

# ADVENTURE PROBE

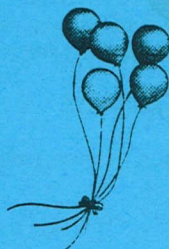
JUNE 1994    £2.00  
VOLUME 8    ISSUE 6



*Happy Birthday*

**8**

**TODAY**



## EVERYTHING YOU NEED TO KNOW ABOUT

### ADVENTURE PROBE

#### COPYRIGHT

Copyright on anything which does not carry the writer's name belongs to Adventure Probe. Copyright on all other items remains with the writer as Adventure Probe does not pay for contributions.

#### LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

#### SUBSCRIPTIONS

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

#### BACK ISSUES

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

#### ADVERTISING RATES

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

#### DISTRIBUTION

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

#### CONTRIBUTIONS

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

#### POSTAL ADDRESS

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

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

## CONTENTS

EDITORIAL: .....	4
LETTERS: .....	5
REVIEWS: Aura-Scope .....	12
The End Is Nigh .....	13
Spectrum Emulator 1.7 for the Amiga .....	15
The Boyd File .....	15
I Dare You .....	16
Lords of Chaos .....	18
A Midsummer Day's Dream .....	19
Wonderland .....	21
Black Dawn .....	22
The Eighth Crime .....	22
STORY : A Special Day in the Life of Peter Richard .....	23
ARTICLE : Eight Great Adventures .....	24
ADVERTISEMENTS: .....	26
SPECIAL OFFER: .....	33
SOMA Pt 9 .....	34
ARTICLE: Playing for the Future .....	35
PUZZLES: .....	36
PRIZE COMPETITION: .....	37
STORY: Intro. to The Adventures of a MUG .....	38
ARTICLE: How to load and use the Spectrum emulator .....	40
POEM: Adventure Addict .....	41
AMIGA COLUMN: .....	42
NEWSDESK: .....	44
IN TOUCH: .....	44
PERSONAL: .....	45
TIP OF THE MONTH: .....	45
GETTING YOU STARTED: .....	46
HINTS & TIPS: .....	48
FULL SOLUTION: Dungeon of Torgar .....	52
SERIALIZED SOLUTION: Curse of Enchantia .....	54
USEFUL ADDRESSES: .....	55
TELEPHONE HELPLINE: .....	Back

## HALL OF FAME

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

Dorothy Millard, Steve Clay, Mary Scott-Parker, Joan Williams, Wynne Snowdon,  
Jack Lockerby, Tim Kemp, Laurence Creighton, Phill Ramsey, Damian Steele,  
Ellen Mahon, Steve Burnard, Keith Burnard, Phil Glover, Sharon Harwood,  
Nancy Allan, Jenny Perry, Jonathan Scott, Lee Morrall, Peter Clark,  
Ted Goring, June Rowe, Ron Guest, and Phil Reynolds

Special thanks to Geoff Lynas, who does a great printing job each month (keep your fingers crossed) and the Ashley Gibbin, who is gaining valuable work experience this month.

## EDITORIAL

My editorial for Probe's 8th Birthday was going to be very different, but I have just received some very sad news which has changed everything.

I am very sorry to tell you that June Rowe passed away peacefully in her sleep, soon after her 65th birthday. It is only a few days since I received a letter from her. It was full of plans for the future. She was looking forward to seeing Topol in Fiddler on the Roof, and moving to a new house in Exeter. She was getting back to adventuring after a break during the colder months and enjoying her first chance to play Infocom games, especially Hollywood Hijinx, and enclosed with her letter was a typically concise writeup of how to get the ring. As a tribute to June I've decided to publish it in this issue rather than a later one, so apologies to everyone who was hoping to see their contributions published, but I'm sure you will understand my reason.

June was the nicest, gentlest, person I have ever met. We have been friends since meeting at the first Adventurers' Convention, and anyone who's seen the video of the second Convention will know how unassuming but very knowledgeable she was. She was a brilliant playtester, and many authors who heeded her advice owe at least some of their success to her. Adventurers who didn't know her personally will know her as the co-author of Jester's Jaunt. I'm sure better tributes than mine will pour into the office.

To finish, I'd like to print a piece by Mary Scott-Parker. It is exactly the sort of thing that June liked to write, and read.

PROBE'S EIGHT by Mary Scott-Parker

1. Every month I make a d'8
2. With my favourite paper m'8
3. If I ever have to w'8
4. I stop the postie by the g'8
5. I grab him and I tell him str'8
6. I hope you do appreci'8
7. The thing I most sincerely h'8
8. Is when my PROBE's delivered l'8

***Barbara***

A.F.I.O. Hon. Member

## LETTERS



From Ted Goring of Hastings .....

Through your magazine I would like to say "Thank you" to Bob Bates for the two listings in the May edition of Adventure Probe.

Since the demise of the Spectrum glossies these are the first listings I have seen. I am unable to make programs (except very simple ones) and I do get stuck quite a bit when playing adventures, so the decoding part of the programs will be well used. Thanks again Bob.

\*

I know Bob will be delighted to know that his program is appreciated and is being used.

A while ago Keith Burnard sent me a type-in program for a short arcade game he wrote just for fun. I'll publish it as soon as possible as it is a quirky little Spectrum game that gets you "having just one more go" for the hundredth time. If anyone else has a type-in program, for any computer, that they think will interest readers, please send it in.

Also I would advise Ted, and anyone else interested in such programs, to check out Spectrum U.K., a magazine I mentioned in Newsdesk in the March '94 issue, as they publish quite a few programs. (Barbara)

From Tim Kemp of Norwich .....

Just thought I would drop you another line to tell you a few more details of my new fanzine THE PC ARMCHAIR ADVENTURER.

Finding something a bit different from the norm was my main aim when even considering doing a new fanzine, and I think that The PC Armchair Adventurer fits the bill. Why? Well, it's the usual A5 size and shape, and contains the usual adventure/strategy/sim content - reviews, news, maps, solutions, hints 'n' tips, etc. but the big difference is that it's going to be 40 pages long, cost £2.00 each and each issue will come complete with a free PD or SHAREWARE adventure (or strategy or sim game) disk. This will be a low density (720K) 3.5" disk, for the PC only!

Issue One will be launched in early August and it's going to be bi-monthly. I'm also planning to set up a PC only PD/SHAREWARE library with disks costing just £1.00 each - that price dropping to 70p each when 10 or more are ordered at any one time! But that's a bit further down the pipeline.... the fanzine side of things is the most important and the nearest to completion at the moment.

\*

Very interesting, Tim. I hope you get the support you need and deserve for such a venture.

It is up to the PC owners now, so why not contact Tim at 36 Globe Place, Norwich, Norfolk, NR2 2SO. Tim has promised me a copy of the first issue, so if anyone is interested in reviewing it for Probe, please let me know. (Barbara)

From Jenny Perry of Hampton .....

Thanks for my Probe, which arrived today. I look forward to it every month. Thanks also for all your recent help with TWELVE DAYS OF CHRISTMAS. What a brilliant game! When the penny finally dropped about how to prevent that elephant trampling me to death my shrieks of delight could be heard at the end of the street.

It has occurred to me that adventurers may not go to the Convention in October because they may be shy or that transport is difficult. If seasoned conventioners can give a fellow adventurer a lift then both problems can be solved in one go! To start the ball rolling, if anyone within reasonable distance of Hampton would like a lift (and is a fairly good navigator) I will be travelling to Birmingham on Friday lunchtime.

Perhaps people could put ads. in Probe's Personal column, which is getting very intriguing. Whatever is going on??

P.S. Oh No! Whatever is an N.I.A.M.N? Could it be Nincompoops Imbeciles And Mad Nutcases, Nothing in A Maze Normally, No Ideal Adventures Make Noises, or Never inspect A Monster's Nest?

\*

I've had more calls for help and heard more "brilliant" for Diane Rice's TWELVE DAYS OF CHRISTMAS than any other adventure. I'm not surprised at the first, and thoroughly agree with the second.

I think it is a good idea of Jenny's to offer lifts to Conventioners via the Personal column. If you haven't been before, and feel you will be left out because you don't know anyone, this is a great way to get to know someone by the time you arrive in Birmingham. The Convention is on Saturday, 22nd October at the Royal Angus Thistle Hotel, Birmingham. When booking accommodation ask for the special rates for the Adventurer's Convention.

Jenny isn't even close to guessing what N.I.A.M.N. stands for. Any more suggestions? (Barbara)

From Laurence Creighton of Cape Town .....

I read the two articles "Dear Player.....from an author" and "Dear Everyone.....from a playtester" with great interest and amusement. I don't know who wrote them (come on own up, cause you're not alone!) I should like to add a few words of my own to the second of the two articles.

Way back in time, before speech replaced sign-language (in a manner of speaking), I wrote my first Quilled adventure. That in itself wasn't a sin - or a crime - but I actually had the temerity, the audacity to submit it for publication. Looking back today, I realize how terrible it had been and it should have been thrown to the back of the cupboard, or better still erased. But we all have 100% "retrovision". I had called it "MOONQUAKE" and felt like Isaac Azimov when I played it through for the last time. I thought I would win a Pulitzer prize no less. Bursting with optimism I bunged it into the post and optimistically waited for the publisher's cheque to come by return of post, if you will!

I waited several weeks, during which time the said publisher wrote and informed me that the "game" had been farmed out to playtesters. "Golly." I thought to myself. "doesn't he trust me - I played it through and it worked. What's his case?" I had even let Andy loose on it who cooed and raved and said how clever I was.

Eventually, in the fullness of time, an envelope arrived containing two full reports on the game. The game looked like Al Capone had shot it to pieces: almost everything was criticized - the storyline, the structure, that it was almost unplayable, having an infirmary right next to a nuclear-waste dump and containing dozens of bugs which came to life when others took out their magnifying glasses and donned their deerstalker hats. I learned that day that you cannot playtest your own games, because you KNOW what to do and in which sequence.

But I digress. I showed the criticisms/reports to Andy through Bambi eyes, and with more than a catch in my voice I declared that was that. I wasn't destined to be a computer games author. "Lookatthat," I wailed waving the reports above my head, "they tore my game to shreds. That's it, I'm discouraged." But Andy placated me, telling me that they were criticisms, yes, but to use them constructively. Read what they say and modify the game accordingly. Don't give up but LEARN from them.

Using a crane, I lifted off the melancholy from my shoulders and loaded my database into the Quill. After three weeks of hard work I had the game modified, and much in accordance with the playtester's ideas and suggestions. In my opinion the comparison between the original game and the modified version was like comparing chalk and cheese.

I never re-submitted that game (I was too embarrassed), but I wrote another which I called "The Lost Temple of the Incas". Now I knew what was wanted and how to present it. In due course I submitted it and the reports that came back contained criticisms and very good points and ideas which I applied to the game. The game took off, and about 15 others followed.

For this I thank Andy for his counselling and level-headedness. For seeing criticism as just that and not an attack. But more than this, I have to thank all the playtesters who have tested my games. You have all taught me more English grammar than I ever learned at school, made me see my games through the eyes of a player, found bugs where no one else would have, and saved a lot of embarrassment all round, and you have all come up with improvements that made me wonder why I hadn't thought of them but MOST important of all: many of you have now become my friends, something which will endure long after the Spectrum has ended up in the Science Museum. I love you all.

\*

I'm sure most successful authors cringe when they think about their first attempt. In my opinion Laurence's games got better and better the more he wrote, (and I've seen Moonquake and Fourth Dimension), so PC owners are in for a real treat when The Waters of Zol is released. (Barbara)

## MORE A.F.I.O.s by MARY SCOTT-PARKER

Ancient Fish Is Off!

Animal Farm inspired Orwell.

Aliens Fly Into Oldham.

Aunt Fanny Is Overweight

Adventurers' Friend In Ormskirk (a special one for Grue!)

From Ron Guest of Gunthorpe .....

Re Ian Osborne's analysis of text adventuring. Although commercial software houses sold large numbers of adventures early on, I wonder how many of the purchasers really knew what they were buying and what percentage were completed or even half completed. The important fact is the amateur programmer and the cottage industry coupled in equal importance with the fanzines kept the text adventure alive and kicking.

The real question is whether it can continue to thrive in competition with the superb graphics of the Amiga. As an ardent text adventurer since The Hobbit emerged, I must confess to playing more arcade games since acquiring an Amiga.

Although for arcade games the Amiga is superb, for text adventures I don't think the full Amiga capability is or ever will be necessary. I have played Jim McBraynes Amiga games "Golden Fleece" and "Holy Grail" and although first class adventures I find the amount of descriptive text overwhelming and slightly bewildering. I would suggest that when writing for the Amiga, prospective authors shouldn't get carried away with the descriptive text, as it is hard work and a bit off-putting ploughing through full screens of text.

I have a few emulated adventures for the Amiga and after a long wait have just received the Lost treasures of Infocom, which I was disappointed to find needs loading from Workbench, which is a nuisance. Having sold my +3, mainly through lack of space, I really miss the ease and simplicity of loading and especially the convenience (and economy) of the compilation discs. I wonder if Zenobi have any compilations in mind as a good few Spectrum and Commodore adventures should fit on an Amiga disc.

\*

Volume 1 and 2 of Deep Waters (a total of 12 Jack Lockerby adventures) is already available on Amiga/Spec.emul. disc. Maybe sometime in the future most of the single adventures in their catalogue will appear on compilations. Perhaps John will let me know if he has considered it - maybe as a Pick 'n' Mix - unless this presents too many copying problems. (Barbara)

From Lee Morrall of Heath Hayes .....

Thank you for the latest issue of Probe (with the best cover artwork yet - Darren Blackburn certainly knows how to draw!).

I thought I'd respond to Steve Clay's comments on mazes, which he says have no place in a decent adventure. Come on Steve - you know that can't be completely true. OK, I agree that a lot of mazes (perhaps 70%) are boring and frustrating, even they are a tradition of adventuredom, and complicated mazes have more appeal to the strategist, who has patience and persistence in conquering them.

However, the great variety of different mazes in games means that anyone who says "mazes are horrible" or words to that effect, deserves to be abandoned in a particularly tricky one with their only item of inventory being their birthday suit! (and then have limited moves to get out before meeting an untimely and nasty fate - at the hands of a Grue perhaps?)

The mazes I do find pretty boring are the ones where every location description reads the same - "You are lost in a maze of passages, with exits in all directions", for example. Often frustratingly illogical, you need to drop objects from your precious inventory to establish the location you are in, and if you have actually moved when you go in a particular direction

I tend to enjoy other types of mazes, like exit dependent mazes, where you have a differing choice of directions to move each time, or grammatical mazes, where the descriptive text for each location may look the same at first glance, but have slightly different wording or grammar to differentiate that place from other locations. Besides the more conventional mazes, I have seen some ingenious ones in games. For example, listening for sounds or music that gets louder as you near the destination, and using other senses other than "a sense of direction".

I included a maze in my own game "THE MENAGE" (plug!) which involves recognizing a clue in another part of the game. You find a note hidden in the music room, which reads SWEDEN. These initials actually represent directions to the secret garden - south, west, east, down, east, north - like an acronym map. I believe it's important that progress in a game isn't completely halted by the inclusion of a tricky maze.

In MENAGE, you don't even need to solve the maze in order to complete the game - it's a way of finding another very useful clue.

Therefore, with the wide range of possibilities a maze presents, does Steve deserve to be lowered into the middle of Hampton Court maze (blindfolded) or not? I'll let other readers be the jury!

Before I go, I would also like to comment on Ian Osborne's interesting article about the commercial demise of the text adventure - into the independent underground.

I think his first explanation is closest. In my opinion, the heyday of adventuredom was the mid to late 80's, when games were sophisticated enough, but also had a real freshness to them. I think it was the arrival of the super games from Infocom and Magnetic Scrolls that took adventuring into the adult/disc-based/big machine category, and away from the kids. These adventures were doubtless brilliant, they took thousands of man hours to make and it showed in the quality of both presentation and overall content, but they were pushing smaller programming teams, and home-grown games onto budget, and eventually out of the larger market. I think though, there are many home-grown games now that still have a polished sheen - without all the frills of a big production - and with as much character.

I was glad to see Damian's review of MINDSHADOW by Activision. Although I'm dedicated to the text adventure, this game is my all time favourite. I think it's the Citizen Kane of adventures. I've never known a game so brilliant and engrossing. The same writers also made BORROWED TIME and TASS TIMES IN TONETOWN, which I haven't had the pleasure of playing. If anyone has these, and wants to sell, I am very interested!

\*

Most of the Probe cover pictures are drawn by readers and I think it gives it a nice friendly appearance. Occasionally I receive something a little special such as the picture on the May issue. Darren is a brilliant artist as anyone who has seen ZAT and Square One will know, and he has offered to draw the cover picture for Probe's 100th issue, a very kind offer as he is very busy with his own projects. Mazes are a very emotive subject and one that has been discussed in Probe since its conception, and no doubt will continue to be discussed for many years to come. Steve was actually "winding everyone up" to get a debate going, and mazes just happened to be the obvious first subject.

Ian's article really set me thinking. I'd automatically assumed home-grown adventures developed because of a lack of commercially produced adventures, and not the cause of the

big companies pulling out. A very interesting theory that brought a lot of telephoned comments, but Lee and Ron are the only readers to write in. I thought this would take off as a subject for debate and there is still time to write in with your views!

The older games are very difficult to find, but Harold Dixon has very generously donated some Commodore 64 discs to Adventure Probe, and *Tass Times In Tonetown* is one. It should be on its way to you now. Lee, and perhaps you will return it when you have complete it, so that I may pass it on to someone else. This is one way some of the out of production games can remain in circulation. Spectrum owners please see NEWSDESK and the adverts section for some good news about adventures that I feared may never be rereleased. (Barbara)

From Jack Lockerby of Aylesham .....

Back in the February issue, Damian Steele raised the point at being unhappy with adventures that imposed a carrying limit saying that he much preferred to be allowed to carry as much as he liked. In subsequent issues several other authors added their views and on balance came out in favour of a limit of some kind.

Like Damian, I don't like to be told that "Your hands are full!" and in the vast majority of the games that I have designed I always try to include, either a knapsack, a rucksack, a holdall or even a magic sack (that will hold everything including the kitchen sink). The fact that all these items can also be worn is another plus in freeing the hands for other tasks.

For example, I think it entirely logical when climbing a tree or climbing up and down a ladder to have at least one hand free. Whilst acting as Tarzan and swinging on a rope across a chasm then both hands should be available for the task.

There is one point in the Grue's excellent adventure "The Four Symbols" where the player is riding the skies aboard a made up broomstick with hands full of objects. In the course of the short journey the parts that made up the broomstick are unravelled and the player lands safely. I might add that although I would have programmed that particular sequence using a container of some sort it did not stop me from enjoying the game.

Up to now the only people who have voiced an opinion on the subject have been authors. But the people who really count are the ones who buy the games. How do you feel? Do you like some sort of restriction on what you are allowed to carry or is the sky the limit?

\*

As Jack says, he usually provides a container of some sort, generally found near the start of a game but well hidden so you may have to solve a few puzzles and almost reach your normal carrying capacity before you find the container. In some of his games the container also has a hidden quality or use, for example the sack in *The Dark Tower*. Authors welcome feedback, and this is one particular area that is common to all adventures. Probe's readership is full of authors just waiting to hear the views of *players*. (Barbara)

## P.R.O.B.Es by MARY SCOTT-PARKER

Provides Roughage On Being Eaten.

Probe Readers Often Become Engrossed

Probe Receives O.B.E. (Order of Bloomin' Excellence)

From Jonathan Scott of Londonderry .....

On the subject of TADS (as Simon and yourself asked), I recently became aware of a seeming anomaly on the High Energy order form which I received with my registered version of TADS.

I noticed that only IBM PC and Macintosh versions of TADS were mentioned on this. Therefore, it would appear that High Engery have ceased producing the software for the ST. This has terrible consequences for ST users, as they won't be able to compile their games written for the higher TADS versions for the PC or Mac on the ST, unless they remove - or re-program - all the instances where some of the new commands, classes or program constructs are used. The TADS Author's Manual for version 2.0 and above lists all the *new* features of the software that were not used in the earlier versions. Using this as reference, Simon could re-work the code and then pass it on the Sue for compilation.

So, Simon, any chance of an AFIO for my advice and information?!

\*

Another nail in the ST coffin! I hope something can be done to produce an ST version of Gerbil, and others to come. We can't all afford a PC.

If Simon doesn't give you an AFIO, perhaps Steve will award an NIAMN. (Barbara)

Hobbit Adulation Society  
Trolls Clearing  
The Shires

Dear Editores,

A-MAZING! First Steve Clay has a little crawl to the Editor toadying for support, then huris intolerable insults at Maze Adherents.

The membership of the Hobbit Adulation Society have already propounded an irrefutable case for Mazes, and although we are strongly in favour of free speech, we cannot ignore this attempt to undermine our sacred beliefs by this suggestion of a debating column. At a hastily convened meeting of the H.A.S. committee, Peabrain Threelegs and Toohead the Grue were particularly incensed at the "genetics" slur, and as they find all their best meals in Mazes, were muttering ominous hints that even the nastiest Maze-hater goes down a treat with a slurp of saliver.

The H.A.S. committee offer an open-jawed invitation for Steve Clay and other Maze-haters to join in a debate to be held in the Goblins' Dungeon followed by a picnic to be provided by the loser and held on Misty Mountains. Any other Disposable Heroes are invited to be part of the feast.

Any hint of malice is intentional and if no one takes offence we will feel our message has been misunderstood.

Yours faithfully,  
The Dead Warg  
(Chairthing of H.A.S.)

# REVIEWS

## AURA-SCOPE

Written by Square Peg Software

Reviewed by Joan Williams on a Spectrum (128K only  
– not compatible with +3 in *tape* mode)

A couple of years ago I sent off for a game called HORRORSCOPE, and at that time was so impressed with it that I wrote this review, but never got around to sending it to Mandy, as at the same time Alf Baldwin (sadly missed by all....Ed) had written one which was published in issue 4 Vol. 5 (Probe 1991).

This game has now been renamed as Aura-Scope and based on the assumption that nothing has changed I think it's time to draw to your attention a little gem which to my mind has been virtually ignored....

"You will be cast in the role of a mortal, plunged into a world of myth. Your task is that of rebuilding a shattered Zodiac, armed only with your wits and ingenuity" so says the blurb on the cassette inlay. What the blurb doesn't say is that this is a colossal game and anyone who doesn't like mapping would be advised to play Bingo instead.

I suspect there are about 240 locations, so that should give you an idea of just how big we're talking here! It is advisable to wander about first, get a feel for the surroundings and problems ahead (you can only do this once you've solved the puzzle of how to get out of your starting locations). Pre-mapping is vital, because at some stage you will acquire the means of being able to transport from one place to another, thus it is quite conceivable that you could find yourself somewhere you've never been, nor chose to go (it's good fun though!) Not all of the locations are immediately accessible anyway, problems need to be solved in order to open up certain parts of the landscape. Not only is this a mappy game, it is also packed with problems, never a dull moment.

I've seen lots of games with "empty" locations (remember the Quilled games anyone?).... but this one doesn't belong in that category, there's always something going on and you certainly need to think. Everything flows so well that you become totally absorbed.

On meeting various characters you are given an indication as to how to please them, but pleasing them is not always as straight forward as it would first appear. For example, having met a lady called Berenice she threatened to set the police on me within 20 moves if I didn't give her a musical instrument because her electronic keyboard was broken. As it happened I had found a broken lyre and some catgut. I mended the lyre and rushed it to Berenice only to be told that she didn't want the lyre, she wanted something easier to play. By now the 20 moves were almost up and I was in a panic, but at least I knew that there was another musical instrument somewhere....

You will need your wits to solve this adventure, there's more than "find objects, give object" to it. You will be confronted with all manner of problems and locations from how to find a feather for an Indian, to what to do with a hot water bottle. You will visit castle, deserts, Indian reservations, artists' quarters, frozen valleys, shipyards, ruined cities and so on. The sheer size of the game is breathtaking.

Anyone who has ever played adventures should have this in their collection. There is an example of just about all the puzzles that have ever cropped up in an adventure game plus a few more surprises. The screen layout is superb, locations descriptions totally convincing, the desert maze just frustrating enough to keep you interested and there are several area to be opened up here. I cannot fault it.

I'm told the authors took a year to write it – it could well take a year to complete it, and if that isn't value for money I don't know what is.

Just to add a further note, I cut my adventure teeth on Level 9 games and I think Aura-Scope is every bit as good as those games were: don't let the enormity of the task deter you, this game is pure magic! So get a piece of paper, a notepad, pencils and rubber, lock the door and prepare yourself for the adventure of a lifetime.

Available from : Zenobi Software (see inside back cover for address) **Spectrum** £2.49 (tape and +D disk), £3.49 (+3 disk), **PC** £2.99 (with free emulator). Please add 25p per item to cover packing and postage.

## THE END IS NIGH

Written by Jonathan Scott and Stephen Boyd

Reviewed by Joan Williams on an Amiga (under Spectrum emulation)

Here at last is the final part of the Zikov series in which you must find three components of the machine of total universal control. If you have never played the three previous games you could be forgiven for being a little confused as to what has been going on but it in no way prevents you from tackling this one without prior knowledge.

The game comes in three parts, each part containing one of the missing components so you have to carry on to the bitter end in order to save the world from Basil Hodgkins and get back to normality.

Part one is set in the Victorian era and relies heavily on humour. The problems encountered are fairly basic and the characters you meet are a little out of place, Aggie in leathers will help you if you help her first. The ghost of Guy Fawkes is still trying to blow everything up, a sleeping giant gets cross if he is disturbed, a child needs a toy mended and so on..... Strange characters for the Victorian era but there you are. Mapping is logical even if some of the solutions to the problems are not and I suggest that you ramsave frequently, not because of sudden deaths but because you are constantly led into traps with very little warning and making a wrong move only becomes evident when it is too late. Dealing with Guy Fawkes is one such example. It seems that you have to make a mistake before you realize how to cope with the situation, but to be fair you are warned to ramsave at this point so one shouldn't complain. There is a very generous carrying allowance so pick up everything that you find. As far as I could tell you can take any number of objects into the next part so it's worth getting everything you never know what you may need. How to get past the rook to my mind is one of the more obscure solutions but if you check your inventory you should come up with the right solution. In your possession is a container into which you must store the missing components but it can only be opened in a green zone and you will be informed as to when a zone is green and having worked your way through part one you must save your data and ignore any messages about passwords.....

The second part is set in space and relies more on problem solving than humour so it is time to use the brain cells. As soon as you have loaded your data you only have four moves in which to overcome the first problem, otherwise it is back to data loading. Should you be misled into thinking it a good idea to ramsave at the start, bear in mind that you then will only have three moves. I was not impressed with this at all and feel no charitable thought towards the authors. This game might well have gone through the window had I not had access to the solution (thanks Barbara) so my advice is not to examine anything until it is safe to do so, then ramsave. Once again mapping is straightforward and most locations accessible. It is a question of doing things in the right order and enlisting the help of the other characters. [I ought to mention that you will need to use speech marks when talking to these characters, and for Amiga players press ALT and P to display them] Examining objects will guide you on your way but finding the correct input when enlisting the help of characters may slow you down, it's a question of trial and error. Eventually you will find yourself in a pod drifting through space and the going gets tough. There are a few important items to collect but if you have not worked out how to collect them before you enter the pod you are in trouble. There is so much to keep you occupied in this second part that it's almost an adventure in itself, but do remember that you must find the second component before you charge into part three....

The third part is set in Subterranean World and it is no surprise to be confronted by Neptune, a starfish, a mermaid etc., but what is a surprise is that on entering this part you meet an electrician reading 'Womans Own'. If you examine him you will get a clue as to what to ask him, but do make sure that you engage brain before you head off to tackle the problems ahead. The clues are there, you may live to regret a hasty decision.

Three medallions need to be located and these are not difficult to find, and as in part two, there are lots of things to see and do, and everything seems logical, even fun until you have to communicate with other characters that is. Some inputs required are tricky, some are obscure, and I defy anyone to come up with the right words to please the Historian without the aid of a hint. The mermaid disappeared before I had a chance to even say helio, and when I found her again she had no intentions of co-operating. The trouble with this game is that it assumes that you have E.S.P. and doesn't allow for thinking time, for example, the problem with the mermaid was my own fault. I should have given her an instruction the moment I saw her, but by now the trusty ramsave really comes into its own, so it wasn't too disastrous. After all the trials and tribulations you finally reach the teleporter and all that remains is for you to get it fixed, and with the three components safely stored in the canister it shouldn't be a problem should it? Once that is done you are teleported back to where this whole saga started, all you have to do now is sit back and watch the story come into its final conclusion, a quick way to end the series!

This is such a large game overall that space doesn't permit me to cover everything in detail, suffice to say that if you enjoyed the other three games you'll enjoy this. Newcomers might find it hard going though. Despite the gripes it's well worth the money and there is an added bonus for Amiga players, lots of one-key inputs which avoids the constant mis-typing that occurs when playing an emulated game.

Available from : Zenobi Software (please see inside back cover for address) **Spectrum** £2.99 (tape and 3.5" +D disc), £3.99 (+3 disc) **Amiga and PC** £2.99 (with free Spectrum emulator) Please add 25p per item to cover postage and packing. [The other adventures in the Zikov series are HODGKINS MANOR, RED ALERT and THE BEGINNING OF THE END. Spectrum/Amiga/PC versions from Zenobi Software. Amstrad versions available from WoW Software.]

## SPECTRUM EMULATOR v.1.7 FOR THE AMIGA

Reviewed by Nancy Allan

Attempting to review the game *The Boyd File* on the Amiga 1200, the first step was to load the Spectrum 1.7 Emulator. Being a novice where emulators are concerned, I assumed that by clicking a few icons and getting windows with files would be plain sailing. Easy, I thought. How wrong one can be.

First I got windows saying "load header". It had various files and drives which I attempted to load in the belief I had found a source of information on what to do next. It soon became obvious that access to the files would not be obtained, that the information would remain undisclosed.

Reasoning there must be another window and still undaunted, I decided to see what could be achieved using the function buttons. It appeared I was getting nowhere with the F buttons except F2 which decided to give me a window claiming "save snapshot" – which would have been fine had I been able to load snapshot. Being optimistic to the last, I reached for the telephone, contacting our editor who went to a lot of trouble on my behalf. The secret it appears, is in the holding down of the mouse button, so now I can go away and try to load the game. I hope.

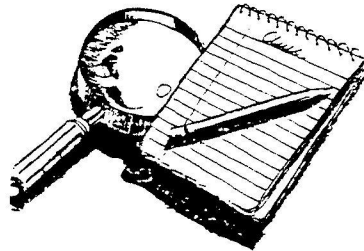
I should like to conclude by saying that given the opportunity to play the Spectrum games on an Amiga 1200 is good, although feeling decidedly odd, playing at the very slow speed after loading from an Amiga disk.

[The Spectrum emulator for the Amiga is Public Domain. The 1.7 version is available from Zenobi Software Price: £1.49 including postage. See elsewhere in this issue for Steve Clay's complete guide on how to use it.....Barbara]

## THE BOYD FILE

Written by Alex Williams

Reviewed by Nancy Allan on an Amiga 1200  
(under Spectrum emulation)



I found that playing *THE BOYD FILE* was enjoyable. Although the locations were within a small area, the fact that one did not find oneself in a maze, making the movement to various locations easier, was one of the reasons I enjoyed it so much.

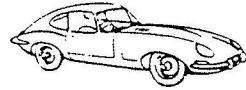
I think the storyline was well thought out, and with some humour, for example, getting the hat from the horse – needed as part of your disguise as a film extra

I think it is a good game to start off with when playing adventures as an introduction to people who, like myself, get stumped when confronted with a situation where logic tells you to do one thing and the game another. A good game

Available from: Zenobi Software (see inside back page for address) **Spectrum** £1.99 (tape) £3.49 (+3 disk); **Amiga** £2.49 (including free emulator) **PC** £2.99 (including emulator) Please add 25p per item to cover packing & postage

## I DARE YOU

Written by Louise Wenlock



Reviewed by Phill Ramsey on an Amstrad CPC

At the local meet of the Birmingham Adventure Players' Society, you discussed the usual adventure-related topics. Thinking aloud, you say "I'd like to play a REAL adventure."

Lizzie, your best friend, caught the thought and replied: "Maybe we can fix that," with a sarcastic grin across her face.

"I'll believe that when I see it," you reply.

Lizzie explains that her aunt, who is currently on holiday, has an old house just outside Birmingham which would be an ideal place to stage the adventure. Lizzie is certain that she could manage to set everything up.

"Yes, set me up with one of your practical jokes," you protest.

"You're scared," Lizzie insisted.

"I'm not!"

"Do it then - I DARE YOU."

Which is how the challenge began.

The game begins in your house. At last the envelope for which you have been waiting arrives. Hastily you open it and remove the contents amongst which are a Yale key, a £10 note, and a card with the cryptic clue:

"Two Little Doves

Very Sad Colour

Bird of Peace

Beatles Penny"

Which, when solved, gives you the address of the house in which the adventure is to be played.

Although the game is in one part, lots and lots of clever (and logical) puzzles have been crammed in, making the game feel and play as though it is a much larger game than it actually is.

The game has been converted to Amstrad format using the PAW, and runs under CPM. This means that, once again, the game is only available on disc, and runs under CPM. Full details are, of course, available from Phil Reynolds, proprietor of the Adventure Workshop. (I believe that there are some tape-based adventures recently converted to Amstrad format. Contact Phil for his catalogue.)

When I playtested "I DARE YOU", I was pleasantly surprised to find no bugs. I did find a few typing and syntactical errors but they will have been corrected well before you read this, as Phil ensures his games are as error free as they can be before they are offered for sale.

The game follows the format of your needing to find an object to solve a problem to get another object for you to be able to solve another problem. It takes a little thought, at times, to work out exactly what you have to do, and in what order the problems have to be solved.

One problem you will encounter is building a remote-controlled car. Unfortunately the pieces are hidden all over the place, there is no sign of the remote control unit, and when you do find it, of course, batteries are not included. Even when you manage to find the batteries, they turn out to be the rechargeable kind, and are completely flat. And does it *really* surprise you to find that the battery charger isn't lying around just waiting to be used?

I did find one of the remote-controlled car's tyres under the cooker in the kitchen. But when I tried getting it, it was just out of reach. Isn't that always the way? I tried to move the cooker, but to no avail. The solution to this problem is logical enough, but does require some careful thought!

Another problem which I enjoyed was a model hanging from the ceiling of the study. Of course, it was out of reach, but elsewhere I found a pair of step ladders. This was obviously the way to obtain the model. So, I dropped the ladders in the Study and climbed them. I should have known, given what I had already experienced in the game, that the model would still be out of reach. I even tried putting the ladders on the desk in the study, but still with no luck. Not wanting to give anything away, a cryptic hint might be that if Mohammed can't go to the mountain, then the mountain must go to Mohammed.

The solution to this problem was, I thought, quite devious, but it gave me a laugh, and was a change from the kind of solution that you come across time and time again in adventures.

There is a squeaking floorboard which must be looked into – and there are several problems which you should have solved before tackling this one! When you (eventually) manage to lift the floorboard, the space beneath is much too small for you to crawl into. There is an object hereabouts which is essential to the completion of the game, and there is a maze of sorts. However, if you've examined the cards which came with the game carefully enough, you should have little problem in overcoming the problem which the maze presents.

When you manage to go upstairs, towards the end of the game, you still have many problems to overcome, and will need a variety of objects from downstairs to be able to complete the final phase of the game. For me, one of the most awkward problems was in the library, where you are required to input the title of a specific book. Some people may solve the problem instantly, but I get the feeling that many adventurers will find that this particular problem has them scratching their heads in frustration. That's not to say that the problem is illogical, but it's a little on the obscure side. Again, going through the cards which came with the game may give you a hint – or confuse you even more.

Overall, I enjoyed the game. The playing area isn't at all massive (less than 25 locations), but so much has been programmed into those locations that the game really does feel as though it is much larger.

I wouldn't class the game as really difficult, but beginners may find that they need a few hints along the way. Intermediate adventurers should find this game to be a challenge, and thoroughly enjoyable one.

For me, the game contained many instances of originality, which some games lack. I found that this added to the pleasure of playing a very well thought out and very enjoyable adventure.

Available for: **Amstrad** £4 (disc only), **Spectrum** £2 (tape) £4 (+3 disc) from The Adventure Workshop – cheque/D.O. payable to P.M. Reynolds. **C64** Price: £2.50 (tape or disc) from Binary Zone PD (please see inside back cover for addresses)

## LORDS OF CHAOS

Published by Blade Software



Reviewed by Damian Steele on a C64

First thing to say is this game has been around for some time and has most likely been reviewed before (i can't find one ....Ed) That said though, it is a great game and really worth doing again. So here goes.

LORDS OF CHAOS – or LOC – is a mix of RPG and wargame simulation. The basic idea is you are a Wizard in a fantasy setting – well three[\*] settings actually – and you want to be “top dog”.

[\*] Expansion kits containing new levels can be purchased separately.

To do this, you need to fight and beat other opponents.

To do *this* you need to cast spells – amongst other things. These spells are chosen at the start of the session and more can be chosen later if you win.

The spells come in three main categories – Summon, Offensive and Defensive.

The Summon spells call creatures to you from another dimension. Each creature has its own varying attributes – some are good at fighting, some are invisible, some can fly, etc.

The Offensive spells are those used when attacking, such as Magic Bolt or Magic Lightning.

The Defensive spells – and you're way ahead of me here – are used to defend yourself from attacks. These include Magic Shield and Protection. As you play LOC you begin to realize that there is a lot of strategy involved in this game, and after a time you select spells according to your own preferences for each scenario. The only time when certain spells really MUST be chosen is in scene 3 – Ragaril's Domain.

The first scenario is The Many Coloured Land. This is a relatively simple level where beginners can test out their “magical muscles” and see what is what. Although the easiest of the levels, the unwary can still be caught unawares.

The second level – Slayer's Dungeon – sees you in an underground world where the treasures to be found are more valuable but the opponents are stronger and more cunning.

The last – Ragaril's Domain – is the Wizard's palace. Ragaril's pleasure in life comes from luring unsuspecting wizards here in order to torment them – or so it says in the manual. Of all the opponents you'll meet, he is the hardest to kill and offers a real challenge.

At a point in each scene, a portal appears which you must escape through to survive. Passing through the portal effectively ends the game for your Wizard and awards you with points. Points are also awarded for monsters/wizards killed and treasures collected. These points are converted into experience which can be “spent” on new spells or improving your Wizard. There is a lot to learn in LOC and success doesn't come easily but if you enjoy strategy games or outwitting opponents, then LOC is the game for you.

It is available for the (8-bit) **Spectrum** 48K/128K, the **C64**, the **Amstrad CPC**, (16-bit) the **Amiga** and the **Atari**. The copy I own was purchased in '91 for just under £4. It should still be available but I don't know where from.

[Special Reserve sell the **Amiga** and **Atari** versions for £8.99 ..... Barbara]

## A MIDSUMMER DAY'S DREAM

Written by Peter Clark

Reviewed by Phill Ramsey on an Amstrad CPC

You play the part of yourself, and have recently completed writing a new adventure. At a loose end, and seeking inspiration for another game, you decide to take a walk in the peace and quiet of the local countryside.

After an hour of walking in the sunshine you reach the edge of Rabbit Wood. Feeling hot and tired, you rest for a while on a nearby grassy bank. You lean back onto the grass, your eyes begin to close and then.....

And then the game begins, and so do many, many problems. As I was playing the 6128 version (which, I understand, is slightly larger than the 464 version), I started off outside the wood which, it turned out, was impenetrable. The first thing I saw was a red dragon looking at his watch and complaining that he would be late for the Convention, before disappearing.

Escaping through the wood seemed the obvious thing to do, but was easier thought of than achieved. However, I found an object which I thought might be of use, and by being a bit of a vandal, managed to annoy an occupant of the woods enough to be given a "Sparrow" spell just to get rid of me, and leave the wood in peace.

So, having flown out of the forest, I knew that the rest of the game would be no problem. *(Famous last thoughts.)*

The next problem was the inn. Now, there are several problems to solve in the inn, and objects to be found. Indeed, the objects to be discovered are essential for later stages of the game.

Having travelled from the inn to the quay, I found another inn, which contained a rather too talkative parrot. Having passed insults with the parrot, I returned to the quay, and tried to board a ship. Unfortunately, the sailor guarding the ship wasn't inclined to let me pass. No, not even when I said, "Hello Sailor".

If you manage to get on board, take care not to leave any obvious signs of your presence - especially after the captain returns. Again, there are several problems to be solved; a crow who wants to be a seagull, a hold where there is no light, various objects to be obtained (and there is a limit to how much you can carry), before you eventually leave the ship and visit Treasure Island.

There is one point here which had me laughing at the keyboard. I don't want to spoil it for anyone else who plays the game, but the hint I'll give is try throwing the hook over the stockade before tying the rope to it. The response was simple and yet superb.

Towards the end of part one, you'll find yourself in, of all places, a station by a platform. Examining your surroundings will give you a clue as to how to complete part one. Having completed part one, I fortified myself with a break of about thirty seconds, before trying my luck with part two.

You begin at the bottom of a well, and again, the solution to the problem seems obvious, but it takes a little thought, especially when your solution doesn't seem to work. But if at first you don't succeed.....

The characters that I met became more fairy tale-like as I progressed further into part two. There is a wolf who is wearing Grandma's bonnet, and has to be incapacitated: the owl and the pussy-cat with their pea-green boat (what could they need. I wonder?): and then a parody of the Mad Hatter's Tea Party, no doubt with suitable apologies to Lewis Carroll.

So many problems have been programmed into this section of the game that it seems that you've no sooner solved one problem than the next is presented to you. How, for example, do you escape from a teapot when you can't even reach the lid?

You have a beanstalk to climb, height to adjust (more than once), before you arrive in the Great Hall of the castle. Here are yet more problems to baffle and confound you. The cook has run out of ingredients to make jam tarts; there is a secret room to be found, a secret gateway to be seen, and something to help the Queen play croquet to be found. If I make it sound as though that's all there is to it, you can rest assured that it isn't. It's a lot more complicated than that, and there are even more objects to be found and manipulated correctly.

Eventually, after all your adventures, you will reach the Convention, and, hopefully, complete the game, no doubt breathing a sigh of relief in the process.

As I mentioned earlier, I played the PAWed version of the game on disc. Tape users are catered for, as there is a GACed version of the game available, although a few locations and a couple of problems have had to be cut out due to memory limitations. Even so, I don't think it will take much away from what is a very cleverly thought out and extremely playable game. [Please see review by Ellen Mahon .....Ed]

Now before I start praising the game, let me mention the one bad point which irritates me. There are numerous grammatical errors in both parts of the game, one of my pet hates. A list of the more obvious errors has been supplied to WoW Software, and I wouldn't be at all surprised if those errors are eradicated before you get to read this.

That one niggle apart, I found the game to be bug-free, humorous, well thought out and well programmed. The standard of problems varies from the downright obvious to fairly devious, but virtually all were logical and solvable with a little thought.

I confess that I had never played a Peter Clark game before this one, but if this game is anything to go by, I don't intend it to be my last. To all fans of humour and adventuring out there, all I can say is if you haven't yet played "A MIDSUMMER DAY'S DREAM" then order a copy today. You won't regret it.

Available from : WoW Software (please see inside back cover for address) Price : £5 disk only. Cheque payable to J.G.Pancott. \*\* Special offer : 2 of Peter's games on one disk £7 - all 3 on one disk £9 \*\*

## **WONDERLAND (Pt. 3 & Pt. 4 of A Midsummer Day's dream)**

Written by Peter Clark

Reviewed by Ellen Mahon on an Amstrad 464 (tape)

Following the little red dragon at the end of part two of "PIRATE PROBLEMS" you find yourself falling.... After what seems like the longest fall you've ever had you finally land with a bump at the bottom of a well, which luckily (for me anyway!) seems quite dry. You can also see a large switch on the wall of the well, and a bucket suspended from a rope.

The switch is the usual up/down type and therefore escape from the well seems fairly straightforward. Climbing into the bucket however, you find you're unable to reach the switch!

Once out of the well you find yourself in the middle of a large clearing, with paths to the North, East and West. Exploring these paths you will discover a field full of beautiful wild flowers that fill the air with their sweet smell – only don't smell them too sweetly or you may discover they hide a sting!

There is also a cliff path that leads down to a four(?) star beach, where a poor old owl is 'missing something' (and it's not as I first thought, a sail for his beautiful pea green boat!), and to be of any help to him you have to find the means of crossing a fast flowing stream that is too wide to jump! (Typical ain't it?) The solution to this problem is a REAL groaner – you have been warned!

There is also a 'thatched' (?) cottage – seems Peter was having problems with his teeth when writing the game – complete with a table on the lawn seated at which are a strange man and a VERY snooty hare, who refuses to talk to you. (He didn't even say "OW" when I poked him with a stick!)

Once inside the cottage take care or you may lose your head! I certainly lost mine – on MORE than one occasion.....Play your cards right and you should be OK. Making the strange man smile again reaps it's own reward, though the outcome isn't quite as I expected. In fact it's a very small outcome indeed! You have to take a further tumble – this time it IS a wet one before coming to the end of part three.....

Part four finds you standing outside a small wooden shed. Darkness behind you to the West, steep rocky slopes to the East and a path North to the mountain. To start the final stage of the adventure you need to find a way into the shed – once inside, however, getting out again proves to be quite a sizable problem. A vertical climb finds you atop a small platform, overlooking a chasm. You can just make out a stone staircase leading up on the far side of the chasm.

Climbing the staircase you arrive (very breathless) at the great hall of a castle. Leading off from the hall you will find the kitchen, courtyard, wine cellar and the castle lawn. Standing on the lawn is a VERY angry queen who keeps calling for someone to 'lose their head' (no wonder the poor king's nowhere to be found!). There is also a hidden cave to be found in which is a very mean fruit machine – gambling in this game doesn't pay – well, maybe it does – but not in the way you'd expect!

A small garden dweller is in need of some liquid refreshment, quenching his thirst will play a key element in solving the game. You will also need to have a 'giddy' turn to see your way to one of the final locations.

Having played and enjoyed "Pirate Problems" I looked forward to playing the final parts of the game. What can I say about the game, apart from it's just as good as the first two parts. There is still humour in the game – which is always a plus for me. The problems aren't too difficult to solve, as long as you're on the right track, and NOT trying to make a sail for a boat for hours on end! Losing my head (more than once) was the only experience that I didn't appreciate in the adventure!

Available from WoW Software (please see inside back cover for address) Price : £3 (Pt.3 & 4 GAC tape) Same price for Pt. 1 & 2 "Pirate Problems". Cheque/p.o. payable to J.G.Pancott

## BLACK DAWN (Public Domain)

Written by Andrew Cambell

Reviewed by Steve Burnard on an Amiga

Black Dawn is a science fiction fantasy game written in the style of a D&D 3D role-playing game.

Play takes place on an alien spacecraft. As you move around the maze of corridors and rooms you find money and encounter various monsters. Killing these monsters rewards you with more money enabling you to buy more high tech weapons and armour. You can find these in certain rooms in the complex which have a computerized vending machine.

Your Status, Inventory and a Map of the current level can be displayed during play.

Black Dawn has a smooth scrolling effect, professional graphics and good sound effects. For £1.49 you get a good taste of the game, although I completed the THREE LEVELS within an hour. So just as I was beginning to enjoy the game, it came to an end!

If Andrew can write a full length version I would definitely buy it.

Available from : Zenobi Software (please see inside back cover for address) £1.49 including packing and postage.

## THE EIGHTH CRIME

Written by Damian Steele



Reviewed by Barbara Gibb on a C64

In this text adventure you play Billy Barker, a reporter for the Daily Chronicle. Billy overheard some thieves planning their next, eighth, crime, but before he could get away he was captured and imprisoned in the empty bedroom of an isolated house. He now has only a few hours (150 moves in computer-adventuring terms) before the criminals return and "finish him off", so escape is uppermost in his mind.

All the action takes place in eight (that topical figure again!) locations, and it isn't too difficult if you read the text carefully - being locked in the walk-in freezer gave me the most trouble.

Damian has kindly give Probe a plug of it's own (literally) for which I send my sincere thanks. He also had a fair amount of memory left after programming the main game, so he added a maze, accessible from the start location. This requires a password which is given when you complete the main adventure, and you can't take *anything* from the adventure into the maze to help you map it!

A good one for a few hours enjoyment, but not one of Damian's best. I prefer The Black Mass, a real teaser of a game.

There are more Billy Barker adventures, and these will be reviewed in future issues

Available from : The Guild/Binary Zone PD (see inside back cover for address)

Price : £2.50 (tape or disc)

---

**Forthcoming reviews:** Civil Service, Man About The House, Run, Bronwynn, Run Million Dollar Great Jewel Heist, Moon Magic, and many more.

## A SPECIAL DAY IN THE LIFE OF PETER RICHARDS as told by LEE MORRALL

Peter Richards, of the British Experts undercover detective agency, stood before the formidable facade of 'Rutneva Heights', east of Liverpool.

Raising his hand to ring the bell, he paused for a moment, contemplating the unknown terrors that might lie within, before gingerly proceeding. He waited in the silence of what seemed like a forever of uncertainty, so quiet his thoughts echoed in his head. Thoughts of survival. But he was a survivor. He had seen big changes in his life, and he had also seen that some things, thankfully, never change. But the future held secrets he never could know. He still waited, wondering if this was more than his job was worth.

He thought he could hear something in the distance, beyond the wall and large oak door – an unidentifiable sound, that slowly manifested itself as footsteps, audibly more definite. His heart raced as the steps abruptly stopped. The door opened with an agonizing creak, and a figure stood in front of him, at first silhouetted, but then clear as a strangely familiar old man dressed in an antique suit. His face was deeply lined, his brow furrowed, yet he was full of youthful vigour and imagination, his alert eyes penetrating.

"We've been expecting you sir. Please follow me," uttered the man, with the utmost respect.

Peter entered a dimly-lit hallway, pervaded by earthy smells, and a strong air of the past. The musty walls were adorned by a curious assortment of images in ornate frames. Images of medieval England with castle, knights and treasures, of futuristic alien landscapes with ethereal kingdoms, of city streets with shadowy corners filled with menace and intrigue. Scenes of everyday life, and scenes of fantastic wonder and surrealism.

The old man continued into a passage, and seemed to disappear into a haze of light that burst into the air. A light that gave a warm wave of optimism to Peter – somehow he lost any uncertainty he may have had, and found his nerve once more. His senses were lifted and he suddenly felt as if he could tackle anything life threw at him. Nothing was above him.

As he walked slowly into the room, it burst into life. There were hundreds of people there of all ages; dancing, celebrating, laughing, talking with enthusiasm. These people had something in common – some sort of bond. There were many thousands more that perhaps couldn't make it, or didn't even know about the party.

It was then the hostess of the party saw him. She smiled, glad that he could make it. The crowd cheered.

"Happy Birthday Peter Richards Of British Experts detective agency! Happy Birthday PROBE!!!"



## EIGHT GREATS by Jonathan Scott

As it is the eighth birthday of that wonderful magazine by the name of **Adventure Probe**, the need for something to do with *eight* is great. So, I thought, why not take a brief look at eight excellent adventures from each full year of Probe's existence. Now who can I nominate to do this...? Let's see. Er, no one appears to be willing - looks like I'll have to do it myself!

### 1986 THE PRICE OF MAGIK

One of Level 9's best games, **The Price of Magik** had all a budding spellbinder could ever wish for. Remember the tension as we sat (all of us veterans were there) trying to figure out how to see in the dark and then realizing what the eyebright was for, then only to be stumped by another one of the Austins' devious puzzles. For Spectrum owners, the first puzzle involved a certain device that was included in the packaging - *Lenslok* by name - which allowed access to the game...or not, in the case of many unfortunates!

### 1987 THE BIG SLEAZE

Fergus McNeill ranks among the adventure-writing greats and there is no doubt that that is something which he will always do. **The Big Sleaze** was Fergus's final spoof adventure, a series which included cherished classics such as **The Boggit** and **The Colour of Magic**, and was a colourful parody of *The Maltese Falcon* and just about any "private detective" film you have ever seen. Sam Spillade, the main character whose resemblance to a certain other 'tec is unmistakable, documents his escapades through a series of hilarious comic events, leading to the final confrontation at the top of the Empire State Building with King Kong clutching his captive - and hysterical - damsel in distress. Memorable characters such as Joe (the diner owner), the German and the monosyllabic receptionist all contribute to this highly playable, funny and classic game.

### 1988 GNOME RANGER

It is difficult to resist including a second Level 9 game, as **Gnome Ranger** and its heroine Ingrid can never fade from the memory of an adventurer once he or she has experienced the delights of Level 9's funniest adventure. It spawned a sequel, **Ingrid's Back**, but that doesn't touch the original. Pity no one could work out that you had to follow characters out of the swamp, though!

### 1989 RETARDED CREATURES AND CAVERNS

What is, in my mind, the Rochdale Balrog's best adventure arrived when Probe was a tender four years old. Quite rightly a YS Megagame, **RC&C** (as it is affectionately called) places you in the role of a certain gormless chap by the name of Algernon who must make his fortune by entering a castle and retrieving a horde of gold. The mention of the shire in the first location is an automatic indication that this is a Hobbit spoof, and one of the finest at that!

## 1990 SHADOWS OF THE PAST

This adventure challenged the preconception of a *trilogy* as a series of three parts. Despite the word's roots in classical Greek, it refers to **four parts** in this case - well, this is obvious as this is the fourth! (Please excuse the writer's logic, which is rather lacking at the moment). This has only been done one other time recently, but this article is not a place for "plugs" or anything affiliated with the trade of plumbing for that matter. **Shadows of the Past**, the final game of Jon Lemmon's *Drakon Trilogy*, takes place as the events which occurred in **The Devil's Hand**, the third (but not necessarily the last) part of the trilogy in which you killed *Drakon*, have been erased from history. In fact, *Drakon* now lives again and it is your duty to travel through similar scenery and puzzles as in the earlier games to defeat *Drakon*, the only difference being the solution to those self-same puzzles! **Shadows of the Past** encapsulates all the best bits of the first three parts of the trilogy into one game and it is that which places it among the "best of '90". It is sad that Compass Software is no longer with us; playing this game shows us that all the more.

## 1991 PHOENIX

The Traveller in Black has certainly made his mark on the Spectrum adventure scene with a series of powerful, no-nonsense adventures of which this was the first. The superb **Phoenix** tells of the Traveller in Black (hmm, where have I heard that name before?) and his quest to abolish the evil Primal Darkness.

## 1992 THE FOUR SYMBOLS

Moving onto the world of sixteen-bit, this game was a surprise masterpiece from that man from Ormskirk, AKA the Grue! Initially enthused over on the Amiga by our Mandy, **The Four Symbols** was rapidly converted to the PC, ST, Spectrum and Amstrad CPC. It is also the only game in the history of the Adventurers' Convention (or its previous incarnation, the Adventure Probe Convention) to win the **Best Sixteen-Bit Game** award two years in succession. But it deserves another, of that there is no doubt.

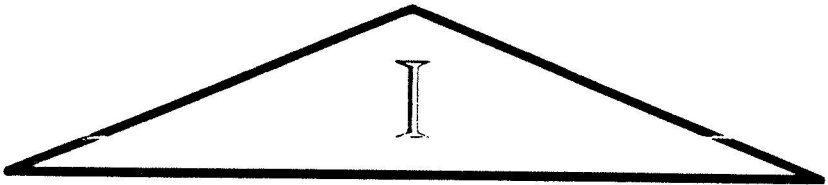
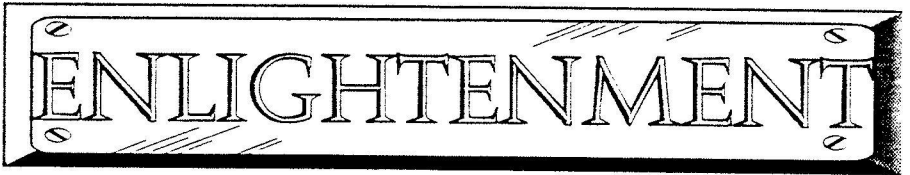
## 1993 THE OBSCURE NATURALIST

This, a game that took two years to write, is its writer's (Peter Hague) magnum opus. Laced with some of the most beautiful artwork ever to feature in an adventure game, **The Obscure Naturalist** has gained a large following. It is without a doubt "*the adventure the ST was made for*" and, despite being available on one format only, has been reviewed no less than three times in Probe.

The next question is, of course, what will be the **EIGHT GREAT** of the next eight years of Probe? This is obviously a rhetorical question as no one, short of Anastasia (are you out there, dearie, any chance of reading my palm?), can provide an answer. If you disagree with any of these, or would like to nominate others, then you are free to write into the pages of Probe. Be a contributor! It's fun, really it is.

Elyzium  
Software

Presents



*True Faith*

Written using the SAM Adventure System

Available for the SAM Coupé for £5.00 from

Elyzium Software  
50 Chadswell Heights  
Lichfield  
Staffordshire WS13 6BH

Please make cheques payable to Mr D Haire

# The Adventure Workshop

Adventures for the Amstrad

## NEW RELEASES

### The Hammer of Grimmold

by Jack Lockerby

GRIMMOLD THE DWARF KING is deeply troubled. The fabled HAMMER, a symbol of health and fertility, has been stolen by Valk, an evil magician. IN THE WAKE OF THIS EVENT GREAT MISERY HAS SPREAD THROUGHOUT THE KINGDOM AND IN DESPERATION THE KING HAS CALLED UPON YOUR SERVICES TO RECOVER THE HAMMER AND RETURN IT TO ITS RIGHTFUL OWNERS. HOWEVER, THIS WILL NOT BE AN EASY TASK AS YOU MUST FIRST OUTWIT THE 'HOODED' MEN, GET PAST A NASTY TROLL AND EVEN EXTRACT THE TOOTH OF A VAMPIRE BEFORE MEETING UP WITH Valk HIMSELF.

AVAILABLE NOW FOR THE AMSTRAD on DISC CP/M+ & CP/M 2.2 Priced £4.00

### THE LIFE OF A LONE ELECTRON

BY GARETH PITCHFORD

If you ask any scientist what the atom looks like, they'll probably tell you that it consists of a nucleus made up of protons and neutrons, which is orbited by electrons. That is complete and utter rubbish! To teach you exactly what the atom and its surrounding 'bits' look like, The Adventure Workshop proudly (ahem!) present this game... "THE LIFE OF A LONE ELECTRON" by Gareth Pitchford. In this highly educational game (parents take note!) you play Edmond, an accident-prone electron. Edmond hasn't had a very good day so far. He has crash-landed his 'orbital' in the city of Elektronz which lies, ooh, a long way away from his home town. So how is he going to get back, eh? This is where you come in. Simply guide Edmond round Elektronz and help him find a way to get home. Simple, eh? In the process of having fun you'll get to know everything about the life of a lone electron!...

comes with a free game THE QUEST FOR THE HOLY SNAIL also by Gareth Pitchford

AVAILABLE NOW FOR THE AMSTRAD on DISC CP/M+ & CP/M 2.2 Priced £4.00

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



# ADVENTURES



## THE GOLDEN LOCKET

Once more **Keith Burnard** has been hard at work over a hot **SPECTRUM** and a copy of "**THE ADVENTURE BUILDER SYSTEM**". (The artist's impression on the right may not do him justice but at least it gives you a rough idea of the 'type' of person who dedicates their night-time hours to producing the games you lot out there spend all your hard-earned gold on).

This time around **Keith** has come up with another of his 'simple' tales, albeit only 'simple' in style.



### THE STORY SO FAR ....

We all enjoy a good film and most of us find it quite easy to get totally involved in the happenings on the screen. However when either the anthem sounds or the little white dot vanishes, we can safely return to to the 'normal' world and to the hum-drum events of everyday life, leaving the **fantasy** behind us. However this time around it is not going to be like that, This time **YOU** are going to become involved in the happenings on the screen and will find yourself doing battle with the characters that moments before you were watching so avidly.

### Spectrum 48K/128K+2

Sitting in your favourite armchair - the half-empty box of chocolates on your lap - watching a late-night western on the telly, you suddenly hear a voice say ... "**PUT YOUR HANDS UP!**" Much to your surprise you notice that you are wearing cowboy gear and that **three** masked-men are standing in front of you, holding guns.

Some moments pass, during which they search **you** thoroughly, then they find the birthday present that you had just bought for your wife's birthday. It is a delicate **GOLDEN LOCKET**. Without a thought they grab the locket and push you roughly to the ground.

One man takes the **locket**, one man takes the **chain** and one man takes the **photograph** that the locket contained. Then laughing to themselves, they ride off into the sunset. **YOU** are left with no alternative other than to follow them and get your belongings back .... if you can!

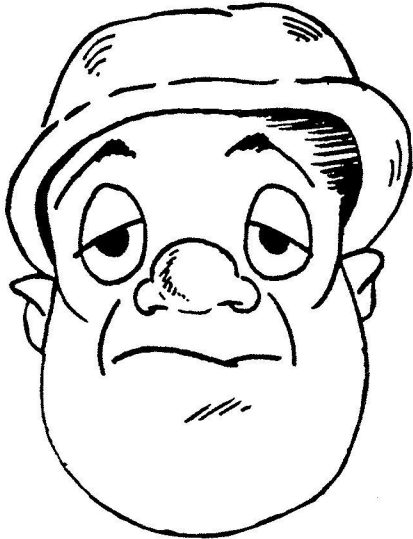
### NOTES

The game contains a complete set of instructions etc, so make sure you read them before playing the game.

Zenobi Software

# Zenobi Software **ADVENTURES**

## "A HANDFUL OF HAMSTERS"



Over the last year or two **SCOTT DENYER** has emerged on the adventure scene and his prowess as an adventure-writer is now matched only by his ability to con **Larry Borsfield** into thinking that he would be able to score some points in the legendary 'Mega-Points' competition featured in the annual adventurer's 'DO'.

In celebration of this fact **ZENOBI SOFTWARE** have put together a small collection of some of **SCOTT's** games. These games range from the 'sublime' to the 'ridiculous', with even a couple of 'half-decent' ones in between. But not even a crusty old **BALROG** like me is going to tell you which is which ... that you will have to judge for yourself.

The various 'themes' of the games range from a quest for a jar of pickled cabbage, to doing battle with the massed army of an emperor and even to simply finding a lost (or should that be slightly misplaced) gift for a favourite auntie.

All are graced with a fair sprinkling of what **SCOTT** laughingly calls 'humour' and even the 'one-parter' will have you tearing your hair out in frustration.

### CONTENTS OF THE COMPILATION

**STAR FLAMS** .... A long time ago in a galaxy a million miles west of Watford Gap, an evil Empire, led by the infamous Daft Radar, kidnapped a gorgeous young princess. A young and handsome space cadet by the name of Nuke Skyporker, aided by his trusty companions Yans Polo and Tobacco the Cookie, set out for the evil Empire's space station (the Deaf Star) to try and rescue her ....

**SNOW JOKE** .... Trapped in your car on a cold wintry morning ... your task, simply to escape.

**DESMOND AND GERTRUDE** .... Desmond and Gertrude are in **love**. Unfortunately, Desmond is a poor peasant, whilst Gertrude is a rich princess (yet another one of them!). Needless to say, Gertrude's father, King Norbert the fourth, is not happy with the relationship and has therefore decided that Gertrude must marry the rather wimpish Sir Hugh de Bottomley. Your task is to help both the lovers to reach the 'secret cave' in order that they can elope together.

**LARRY THE LEMMING** .... Yours is but a simple task ... assist Larry to kill himself!

**AUNT VELMA** .... You favourite auntie is coming to tea and you have decided to give her a nice little present. Only snag is, you have forgotten where you hid the damn present. So use all your skills to locate the missing gift and be ready to present it to Aunt Velma when she arrives.

**BRIAN AND THE DISHONEST POLITICIAN** .... When young Brain Ramsbottom smelt something fishy about this year's candidate for the seat of Lower Ruddleston he knew it was not his fish pie! So he decided to run against Gareth Pitchfork in the forthcoming elections, but would he be able to rely on the inhabitants of Lower Ruddlestone to vote for him .....

**RAYMOND PRINGLE** .... The least said about a quest for a jar of pickled cabbage the better.

**NOTES** : The games all contain a built-in set of instructions ... or so **SCOTT** assures us ..



# The Guild Adventure Software

## 1994 COMMODORE TAPE & DISK CATALOGUE

TITLE:	AUTHOR:	TAPE:	DISK:	TITLE:	AUTHOR:	TAPE:	DISK:
Because Of A Cat	D. Steele	2.50	2.50	The Menage (3 parts)	L. Morrall	3.50	3.50
Og The Great! (3 parts)	D. Steele	3.50	3.50	The Cornwall Enigma	L. Morrall	2.00	2.00
BB In Walesville	D. Steele	2.50	2.50	Dances With Bunny Rabbits	S. Avery	2.00	2.00
BB's TV Hell	D. Steele	2.50	2.50	Danger! Adventurer at Work!	S. Avery	2.00	2.00
BB Investigates	D. Steele	2.50	2.50	Danger! Adventurer at Work! 2	S. Avery	2.00	2.00
Just Another P.O.W	D. Steele	2.50	2.50	Magician's Apprentice	S. Avery	2.00	2.00
After the Party	D. Steele	2.50	2.50	The Hermitage	Pegasus	-----	4.00
The Black Mass	D. Steele	2.50	2.50	I Dare You	Pegasus	2.50	2.50
The Darkest Road	C. Wilson	-----	3.50	Corya The Warrior Sage 1: Dragon	Pegasus	3.00	3.00
Se-Kaa of Assiah (2 parts)	C. Wilson	3.00	3.00	(3 parts)			
ZZZZ	C. Wilson	3.00	3.00	Dead End (3 parts)	M. Westwood	3.00	3.00
Kobayashi Naru	C. Wilson	3.00	3.00	A Dark Sky Over Paradise (2 parts)	M. Westwood	2.50	2.50
Venom	C. Wilson	3.00	3.00	Dance Of The Vampires (3 parts)	M. Westwood	3.00	3.00
Shard of Inovar	C. Wilson	3.00	3.00				
Demigod	C. Wilson	3.00	3.00				
Nightwing	C. Wilson	3.00	3.00				
Micro Drivin'	C. Wilson	3.00	3.00				
The Magus	C. Wilson	3.00	3.00				
Merlin (2 parts)	M. Hunt	2.50	2.50				
The Westbury Mystery	D. Millard	3.00	3.00				
R.J.'s Ultimatum	D. Millard	3.00	3.00				
Land of the Purple Sea	D. Millard	3.00	3.00				
Adventure in Time and Space	D. Millard	3.00	3.00				
The Dare	D. Millard	3.00	3.00				
Trouble at Bridgeton	D. Millard	3.00	3.00				
Million Dollar Jewel Heist	D. Millard	3.00	3.00				
Harboro/St Jives/Amazon (3 games)	D. Millard	5.00	5.00				
Jhothamia 6	D. Edgar	2.00	2.00				
The Forgotten Past	T. Whitsey	2.50	2.50				
The Cup	J. Lockerby	3.00	3.00				
Witch Hunt	J. Lockerby	3.00	3.00				
Into the Mystic	J. Lockerby	3.00	3.00				
The Jade Necklace	J. Lockerby	3.00	3.00				
The Challenge	J. Lockerby	3.00	3.00				
Bounty Hunter	J. Lockerby	3.00	3.00				
Jack and the Beanstalk	J. Lockerby	3.00	3.00				
The Miser	J. Lockerby	3.00	3.00				
Realm of Darkness	J. Lockerby	3.00	3.00				
The Hammer of Grimmold	J. Lockerby	3.00	3.00				
The Mutant	J. Lockerby	3.00	3.00				
Matchmaker	J. Lockerby	3.00	3.00				
Lfeboa:	J. Lockerby	3.00	3.00				
Domes of Sha	J. Lockerby	3.00	3.00				
Back To The Present (6 parts):	W. Quinn	-----	4.00				
Nightmare	W. Quinn	2.50	2.50				
Nightmare II	W. Quinn	2.50	2.50				
Nightlife	W. Quinn	2.50	2.50				
Undercover	W. Quinn	2.50	2.50				
Lifetorm	W. Quinn	2.50	2.50				
L.A. Adventure (2 parts)	W. Quinn	2.50	2.50				

### *Sceptre Of Baghdad*

A stunning arcade adventure for the CBM 64!

The game features:- Intro sequence, amazing bitmap graphics, highly rated soundtracks, lush presentation, plenty of puzzles to solve, animated backdrops, separate end sequence and much more!

**Only £3.00! (Tape or Disk)**

### *The Guild Adventure Software*

34 Portland Road, Droitwich,  
Worcestershire. WR9 7QW

Prices include postage within the U.K.  
Overseas customers please add £1.00  
per title.

Please make cheques/P.O. to  
**BINARY ZONE PD**

# The Adventure Workshop

Adventures for the Spectrum

## RE-RELEASES

We are pleased to announce that The Adventure Workshop now has the complete range of Compass Software adventures available for the Spectrum range of computers.

PROJECT X - THE MICROMAN  
THE O ZONE  
THE MICRO MUTANT  
DEMON FROM THE DARKSIDE  
THE GOLDEN MASK  
THE DEVILS HAND  
SHADOWS OF THE PAST  
HOBBLE HUNTER

BLOOD OF BOGMOLE  
ZOGAN'S REVENGE  
THE WIZARDS SKULL  
INVADERS FROM PLANET X  
INTRUDER ALERT  
THE ANTTILLIS MISSION  
DEEP PROBE  
LOST TOMB OF ANANKA

All available individually on tape only priced at £2.00 each

These games are also available as compilations as listed below

PROJECT X - THE MICROMAN, THE O ZONE, THE MICRO MUTANT  
Tape only Priced £3.00

DEMON FROM THE DARKSIDE, THE GOLDEN MASK, THE DEVILS HAND,  
SHADOWS OF THE PAST  
Tape only Priced £3.50

BLOOD OF BOGMOLE, ZOGAN'S REVENGE, THE WIZARDS SKULL  
Tape only Priced £3.00

INVADERS FROM PLANET X, INTRUDER ALERT    Tape only Priced £2.50

THE ANTTILLIS MISSION, DEEP PROBE                      Tape only Priced £2.50

GREAT NEWS FOR COMMODORE C64 OWNERS, THE  
ADVENTURE WORKSHOP IS OPENING IT'S DOORS TO THE  
C64 WATCH OUT FOR OUR ADVERT IN NEXT MONTHS  
ADVENTURE PROBE.

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

# SMALL PRESS MAGAZINE SALE - Part 2

Last month I listed some of the excellent small press magazines and booklets that I had left over from the *9th Poets and Small Press Festival* at Middlesbrough. Given the poor sales at the festival, it seemed only fair that I try and sell as many as possible, anyway I could. Here are a few more!!

**DEATH ON DORADO** by John Light **£2.99**. This novella (96 pages) is an SF/detective story illustrated by Kerry Earl. High quality of both artwork and storytelling.

**ICONOCLASMS** Ed. John Light **£1.35** A 24 page collection of genre poetry by John Light.

**THE OTHERS AMONGST US** Ed. Tony Lee **£1.00** A short collection of genre poetry

**GOLDEN THREADS** by Sidney Morleigh **£7.50**. A collection of poetry in the SF/Fantasy vein. This work represented the life's work of Sidney Morleigh at the time of publication and reflects his expertise, not only in English, but also Mathematics, computing and philosophy (in all of which he has degrees). A varied and huge collection (322 pages). Also **FOREST OF DREAMS** by Sidney Morleigh **£4.50**. Another great collection of poetry from Sidney Morleigh's 'fantasy' poetry. Accessible and thought-provoking. A further **90** pages of his work.

Buy 'Golden Threads' and 'Forest of Dreams' together and save **£2**. I.E. **£10** the pair!!!!

Well that's the lot - surely there is something here to whet your appetite. Go on you'll be needing a good read for those hot summer days when there's too much glare to see the computer screen clearly!!! **OH, BY THE WAY, I HAVE DECIDED TO DROP THE POSTAGE CHARGES (MENTIONED LAST MONTH) SO THE PRICES QUOTED ABOVE AND BELOW ARE INCLUSIVE!!!**

Orders/cheques/p.o's to:

**G.LYNAS, 32 IRVIN AVENUE, SALTBURN, CLEVELAND, TS12 1QH**

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

**ALTERNATIVES** Editor Mark Rose : Issues 14 & 16 at **£1.25** each.

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

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

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

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

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

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

**MINIATURE MAGIC** Author Kelvin M. Knight: **£3.50**.

**MORE MINIATURE MAGIC** Author Kelvin M. Knight: **£3.50**. Buy both - deduct **£1**.



## THREADS

SCIENCE FICTION & FANTASY

Fiction from: Neal Asher, Sue Anderson, Thomas Earle, D.B.Ellis, Derek Fox, Nik Kelly, David Murphy & Mark Tibbitts. Artwork: Darren Blackburn, Kerry Earl, Russell Morgan & Roger Morgan. Poetry: Ed Blundell, Andrew C. Ferguson & Sidney Morleigh

First Rung Publications,  
32 Irvin Avenue, Saltburn, Cleveland, TS12 1QH

Single issue **£1.95**  
Annual subscription (4 issues) **£7**

Don't miss  
**Threads 3**  
Available now!!

**SPECIAL PROBE 8th BIRTHDAY OFFER**  
**from ZENOBI SOFTWARE**

Zenobi Software has made the following very generous offer to  
all Adventure Probe readers

**Buy ONE game and get ONE FREE**

(Please note this offer can only apply to SINGLE adventures –  
NOT compilations, and restricted to

**THREE bought with THREE FREE, one order per person)**

Zenobi Software has thrown open their catalogues to all Probe  
readers who have a SPECTRUM, ATARI, AMIGA, PC or SAM.

(SAM owners can use the 3.5" +D disks)

Choose from the full price, Public Domain and  
Licenceware lists.

There is something for everyone!  
Look through the advertisements in Adventure Probe or  
send an **SAE**, stating which catalogue, to :-

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

Please quote Adventure Probe 8th Birthday Offer

## SOMA – Pt. 9

written by H. DICKENS

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 too recognized the young man.

"Come," urged the Traveller. "We must also move away from here." The pair headed towards the hills, silently, both preoccupied with their own thoughts. Once the Traveller was sure that they were safe, he stopped and turned to his companion to find questioning eyes upon him.

The youth voiced his thoughts. "You are the man who appeared in my dreams all those years ago."

"Tell me about the dream" the Traveller requested of the youth, who he recognized as the boy apparition. "But first, what is your name?"

"I am Zmel from the town of Richesse. Many years ago I had a dream, a weird dream. I was in a strange place with walls that cried dark tears. Although the place was alien to me, somehow I knew it like I knew my own home. I was searching for someone, a great leader. Then I found him. It was you. but you were sick and you were lost. I led you to safety but then I awoke. The day before I had been with my father in the Lirium mines, and I thought that the experience had caused my strange dream. I told my father of it, but he said that I should retain the image for as long as I could. He believed it was a message from the Ancient Ones, and that I would meet you again."

"Did you tell anyone else about your dream?" asked the Traveller, his mind not wanting to dwell too long on what he had just heard.

"I told my friend Oda" answered Zmel. "She is a lot younger than I, and I wanted to impress her. I did. She kept asking me to describe you, again and again."

The pair lapsed into silence. The Traveller dismissed the idea of telling Zmel about his own encounter with Oda, and what may or may not have happened to her. It began to rain but neither Zmel nor the Traveller reacted to it in any way. The Traveller reached for the cylinder, feeling that its secret was safe with Zmel. There was a bonding between the two.

"The boy..... how...?" the Traveller's mind searched for an explanation.

"To some all things are known, to others the mysteries must remain. Clear your mind of these things and concentrate on your task". The unspoken words were immediately accepted by the Traveller.

"How safe is the Corpus Deum in the mines of Richesse? So far I have met two people who know of its whereabouts." questioned the Traveller. "What is my task?"

"Go to the output side of the factory ship. If Oda was transformed last night she may well be due to be released in the next batch. Watch for a robot that is behaving or being treated differently from the others." The communication ceased.

All this time Zmel sat in the rain and watched the Traveller who appeared to be in deep thought. Silence he knew was expected of him.

When the Traveller rose and began to replace the cylinder in the backpack, Zmel questioned him. "What are we going to do?"

The Traveller smiled when he heard the term 'we'. "We", he said, "are going to the other side of the ship. Come, there is no time to waste."

"Shouldn't we wait until dark? What if the lizardmen should come out?" Zmel was only asking what he thought he should ask as really he wanted to act now. He hated doing nothing.

"No need" responded the Traveller. "If you were to study these creatures, you would notice that they never appear outside in the rain, they never go swimming, and they always walk round puddles. You could call them fair-weather lizards."

It didn't take long for them to reach the other side of the ship, where they kept out of sight. But they had a long wait as the rain continued for some hours. The Traveller used this time to rest and think. So still was he that Zmel believe that he was asleep. Asleep, but with his eyes open.

Then the rain stopped, and almost immediately the great doors opened. The Traveller held his breath. If Oda was about to emerge, would they recognize her? Was she a reptilian robot, a seven-ton beast or was she the Oda that Zmel would know?

One by one the newly transformed robot lizards appeared, and then.....

You'll have to wait until next month to find out what happens (Barbara)

## PLAYING FOR THE FUTURE by DAMIAN STEELE

The other day I was reading the December issue of Reader's Digest and came across an article by Harriet Jillings about the effects of computer games on children.

An electronics engineer described the adverse effects that violent graphics filled Beat-Em-Ups and Shoot-Em-Ups had on her children. She decided to change what they were playing for something which could help the children learn and progress.

Professor Cary Cooper of the University of Manchester Institute of Science and Technology is quoted as saying "Manufacturers should dump the aggressive angle and increase the problem-solving element."

The article continued. "Games that do this not only offer an exciting way of introducing children ..... to the technology of everyone's future, but encourage the learning process ....."

Adventure games, to me, encompass this idea completely. The player has to solve problems throughout the game; object manipulation and character interaction are vital elements in most games. In this way the player is made to think and deduce fact from the information and arrive at a logical progression.

Although most of the adventure game players I know are well beyond being referred to as "children" it is clear to me that these games should be promoted as a way forward and NOT as a passing fad.

## NUMBER PUZZLE by DAMIAN STEELE

Rearrange the numbers so that :

All lines equal 272.

Both diagonals equal 272.

The four corners added together equal 272.

The four middle squares added together equal 272.

8	16	24	32
40	48	56	64
72	80	88	96
104	112	120	128

## PUZZLES by KEITH BURNARD

(1) Can you draw a grid 7 x 7, fill in no more than 17 squares and have 8 remaining?

(2) Given that 1,7,17,12,4 = eight, what does the following spell out?

12,21,24,24,5,16,7,14,4,12,6,21,5,4,3,21,6,20,1,8,4,25,14,1,24,14,3,16,1.

## REL-8-ED QUESTIONS by DAMIAN STEELE

What creature has 3 hearts, a skirt and a mouth between its legs?

What name is given to a group of 8 performers?

What shape has 8 equal sides?

What name is given to someone aged between 80 and 90?

What was the 8th month of the Roman year?

What name can be applied to the first 8 lines of a sonnet?

Which famous Oct was once married to Mark Antony?

What is 8 in Roman numerals?

What do : 8 drams equal? 8 furlongs equal? 8 pints equal?

Which famous 8 was born in 1491?

## PROBE'S EIGHTH BIRTHDAY PRIZE COMPETITION

Below is a reprint of a cutting from the adventure column in an old Swedish magazine. As there are **EIGHT** questions Hilary Walton, who supplied it complete with translation, thought it would be ideal for an 8th Birthday Competition.

All I want to know is what the **QUESTIONS** are – in English. [You can, of course, include the answers, but it won't earn you any extra points.] The games should be familiar to most adventurers. Even if you can't get all 8, send, to the usual address, as many "answers" as possible – you may get more than anyone else!

The Prize? Well, as I didn't have much response when I offered software and magazines, I thought a 500 piece jigsaw may be more to your liking. It isn't brand new because I couldn't get one from Smiths, the sole distributor, so you'll have to settle for the one I got last Christmas. It is a lovely colourful picture of a Wizard, and isn't as easy to complete as it looks, just like an adventure!

Closing date : **12th August**. Good Luck

---

### PAWN

---

**Var hittar man den blåa nyckeln?**

Här gäller det att vara snabb, eftersom fler än du i spelet vill ha den. Kyl ned lavaströmmen i grottorna, gå över och flytta undan piedestalen!

**Hur kommer man förbi draken?**

En klassiskt problem, i rummets skuggor ligger ett gäng hobbitar som den närsynta draken inte kan se!

Rikta därför ljuset in i skuggorna och lys på hoberna (POINT WITH WHITE AT SHADOWS, SHINE WITH WHITE AT SHADOWS)!

**Vad kan man göra med Jerry Lee Lewis?** Man kan köpa honom en öl.

---

### PHANTASIE III

---

**Hur kommer man ifrån Mörkrets Plan?** Du måste ha fått formeln "Transportation", använd den i staden!

---

**JACK THE RIPPER del ett**

---

**Hur får man tag på den röda boken?** Nyckeln till problemet finns i en

av dockorna (OBS – i många versioner finns här en lus), tag den franska dockan, skaka den och tag av huvudet på den!

---

### SPACE QUEST 2

---

**Hur kommer man förbi träsket?** Plocka bär på busken och gnid in dig med dessa!

**Hur kommer man förbi den sabla energistrålen efter hissen?**

När du kraschat med din rymdskivete! ska du ställa dig så du tittar exakt på fönsterrutan, undersök fönstret och tag skärvan!

Reflektera sedan strålen med glas-skärvan!

---

### CORRUPTION

---

**Hur kommer man ut från sjukhuset?** Vänta tills skoterskan gått och se sedan till att vara på rätt plats vid rätt tid.

När du fått tag i allt du vill ha så kolla in sängen på hjul. Bandaget och pappren från den tomma sängen kommer till användning här.

## INTRODUCTION TO THE ADVENTURES OF A MUG by ODDBOD

"So you want to be a MUG?"

That was the question put by the dazzlingly-bemedalled, grizzled, experience-wrinkled, stern-but-kindly, gruff-yet-understanding veteran messenger with Eyes That Had Seen A Million Suns, wearing a razor-crisp-yet-slightly-faded-uniform. Who, oddly enough, looked almost exactly like that broken-down old drunk who's played grizzled, experience-wrinkled, stern-but-kindly, gruff-yet-understanding sergeants with Eyes That Had Seen A Million Suns in dozens of samovar spacepics.

Putting aside that transient thought, you listen enthralled as the wonderful old space-dog tells you fantastic and exciting tales of the fabulous and exotic life in the famous Daedelus Interstellar Diplomatic Delivery and Universal Messenger Service (DIDDUMS) of Babel, the planet where dedicated, hard-working and unselfish life-forms from all over the Galaxy meet to serve the ideals of peace, harmony and good-will between all living beings: the United Galaxies organisation.

He tells you how, as a Messenger, United Galaxies, you will carry vital messages to the home-worlds of many incredible and wonderful life-kinds, and how you will experience the often odd but always friendly hospitality of a thousand alien cultures. Full of fervid enthusiasm, your imagination afire with heroic ideas of interstellar derring-do and self-sacrifice, eyes burning with shining idealism, you sign the form the old fellow has shoved under your nose with what you feel is a dedicated flourish.

At this point, the old man breathes a gusty sign of relief, practically asphyxiating you, and two large robots lurch out from behind a curtain and grab you by the arms. The old bloke looks up, takes a swig from a bottle he's had hidden and says "Sorry, kid. It pays better than bit parts. But I'll tell you one thing: You're a MUG 'till you're a TWIT!"

You struggle for a moment, but it's hopeless. "You mean everything you've told me is a lie?" you gasp.

The bottle drops for a moment and rheumy eyes, already wavering, gaze at you. "It's worse than that, kid. All that clap-trap was written by a bureaucrat. There's millions of them on Babel."

"But what about the needle ships?" you cry, as the robots begin dragging you towards a scrap-heap of rusting metal.

The old man laughs until he chokes. "Needle ships? the closest you're going to get to a needle ship is the Venus over there."

For a moment you're puzzled ..... until you realize that he means the heap of scrap. It can't be ..... but it is! It's the ship! And just over the entry-port the robots are dragging you to is a faded board. As you get closer, you read 'His Majesty's Space Tramp Venus'. Another sign, to the right of the entry, says 'Crew entry'. Beneath that, someone has scrawled 'Don't!!'

The robots toss you through the door, straight into the arms of two humans for whom the word 'Neanderthal' might have been specially coined.

"Hello, shipmate!" says one, but the other nudges him.

"It's not a shipmate, Dolores," he says. "It's a MUG Besides, I thought we'd agreed that as soon as we get this," he jabs a gnarled thumb at you. "stowed, we're off this heli-ship for good. Even a planet called 'Diri' has got to be better than this!"

"Can I beat him up a bit first, Julian? I'm sure I saw him laugh when you said my name."

"Sorry, mate, according to the bloke that wrote this rubbish there's too much of that going on in computer games, so there'll be no alien bashing in this one."

"But it's not an alien, it's a MUG!"

"Haven't you got no pity, Dolores? Think what's waiting for the poor blighter."

"Oh yeah. Mind you, getting there on THIS bucket's not going to be easy, is it?"

"There's nowhere it say that it's got to be easy for a MUG!"

..... You're now in the claustrophobic confines of the freeze-bed that the crew of the space-tramp 'Venus' bunged you into a couple of minutes? ..... hours?..... days? ago. The cover's still down, and you have an unsettling conviction that something is definitely a bit skew-wiff. However, there's a comforting little metal plate in the cover just a few inches from your nose..... (the adventure starts from here)

The above is the pre-adventure storyline for The Adventures of a MUG Part 1, available for the Commodore 64 - see May issue for details. I think it is so good that I asked Oddbod if I could publish it so that everyone could read it. (Barbara)



## SOME PIECES OF 8 from REYNIR H. STEFANSSON

There are eight horizontal directions in adventures.

Have you heard of the VW Bug Herbie? He was called Ocho (Eight) in one of his movies. He has the racing number 53 on his side (5+3=8).

Does anyone remember eight-track tape cartridges?

And, of course, the Dragon, the Spectrum and the BBC are all 8-bit micros.

The mountain avens (*Dryas octopetala*) has eight white petals.

Octal (base 8) numbering is still seen in many programming languages.

## P.A.A.L. by MARY SCOTT-PARKER

Probe Always Arrives Late! (only joking!)

Probers Are Adventure Lovers.

# LOADING SPECTRUM ADVENTURES UNDER EMULATION ON THE AMIGA by STEVE CLAY

This applies to Zenobi games using version 1.7 of the Spectrum Emulator. If other companies are using different methods or different emulators then refer to the instructions included with the games. If any company out there uses a method different from the one below please send Probe full and comprehensive details on your loading procedures. You will require the emulator which should have the games(s) on it as well and also a formatted blank disk for saving games to.

## LOADING THE EMULATOR

1. Switch off your machine.
2. Insert the emulator disk into the internal drive.
3. Switch on your Amiga.
4. Shortly you should see a workbench screen containing a single disk icon.
5. Using the Left Mouse Button (LMB) double click on the disk icon to 'open' it.  
\*\*A double click is two rapid presses of the LMB\*\*
6. A window will open up revealing four icons - Spectrum 00, Spectrum Special, Spectrum 10 and Spectrum 20. The latter are for machines with the 68010 and 68020 processor and should be selected if your machine has these processors fitted. If you are unsure double click on the icons. If you don't have the relevant processor an error box will tell you. For this example we will select the Spectrum 00 icon by double clicking on it with the LMB.
7. The emulator will now load.
8. Once loaded you should see SPECTRUM EMULATOR VERSION 1.7 at the top of the screen and the (c) Sinclair Research message at the foot of the screen.

## LOADING A GAME

1. Press the Right Mouse Button (RMB) and KEEP IT PRESSED.
2. Move the pointer to the top of the screen where you will see instead of the SPECTRUM EMULATOR message there is now a menu bar.
3. Move the pointer over the OPTIONS part of the bar and a menu will drop down. (Keep that RMB pressed!)
4. Highlight the option LOAD SNAPSHOT and release the RMB.
5. You will now be presented with a file requester.
6. There will be a list of files. Using the arrow gadgets at the side of the list find the name of the game you wish to load.
7. Move the pointer over the game name and click LMB.
8. The filename will appear in the box marked FILE.
9. Click on OK with LMB.
10. The game will now load.

## SAVING A GAME TO DISK

This replaces the traditional SAVE TO TAPE routine.

1. Insert the formatted disk you intend to use for saves into the internal drive.
2. Wait for the disk light to go out.
3. From the options menu select SAVE SNAPSHOT.
4. You may then receive an error message asking you to insert the emulator disk. Click LMB on ignore.
5. You will now have a file requester titled Directory Error.
6. Click on DFO from file list.

7. Now find the box called FILE. It will have .snapshot in it. Move the pointer into this box and click LMB. Using the cursor keys move the text cursor to the leftmost side of the box. i.e. before the .snapshot.
8. Now type in the name you wish to save the game under. i.e. SAVE1
9. The file box should now have SAVE1.snapshot in it.
10. Click LMB on OK. Your game is saved.

### LOADING A PREVIOUSLY SAVED GAME

1. Load emulator as before (If it isn't already loaded that is!!)
2. Insert your SAVES disk and wait until the drive light has gone out.
3. From the options menu select LOAD SNAPSHOT.
4. Click LMB on ignore if you receive a request for the emulator disk.
5. Click on DFO from the file list (Use arrows to move file list up or down if DFO is not visible).
6. A list of files will now appear.
7. Select the saved position you want to load.
8. Click LMB on it and it should appear in the FILE box.
9. Click on OK and your game will load.

Any time during the above where I have stated that you click on an item this obviously requires you to move the pointer to the desired icon or filename. It all seems long-winded but in practice everything is fairly swift and quickly becomes second nature!

## THE ADVENTURE ADDICT

Here on this screen is the whole of my life.  
 I can ignore being a mother, a friend or a wife.  
 I can leave all the dusting, the cooking and cleaning,  
 and leave all the cobwebs to grow on the ceiling.

The phone may be ringing, the dinner's on fire,  
 but completing the mission is my only desire.  
 I'm solving the mysteries and finding the clues,  
 escaping the real world that gives me the blues.

I may be a damsel, a warrior or knight,  
 or a spaceship commander enjoying the fight.  
 I can go anywhere, any time, any place,  
 back into dark ages or out into space.

But what's that I hear – a knock at the door.  
 My daughter is home, it's a quarter to four.  
 She's cold and she's hungry and wanting her tea,  
 she's fallen at playtime, there's a scratch on her knee

And so I must leave my adventures at last,  
 to come back from the future or return from the past.  
 The master detective, the saviour of all,  
 must now comfort a daughter who's just had a fall.

ANDREW WOOD (JO'S HUSBAND)

## AMIGA COLUMN by STEVE CLAY

Simon the Sorcerer 2 is in production following the recent release of the CD format of the first game. At the moment the sequel is titled The Lion, The Wizard and The Wardrobe taking its inspiration from C.S.Lewis no doubt. The game designers hope to include more complex puzzles and the graphics are being worked on by seven [count 'em] artists. How are we adventure writers supposed to compete with this? Answers on a postcard....

Two products due to be released and possibly about to turn adventures on their head are Dream Web and Valhalla. Both of these games use the overhead view in preference to the stage-like side view. Dream Web is a 'controversial' game set in the far future. By controversial I assume there may well be some naughty words - like flip, bum and blimey - in the conversations in the game. I wouldn't dare say the controversial label is a promotional gimmick. Valhalla is a different kettle of fish. Nothing to do with the old Spectrum game that had little gods running around drinking and killing each other. This product is a fantasy-based adventure set in a castle and played over five levels. The aim is that you have to regain your throne. Big pluses to the game are that the programmers have concentrated on the disk swapping and this only takes place between levels and also there is the novelty value of the main character talking to you via four disks of sampled speech. The only drawback I can see at the moment is that there are only five icons and two of these are SAVE and LOAD. I wonder is one of the others is USE?

Ishar 3 is close to release. Included within the game is a touch of originality in that there are a number of Timegates that transport the party to different time zones. (No go away Steve, we would never have guessed!) The graphic representation for each zone (7 I think) is different depending on what period in time you arrive. The blurb mentions that to destroy the nasty man/thing that you have to destroy you need to arrive at the right place at the right time. Imagine after three weeks playing and fighting your way through the numerous zones and time periods, you arrive at the final scene and there is a note from the nasty one, it reads "Waited as long as I could. See you next time you're in town". The AGA graphics look superb but you can hear the disk drive whirring from here. The CD32 version will have an animated film sequence as well.

Talking of the CD32, it is beginning to look like the machine to have if commercial graphic adventures are your thing. Now reduced to £249.99 (£199 by Christmas???) including 6 games. Because it is CD based this means adventures and RPGs will benefit more than any other genre (with the exception perhaps of flight sims.) A look at the PC CD-ROM market would tend to support this.

Robinson's Requiem is billed as a survival adventure simulation. You are prisoner on an alien world and your aim is to escape. A 3D virtual landscape is how you will view the planet.

Coming soon: Beneath a Steel Sky on CD32 and will include an animated version of the comic supplied with the floppy version.

Lost Eden is another CD game. You may have seen screenshots of this one in the magazines. Dinosaurs are the main foe and very realistic they look as well. Any similarity between this game and a certain movie are purely a coincidence!

All you space bums out there will be pleased to hear that Frontier 2 is expected at Christmas. Whether this will be a new game or a data disk I don't know.

Spectra Video have a set of speakers out for the Amiga. Special Reserve have them for £13.99 a pair. They work off mains adaptor or battery and seem a cheap way of getting stereophonic sound out of your machine.

Discworld fans! Having read that a graphic adventure was being created by...wait for it.....Teeny Weeny Games, I was pleased to see that as well as the PC 'other versions' were planned. Psynosis are supposed to be dealing with the game so I gave them a call and asked if there would be an Amiga version, but the young lady at the other end said she hadn't heard of it. So for now I'll just hope that there is an Amiga version!

One game I can't wait for is Theme Park. My only worry is whether it will be available on anything less than a 1200.

Competition time: Winner of the April issue was Dennis Northam. This month you can choose from Starbase 13, a graphic adventure or Dragon Cave, a 3D puzzle game. This month's puzzle:

If you multiply 157 by 28 you get 4396. So the whole sum includes each of the numbers 1.....9 once only. (157 x 28 = 4396) Give another example of two numbers multiplied that result in the same thing, that is the numbers 1 to 9 appear once in the whole sum.

If you can work out a) what the answer is and b) what the hell I'm on about, send your answers and the game title you'd prefer if you win. to:

Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY

**STOP PRESS** – Valhalla has appeared on the coverdisk of CU Amiga. I've had a play with it (The game! Cheeky!). The game is actually 4 levels big. The whole game loads in at once and the only disk swapping needed is for the various sound samples. What about the demo? Well, straight off the game draws you in with the little bloke chatting away after every instruction. The interface is easy to use and as expected one of the icons is USE. The only drawback is the floor that collapses without warning and this is extremely annoying. However those who like mapping will soon have all the traps mapped and I should think these maps will be in great demand. Available from 1st July £29.99. One of the best games I've seen adventure-wise in a long time. Of course the top-down approach used is inspiration to us artistic failures and you should see a thousand imitations in the months to come. I might even have a go at one! Goodnight!

## EIGHT EXAMPLES OF SARCASM! by STEVE CLAY

She had a sweet face – like a chewed toffee.

I wish I was a pigeon and you were a statue.

If brain cells were chocolate you'd have enough for a Smartie.

If brain cells were rubber you'd have enough for a pair of flip flops for a budgie.

If brain cells were explosive you'd have enough to blow your nose.

You're about as welcome as a fart in a spacesuit.

If I had twice the brains as you I'd be a half wit.

I could tell you were thinking by the smell of mud burning.

## NEWSDESK

### New Releases from WoW Software

"Wonderland" – the GACed third and fourth parts of Peter Clark's "A Midsummer Day's Dream" is now available for tape-only users. If you use disc the full PAWEd game has been available for a while – please see review section for reviews of both versions.

Also available are the first three parts of Jonathan Scott and Stephen Boyd's Zikov series. Written on the PAW, and therefore disc only, they are "Escape From Hodgkins' Manor" (1 part) £4, "Red Alert" (2 parts) £5 and "The Beginning of the End" (2 parts) £5, or all three games on one disc for £8. Cheque/p.o. payable to J G Pancott – please see inside back cover for address.

### AMIGA Bargains

Neil Currie has written to tell me about a mail order software retailer who is offering such goodies as Ishar for £4.99, Ishar 2 £9.99, (they also promise Ishar 3 at "a ridiculous price"), Crystals of Arborea, Storm Master, Boston Bomb Club all £2.99 each – cheaper is you buy more than one game. The company is Chart Shooters, FREEPOST NW6000, London NW6 6YG Tel. 071 328 3144. Their service seems a little slow (3-4 weeks), but it is obviously worth it for the savings made. They also supply PC, A1200 and Atari Falcon software. Warning – NEVER send a large first order, and always check prices before ordering – either write or telephone. Please let me how you get on, and if they are offering any other interesting games.

### C64 New Releases

Well actually they seem to have been out for a while but no one thought to let me know. The Eighth Crime (see review in this issue) and Rouge Midget 2, both by Damian Steele are available from The Guild/Binary Zone PD for £2.50 each on tape or disc. If you order two or more of Damian's adventures you get Baby Blues FREE. More releases due soon – keep watching this space!

### The COMPASS points to Adventure Workshop

Compass Software adventures for the Spectrum are now available from The Adventure Workshop – please see advertisement in this issue for full details.

Great news for C64 owners. From next month The Adventure Workshop is offering Commodore adventures – once again please see the advertisement in this issue.

### Goblin Gazette

To mark Probe's 8th birthday Les Mitchell has kindly sent me 8 copies of issue 11 of Goblin Gazette. These are of particular interest to 8-bit owners, and they are FREE and up for grabs – first come first served, so get your claim in NOW.

## IN TOUCH

**WANTED FOR AMSTRAD CPC** : Does anyone have a copy of ANNALS OF ROME or IMPERIAL CONQUEST or BATTLE OF MIDWAY (disk or tape) which they want to sell? Good price paid. Please contact P.L. Ramsey, 12 Naseby Avenue, Blackley, Manchester M9 6JY.

## PERSONAL

To Grimmy – Have your nation changed their National Anthem to "Raindrops Keep Falling On My Head" yet? And is it true you're only a Half-Dwarf? – (From Rakhir)

To Dylan – *Benvenuto, Dylan, natura lo fece e poi rompe le stampa! Non mi ricordo le voyage* – (From M.Polo)

To Dylan (again) – Sorry, slipped into the native tongue there! Meant to say, I can't remember the trip, 'cos I was drunk at the time – (From M.Polo)

To Damian – On way to Stanley. All is well – (From Conan the Librarian)

To Uncle Horace – Have orders to bring you in. Dead or Alive – (From Conan the Librarian)

To Ellen – Try a bullet – (From Damian)

To M.Polo – How'd you guess? – (From Custard)

To Jenny Perry – Miaow! – (From Custard)

To Puff – You would be wise to remember that I know all about you and your actions in the great Dwarf massacre. Any further insults from your weedy mouth may well result in an anonymous letter to the "Guild of Big Reptiles and other Scaly Things!" So watch it! – (From Acidspit! Not Acidpit! I am not a spelling mistake!)

To Dear Old Gentleman – Congratulations and good luck in the new job – (From The Murderers and the Victim)

To The Victim – Don't burn the tome, it'll only cause you grief! – (From "The Fly on the Wall")

To Chocolate Log – Hope the results are good – (From S)

To Martin Freemantel – Where the hell are you? – (From S)

To O.A.P. Tours 'R' Us (Paris) – Sorry, no can do – having too much fun on the loose! – (From Uncle Horace)

To Conan the Librarian – Yah! .... Boo! .... Socks! – (From Uncle Horace)

To East Anglian Admirer – Enjoyed last night – (From Uncle Horace)

To Grimwold – No wonder you can't make a profit, those dragon steaks were awful – (From Uncle Horace)

To Damian – Could you PLEASE send me some Band Aids – (From Uncle Horace)

To Damian – Think I've done it THIS time. The Biro's in the dustbin!! – (From Ellen)

To Peter – OK. OK! I'm really really sorry (you lost the game) – (From Ellen)

---

**TIP OF THE MONTH** was sent in by JO WOOD who wrote to say that HOUSE SITTER (which she bought on tape from Adventure Probe Software) is a BASIC program so once you've loaded in once from tape, it's easy to just ESC twice to get out of the game and then type :DISC and SAVE "SITTER" (or whatever name you want) to save the game to disc. Jo says that if everyone knows how easy it is, the disc owners shouldn't mind buying a tape copy! Jo's tip has encouraged me to consider offering Amstrad PD adventures on tape sometime in the future. Debby Howard and I have discussed the possibility, readers comments will be gratefully received. (Barbara)

## GETTING YOU STARTED

### **THE AMULET OF DARATH played on a Spectrum (and Amiga/PC under emulation)**

You start in an Inn. I[Inventory] (sword, gold piece, silver piece), SPELLS (death, shift and and fire), BUY MEAD (costs 1 gold piece), TAKE MEAD, DRINK MEAD (makes you light-headed, keep empty mug), N, SEARCH LEAVES, TAKE GLOVE, W, N (by pond), X POND (full of mud), REMOVE MUD, X POND (see ruby), TAKE RUBY, SW, N, N, W, W (meet soldier), X SOLDIER, KILL SOLDIER (need sword), REMOVE UNIFORM, TAKE UNIFORM, X UNIFORM (note pocket), OPEN POCKET, LOOK IN POCKET, TAKE CARD OUT POCKET, X CARD (identification card) .....

### **THE CHAMELEON KEY played by Vicky Jackson on a Spectrum**

I, LOOK BEHIND CACTI (find spade), PHOTO ROCK, N, N, X COMPUTER, SAY HELLO, TALK TO COMPUTER, ASK ABOUT CHELSEA, ASK ABOUT SPOD (note number), S, W, X CLOSET, SEARCH CLOSET (find card), X CARD (note number), GET CLOTHES, MOVE WARDROBE, DIG SAND, W, GET SUIT, GET TANK, ATTACH TANK, REMOVE UNIFORM, WEAR SUIT, LOOK AROUND (find laser gun), E, E, E, X PANEL (note number), 54832, STEP IN, CHANGE INTO CHAMELEON, STEP OUT .....

### **THE DRAGONSTAR TRILOGY Pt. 1 as played on a Spectrum**

You start close to a cliff edge, carrying a sword, S, S, S, S, S, E. (by the stone table which has inscriptions on it), EXAMINE INSCRIPTIONS (read them upside down and they say 'hit the table twice'), HIT TABLE, HIT TABLE (a voice says 'go to the broad passage for the help you seek' - then the table cracks), E, E, S, W, W, S (a plain, by a crevasse), D, S, E (crevasse), GET SHIELD, W, N, U, N, E, E, N, E (a clearing where a nine-headed Hydra attacks you), ATTACK HYDRA (need sword and shield), LOOK (see gold bar and some teeth) .....

### **SLAUGHTER CAVES played by Jim Donaldson on a Spectrum**

N, W, GET TORCH, EXTINGUISH TORCH, BREAK WEB, E, E, EXAM SKELETON, GET BONE, W, W, N, EXAM WALL, PUSH ROCK, GIVE BONE, EXAM DOG, GET COLLAR, WEAR COLLAR, OPEN DOOR, E, GET POT, W, S, E, E, OPEN DOOR, WEDGE DOOR WITH POT .....

### **SOUND OF HIM played by Barbara Gibb on an Amstrad**

Start in a cell in jail, X BUNK (planks on frame), TAKE PLANK, X WINDOW (middle three bars look loose), LEVER BARS WITH PLANK, DROP PLANK, E, N (middle of dusty road in deserted town). You can't enter most of the buildings along the road, W, W, W, S (general store), X CARD, READ CARD (note reference to ear muffs), S (behind counter), TAKE WOOL, AGAIN (now have two lots of cotton wool), TAKE EAR MUFFS, TAKE CHALK, N, N, W, N (restaurant), TAKE BOARD, X BOARD, READ BOARD (says 'Gone to lunch'), CLEAN BOARD WITH WOOL, WRITE ON BOARD WITH CHALK (you write 'What has happened here?'), S, E, X MAN, TALK MAN, FACE MAN, SHOW BOARD TO MAN .....

### **SWISS FAMILY ROBINSON played by Dorothy Millard on a C64**

You start as Fritz, shipwrecked atop rocks. GO BELOW, OPEN TOOLCHEST, LOOK TOOLCHEST, TAKE HAMMER, TAKE NAILS, TAKE AX (note spelling), TAKE MATCHBOX, TAKE SAW, TAKE STRING, TAKE KNIFE, GO TOPSIDE, SAW BARRELS, SAW PLANKS, TAKE PLANKS, NAIL PLANKS TO BARRELS, SAW PLANKS, TAKE PLANKS, NAIL PLANKS TO BARRELS (you have just built a nice little boat for your family). PUT ALL IN BOAT, GO BELOW, TAKE CHICKEN, TAKE GUN, TAKE CHEESE, TAKE BOOK, TAKE FLASK, TAKE SHOVEL, TAKE MAP, GO TOPSIDE, PUT ALL IN BOAT, GO BELOW, TAKE CAULDRON, GO TOPSIDE, PUT CAULDRON IN BOAT, TAKE CANVAS, PUT CANVAS IN BOAT, TAKE ROPE, TAKE HARPOON, TIE ROPE TO COW, TIE ROPE TO BOAT, TELL FAMILY ABOUT BOAT, LAUNCH BOAT TO THE SOUTH (you see a hungry shark bearing down on the cow), THROW HARPOON TOWARDS SHARK (you kill it), SOUTH (your boat runs aground on a small islet), LAUNCH BOAT TO THE SOUTH, S (this time you run aground at campsite) .....

### **TRAP SPRINGER played by the author, Damian Steele, on a C64**

Start outside a door leading into a pyramid. I (your clothing), X CLOTHES (something falls from your pocket), LOOK (see small key), TAKE KEY, E (outside your tent), X TENT (see water bottle), TAKE BOTTLE, IN (tent), TAKE LAMP, X LAMP (has on/off switch), LOUN BED (you look under bed to see a wooden chest), OPEN CHEST (need small key), LOIN CHEST (you look in chest to see a match), TAKE MATCH, X MATCH, LOBE DESK (you look behind desk to see your notes), TAKE NOTES, X NOTES, X DESK (find magnet), TAKE MAGNET, X MAGNET, OUT, W, X DOOR (note wedge), LIGHT LAMP, N (entrance chamber), LOBE SKELETON (find length of twine), TAKE TWINE, LOBE SKELETON .....

### **SWORD OF THE STORM played by Wynne Snowdon on a C64**

READ SIGN, S, S, S (seer tells you he wants Eagle's Feather and Serpent's Fang), N, N, N, N, E, N, E (enter house), EXAM WALL, EXAM CEILING (see ARAN - password), N, EXAM TABLE (get silver), E, EXAM DRAWERS, PUSH BUTTON (get flask to hold water later), OPEN CUPBOARDS (get bread), W, S, W, S, E, E (middle of bandits' camp), GIVE SILVER (taken to leader's tent - he wants password), say ARAN (leader gives you gloves and knife), EXAM LEADER, EXAM CLOTHING, EXAM BELT (see word SEVRIN, leader of travellers), N, W, W, W, N, E, E (back at house in bedroom), EXAM BED, EXAM PILLOW, CUT PILLOW (need knife - get eagle's feather) .....

### **TWELVE DAYS OF CHRISTMAS played on a Spectrum (and Amiga/PC under emulation)**

Note: This is a massive three-part game and I would advise you to frequently save to tape/disk, especially every time you return to the courtyard with a present.

Start in a sunny courtyard with your true love reclining on a chaise-longue. I (nothing), X POOL (see pondweed), X WEED (reveals a net), TAKE NET, X NET, X TREE, TAKE BRANCH, GO ARCH (bridle-path, see partridge), X RUBBISH (find box, seeds, glass), X BOX (sounds like a trap), UNTIE NET (now have a ball of string), TAKE GLASS, CUT STRING, DROP BALL (of string), TIE string to BRANCH, WEDGE LID (of box with branch), TAKE SEED, LAY TRAIL (of seed, partridge is interested), HIDE (behind oak tree), WATCH PARTRIDGE, WATCH PARTRIDGE (it is now in the box), PULL STRING (partridge is trapped), TAKE BRANCH, UNTIE STRING, DROP BRANCH, TAKE STRING, TIE string to PARTRIDGE .....

## HINTS AND TIPS

### **HOLLYWOOD HIJINX played by June Rowe on an Amstrad (also for many more computers)**

The object of the game, as you may know, is to find ten "treasures" so that you may inherit the estate of your deceased uncle, who was a film director. Each of the "treasures" in question is a memento from one of your late uncle's films. One of the hardest to get (although it is easy to find) is the diamond ring from the film "Atomic Chihuahuas From Hell".

The ring can be plainly seen on top of a monument in a scale model of downtown Tokyo. This is situated in the games room, north of the foyer.

The description of the model tells you that in the centre of the model is Tokyo Central Park. In the eastern half of the park there is a monument. There is a Big Diamond Ring perched on top of the monument. Stretching east and west is Tokyo's main street. In the street west of the park is the atomic chihuahua. The entire model is covered by a thick plastic dome.

Also to be seen are five buttons - blue, black, green, white and red. By pressing these in the right order, a hole can be made in the dome, making the ring accessible.

The buttons have different effects in activating the model, as follows :-

BLUE - the atomic chihuahua grasps at the air with its front paws.

BLACK - the atomic chihuahua lifts its hind leg and stomps its clawed foot on the street's pavement.

GREEN - the atomic chihuahua, in its best prehistoric prance, moves east then comes to a stop.

WHITE - the atomic chihuahua swipes at thin air.

RED - A flame shoots from the dog's mouth into the air.

After seeing the effects caused by the green and red buttons, it looks as if pressing green to move the animal to the monument and then pressing red, the puzzle will be solved, but..... this is an Infocom game, and things are never as easy as they look. In between presses tiny tanks, puny planes and a truck with a rocket appear, all firing at the chihuahua. So if you don't know the correct order of using the buttons, the chihuahua becomes extinct along with your chance of getting the ring. So - remembering that (tediously!) you must PRESS <colour> for the next umpteen moves, the sequence is as follows:

Green x 3, Black x 2, White x 2, Green x 3, Blue, Black, Green x 4, Red x 3. GET RING.

### **ATTENTION ALL AMSTRAD OWNERS**

The Editor of Amstrad Action has written to Debby Howard about her adventure column and stated that he wants her to 'ask some of (your) her friends on the adventure scene what they'd like to see in the section'. Debby will be most grateful if readers will send their ideas and comments ASAP to her at 10 Overton Road, Abbey Wood, London, SE2 9SD. Remember it is in your interest as Amstrad Action is the ONLY 8-bit glossy to have an adventure column - keep it alive!!! [Barbara]

## **CHAMPIONS OF KRYNN Pt.14 by Ron Rainbird on an Amiga (1 meg)**

### First and Second Citadels

In these locations, mapping may be dispensed with and can be very muddy. This part is more in the nature of a desperate chase, with many fights.

On entering the Citadel, ignore the West and East Towers and go straight ahead to the Main Tower. An old friend will meet you and give directions. Keep going up until you reach the Windcaptain's Chamber and a big fight. After beating the first wave of attackers, you may rest (and you will need to). Your Flying Citadel comes into collision with the second Citadel and you are catapulted into the Courtyard of it. Take the staircase down to the first level. Go South and West to Level 2, then South and East to the bottom level. Now go South, West, South and East to where a group of Guards are arguing. Attack them and get their uniforms for disguise purposes. Wear the uniforms. Carry on East, then South and West to a gathering of Red Dragons. Wearing the uniforms will ensure that you get a safe ride to the ground on the Dragons.

You will then be approaching the penultimate section of the adventures. (more next month)

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

Throw something at the Dragon to wake it, then find out how to help it. Make sure you find out about magic weapons, and search the rubble.

The witch will leave when you give her broom back. You can then go down her cellar to investigate the book.

You should find a suitable clearing to drop the mushrooms.

To melt Theodore, pour oil on the disk, break the forcefield with the sword and then throw the lit lantern at the disk. His trousers are yellow – don't forget to search them.

Free the Dragon – you should have some strength restorer for it.

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

Examine everything you find, as well as SELF, at every location.

Examine the flannel in the bathroom to find a means of getting down the stairs.

Cut the fishing line with scissors.

The bird cage contains something needed for climbing.

Throwing a hook several times ensures success.

TYPE SAM at any keyboard you discover.

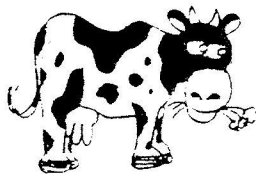
### **RADIOMANIA played by Jim Donaldson on a Spectrum**

Fill the tankard with holy water and throw it at the Guardian.

Drop the tankard before milking the cow.

Don't drop the bowl or it will break. Throw the rock at the mirror.

Use the tinctacks and the hat to get past the mad dog.



## **CELL OF THE RIDGES as played on a Spectrum**

[As promised in the previous issue here are some hints for this game. They are written using the copy I have had for some years as the one I ordered from Alchemist Research won't load despite them kindly supplying it on +D disk and on tape.....Barbara]

At the start, check your inventory to see that you have a rope – nothing else is mentioned, so THROW ROPE and then go U. As the rope is of poor quality it will disintegrate, however you will learn that there is a glass box tied to your leg. Remember this fact, quit and restart the game. You also have a GARGOTH which I assume is a growth of some sort. Only scanning the database elicits this information as far as I can see. It will bleed when cut! The rotten rope can be rejuvenated.

You will need to "recruit" three creatures, but first you must release them.

The Ecan is in a cell to the north and east of your own. Find out what he wants.

The Harangus Beast is very strong and is very useful to have around for those smashing jobs. The Ecan will release him under your directions.

The Gregsham is very good at deciphering things.

All three will work in unison if you give them the right instructions. It is a matter of timing as they can only remember three "sentences" at a time, e.g. SAY TO ECAN "S, W, N".

You can find out the exact route through the maze (not starting from under the trapdoor). If a mirror slides across your path, repeat the direction until you are allowed to move.

You will need to disguise yourself, so look for a suitable garment.

Some messages continue to appear on screen even when they are irrelevant, so ignore them, although it is very irritating having to keep pressing a key to get the prompt.

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

in the office lift the papers to find something. Move the pot plant to find some steps. The pot plant has another secret to reveal if you can find something to dig with.

Examine and search the bench at the roadworks. Use the pencil to get the key from the molten tar then use the fan to solidify it.

The scissors are in the storm drain – you'll have to make a crowbar then PRIZE GRATING.

Don't be squeamish – move the decomposing body.

Wet the bandage in the water in the hole that appears when you dig the mound. If you're not quick enough the bandage will dry out but you can repeat the action.

LOOK UNDER the cable car seat to find a card. Look after this card, it is the only one you will find, so don't feel bad about asking for it back.

Search the nook in the cabin. Repair the microwave with the knob and thaw out the steak.

Search the rose garden, and examine the bushes. REPAP PIRG with the sugar tongs.

The safe combination is three separate inputs. As it opens the telephone will ring – make a note of what you are told. To find the rope EFAS NIL

You cross the chasm via a makeshift "tunnel" (the stove's chimney) – this is a point of no return.

### **OKLIB'S REVENGE played on an Atari (also on Amiga and PC)**

Use the acid to clean the plaque. The disembodied hand wants one of your "treasures".

Remember a tiger is only an overgrown stripey cat – man's best friend will see it off.

Use the shield to reflect the bolt of lightning from Oklib's staff. Try to unlock the east door in the throne room before you give the whistle to Oklib – if no time to do this, ensure you unlock it before he blows the whistle.

Touch the mirror with the staff to be transported from the television studio back to the court of King Arcan.

### **THEME PARK USA played on a Spectrum (and Amiga/PC under emulation)**

In Time Square, WAIT for the traffic to stop then cross the road. Carry the baseball bat to avoid being killed by the mugger. You need his gun.

When full of water, the watering can can only be carried – the water will spill out if the can is dropped or put into the rucksack.

Wear the flippers to climb the Rocky Mountains.

You need the compass to find the oasis in the desert. To swim in the oasis you have to wear the filters.

The Grue can't survive in daylight, so be kind to him and keep him in a dark place until it is safe for him to come out.

The bouncing kangaroo will stop to lick the salt. The foxgloves will protect your hands.

Cut the tendrils with the sword plant to get some "sucker pads". TSEHC NEPO EPYT when inside the tent.

### **BLACK MASS played by Barbara Gibb on a C64**

Examine the bookcases, then a book to find a list of most of the items you have to find.

The heavy key opens the front gates.

The iron key opens the bathroom door.

The small key opens the drawer in the study.

The big key opens the door to the bell tower.

The brass key opens the door to the cellar but you have to clean the keyhole first – a vase of water helps. Use something to wedge it open so that you can go down into the cellar.

It is just as important to CLOSE a door somewhere.

### **WYSIWYG played by Barbara Gibb on an Atari**

Spider trouble? – stuff the cupboard. Drop the teddy at the picnic site – his friends will reward you. Examine the chocolate machine on the platform.

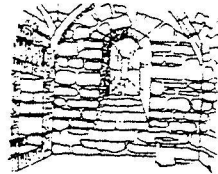
Use the blanket to help you get over the prickly hedge. Examine a shadow. The envelope that once held a letter could be the key to one of your problems.

Before you enter the tower ensure you have a lollipop, an orange, some lettuce, a tube of glue, some bristles, a lighter, a candle, a mirror and a ball.

## SOLUTION OF THE MONTH

### THE DUNGEON OF TORGAR

Written by Simon M. Langan



Solution by Barbara Gibb played on a Spectrum

(Inventory) – got parchment and sword. DROP SWORD (not needed), X PARCHMENT (list of 10 treasures which have to be found, each one will be ticked when carried), TAKE LAMP, go N (portcullis slams shut behind you). It is dark, so LIGHT LAMP and go N and N to an ancient temple. HIDE and WAIT until the disciples leave. Go E and TAKE FLUTE but don't go any further east otherwise you will be killed. W and X IDOL, CLIMB IDOL, X EYES, PRESS EYES (hear a click) CLIMB DOWN (if you linger you will be crushed to death). LOOK to see that the idol slides back revealing a passage, go N. NW (not signposted), PLAY FLUTE to put serpent to sleep. Go NW, N, NW, SEARCH ROOM and TAKE SALT, go SW and DIG, TAKE (empty) BOTTLE, E and THROW SALT AT SLUG and FILL BOTTLE WITH SLIME, go E to the bottom of ramp and BREAK BOTTLE (of slime) ON RAMP and go U to the top, DROP BOTTLE and TAKE STILTS, go D, S, and W to where snakes cover the floor. WEAR STILTS and go W so that you can TAKE CUP, X PARCHMENT (cup ticked), E (still wearing stilts). Now you can REMOVE STILTS and DROP STILTS before going E, SE and SE, to return to behind the idol.

\*Note – When you meet the leprechaun SAY LEPRECHAUN "HELLO", SAY LEPRECHAUN "HELP", PLAY FLUTE, GIVE FLUTE TO LEPRECHAUN. If he steals any of your possessions they turn up in the maze and are easily recovered.

Go W into a maze of circles. If you X FLOOR you will see the colour of the circle and can check if you have moved. Go W, W and W, then S, TAKE EYE (of Medusa), E and TAKE CHARM, and then go E, N, and NE back to behind the idol.

Go NE to a room of bones, WEAR CHARM so that you can go NE passed the skeleton. TAKE KEY, return SW, SW, REMOVE CHARM, DROP CHARM, W into the maze again, continue W, W, W and W to a door, UNLOCK DOOR, OPEN DOOR, DROP KEY and go W into a Library. TAKE BOOK, READ BOOK (some very useful hints), X PARCHMENT (another tick), E, E, SE, E, N, and NE back to behind the idol.

Go N, N (rockbeast bars your way), THROW EYE (of Medusa) AT ROCKBEAST, TAKE EYE, N, SEARCH RUBBISH, TAKE CAGE, CATCH RAT (must be carrying cage), N, TAKE ROD, POINT ROD AT RAT (rat is now a lizard), DROP ROD, E, SEARCH ROOM, LOOK IN HOLE (see mirror), TAKE MIRROR FROM HOLE, S, RELEASE LIZARD which chases the deathbeast. DROP CAGE, TAKE DEMON EYE, X PARCHMENT (another tick), N, N, NE to room full of statues of warriors, wizards, etc. THROW EYE (of Medusa) AT STATUES which come to life. They are grateful but in a hurry to see the outside world, leaving you free to TAKE JADE STATUE, X PARCHMENT (another tick). As you don't need the Eye of Medusa again, leave it. Go SW, W, TAKE STICK, W, PUSH SUN STAR WITH STICK, DROP STICK, TAKE SUN STAR, X PARCHMENT (5 of the 10). Go E, E, N to edge of chasm with unsafe bridge crossing it.

I advise you to SAVE your position here.

DROP ALL EXCEPT LAMP, TAKE MIRROR and go N and N to other side. If you carry any more you will be killed. TAKE ROCK, go D to where the north wall is made of concentrated light. USE MIRROR to deflect the light and see a shield. TAKE SHIELD and WEAR SHIELD. Now go U, U and U to the Wizard's Study. If you hang around you will freeze to death, so SAY WIZARD "REVERSE DIRECTION" so that he turns white, freezes and cracks into millions of pieces. Note the message about the shimmer in the North Wall. (If you have the Demon's Eye you can LOOK THROUGH EYE to see an exit north.) TAKE CARPET and go N into the secret room. TAKE WAND and TAKE BLACK KEY, S, D, D, back to the edge of chasm.

It would be unsafe to cross the bridge again carrying so many objects, so USE CARPET to cross to the other side. Before you collect the rest of the treasure you left here, go S to the pit. Once again USE CARPET this time to travel to the pedestal, OPEN CHEST, LOOK IN CHEST, TAKE VASE FROM CHEST, USE CARPET, DROP CARPET, S, W, S, S, S, UNLOCK DOOR (with the black key), OPEN DOOR, DROP KEY. Before you go east, return to collect your treasure by going N, N, N, E, N, N. TAKE ALL, X PARCHMENT, (should be 8 ticks). I(nventory) You should be carrying the 8 treasures plus parchment, lamp and rock.

Go S, S, W, S, S, S, then E into the room of spirits. POINT WAND AT GHOSTS, and go E into room of solid gold. LOOK THROUGH DEMONS EYE to see a cloak of gold. You have to DROP ROCK (or something else) so that you can TAKE CLOAK. Now WEAR CLOAK, TAKE ROCK (or whatever), X PARCHMENT (only 1 to go), go E to some doors. If you have the 9 treasures so far, the doors will open. Go E into the Throne Room. To get the crown, SWAP CROWN WITH ROCK otherwise you are killed. The doors will slam shut and the room starts to fill up with water. No time to examine the parchment, but you now have all 10 treasure.

X THRONE (see crack), PUSH THRONE to move it back, revealing a passage leading U to the outside. (97%)

The missing 3% is for DRINKING from the CUP. It makes you stronger but didn't seem to help me anywhere special. THE END

## ADDITIONAL SOLUTIONS

The following additional solutions are now on file. Cost: one 29p stamp per solution plus a 1st or 2nd class stamp to cover return postage. ADVENTURE WITHOUT A NAME, AXE OF KOLT (48K), BATTLEFORCE, BEYOND THE TUNNEL OF TIME, CHAMELEON KEY, DAYDREAM, DRAGONSTAR TRILOGY, EIGHTH CRIME, END IS NIGH, HALLS OF THE DWARVEN KINGS, HAUNTED MANOR, HAUNTED MANSION, INDIANA JONES 4, MAN ABOUT THE HOUSE, NIELSON PAPERS, REVENGE OF THE TOOTHLESS VAMPIRE, SEARCH FOR REAPER, SHAKEY CITY, SORCERER (Tim Gilbert - game aka Magician), SPACE HUNT, SPOOKY HOUSE, STARBASE 13, SURVIVE (C64 P.D.), SWISS FAMILY ROBINSON, TERROR CASTLE, THE DOGBOY, THIRSTY NELLAN, TRAP SPRINGER, TREASURE ISLAND (Dean Hodgson - C64 P.D.), WITCH HUNT (Jack Lockerby - PAWed Spectrum version).

## SERIALIZED SOLUTION

### **CURSE OF ENCHANTIA played by Phil Reynolds on a PC**

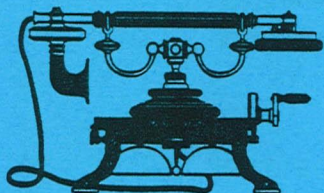
You start in the dungeon, hanging by your feet from the ceiling locked in chains. Shout "Help" and the guard will come in, shout at you to "Shut Up" and then leave, in the process he drops a key. Get the key and unlock the chains. Go to the bottom right of the screen and look behind the pillar, get the coin then move to the back wall. Look and push the wall, the wall will fall away, look again and get the paper clip. Go across to the door and unlock it with the paper clip, leave the dungeon and you're in a corridor with a monstrous guard. Go to the door and look through the keyhole to see another guard beyond the door, move to the goldfish bowl and get it, the guard will then go off, travel along the corridor avoiding the swinging maces of the suits of armour by stopping just before you reach each one (there is a small dot on the floor just before each suit, stop at this point) wait for the mace to fall then go past. Along the corridor are five jewels to be picked up, these are between each of the sets of statues and all are visible except the last one which is after the last statue behind the boxes at the bottom of the screen. There is also a coin to be collected, this is on the table in the middle of the corridor. When you reach the end of the corridor go out through the door and you fall from a ledge to land in the water and sink to the lake bed.

Wear the goldfish bowl on your head to prevent yourself from drowning, then go to the bottom right of the screen and look behind the rocks, get the coin then go over to the fish stuck in the railing and pull it free. Proceed left a short way and you'll see a dark patch, have a look at it and you will find a worm, get this and while you're doing so the fish you freed from the railings will return and drop an oyster, get the oyster then continue left to Mr. Fish's stall, give him the worm and he'll let you fill your goldfish bowl "helmet" with air from the tank. Continue left until you meet up with a barrier of electric eels, about it is swimming a large turtle, give the oyster to the turtle and it will swim down, allow you to get on its back and carry you across the barrier. Get the cattle prod that's lying in the seaweed where the turtle drops you, then move left a couple of paces, wait here until a shark comes into view, then attack it with the prod to drive it off. Continue left to the clam and wait until it closes then jump over it, continue left to a giant plug and insert the cattle prod into it, this lifts it and you will be sucked down the hole and end up in a small cave.

Move across to the large boulder and look, get the seaweed then move left to the wall between the boulder and the blocked passage, look and press the button to open the passage then move into the passage. You are now in a system of caverns, scattered around these caverns are a number of rocks, eighteen in all, six each of large, medium and small. Wander around the caves and pick up as many as you can then go to the Rock Basher Meditators cave at the eastern end of the lower large cavern (ignore the mud monster, it can't hurt you) and give all the rocks to the guru there. Get the rest of the rocks that you missed the first time and return here to give them to the guru also. Once you have given him four of each size he will give you a ball of string, make sure you give him all eighteen rocks to score the maximum points. (more next month - promise!) [I am indebted to Phil for providing a full solution for this game which I originally started serializing some time ago but the reader only supplied two episodes. Although this solution is for the PC, I understand the Amiga version is only slightly different. I also ran into the same trouble with ISHAR 2, but Ron Rainbird, always a gallant knight in shining armour, (may it never rust) has come to the rescue and ISHAR 2 will continue next month from where James Judge left it.....Barbara]

## USEFUL ADDRESSES

- Adventure Probe** - 52 Burford Road, Liverpool L16 6AQ  
**Adventure & Strategy Club** - 17 Sheridan Road, London, E12 6QT  
**Adventure Workshop** - 36 Grasmere Road, Royton, Oldham, OL2 6SR  
**Alchemist Research** - 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN  
**Alternaties** - 39 Balfour Court, Station Road, Harpenden, Herts, AL5 4XT  
**Amster Productions** - 81Uplands, Welwyn Garden City, Herts, AL8 7EH  
**Armchair Adventurer** - 36 Globe Place, Norwich, Norfolk, NR2 2SQ  
**Binary Zone PD** - 34 Portland Road, Droitwich, Worcs, WR9 7QW  
**Borphee Computers** - 64 County Road, Ormskirk, L39 1QH  
**Jean Childs** - 24 Waverley Road, Bagshot, Surrey, GU19 5JL  
**CPC Undercover** - 37 Trimmingham Drive, Brandleholme, Bury, Lancs, BL8 1JW  
**Dragon Magazine** - 10 Overton Road, Abbey Wood, London, SE2 9SD  
**Dream World Adventures** - 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL  
**Elyzium Software** - 50 Chadswell Heights, Lichfield, Staffs, WS13 6BH  
**Fictitious Frobshire** - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ  
**Format Productions** - 34 Bourton Road, Gloucester, GL4 0LE  
**FSF Adventures** - 40 Harvey Gardens, Charlton, London, SE7 8AJ  
**Peter Hague** - 32 Chancet Wood Drive, Meadow Head, Sheffield, S8 7TR  
**Jack Lockerby** - 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL  
**Moonshine PD**-19A Kenyon Avenue, Garden Village, Wrexham, Clwyd, LL11 2SP  
**Motivations/SAFE** - 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL  
**Oddbod** - 15 Holystone Gardens, North Shields, Northumberland, NE29 8JR  
**Walter Pooley** - Flat 1, 46 Exeter Road, Bootle, Merseyside, L20 7BL  
**Round Corner Software Library** - Hamlyn's Cottage, Old Exeter Road, Chudleigh, S.Devon, TQ13 0DX  
**Special Reserve** - P.O. Box 847, Harlow, Essex, CM219PH  
**Spectrum Software Hire(Softsell)**-32 Dursley Road, Trowbridge, Wilts, BA140NX  
**Spectrum U.K.** - 28 Rockingham Drive, Melton Mowbray, Leics. LE130LQ  
**Spellunker** - 11 Finsbury Drive, Wrose, Bradford, W.Yorks. BD21QA  
**SynTax** - 9 Warwick Road, Sidcup, Kent, DA14 6JL  
**Threads/Lynsoft** - 32 Irvin Avenue, Saltburn, Cleveland, TS12 1QH  
**Topologika** - P.O.BoxNo.39, Stilton, Peterbrough, Cambs. PE7 3RL  
**WoW Software** - 78 Radipole Lane, Weymouth, Dorset, DT4 9RS  
**ZAT** - 33 Dawley Bank, Telford, Shropshire, TF4 2LQ  
**Zenobi Software** - 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX



# TELEPHONE HELPLINE

<b>JOAN PANCOTT</b>	<b>0305 784155</b> SUN - SAT 1pm - 10pm Various
<b>ISLA DONALDSON</b>	<b>041 9540602</b> SUN - SAT Noon - 12pm Amstrad
<b>BARBARA BASSINGTHWAIGHTE</b>	<b>0935 26174</b> SUN - SAT 10am-10pm Spectrum & BBC
<b>BARBARA GIBB</b>	<b>051 7226731</b> Afternoon & Evening Various
<b>VINCE BARKER</b>	<b>0642 780076</b> Any reasonable time C64 (In abeyance until further notice)
<b>MANDY RODRIGUES</b>	<b>0492 877305</b> Mon-Fri 10am - 9pm Various
<b>SHARON HARWOOD</b>	<b>0702 611321</b> Any day 10am - 7pm Spectrum
<b>LES MITCHELL</b>	<b>0482 445438</b> Any reasonable time Amstrad, Commodore, Spectrum
<b>GRIMWOLD</b> (Simon Avery)	<b>0626 853254</b> Any reasonable time but not after 10pm IBM PC-compatibles
<b>PHIL GLOVER</b>	<b>021 777 7324</b> Mon-Thurs 6pm - 10pm & Sun 11am - 5pm Sam Coupe

## THE ULTIMATE INFOCOM HELPLINE

If you need help with an Infocom adventure then who better to help you than **A GRUE!**

Ring **GRUE** on **0695 573141** between 7.30pm and 9.00pm Monday-Friday

Or write to 64 COUNTY ROAD, ORMSKIRK, WEST LANCS. L39 1QH

## ADVENTURE PROBE

Telephone **051 7226731** Afternoons and Evenings

or write to: The Editor, 52 Burford Road, Liverpool L16 6AQ

**PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN**