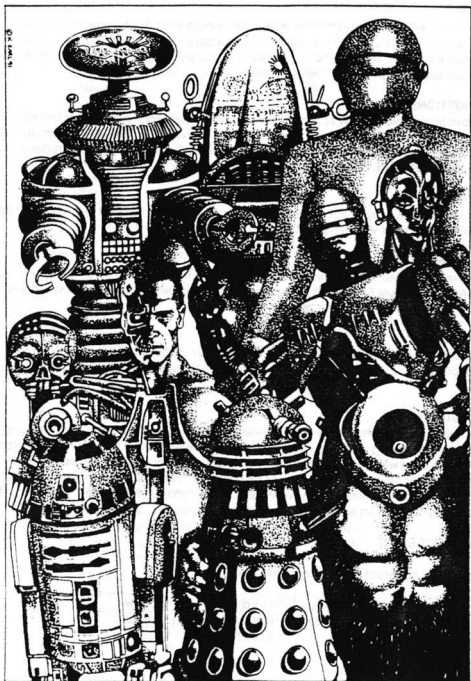


ADVENTURE PROBE

JULY 1994 £2.00
VOLUME 8 ISSUE 7



EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

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

BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

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HALL OF FAME

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

- Dorothy Millard, Phill Ramsey, Peter Clark, Vicky Jackson, Jenny Perry, Mary Scott-Parker,
 Ellen Mahon, Joan Williams, Lon Houston, Stephen Boyd, Ron Rainbird,
 Hilary Walton, Steve Clay, Jean Childs, Damian Steele, Lee Morrall,
 Diane Rice, Jonathan Scott, Jay Honosutomu.

Special thanks to

- Martin Freemantle, Damian Steele and Phil Reynolds for supplying software,
 Geoff Lynas who does a great job printing the magazine,
 and Kerry Earl who designed the cover picture.

EDITORIAL

Welcome to another issue of Probe.

I was deeply moved by the tributes to June in this issue. When I spoke to Fran, one of her four daughters, she told me that at her funeral they celebrated her life, not her death, and this sentiment helped me when a few weeks later a close relative died after a short illness.

June used to look forward to receiving Probe each month, and if I knew how, I would continue to send it to her. So, back to business, as she would have wished.

First, a very belated thank you to Phil Glover for the lovely cutesy 8th Birthday card – it is still on the shelf in my "office".

Secondly, with this issue you should have a ticket and voting form for the 1994 Adventurers Convention. Please order early, only £5 per ticket, and even if, like me, you may not attend the Convention, you should still vote for the awards.

Were Steve Clay's instructions on how to use the Spectrum emulator on an Amiga useful to you? There were deliberately pedantic – I asked him for some that even I could follow – and I'm sure after a few goes it will become second nature to most users. Someone is trying to write a similar set of instructions for the PC emulator, and I'll publish them as soon as I can.

I hope you all keep your collection of Probes handy because Mary Scotti-Parker and The Grue! have compiled a quiz of 100 questions (more, in fact, as some are multi-part questions) for the 100th issue in September. I'm sorting out a suitable prize and hope that everyone will have a go even if they can't answer all the questions.

Now for a reminder that I now have a stock of back issues of Probe from June 1990 to date (earlier ones printed to order), and also permission to offer Bare Bones/Goblin Gazette and From Beyond, also printed to order.

To finish on a bit of trivia – nothing to do with adventuring, and of no interest to anyone who hates football. Those who do may know that in the so-called interest of progress, safety and the comfort of supporters, Liverpool's Spion Kop has been demolished and some of the rubble has been cut up into little bits, polished and offered in various forms of presentation from a small glass phial (familiar to all adventurers!) for £2.99 to a limited edition of a glass footballer and numbered certificate for £32.00. Send an SAE for an order form to The Appeals Office, Royal Liverpool Hospital, Liverpool L7 8YD. Tel.No. 051 706 5432. All proceeds go to The Royal Liverpool University Hospital's Cancer Appeal.

'til next month,

Happy adventuring,

Barbara

A.F.I.O. Hon. Member

LETTERS

From Lillian Brand of Eiswick

What can I say, except "Thank You", first for printing my ad. in Probe and secondly for the games which I received two days ago. I have not had the chance to play them yet.

I am acquiring quite a collection.

Diane Rice sent me five games, three of which are manager games, and all she asked was that I send her the postage.

I look forward to hearing from Laurence Creighton, and will of course write and thank him for any games he sends me.

This started because of a game I got from a local secondhand shop. I was there buying games, but this particular tape was not in a box, and the label had been torn off. The owner (from whom I have bought quite a lot of games) said I could have it free.

I have never been interested in football, but after loading up the tape and playing for a few minutes (as I thought) I glanced at the time and realized I'd been playing for over two hours. I've been addicted ever since. I still don't like football, but have found these games to be very interesting and addictive.

I have not, I must add, abandoned my adventure games!

*

A chance buy is how I discovered adventures.

The response to Lillian's ad. is typical of how generous readers are with their unwanted software. As games, particularly for 8-bit computers, are difficult to find, the IN TOUCH section in Probe is ideal, and I'm delighted Lillian's got a good response. It isn't always so successful, but well worth a try. (Barbara)

From Steve Clay of Ellesmere Port

In reply to the letter from the Dead Warg and his cronies I'd like to say that I think other members of the maze-lovers camp may be a little cheesed off at being rounded up with a bunch of loonies whose only claim to fame is that they worship small creatures with hairy feet! I notice the meeting place is a maze, what's up, can't you find your way out?

To Lee Morrall, who spoke more sensibly on the subject. The cases he spoke of as examples of good mazes bear more to puzzles than they do to mazes but I'll accept them as mazes. Alas Lee then shoots himself in the foot with the statement that 70% are frustrating and boring. 70%!! That is an awful lot of dirgel! If any other element of a game had such a high failure rate then it would have been dropped a long time ago, the fact that it belongs to adventure history does not excuse it. Sudden deaths and little chaps who steal things from your inventory also belong to adventure history but this makes them no more acceptable than a 'boring and frustrating' maze! It is highly probable that it is those 70% of mazes that have put most people off!

Finally Jonathan Scott is welcome to an NIAMN if he fails to attain an AFIO. But only if he fails!

From Peter Clark of Ipswich

There has been quite a lot of letters in recent issues of Probe concerning the reason why people write adventures and I would like to add a few points along that line. From my own point of view, Joan Pancott encouraged me to continue writing games when I first met her at the very first convention. I told her that I had written an adventure using the GAC but that I was not happy with the result. I said that I had just bought PAW and was trying to get along with that. It was this conversation that gave me the encouragement to rewrite the game with PAW. Although this first game was, in my opinion, not as good as I would have liked, it gave me the incentive to carry on. Since that time I have completed four adventures and have just started on number five.

I think that the whole reason for me writing adventures is to see if I can do it. I have played many games over the years and it is a challenge to me to see if I can get my ideas into a program. (Not always an easy thing to do.) Do I do it for the money? Of course not! What I like more than anything else, after the satisfaction of completing a game, is to have someone write or phone asking for help or saying that they have enjoyed it. Would I continue if nobody bought the games I write? I don't know. I don't think life would be the same if I stopped writing, so I think that I would continue to write for friends or for release through the Public Domain.

To sum up, what I am saying is that I get a great deal of satisfaction from the months of programming needed to complete a game. If the game sells and makes me new friends then I am even more happy. The few pounds that is made through the sales helps with the purchase of other peoples games and is therefore useful but it is certainly not why I write adventures. It is a way of life!

What would we do without playtesters? What would life be like without that jiffy bag dropping through the door with a wad of correction notes just when you thought that the game you sent away two weeks ago was perfect!?

How many times have I thought that I had got the game sorted out and that when it came back from Bonnie Scotland I would get the go ahead to send it to the publisher. Ah well! It was not to be. Here we go again, another few days of trying to find what flag it was that kept track of whether the sonic screwdriver was in the lock or whether the timer had reached zero when the wheel fell off the bicycle. Those of you who write games will know what I am talking about.

Honestly though, if there were not people who gave their time to playing unfinished, bug-ridden games for amateur games writers the quality of the end result would be so bad that no games would be sold. I'm sure that many of you have played PD games. Most of these have had very little or no playtesting other than by the author and we all know what sort of bugs and spelling mistakes occur in that genre of game.

I would just like to put on record a great big THANK YOU to my playtester who shall not be named, but she knows who I'm talking about. Without hours of patient work that she puts in for me and many others, the quality of the games available would be terrible.

L.P. Thanks a lot.

*

May I, on behalf of all players, also echo Peter's praise. Peter should soon have a few more pounds to plough back into adventuring as his games will soon be available to Spectrum owners. (Barbara)

An open letter to all 'Probers' from Uncle Horace of Shhh you know where

Dear Probers,

I'm just writing to ask if any Probers out there have seen, met or even avoided this Conan the Librarian's 'Hit Man' who has been hired by a certain Steele (Wooly) person, who shall remain nameless(?) to 'bring me in - Dead or Alive'?

If anyone out there has indeed had any dealings with said 'Hit [only got as far as number 1,0001 in the Dwarf record chart - so he's obviously not a very very big hit] Man' I'd be MORE than grateful if they would pass on any hint'n'tips on how to avoid being 'brought in - Dead or Alive'. 'Cos I'm much prefer to be 'left out - Alive rather than Dead!'

Not content with the hiring of a [very small, only got as far as number 1,0001 in our record chart...] 'Hit Man' this Steele (Wooly) person - who shall STILL remain nameless(??) - is dishing out advice, willy-nilly I might add, to my VERY VERY favourite person. (My VERY favourite person is the East Anglian Admirer, but I won't go into that...not now anyway) telling her to 'try a bulle!' to stop me!!

Honestly Probers, what is the world coming to, when a poor (well I JUST may be a POOR dwarf by now, who knows? After all, Gnmmy's been left in sole charge of my mine, for so long. And we all know what a greedy dwarf my nephew Gnmmy is, don't we? Won't even talk to you till you cross his (very hairy) palm with that LOVELY yellow stuff will he? But anyway, that's another story, so, I'll leave it for another time...) dwarf can't place ads. - and WHAT ads. eh? - in the 'Personals' without bringing upon himself the wrath of a certain Steele (Wooly) person - who shall STILL remain nameless!/?

Yours in hopefulness - not to mention - desperation! Uncle Horace.

From Ellen Mahon of South Stanley

Many thanks for the latest edition of Probe which plopped through my letter-box yesterday morning.

Just thought that I'd add my comments on the subject of Mazes, and Carry Limits. To be quite honest, I absolutely hate them both! So maybe I'm 'one of those people' that Lee Morral feels should be abandoned in a particularly tricky one, with only their birthday suit! I just hope that the said maze isn't somewhere too cold for comfort! The times that I have been 'lost and abandoned' in a totally illogical maze, over the years, doesn't bear thinking about. Seeing yet another maze in a game causes me to groan, "Not again!" out loud. Some mazes in my opinion only serve to spoil what (until then) has been a really good adventure! Trying to 'map' mazes by 'dropping' items - which then disappear into the undergrowth - are THE worst kind of maze. More often than not, when this happens, I'm more inclined to turn the computer off than to try and 'solve' the problem!

Carry limits don't actually spoil an adventure for me, they just make trying to solve it a whole lot harder. Whenever there's a choice as to what to carry, or what to drop, I ALWAYS make the wrong choice - well nearly always! Being told, "Your hands are full!", when trying to get a mouldy old animal bone, you think "Oh, well, WHAT possible use could a mouldy old animal bone be?", so you keep the piece of rope..... only to meet a (very) hungry sabre-toothed tiger a few locations further on - who's not in the least interested in 'eating' your piece of rope..... you'll make a much better meal..... (back to square one, AGAIN!)

Take care.

From StJohn Swainson of Rickmansworth

I was impressed with the February '94 issue you sent. The reviews were good both in quality and quantity, there were many useful adverts., hints and tips and many interesting articles. I'm sorry I have not bought more issues but the £24 yearly rate is too much for me at the moment.

Keep up the good work.

*

Thank you for your kind words. StJohn may be surprised to see his note in the letters page as it was written on the back of a subscription renewal form, but that is how most of this sort of letter is received, and I thought a big pat on the back for all the readers who send in marvellous contributions was long overdue.

It is not unusual for someone to buy an occasional issue, maybe two a year, and it all helps to keep things ticking over, however it may mean they miss the very issue that has the bit of help they need. Postage stamps (8 x 25p) is an excellent way of paying for one issue at a time as it eliminates bank charges for cheques and poundage for postal orders. (Barbara)

TRIBUTES TO JUNE ROWE

Thank you for informing me of June's recent departure and I for one will sorely miss her. We had been friends much longer than some people are aware and go back to the early '80s when we both wrote for the tapezine SPECTRUM ADVENTURER - and even in those days June was keen to have her say concerning just what I thought was 'important' and what was not. Over the years she has poured much oil over my 'troubled waters' and provided me with some invaluable advice - not all of which I took I may add. However we have always remained friends and her passing will leave a void that cannot be too easily filled.

June had expressed a recent upsurge in the 'adventure-scene' and I was hoping to talk her back into playtesting again now that the warmer weather was here but as I have already said to her friend Angie - "I guess she will be doing her 'playtesting' for a much greater organisation now." Well, if she is, they could not have chosen a better person.

Throughout my time on the scene I have never encountered anybody with a greater passion for the adventure game than June - only her love of writing and her blessed piano could match it. Her advice had proved invaluable over the years and has even caused some major rewrites to be done PHEONIX for one! However, it was her eye for detail that most endeared her to me and as Jack Lockerby once remarked ... "She could spot a dropped apostrophe at 100 paces!"

Last year she and her family provided rest and sustenance (to use an adventure-type phrase) to members of my family and each and every one of them said they had never met a more 'welcoming' person. They will be shocked to hear of her departure but their memories of those happy days will linger with them for a long time to come.

June has just set out on the greatest adventure of all ... with this one you don't get an information leaflet and you have no idea of what awaits you ... so let us hope that she went well prepared and that one day, with a bit of luck and a strong guiding-light, our paths will cross again. Good adventurers are hard to come by and June Rowe was one of the best.

