polo)
- To Acidpit ..... Stand by your brothers or has someone put out your fire? (From Fry-them-with-one-Puff)
- To M.Polo ..... Like, how was the trip man? (From Dylan)
- To Grimwold ..... I haven't got an Amstrad Already.(From your No.1 fan)
- To Mr.Avery ..... Are you going to convert Grimwold's Big Adventure to the PC? (From your No.2 fan)
- To Grimwold ..... Look after your fans, man. Who knows when you'll need them? Like, when things get hot, man. (From Dylan)
- To Peter ..... Thanks for my "Adventure". At least YOU know a real "hero" when you see one (From Uncle Horace)
- To East Anglian Admirer ..... Look out for the Parcel Force van. I've just sent you my LAST Rolo! (From Uncle Horace)
- To Grimwold ..... Rudi's my Pal and I'm his Chum. Send up some dragon steaks (From Uncle Horace)
- To Damian ..... Just had an awful thought ... maybe it's NOT rust!!! (From Uncle Horace)
- To Damian ..... I don't know what to do about him. Any ideas? (From Ellen Mahon)
- To Peter ..... P.S. I won .... I won .... I won (From Ellen)

## PRECISION CORNER

Gerbil Riot of '67 - SPILL INK onto tissue

Meltdown - GRIP <object> with sugar tongs. RELEASE RODS to put them into the lead box

Sword of the Storm - RIP FANG to get the tooth

Black Tower Pt.2 - SEARCH PATH to find the rope. FINJ SHIELD to land on an island

The Extricator - PULL STRING then HOLD BREATH to prevent drowning

Who's Afraid of the Balrog - CHANGE ADDRESS on the envelope

Convention Blues - PICK silver BELL

## JUST A THOUGHT from STEVE CLAY, N.I.A.M.N.

Why is it that if a spaceship crash lands on a strange uncharted planet, there is always a set of spare parts lying around that fit your ship?

## GETTING YOU STARTED

### **BATTLEFORCE** played by Neil Currie on an Amiga

S. GET CARD. EXAMINE CARD. READ PLAQUE. S. S. EXAMINE SLOT. READ SIGN. INSERT CARD. INSERT CARD. N. N. N. READ PAPER. N. EXAMINE TABLE. GET GUM. EXAMINE GUM. S. E. E. S. GET HANGER. EXAMINE HANGER. N. W. W. S. W. N. N. N. E. E. N. GET GUN .....

### **CONVENTION BLUES** played by the author, Dorothy Millard, on a C64

Start on the porch. S (first you must find all ten treasures). W. EXAMINE LAWN. GET gardening GLOVES. W. N. N (dead end). EXAMINE BUSHES. GET BACK DOOR KEY. S. S. E. E. N (hall - the front door slams shut and locks behind you). EXAMINE hall TABLE (you find some matches - leave them here for now). N. N (servants' quarters). UNLOCK DOOR (using the back door key). DROP BACK DOOR KEY. N (into untidy garden). GET STICK. S. E. E. GET BOTTLE. EXAMINE BOTTLE (empty). W. W. S. U (top of stairs - don't go east yet). N (spare room). EXAMINE BED (you spot a jemmy underneath). GET JEMMY. EXAMINE JEMMY. W (bathroom). OPEN CABINET. GET CHEESE. EXAMINE CHEESE. S. S (closet). EXAMINE hat BOX. EXAMINE HAT (you find the blue key). EXAMINE BLUE KEY (opens the front door). N. E. D. DROP JEMMY. GROP GLOVES. W (tv room). EXAMINE COUCH .....

### **FABLED BLACK ROSE** played on a Spectrum & Amiga (under Sp.emul)

Start on a dirt pathway. E. E (meet a small sad gnome). SAY HELLO (note what he does). X GNOME. TICKLE GNOME (behind the ears, the key falls out of his beard). GET KEY. E (empty white room). S (another empty white room). X PANEL. PRESS BUTTON (hear door sliding somewhere). N. E. PRESS BUTTON (on panel - east door slides open). W. PRESS BUTTON (hear click). E. E. PRESS BUTTON (south door slides open). S. PRESS BUTTON (south door slides open). S (another "empty" room. but this one has a pot - leave it for the moment). X PANEL (see a black button and a brown button). PRESS BROWN BUTTON (hear door sliding somewhere). N. W. PRESS BUTTON (east door slides shut) .....

### **FINAL DEMAND** played by Jack Lockerby on a Spectrum (also available for the Amiga and PC under Spectrum emulation)

Start outside a building. X SIGN. S (inside red brick building). D (passage). W. S (misty room). TAKE black ROD. X ROD. X PLATE (Bridges Ltd. present the One Wave Wonder). D (cellar). X PIPE (find ancient map). X MAP (printed upside down with the word "CHUFF" written on it). U. N. E. S (room with a hole). X LEVER. X PAD (up and down symbols). X HOLE (full of fizzing liquid). X LIQUID (it appears to be acid). PULL LEVER (liquid empties from hole). PUSH PAD (room rotates 180° and lowers). S (15 hall). READ LIST (list of objects numbered 1 to 9 - you'll have to come back when you have the objects). N. PUSH PAD (room rotates and rises). N. U. N. SE (Rapungent's Tower). A hare is thrown at you from a window in the tower. X HARE (it's poorly). E. X PANEL (1.2.3.4). TURN DIAL (1 is highlighted). E (Trappers Incorporated - you are told that the movement between rooms in the revolving section results in 90° turn in a clockwise direction). E (room revolves). W (actually to north). N. TURN DIAL (1 and 2 are now highlighted). S. S (room revolves). N (actually go east) .....

### **GOLDEN FIGURES OF DEATH played on a Spectrum (also on an Amiga (under Spectrum emulation)**

X COMPUTER, SEARCH UNDER SEAT (find disk), X DISK (see word "pixels"). INSERT DISK (into disk drive), LOGON (invited to input the password), PIXELS, RUN (told teleport locked on to first location and given first two letters of code), LOGOFF, W (in teleporter), TOUCH PANEL (teleported to eastern end of sandy beach), W (west end of beach), X CLIFF (see symbol - a clue to your route in the sea), SE (by rocks), SEARCH ROCKS (find net), TAKE NET, SWIM (now treading water). Remember the symbol? Go S, S, E, E, N, N (sandy cove - see two palm trees), X TREES, U (top of tree), X LEAVES, TEAR LEAF (now have piece of tin foil), D, TIE NET (between trees), SIT ON NET (an opening appears in the north cliff face) .....



### **MELTDOWN played on a Spectrum (also on an Amiga and PC under Spectrum emulation)**

Start in a square at the end of a village. I (nothing), E (shop), N (office), X CHAIRS, TAKE CHAIR (if you take it whilst carrying any objects you will automatically drop them), TAKE (geiger) COUNTER, X COUNTER, WEAR COUNTER, X PAPERS, LIFT PAPERS and TAKE PENCIL, S, X PLANT, X POT, MOVE POT (reveals steps), D (cellar), X FAN, TAKE FAN, X WALLS, THROW SWITCH (light now on), X CELLAR and TAKE IRON, X IRON, U, W, N (N/S path), N, W (densely-wooded area - way barred by felled tree), DROP CHAIR, CLIMB CHAIR, JUMP (over the tree, picking up the chair and putting it down as you land on the other side). Now on a leafy path, X GRATING, NW (at roadworks), X TOOLS (nothing of interest), X BENCH (see vice), INSERT IRON (to make a crowbar), N (see molten tar), X TAR (see key), X KEY (has hole), INSERT PENCIL (pull key out, clean it off and discard pencil) .....

### **REVENGE OF THE SPACE PIRATES Pt.1 played by John Schofield on a Spectrum (also on an Amiga under Spectrum emulation)**

I, X LIGHTER, W, LOOK AROUND, X OFFICIAL (you recognize him!), N, BUY DRINK, S, X OFFICIAL (you don't know him), W, SHOW ID, GIVE DOCUMENTS, W, WAIT, WAIT, WAIT, WAIT (you board a bus to the city), W, LOOK AROUND (an alleyway north), W, N, READ TARIFF, SIGN REGISTER, X WINDOW, X BED, SLEEP (you awake Monday), S, E, S, E (shop), READ LIST, BUY FORCER, BUY ROPE, BUY LEAD (the flashlight is a red herring), W, S, W, BUY MAP, READ MAP, E, S, LOOK SOUTH .....

### **STARBASE 13 played by Neil Currie on an Amiga**

You start in a hanger. Examine the cables then walk right through the corridor into the control room. Examine the seat, the computer then talk to the computer. Shoot the camera above the display and go left. Shoot the Stingon and return to the control room. Go up the lift, walk left then enter the first door. Examine the books and the cup. Go back into the corridor and enter the second door. Shoot the Stingon and return to the control room. Go down the lift to the power room .....

## CELL OF THE RIDGES played by Barbara Gibb on a Spectrum

Start in a cell, note hole in ceiling. I (have rope), THROW ROPE (repeat until it catches), U (you don't succeed but this is the only action that I have found that gives you the information that a glass box is tied to your leg. You have now lost the rope so you will have to restart.

Once again. I (note rope), X ROPE (note condition – it can be rectified later), SEARCH SAND (note trapdoor for later), TAKE STONE and THROW STONE (through hole). Harangus Beast peers down at you. SAY BEAST "HELP"; now LOOK or WAIT three times until a knife is thrown down to you. TAKE KNIFE, N (returned to cell), N (in passageway). RUN W then N (small chamber), SEARCH STRAW, TAKE SKIN, CUT HOLE IN SKIN (need knife), WEAR SKIN (Observer is terrified and runs away). Can't go beyond the stout door, yet, so return S, E, and then E (doorway), OPEN DOOR, TURN HANDLE, TURN HANDLE, TURN HANDLE, TURN HANDLE (that is four times), OPEN DOOR. Before you go any further, REMOVE SKIN and DROP SKIN and now go E into cell where you see an Ecan. If you are wearing the skin it will run away and you don't want that. TALK TO ECAN (clue), SAY ECAN "HELP" (needs food), X WALLS and TAKE FUNGI, X FUNGI (tastes like meat), UNTIE STRING, X BOX, LOOK IN BOX, TAKE BOTTLE FROM BOX, X BOTTLE. Apart from reading the database I don't know how you are supposed to know you have GARGOTHS, but you do, so CUT GARGOTH CAREFULLY (need knife), COLLECT BLOOD (need bottle), TAKE BOTTLE and POUR BLOOD ON FUNGI (now have a strange food). GIVE FOOD TO ECAN (Ecan now willing to help. He is a PSI (semi-intelligent character and will follow your instructions, if programmed so to do!). X ECAN, SAY ECAN "GIVE ME CATCHER" (you need it later), SAY ECAN "W, W, S" now follow it W, W and S into your former cell. SW and TAKE HAMMER, NE, GIVE HAMMER TO ECAN, SAY ECAN "U. SMASH FLOOR" (Ecan goes through hole, with hammer), now go SE (or SW) so that you avoid falling ceiling, WAIT then go NW (or NE) to where the Ecan and Harangus Beast should both be present. SAY BEAST "OPEN TRAPDOOR" (don't go down yet, but note you now have the third PSI, a Gregsham, needed to continue the adventure). SAY ECAN "N, W, N", SAY BEAST "N, W, N", now go N (Gregsham follows you), W, N (to stout door) .....

[Note] The above has been written using a playtesting version I have had for a few years. I have bought a copy of the release version from Alchemist Research, but unfortunately it wouldn't load on my disk system. I am awaiting a copy on tape, and if it should vary from the above procedure I will let you know in the next issue, together with a few hints – Barbara

## THE SPORE played by Barbara Gibb on a Spectrum

Start in your hi-tech car. EXAM AIDS, INFO PLEASE, STOP CAR, ABORT, WAIT or R[edscribe] until car crashes into bridge pillar. You awake in a hospital bed. I (surgical gown, plaster casts and chest bandage, all worn), LEAVE BED, READ CALENDAR (24th March 1997), LOOK OUT (of window), EXAM CUPBOARD (contains clothes), LEAVE ROOM (long passageway), EXAM DOORS, GO DOCTOR (locked), EXAM DOCTOR's [door], EXAM KEYHOLE (see key), GO THEATRE, OPEN CABINET, TAKE ROD, LEAVE THEATRE, EXAM LIFT, LEVER [lift] DOOR (need rod – now in lift), TAKE NEWSPAPER, LEAVE LIFT, DROP ROD, GO (own) ROOM, EXAM CLOTHES, TAKE PENCIL, LEAVE ROOM, SLIDE NEWSPAPER (under door), PUSH KEY (with pencil), PULL NEWSPAPER, TAKE KEY, DROP PENCIL, UNLOCK DOOR (now inside doctor's office), DROP KEY, TAKE RECORD, READ RECORD (last entry 23rd March 1997, note date for removing plaster casts), DROP RECORD, TAKE DUST, EXAM DUST, DROP DUST, LEAVE DOCTORS, GO THEATRE, TAKE CUTTERS, LEAVE THEATRE, GO WARD, EXAM BEDSIDE [cupboards], TAKE WATCH .....

## OBJECTS AND THEIR USES

### **CURSE OF THE SERPENT'S EYE** compiled by **Vicky Jackson**

- Jam jar ..... catch the glowing bug  
Book of matches ..... light the wet leaves  
Menu ..... search it, also read it for tips  
Pitchfork ..... spring mousetrap, and dig with it  
Earrings ..... put through letterbox  
Bellows ..... fill with smoke, and acid  
Garlic ..... eat it  
Suit of armour ..... dissolve it  
Honey ..... use it to lure the bear  
Tin ..... contains jumping beans  
String ..... make fishing line  
Car jack ..... use it to lift trainer  
Long board ..... make a bridge with it  
Rock salt ..... throw it at worm  
Riding crop ..... whip eel with it  
Glove ..... wear it  
Bean ..... eat it to jump higher  
Lard ..... rub it on hole  
Carrot ..... eat it to see down rabbit hole  
Donkey ..... ride it  
Gem ..... insert it in window of structure  
Screwdriver ..... not needed  
Card and hymn book ..... decipher code with them  
Boots ..... wear them before going into acid  
Serpent's eye ..... insert it in monolith  
Whistle ..... blow it at lamppost  
Biscuit ..... throw it at parrot  
Scyth ..... cut the weeds  
Rabbit's foot ..... not needed  
Bone key ..... unlock manacles  
Toad ..... Kiss him (yuk)



## **OUT OF THE LIMELIGHT compiled by Barbara Gibb**

- Drawer ..... contains notepaper.  
Filing cabinet ..... contains tall stool.  
Cane ..... pawn it, also needed to help you climb on top of the coach.  
Silver coins ..... used to reclaim the cane and buy a rail ticket.  
Delicate pincette ..... used to get stamp.  
Smudged railway ticket ..... needed for journey  
Sharp little pencil ..... needed to insert ribbon into typewriter.  
Headed paper ..... type letter on it.  
Crude metal key ..... unlocks door to hotel room.  
Tall wooden stool..... helps you reach high shelf.  
Curious black box ..... contains typewriter ribbon  
New typewriter ribbon ..... put in typewriter before typing letter and envelope.  
Tinted envelope ..... address it then insert letter, seal, stamp and post it.  
Microscopic postage stamp ..... has to be stuck to the envelope.  
Scrawled note ..... apology for hotelier's absence.  
Register ..... sign it when you arrive.  
Some bullets ..... fired from rifle.  
Double-barrelled rifle ..... fires bullets (cartridges).  
Some empty cartridges ..... can be loaded into the rifle.  
Dainty cushion ..... use as a silencer.  
Crumpled rota ..... list of working hours for hotel staff.  
Septimous ..... owner of pawnshop.  
Plantagenet ..... henchman of Rosenberg.  
Ralph ..... lost, your "dogsboddy".  
Lady ..... sells you ticket and will arrange to post your letter.  
Ticket collector ..... can throw Ralph and/or you off the train.  
Coach driver ..... deserts coach with you locked inside.  
Hotelier ..... not as good natured as at first appears.  
Maid ..... opens doors, prevents you taking rifle and leaving the hotel.  
Ralph's parents ..... waiting at station at Creighton.  
Metal brooch ..... given to you, your "lifesaver".

## HINTS AND TIPS

### **B.A.T. played by A. Pence-Hill on an Amiga**

To get into the XIFO club, talk to the woman in the bar and pay for information. Find Glockmup. Go to the park and at 2000 enter the museum and buy the pass.

### **BY JOVE played by Barbara Gibb on a C64**

SAY OPEN to exit from the first location. Enter the teleporter to return, and thereby knocking the record to the floor.

In the sleeping quarters, put the record on the gramophone and the flower on the table.

In the medical room, open the cabinet then look in the cabinet to find a uniform.

When outside the dome, find a box.

At the top of the tower, look in the dish. If it is pointing in the right direction you should see a pass card. It is plastic so you need something to attract it.

Look behind the poster to find something useful.

EMPTY VODKA ON SEED then DROP SEED in the parrot's presence. It has some vital information.

In the atomic research lab. PUT BOX IN HOLE You now have 15 seconds to escape.

### **CORTIZONE played by Gareth Harrison on an ST**

Examine the industrial chip pan in the kitchen.

Light the torch and go to the air-conditioned room and get the screwdriver. Use the screwdriver to undo the screws on the broken down android. Remove the battery and then drop it onto the guard.

The screwdriver is also used to stab the water pipe.

In the repair bay, show the spydroid to the camera.

If you drop the circuit at the robot arm the spydroid will give you the rest of the code.

### **FOR PETE'S SAKE played on an Amstrad & Spectrum (also available for Amiga and PC under Spectrum emulation)**

When you find the recipe book, read through it then tear out and read the relevant page to discover which four items you have to find for Matilda.

The magician will follow you if you propose to him. He will buy you an engagement present - the watch is the only useful choice. He will also, on command, levitate the bra! so that you can get the skate, then you can NAICIGAM PMUD.

The doors to the nightclub are a Zikov product, and open at 10.00 p.m. They will close at 2.00 a.m. unless you do something to prevent it happening.

Sleep on the bed in the nightclub until morning when some shops will now be open, the park bench will be occupied, and the salesman will be dead.



## Captive played by James Judge on an STE

Firstly the BIG BUCKS. All well and good but it isn't really worth the bother because if you play the game properly you won't need any extra cash. As a matter of fact, by the second mission one of your characters will have to be given the task of carrying the money which soon amounts to 100's of kgs. Further missions will see you throwing the money away because you've bought the highest possible armour, the best weapons and just need to repair yourselves and buy explosives and mines. In the later bases on Mission 2 you may want to take quite a bit of damage and then get it repaired as I've been told it gets you lots of experience points quickly.

The power points (good ol' British type with the earth hole, not these silly American whatnots you see on most games) are continually useful throughout the game. True, halfway through the first mission they tend to be quite useless as a weapon apart from killing the small worker people (small band of twelve things that carry what looks like a spade). They are, of course, needed as a chest recharge but they are also extremely useful for discharging mines safely. Some of the later monsters lay mines when they die (the floating robotic wolves and boats are two that spring to mind) and so to get rid of them, charge up your finger and send a bolt of electricity flying over them. Of course, you could just throw a gun on them.

The roller ball walls are something to watch out for as you shouldn't move them more than one space as I've never come across anything behind them. Also if you move them you may block your entrance and so can't complete the base (sheepish grin).

I agree with Mary (Scott-Parker's) point about the balls. (see Probe, Sept.'93). I'm still finding the Superballs a great deal of use. Each of your droids (Alpha, Beta, Gamma and Delta in my case) will get experience for every monster that dies, however that may be. There are two ways a monster is killed in this game. The first is the obvious one, you killing it. The other is less obvious but not very risky for you at all. The way the game works is that all the monsters make a straight line towards your party and they will shoot if they are in the same area as you, whether you are separated by a wall or another enemy, or even both. This can be used to your advantage.

If you look beside the control arrows and above the pause button, you'll see a button that will make your droids sleep. As with Dungeon Master this makes the game go triple time and so, the monsters will shoot more frequently. If there are more than one monster in a room that is near you (check it out with the radar) sleep for a while and you'll hear the monsters firing and being struck and soon, if everything goes well, you'll hear the chink of coins which means a monster has died. Hopefully by the time you enter that room you'll be left with one weakened monster and piles of money. You also get the experience!

The Chinaman next. First of all remember to gather your money before you blow the base – you never want to know the feeling of just blowing up over 60,000 coins (sheepish grin again). When having items fixed by a Chinaman try and go to a shop that sells the item you want fixed. I know this may be hard when your droids are blown to bits, but it will save you money because if a shop doesn't sell a certain item (or if they do but it isn't the correct make (ie: basic, super etc.)) they will charge you more money for the privilege of getting it fixed.

Essential Dev-Scapes and Optics are the route finder, as Mary says, the anti-grav (Dev-Scape Basic) which is needed to complete later bases, Visor (Optic Super) which allows you to see in the dark, needed later on in the game, Optic 7, a vision corrector which allows you to see false walls (needed from the second mission) and finally the radar which should be on all the time as it gives you early warning of enemies (Optic 4)

The best weapons you can get are the top laser (lyte-zapper if I remember). All the shops sell the ammo for this weapon and they do a lot of damage. The trouble with the aerosols is that they take far too long to re-load before you can shoot again, and you only get a few shots from a can of ammo. Also you will find only the odd shop that sells the ammo needed so if you kit your team out with these and run out of ammo you're in it deep (what it is I won't say).

When running away from an enemy don't (a) get caught in a corner as you'll probably die (especially if it is one of those Robocop-type things on two legs) and (b) make sure they aren't the small blue balls that move VERY fast and shoot poison balls cos' the balls move as fast as you and go through you so you may be running with a clump of the balls, dying on the way.

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

The clothes drier is going to take a VERY long time.

To save Dr. Fred from the IRS : Untie him and rope the mummy. Swap the painted mummy for Fred and the IRS will never notice.

To revive Dr. Fred : What put him to sleep? Use the opposite.

To buy the diamond : Fool someone into thinking that they owe money to Dr. Fred, then check the Swiss bank account.

Use chimneys as short cuts between upper and lower floors.

Swapping items between time zones is essential.

Use the vacuum cleaner to recapture the hamster.

Punch the clown and then use the scalpel to get revenge and have a laugh.

How many tentacles does it take to play a game of skittles?

Use some ink to gain a stamp but return the book to be friends again.

Noisy neighbours can cause things to fall from high places.

Plug in the extension lead in the lab. before putting it through the window.

### **LEOPOLD THE MINSTREL played by John Schofield on a Spectrum 128K (also available on the PC under Spectrum emulation)**

Caldwin will steal an arrow for you.

To get rid of Caldwell, mention his name to the guard.

Filgo is small enough to fit through the hole in the Shoe Shop's door.

Shoot a crow to enlist the eagle's help. The arrow can be retrieved from the undergrowth.

Wear the medallion to visit the bear.

The eagle will bring you the witch's cat.

When the witch goes inside to make the antidote, hide her broom before following. Check the instructions on the antidote

The broom is used to get the lantern and visit the Dragon.



### **HARBORO played by the author, Dorothy Millard, on a C64**

Buy a torch and an overcoat. In the fields you need an overcoat and an umbrella. Say a magic word at the Ancient Stone Circle.

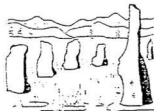
Check out the oval and wear what you find before confronting the bull.

The thug wants a penny! Use the small gold key to open the graveyard gate.

In the local church examine the font and put a lever in the hole.

Before entering the tunnels move the boulder in the cellar and light the torch. Show the cross to the vampire then climb the ladder.

Look in the canal and use the tinsnips, then return to the Police Station.



### **INDIANA JONES 4 played by Neil Currie on an Amiga**

When Sophia starts acting strangely and runs ahead of Indy, follow her. She will enter a room with a lava pit and some strange skeletons. Move up the room and pick up the sceptre at the feet of the three skeletons. Walk to the lava pit and talk to Sophia – you will learn that she has been possessed by the necklace. Look at Spohia. Use an orichaicum bead on the mouth of her necklace. When she removes the necklace use the gold box on it and Sophia will be freed.

### **OKLIB'S REVENGE played on an Atari (also available for Amiga & PC)**

Wait at the lake shore, and providing you have the armour, ring and shield, the stepping-stones will rise, forming a path across the lake.

You need the ornate key to unlock the "shed" door.

Don't worry when the doberman settles down by the statue of Oklib.

Wear the net and gloves before you try to get the scroll.

Pull the staff Oklib is holding to reveal a tunnel.

Use the spike to wedge the south door of the square room.

Don't waste too much time on the cylinder as you only have a few moves before it sinks into the acid.

Remember the name of a rain cloud to get the horn out of the well.

### **WITCH HUNT (J.Lockørby) played on a Spectrum and C64 (also available for Amiga and PC under Spectrum emulation)**

To find the horseshoe

Commodore 64 version – EXAM DOOR of barn

Spectrum version – CLOSE DOOR of barn



### **A SERPENTINE TALE played on a Spectrum (also available on Amiga and PC under Spectrum emulation)**

You need the net and pot from inside the sea serpent. To escape, TUO PMUJ when the mouth opens.

Swim north to some rocks where you can collect some guano if you have a container. KOOL to see a fisherman in his boat, and TUOHS to attract his attention.

Visit Tooman the farmer. Although he hasn't time to answer your questions at the moment, you should now know where to find his wife, also accept his invitation to help around the farm.

When it is open, visit the village inn and study the customers. When they leave they will have returned home or to work.

A new barrel won't be in the back yard of the inn until you have asked Jasum to mend the plough.



### **SOLVALDOL-X played on a Spectrum 128K**

When you land on Zether, first visit the canteen. Talk to the barmaid, then pay her for information. Wait until a man enters and note what he has to say. Wait until the female card player leaves, and follow her.

Don't spend too long at the Hotel Maltz.

In the library, find out where Babbet can be found.

At the warehouse, hide when you hear the vidiphone ring, and also when the two men are talking. You will overhear vital information.

Visit the Cafe Hercules, but be on your guard when you leave. You can't avoid being captured at "Sparks".

### **ST. JIVES played by the author, Dorothy Millard, on a C64**

Use the long plank to get across to the fishing boat and a magic word to enter the cave. Row across to the island.

Wear the gas mask in the Laboratory. Drop all ingredients into the pot, then light burner to make a cooked potion. Give the potion to the scientist, then cast the spell.

### **THEME PARK U.K. played on a Spectrum and C64 (also available on Amiga and PC under Spectrum emulation)**

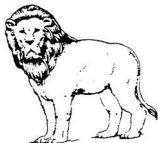
Use only the branch to attack the spider, otherwise you will destroy something very important.

The knife is stuck in the trapdoor under the masonry.

You need a poisoned arrow to get passed the gorilla, but beware of the lion.

The spade is on a cloud floating over the extinct volcano.

Use the axe or spade to break the padlock on the chest



### **TRUEFAITH played by Phil Glover on a SAM Coupe**

Take any objects you find, as you can carry many of them.

There's something inside the cauldron that may satisfy an appetite.

Old cobwebs may be strong and stringy.

Reading tapestries very carefully will be helpful later on.

A staff can be used to push things.

A staff, bent metal strip and string can make one useful item.

Turn off the lantern when light isn't need, as you'll need it further on in the game.

Leave doors/gates open wherever possible, for convenience.

Don't be in a great hurry to drop things into fountains.



### **KNIGHTMARE played by A. Pence-hill on an Amiga**

The Jester's Wand may be thrown at the Jester to gain the coin to pay the Ferryman, but if you kill the Jester by hand (punch him) you will get the coin *and* keep the wand, which casts smile spells. They travel low and are useful for combating sharks.

### **THESEUS AND THE MINOTAUR Pt.2 played on a Spectrum and C64**

You'll have to wear the robe to get passed the guard on the corner of the street.

Give the food to Hecate who will give you a potion needed to cure you if bitten by the snake.

Kill the Zombie and Gorgon with the *blessed* sword.

Ensure you have the shield before approaching the Gorgon - her head is needed to defeat the Kraken. You need the bow and arrow to kill the Harpies.

Kill the lion with the axe from the urn.

Throw the bar at the Chimera.

Wear the lionskin before approaching the Centaurs' camp.

At the Palace of Knossos, kiss Ariadne who gives you a clew, which is a long piece of string.

To map the Labyrinth, TIE CLEW at each location. You need the dagger to kill the Minotaur.



### **DRAGON SLAYER played on a Spectrum 48/128K (also available on Amiga under Spectrum emulation)**

Examine the creeper in the jungle to find some useful leaves.

To get to the gap in the granite mountain - climb a tree, and go up to the top, tie the vine to a limb, go down once, then swing across to the gap.

When you examine the goat it wanders away, so continue around the ledge until you find it. Feed it with the ivy leaves! Skin the goat with the dagger.

LISTEN when you get the message about a noise to the northeast.

Find a gap in the wall on the granite step *before* you enter the guard room.

## CHAMPIONS OF KRYNN Pt.13 by Ron Rainbird on an Amiga (1 meg)

### THE TEMPLE OF DUERGHAST

Map ref. 1st fig. read left to right. 2nd fig. read top to bottom

Ground level on an 11 x 16 grid

1st floor on a 13 x 12 grid

2nd floor on a 4 x 5 grid

#### Ground Level

10 - 0 Secret entrance from Huerzyd.

8 - 7 A prisoner may be rescued - but a tough fight ensues.

8 - 9 Secret entrance to a room to get information.

6 - 13 Here it is! The Dragonlance - but it is strongly defended. Get it at all cost.  
You will also gain some essential magical items.

0 - 15 Stairs to Upper Level.

#### Upper Level

5 - 0 } In one of these room you will meet Skyla again. This time, fight him to the death.

5 - 3 } He has a backup of many tough spellcasters so this will be a very hard battle,

9 - 3 } but it must be done and won.

4 - 2 } Depending on where you kill Skyla, one of these rooms will contain much magical

12 - 3 } accessories. You will also be able to recuperate here.

5 - 7 } Information may be garnered from these locations.

9 - 8 }

4 - 8 } Very tough fights.

12 - 9 }

2 - 10 Dragons guarding dragon eggs. Using the Dragonlance will enable you to kill the dragons very quickly, then get the eggs and some treasure.

2 - 3 The Arena - and this is where you come face to face with the Dead Knight, Sir Lebaum. Go after him to the 2nd Floor where you must fight him at one of three locations, either 0-4, 2-4 or 3-4. Success will gain you some first-class Wands and a Magic Sword, but it is one of the hardest battles of the game.

2 - 8 After killing Sir Lebaum, go to this area where things will happen thick and very fast with you climbing on the backs of the friendly Gold Dragons in close pursuit of the Red Dragons carrying warnings of your approach to Myrtani.

## **GRANDAD 2 played by James Judge on an STE**

Some fun things to do:-

Take the picture of the tourist, and then give him the camera.

Read all the graffiti.

Use all the options on the copper.

Hang around in the mens' and listen to your worst toiletry nightmare.

Have a word with Jock.

## SOLUTION OF THE MONTH

**FAHRENHEIT 451** Played by Walter Pooley on a C64

EXAMINE LEAVES - OPEN GRATING - DOWN - SE - UP - SW - ENTER HOTEL - GET LIGHTER - LEAVE HOTEL - E - S - ENTER HOSPITAL - SAY "STAY ME WITH FLAGONS, COMFORT ME WITH APPLES, FOR I AM SICK OF LOVE" - SAY "YES" - WAIT - EXAMINE CABINET - GET CLIP - WAIT - SAY "DR. FOSTER WENT TO GLOUCESTER" - SHOW ID - OPEN CABINET WITH CLIP - LEAVE HOSPITAL - CHECK ID - keep going - S - to W47-48 (Jewelry Emporium) - ENTER BUILDING - SAY "YES" - BUY RING - SAY "YES" - SAY "IMAGINATION BODIES FORTH THE FORMS OF THINGS UNKNOWN" - LEAVE ROOM - S - S - S - ENTER BANK - S - SAY "NOTHING COMES AMISS, SO MONEY COMES WITHAL" - N - SAY "TREMBLOR" - SAY "\$1000" - LEAVE BANK - N - SLEEP - WAIT - TIME (8.00 P.M.) - ENTER BUILDING - USE LIGHTER - ASK WOMAN - SAY "YES" - PAY MONEY - LEAVE BUILDING - USE FINGERPRINTER - S - UP - ramp - E - keep going - N - to E51-52 - ENTER BUILDING - PUSH 43R BUTTON - ASK UNGAR - N - N - ENTER RESTAURANT - WAIT (until the waiter comes) - SAY "NO" - EAT FOOD - GET KNIFE - LEAVE RESTAURANT - USE FINGERPRINTER - USE CHEMINDEXER - keep going - S - to E46-47 (magic shop) - BURN PADLOCK - ENTER SHOP - SAY "THE SCENE WAS ALL CHANGED, LIKE THE CHANGE IN MY FACE" - SHOW ID - PUT FACE IN MASK - LEAVE SHOP - CHECK ID - S - S - S - to E43-44 - ENTER BUILDING - PUT HAND ON PANEL - ENTER BUILDING - SHOW ID - SAY "DIE AND BE A RIDDANCE" - N - READ LABELS - PUSH BUTTON 5 - LEAVE BUILDING - N - N - ENTER PIT - GET BUTTERCUP - NE - DOWN - LEAVE SUBWAY - S - ENTER CENTER - SHOW ID - ORDER FOOD - PAY FOR FOOD - N - N - N - READ SIGN - INSERT HAND - SHOW ID - E - E - N - N - W - S - S - OPEN DOOR 212 - USE KNIFE - keep going - S - to W44-45 - UP ramp - EAT FOOD - E - over walkway - N - N - BURN PADLOCK - ENTER SHOP - SAY "THE SCENE WAS ALL CHANGED, LIKE THE CHANGE IN MY FACE" - SHOW ID - PUT FACE IN MASK - LEAVE SHOP - USE FINGERPRINTER - USE CHEMINDEXER - CHECK ID - S - S - UP - ramp - W - S - S - S - S - to command post - SHOW ID - SHOW PERMIT - SAY "A LIVING DOG IS BETTER THAN A DEAD LION" - N - (save your game here, create a save disk) - now when a guard appears (FIGHT GUARD KICK, PUNCH, HOLD OR TACKLE GUARD) - N - N - W - W - ENTER ROOM 210 - EXAMINE ROOM - ASK WOMAN - GIVE BUTTERCUP - KISS CLARISSE - ASK CLARISSE - UP - (save your game, and when a hound appears FIGHT HOUND, KICK, LEAP ON or HOLD HOUND) - S - W - S - E - S - DOWN - ASK CLARISSE - USE WAFER-5 - OPEN BOX - ASK CLARISSE - ASK CLARISSE - EXAMINE TRANSMITTER - INSERT MICROCASSETTE. THE END. WAIT ABOUT 30 SECONDS !!!

**Notes :** When hungry - food centre at W51-52 or Restaurant at E53-54. Hounds patrol 5th Avenue at the 1st and 3rd quarter of every hour. You can get in Ungar's apartment after 8 p.m. Fighting guard - keep on KICKING & HOLDING and HOLD GUARD will see him off. Fighting hound - KICK HOUND & HOLD HOUND then continue to KICK HOUND. You can SLEEP or WAIT for time to move on. TIME will give time and date. When you USE WAFER-5 you must include the dash between wafer and 5.

I've identified all but one of the quotations. The one I can't trace is "The scene was all changed, like the change in my face" (Barbara)

## SERIALIZED SOLUTION

FAERIE

(Eighth Day Software version)

Solution by Dorothy Millard on a C64



**FREING ELEMENTAL** - NE (dead end), PUSH WALL (a stone slab gives way), GET RUBY, E, N, NE (altar - a red-hot casket is here), THROW PHIAL (you free the Elemental who is grateful), LOOK, GET diamond DAISY, SW, S, W, PUSH WALL, SW (stone gallery), DROP KNIFE, GET LINDEN wand, U, U, NW, OFF LAMP, OUT (to waterfall), N, NE, IN (cave), DROP RUBY (3 points), DROP DAISY (3 points), OUT.

**COLLECTING TREASURES** - W, DROP SWEATER, N, W, OPEN GATE, U (on stile), D, W, NW (forest clearing), S, SE, S, NE, S, S, D, E, NE, N, E, IN (boat), GET OARS, N, N, OUT, DROP OARS, GET DIAMOND, GET GOBLET, WAVE LINDEN wand (you are in the treasure cave), DROP DIAMOND (3 points), DROP GOBLET (2 points), SCORE (54/100), OUT.

**SHRINE/SMALL BEDROOM** - W, GET SWEATER, WEAR SWEATER, E, SW, S, IN, NE, LIGHT LAMP, D, D, S, S, JUMP, E, OFF LAMP, N, N, N, E, E, E, GET CEDAR wand, N, N (to mirror), SAY XCAY (you are transported to the sacred shrine of lai-tun), LOOK, GET MEDALLION, EXAM MEDALLION (a valuable treasure), WAVE CEDAR (you are transported to the small bedroom - note don't open the curtains as it wakes the master of the house who isn't at all happy!.... note the wallpaper depicting pixies), TOUCH PIXIES (a pixie dances from the wall praising you for releasing her and slips you a reward), I[nventory] (it was a platinum paper-punch), W, U (attic), GET BOX, D, D, D, D (cellars), IN (mirror), S, SW, W, W, S, S, S, W, LIGHT LAMP, N, N, N, U, U, NW, OFF LAMP, OUT, N, NE, IN (cave), DROP PUNCH (2 points), DROP MEDALLION (1 point), OUT.

**COLLECTING MORE TREASURE** - SW, S, IN, NE, LIGHT LAMP, D, D, GET SLIPPER, S, S, JUMP, E, OFF LAMP, N, N, N, E, E, E, SW, GET COIN, NE, W, W, W, S, S, S, W, N, N, LIGHT LAMP, U, U, NW, OFF LAMP, OUT, N, NE, IN (cave), DROP SLIPPER (1 point), DROP COIN (2 points), OUT.

**CHIMNEY** - W, DROP SWEATER, GET BEECH wand, N, W, OPEN GATE, U (on stile), D, W, NW (forest clearing), S, SE, S, NE, E (into hut), U (into chimney), U (you can't quite reach), DROP BOX, U, GET CHRYSANTHEMUM, EXAM CHRYSANTHEMUM (a valuable treasure), GET white ROOK, WAVE BEECH wand (you are transported to the bull field), U, OPEN GATE, S, E, E, E, IN (cave), DROP CHRYSANTHEMUM (2 points), OUT.

**CHESSBOARD** - W, DROP BEECH wand, GET SWEATER, WEAR SWEATER, E, SW, S, IN, NE, LIGHT LAMP, D, D, S, S, JUMP, E (to chessboard), OFF LAMP, N, N, E, S (quiet gap), DROP ROOK, I[nventory] (you are now wearing a sapling crown), NE, SE (the gamesmaster is here), CHECK MATE (so be it), I[nventory] (you have a platinum ingot), EXAM INGOT (a valuable treasure), GET jet-black FIGURINE, EXAM FIGURINE (a valuable treasure), N, N, W, W, W, S, S, S, W, LIGHT LAMP, N, N, N, U, U, NW, OFF LAMP, OUT, N, NE, IN (cave), DROP FIGURINE (3 points), DROP INGOT (5 points), SCORE (70/100), OUT.

**MORE TREASURES** - W, DROP SWEATER, N, W, OPEN GATE, U (on stile), D, NE, GET FAIRY gold, S, W, S, E (bridge), GOOD MORNING, D (bank of stream), GET velvet PURSE, U, W, W, OPEN GATE, S, E, E, E, IN (cave), DROP FAIRY gold (1 point), DROP velvet PURSE (2 points), OUT.

**CARRIAGE CLOCK/BURNING MUD** - W, GET SWEATER, WEAR SWEATER, DROP RING, E, SW, S, IN, NE, LIGHT LAMP, D, D, GET KNIFE, E, E, E, N, GET delicate carriage CLOCK (you have been possessed), EXAM CLOCK (a valuable treasure), W, SAY CRUTHAN (thou art cleansed), W, W, W, DROP CLOCK, SE, S (large cavern with burning mud), HURL AMOCH (molten lava leaps to your command as an army of mud men rise from the fire), LOOK, GET the heeled STAFF of rule, GET STATUE, N, NW, DROP KNIFE, GET CLOCK, U, U, NW, OFF LAMP, OUT, N, NE, IN (cave), DROP CLOCK (4 points), DROP STATUE (4 points), OUT.

**GUARDIAN/CYCLOPS** - SW, S, IN, NE, LIGHT LAMP, D, D, TAKE oak LEAF, SW, JUMP (the leaf carries you across the fissure), S, W, REMOVE HEELS (from the staff), WEAR HEELS, W (because you are wearing the iron heels of the staff of rule you are allowed to pass), LOOK (you are amongst the stronghold of the denizens.... a cyclops advances), WAVE STAFF (the guardian shrieks then shrinks to nothing), LOOK, GET rare URN, DROP STAFF, GET ASPEN wand, E, E, N, JUMP (the leaf carries you across), NE, U, U, NW, OFF LAMP, OUT, N, NE, IN (cave), DROP URN (3 points), OUT.

**ROBED MAN** - W, DROP LEAF, TAKE RING, WEAR RING, N, W (a robed man here wants his aspen wand back), GIVE ASPEN (the King on the Hill rises, takes the wand and vanishes), LOOK, GET antique DOLL, GET crystal CORNFLAKE, GET gilden ORB, S, E, E, E, IN (cave), DROP DOLL (4 points), DROP CORNFLAKE (5 points), DROP ORB (2 points), SCORE (95/100), OUT.

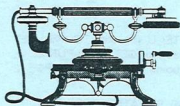
**RETURNING TO GLACIER** - W, GET SNOWMANS talisman, DROP HEELS, DROP CROWN, GET BEECH wand, E, SW, S, IN, NE, LIGHT LAMP, D, D, S, S, JUMP, E, OFF LAMP, N, N, N, E, E, E, N, N (to mirror), OUT, U (hall), OUT, OUT (gallery), W, D, D [W in Spectrum version], W (pier), GET OARS, IN (to jetty), S, S, S (bank of lake), N (a gust of wind grasps your boat), OUT (to glacier), W (ice field), DROP OARS, DROP SWEATER, GET MIRROR, WAVE BEECH wand (you are transported to the bull field), U, OPEN GATE, S, E, E, E, IN (cave), DROP MIRROR (5 points) ..... The creature accepts the last treasure and hands you the sack. "Hail thee oh master adventurer!", it cries, "May your wealth last as long as your cunning has endured!"

STARTING NEXT MONTH - PC version of CURSE OF ENCHANTIA

## NEXT MONTH - A SPECIAL 8TH BIRTHDAY EDITION

SOMA Pt. 9 by H. Dickens, LIFE OF GRIMWOLD - an alternative ending by Jean Childs, Introduction to "THE ADVENTURES OF A MUG" by Hilary Walton, PRODUCTS REVIEW by Steve Clay, KERRY'S LOVE POTION by Mary Scott-Parker, BESIDE THE SEASIDE, BESIDE THE SEA by Steve Clay, PETER RICHARDS by Lee Morrall, EIGHT GREAT ADVENTURES by Jonathan Scott, SPECIAL OFFER - Goblin Gazette, plus

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