JOHN WILSON

It was two years after I had taken early retirement that I first became interested in computers. I was soon hooked on adventures and became a subscriber to The Micro Adventurer. One day I noticed an item offering to swap adventures. A quick glance told me that they were exactly what I wanted. Picking up the phone I dialled a west country number and who should pick it up but June Rowe. This exchange of adventures led to a friendship that lasted right up to her untimely death a few weeks ago.

We soon began writing to each other and as well as adventuring topics the letters were full of items about our individual families. She knew all about me love of gardening and reading and I learnt of her knitting skills and the very expert way she had with words. I remember one particular letter which dealt with her first aeroplane journey to Germany. It was about 6 pages long and as I read it I felt that I too was on that plane.

A few months later ACL made its first appearance and we both subscribed. It was about this time that I became interested in designing adventures and June became my one and only playtester, offering suggestions when she thought that some particular problem was too obscure and needed expanding. She then sent off the idea for an adventure to Level 9, she was paid one thousand pounds but the game was never published. She also liked entering competitions, especially short story writing. This also brought her success and she won a new printer, amongst other items, and I relieved her of her old one at a fair price.

We talked about collaborating on an adventure based on some of Shakespeare's plays but nothing came to fruition. We finally met at the 2nd convention just before Jester's Jaunt was due to be published. As Barbara has already mentioned she was a lovely, gentle lady and will be greatly missed. JACK LOCKERBY

*

May I, through the medium of 'Probe', pay tribute to June Rowe whose sudden death came as such a shock.

The first I knew of June was through her contributions to 'Probe', then she was interviewed on the video of the second Adventurer's Convention, so when I found that I had written an adventure game but didn't quite know what to do next I thought "She seems like a nice person maybe she would help me out!". She was and she did.

Even though she was already playtesting for 'Zenobi' she found time to look at my game. I was reminded of her first report on reading Laurence Creighton's letter about the reaction to his first game but in this case, with June's help and encouragement 'Black Tower' was published. We never met in person and our contact, by telephone and mail, was mainly confined to adventuring but still I feel that I have lost a close friend. Goodbye June. Maybe you'll get the chance to playtest 'Life', it badly needs your expert advice. DIANE RICE

*

The news about June is truly numbing. Although I did not know her personally, she played a great part in polishing off many of the games I've submitted to Zenobi and, for this, I have always been grateful to June. There was no doubt that June was very intelligent and well read-up on a wide variety of subjects especially in the case of 'Lycanthropy', where June's suggestions went a great way to shaping the final game (as did, indeed, the other playtesters).

The style in which June wrote, in her reports primarily, was splendid - one of the best I've ever seen in adventuredome (I only wish I could write as well as June was able to). Adventurers, as a group, have lost one of their most outstanding members and I can say that we'll never be the same again without June. She will doubtlessly be sorely missed. JONATHAN SCOTT

1994 Adventurers Convention



Trivial Pursuit Challenge



In accordance with the modern rules of chivalry the "Hamilton Hall Gang" and their confederates do hereby issue, to all pseudo intelligent lifeforms inhabiting the "Frozen Wastelands and Cave Systems of the North", a challenge to the death

The Location : the Alcohol Dispensary of the Royal Angus Thistle Hotel

The date : the Twenty Second day of October in this year of the Grue 1994

The time : the evening of the said day, when all combatants are assembled on the field of battle

Pursuant to fair play "seconds" will only be allowed to enter the arena of battle if accompanied by refreshments for the combatants Failure to comply will result in severe verbal castigation

May the "Best Team" win and the "Northern Hoarders" come in second

REVIEWS

BRIAN THE NOVICE BARBARIAN

Written by George E. Hoyle

Reviewed by Barbara Gibb on a Spectrum



You play Brian Woodhouse, aged 15, who longs to be a true Barbarian, just like his grandfather, Konen the Exterminator. Then one morning after breakfast, Brian sees his opportunity when he reads a notice in *The Probe*, the local newspaper. It seems *The Wand of Flute* has been stolen and taken to *Castle Krud*. There is a £1000 reward. Brian's mother tends to mollycoddle him and he isn't allowed to leave the house unless he is wearing his woolly vest. She sounds like a nice homely lady despite the blue (nnee?) hair. Brian lies to her to get out of the house and I'm not sure that sets him as an ideal role-model for other teenagers.

His first action is to visit the High Mage, who prefers to wear a three-piece suit rather than the usual wizard's robes. Armed with an object that I assure you will be useful, and a bit of information that may prove helpful, you, as Brian, wanders off to the local tavern. Too young to be allowed inside, you wander around, searching and thinking before meeting the young for a heavy metal band. They are packing up and moving to another gig and may give you a lift as far as the village of *Krud*.

When you impulsively offer to help *Fred Twosheds* and his henchman *Little Jim*, life gets a little more dangerous, and therefore exciting. A close encounter with some mad monks, some dwarf miners (sorry, miners who happen to be dwarfs), and a very "cool" dragon, and you are ready to tackle anything you might find the *Castle Krud*.

In fact there is a large cat and a small mouse, the former is a milk-loving pussy cat, the latter very chatty and is not what he seems. To get to it you have to endure the goblin and elf talking as if they're auditioning for the *Goon Show*. I really enjoyed eavesdropping, and it brought back memories of many many years ago when I went round informing everyone "you've deaded me". With your help Brian should get home safely before his mother even has time to miss him. He is certainly richer, but is he maturer?

I was pleased to find it wasn't a hack 'n' slash game, instead it is the tale of a teenager spreading his wings for the first time.

The location text is informative but not very descriptive, a pity because I prefer clues to be hidden in the text. Long tracts of dialogue ensure you are kept entertained and informed on what you should be trying to do. I thought these messages a bit too long, and would have preferred more location text. Younger adventurers will probably love the references to "cool" and "heavy metal". George has included plenty of objects and puzzles, and sensibly refrained from having "dark" locations. I could be wrong, but I think this may be a first adventure. If so it is a very worthy effort, and I hope George is encouraged to write another.

Available from: Zenobi Software (please see inside back cover for address). Price: Spectrum £2.49 (tape/3.5" +D disc) £3.49 (3" +3 disc) Amiga and PC £2.99 including emulator. Please add 25p to cover postage and packing.

MAGIC ISLE

Written by Palmer P. Eldritch

Reviewed by Joan Williams on an Amiga



Magic Isle is the second part of Legacy for Alarc. Having survived the initiation, you have crossed the lake and arrived on the island. For those of you who have not played Alarc, Zenobi have thoughtfully provided it on the same disk, and I suggest you play it first, otherwise you will be confused as to why you have started Magic Isle with so many objects, and just what has been going on. Alarc was meant to be your initiation test to prove your abilities as an adventurer.

So here you are, on the island and your first task is to decide what to take from amongst the objects listed. A sack is useful as it can carry up to nine items. Heading south takes you to a beautifully described sandcastle and bridge. You need to do something with a pile of sand to find a piece of magic! A simple task one would think but perhaps not! Further along the way you reach the crossroads. Most directions take you to the flatlands where you will grind to a halt until you figure out how to cross the moat.

An intriguing combination of puzzles which combine logic and patience, add a dash of frustration whilst you search for the correct input (this is a PAWed game after all). It begins to draw you in and is totally absorbing. If you find the right place to dig, your way across the moat becomes accessible, but not before you've put a lot of effort into it, and have you ever seen a rope frightened rigid? This is one of the many humorous things that crop up in the game. I had a fit of the giggles when I tried to untie the rope, give it a try! If you were smart enough to find a magic light source the going won't be so hard. If you haven't got the light go back and find it. Getting past the grabbing hands is only possible if you use magic, check your inventory, literally! You eventually need to explore the moat, another set of puzzles to solve (you will need to visit this moat more than once), and there is a lot more waiting for you ahead. If you answer the riddle a door will open for you, another door shoots a poisoned dart. You should get into the habit of disguising yourself, having come this far why risk throwing it all away? Putting a boiler out of action isn't impossible if you have paid attention to the text, it's always a good idea to examine everything, no matter how trivial, and never forget that magic is afoot. You need to use a spell to leave the castle, I'll leave it up to you as to how to do it.

When you eventually come across Alarc he is fast asleep and refuses to be woken up. If you had obtained something from the moat the means of waking him are obvious. Although you have found him, you're not out of the woods yet, you must find your way out of the castle. When you report back to the Guild you receive your GUILD PASSPORT ... Congratulations!

That was a quick romp through the game just to try and convey the sort of things you can look forward to. It's not easy but it is so well written, the puzzles range from fairly simple to downright obscure, yet it never gets beyond the point of believability. The ramsave option is useful, you can also GET ALL, PUT IN SACK, etc. and as with a lot of PAWed games, you may struggle a little with the four word inputs that are required in some places, but that's a small price to pay for such an enjoyable game.

It's been a long wait for this second part of Alanc, and you won't be disappointed. With the original game of Alanc on the disk too, you can't go wrong.

As a footnote to Amiga players, so far this is the first Spectrum emulated game I've played that hasn't shown the slow key response. I never once typed LOK. That's a bonus!

Available from: Zenobi Software - please see inside back cover for address. Price : Spectrum £2.49 (tape or 3.5" +D disk), £3.49 (3" +3 disk) Amiga and PC £2.99 (including free Spectrum emulator) Please add 25p to cover postage and packing.

BATTLEFORCE

Reviewed by Joan Williams on an Amiga

"Terrorists have captured moon station Alpha, needed for the defence of the Earth, all communication has ceased and indications lead to a power failure. You are the only agent on the moon." What now?

Well, I can tell you that if you use two moves up to get your thoughts together, the third move will find you on the way to re-booting, so just move away from your starting location immediately, ignore the graphically described rubbish tip, it has no purpose!

It is difficult to review this game, on the one hand it's good to see that text adventures are being written for the Amiga, this one is written with AMOS and AMOS PRO, and is shareware, which means that you are supposed to register with the author (more about that later) yet on the other hand, the theme has been done so many times before (and done better) that it would have to be something special for it to really encourage Amiga users to buy it.

The puzzles, such as they are, once solved, merely enable you to carry on to the next location to read a detailed description of your surroundings. It seems on the surface that the location descriptions are the main reason for writing this game, and not problem solving. You cannot examine anything described in these locations, for example, "To the south you spy a large train..." 'Examine train' gets the response, 'I've never heard of it' and so it goes on. Clearly you can only examine objects that are relevant to the game, so in a way, this is one for absolute beginners. Any problem that you solve is greeted with "ooh yeah" rather than being awarded points, score is not recognized, neither could I find a way of saving. There are some glaring spelling and grammatical errors which would not bother some people too much, but being as an enormous amount of effort seems to have gone into writing locations descriptions, perhaps a bit of effort could have gone into play testing it.

The aim of the game is to restore the power supply, objects that you are allowed to examine lead you easily to the next task, it's a question of going backwards and forwards, pressing buttons and connecting cables, nothing cerebral....

Having said all that, I have to admit that many years ago I wouldn't have been so negative about it. Newcomers will possibly enjoy it, but it's certainly not for the experienced adventurer.

As regards the shareware idea, one is supposed to register the game with the author and sometimes send money, but you are free to give copies to your friends, it's all a matter of conscience, I guess you must decide what you think the game is worth and act accordingly.

Available from : Zenobi Software (see inside back cover for address)

Price: £1.49 including postage and packing.

THE SPHERE OF Q'LI

Written by Phill Ramsey



Reviewed by Ellen Mahon on an Amstrad 464

Out walking in the country one day you stumble upon the entrance to a hidden cave. Your curiosity gets the better of you and you decide to take a closer look inside the cave... This proves to be one of the worst mistakes you've ever made.... You're no sooner inside the cave when you hear a rumble – a sudden rockfall blocks your only exit! Whilst you wonder just what to do next, a strange Entity appears before you, saying if you wish to escape death you must undertake the quest he sets you. Your quest is to locate the four arcs of the Sphere of Q'Li, make the Sphere whole again, and reactivate it. Then, and ONLY then, summon HIM by name, and you will be spared! With a wave of his hand he vanishes and you are no longer in the cave....

Your quest begins in a strange passage leading North, so, armed with only your torch, you set off along the passage. Soon the passage opens out into a vast cave with walls running East and West. There is also an underground lake to the North....

Finding the four arcs of the Sphere isn't as easy as it seems. This adventure is full of sub-quests which must first be solved, before the arcs can be found! There are hidden passages to discover, and not all exits are mentioned – in all Phill has well over 100 locations within the game. One of the worst (in MY opinion anyway!) was the 'Revolving Woods' a really awful maze. I found my way 'back to where I'd started' by no less than THREE different routes – but the 'other side' of the woods always evaded me. In fact I thought that maybe there was NO 'other side'! Help, however IS available – but only if you request it! So, all is not lost, even if I most certainly was! I really HATE mazes (in fact Phill assured me that HE does too – though you'd never think so when he included THIS one in his game....)

The sub-quests are many, and varied. A once brave warrior wants the ring he's had stolen returned, and an Empress needs proof that you are 'one of her followers'. Failure to provide the proof needed results in a VERY painful demise! Climbing a rockfall you will discover a beautiful garden, where drinking from a fountain will more than quench your thirst! A little gnome will play his part in assisting you to find one of the arcs. Though before he can really be of any help you must answer a question correctly....

You will also meet a poor woman who's dying for a drink – in fact by the time I returned with what she needed she'd done just that – died! I must say I wasn't too pleased about that, but then again I don't think SHE was too happy about it either! (problems, problems, problems...) There is also a VERY deadly spider lurking in a dark passage. I 'died' many times looking in vain for the anti – (whatever happened to uncle?) – dote. Oh, and when you find a well-hidden frog don't try (as I did!) to eat him! He's NOT the solution to the spider's bite....

Phill says in the 'intro' to the game that it's aimed at 'seasoned' adventurers, which I'm MOST certainly not, so I almost decided to stop before I'd started! I'm pleased that I didn't though as I soon ended up 'hooked' on the game, trying to solve all of the puzzles. (Mind you I'd LOADS of help from Phill, who by the time I HAD finished the game, must have wished I'd not even started.....)

When I finally found the final arc I was pleased that I wasted no time in my summoning the Entity (by name!) only to be 'blasted' for my calling! I'd been so pleased at making the Sphere whole again I'd forgotten to reactivate it BEFORE summoning him....

This has been one of the most challenging games I've played. Finally solving it – even WITH loads of help from Phill – makes me feel just a little more 'seasoned' than I was at the start!

Available from: The Adventure Workshop (please see inside back cover for address)
Price: £4 (disc) £2 (tape) Cheque/p.o. payable to P.M.Reynolds

CIVIL SERVICE

Written by Jack Lockerby

Reviewed by Jenny Perry on a Spectrum +3



Everyone has suffered recently from the effects of government cuts and penny-pinching. Now they're really scraping the bottom of the barrel and are targeting the Civil Service. All those paper-pushers and signers-in-triplicate are to make way for a more forceful type of employee. In order to achieve this the Government has privatized the Civil Service and allowed the new owners to recruit staff using a method of their choice. Well, all those recently discharged Army Sergeant-Majors had to go somewhere and this is it! The new Civil Service entry exam takes the form of a mental assault course and you are about to take part.

There are various invigilators to be found scattered about the course who will ask tricky questions or give you a task to do. One particular question caused me a lot of blood, sweat and tears but a 'phone call (thanks Barbara) helped me on my way. Another puzzle involving a strange sequence of numbers also had me stumped for a long while. I had fun keeping various animals apart but getting a bag of flour for another invigilator proved to be much more difficult. Normally I'd just pop into Sainsburys but, by some bureaucratic oversight, this course doesn't have one so I had to make my own flour, which wasn't easy when the only windmill was locked up and, of course, I didn't possess the key.

By now you may feel in need of some divine intervention, so it's off to the church, where you can see a key but you can't reach it however hard you try. There are two men outside digging a grave (I was worried it may turn out to be mine) who will leave something for you later. After completing a tricky word puzzle, if you can cross some quicksand you will be prepared to tackle whatever is on the other side of a high wall topped with broken glass. If you don't bleed to death or get mauled by a very unfriendly animal you will find yet more mentally taxing poers.

Solving these depends on earlier observations and mental agility.

I'm sure Jack must be a Mensa member as he has set some ingenious and diverse puzzles ranging from fiddly to brain straining so get your encyclopaedia, Thesaurus and calculator ready – this is an excellent adventure everyone will enjoy.

P.S. What rather puzzled me is why you are naked throughout the game and nobody laughs at your wobbly bits or send you off to get dressed. Indeed, no one comments on your lack of attire at all! [Just more evidence of government wage cuts.....Barbara]

Available from: Zenobi Software (please see inside back cover for address). Spectrum £2.49 (tape/3.5" +D disc) £3.49 (3" +3 disc) Amiga and PC £2.99 (including FREE emulator) Please add 25p to cover postage and packing

THE MILLION DOLLAR GREAT JEWEL HEIST

Written by Dorothy Millard

Reviewed by Phill Ramsey on an Amstrad CPC



You find yourself in a mansion with no recollection of how you got there, nor any indication of what you should do. A few moves into the game, however, your memory begins to return. You remember working in the jeweller's store, and then a gang of thieves raided it and took you hostage.....

The thieves hurriedly tied you to a convenient chair, and, having hidden the jewels which they have stolen, have left the mansion. It's up to you to find the jewels and escape before they return.

The first thing you have to do is get out of the chair which you have been tied to. I tried a couple of inputs before I remembered that I was playing a Quilled game. Escaping your bonds is quite easy, and then you are free to begin your quest. As you wander through the game, a few more fragments of memory will return, (like being hit on the head with something hard), but you really don't need any more information than you already have to help you in the quest.

The game is in one part, and has been converted to Amstrad format using the Quill, and so is available on disc or tape.

Since it is a Quilled game, the parser is pretty basic, only accepting Verb Noun input. It's useful to remember this, since if you try entering say, 'TURN TORCH ON', you'll get a 'You can't' message. TORCH ON or TORCH OFF is what's needed. This makes things a lot simpler in one way, but is frustrating in another. You do get used to the parser pretty quickly, however, and its limitations aren't really a problem.

As to the game itself, it's not a massive playing area (around 50 locations), but there are lots of jewels to be found, and many objects to be manipulated to solve the problems which have been set. If I were to give a hint about how to play this game, it would be examine everything; many objects have been hidden in the location descriptions. And remember that, just because you've examined something once doesn't mean that there isn't another object hiding there waiting to be discovered.....

There is a ferocious-looking dog which blocks one part of the map, and an equally ferocious rat which stops you from progressing in another. The solutions to these two problems are quite typical, but of the two I think that the rat is the most difficult.

There is a secret room to be found, a secret passage to be discovered, and just how do you manage to get into the servants' quarters when they've been boarded up? How do you get the safe open when you haven't got the combination?

But one of the most baffling problems of them all is where is the key to the padlock? And some players out there may play the game and say "Never mind the key, *where is the padlock?*" Well, I don't like spoiling the fun, so I'm saying nothing.

There are several keys to be found and used, and sometimes finding the correct lock for each key is not always as straightforward as it could be. Some of the rooms which you will have to explore are in darkness, so you will need some means of lighting the room before you can discover any objects which may be hidden there.

There is a limit to how much you can carry, so it's an idea not to keep hold of objects which are no longer needed.

The game is a typical Quilled game. Considering that the playing area isn't that large, there are lots of things to be done and yet the problems which have been set aren't really that difficult. Novices might have a problem or two in a couple of places, but intermediate and advanced adventurers will solve this game pretty quickly.

Even so, I found myself enjoying finding each jewel and adding it to my collection. It made a pleasant change to play a game which wasn't too taxing on the brain cells (and at my age, that's very welcome).

The game is bug-free, although there were several grammatical errors in the version which I played. However, all of these will have been corrected well before you get to read this.

Amstrad and Spectrum versions available from The Adventure Workshop - Price : £4 (disc) £2 (tape). Cheque/p.o. payable to P.M.Reynolds

Commodore version available from The Guild/Binary Zone PD - Price: £3 (tape or disc) Please see inside back cover for relevant address.

MOON MAGIC

Written by A. J. Remic



Reviewed by Barbara Gibb on a Spectrum

You play a magician turned star-pilot. After crash landing on a moon, you have to find some nuclear fuel hidden in a disused Space Base.

The first thing I had to do was leave the spaceship. I found a card with the word "transport" on it, so that was easy - even without the card I could "walk on the moon". After blasting my way into a cavern I was warned that after leaving the cave it would be sealed forever. Not true! Sloppy programming means you can easily repeat your actions and blast another hole in the rock. Mind you, unless you are so bored by this time and so forget to pick up the one item in the cavern, there isn't any reason to return.

Things didn't get any better. The very basic geometric "illustrations" didn't add to the appearance of the game, just took up precious memory. The brief location descriptions didn't tell me much about my surroundings, and often included information that in a good game would have to be discovered by examining - which this adventure didn't like except on a few occasions. To make matters worse, the text often merged, for example, "You light the fuse, stand well back and after the initial bang a hole magically appears in the You are in the oil drinks it. corridor." Even worse, Inventory advised me that I was still carrying the fuse!

By the time I found a voodoo doll of a robo-droid I had reached the stage of almost enjoying myself - the same way I enjoy those B films with cardboard models of spaceships or reptiles with fins stuck to them. A shame, because a magician in space seemed quite a good idea.

I first bought this game when it was advertised in Your Sinclair, and didn't think much of it then. I wish Alec Carrwell had taken some advice, or even played it himself, before parting with good money for the copyright to this and a few other games by the same author.

Available from: Motivation Software (please see inside back cover for address) Price £1.99 (tape) £2.99 (with A Shadow on Glass) £3.99 (both plus Not The Lord Of The Rings). Cheque/p.o. payable to Alec Carrwell.

TOWERS

Produced by JV Enterprises

Reviewed by Barbara Gibb on an Atari



This is a 3D one or two player dungeon game. It is described as Tryware as the disks are supposed to contain the full version, but after you have played a few levels you need the manual to progress further. Registration costs \$15 and I am considering it.

What! A dedicated text adventurer like me dares to even show an interest in an RPG game! Up to now I've hated the ones I have tried. I can't be bothered choosing and mothering an assortment of characters only to have them wiped out within a few minutes of play. So why is this one different? Well, it may have arrived at the moment when I was in the mood to just click away on the mouse instead of typing on a keyboard, and certainly the introduction was very impressive with a beautifully illustrated pre-game storyline. It didn't help me play the game but the pictures were worth the loading time.

However, what I really liked was the fact that I only had to select one character from the four on offer - Garand, skilled in weaponry; Tasler, a boy worthy to be called a man; Merton, learned in magic and Andros, an acrobat. No matter which one I chose, the gameplay seemed identical, but maybe this is usual, or maybe it will alter if/when I have the manual and therefore access to the rest of the game.

The screen layout seemed to be clearly set out and with the help of a printout of the mini manual on the READ ME file I soon learnt what everything meant. I love the way the armour, boots, etc. went onto the figure. It reminded me of paper clothes with tabs so that they fit onto a cutout doll; I don't suppose little girls bother with such simple games now. I won't bore you with a rundown of what each panel/icon means, it is probably the same on most RPG games, but this one seemed to be easy to understand.

The gameplay wasn't very taxing, which is probably why I enjoyed it. I encountered only one nasty, and I knew he was there because I saw him through a barred window before I opened the door. I suspect that the beginning is deliberately easy, however, if it doesn't get more difficult I fear experienced players will soon lose interest. I hope the standard is maintained, and if I do get the opportunity to advance further I think I'll try to get a member of my family to have a go.

The one player mode requires a minimum of 862340 bytes of FREE memory, if you have 928360 bytes free, you have the chance to play in two player mode via Null-Modem or Midi cables (to connect two computers, I think). It can also be installed onto a Hard Drive. The mini-manual also says it will recognize a second disk drive, but it didn't seem to know mine was present!

If there is anyone out there with an Atari and sufficient interest to try their hand at reviewing TOWERS (and also WALLS OF ILLUSION (a similar game but with a party of 4) please let me know and I will gladly forward the disks.

Available from: Zenobi Software (please see inside back cover for address)
Price : £2.89 for the two disks, including postage.

ROUGE MIDGET II

Written by Damian Steele

Reviewed by Lee Morrall on a C64

I'm not a Red Dwarf enthusiast myself, but have, on a few occasions watched the cult sci-fi comedy (that's just in case you've been on Planet Zeltoid, and didn't know what Red Dwarf is) - and found it original and very funny. However, I'm not well versed on the characters, and their relationship with each other, so I wasn't sure that I was suitable to review the game. When I began playing though, I realized that wouldn't be a problem as there is no actual interaction between characters, and it's basically a pretty standard sci-fi adventure (not a bad thing in itself of course.)

The original cheekily copyright dodging entitled game was written by Simon Avery, and this sequel (which I shall review without comparison as I haven't seen the original) is by the prolific Commodore author himself, Damian Steele. (With Simon's encouragement and approvalBarbara)

The scenario is that "some of Holly's systems are rebelling," and as Holly puts it "Nothing too serious. Just the Automatic Self Destruct and the Life Support." Your only benefit is that the Life Support lasts a little longer than the Self Destruct. (Big Deal!) So, as Lyster, your mission is to find two elusive circuit boards and repair the damaged systems within 150 moves. These circuits are actually more valuable than any crock of gold or treasure you could ever find in an adventure. On your travels you will come across a rude little scutter, a hologram of Kochansky, and some bizarre items including a soda water bottle, a microwave oven and a jar of Vaseline.

The game has tidy presentation, a decent parser, and despite its relatively small playing area it has attention to detail, and there is plenty to do. Generally, the puzzies involve the finding and using of objects, and there is plenty of examining to do. In one part, I neglected to note down a scutter's ID number, only to find that I needed it soon afterwards. The trouble was, I couldn't see the number once the scutter had been deactivated! It pays to note down anything useful as you're playing.

I do have a few niggles about the game. In one room there are three lockers, one on each of three walls - but you can only attempt to open one of them. This is forgivable, but in another part of the game, you have to attach a piece of wire to something, and the most logical input would be "be wire to....". I tried this input, as well as "attach wire", "twist wire around", and "use wire", etc. only to be told I couldn't do this. the actual command is "stick wire to..." [*] A beginner, or even a seasoned adventurer could easily think they were on the wrong track, especially as there's no mention of any chewing gum or glue that you could stick the wire with! I feel that this small but important detail could spoil what is an enjoyable and witty game.

ROUGE MIDGET II is an adventure that a beginner could really get their teeth into - and it might take them many enjoyable hours to complete. For an experienced adventurer however, it's a snack.... but a tasty one too. It's certainly made me want to check out some of Damian's other games in the near future.

Available from: The Guild/Binary Zone PD (please see inside back page for address)
Price: £2.50 on tape or disk.

RUN, BRONWYNN, RUN!

Written by Larry Horsfield



Reviewed by Phill Ramsey on an Amstrad CPC

You play the part of Princess Bronwynn, who is, as the game starts, bored stiff by having to attend the banquet following her younger brother Stephen's wedding.

As her father the king's speech drones on and on, she finds her interest and attention flagging badly, until she suddenly hears her name mentioned. Jerking her attention back to the proceedings, she hears that her father has arranged her marriage to Prince Timothy of Karsten.

Now, Bronwynn's opinion of Prince Timothy, on her good days, is that he is a little twerp. Standing, Bronwynn shouts out: "NOOOOOOOO," and flatly refuses to marry the good Prince.

Her father the King, being a stubborn father as well as King, orders that Bronwynn shall be locked in her chambers until such time as she agrees to the match. (Boo, hiss).

So, kicking and struggling, guards manhandle Bronwynn to her chambers, around which guards are placed. It soon occurs to Bronwynn that she must escape to Hecate where her cousin Kelson is King. He, she is sure, will give her sanctuary. He has never liked her father - especially since he refused to help rid Hecate of the Xixon Lizardmen....

The only problem is that she must travel through Karsten to reach Hecate through the very land of the man who wants her for his bride.

But that's the only way. She must Run, Bronwynn, Run. If you've played a Larry Horsfield game before, then it may be sufficient simply to say that this game is a typical 'Larry'. It's large (three parts), it's devious, and, as with all of Larry's games, it's difficult.

Part One begins with you in your chamber, from which you must escape. This is the main problem, but other problems have to be overcome to aid in solving the main one. Getting out of your chamber isn't that difficult, but you need to have made preparations to make your capture less of a foregone conclusion before leaving the sanctuary of your chambers.

Once outside your rooms, it takes only one wrong decision, or for you to wander in the wrong direction, or even miss out one sequence in a list of things which has to be done, and you'll be captured by the guards, who will take measures to ensure that you don't escape from your room again.

Eventually, you should end up in the stables with your horse. Unfortunately, he isn't saddled or bridled. I wandered into the tack room and tried to get a saddle and bridle. Guess what? Yes, all the saddles and bridles have been designed to fit specific horses. Of course they would be. After all, this is a Larry Horsfield game, and GET SADDLE or GET BRIDLE would be just too simple, wouldn't it?

Having solved that problem, I mounted my trusty horse and decided to make a bolt for it through the castle courtyard. This, it turned out, was not one of my better ideas.

Of course, the guards managed to grab the reins, pull my horse to a stop, and despite my earlier efforts, recognized me as the Princess. So, I was escorted back to my room to start the game again.

One of the important things about the game is that it accepts Ramload and Ramsave, and I advise you to use this option frequently! Once captured (and believe me, you WILL be), you are offered a resurrection to your last Saved (or Ramsaved) position, a feature which I always appreciate!

After a lot of hard thinking and careful manipulation of events and objects, you may manage to get past the gatehouse and out of the castle into a maze of alley-ways which constitutes the town.

Now, this maze isn't as awkward as many that I've come across, however, it's not very long before your flight is discovered, and the soldiers start hunting you. Eventually, without some help, you will be apprehended and returned to the castle, so it's very much a case of finding someone to help you out.

You remember Bridget, your old nanny, and decide to make for her house: a word of caution, try not to wake her, or she'll think you're either a burglar or a rapist and scream, and the soldiers will be on you before you know what's happening.

Finally, when you manage to escape the town, you'll spend the night in a wood-cutter's hut, and that is the End of Part One. It is, of course, quite possible to go into part two without the object(s) which are essential to complete that part, so be warned.

Part Two begins when you wake up, only to find that your trusty steed has disappeared. The main problem in this part is to get him back, but as you may have come to expect (especially in a 'Larry' game), it just isn't that easy. You end up having to wander around looking for wool, of all things, and then the wool can't be obtained because the sheep farmer won't let you steal it. Whilst you're trying to think of the solution to this seemingly insurmountable problem, soldiers reach the town and start looking for you. Not long afterwards, they start looking very closely at everyone who is coming and going, and there is a time limit before your luck runs out. You are, after all, a Princess, and the soldiers know you and what you look like. In this part of the game, time is very much your enemy.

Indeed without some form of disguise, you have absolutely no chance of eluding the soldiers.....

Should you manage to obtain the wool, you must then ensure that it is the right colour - and how do you manage to do that? Even when you reach the end of Part Two, it seems that you are not going to succeed in getting your horse returned. By threatening dire deeds things seem to start going your way again. It appears the horse has been sold to Gypsies, and someone is told to take you to their encampment.

However, on the way you trip on a root, and your companion recognizes you from posters that the soldiers have been issuing. He runs off to claim the reward, and you run blindly onwards through the forest, knowing that the chase is on again.

Part Three begins in the hollow log where you have spent the night. The baying of bloodhounds tells you that the soldiers are not far behind, and that they will soon be upon you. Here the problem is to gain time by throwing the dogs off the scent. This is one of the more straightforward of the problems which Larry has set!

A little later, timing has to be exact and your location must be correct, and with a little unconscious help from a wood-cutter, you'll gain yet a few more precious moves.

Again, make sure that you make use of the Ramsave facility, because you'll need it, believe me.

If you travel in the right direction, you'll stumble across a picket-line, and find your horse. If you cause some confusion, you should be able to mount your horse and escape the pursuing soldiers and the irate Gypsies.

You'll escape onto a grassy hummock in a swamp. You are surrounded by swamp in all directions, and have no idea which way to travel. This is a more difficult maze, and really, I don't want to give anything away about how to escape it. Perhaps use what's available is a very oblique and mainly unhelpful hint.

However, having escaped the swamp, you'll be on an East/West road only a few miles from your destination of Hecate. Unfortunately, the forest on either side of the road is a haven for outlaws, and they know about the reward for your capture, too. In this phase of the adventure, you have to proceed with caution, always a good idea in Larry's games.

If you manage to disrupt the outlaws, you may, finally, be rescued by a column from Hecate led by an old friend from the 'Axe of Kolt'.

As to the game itself, it's probably the one that I've enjoyed more than any other this year. It really is superb, and nothing more than what you would expect from a Larry Horsfield game.

It's very detailed, very complicated, and quite difficult in places. There are some problems which will have even the more experienced adventurers scratching their head and pondering what they should do next.

I found the game to be bug-free, and there were only a few very minor errors (which will have been corrected by the time you get to read this).

Despite the difficulty level of the game, I found it curiously addictive and playable. Although it is in three 48K parts, the game seems to be much larger than that, due to some nifty programming by Larry.

The game has been converted to Amstrad format using the PAW, so is only available on disc and runs under CPM. Once again, there is no tape version for 464 owners.

Novice adventurers should be aware of this game's difficulty level, and be prepared to ask Phil Reynolds for lots of help. Intermediate and advanced adventurers will have lots of fun solving the game, tearing their hair out, and ringing Phil for hints.....

To fans of Larry Horsfield, all I can say is that the game is easily up to his usual high standards; to all (Amstrad) adventurers I can't recommend the game too highly. To those who have never yet played a Larry Horsfield game, perhaps it's time you found out what you're missing.

Amstrad version available from The Adventure Workshop - Price: £6 disk only. Cheque/p.o. payable to P.M.Reynolds

Spectrum version available from FSF Adventures - Price: £2.49 (tape) £3.99 (+3 disk)

Amiga version (under Spectrum emulation) available from FSF Adventures - Price: £7.49 including all 5 of Larry's other games (a total of 15 parts) on a two-disk compilation. Cheque/p.o. payable to L. Horsfield. Please see inside back cover for addresses.

[Interesting(?) fact - "Run, Bronwynn, Run!" was the winning entry in a competition to name Larry's next adventure. In those days Larry was writing adventures using the Quill. I had to go back to my Elk Club magazine No. 10 (Nov/Dec 1988) to check the name of the winner. Paul Evans. Quite a few current Probe readers will remember the days of the Electron and BBC computers, I still have both.... Barbara]

MAN ABOUT THE HOUSE

Written by Gareth Pitchford

Reviewed by Vicky Jackson on a Spectrum

You play the part of Ernie Splodge, he of First Past The Post and Get Me To The Church On Time fame. Your wife Rosie has gone into hospital to have your first little Spludge or in this case splodge. Having had the house to yourself for the past week or so you have turned it into a right pigsty and as you have to pick Rosie and the baby up from the hospital sometime today you had better do some fast thinking.

Your first task is to find the hoover and start cleaning or better still get someone to do it for you while you deal with all the other problems that have cropped up while Rosie has been away. These include finding your missing dog, getting the car repaired, and delivering your wife's manuscript to her publisher. You also need to find your cheque book and some change for a bus trip into town before you can carry out any of these tasks, not to mention booking a driving lesson (don't forget your provisional driving licence) and booking a coach ticket. You will need to do some busking if you can find a suitable instrument but watch out for the policeman, Rosie wouldn't like it if you got arrested.

If you played the first two games you won't find this too difficult although I did need some help to get me started. There is no search input in the game, examining an object will always suffice and it is verb/noun only, so no complicated inputs. It isn't a big game location wise, but there is some toing and froing which can be a bit frustrating if you don't make a map. You may be forgiven for thinking that some of the locations look as though they might hold a clue or two, so don't be fooled.

There is also a time limit to get everything done before picking Rosie up from the hospital, which shouldn't be a problem if you get up in time. There is a clock in the top right hand of the screen so you can keep an eye on the time.

A word of warning - don't be in too much of a hurry to leave the house.

Available from: Zenobi Software (please see inside back cover for address) Price: Spectrum £2.49 (tape or 3.5" +D disk) £3.49 (3" +3 disk) Amiga and PC £2.99 (including FREE emulator). Please add 25p to cover postage and packing.

REVIEWS coming soon : YELLOW PERIL, ESCAPE FROM HODGKINS MANOR, HOUNDS OF HELL, ESCAPE FROM PRISON PLANET, OG THE GREAT, AMULET OF DARATH, URBAN, A PROMOTIONAL PROSPECT, and more.

JOKE OF THE MONTH by ELLEN MAHON

BALROG - "Can you spell dragon?"

GRUE - "D - R - A - G - G - O - N"

BALROG - "That's wrong. Leave out one 'G'"

GRUE - "Which one?"

LIFE OF GRIMWOLD

An alternative ending written by Jean Childs

It was a cold, blustery night in the Cumbrian Mountains, and Grimwold sat before a large fire, muttering to himself in his usual manner. "Dragon (curse) meat (curse) gold (curse)". Since we last left him, he had in fact made an enormous profit from the dragon steaks. It appears that the stalactite, that had killed the dragon and thus saved his life, had in fact been formed of a magical substance. This had flavoured the dragon's meat so that none could resist it, and very high prices were paid for it. In gold of course. Except once, when he accepted an apple in payment. Apples were unheard of in this country until Morosewold, a french dwarf appeared in Grimwold's shop with one.

The problems began when the meat ran out. He sold his last piece one morning and had filled his trays with other meat, stuck the label that read 'Dragon Steaks' on top, and hoped to fool everyone. It didn't. By the evening of that same day, having been run out of town, he was camped at the side of the road lying under the cart that contained the gold he had managed to escape with. He was grieving over the gold that he had had to leave behind. Imagine his surprise when he saw a dwarf coming towards him with a cart laden with even more gold than he had. This other dwarf was loathe to tell how he had come by such treasure, but Grimwold was bigger than he was. The gold was to be found in a dragonless cave in the Cumbrian Mountains.

So there we find him, in a cave in the mountains, surrounded by gold and quaffing ale from a large flagon. Suddenly a gust of wind blew right through the cave, put out the fire and caused the dwarf to spill his ale. "(Curse) (curse) ale (curse) (curse) wind (curse)" he grumbled as he struggled to untangle his beard that was now wrapped around his head. Once free, he could see that he was no longer alone. There stood a figure, with a beard as large as his own, clothed from head to foot in gold.

"Who are you?" quaked Grimwold carefully eyeing the golden vestments.

"I am Carot, the God of Gold" the figure answered, "and I have come for my cut. As you endeavoured to outwit the dragon, you prayed to me. Remember? Without my help your axe would never have attained such a good hold on the dragon's tail."

"No!" said Grimwold "It was me, and me alone that beat the dragon". Whether it was fear or just being in the presence of a god that checked the cursing, I can't say.

"And the stalactite?" asked Carot. "Are you indeed denying me my share of the gold?"

Now dwarves are not brave creatures, but we are talking about gold. "It's mine!" shouted Grimwold. "Go away! It's my gold."

"Very well," said Carot, "I cannot take and can only be given. But don't think you have heard the last of this."

Another rush of air that sent the dwarf tumbling backwards, and he was alone again. "(Curse) (curse) gold (curse) mine (curse)" he mumbled through his beard as he picked up his empty flagon.

Meanwhile, in the land of the gods, Carot sat discussing revenge with his colleagues. All the gods were there except Metallica, God of Music, who was in concert. "How can I repay that mean, ungrateful dwarf?" asked Carot.

"I think the problem of the snake is a more pressing matter for our attention" said Avery, God of Labels.

A very large snake had appeared in the land of the gods, and nobody knew where it had come from or how to get rid of it. They couldn't kill it in case it was another god in disguise, but didn't want to live with it in case it wasn't. Carot smiled. "We can't kill it" he said "but we can transport it."

The following morning Grimwold woke, stretched his arms and wondered why it was still dark. He lit a candle and peered at his hour-glass. "Should be (curse) morning" he grumbled to himself. "Where's the (curse) sun?" he stumbled to the mouth of the cave. As he stepped outside he walked straight into something hard. Hard and alive.

"Ah!" said the snake as it uncoiled itself from around Grimwold's temporary home. "Breakfsssst!"

The dwarf stood transfixed. He had never seen such a snake. We're not talking feet, or even yards. We are talking MILES. "Um! Ah! Um! Breakfast?" Grimwold stammered "Of course I'll get you breakfast". He ran into the cave, picked up the first thing he could lay his hands on, and ran out again. "Here you are snake" he said, as he threw the apple at his guest, "Breakfast."

"SSSSstop" said the snake as he recoiled away. "Take it away. I can't sssstand even the ssssmell of applessss. I'm going to eat you."

"Gulp!" Once more, thoughts raced at a frantic dwarven speed through Grimwold's mind. He wished he had some more apples to throw. "I challenge you to a race" he said, this time not praying to the God of Gold, but pleading.

"No!" said the snake "I don't want to race. Those godssss promised me breakfsssst."

"Ah!" said Grimwold, the reason for this early morning call now dawning on him. The fastest idea he ever had came to him. "How silly of you. Don't you see? By disposing of me, they'll be disposing of you. I'm inedible."

"Don't call me ssssilly." The snake was angry but confused. Maybe the dwarf spoke the truth. Maybe the gods were trying to get rid of him as well. "How do I know you ssssspeak the truth?"

A slower but better idea came to the dwarf's mind. "Well!" he started "let's get rid of this first." He bent down, picked up the apple, and threw it into a field far below him where some cows were grazing. "Why not take some time to think about it? About fifty years."

"Agreed" said the snake, with his eye on the field and little else but beef on his mind. I forgot to mention that this snake had been brought up on troll meat, which had affected his thinking. "Then I sssshall come looking for you".

The front half of the snake slithered down and into the field, and Grimwold began to load up his cart with the gold. He was moving again. By the middle of the afternoon he was ready to leave and, after walking right through the night, he passed the tail of the snake by eight o'clock the

following morning. Only then did he stop to rest. The following weeks were spent looking for Morosewold and, when he found him, it nearly broke his heart to part with a nugget of gold for a sack full of apple pips. Morosewold had asked for two nuggets but Grimwold was bigger than he was. "(Curse) (curse) pommes (curse) (curse) en or (curse)" mumbled Morosewold. But Grimwold had a plan and now headed for Somerset. There he planted the pips and, a job well done, he settled in Devon.

Fifty years later, the snake went looking for him. But he couldn't pass through Somerset because of the smell from the apple trees. Today he lays there waiting, posing as the M4 motorway. Somerset now has a good trade in apple cider, and Grimwold? Well, he is safe in Devon. Providing he stays there.

PETE'S DRAGON by PETER CLARK

On the edge of the forest a strange creature sat.
It was large, it was scaly but not really fat.
It sat staring in a sort of a dream
And each time it sighed, puffed a small cloud of steam.

I went up beside it, quite gently of course.
Well it's best to be careful, 'twas the size of a horse.
It seemed not to notice, just stared into space
Then a huge sploshy tear rolled right down its face.

Although it was large and I was quite scared
I wanted to show it that somebody cared.
So taking my hankie and holding it out,
I hoped that my offer would not come to nowt.

My hankie was taken and held to its nose
And it suddenly gave three mighty blows.
It seemed my approaches might have had an effect
As it opened its jaws, and then stood erect.

I am a dragon and I hatched from an egg.
The creature said gruffly, scratching one leg.
It wasn't my choice," it said with a tear.
I just broke the shell and then I was here.

I was quite happy alongside my brothers
Until I looked carefully at all of the others.
There were many green dragons in that comfy bed
But I suddenly realized that my skin was RED!

My mum just said nothing and dad was as bad
He said This is the strangest of dragons we've had.
I wonder if I should believe what I've seen,
A shiny red dragon that should really be green.

I could see my mum's face that she was not really happy.
She sat sobbing softly while folding a nappy.
Then, as I sat glumly chewing my knuckles,
I heard from the nest all of my brother's chuckles.

I knew then that I must in the world roam
So I packed up some lunch and made to leave home.
Mum stitched a new name tag across my red vest
Then I bade them farewell and walked out of the nest.

That was a year back, said the dragon to me
And a life on the road has been no good you see.
I've wandered the land, he said scratching his head,
And I'm still no wiser as to why I am red.

I think I've the answer, I told him with glee.
You are just what I'm looking for. You can help me.
I'm writing a story called Summer Day's Dream
And a character's needed that can blow smoke and steam.

That's easy, he said and he took a deep breath.
Now don't stand too close or you could meet your death.
Then with a great blow he shot out a huge flame.
That scorched a large patch and proved his bold claim.

You come with me, I said taking his hand.
I'll teach you your part, I'm sure you'll be grand.
I'll try my best for you, the dragon replied.
But acting is something I've not really tried.

Now, did he do well? Did the red dragon star
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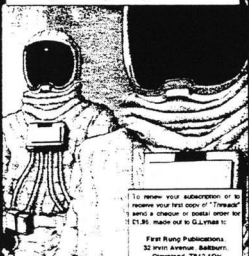
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*** P.C. ADVENTURES ***

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

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The Boyd File	by Alex Walsh	Leopold The Minstrel	by Jamie Murphy
Stalker	by A.Woods/P.Page	Stranded	by D.Hawkins
Out of the Limelight	by J.Scott/S.Boyd	Marooned	by L.Creighton
Project Nova	by M.Cantrell	P.C.W.	by G.Pitchford
Lost In Time	by L.Creighton	A Harvesting Moon	by 8th Day
Four Minutes to Midnight	by 8th Day	Jester's Jaunt	by J.Rowe/P.Cardin
Gods Of War*	by M.Cantrell	Ellisnore Diamond	by Jack Lockerby
Puddo and Slim	by The Balrog	A Serpentine Tale	by Diane Rice
Bored Of The Rings	by Fergus McNeill	Behind Closed Doors Saga	by The Balrog
Weaver of Her Dresses	by 8th Day	The Mummy's Crypt	by L.Creighton
Diablo*	by M.Cantrell	Bulbo and the Lizard-King	by The Balrog
A.R.C./Hit	by S.McClure/I.Smith	April 7th	by G.Lynas
The Big Sleaf*	by Fergus McNeill	Ronnie Goes to Hollywood	by 8th Day
Meltdown	by L.Creighton	The Khangrin Plans	by Jamie Murphy
Jeekyll and Hyde	by Essential Myth	Boggy	by St.Brides
Murder, He Said	by Jack Lockerby	Celtic Carnage	by Traveller
Aura-Scope	by Square Peg	Staff Of Power	by Sue Medley
A Legacy For Alaric	by Palmer P.Eldritch	Tears Of The Moon	by Clive Wilson
The Beast	by Linda Wright	Theme Park UK	by Jack Lockerby
Lightware	by Scott Johnston	Arnold the Adventurer	by S.Denyer
The Lost Twilight	by Kane Conway	The Apprentice	by J.Piper
Agatha's Polly	by Linda Wright	The Dogboy	by St.Brides
The Darkest Road	by Clive Wilson	The Dark Tower	by Jack Lockerby
Very Big Cavas	by St.Brides	Jester Quest	by M.Cantrell
Corporal Stone	by James Taylor	Phoenix	by Traveller
Magic Isle	by Palmer P.Eldritch	Balrog and the Cat	by The Balrog
Retarded Creatures	by The Balrog	The House	by Jack Lockerby
White Feather Cloak	by St.Brides	Violator of Voodoo	by Traveller
Pendant of Logryn	by Jamie Murphy	Jack The Ripper	by St.Brides

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

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The Escaping Rabbit	J.Lockerty	Kidnapped	J.Lockerty
Staff Of Power	Sue Madley	*Jack The Ripper	St..Brides

All titles cost £2.49 each, except those marked with a '**' and these cost £2.99 each. Please note that all games come complete with a 'FREE' emulator programme with which to load and play the games on your AMIGA machine ... see notes for further explanation of this.

NOTES

Switch on your machine and then insert the 'emulator' programme into the disk drive. When the workbench is displayed just 'double-click' on the ZENOBEL icon in order to run the prog and when the 'emulator' is up and running just move the cursor to the 'status' line and hold down the RIGHT MOUSE-BUTTON to access the various menus. Select LOAD SNAPSHOT and then select the file of your choice in order to play the game. Please note that certain games will save BOTH a 'header' file and a 'bytes' file when saving your game position, so just enter your file-name and select as appropriate. Other games will use only a 'bytes' file. This all depends upon whether the game needs a 'filename' for its 'saved' positions or not. The games will all 'save' their position to an AMIGA formatted disk and reload from same.

NAME : ADDRESS :

FOBP CODE :

ACCOM ENCLOSED : TITLES REQUIRED :

SOMA 10 by SUE DONIM

Zmel gave an involuntary gasp "Oda!"

Six robot lizards had emerged from the Andara, carrying a makeshift cage, of bamboo-like bars, roughly bound together with vines. Care was obviously not a word programmed into their circuits and the cage awayed as they lurched along. Inside the cage, knuckles white from gripping the bars for support and wide-eyed with fear, was Oda. Once outside the confines of the Andara, she raised her voice in a hoarse cry, "Help....HELP".

"That's right!" hissed Gor scathingly, from behind the robots. "Shout all you like. Bring him to me." He glanced uncertainly at the sky, as if to check for himself that the rain really had stopped. What he saw obviously gave him no confidence. "That's far enough" he hissed and the robots stopped in a little clearing and set down the cage.

"Thank goodness she's still the same," thought the Traveller, carefully parting the branches of the bush which concealed him and Zmel. "The transformation, from Oda to beast, was obviously just another hallucination. But now what do we do. She is, without doubt, the sprat to catch the mackerel."

From the west, where the sky was a livid shade of purple, came an ominous rumble of thunder. Gor looked uneasily at the heavens before heading back to the Andara. "Guard her" he hissed at the robots before disappearing once more inside the ship.

"Tell me about the mines" whispered the Traveller to Zmel.

"My father, Rika, is one of the Guardians of the mines," said Zmel, turning away from the sight of Oda in the cage, "and it's my duty to follow in his footsteps."

"And what of Oda, how does she know about the mines?"

"You've met Oda?"

"Yes" admitted the Traveller. "We were imprisoned inside the Andara together."

"But why did she not escape too?" asked Zmel angrily. "Why did you not bring her with you?"

"We.....we were separated," said the Traveller, not wanting to admit that he had been tricked by a mere hallucination, "but I won't abandon her, don't worry. If she knows the way to the mines, Gor will force her to lead him there."

"She could only lead him to the mine entrance," said Zmel. "The way to the Linum is many hours travel underground and the route is only known to a chosen few. Oda does not know the underground passages like I do. I have been travelling them since I was a child."

"Why does Gor want the Linum so badly?" asked the Traveller.

"Not only Gor," said Zmel. "It is desired by many. We don't know the secret of the red fire locked within the black crystal, only that many have died guarding it and many more have perished trying to find it. We are merely guardians, caretakers for the Ancient Ones. One day they will return, it is written."

Another roll of thunder grumbled overhead and fat, warm drops of rain splashed onto the broad, shiny leaves of the bush, cascading off the polished surfaces immediately and sinking out of sight into the dark, rich, earth.

"Oda is safe for a little while longer," said the Traveller. "Gor will remain inside the safety of the Andara until the rain stops."

"Why?" asked Zmel, puzzled. "He won't melt, surely?"

"Not quite," admitted the Traveller. "but the rain on this planet... your world, contains a rare substance that reacts with their skin and makes it burn. It doesn't affect the robots, of course, only the real thing." In fact, he mused to himself, that may prove to be their Achilles heel. "Where is Rika now?" he asked Zmel suddenly.

"At the mines, that is his duty, to protect the Lirium, to give his life for it, if necessary..... why?"

"We must go there to help him, and warn him of the impending danger."

"He knows. Many of the villagers ran to the mines for safety when the houses were burned. But what about Oda, you said you wouldn't abandon her?"

"I won't, we'll take her with us."

"But how?" Zmel parted the bushes and looked out at the impassive, expressionless robots standing round the cage. "We can't take on all six of them."

"Oh can't we?" smiled the Traveller, pressing a button on his pendant. A thin, eerie noise rose on the damp, steamy air and Zmel covered his ears as the sound climbed higher and higher, eventually reaching a frequency too high for his body's audio system to detect. "There, that should have confused their circuits a bit," said the Traveller, stepping out from behind the bush. "Let's go."

The two ran across the little clearing towards the cage. Oda sobbed with relief at the sight of the two familiar faces.

On board the Andara, Gor, looking out through his magni-viewer, bared his sharp teeth in what was often mistaken for a grin in the Terosaurus species. "Right on cue, my interfering friend, now then, lead me to the Corpus Deum. These idiotic peasants have no need for it. With its power, one day I can rule the entire Universe." Hitting a button on a console, he hissed a sharp command. "Korn, meet me in the Transit room and prepare to launch the Giyda-sphere. Oh, and don't forget to activate the masking ray, we don't want want to be seen"

Three minutes later, a large panel in the side of the Andara slid noiselessly back. For a short while, apparently nothing happened, and then the panel closed again. The Traveller, Oda and Zmel disappeared into the bushes on the south side of the clearing and started to run in the direction of the mines. Zmel felt the hairs prickle on the back of his neck and couldn't shake off the feeling that they were being followed, but although he turned round many times, there was never anything to be seen. (to be continued)

ADVERTISEMENT

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KERRYL'S LOVE POTION
(guaranteed 99% recycled humour)
by MARY SCOTT-PARKER

This tale is set on Vesa, [pronunciation is flexible] a tiny planet refreshingly different from Earth. Only recently discovered, it seems to be a cross between Uranus and Pluto, [frustratingly inaccessible but engagingly cartoon-like], a sort of tiny, orbiting Disneyland, in size somewhere between a hemisphere and an asteroid, probably in fact the only inhabited Hemi-roid in the solar system and certainly the only one where magic is practised.

"Darrys!.....DARRYS!....."

Kerryl's galloping footsteps echoed loudly down the long, deserted corridor as her coltish strides quickly ate up its polished length. She shouted her friend's name again before sliding to a dramatic halt [Torvill and Dean would almost certainly have set it to music], just below a sign which read "SPELL-RITE SCHOOL OF MAGIC. NO RUNNING OR TALKING IN THE CORRIDORS". Eagerly she wrenched open the last door, bursting to spill out the latest news. But the silence from the disappointingly empty room was.....well, quite quiet really. Deflated, she flopped onto one of the two single beds and picked dispiritedly at the few remaining tufts of candlewick still adorning the ancient bedspread.

Mercifully for the candlewick she didn't have long to wait before a voice singing "Fly me to the Moon" could be heard in the corridor. Kerryl burst through the door, startling the other girl considerably.

"Kerryl!" she shrieked. "You almost gave me several fatal heart attacks, jumping out like that."

"You can't have several fatal heart attacks silly," Kerryl pushed the other girl into the room and closed the door. "I've seen him and he's absolutely gorgeous."

"Who?"

"The new Wizard. He's got the biggest, whitest smile I've ever seen."

"How do you know?"

"Darrys, it was right there on his face!"

"No stupid, how do you know it was the new Wizard? I thought he wasn't starting until next week."

"He must have arrived early. He's quite divine ... jet black hair, a cute dimple in his chin and the sort of deep blue eyes you could just fall right into and drown." Her face took on a faraway look as she mentally immersed herself in this act of watery suicide.

"Fat lot of good that would do," snorted Darrys. "How could he seduce you if you were dead?" Even Kerryl had to admit that might be a bit of a problem.

"He's got the latest E-type broomstick, in silver grey, with fuel injection and twin headlights," sighed Kerryl. "I simply must have a ride on it. I mean, just imagine sitting astride that magnificent beast and riding into the sunset." Kerryl shivered at the thought.

"What makes you think that a Wizard would stoop to look at a lowly, trainee Enchantress?"

"I'll slip a love potion into his tea and then he'll find me irresistible."

"We aren't anything like advanced enough to make love potions," said Darrys. "What's his name by the way, this dreamboat?"

"Myrion," sighed Kerryl dreamily. "Myrion Brandysh." Her faraway look was replaced by a sigh as a loud bell sounded in the corridor. "Damn, time for Spelling."

"Were you serious about the love potion?" asked Darrys, collecting her books from the bed.

"Certainly," replied Kerryl, "I'll go and see Old Ethyl after school tonight. She owes me a favour."

"Better go early then," Darrys laughed, "and catch her while she's still sober."

Bats squeaked and swooped, skilfully avoiding large Angel Hair cobwebs, artistically stretched across the cave to give it that authentic look. A black cat sat beside a fire, over which was suspended a bubbling cauldron. An old crone sat in a huge chair, watching an ancient T.V. set and stroking a large green toad. You know the type, you've see 'Snow White'big, crooked nose with a wart, grey straggly hair escaping from beneath a black pointy hat....and that was just the toad. Waving a can of Special Brew, she motioned the two girls to sit down.

"Be with you in a minute gals, I allus watch Crossroads. It's at an exciting bit. Benjy's just had an operation to remove his hat and they don't know if he'll ever be 't same again."

It was Darrys' first visit to the cave and she gazed round in silent amazement until music boomed out of the the T.V. set and the credits rolled. Ethyl switched it off and wiped a tear from her eye.

"That's a relief in't it? Benjy will be able to function normally."

"A miracle I'd call it," muttered Kerryl. "He couldn't before."

"Now then," cackled Ethyl, taking a swig from the can. "Which of you wants a love potion?"

Kerryl gasped, "How did you know?"

"All young Enchantresses want a love potion, either that or bigger boobs and if you two had bigger boobs you'd have someone's eye out."

Kerryl giggled. "I want a love potion so that the new Wizard Myrion will fancy me like crazy, sweep me off my feet, and make passionate love to me, all night long."

"Right then," said Ethyl, getting down to business. "So that's one love potion with some long lasting, Super-Ramrod drops."

"What do young trainee Wizards ask for?" said Darrys curiously.

"Oh, they're a strange lot, Wizards," said Ethyl chuckling. "You'll never believe what 't last one wanted..... a little chap to play 't piano!"

"Eh?"

"Yes, I couldn't understand why anyone would want a 15" pianist either, but there you are, I bet he couldn't even reach 't pedals. Now then, who's going to pay for this potion, they're expensive the knows?"

"Well, you do owe me a little favour," said Kerryl. "It was me who found you that eight-legged frog."

"So it was, I'd quite forgotten," conceded Ethyl. "and very useful it'll be, if ever I catch it! Now, I'll need a couple of your tear-drops to personalise 't love potion, so to speak, to make sure it's you he fancies."

"How can I give you tear-drops when I'm not unhappy?"

"Well, they have to be tear-drops of laughter, not pain or sadness, so I'll just tell you a joke, that ought to do 't trick." Reaching out, Ethyl plucked a slim, dog-eared volume from a nearby bookshelf. "One of these should work, they allus crack me up.... now then." She flipped open the book and started rocking the chair. "An actress gets lost in 't jungle see....."

.....and the Missionary says, wait for it, this puts me in a very funny position! Ha! Ha! Ha!" Ethyl roared with laughter, rocking the chair violently. Kerryl and Darrys smiled politely.

"Not funny eh?" Ethyl wiped her eyes on her apron and turned the page. "Well, what about this one..... it's one of my favourites..... There are these two nuns see...." Ethyl exploded with laughter ".....and they got the sack for doing press-ups....he..he..he."

"It's not the cucumber patch one is it?" sighed Kerryl apologetically. "coz I've heard it."

Ethyl was rocking back and forward wiping her eyes with the back of her hand, hardly able to see through the tears. This might have gone on for some considerable time had not the rocking chair, who had heard all the jokes a hundred times, intervened. Inching its way surreptitiously towards the fire, the way rocking chairs do, it crunched down on the cat's tail. The cat, who did not regard this as a gesture of affection, leapt several feet into the air with a shriek reminiscent of a Banshee receiving 200 volts, considerably starting the eight-legged frog who was sitting on the mantelpiece minding his own business. Momentarily forgetting where he was, he executed a magnificent Olympic back-flip landing in the fish tank, which fortunately was directly below. The ensuing tidal wave of water swamped the fire, causing it to hiss and spit at the cat with considerable force. the cat, from whose dictionary the word humour was missing, did not take this second attempt on his life in good part. Leaping up, with claws fully extended, he landed squarely in the middle of Ethyl's chest, just in time to coincide with a backward rock of the chair, thus tipping the balance and helping gravity to send Ethyl somersaulting over the back in an elegant display of thick, wrinkled stockings and directorie knickers [popular with grannies at one time - secured against all unwanted attentions, with a band of blood-restricting elastic just below each knee and having the slippery texture of well-boiled cabbage]. Fortunately, years of practice had stood her in good stead and she landed behind the chair, the right way up, with not a drop of Special Brew spilled.

"Sorry Ethyl," giggled Kerryl helplessly. "I just can't help it."

"Glad to see you find some things amusing," said Ethyl huffily, reaching for a little phial. "even if it is only the misfortunes of others. Here, put some tears into this."

"What fabulous potion are you making?" asked Darrys, choking back her giggles and pointing to the cauldron, which was still bubbling merrily on the fire. "The Fountain of Youth or An Enchanted Evening?"

"Neither," snapped Ethyl. "I'm boiling mi combinations."

(concluding part next issue)

AMIGA COLUMN by STEVE CLAY

Due to adventure releases/news being about as rare as rocking horse droppings we have a slight change in the format of the column. This month will be dedicated to bits and pieces picked up from people writing to me with competition entries plus the reasons why the Amiga version of The Taxman Cometh has yet to appear.

First off, a lady who may not want her name bandied about in a tacky column such as this entered the May competition and asked for help on one of the prize games Frustration by Jim McBrayne. As I had found the game far beyond my talents I was unable to offer any help. So a chance to win one of the games listed below goes to anyone who can offer either a solution to this game or help with the door in the cellar maze and what do you do from the boat? Mary Scott-Parker, who doesn't mind being mentioned in a column like this, wrote with an excellent idea (well actually she wrote with a ballpoint pen, but you catch my drift). Mary thought it would be a good idea to list some of the games that are of use to Amiga owners without a hard drive or an external drive and also those to avoid. So here goes :

Dungeon Master - (1 disk) and its sequel Chaos Strikes Back (1), Eye of the Beholder 1 (4, slow in parts but playable), Eye of the Beholder 2 (4, very annoying but playable), Black Crypt (3, minimal swapping, no problems whatsoever with a second drive! Add to that it is a brilliant game!), King's Quest 5 (number of disks unknown but too many disk swaps needed to be playable), Indiana Jones and the Fate of Atlantis (barge pole, do not touch it with), Monkey Island (4, no problem), Monkey Island 2 (11, oh dear, oh dear!), Loom (4, okay, good game for beginners!), Hiemdal (5, playable, but slow at times I found), Cadaver (2, okay). Mary also recommended a game I saw reviewed years before I received my Amiga and even then it looked the part. The game is Journey, a text adventure with still graphics by Infocom. The game comes on one disk and may be hard to find.

Mary also picked up on a plea I made back in the mists of time. An all time top ten on all formats. I did compile it and sent it to Mandy but it never saw the light of day. I think Dungeon Adventure was the top game with Lords of Time second. I also received an idea from John Yates (Are you still out there John?) from Rochdale. John had the idea that gathering together the worst all time adventures might be a good idea and would no doubt get a good response, so here's what to do. Send me a list of your top games - there doesn't have to be ten, and a list of your worst game. For now we will stick to Amiga games but an all-format chart is possible if response is favourable. You have plenty of time available as I will compile the chart for inclusion in the Christmas column. Send your ideas to the address at the bottom. (Steve means at the end of the column....Ed)

Moving on to the Taxman and his Amiga incarnation. After the initial playtesting the game was sent to Zenobi for them to have a look at. I received a letter from John Wilson saying there was no problem with the game but one of the testers had said that she found the game boring because of the lack of graphics. Given that this was a text adventure I found this remark hard to take and told John exactly that. The problem though was that the boring label had made me stop and look at possible ways of tarting the game up. The inclusion of graphics is beyond me and also I have no desire to include them. Taxman is a text-only game and that's how it will stay. At present however I have a game idea buzzing around my head and enough puzzles to fill many locations, however I have hit a snag in how I am to program the game. Do I go for text only or do I have a stab at a graphic adventure utilizing the top down approach. This is delaying the game and getting on my goat! (Sounds like a choice between a Mr. Men book and a Charles Dickens classic.....Ed)

The "Adventure Writing With AMOS" is still a good possibility. The only drawback being that the adventure shell program I use is over 22K long and this would take months to type up. So the idea I am toying with is supplying the adventure shell on disk. Then the articles would be a tutorial on how to get the most from the adventure shell. More news as and when.

Competition time! Winner of the May competition was Damian Steele. Thanks for the postcard Diane! Our town has no postcards of it and this has been hotly debated in the local press recently. This is an indication of the wonderful views we have here! Anyway, this month's competition.

Nobby is given 1 penny on day one, 2 pennies on day two, 4 on day 3, 8 on day 4, etc. How much will he have received by day 10?

Answer to Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY. Choose from Jungle Bungle (graphic adventure) or Shymer (text/graphic adventure).

PERSONAL



To Giggler - I found loads more holograms (From Chocolate Log)

To Custard - Miaow (From Not Our Cat)

To Martian Freemantelle - I kneed my dickshunry back as yore not uelsing it (From Pebbles)

To Custard - Sorry, I don't follow you! (From M.Polo)

To Peter C - How are the Egyptians these days? I hear they're mummified! (From M.Polo)

To M. Polo - I see you are now Spearmint flavoured (From The Lemon Drop Kid)

To M.Polo - Like far out and catch the wind, man (From Dylan)

To M.Polo - Sorry, like slipped into native tongue man. Meant to say, who needs drink, man? (From Dylan)

To Acidpit/spit/wit - I wasn't there cause I had a tummy-ache (From Fry-them-with-one-Puff)

To Acidespit - Not so anonymous as we read Probe too. (From the Guild of Big Reptiles and other Scaly Things)

To Grimwold - Thou art an unscrupulous Dwarf. Pay me the ten gold nuggets you owe me, or else. (From Kasar)

To Grimwold - Sarcasm goes right over your head, doesn't it? Well, given your size, you must be used to such things... (From The Viper)

To Gnmmy - A six-foot Dwarf? Who are you trying to kid? What was your Dwarven nickname, Shorty? (From Rakhir)

To Uncle Horace - If Coneman comes near you, tell me and I'll reserve him; punch his ticket and shelve him (From Nighthawk)

To Dylan - You mean Gnmwold HAS fans? How peculiar (From Dougal)

To Simon - Hello; despite my illness, I'm still impatiently awaiting your reply (From Phill/Grokar)

To East Anglian Admirer – How about next week, same time, same place – only THIS time I'll pay? (From Uncle Horace)

To Grimwold – I need some gold in a hurry... see above (From Uncle Horace)

To Damian – This dwarf can READ as well as WRITE.... The Biro's back (From Uncle Horace)

To Damian – What can I say? Foiled again! (From Ellen)

To Peter – Remember you're a Womble (From Ellen)

To Phill – Problems ... problems ... problems!! (From Ellen)

To Conan the Librarian – Leave Stanley this very day! You've been reserved (From Dr. Livingstone)

To Uncle Horace – Don't worry about Conan, he's got me to deal with! (From Tinkerbell)

To Acidspit – Nice of you to mention the Great Dwarf Massacre. Pity I missed it, it sounds like fun. Perhaps we could make it an annual event? (From Giumwynd)

To Acidpit – I think you sound better as a spelling mistake (From Giumwynd)

To Grimwold – I still have not received the ten gold nuggets which you owe me. Pay fifteen for my inconvenience, or prepare to meet thy doom. Ha! [Happy Birthday, by the way: 554 today, isn't it?] (From Kasar)

To Dylan – Seen anything of Florence recently, man? (From Dougal)

To Ellen – Not another one? Surely not? Have you no pity, woman? (From a Lost Shade)

To Simon – Whatever happened to Michael Hunt? Perhaps they'll make a film of it.... (From Felix)

To Grimwold – I know you to be a giant amongst dwarves, so there. [Work that one out] (From The Viper)

To Grimwold – What're you going to do? Head-but! my kneecaps until I die of boredom? (From Rakhir)

To Grimmy – Don't keep going on at me about the same thing. I know you, you've just got an axe to grind (From Squiggle)

HELP WANTED

Does anyone have maps for LEGACY OF SORASIL, especially for the first few levels and does anyone know exactly where to find the "Ring of Elements"? If you have ANY information please contact Ron Rainbird, 62 Coniston Drive, Holmes Chapel, Cheshire, CW4 7LB.

Does anyone know of a record store with a good range of Gaelic (Irish, Scottish, Welsh) music, and which is mail order friendly? Reynir (and mother) will be delighted to hear from you. Please write to Reynir H. Stefansson, Holtagata 3, IS-730 REYDARFIRDI, Iceland, or to Probe and I will forward the information.

Does anyone have maps (on disk or paper) for Mission 2 of CAPTIVE? If so please contact Mary Scott-Parker, Birchwood, Nunclose, Armathwaite, Carlisle, Cumbria, CA4 9TN.

NEWSDESK

New Release from Dream World Software

In A Promotional Prospect by Sharon Harwood you play an ambitious female journalist investigating the disappearance of a boy. You have to talk to the people closest to him, and discover the facts. It will be reviewed in the next issue. Available for the Spectrum - £3 (tape and 3.5" +D disk), £2.50 (+3 disk if you send your own blank disk), and £3 (Amiga under Spectrum emulation). Please see inside back cover for address.

More C64 titles for Adventure Probe Software

Damian Steele has decided to put three of his GAcEd adventures into the Public Domain. They are Billy Barker in Walesville, Billy Barker's TV Hell and Just Another POW. I've decided to offer a compilation of all three titles plus Trap Springer - £2 on disk, £2.50 on tape.

Attention all Laurence Creighton Fans

Laurence has finally decided to rewrite his latest game, now called The Well of Zoll, for the Spectrum, thereby satisfying Spectrum, Amiga and PC owners. He tells me he was swayed when he played some of his own games under emulation on his PC. I am delighted. Watch this space for more news as it comes in.

Amiga and PC Compilations from Zenobi

Zenobi has responded to Ron Guest's plea for compilations for the Amiga, and John has already prepared the first six. They will be for the Amiga and PC, £5.99 each plus 25p postage, with free emulator, each one a bargain when you add up the number of parts each disk contains. All will be available from 1st August.

Numero Uno is Meltdown, Lycanthropy, Jester Quest and Kobayashi Ag'Kwo.

Numero Dos is Balrog and the Cat, From Out of a Dark Night Sky, Retarded Creatures & Caverns, An Everyday Tale of a Seeker of Gold, Secret of Little Hodcome and One of our Wombats is Missing.

Numero Tres is Aztec Assault, Celtic Carnage, Phoenix and Violator of Voodoo.

Bab's Big 48s (guess who chose them) is Golden Pyramid, Jester's Jaunt, The Miser and Urban.

Diane's Disk is Twelve Days of Christmas, Black Tower and Serpentine Tale.

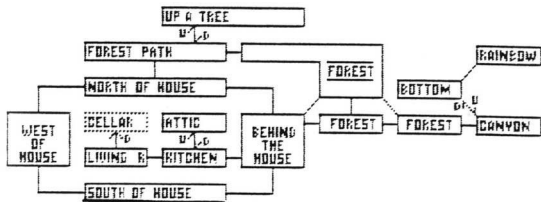
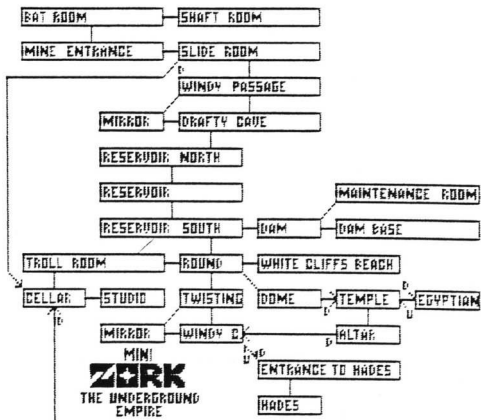
Jenny's Disk is Behold Atlantis, The Legacy, Eclipse and Loet Temple.

New Titles from Zenobi

July's release was Brian the Novice Barbarian - please see my review in this issue, available for Spectrum, plus Amiga and PC under emulation. August's new adventure will be Leopold 2 - The Bardic Rite by Jamie Murphy, available for 128K Spectrums plus PC under emulation.

Bargain Software

Chart Shooters, mentioned in Newsdesk last issue, are offering Ishar 3 for £16.99 (Atari ST and Amiga), £17.99 (PC and A1200). They also have Robinson's Requiem (PC only) for £17.99 and if you're interested in football management you can get On The Ball World Cup Edition for £16.99 (Amiga and A1200) and £17.99 (PC).



MAP by DAMIAN STEELE

GETTING YOU STARTED

CRISPIN CRUNCHY played by Ellen Mahon on an Amstrad 464

SHOUT "GUARD", SAY "FOOD", PEEL BANANA, DROP SKIN, SHOUT "GUARD", S, W, S, S, S, S, W, GET KNICKERS, EXAM KNICKERS, GET ELASTIC, N, EXAM OVERALLS, GET KEY, S, E, S

DRAGONSTAR TRILOGY Pt.2 played on a Spectrum (and Amiga under Spectrum emulation)

Start on southern shore of the Lake of Fire; you are carrying nothing.

S, S, E (a cave), GET ROPE, W, W (on a cliff above a pool, in the pool you see a picture of another land and a bent hooded figure glowing by an evil light), E, N, E (foot of cliff), THROW ROPE (it catches on something), CLIMB ROPE (to top of cliff), E, GET AXE, S, E, S, E (north bank of River Ak, you see a boat), CLIMB INTO BOAT

THE EIGHTH CRIME played by the author, Damian Steele, on a C64

INFO, X ME, GET CHAIR, SMASH CHAIR, GET LEG, X WINDOW, TWIST BAR, LEVER BAR, GET BAR, X DOOR, X PAINT, X door FRAME, PUSH DOOR, LEVER DOOR, N

THE END IS NIGH Pt. 1 played on a Spectrum (also on Amiga and PC under Spectrum emulation)

Victorian Zone : start in old empty house, I (airtight container, coil of wire and code1 access card - all brought forward from the previous game "The Beginning of the End"), N (broom cupboard), TAKE BROOM, X BROOM (ha ha), S, E (High Street), ENTER BANK, X AGGIE, GIVE BROOM (Aggie gives you a guinea), LEAVE BANK, W, S (courtyard), X WELL (note plaque), X PLAQUE (see writing), READ WRITING (charge - one guinea for three wishes), DROP GUINEA INTO WELL (well-sprite appears), X SPRITE, X NOTEBOOK, X HIEROGLYPHICS (just an example of the sort of response to most examine inputs), MAKE WISH (now have a bolt of lightning), MAKE WISH (now have the well-sprite's blessing), MAKE WISH

THE LOST TEMPLE played by Martin Freemantle on a Spectrum (also on Amiga and PC under Spectrum emulation)

S, E, TALK TO TELLER, SEND TELEX, PAY TELLER, W, N, N, BUY REPELLENT, S, E, BUY FOOD, BUY SPADE, BUY KNIFE, W, W, PAY PILOT, BOARD HELICOPTER, APPLY LOTION, SE, GET LAMP, S, S, CUT CREEPER, N, MOVE BOULDER, GET LIZARD, S, W

MAN ABOUT THE HOUSE played by Vicky Jackson on a Spectrum (also on Amiga and PC under Spectrum emulation)

X TABLE, X CLOCK, PRESS BUTTON, S, W, X DESK, GET MANUSCRIPT, E, D, X STAIR, X CUPBOARD, GET HOOVER, X TABLE, X TELEPHONE, PRESS REDIAL, W, X SIDEBOARD, GET JAR, X JAR, GET CHEQUE BOOK, E, E, X SOFA, GET CHANGE, W, W, W, X GNOME, X KENNEL, S, X WORKBENCH, GET TIN, X TIN, X BELONGINGS, GET LICENCE, S, ENTER CAR, DRIVE CAR, N, N (Robin turns up), GIVE HOOVER

UNINVITED played on an Atari (available for other computers)

Start in your car immediately after swerving into a tree. Click on OPEN and then the car door (or exit square) to open it. Click on GO and the space where the door was (or exit square) so that you escape just before the car bursts into flames. You are now at the front porch of an interesting house. Click on OPEN and then the mailbox. Click on EXAMINE and the envelope shown in your inventory - see very mysterious address! Curious, you click on OPEN and ENVELOPE, objects fall out. EXAMINE LETTER to learn that you must wear the amulet, which was also in the envelope, as protection against the undead. Click on the amulet and holding down the left mouse button drag the object into the inventory box [I had terrible trouble until I enlarged the inventory box downwards so that it was larger than the other two.] CLOSE the MAILBOX, OPEN the front DOOR and GO through into the entrance hall. The door has slammed shut and won't open. Have a good look around, examining the furnishings (there seems to be a response to most objects), then OPEN the DOOR by the fireplace and GO through to the library. It is interesting to examine what you see but most important is the book on the table. OPEN and then EXAMINE it - note the definitions. Now return to the entrance hall. OPEN the other DOOR and GO through to the hall. It has four more doors for you to open, plus stairs leading to the first floor hallway with five more doors, so plenty of exploring to do

MAGICIAN'S APPRENTICE played by Ellen Mahon on an Amstrad (also on Spectrum and C64)

GET STAFF, GET BACKPACK, EXAM BACKPACK, GET MAP, S, W, N, W, HIT DEMON, DROP STAFF, E, S, E

MYSTERY ISLAND played by Damian Steele on a C64

From the start, ignore the crab for now and go NORTH. Go NORTH again through the crossroads. LOOK at the CLIFF and SAY SESAME. GO into TUNNEL which appeared then GO into RIVER and GET SHOVEL and GET RUBY. Head SOUTH then GO through WATERFALL. DROP RUBY and GET PISTOL. WEST takes you out again. Return to the crab (go tunnel, s, s), and SHOOT CRAB with the pistol. Now head WEST and MOVE the ROCK. This reveals the planks. GET PLANKS and GO to SHIP. On board, GET CUTLASS and GET ROPE. Go NORTH and EAST. CUT up the dead CRAB with the cutlass, and GET MEAT. Return NORTH and head WEST before GO into HUT. FEED TIGER with meat. Return EAST and SOUTH and head SOUTH again. Dig in sand and GET PEARL you uncover. Now MOVE the BOULDER



SHAKEY CITY (aka EARTHQUAKE) played by Dorothy Millard on a C64

Start on the Main Concourse, press RETURN (everything shakes), LOOK TRUCK (might run if turned upright), LOOK HEAVY metal doors. GO SOUTH, GO SOUTH, GO SOUTH, GO SOUTH, GO WEST to Hardware Store. GET SAW, GO EAST, GO NORTH, GO NORTH, GO NORTH, GO WEST to Restaurant (a woman is trapped under a wood beam), SAW BEAM (the woman is okay and joins you), DROP SAW, LOOK ICE cream (Banana Split), GO EAST

HINTS AND TIPS

BLACK CRYPT (for wimps) played by Mary Scott-Parker on an Amiga

Anyone looking for an excellent RPG for the Amiga, with the minimum of disk swapping coupled with wonderful graphics and spell effects, need look no further than Black Crypt. I think it's the best RPG since Dungeon Master. Actually I think it's better than Dungeon Master, but only because it has been able to build on DM's excellent standard. There is a built-in hint book, which makes mapping unnecessary, as it contains maps for all the levels. The game is hard, but there is a crafty cheat, which makes it much more playable for those who like the odds on their side.

LEVEL 1 - The first thing to do is to activate the automatic map maker by clicking on the Magic User's book and then on the Wizard Sight spell. Keep this activated at all times and the compass spell, when it becomes available, about half way round level 1, when Magic User gains a level [keep him throwing the knives]. On level 1 there is one door which cannot be opened without a key from level 2. In the big room on level 2 resides the twin-headed Ogre, who can only be killed with the sword OGREBLADE [access to which is through the locked door on level 1]. To get the necessary key, you need to move the Ogre from his current position, and it's easiest to do this at the beginning.

Get the backpack and the Wooden Shield, then turn x 2 and go F [forward] x 2, then R [right] x 3 to the stairs [at 05.19.1]. Go down the stairs, step Right and open the Right hand door [08.27.2]. Advance 3 steps into the room and pick up the bag and the leggings. Step F once more and the Ogre will see you. Retreat 4 steps without turning round and then turn x 1 to the Right, so that you are now facing the wall. Step back once and when the Ogre has stepped through the door onto the adjacent square, hit the right arrow and exit sideways up the stairs. Now the Ogre will wait there until you return after doing the rest of the level. 10.19 Get Bag and Tower Shield

08.12 Get Heart Key to door at 13.19.1

11.19 Open door

13.19 Open door with Heart Key

14.21 Water if needed

22.20 Get Waterskin

22.18 Push Lever [activates teleport at 20.18.1]

20.19 Enter haze [teleport to 18.17.1]

18.17 Get Scroll of Dispelling

18.17 Use Scroll on haze

24.19 Use Scroll on haze

26.19 Get War Hammer

12.12 Get Scroll of Life

19.11 Open door

25.11 Step onto floor stud [opens door at 24.08.1]



- 25.08 Get Leather Armour and Waterskin
- 11.04 Push lever [removes wall at 15.06.1]
- 16.06 Get Gauntlets
- 17.06 Push lever [removes walls @ 09.05.1, create s switch @ 06.08.1]
- 11.09 Get Glyph Scroll and Waterskin
- 11.10 Get Helmet
- 06.06 Remove Glyph with Scroll
- 06.08 Push lever
- 09.10 Face West and drop down hole [sideways]
- (more next month)

BLACK MASS played by Barbara Gibb on a C64

You need a crowbar to open a window and a rope to access the attic.
 The back door in the kitchen is bolted – you need to oil it.
 ESU the SNALP in the cellar to get to your destination and a nice twist to the story.

DARKMERE played by Ron Rainbird on an Amiga A1200

LEVEL ONE

The main object of this level is to obtain the password to enable you to enter the second level. Enter every house for which you obtain keys and search each room thoroughly.

To cross the bridge, get a battle-axe from the Armourer and give it to the Knight guarding the bridge.

To get the password, you will need to give a Skullbuster brew to the morose Dwarf at the Inn. This brew is made from the Dewas Herb by the Inn keeper. Find three Hooded Men (individually) lurking in the back streets and kill them to obtain stolen potions. Take the potions one at a time to the Alchemist who will give you the Dewas Herb.

The Armourer is at the end of South Wall Street. Please Note that when you leave Level One you will lose all your possessions.

HELP OFFERED

It seems the *original* version of HEIMDAL 2 will not run on an expanded A600 or on an A1200, nor will it recognize any external drives. This means a lot of disk-swapping and the end result is that the programmers nearly ruined a very good game. John Wilson has spent some time putting together a small program disk that gets around these problems. There is also a cheat built into the game that will allow you can become invulnerable. If you ask him nicely, he may tell you how to access it.

So if you are a frustrated Amiga-owning Heimdal 2 player, send £1 (to cover cost of disk and postage) to John Wilson, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX.

THE EXTRICATOR played on a Spectrum and C64

Examine the scarecrow.

Dig at the foot of the small hillock to find the entrance to the old tunnel.

Note the symbols on the plaque – it is important much later in the game.

You need the spanner to unbolt the grille.

To get the wooden key out of the tube – check what you are wearing, fill the hat with water from the large damp cavern then fill the tube so that the key floats to the top.

Play the cassette from the Walkman on the C64 to get a code needed in the weapons despatch room.

Examine the rubbish to find a letter, then drop it in an appropriate location.

In the red sector, examine the beds to find a bug.

Carry the plastic palm tree when you enter the swimming pool.

When underneath the pool, pull the string then HOLD BREATH and go N with delay. You should now find an important item.

When you go down onto the balcony, note what you see in the illustration and examine them.

Feed the plant to get the yellow pass. Don't forget to go to the platform above the pool.

THE GODS OF WAR Pt.1 played on a Spectrum (also on an Amiga & PC under Spectrum emulation – please note that PC owners you will need the complete [i.e. registered] version of the emulator)

How to complete part one from outside the control room – OPEN DOOR, IN (shielding chamber), EXAMINE CHAMBER (it will generate magical energy the ancient ones used to power their machines and give light, it hold nothing at the moment), INSERT STAFF INTO CHAMBER, INSERT TWIG INTO CHAMBER, INSERT GODSMETAL INTO CHAMBER, OUT, CLOSE DOOR then PRESS BUTTON – the machines come to life. Go E (junction), NE, E, IN (small office), INSERT BLUE CARD INTO SLOT (if you have turned the power on you should now have a green card), EXAMINE GREEN CARD, OUT, W, SW (by rusted slot), INSERT GREEN CARD INTO RUSTED SLOT (you must include the word *rusted*). The steel door to the east now opens. REMOVE SUIT, DROP SUIT (no longer required). When you go E you are asked to save your position for part two. Make sure you have carrying the sword, money [both carried] and gas mask [worn].

MERLIN played by Ellen Mahon on an Amstrad 464 (also available on Spectrum and C64)

PART ONE

Toss a coin with the man in the alley. Examine the walls in the alley to find the woodlouse.

Use the coin to buy a whistle from the market.

Examine the bed in the hovel to find some parchment under the sheets.

Blow the whistle to scare the flock of birds.

To be able to call the Ferryman, throw the tomato at the man in the stocks.



MERLIN played by Ellen Mahon on an Amstrad 464 (also available on Spectrum and C64)

PART TWO

Dig the mound at the hill fort to find some iron. Rub the iron.

Give the axe to the blacksmith to sharpen, before you chop the logs.

Use the ashes to get rid of the guards by the castle gates.

Search the bracken to find the scarum spell.

Use the scarum spell on the soldier in the barracks, then L**OO**k **U**nder the bed to find the uniform.

Examine the **d**eek in the officer's quarters to find the pack of cards.

ISHAR 2 – part 5 played by Ron Rainbird on an Amiga 500

[As mentioned on page 54 in the June '94 magazine, Ron Rainbird has very kindly continued this guide, and the following picks up from where James Judge left it in the March '94 issue]

After getting the map from the 'Humbolg' potion Priest, head for Thom's Island. Incidentally, ensure that you possess an Iron Shield. You will also need to wear the Pendant which you should have obtained at the very outset of your adventures.

On arrival, go Left, then North and Right after the first turning. You will encounter a weird creature to whom you should give a Jablou (after having mixed it, of course). A Pendant will now become available, so pick it up and go South, then West. You should then arrive in a village where you will gather some useful information. Back to the Port and go East until you find a Relic. Back to the Harbour and travel North, East, North and East until you reach a Druid made of Stone. This is where you use your Rhino Horn to wake him up. Give him the Iron Shield and he will give you your Shield magical resistance against Fire. Return to the crossing and then go North, East and North when you are attacked by a monster. Kill it and then go West.



You now have to work your way through a maze, keeping to the West until you find a dead woman. Around her neck is a key which opens the door to the Town Hall.

Take the key and head back to the far North-west of the city. Open the door, grab the Idol and rush to the Temple, which is situated West of the Bank. Give the Idol to a waiting Monk and he will give you an Air Elemental Pendant. Now head for the bank and draw out 7,100 coins, plus extras for weapons, etc.

Now you are ready to set sail for Akeer's Island.

(continued next month)

CHAMPIONS OF KRYNN Pt. 15 played by Ron Rainbird on an Amiga KERNEN SQUARE

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

12 - 13 After landing, stay disguised, otherwise dragons will attack.

14 - 12 or 11 - 14 Keep disguised and get a map.

6 - 14 Training Hall - last chance to attain higher levels.

11 - 11 Ogres - may be friendly if Gravnak has made them allies.

14 - 7 Get Crown and give to old dragon at location 3 - 11

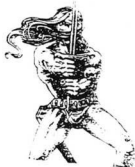
14 - 9 More Ogres who may be friendly.

6 - 8 & 7 - 8 The gates to Kernen Base. Several factors will govern the severity of ensuing battle, so leave this encounter until Kernen Square has been thoroughly explored. Have full quota of damage spells ready - you will need them!

14 - 2 A meeting. Depending on your choice of speaker, a combat may or may not be joined. If you have a good Knight in your Party, choose him to speak for you.

0 - 4 Gravnak is here. Let us hope that you became friends with him earlier in the game at Ogre Base.

(final part next month)



LEOPOLD THE MINSTREL played by John Schofield on a Spectrum - 128K only (also on PC under Spectrum emulation)

Wearing your disguise, get the cage. Only the eagle can get you out of the village. Test your strength to open the cage.

To follow Filgo and Fatty all the way home, don't forget the mushrooms.

The eagle will bring you the ferry. You should have found the ferryman's payments in the Dragon's Cave.

Don't forget you've been blindfolded when led through the maze or what Douglas asked you to get from the gnomes.

Use imagination for the King's first test and your musical skills for the second. You need Caldwell's knife to cut hair. Then just wait for the tests to end.

Enlist the eagle's help with the flames.

You can frighten the Reeve's guard with the sword.

THE TEST played by Peter Clark on an Amstrad (same for Spectrum)

You will need to look under the tractor to find something to put a liquid in. A servicing job must be done on the tractor to get the necessary fluid.

The bull will charge at you but he will slip up if you spill thing in his way.

To get over the fence in the orchard you will need to catapult yourself over using a plank on the trunk. Extend the axe handle with the post and cord then fell the tree. With any luck you will clear the fence. If you fall perhaps you are too neavy.

THE TEST played on an Atari/Amiga/PC

This version is slightly different from the Amstrad and Spectrum version. The second and third hints given above are the same, but the tractor puzzle is as follows :

Examine the tractor and look under it. Take the basin and examine it to see it only has a smudge of oil in the bottom. Move the hay to see an oil drum. Turn the tap to fill the basin if called.

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

Find a way to spend some time until the customs officials change shift.

It's a long wait for a bus. You have to spend 3 nights at the hotel.

When you have the map, check out your lighter.

Visit the gym, then the job centre. Eavesdrop on the men in the shower.

The guard will leave his post if you can start a fire.

To get over the fence, the lorry must be moved, and you'll need a rubber mat and rope.

SWORD OF THE STORM played by Wynne Snowdon on a C64

Don't go into the bandit leader's tent until you have a password.

Don't give the water immediately to the Nomad - whet his appetite first.

Don't try to enter the town unless you can give some identification .

Don't fight the Lizard Man until you have a weapon.

Don't give the fang to the Seer until you have found the bone.

Don't free the slaves until you have been given the gift of Dwarvensight.

Don't enter the kennels unless you can make the dogs more friendly.

Don't worry if you can't work out the riddles - Barbara knows the answers!

Don't return to the Dwarven King's throne room after freeing the slaves unless you have the key to escape.

Don't try to pass to the demonic plane unless you have gained as much as possible in the mythical valley.

GOLDEN FIGURES OF DEATH played by John Schofield on a Spectrum (also on Amiga under Spectrum emulation)

There's something under your seat! It's not really recommended making fuses from tinfoil.

Perhaps you could take a rest if you made a hammock between the two trees.

The shell's for digging.

Search the coral to find a tunnel. If you rub the algae, it won't be neverending

Move the crates to find a plank mover. The skeleton was hungry!

The net will help you to higher things. Turn the tables on the charts.

THEME PARK U.K. played on a Spectrum (also on an Amiga and PC under Spectrum emulation)

Wear the gorilla skin to scare the goblin. Play the fiddle to open and close a door.

Wait until the lion has eaten the gorilla meat before you explore to the east and west.

To get to the bottom of the well, first ensure you have the spade in the backpack [worn] and that you have the vine and *lit* torch - nothing else is needed. Go D once into the well, THROW TORCH to the bottom and PUT VINE AROUND NECK so that both hands are now empty. Go D until you are on the bottom rung of the ladder. Now take the vine and tie it to the bottom rung, go D and dig using the spade. In case you need them again, return the spade and torch to the backpack, together with the blowpipe. You can now go U until you are out of the well. You don't need the vine again.

THE TWELVE DAYS OF CHRISTMAS played on a Spectrum (also Amiga and PC under Spectrum emulation)

A total of 60p can be found if you search the precinct so you don't have to shoplift to complete the second task.

Examine everything including the sign in the pet shop and the household goods in the supermarket, sometimes more than once. Search the freezer until you find something significant to your quest.

Whilst you're obtaining the third present, you'll have to acquire the pen - but be quick to retrieve it before the *manager* finds it.

The tramp will find everything you throw into the wheelie bin except one important item.

You need the signed credit card to buy the camera.

Pull the chest in the chandlers.

It is important you overhear the conversation outside The Sailors' Arms.

The first ring is somewhere near the busy quay.

The second ring can be obtained on the boat.

The third ring won't be found unless you get somewhere before The Owl and The Pussycat are married.

To get onto the jetty at the start of part two JUMP OUT of the boat.

UNNKULIAN UNDERWORLD played by Peter Clark on an Atari

Find the magic word for the lake in the scroll. This can be found when examining the Master. Use this word on the lake shore and a hand will appear. It will supply you with a Black Rod.

Wear the collar to open the chest.

A loose brick at the top of the lighthouse can be removed and a useful object discovered.

Get rough with a boulder to remove a cottage. Leave the lamp with the Guardian and wait until he explodes.

The monster's appetite will be its downfall as it is not a vegetarian.

The customers in the Cheez Pig Inn are a red herring and, although they can be talked to, they are of no use.

SOLUTION OF THE MONTH

MCKENSIE SPACE STATION

Solution by Tony Melville, enhanced by Barbara Gibb

It is the year 2383, and you play Captain Vito whose mission is to collect some precious crystals. You receive a distress signal from a nearby space station which is being ransacked by a band of space pirates. When you investigate you are captured and imprisoned in a cell. Later you overhear a pirate say that there is only one hour of air left as the purifier has broken down. They leave, forgetting all about you. You have to escape from the cell, find the crystals, and get to your spaceship before the air runs out.



WARNING - there are lots of red herrings and unimportant locations.

I (bent paper clip), PICK LOCK (asked "using what?"), PAPER CLIP, N (security guard's room), PICK LOCK (asked "which door?"), W, PAPER CLIP, DROP CLIP (but do *not* go west at the moment as you don't have the means to deal with the monster), E (bare room), E (communications centre), E (dematerialization chamber). Note the colour of the dial. TURN DIAL (repeat input until it becomes *green*).

W (well-lit passage), W (escape capsule chamber), W (main computer room), N (fuel room), TAKE FUEL S, E, E, E (dematerialization chamber again), TURN DIAL (repeat until it becomes *cyan*).

W (bending passage), S (passage - note hatch for later), W (cultivation centre), W (sick bay), N (interstellar communications centre), TAKE GLOVES, S, E, E (passage with hatch), OPEN HATCH. UP, W (circular, domed room), S (decontamination chamber), E (baggage hold), TAKE safe KEY, W, W (spacesuit room), TAKE SUIT, E, N, W (armoury), TAKE laser GUN, E, E, DOWN, N, E (back at dematerialization chamber), TURN DIAL (repeat until it becomes *blue*).

S (T-junction), S (import inspection room), TAKE space HELMET, N, W (guard room), W (equipment room), TAKE TOOLKIT, N (energy room - see power pack safe), OPEN SAFE (asked "with what?"), KEY (safe opens to reveal a laser gun power pack), TAKE POWER pack, FIT POWER pack to gun, S, W (repair room), TAKE JETPACK, EXAM JETPACK (damaged), OPEN TOOLKIT, FIX JETPACK (need toolkit and fuel), DROP TOOLKIT, E, E, E, N (back at dematerialization chamber), TURN DIAL (repeat until it becomes *magenta*).

W, W, W (security guard's room). Now you are ready to venture W, KILL MONSTER (need powered laser gun), DROP GUN, TAKE lithium CRYSTALS, E, E, E, E, TURN DIAL (repeat until it becomes *cyan*).

W, S, UP, W, S, S (decompression chamber), WEAR SUIT, WEAR HELMET, EXAM HELMET (visor is open), CLOSE VISOR, WEAR repaired JETPACK, WEAR GLOVES, PUSH BUTTON.

You have escaped and return to your own vessel with the crystals.

SERIALIZED SOLUTION

CURSE OF ENCHANTIA played by Phil Reynolds on a PC

Leave the Rock Basher cave and go to the western end of the large cavern and go into the tunnel, continue east and then go down at the entrance just before the rock fall, as you enter there is a coin just to the left of the entrance, get this then go east and into the cave here. Look in the middle hole and a small creature will pop out of another hole, look in this hole and the same will happen again, keep doing this until you find a branch in one of the holes then get the branch. Leave the cave and go to the western end of this cavern then enter the cave here. Look in the hole (to see a coil of wire) then get the computer monitor. Return to the rock fall and go to the western end of this cavern, enter the northern cave and get the plank. Attach the plank to the rock then throw the monitor to be catapulted onto the ledge, get the magnet then jump down.

Return to the cave where you saw the coil of wire and attach the string to the magnet and insert the magnet into the hole to get the wire. Travel back to where the mud monster keeps appearing and attach the wire to the rings, wait for a monster to pass then get the mud that it leaves on the wire. Enter the tunnel just left of here then continue into the cave on the opposite side of the cavern, there is a wishing well here. Throw the coin into the well and a game show host will appear and offer you a choice of three wishes - bags of money, a gorgeous girl or a hard hat. Get the hat then go to the rock fall and wear the hat to pass through it, enter the tunnel here and you are beside a bucket at the bottom of a well. Attach the mud to the seaweed then attach the resultant mess to the branch, jump into the bucket then wear the resultant messy mask.

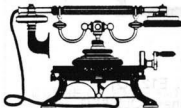
The bucket is wound up and you are grabbed by a monster at the top of the well which instantly falls in love with you, your mask falls off and the monster jumps down the well in terror when it sees what you really look like. Follow the path from here and you will come to a point where a rather inept bandit will jump out to attack you, he trips on a rock and falls flat on his face with his sword stuck in the ground next to him, get the sword then attack the bandit with it. The bandit disappears and a bag of money is left in his place, get the bag and continue along the path to the town. Go west at the crossroads and into "Sally Seeall's", give her some money and she will give you some clues as to what to do next. Proceed to the Mage's shop north of the crossroads and give him some money, he then transports you to a ledge on the edge of the world.

Travel along the ledge to where it is blocked by a boulder, push the boulder then jump over it and continue along the ledge. You will see a boulder perched on the cliff top above the ledge, stop just before you reach it then carefully edge forward until the boulder falls, hopefully missing you. Continue along the ledge to a ravine, there are four buttons on the wall here, push buttons one, two and four from left to right and a bridge will extend across the ravine. Cross the bridge and continue until you find a rope, get this then proceed on until you see a blue man. Wait about four or five paces to the left of him until the next rock fall ceases then creep up behind him and wear the gloves to push him over the edge. Move back and wait for the next rock fall to cease then move forward and into the niche in the rock wall, get the small rock here and then wait for the next rock fall to cease. Move on to the next niche and wait again for the rock fall to end.

(continued in the next issue)

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, Brandlesholme, 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, Peterborough, 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

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

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

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

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN