

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

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

BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

CONTENTS

EDITORIAL:	4
LETTERS:	5
TRIVIAL PURSUIT CHALLENGE:	9
REVIEWS: Armchair Adventurer	10
Bardic Rite	11
Escape From Hodgkins' Manor	12
Escape From Prison Planet	13
Hades	17
Numero Uno	18
Staff Of Power	19
A Promotional Prospect	21
Troubie At Bridgeton	22
Urban	23
Yellow Peril	24
HOW TO LOADING THE SPECTRUM EMULATOR ON A PC:	25
QUIZ :	25
ADVERTISEMENTS:	26
KERRY'L'S LOVE POTION Pt.2 :	34
SOMA Pt. 11:	36
PERSONAL:	37
WRITING WITH AMOS Pt.1:	39
NEWSDESK:	40
AMIGA COLUMN:	40
IN TOUCH:	41
HELP WANTED:	41
GETTING YOU STARTED:	42
HINTS & TIPS:	44
SOLUTION OF THE MONTH: Castle Dracula	52
ADDITIONAL SOLUTIONS :	53
SERIALIZED SOLUTION: Curse of Enchantia	54
USEFUL ADDRESSES:	55
TELEPHONE HELPLINE:	Back



HALL OF FAME

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

Dorothy Millard, Mary Scott-Parker, Michael Robinson, Phill Ramsay, Sue Roseblade,
 Jack Lockerby, The Grue!, Peter Clark, The Apprentice, Laurence Creighton,
 Ron Guest, Phil Reynolds, Damian Steele, Jonathan Scott, John Schofield,
 Steve clay, Jill Nott, Ellen Mahon, Shane Storey, Jenny Perry,
 June Rowe and Jean Childs.

Special thanks to :

Tim Kemp for Armchair Adventurer, Walter Pooley, Eddy Park & Dorothy Millard for software,
 Geoff Lynas who does a great job printing the magazine,
 and Kerry Earl for the cover picture.

EDITORIAL

Welcome to another issue of Probe.

It has the usual selection of serious and entertaining items, and I am particularly grateful to Steve Clay for his series of tutorials on programming in AMOS. He has put a lot of work into it, so please give him your support and feedback – it is the best adventure-writing advice for the Amiga that you are likely to find. The magazine can only survive with the help of its readers, so please send contributions. If you feel you can't do that, perhaps you can suggest which adventures you would like to see featured in the various sections. A few readers have asked about some of the addresses in the list on the inside back cover. I'm preparing a brief guide and it will be published soon.

Have you ordered your Convention tickets and voted for the awards? If not, please do so soon. Also, a word of warning if you are planning to book a room at the venue hotel. It seems the motor show is on at the same time and unless you state ADVENTURERS CONVENTION when booking a room you may be charged £75 instead of the special rates (see Editorial in Jan.'94 Probe).

The following special announcement has just been received from Darren Blackburn of ZAT.

"Due to personal commitments, I am looking out for willing SAM Coupe or Spectrum users to consider taking on the role as ZAT Sub-Editor, willing volunteers would be responsible for typing up specific sections of the zine, gathering information, working with the existing ZAT team and also fully welcome to put forward their own ideas and suggestions to continue ZAT's commitment in supporting the SAM Coupe and Spectrum scene. Users need to have access to either PCG Wordmaster/Typeliner DTP for Spectrum or SC WORD PRO, Outwrite (or any SAM Wordprocessor) or SC DTP for SAM Coupe. If possible, anyone willing to print out pages for inclusion would be appreciated. Also artists are required to do cover and interior artwork and anyone able to print out screenshots for reviews.

Unfortunately as ZAT is non-profit making, I can't pay for assistance, however like all ZAT contributors (Editor included), volunteers will receive a free copy of every issue produced. A long term possibility is that the chosen SUB-EDITOR/S maybe candidates to assume Editorial reigns in the future. So if any users want to try their hand in the small publishing field, this could be an opportunity not to pass up.

If you are interested, or require more info, then send an SAE to: DARREN BLACKBURN (EDITOR OF ZAT), 33 DAWLEY BANK, TELFORD, SHROPSHIRE, TF4 2LQ. ZAT will be either present at the Adventurers Convention or SAM and Spectrum User Show in October (details to be decided upon) so if anyone wants to talk to me directly, feel free to drop by."

'til next month,

Happy adventuring

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

LETTERS

From Fran Caseley (June Rowe's daughter) of Launceston

I would like to thank you very much for the July copy of Probe and the letter you sent with it. The tributes to Mum meant a lot to me and my sisters.

Through you and your magazine I would like to say a big thank you to all the people who made Mum's last few years so interesting. I don't think she had a lot of time for the "real" world but the world of adventures gave her a lot of satisfaction and many close friends.

I'm not certain where she is now, but I am certain that there are still dragons and trolls somewhere in the vicinity, as well as mountains to climb and chasms to cross.

I hope she does not find herself in the same situation as the chap in a short story I found when sorting out Mum's writings. I enclose a photocopy of it as I think it will amuse you if you have not seen it before.

Thank you again for your friendship.

★

It has all been said, so I will simply promise to publish, with your permission, the story as soon as I can find space. It is a typical June Rowe story - a wonderful insight into her "world". (Barbara)

From Lee Morrall of Heath Hayes

This is a message for all readers of Probe. I'm currently writing my latest game for the Commodore in BASIC. It's a reasonably ambitious project (in two parts) entitled "Underworld - A cyber-adventure". I have almost completed the first part, but I need some help in creating a Save/Load option to disc or tape.

In one of my games, someone who was a talented machine code programmer (John Wells) added a m/c routine which allowed ramsave, ramload and normal save and load of game position.

A repetition of this would be welcome, but if anyone knows a BASIC routine to save your game position (i.e. all variables and conditions) to tape or disc - could they please let me know?

If they own a Commodore 64/128 they will be rewarded with a free copy of the game (both parts) as soon as it is completed (possibly in Autumn). That is unless their name is Damian Steele, who has been promised a free copy already! (Part One should be on the way to you soon, Damian, for you to check out and comment on.)

Anyone who helps me who doesn't own the marvellous C64, will have to settle for my grateful thanks. Any offers readers?

★

If anyone can help, please contact Lee at 83 Cannock Road, Heath Hayes, Cannock Staffs WS12 5HQ. If they don't own a C64 they can pick something from Adventure Probe Software or from Probe's "shelf stock" of games. (Barbara)

From Jean Childs of Bagshot

Mazes? I love 'em. The bigger they are the better. Those that have more locations than objects to drop, are a challenge. I agree, some writers do use mazes to pad out their adventures. But if you can say about a game "I enjoyed it except for the maze", then that must be a good game. Not only did it please maze-haters with the rest of its make-up, but it also included a bit for maze-lovers. The only mazes that I dislike are those that kill you off if you make a wrong move.

From Shane Storey of Carlow

For the past three months there has been at least two letters in the letters section of Probe concerning either Mazes or Carry Limits or both, and I'm sick to the teeth of it.

Every month I look forward to Probe, but not to the letters section, so this time I think I should show my views on the subject.

First of all, Carry Limits. Most people complain about them, but I don't see why; you go out to your shed and get a hammer, a chainsaw, a picture, a rope, a wooden chest, a bucket of water and a tin of paint! Can you hold them all and move about freely? I don't think so, so stop complaining!

Secondly, Mazes. What's an adventure without a maze? If you don't like mazes, why did you buy the game? Mazes are the result of an author trying out something other than the "Go to Location, Search, Pick up object" routine, and makes a refreshing change.

Well that's it, I hope I have expressed my views clearly.

*

Well, Shane, perhaps I should explain that the letters section has always existed so that readers can express their views. Your letter has just proved that! The serious discussion on Carry Limits started last February, and many authors and players have put forward their ideas. In contrast, the "argument" about Mazes is tough, and tongue in cheek. I think this is a very healthy attitude.

Although adventuring is a serious hobby, we don't take ourselves too seriously. As you remarked in your covering letter, adventurers are a generous lot. They are also very friendly. Some may never meet face to face, yet because they have adventuring in common they regularly write and/or telephone each other. The Letters and Personal columns are very popular, but some readers prefer to read the Reviews first, whilst others go straight to the Hints & Tips. Probe is truly a magazine written by the readers for the readers. (Barbara)

SITUATION VACANT (by DAMIAN STEELE)

Kitchen vacancy available for hard working individual.

Duties to include cleaning, washing, serving, cooking, sweeping-up, polishing and purchasing. Would suit unemployed octopus. Apply Box 115

From Laurence "Quill" Creighton of Cape Town

In a moment of madness, I recently stated I was going to start writing games for the PC. In point of fact I DID write a game, but the utility I employed to write the game left a lot to be desired - to say the least.

The game, due to this utility, was "untidy", lacked lustre, had no modified font, there was no Ram Save or Ram Load facility, and lacked sound and colour effects. While realizing not everyone likes these beeps and rising and falling sirens, they do add a modicum of flair to a game!

Because of all of these factors, and more importantly, I felt like a deserter, I have gone back to writing for the Spectrum on the ever-faithful QUILL, and those of you who know my games, will have plenty to look forward to: THE WELL OF ZOL is soon to be available and I promise all of you never to desert the Spectrum scene again - well not until the last Speccie is relegated to the Science Museum!

Thanks to everyone who has supported me and played my games - as Al Jolson once said "You ain't seen nothin' yet!!!" Best wishes.

★

This is wonderful news, and from what I have seen of Laurence's new game it is well up to his usual high standard.

I don't know how many Amiga and PC owners are still playing these great text adventures using the Spectrum emulator, but if you haven't tried it, why not give it a go. I understand they are quite easy to load when you get to know the system, and the quality of writing has remained very high, maybe even better than a few years ago. There is nothing quite like reading a few words on the screen and then trying to imagine what the author would like you to "see" and do. (Barbara)

From Conan the Librarian, lately of South Stanley

To Uncle Horace - having seen your letter in Probe, I'll tell you this, Horace baby, I WILL bring you in - dead or alive. Your pitiful pleas for assistance or information will come to naught.

Your slight at my chart success didn't go unnoticed and hasn't helped your cause either. It just so happens that my 7 inch entitled "It's a book's life" was only shelved when the publisher couldn't cope with demand and had a breakdown - I've never heard from him since the Gerbil Riot at the asylum. It would have been a number one otherwise. So there.

Just remember this: You are long overdue and a penalty will be levied. Keep looking over your shoulder.

JOKE sent in by ELLEN MAHON

Question : What do you call a dragon after it's one year old?

Answer : Two !

From Damian Steele of Paignton

I know you like to receive feedback about the magazine, so a few words about the July issue.

As usual – and I know it must be difficult to maintain – a good selection of reviews for a variety of machines. Of course I noticed Lee Morrall's review of my game Rouge Midget II. His points were well made and welcome – even the criticisms.

I thought Mary Scott-Parker's story, Kerry's Love Potion, was brilliant. It was amusing and engrossing and perhaps slightly Pratchettesque. I feel tones of Witches Abroad in there. But nevertheless, I can't wait for the next instalment.

Jean Childs' alternative ending for the Life of Grimwold story was excellent. She obviously has a flair for story telling – I just wish her adventures were available for the C64 to see if she writes those in the same way.

I feel that Peter Clark's "Pete's Dragon" poem deserves a mention. Well written and witty in places. Having tried, I know that writing in rhyme is not easy to do – so well done to Peter.

"And now for something completely different" seems appropriate to move onto the subject of the Personals. Recently, this has been one of the most amusing and intriguing sections of the entire magazine. I realize that these messages are, obviously, personal, but I'd love to know who some of those people are (especially those threatening the life and limb of my friend Conan the Librarian!)

I know I haven't covered much of the magazine but I felt that the above deserved special attention. The remainder is, as ever, of a high and impressive quality.

Long may you remain editor.

★

I think the Personals should remain just that, personal. If anyone cares to "go public" that is their decision, but I'm not going to say who they are.

I can only publish what I receive, and can take no credit for the superb quality of contributions I have the privilege of typing up each month. I try to include something for everyone, and it gets quite difficult to decide what must wait until the next month. Keep them coming in – many of you have renewed your subscriptions for another 12 months, so I will have to keep Probe going until at least this time next year – and I have every intention of continuing well into the 21st century, but I do need the support of every reader. (Barbara)

SPECIAL NOTICE ABOUT THE CONVENTION

TICKETS – The tickets for the 1994 Adventurers Convention will be sent out 2 weeks before the event. If you haven't ordered yours yet, please complete the form and return it as soon as possible.

AWARDS – please vote, even if you cannot attend the Convention.

TRIVIAL PURSUIT CHALLENGE – if you are interested please contact Vicky (Jackson) by writing to the address on the ticket/awards form, or telephoning 081 715 5524

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

THE ARMCHAIR ADVENTURER (for PC owners)

Edited by Tim Kemp

Reviewed by Jill Nott

I am terrified of my PC. My husband performs all kinds of miracles with it, my sons say it takes all the strain out of homework, and my daughter enters the study with a few scraps of paper and emerges a few hours later with a 3,000 word dissertation that looks as if it has arrived from a posh printer's.

For months they waxed lyrical about the upstairs miracle and for months I resolutely refused to go near it. Then came the day when I acquired some PC adventure games. They were excellent games, all three of them, and I should have been hooked but I wasn't. Why bother creating files, unzipping codes and chasing an untamable mouse when I could load up an evening's entertainment by simply pressing two buttons on the Spectrum?

All this is just a long winded way of saying that I probably bought the first issue of Tim Kemp's new hybrid THE ARMCHAIR ADVENTURER for probably the wrong reason. I planned to take the adventure bit and leave the rest. In fact it has left me, if not quite ready to dive headlong into those uncharted PC waters, confident enough to have another paddle around.

"Hybrid" is Tim's own description of his new venture as TAA comprises a 40 page magazine with a free PD or shareware disk (issue one comes with two disks). It costs £2 each issue and comes out every other month.

I very much liked the appearance, style and content of Tim's earlier publication for the Spectrum adventurer, FROM BEYOND, and hoped the fanzine part of TAA would be much the same. It is A5 in size with pages of two columns, it contains a tried and tested formula of regular features (editorial, news, information and letters), reviews, special features, maps, solutions and hints.

The reviews are particularly impressive. The seven in issue one are detailed and lengthy enough to do justice to the huge games they describe, and may prevent prospective buyers making some expensive mistakes. Many of the games reviewed cost between £25 and £60 each so an opinion from someone who knows the game is invaluable.

Elsewhere in the magazine there is a feature on shareware adventuring, a section for absolute beginners, idiot proof instructions for loading the free disks and a fair bit more.

And now on to the free disks. [*] They contain the imaginatively titled ADV551 and two nice Zenobi goodies, A LEGACY FOR ALARIC and MAGIC ISLE. Readers can choose their own free disk next time from a list of 11 offered and Tim says he will be adding substantially to the list as time goes on.

All in all I think TAA is a worthy addition to the adventure scene and hope he gets plenty of support.

[*] 3.5" disc only

Available from Tim Kemp, 36 Globe Place, Norwich, Norfolk, NR2 2SQ - Price : £2 (UK), £3 (Europe), £4 (Rest of world) Cheque/p.o. payable to Tim Kemp.

THE BARDIC RITE

Written by Jamie Murphy

Reviewed by Barbara Gibb on a Spectrum 128K

This is the story of young Leopold's attempt to win the highest accolade, The Bardic Medal.

Typically, he leaves everything to the last minute, so when the day of the Bardic Rite dawns he suddenly realizes he has no original music, and even if he had some he had no instrument on which to play, and he hasn't even been to see the three judges yet.



As if that wasn't enough, his main rival for the medal, a little sneak called Tomas, has been very active and, amongst other nasty deeds, has arranged for one of the judges to be kidnapped, the rescue of whom is just one of the many problems you will have to sort out before the end of the day.

It is important to understand who you can trust, who you must recruit to help you, how you can help others, and in which order to do all this. I will tell you that it is vital to find out how you can curry favour with the judges: one is a rather sweet lady called Nerkins, another is a bit of a rogue called Shbims, the third, Throm, is imprisoned somewhere. Carrying out their wishes can be quite an involved operation, with many sub-plots to solve before you get even close to your objective. I reckon there are FOUR possible endings to this adventure, but only one will result in Leopold being awarded The Bardic Medal.

Apart from the little sod Tomas, the most annoying character is Captain Worburley. He is fairly predictable, which you can use to your advantage as he is also very good at taking orders. Another key character is an alchemist who goes by the amazing name of Harumpho, and you should try to get to see him early in the game: carrying out both his wishes are two of the sub-plots that are interwoven with others. To give details would spoil the game.

The main area of play is very compact, and after a while you can almost dispense with a written map. I lost count of the number of puzzles I had to solve but every one of them had a purpose. Just one thing seemed a bit out of place. When I queried the thermostat I received a letter from Jamie explaining that the adventure isn't set in medieval England on Earth as I thought, but is actually set "on a different world altogether and contains myth and magic as well as major breakthroughs in scientific research, even if they are slightly ahead of their time". I think this is very interesting and I realize that it gives the author "poetic licence" but I was a little depressed at the thought that if there is a world similar to Earth somewhere out there in space, there is probably a Tomas as well. If so, he'd better keep out of my way!

Jamie gets better and better with each adventure he writes. He has learnt not to have too many "empty" locations (in fact in The Bardic Rite I don't think there are more than four empty locations), and really crams his games with puzzles. I felt quite exhausted and elated, when I had finished.

Available from Zenobi Software (please see inside back cover for address).
Price : Spectrum (128K only) - £2 49 (tape) £3 49 (+3 disc) PC (under Spectrum emulation)
- £2.99 including free emulator. Please add 25p to cover postage.

ESCAPE FROM HODGKINS' MANOR

Written by Jonathan Scott and Stephen Boyd

Reviewed by Jay Honosutomo on an Amstrad CPC

First reviewed on the Spectrum way back in the February issue of Probe in 1991, HODGKINS' MANOR has since become one of the homegrown classics of recent years. So, it will come as no surprise to you that when I was asked to review the newly converted Amstrad version, I eagerly anticipated its arrival on my doorstep.



You play the part of a paper boy named Fred, who on one particular afternoon was riding home from a completed paper round, when suddenly a long metallic object came hurtling over a nearby fence and lodged itself in the front wheel of his bike. Fred was launched over the handlebars as the bike came to halt and found himself flying over the aforementioned fence and into the garden beyond. With a painful thud he landed on the front lawn where he lay motionless for a while. When the pain had subsided, Fred stood up and looked around. He recognized the house to be that of Basil Hodgkins, local nutty scientist and town weirdo. With a disconcerted sigh Fred realized that getting out of this place was going to be no mean feat....

With around 40 locations it's not really that large a game, but it more than makes up for this with puzzle content. There is something to do in almost *every* location bar one or two. It really is packed to the brim with puzzles, objects and, most notably, strange and often eccentric characters. Basil himself appears to be more of a nervous wreck than a mad scientist, while his wife Matilda is a perfect example of a bossy "lady of the manor". Add to these a homesick French chauffeur, a "lost" butler, and a fearsome guard-dog and you'll soon be screaming for a "normal" person to talk to!

You may have gathered by now that HODGKINS' MANOR is a very light-hearted affair, certain to raise a smile even to the most morose adventurer (If there are any!). It's also perfect for the beginner, I didn't have any real problems with the game (Well, nothing that made me hit my head against the wall repeatedly like most other games!), but that's not to say it's a walk-over. It's one of those games whereupon if you get stuck, a couple of hours break should see you in a fresh enough mind to tackle the problem successfully.

My only gripe is that it can be slightly fussy with inputs, but nothing a little experimenting won't fix. A very nice adventure indeed, and it comes with my full recommendation.

Amstrad version available from WoW Software - Price : £4 (disc only) Cheque/p.o. payable to J.G.Pancott

Spectrum version available from Zenobi Software - Price £1.99 (tape) £3.49 (+3 disc) Please add 25p postage.

Please see inside back cover for addresses.



ESCAPE FROM PRISON PLANET

Written by Peter Clark

Reviewed by Phill Ramsay on an Amstrad CPC



The story behind the game is quite simple. You have been found guilty of committing a serious crime. However, since the jury's verdict of "Guilty" was not unanimous, article 27 of the Greater Laws of Earth has been invoked in your defence. Simply, this means that you will be transported to the galactic Prison Planet and will be given the chance to escape and return to Earth where, if you are successful, you will receive an official Pardon. A sort of Trial by Ordeal, if you will.

Part One starts with you in the Awakening Chamber. The prescribed drugs have been administered to you, so you don't know how long you have been unconscious, exactly where you are, or what you should do.

In the very next location, however, is a somewhat fortuitously placed CD player, which, when activated informs you that: "You must now find your way to the planet's space port. Your task will be difficult but not impossible. If you fail you will die."

Examining my immediate surrounds, I soon found some interesting places to visit (the physics lab., the space/time lab., for example), and objects just waiting to be matched to the problems set. Whilst in the physics lab. I closely examined a bench and found a skeleton under it: (some poor adventurer who didn't manage to complete the game, no doubt). When I tried to get the skeleton, it crumbled to dust, and when I tried to get the dust, it trickled from between my fingers. I gathered that I wasn't meant to get the skeleton.

One area in the game cannot be entered until you are wearing the right clothing, and it's in this area that the means of using a lift (discovered elsewhere) can be found. This is assuming, of course, that a power supply is being generated.

I found an office which had a safe inside it - minus a key, of course. It's pretty rare to find keys and locks in the same location, after all. One of the first items which I had discovered was a thermal lance; so, the solution was obvious: absurdly simple. I decided to cut through the safe with the lance. Guess what? Batteries were not included (where have I heard that before?)

Eventually, you may find a plastic card which will allow you to make use of the transporter, and you will then be moved to a business area - and the transporter there is out of order.

Once you've explored your new surroundings, you'll find a hotel. It's worth while not to be in too much of a rush at this point, since there is some valuable information to be obtained, and once obtained, acted upon.

Having overcome the problems set in the hotel, (watch out for the dog), you will leave with a bounce in your stride - and a valid train ticket in your pocket. Making your way to the train station, you'll be just in time to catch your train although you'll lose most of your possessions when you leap aboard.

After a short journey, you'll reach the End of the Line and have to get out of the train. You end up on a busy road, and the space port is signposted. Obviously this is your destination, and it is also End of Part One.

Part Two begins with the advice that: "Your problem is to get inside the space station. Even then, your problems have only just begun. To get back to Planet Earth," I was assured. I would need, "all my cunning and a large slice of luck."

It was true.

Soon after starting part two, I found a tree in a clearing near the perimeter fence which surrounds the space port. Obviously, it has to be climbed - unfortunately the tree's trunk was too smooth, and I slid down into the bramble bush below. No doubt about it, a nasty experience.

Not long afterwards, I was on my way again, albeit on hands and knees - and at this point I'll break a rule and give a hint - you need to have an object from part one. Without it, you're not going to get much further. Once past an unfriendly animal, I was in the space port, my destination. This was almost *too* easy. I found the armoury, and decided that arming myself would be a good idea. Unfortunately the locker which, I was certain, held all kinds of handy blasters, bolters, etc., was securely locked, to prevent such theft (I found such a suspicious attitude on the part of the authorities deplorable).

I explored the crews' quarters, and it wasn't that long before I was arrested and imprisoned. I wasn't trying to *steal* the item in question, you understand, I was merely trying to get a better look at it. Hmmm, more tricky this part.....

I decided that I wouldn't fall for another sudden death, so I explored some more. The Security Officer's office seemed interesting, so I went in - and I was spotted and grabbed by the guards. Say no more.

Once I gained access to the office, I was on the right track again, and not long afterwards, I found myself at the launch pad, armed with a laser gun.

Certain that I was ready now to make my break for Earth and a Pardon, I showed my I.D. to the security guard - and he recognized me as an impostor even with my space suit and helmet on.....

Oh well, back to the drawing board!

I found my mistake, and managed to get past the guard. The rest of the game, I was certain, would be a piece of cake.....

Overall, the game plays very smoothly, is bug-free, and didn't contain any spelling/grammatical errors. As far as I am aware, it is available on disc only, and runs under CPM. I don't know if a tape version is planned, but I hope it is. I found it to be a really enjoyable adventure, and it would be a shame if 464 owners were denied the chance to play it. It's not so much a difficult adventure, as one which provokes a little thought. All the problems are very logical and solvable. Worth the asking price, and well worth playing.

Amstrad version available from WoW Software Price : £5 disk only. Cheque/p.o. payable to J.G.Pancott

Spectrum version available from The Adventure Workshop. Price : £5 on disc, £3 on tape. Cheque/p.o. payable to P.M.Reynolds

Please see inside back cover for addresses.

THE FINAL BATTLE

Written by Martin Freemantle

Reviewed by Phill Ramsay on an Amstrad CPC

This is, as you might gather from the title, the final part of the Dragon Slayer Trilogy. You must continue your battle against evil on behalf of the Circle of the Nine.



Your ultimate goal is to make your way to Castle Rock, find the Medallion, and dispose of the black goblin king. This battle will not be fought with conventional weapons, but with skill, cunning, and even a little magic.

There are many dangers and obstacles to be overcome, and should you fail in your quest, then the fate of man will be to be ruled by a tyranny which far surpasses any evil ever before known.

The game has been converted to Amstrad format using the PAW, which means that the game runs under CPM and is only available on disc.

You start off south of an Ivory Tower, to which you cannot gain access, so an exploration of your immediate surroundings is a good idea. Having said that, not very far from the start, you'll be surprised (or not now that I've given it away) by the sudden appearance of a goblin. An unfriendly goblin. An unfriendly mallet-carrying goblin. Should you stay too long with him, you'll soon find the mallet crushing your skull, and the game's over before you've even solved anything.

So, as soon as you find the goblin, or he finds you (depending on your viewpoint), you must figure out a way to get the better of him. You can always use the tried and trusted method of avoiding a goblin, (frequently utilised, I believe, by Grimwold the dwarf), running away. Unfortunately, this is a very determined unfriendly goblin, and he'll start searching for you. If you don't manage to work out how to avoid him, then you will soon make intimate acquaintance with the mallet, which will spatter your brains all over the place.

Again, it will be end of game before you've managed to do anything. One point worth mentioning is that the game supports (as well as the usual load and save commands) Ramload and Ramsave, and when you die (yes, you will) you are offered a resurrection to your last ramsaved position.

In the early part of the game, assuming that you manage to get the better of the goblin, you'll soon have other problems to overcome. I quite enjoyed finding the door in the tree and upsetting the dwarf who lived inside it (don't you just *love* to irritate dwarves?).

Eventually, having obtained some necessary items from the wood and around about, it will seem as though you've exhausted all possible routes and cannot proceed further into the map. However, if you look in the right place whilst manipulating the right object, you'll find a hitherto unnoticed exit, which is the key to continuing deeper into the game. Another point which I think is worth mentioning is that the Examine command (or X) is *NOT* synonymous with the *SEARCH* command, so it's as well to do both, or you may miss something vital.

When you find the shack, you will also find a woman who will help you in return for a present. Care should be taken at this point, since again, this is a situation which will allow you to open up another section of the map.

There was a second opportunity to irritate the dwarf, and then, by a back-door route, I ended up in Willow Wood. From there, it's not too far to a wizard who has a couple of items which you need - and one in particular which will transport you to Castle rock, one of the objects of your quest.

From this point on, you will find several goblins appearing at various points within the castle. They are uniformly unfriendly, and each will, given half a chance, kill you. Amongst others, there is one who will ram his sword into your guts, another who will have you fired to death, and yet another who will push you into a lake of acid.

It's nasty being caught by the goblins.....

Inside the castle there are several problems to be overcome. A door which you need to open is being guarded by, yes, a goblin. Getting past him isn't quite as easy as it might seem, but the solution isn't terribly difficult.

One of the problems which I liked was the lake of acid, beyond which is the armoury, which you definitely need to visit. But how do you get past the obstacle which the acid presents?

Further on in the game, you find yourself in a passage which starts to close in on you. Both exits are blocked, and your time is very limited. If you manage to survive this problem, then you will find a hole in the floor. You appear to have come to a dead end, but examining things carefully will lead you to another exit.

Taking this route, you'll meet yet another goblin, and, of course, he will kill you. Not very friendly types, these goblins. Getting past this one is perhaps a shade more difficult than the earlier problems. However, if you do overcome it, you will be very close to completing the quest, and taking on the goblin king.

I found the game to be quite enjoyable to play, and addictive once I had solved the problem with the first goblin. There are around sixty locations, and the problems which have been thought up are very well presented, yet each solution is quite logical.

Novice adventurers might have problems with the game, but intermediate and advanced adventurers will enjoy it and shouldn't have too many problems in solving it. It's well worth the asking price.

Amstrad version available from The Adventure Workshop - Price : £4 (disc only)
Cheque/p.o. payable to P.M.Reynolds

Spectrum version available from Dream World Adventures - Price : £2.50 (tape/+D disc), £2 (if supply own +3 disc). Cheque/p.o. payable to M. Freemantle

Amiga (under Spectrum emulation) version available from Dream World Adventures - Price : £2.50 (with free emulator). All three games in Dragon Slayer trilogy - £5 (with free emulator). Cheque/p.o. payable to M. Freemantle. See inside back cover for addresses.

COMING IN THE 100th ISSUE - with a special cover drawn by Darren Blackburn.

REVIEWS : The Amulet of Darath, Crystal Cavern, The Dark Gladiator, Death or Glory, Dragon Quest, The Hounds of Hell, The Khangrin Plains, The White Feather Cloak, Og The Great.

100th ISSUE SPECIALS : What Chance A Beginner? by Wynne Snowdon, Harry's Heaven by June Rowe, My Probe Top Ten by Mary Scott-Parker, Adventure Probe 99 issues Ago by Steve Clay, 100 Question Prize Quiz, plus the usual features.

HADES

Written by Phillip Ramsay

Reviewed by Ellen Mahon on an Amstrad 464

For as long as you can remember, you, Tralus, have loved Perina. Unfortunately, you have a rival for Perina's affections – Grakus. A vindictive fellow, who, when Perina chose you, decided that if he could not have her love – then no one could. He poisoned Perina and framed you for her murder!



Found guilty of this terrible crime, you are sentenced to death. Priests carry out this sentence by throwing you down a deep well, knowing that if the fall itself doesn't kill you, then you'll die of thirst – as the well is dry. Somehow, you survive the fall, and resign yourself to a slow and painful death from thirst. Suddenly Hades, God of the Underworld appears before you. He tells you that whilst he had every sympathy for the injustice you have suffered, he will not interfere with the rulings of the Overworld – unless that is you can prove yourself to him. To do this you must make your way to his castle in Hades, and present yourself in his throne room. (Sounds easy, doesn't it? Ha! Don't you believe it....) Should you manage to do this Hades will reunite you with Perina, and return you both to the Overworld. Grakus will then take HER place in Hades.

Your journey to Hades begins on the west bank of the river Styx. Many shades surround you. Your only exit is north. Exploring the banks you will soon find the ferry and Charon, the ferryman, waiting to collect the fares for the trip across the Styx into Hades. Charon takes his job as ferryman VERY seriously. (Too seriously in my opinion) No one is allowed a "free passage" into Hades. Even after removing my toga and giving Charon a "nod and a wink" I STILL wasn't allowed on board! (Mind you he did gaze at me intently.)

Finding the ferry-fare is a real problem. Not made any easier by those shades. Every time I found my "ferry-fare" they came along and pinched it! After hours – days more like if I'm honest – of total frustration, trying to board the ferry, and being foiled each time by those penny pinching shades, I thought to myself, "Who NEEDS a ferry to cross the Styx?" (I did, I did, I did!) and gave Tralus the instruction "swim river". Unfortunately, Tralus proved to be even worse at swimming than I am – you've guessed it – "end of game". (At least I was still at the start of the adventure..)

Further exploration of the west banks of the Styx (yup, STILL on the west banks of the Styx) you should meet someone who'll give you a much needed piece of advice. Once the meeting's over a whole new world should open up before you, and you'll discover Arcadia. Exploring the woods and glades of Arcadia you'll find (amongst other things) a pair of shoes, and a dead mouse. The mouse proves to be a very tasty snack (nope, I DIDN'T try to eat it – YUK) for someone who lives in the woods. In return he'll tell you something that you need to know later on in the adventure.

You will also "stumble" upon Pan, who won't be too happy to see you. He will however (if you're lucky) assist you on your journey.

Finally being able to board the ferry (thanks to Phill) I arrived in Hades. If I thought I'd had problems at the start of the game, I was wrong – very wrong. This was where my REAL problems started! There are quite a few(?) "sudden deaths" in the game. Somehow I think I found each and every one of them.

Mind you Phill was well and truly "told off" each (and every) time I "died".

Safely(?) past Cerberus – the guardian of Hades, you'll meet three gods. Speaking to the right one, you'll be told you can continue on your quest. Continue to "die" more like in MY case anyway. (Maybe I should have stayed in the well....)

Once in the castle you'll discover a strange room full of mirrors – one look should be more than enough! There are also two chambers to find, one of crystal, and the other of gold. Examining the pillars in the vast hall, you'll find the soul of Perina.

An item found in the castle had me complaining to Phill (AGAIN? – you'd have thought he'd have taped up his letter-box by now, wouldn't you....) this time under the Trade Description Act. Faulty goods and that kind of thing. (VERY faulty goods if you ask me!)

Passing through a "peculiar" exit you will meet Persephone, Aphrodite and Adonis.... (Where the heck was Hades....)

Finally presenting myself in the throne room of the castle had me breathing a HUGE sign of relief – no more "sudden deaths" to worry about! I don't think I've ever played an adventure where I've "died" quite so often, (mind you, I know ONE person who found my many demises in the game VERY funny – don't deny it, Phill, 'cos you know it's true!) by the end of the adventure I'd become really experienced in the art of "dying".

Personally, I think HADES has a few too many "sudden deaths" within the game – or maybe I just "found" too many of them! That apart, the game plays well, and will have you scratching your head for the answer to one or two of the problems – unless you have a little knowledge of Greek mythology. Having played the game, and found out what NOT to do, I'm off for another bash. Maybe, just maybe, I'll make it to the throne room in one piece this time – unless there are any "sudden deaths" that I've missed...

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

NUMERO UNO – a compilation of adventures

Reviewed by Ron Guest on an Amiga

Número Uno – hopefully the first of a succession of new "BIG DISC" from Zenobi, this time the Amiga (and PC) via Spectrum emulator. There are four adventures on this disc : Meltdown, Kobyashi Ag K'wo, Jester Quest and Lycanthropy.

MELTDOWN – written by Laurence Creighton

A crashed aeroplane finds you racing against time to find and deactivate its radioactive cargo in order to prevent a nuclear explosion. You must get authorization to gain access to the site of the crash and a permit to enter the wreck. Naturally protective clothing must be found before handling the nuclear rods.



KOBYASHI AG K'WO – written by Clive Wilson

As a veteran adventurer you must seek out four artifacts. The world is not in any danger on this quest, apparently it is simply the ultimate challenge to test your adventuring skills. Starting in front of a monitor that holds clues and also transports you to four zones you must visit the hidden artifacts. Seek carefully for unmarked exits, objects found in one zone may be needed to solve problems in other zones and trips between zones are strictly limited.

JESTER QUEST (2 x 48K parts) written by Mark Cantrell

Sacked by King Braun, who is fed up with your naff jokes, and armed only with a killing sense of humour, Jeremy must gather the ingredients for a spell to make people laugh at his jokes instead of having heart attacks. The dire graphics are even naffer than the jokes but typing "TEXT" thankfully turns them off. Some of the inputs are a bit precise, you must "GET FROM" and "PUT INTO" containers, and for those not conversant with Amiga/Spectrum emulations ALT and P is the input for speech marks.

LYCANTHROPY (2 x 48K parts) written by Jonathan Scott and Stephen Boyd

The beginning finds you in the guise of a werewolf seeking a cure. Usually the quick and simple cure for a werewolf is a bloody death via a bash on the head from an axe or other sharp or enchanted weapon. However, in Lycanthropy, if you can find the recipe and locate the ingredients successfully you can be cured. Instead of prowling around dark wet woods depending on pot luck for meals you will be able to join us ordinary mortals in the supermarket.

Available for the **Amiga** and **PC** from Zenobi Software - Price : £5.99 (including free emulator) Please add 25p postage. Please see inside back cover for address.

[This is one of a series of special compilations from Zenobi for Amiga and PC owners - see NEWS section in the July issue for details of what is on the other discs - Barbara]

THE STAFF OF POWER

Written by Sue Medley

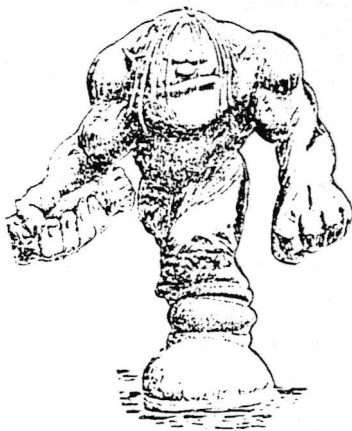
Reviewed by Jenny Perry on a C64

Many years ago the Gods gave King Arcon the Staff of Power. The staff was filled with strong magic which could be used for good or evil purposes. However, King Arcon used it wisely and his subjects were happy and contented.

Yesterday, in the guise of a beggar, the evil magician Zyx stole the Staff and vowed to destroy the kingdom. King Arcon asked you to retrieve it - but there is a time limit of 400 moves before Zyx destroys the realm. You will need to discover a ring, shield, sword and warhorn before you tackle Zyx and you'll find spells along the way which you can only use once.

You begin your quest at a crossroads. You can find a misty lake, some woods, a cliff and a castle. You find a rope without any difficulty so you decide to see what's at the bottom of the cliff. Unfortunately the rope snaps when you're half way down so you and the rope land with a bump on a beach. There's no turning back now, as the cliff is unclimbable. Soon you discover a cave with a dark hole in the floor - you land with a bump again into a maze of caves. I hope you've found a means of light by now, otherwise you're left to rot in the dark....

You reach an underground lagoon with a handy boat and an enormous red herring. There is a useful object and a spell to be found here; then if you've not drowned in the waterfall, you can leave the lagoon - I wonder what's in the sack I can see by the door?



If you've collected the right object you can now find a giant's fortress with a sleeping guard and the Guardian of the forest, who will not let you return the way you arrived. Inside the castle you will find a dungeon, an armoury, a door you can't unlock at first, a watchtower and the giant's family's living quarters, complete with his son's ferocious pet bear. You need to befriend the bear, who can be helpful to you. If you can fool the giant into thinking you are somebody else you may discover an exit which leads you back to the crossroads.

You can only carry a limited number of objects, so be sure you've chosen wisely as you can't return to the giant's fortress once you've left it.

Now, hopefully, you can enter the castle, sadly only knights are allowed in. I hope you have the right disguise. Once in, you hear that the king's daughter, Reya, has been turned into a silver statue by Zyx. The king promises you the shield you need for your quest if you release her but should you fail you will not be able to leave the castle ever again.

You will unearth all sorts of keys, spells, potions and other handy pieces of equipment in the castle. You come upon a room with a glass key which you cannot take because weapons are flying madly round the room, a dead dwarf, a kitchen store-room with only a plank (stake for dinner?) and a courtyard full of hungry wolves who have a taste for adventurers. If you can get past them you'll find yourself in a room with a locked door with a strange force pinning you to the floor - it took a quick phone call to figure this one out, but I could have kicked myself, as with a little thought (in short supply in my brain) I could have solved the problem. If you now find and use the correct spells you can free Reya, gain access to the shield and leave the castle.

Back at the crossroads you decide to have another look at the lake - if you have the right spell and equipment some stepping-stones may mysteriously rise: after you've crossed them they sink back into obscurity so this is another point of no return. You enter a nearby building and find a hive containing something useful - it's a shame it's protected by giant killer bees.

You also find a statue of Zyx, a cylinder which carries you downwards to drown in a golden liquid unless you can find the right command to get off it, a dry well with an object at the bottom (but if you try to climb down to get it you break all your bones and die a horrible death), and a hidden passage. If you have the right object and know how to use it you will avoid being gassed. By now I felt I was starring in an Indiana Jones film. Eventually you discover the warhorn and can proceed to Zyx and remove him from the world of the living.

This is a traditional game, made interesting by the limit on moves. The puzzles are interesting, there are many points of no return and you can be killed off in any number of ways. The only slight drawback is the lack of RAMSAVE.

C64 version available from The Adventure Workshop - Price : £2 (tape or disc) Cheque/p.o. payable to P.M.Reynolds

Spectrum version available from Zenobi Software - Price : £1.99 (tape) £3.49 (+3 disc)

Amiga & PC (under Spectrum emulation) available from Zenobi Software - Price £2.99 (including free emulator) Please add 25p postage.

OKLIB'S REVENGE is a greatly expanded version of THE STAFF OF POWER, written on the AGTBIG. It is available for the **Atari ST/STE, Amiga and PC** from SynTax - Price £5 (please state 3.5" or 5.25" disc is for PC). Cheque/p.o. payable to S. Medley.

Please see inside back cover for addresses.

A PROMOTIONAL PROSPECT

Written by Sharon Harwood

Reviewed by Barbara Gibb on a Spectrum

You have always dreamed of life as a top journalist. All through school you professed your yearning to be one of the elite, one of the few who has an eye for a good news story.

It isn't easy for a woman to succeed in a man's world and at the moment you are restricted to writing for your local newspaper. However, one morning you awake with a strange feeling that this could be the day when you get your big chance; succeed and you could fulfil your ambition and work on a top television news program.

On this particular morning you are busy with routine work when your boss calls you into his office and hands you a police report. It says a boy has disappeared under mysterious circumstances, and you have been assigned to look into the matter and file your story for the next day's paper.

Pausing only long enough to collect a few items, you dash off to interview the boy's parents. Listen to what they have to say, and if you ask the right questions you will soon feel you are on to something big. Like any good reporter you keep notes in your notebook, which you must consult from time to time, and follow up even the most tenuous of leads in your search for an exclusive story.

Investigative reporting means snooping around, and it stand to reason that it may even involve a bit of petty theft and breaking and entering, but in this case the end justifies the means, albeit a mixture of a sad and happy ending.

Thirty years ago I would have loved the chance to become a journalist, so Sharon's heroine, who remains nameless, is particularly close to my own heart, and I'm sure that even male players won't object to playing a female character for a change.

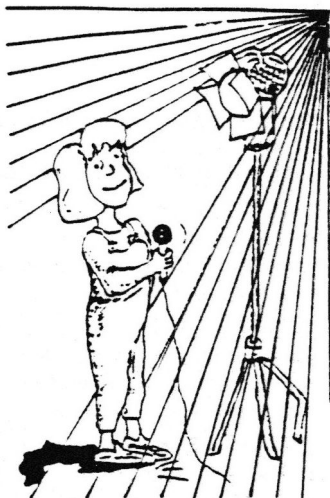
This is a PAWed adventure, with all the familiar features that most experienced authors use and players expect: legible font, sensible use of colour, inputs of more than two words when necessary, and screen clearance when the action moves to a new location.

Obviously the storyline must involve dealing with characters, but this is fairly easy and involves a simple TALK TO (name), and ASK ABOUT (.....), provided, of course, you know who to ask about what.

This is a very serious storyline, and is treated as such. It is an excellent game requiring careful reading of the text, in particular, responses which provide you with the all important leads in your search for the truth.

Each of Sharon's adventures has a different scenario, and long may she continue to come up with fresh ideas. I'm sure she is already planning her next adventure.

Available from Dream World Adventures (please see inside back cover for address)
Price : Spectrum - £3 (tape & +D disc) £2.50 (if you send your own +3 disc). Amiga - £3 (with free emulator). Cheque/p.c. payable to M. Freemantle



TRouble IN BRIDGETON

Written by Dorothy Millard

Reviewed by Phill Ramsay on an Amstrad CPC



The story behind this game is simple. You were left in charge of Bridgeton Asylum and stupidly left the door unlocked, whereupon all the inmates escaped. Before your monumental blunder is discovered, you must locate the escaped lunatics, induce each one to follow you, and lead them back to the security of the Asylum where they can be locked in and presumably safely forgotten about.

The problems set in thus obtaining the cooperation of the inmates, and inducing them to return are not really difficult. However, there is a time limit in which all this is to be performed, and that makes the task a little more awkward.

The game has been written using the Quill and therefore accepts only verb noun input, with all the limitations which that implies. There is, of course, no ramsave facility, so your positions must be saved to tape or disc. [*]

Now, from the point of view of bugs, etc. there is nothing *wrong* with the game. It's playable, and I suppose some people will enjoy playing it, but I have to confess that I did not.

The idea that an asylum and mentally ill people can form a backdrop to an adventure is one that I, personally, find difficult to accept. Perhaps it is merely me being hypersensitive to this whole issue, which is, after all, a highly emotive one.

One of the characters whom you have to "return" to the asylum is listed as suffering from a split personality; another thinks he is a dog and has to have a leash put on him and be "walked" back to the asylum.

If you, the intrepid adventurer reading this, are now doubling up on the floor rocking with laughter, then this game and this type of humour obviously appeals to you.

I, personally, found no vestige of humour within the game, and repeatedly found myself cringing in distaste whilst playing it.

In my view, Dorothy Millard is capable of creating games with a much better and less controversial story-line, (for example Million Dollar Great Jewel Heist), which I quite enjoyed) but, if I'm being honest with you, I cannot and will not recommend Trouble in Bridgeton.

However, for those of you who would prefer to make up your own minds about this game, it is available from The Adventure Workshop.

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

Commodore version available from The Guild/Binary Zone PD - Price : £3 (disc or tape) Cheque/p.c. payable to Binary Zone PD

Please see inside back cover for addresses.

[*] There is a Ramsave/Ramload facility in the C64 version, but I'm not sure about the Spectrum version - Barbara

URBAN

Written by Jason McHale

Reviewed by Joan Williams on an Amiga



Your boss isn't impressed with you, it's Friday and it's three weeks to pay day. You remember Steve's Club, a good place to be if only you weren't flat broke and you don't believe all that rubbish about ley lines, witches and other dimensions anyway.

You begin this adventure in your shabby room and must find a way of getting into Steve's without paying and the drinks aren't free either. An initial search of your immediate surroundings may point you in the right direction although you'll get no clues as to the purpose of the objects you find, it's up to you to work it out. You will need to do a bit of exploring in order to plan ahead, things are not as straightforward as they might appear at first. Quick thinking is an asset in one particular instance but if you check your inventory the solution to obtaining the bottle from the boy becomes obvious. You should find five bottles in order to obtain the money to buy things from the hardware store, that is your first objective.

A ramsave option is available but using this will mean that you cannot finish the game with full marks, but I suspect very few of you will get through this game without either frequent ramsaves (STORE in this case) or saving to disk, or even both of those options. Search is not the same as examine, you should try both if necessary. Don't be in a hurry to discard objects, you never know when you may need them again, so carry as much as you can and worry about what to do later. Getting into Steve's isn't a problem if you are dressed for the occasion and once inside if you find a way of dealing with the singing witch you will be transported to a new scenario with further problems ahead. Too bad if you're missing a vital object, I did warn you.

Work out how to start a hover bike and you are catapulted into the woods where you are confronted with a gate that will only open for dwarves, witches and wizards. Characters you meet will be helpful if you treat them properly and they are vital to the game so don't ignore them. A neat little trick with some machinery will transport you back, but how do you return to the gate? Perhaps you have something else to swap? Getting past the witch the second time is not the same as your first attempt, you'll have to think of some other way, then make your way to the castle....

This game is quite large locationwise, very well written and loads of fun to play. The level of frustration is just enough to make you groan and come back for more, plenty of head scratching involved, pre-planning is recommended as is ignoring the ramsave penalty..... A good little game from Zenobi to have in your collection.

Amiga & PC (under Spectrum emulation) version available from Zenobi Software - Price : £2.99 (including free emulator), also on the compilation disc Babs' Big 48's £5.99 (including free emulator) with Jester's Jaunt, The Miser and Golden Pyramid.

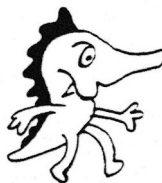
Spectrum version available from Zenobi Software - Price : £1.99 (tape) £3.49 (+3 disc)

Please see inside back cover for address and add 25p to cover postage.

YELLOW PERIL

Written by Dorothy Millard

Reviewed by Oddbod on a C128D



Now, I'm a bloke who likes me cricket. After many long years of living in uncivilized waste-lands where they don't even report it, let alone play it, I'm not going to miss the chance to settle down and watch God's own game for anything less than something pretty damned tempting to the titillatibility bits. And anything less than something pretty damned tempting to the titillatibility bits which stops me from watching it is going to receive a lot of attention from my irascibility areas.

That, though, wasn't in my mind when I received Yellow Peril from Australia three days before the Lord's Test (interesting pitch that might help the seamers, especially with the slope). Plenty of time, thinks I, to bash off a quick play-test report and still have plenty of time to settle down to listen to a few choice Boycottisms, with the odd interjected Benaud-mot. It's Quilled, init? Quilled adventures are quick, because they're small.

Damn you, Millard! May your billabong twist and your koolibahs curl! Not one - not one ball did I see of the second Test! Nash made history and England came within a whisker and I didn't see it! And why didn't I see it - and damned near missed the next Test, too? YELLOW PERIL, that's why! Didn't someone tell you, Millard, that Quilled adventures are small, puny little things that you can play-test in a couple of hours? Didn't they mention that you're not supposed to bung in loads of locations, plenty of text and puzzles galore? There's no space, Millard!

And something else, Millard! If a bloke wants to watch a Test Match, don't hand him something with as much theme and atmosphere as Yellow Peril! It gets you to the point where you forget all about believability; to the point where you can't even see the join. Monochromatic? So what? and besides, what do you expect with a name like that?

What am I doing? I'll be reviewing the damned thing next! All right, I'll review it just don't send me any more until the winter, and only then if Newcastle's out of the Cup. Here goes "There's a word for programs like Yellow Peril. It's 'good'."

Available for the C64/128 from Adventure Workshop (see inside back cover for address).
Price : £2 on tape or disc. Cheque/p.o. payable to P.M.Reynolds.

Note: In case you are wondering, Yellow Peril is a sequel to Land of the Purple Sea (in which everything was purple). The scientist has made another blunder but everything is yellow this time - a Yellow Whatsit, a Yellow Cow, a Yellow Spotted Cat and many others.

The game has 91 objects and 116 locations!

[I hope Oddbod managed to see the Third Test. WE WON! Didn't we, Laurence! It took a while for Mike Atherton (a good Lancashire lad) to get the team he wanted, then he showed those foreigners that we can fight back. I must say, though, that the South Africans were the most sporting, polite and friendly visiting cricketers I have ever seen. Did you notice that Liverpool F.C. are back to their old ways, that is - winning - so Newcastle had better watch out!. One question - who on Earth is NASH?

That's filled up the blank space at the bottom of the page! - Barbara]



HOW TO LOAD IN THE SPECTRUM EMULATOR ON A PC by THE GRUE!

First, make a new directory on your hard-drive called z80.

md z80

Now put the emulator disk in your floppy drive (presumably it will be drive A.) then copy the contents of the floppy to your new z80 directory.

copy a:*. * c:\z80

Now you will have to unzip the emulator.

pkunzip z80-201

To start the emulator all you have to do is type **z80** and hit return.

Once the emulator has started, if you press **F10** you will get a menu. From this menu press **L** for load, then type in the name of the game you wish to play i.e. april. Once you have done this press **B** and you will be able to play the game.

Although I did get the emulator running without any problems, make sure you read all the text files that come with it as you might need to start the emulator with one of the switches, to overcome a problem with your PC. These problems can be caused mostly by the PC's graphics card. For instance, with my particular card a 2Mb svga local bus trident I had to use the **-xv** switch to enable the display to become full screen. The help files are very comprehensive, just make sure you read them before you think the emulator will not work with your PC.

The only other problem I had was after the game had loaded. I had difficulty typing my commands in. When I pressed a letter on the keyboard I found I had about 6 of that particular letter on my screen. No matter how careful I was pressing my keyboard the letter repeated itself numerous times. This meant I spent a large part of the time backspacing, which was annoying. It could be because my machine is a DX2-66, but I couldn't find a way of stopping it from happening.

EIGHT EIGHTS by DIANE RICE

The following quiz of 8 questions was sent in just a little too late to catch the 8th Birthday issue, but I think Vol. 8 Issue 8 is an ideal alternative time to publishing it - Barbara

The following all have a connection with EIGHT :

- 1) A boat crew.
- 2) A dance.
- 3) A Cephalopod that sounds feline.
- 4) Chocolate covered squares.
- 5) An icy shape
- 6) Too many?
- 7) A book about campanology?
- 8) Several young ladies doing indescribable things to dumb animals.

Answers in a future issue of the magazine.

Smallprint at its worst!

by Jonathan Scott

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Zenobi Software ADVENTURES

CORPORAL STONE

The Story So Far ...

"Bleep! Bleep!", the piercing tones of the phone wake you from your slumber. "Bleep! Bleep! Clunk!" You fumble for the receiver in the dark and knock it to the floor. Warily you lean out of bed and reach down for the fallen receiver, before picking it up and placing it to your ear.

"Hello Stone, is that you?" ... the voice of your superior officer barks down the phone. "Yes, what do you want?" you reply.

Your superior officer then goes on to relate his tale and to inform you of the task in hand ... It seems that all trace has been lost of the corporal in charge of the special investigation at the new Hexagon Centre in district 4 and that all radio contact with him has ceased. You are instructed to go in there and find out the cause of these problems and, if possible, put them right. The officer informs you that things look a trite dangerous but you are to use your own initiative in order to get the job done. However if things get too hairy then you are to get out and seek assistance. He goes on to say that if it was up to him, and him alone, that **YOU** would not be the one chosen for the mission Especially considering your last 'mistake' and the problems caused by that. However the decision to send **YOU** in was one that had been taken by higher authorities than him.

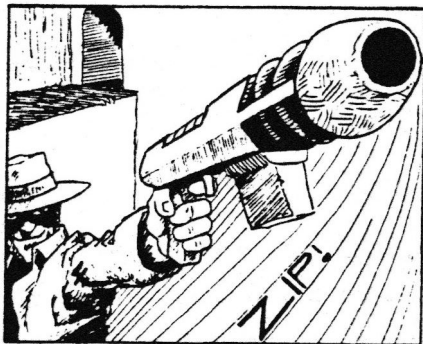
You realise that this might be the opportunity to clear your name and jump at the chance to prove yourself. "Yes sir! Thank you sir. I will drive there straight away." you yell down the phone and slam the receiver back on to its stand before leaping to your feet and getting dressed.

Over numerous cups of coffee you pore over the files on the Hexagon Centre and cannot help but wonder at the great number of 'strange occurrences' that have been logged in the past couple of months. There was even one old man who had reported seeing some sort of strange alien-being outside of the bookmakers on the ground floor of the building - not to mention the sightings of some little 'wooden' people in the vicinity of the toy shop. You also wonder what has happened to your colleague and best friend who had been carrying out the investigation, but the recent events are soon washed from your mind by enthusiasm for the task in hand and you push all the worries to the back of your mind and set out on the journey to the Hexagon Centre.

Five hours and one puncture later, you arrive at the impressive building and enter the underground car-park, mindful of the dangers that could well lie ahead of you

NOTES

Written with the aid of 'THE QUILL', this game will accept most standard commands. It will also allow you to store a 'saved' position to memory but for a more permanent record of your progress **always** use the standard routine of **saving** to **tape**.

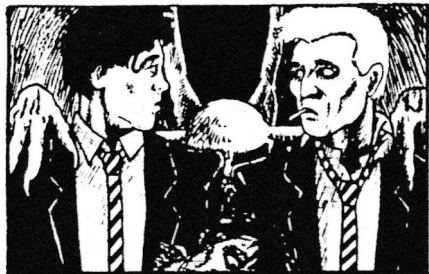


Zenobi Software

ADVENTURES

PERSONAL COMPUTER WHIRLED!

Some of you may have already enjoyed .. using that word in its 'loosest' context .. the semi-legendary '**MICROFAIR MADNESS**'. A game conceived in the bath and written in between the more interesting moments of such epic examples of the playwright's art as '**Coronation Street**' and '**Neighbours**'. So for those poor unfortunates we are happy to announce the arrival of the sequel ('Not another bloody sequel!' squeaked a passing cockroach) to that particular game. Once again conceived by the mind of the mighty **GARETH PITCHFORD** and this time even programmed by the man himself ... and it shows!!! ... we bring to you '**PERSONAL COMPUTER WHIRLED**'. A challenge not only to the skills of the ardent adventurer but also to their sanity.



Last time around it was a simple case of making your way into the great hall known as '**SIR CLIVE'S EXHIBITION COMPLEX**' and meandering around at your leisure, stopping now and again to solve the odd puzzle or wonder at the myriad of beings to be encountered in the game. Some of you may even have been fortunate enough to have come face-to-face with the legend known as **SMOK** ... and lived to tell the tale! All in all an enjoyable enough little romp but not the 'earth-shattering' event it might have been. This time around we can assure you that your experience will be even more 'mind-numbing' ... if that is at all possible.

THE STORY SO FAR

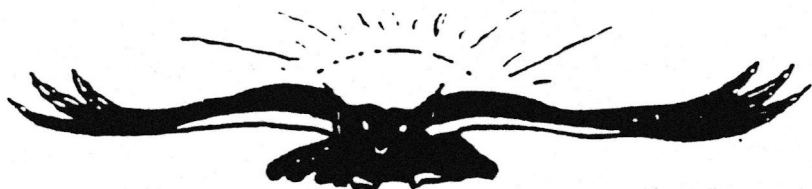
"It was Friday the 13th of November and the day of yet another 'Microfair'. The 101st to be exact but who the heck is counting anyway? After all, if you have seen one you have seen them all.

You were looking forward to this one. There would be no journeys into outer space, no trips into alternate dimensions, no more encounters with demented time-lords like there was at the last fair. All in all it should be a nice peaceful day. Of course there was the secondary task of your journey to consider ... the deliverance of the new adventure-game to the safe hands of **DRES**, but there would be no problem with that. After all, their stall was on the first floor ... as always.

And so you found yourself standing in front of the slightly impressive building for a second time, your ticket clasped firmly in your hand ... it was then that the problems began ... Out of nowhere, for that is where these creatures dwell, came a **GRUE**! It hit you in the stomach, grabbed the game and legged it into the building shouting, "**If you want your game back you'll have to catch me!**" Oh well, you thought, at least it hadn't eaten you (**GRUES** usually do that). All you had to do was go in and retrieve your game. It was then that you noticed your ticket was missing!



NOTES This game will recognise all the standard commands of a game written with the aid of '**PAW**' and as such you can enter such commands as **GET THE LEAFLET AND EXAMINE IT** and the game will respond accordingly. It will also recognise the use of **RAMSAVE** and **RAMLOAD** to store and recall a game 'position' to and from **MEMORY**, however for a more permanent record always use the normal **SAVE** and **LOAD** routines to save a more permanent record to **TAPE** or **DISK**. If you get stuck you could always try typing in **HELP**



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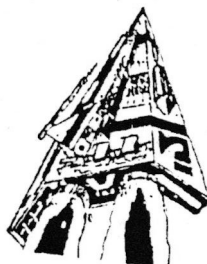
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BY PETER CLARK

You are Jack Williams, Crime Reporter on the Daily News, one of the more popular tabloid newspapers. For more than six months now the main news from the West of England has been the disappearances of a number of locals and visitors in the Dartmoor area. As a General Election is approaching the paper is full of political stories and so less coverage has been given to these disappearances than might have been expected. Some of the fiction centred around Black Magic that you have read in the past has raised a nagging suspicion in your mind that these disappearances could be connected with sort of evil ritual.

Having been Crime Reporter for the Daily News now for several years, the Editor values your opinion and so when you suggest that the story should be investigated on the ground he agrees. You drive westwards for some hours and the scenery changes from the bricks and concrete of suburbia to gentle hills and green countryside. but as dusk falls, mist and fog close in. Just as you begin to worry whether you will have to sleep in you car for the night, you arrive outside a rather forbidding looking hotel, you book in for the night but not without some slight misgivings on what lies ahead. Whatever happens - life will never be the same again!

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by Peter Clark

You have been found guilty by the Federal Court on Planet Earth of a serious crime. However as the jury's decision was no unanimous, Article 27 of the Greater Laws of Earth has been invoked by your defence. This means that you will be transported to the Galactic Prison Planet and will be given the chance to escape and return to Earth where, if you are successful, you will receive an official pardon.

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KERRYL'S LOVE POTION – PART 2

(guaranteed 99% recycled humour)

by MARY SCOTT-PARKER

"Now then, homework," said Myrion, a week later, as the end of the lesson bell rang. Secure in his new position as school heart-throb, he flashed the class a disarming smile that set all the female hearts fluttering and stirred one or two male bits as well. "Make up a simple flying potion and we'll try them out next lesson."

Kerryl put up her hand.

"Yes Kerryl?" Myrion fixed her with a sapphire stare that doubled her pulse rate and almost robbed her of the power of speech.

"Is it...erm....all right if I keep your book a little longer. I haven't finished copying out all the spells?" She managed a brief, flirtatious flutter of her long, dark eyelashes, before dropping her gaze in case she melted altogether in the searing heat of those twin orbs, which would almost certainly have blistered paint at 20 paces.

"Bring it to my room after tea," he smouldered and was gone.

Surely she hadn't imagined the extra husky quality of his voice and those lustful vibrations that had surely shaken the whole room.

"Did you see that?" she whispered to Darrys, as they packed their books. "His eyes stripped off my clothes and burned right into my soul."

"Probably a touch of indigestion," said Darrys grumpily.

At seven o'clock, Kerryl's hand was shaking so much she could hardly press the bell on the wall beside the words *Wiz. M. Brandysh*. As if by magic – in fact it probably was magic come to think of it – the door opened.

"Come in," commanded a deep, husky voice.

Somehow Kerryl's legs carried her inside the room to where a little table was set in front of a log fire. Myrion regarded her from the depths of an armchair by the fire, his eyes roaming lazily over her body, setting alight every nerve ending and one or two other things that she wasn't too sure about. Waving his hand he indicated the chair on the other side of the fire.

"Please sit down and let me get you some *Passion Flower* tea – you do like it, I take it?" his smile was gently teasing.

"Love it," she smiled nervously, aware that his eyes were devouring every inch of her, (although 38 of them in particular grabbed most of his attention). All thoughts of sensible conversation had fled. Her brain seemed to have gone on strike.

"I'll just bring another cup." He leaned over, and patted her thigh. "Just make yourself comfortable," he breathed. "I'll be right back." The heat of his hand burned into her leg. His eyes, their pupils considerably dilated, were gazing hypnotically into hers and she almost fainted with desire. Automatically closing her eyes, she swayed towards him. When she opened them, he was gone and she heard the rattle of cups in the next room. Suddenly, she remembered the love potion and whipping out the little phial, she emptied it into his tea. He returned and set another cup on the table beside her.

"Help yourself to sugar my dear, although," he smiled silkily, "you look sweet enough to me already." He sat down and was just about to pick up his cup when the door bell rang. Kerryl's heart sank. Who on earth could that be, interrupting at such a crucial moment. If it was Darrys, she would kill her.

The door opened, seemingly of its own accord, to reveal the oldest and least popular Wizard in the school, Wizard Wyz. Striding over to the fire, he held out his bony hands and rubbed them together.

"Devilish cold eh. Brandysh. I need to borrow some Witch-bane."

Myrion rearranged his features into something resembling a smile of welcome, well, as close as he could manage under the circumstances, and getting to his feet, he indicated his chair. "Do sit down, Wyx and have some Passion Flower tea. I'll get myself some more."

Kerryl watched in horror as Wizard Wyx reached out his hand and lifted Myrion's cup.

"Passion Flower tea, eh?" he growled at her. "It's years since I had this rubbish." Draining the tea in one gulp, he set the cup down on the tray again. Kerryl watched his face in stunned silence. His eyes seemed to grow more luminous and began to twinkle. The wrinkles on his face seemed to become less.....erm wrinkly and he smiled - an unheard of event in the history of Spell-Rite. Suddenly he seemed to view Kerryl in a new light and he positively beamed at her. "My dear," he said, rising from the chair, "there's something I must ask you."

Kerryl leapt up in alarm. "I.....erm must go, I've.....erm got an appointment....." She reached the door, with Wizard Wyx hot on her heels, just as Myrion came back into the room.

"There we are, finest Witch-bane.....what, both leaving so soon?"

Wrenching open the door, Kerryl shot out into the corridor and ran as fast as she could, out into the grounds and across the lawn, towards Ethyl's cave.

"Come back," panted Wizard Wyx. "You don't understand...."

"Oh, yes I do," muttered Kerryl, as she rushed into Ethyl's cave. "ETHYL!" she shouted, hoping against hope that it wasn't Bingo night, "ETHYL, HELP....something's gone wrong!"

"Ha," laughed Ethyl from the depths of the rocking chair, "didn't work, did it? Serves you right for laughing at Old Ethyl. I put my own tears into 't potion. Now he'll be mad in love wi' me!"

"What?" Kerryl stopped dead. "What did you say - YOUR tears?"

"Yes" hooted Ethyl. "Good trick wasn't it? Ha...Ha..." She heard the sound of galloping footsteps. "Come in 'andsom, I'm ready and waitin'."

"Here I am, Ethyl me darlin'," panted Wizard Wyx, stumbling into the cave. "Come and gimme a big kiss."

Kerryl headed for the door.

"KERRYL!" shrieked Ethyl, as Wizard Wyx flung himself on top of the rocking chair, making it groan in protest. "don't go - pass me ' spell book and I'll reverse 't spell."

"Sorry Ethyl" giggled Kerryl. "I'd love to but I can't. I've got an urgent appointment with a cup of Passion Flower tea! By the way, I hope you remembered to put in the Super-Ramrod drops!"

SOMA - PART 11 by DICK REPPIT

The return journey was uneventful. It was accompanied by uneasy feelings and punctuated by many backward glances, but fortunately they met no one. For most of the way the Traveller, apart from providing food, was silent, taciturn almost. Oda and Zmel talked together quietly, fruitlessly seeking answers to seemingly unfathomable questions. Who was the Traveller? Where did he come from? Why did he appear in Zmel's dream many years ago? Was he a messenger from the Ancient Ones?

Early one morning, when the sun was warm on their backs and wispy trails of mist still lingered, Zmel pointed from the hilltop on which they stood, gazing across a green valley toward the distant mountains.

The mines are just over there, about 4 clicks ahead, in the foothills. We'll get there when the sun is overhead. As Zmel spoke, that same uneasy feeling came over him again and he felt the hairs prickling on the back of his neck. Puzzled, he turned round, knowing they were alone on the hilltop, wondering why his instincts, usually so reliable, had started to let him down.

The shallow river, meandering at a leisurely pace along the valley floor, provided welcome relief from the relentless heat of the sun and removing their shoes, they paddled through the delightfully cool water. Tiny silver fish darted here and there, their shadow partners mirroring exactly their lightning-quick movements. At mid-day Zmel stopped beside a sheer wall of orange-red rock that glittered and glistened in the sunshine.

"The entrance is here".

The Traveller's keen eyes studied the rock face but failed to detect any cave mouth or mine entrance. What he did see was a series of small, intricate carvings, which were instantly familiar for some reason.

"The runes of The Ancient Ones", explained Zmel. "They say....."

The Traveller frowned at a warning at Zmel, his expression clearly forbidding further discussion of the runes.

"Let's eat" he said, abruptly changing the subject and reaching inside his backpack, he brought out the remains of the Carob meat, some Kava fruit and a flask of water from the river. As he ate, the Traveller studied the rock formation in front of them. Its multicoloured surface was veined and striped by chemicals deposited over thousands of years, resulting in a magnificent canvas of every shade from yellow to purple. It reminded him of the spectacular Canyon de Chelly, in faraway Arizona, on planet Earth, surely one of nature's finest masterpieces and settled in the beginning by the Anasazi, also The Ancient Ones. The similarity between the two sets of carvings was striking, but a link between the two cultures was clearly impossible. And yet, time portals did exist at rare times in the universe. Had The Ancient Ones stepped through a door into another time.... another world and had been unable to return?

The thought intrigued the Traveller to such a degree that he failed to notice a shimmering in the air not far away. It was reminiscent of a heat haze, but more intense. It was Oda who noticed it first. She stared uncomprehendingly at the sudden disturbance in the air. Grass bent and swayed, leaves began to blow, and sand from the ground lifted and whirled about.

The Traveller and Zmel followed Oda's transfixed gaze in time to see a remarkable metamorphosis. Apparently out of nowhere, a machine appeared. It resembled a large, smoky-grey glass bubble and as the image solidified and stabilized, it settled on the ground about 50 metres from where the trio sat. The humming noise, which had accompanied its arrival stopped. If Oda expected the Traveller to jump to his feet and urge them to run, she was disappointed. He sat impassively and continued to eat as if nothing had happened. The top half of the bubble slid neatly back into itself until only the bottom half remained visible and out of this grey sphere stepped Gor and Korn. (continued next month)

PERSONAL

To everyone - I PASSED !!! (From Jenny)

Congratulations to Lynne, Paul and Auntie Sharon on Robyn, your new Favour-ite - (From Anne)

More congrats. to Jenny for so brilliantly passing the exam - you're an A'A'A. then. When do you get the scrolls? (From Anne)

To Steve - I accept the NIAMN with pleasure! I'm looking forward to Taxman on the Amiga, best of luck with it (From Jonathan)

To Nighthawk - As soon as I see Conan, I'll let you know. Via Pigeon Post (From Uncle Horace)

To Tinkerbell - Thanks matey. I'll speak to Ellen about having you put back on the Shares List OK? Give my best to Fred (From Uncle Horace)

To Conan the Librarian - You d-d-d-don't scare ME! (From Uncle Horace)

To Dr. Livingstone - Have you any spare nerves in your Medical Bag? I seem to have lost mine somewhere (From Uncle Horace)

To East Anglian Admirer - This could be the start of something big (From Uncle Horace)

To Grimwold - Quick.... more gold (From Uncle Horace)

To Damian - Oh, oh, I think th Biro's runn' g ut! (From Uncle Horace)

To Damian - Finally... could this be the end of Horace??? (From Ellen)

To Peter - Despite what you may be told to the contrary - Phill DID tell me those jokes (From Ellen)

To Phill - Na, na, na, na, na (From Ellen)

To A Lost Shade - Nope! Did YOU have pity on ME when you pinched all of my pennies? May you NEVER be found (From Ellen)

To Phill - C'mon, you can tell ME the secret of the 'L' (From Loobiloo)

To Custard - Woof! (From Rudi)

To the Lemon Drop Kid - In China they used to spear Lemon Drop Kids. y'know; this attraction brought loadsamoney into the mint! (From M.Polo)

To Dylan - Are you suggesting I should have teetotalled, man? (Oops) How would I have survived the scurvy? (From M.Polo)

To Ellen – Let's gang up and kick some Maze-lovers' butts! (From M Polo)

To Grimwold – Do you not know me son? I'm your father (From Sapleaf the Elf)

To Dylan – Like, not THE Zimmerman, man? (From Dougal)

To M.Polo – Good game, as they say. (From Dougal)

To Acidspit – Gone quiet hast thou? Art thou cowering in terror? 'Tis a hallmark of thy race! (From Kasar)

To Fry-Them-With-One-Puff – Just what the adventure world needed. A cowardly Dragon with a bilious stomach. (From The Viper)

To Peter C – At last! A touch of sanity in a world of madness...(From The Ankh)

To Damian – Hell, what's all this, then? (From Rakhir)

To Simon – Hiya spud. Anyone else remember the Spud Stomper? (From Phill)

To Grimmy – Never mind the horrid things Rakhir said about you. I still have the highest respect for my fellow Dwarves. (From Tweepwold)

To Dougal – If you had another brain cell, you'd be dangerous. (From Squiggle)

To Ellen – I won't do it. I won't. I won't. I won't! (From Tinkerbell)

To Viper – Stop having a go at Grimwold. That's MY province. (From Rakhir)

To Kasar – Erm.....anything you say.....sir (From Anon)

To Ellen – What'd you mean? I wouldn't know HOW to set a problem.. (From Phill)

To Grimwold – Not seen you since we were little: anem. How're your nuggets? Go on, you can tell me.... (From Giumwynd)

To Acidspit – You sound distinctly diluted. Ever thought of changing your name to something like 'Neutraispit'? It'd suit you. (From Giumwynd)

To Uncle Horace – Preparations for your rescue are under way stop try to lull the Witch of Stanley into a false sense of security stop. (From Tweepwold)

To Lee Morrall – Re. RMII. Point taken. No, you weren't too hard. Cheers! (From Damian)

To Ellen Mahon – What's all this about Wombles. (From Uncle Bulgaria)

To M.Polo – You asked the question. I answered it. Check your back issues. (From Custard)

To The Hamilton Hall Gang – What, can't us Superior Southerners join in too?! (From the S.S.)

To M.Polo – You, being unable to follow Custard, really creased me up. (From Miss Leading)

To Damian – Like me, you too can put A.P.F.I.W.N. after your name. I'll tell you what it stands for when I see you in October. (From Miss Demeanour)

To Kasar – You get nothing from Grimwold until I've had my cut. (From Carat – but that's confidential)

To Dougal – Yeah man, Florence like disappeared in a Simon Avery adventure. Must have been missing your wacky humour, man. (From Dylan)

To Jenny – Congratulations on passing your exam. I told you you could do it! (From Larry)

ADVENTURE WRITING WITH AMOS - PART ONE

by STEVE CLAY

To benefit fully from this series of articles you will need to obtain the ADVSHELL program from me and you also need AMOS in one form or another. Although I am using AMOS Pro, I will ensure that all code is 1.3 compatible. See the Amiga Column for details on obtaining the ADVSHELL program.

The serious business of programming an adventure begins in earnest in part two. This month I want to look at memory requirements. First though make a back up of the ADVSHELL!!

At the top of the ADVSHELL program is the line Set Buffer 26. This line sets aside 26x5K units of memory for variables. That is 130K of variables. The reason I have used Set Buffer 26 is because Taxman required this amount of memory reserving and Taxman seems to be an average size adventure. You can reduce the number after Set Buffer if you like and increase when you get an 'Out of variable space' error message and then you will know you have to increase the number. Given that you have about 600K to use with a 1 meg. machine 130K doesn't seem too much of a problem but you haven't yet put in a single line of code apart from the Set Buffer line and that is all. However you will also need to decide what screen you want to use. Screen 0 is the default AMOS screen and is a 16 colour lowres screen. Using lowres for an adventure will give a screen display similar to the Spectrum but is 40 characters wide rather than 32. The benefit of lowres is that you can use more colours without the loss of a great chunk of memory. Hires uses 80 column text and gives the text a '16-bit' look. Find the SCRDIS routine near the bottom of the ADVSHELL listing. You will see I have used a 600x200 8 colour hires screen. Below the line that opens this screen you will see I have opened a text window. This stops text disappearing at the sides of the screen of a portable TV. If you don't want a window cut out this line and change all CLW commands with CLS commands. Below there is a list of the memory taken by the various screens:

- 320x200 Lowres 8 colour uses 24K
- 320x200 Lowres 16 colour 32K (this is default)
- 320x200 Lowres 32 colour 40K
- 640x200 Hires 2 colour 16K
- 640x200 Hires 4 colour 32K
- 640x200 Hires 8 colour 48K
- 640x200 Hires 16 colour 64K

If you are using Hires you must decide if 8 extra colours is worth 16K of memory.

If you alter the screen size or mode to the one used in ADVSHELL then you must alter the variable SM in the PRM routine. This applies also if you should not use a window. Always alter the variable SM to equal the width of your screen or you will get some strange looking text.

Next month I'll begin to take you through a mini-adventure which will be the best way of exploring everything you need to write an adventure with ADVSHELL. Remember ADVSHELL is my own program so don't expect everything on a plate, you will have to keep track of certain things yourself. ADVSHELL is intended to take out the spadework.

NEWSDESK

Wow Software's Latest Release

Raiders of the Lost Tomb by Peter Clark is a two-part adventure. The PAWed version is available on disc only £5 (please state model of computer), the GACed version is available on tape for £3. Please see inside back cover for the address.

Zenobi Software's Newest Release

September's release is Dragon Quest by Jack Lockerby. Spectrum version £2.49 (tape/+D disc). £3.49 (+3 disc), Amiga/PC version £2.99 (with free emulator). Please see inside back cover for the address, and add 25p postage.

Adventure Workshop's Latest Releases

For the 64 - Yellow Peril by Dorothy Millard and Staff of Power by Sue Medley. For the Spectrum - The Hounds of Hell and Escape From Prison Planet by Peter Clark. Please see adverts. and reviews in this and previous issues for full details.

More Titles for Adventure Probe Software

Thanks to Dorothy Millard I can now offer another compilation (#3) of C64 Public Domain adventures. They are Escape From Mars, Baseball Adventure, Revenge Adventure and Deadly Dungeon. Price £2 (disc) £2.50 (tape)

The C64 versions of Walter Pooley's adventures are now available, **under licence - not Public Domain**, please see advert. in this issue for full details.

News About FSF Adventures

Larry Horsfield has asked if I would be interested in taking over the distribution of the Spectrum versions of his own adventures, and I hope to have this organized very soon. Unfortunately, at the moment I can only supply on tape. More news next month.

AMIGA COLUMN by STEVE CLAY

Another month of nothing much I'm afraid but here goes with what there is!

Ishar 3 is here. A demo of the game appeared on the CU coverdisk and from this I discovered that it looks superb but seems to comprise of killing things and killing more things. This is the impression gained from the demo and surely the point of a demo is to show you what a game is like. The sound FX in the woodland are great although I doubt the birds would be really so chirpy given the various nasties that seem to inhabit the woods at every turn. I have no doubt that Ishar fans will love this and CU themselves say it is a near-perfect RPG.

Recently I mentioned the game Valhalla, the one where the little bloke talks to you. This is an amazing game that is made more so by the fact that it was programmed using AMOS Pro. It is feats of programming like this that should inspire all AMOS users and the fact that the possible game of the year was written with an utility is some sort of recommendation for the programmer and for AMOS Pro.

Burntime is a German game set in the future. Set in the aftermath of the Nuclear Holocaust you have to survive and ultimately rule the world. The game appears to involve you in organising food (dogs and cats mainly) and drink (don't ask) for the various lengthy journeys around the barren land. Some of the buildings can be explored and have the old Attic Attac type graphics. Great for strategy fans who don't mind eating dogs!

Maxis are releasing a compilation containing Sim City Classic, Sim Ant and Sim Life. According to the adverts, these games will also be available separately on a mid-price label in September.

Knightwoode is a PD adventure by Tony Kingsmill, a name I seem to recall from the pages of Probe. Using the Lowres mode of screen display the game will look familiar to 8-bit players and there are no pages of text to read. There are graphics in the game but I can't really comment on them as I've only played the game in black and white, but Tony gives the option to turn them off. Available from PD houses all over the place or you could win a copy by entering the competition at the end of the column.

I have recently got hold of Assassins disk 151. On this disk is the game Krillian Incident. You need one meg. to play it but when I try to load the thing it returns an out of memory report and won't load. I've tried it with workbench but the same thing happens. I have a 1 meg. A600. So if anyone can help me load the thing I'll be most grateful. AMOS programming! Right here is what's going to happen. I'll be putting my Adventure shell program on disk. What you need to do to get a copy is send me a FORMATTED disk in a jiffy bag with a 25p stamp inside for return postage, plus your name and address. I'll reuse your jiffy bag so go easy on the sticky tape or it will end up looking like a road accident. On the disk you will get the program that will form the basis of tutorials that will begin appearing in Probe. If you can't wait and want to tinker make a back up copy of the program first so as not to destroy anything vital! To load the program, load your version of AMOS, insert the disk containing ADVSHELL and load it as you would a normal AMOS program. The program is heavily commented so more experienced programmers may find they can make progress. The address to apply to is at the bottom of the column after this month's puzzle.

This month's puzzle being: There are three apples and you take two. How many are you left with? Choose from Knightwoode or the Amiga version of the Taxman Cometh.

Answers, applications and help to: Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY.

IN TOUCH

Wanted for Commodore C64 - The following Brian Howarth adventures to complete collection, on disc or tape. The Golden Baton, Wizard of Akyrz, Time Machine, Perseus & Andromeda, Feasibility Experiment and Escape from Pulsar 7. Please contact the Adventure Probe office.

HELP WANTED

Does anyone know of a reliable and inexpensive source of membranes for the Spectrum 48/128K? Please contact the Adventure Probe office.

GETTING YOU STARTED

AURA-SCOPE (aka HORRORSCOPE) played on a Spectrum 128K (plus PC under emulation)

X PARAPHERNALIA, TAKE COMPASS, X COMPASS (broken, and on a chain), U, X TAPESTRY, GET IRON, IRON TAPESTRY (find a needle), DROP IRON, MEND COMPASS (with needle, it is now working), U (note 12 plinths - your task is to find 12 new items to replace the old zodiacs, and place one on each of the plinths), D, D, WEAR COMPASS, GO OUT (only if wearing repaired compass), N, E, E, SE, SE, E, NE, N, W, X REEDS, TAKE CATGUT, S, STEAL LYRE, MEND LYRE, N, E, S, SW, W, NW, NW, W, W, W, W, NW, PLAY LYRE, NW, NE, SAY DANDELION (anagram of AN ODD LINE), X DANDELION, SW, SE, SE, E, E, S, DROP LYRE, GO IN, U, U, PUT DANDELION ON PLINTH, D, D, GO OUT, N, W, NW, NW, NW, NW, NW, NE, U, U (Pluto's apartments), PICK CARD, PICK CARD, PICK CARD (get three correct, then go - if you pick a bad one, R(edescribe) until invited to try again)



BABY BLUES played by Dorothy Millard on a C64

Start in Lounge. HINTS (you must collect together the items your wife will need to take to hospital, put everything in a suitcase and ensure the jeep is OK to drive), EXAMINE SOFA, LIFT CUSHIONS, LOOK, GET car KEYS, EXAMINE TABLE, GET LEAFLET, READ LEAFLET (there are telephone numbers on the back), EXAMINE TELEPHONE, DIAL HOSPITAL (there is no amulance available so you must drive her to the hospital), DROP LEAFLET, S (into hall), EXAMINE HOOKS, GET GARAGE key, E (but the jeep is out the back!), N, N (kitchen)

BRIAN THE NOVICE BARBARIAN played on a Spectrum (plus Amiga & PC under emulation)

Start in living-room. U (own bedroom), TAKE VEST, WEAR VEST, LOOK UNDER BED (you get three points for finding the school bag but it is possible to complete the adventure without having to carry objects in it), DROP BAG (if you wish), D, TALK TO MOTHER, N (okay if wearing vest), E (outside cottage), KNOCK ON DOOR, E, X MAGE, TALK TO MAGE, TAKE drum-STICK, W, W, W, N, N (end of street)

DRAGONSTAR TRILOGY Pt.3 played on a Spectrum

Start in a dark cave, carrying nothing. GET SWORD, S, E, N, E, S (woods), GET SHIELD, CROSS RIVER, W, W, S, W, W, N (a cave), GET SCROLL, EXAMINE SCROLL

A MIDSUMMER DAY'S DREAM (PIRATE PROBLEMS) played by The Apprentice on an Amstrad

NE, S, KICK RUBBLE, N, SW, N, W, THROW STONE IN POND (may need to do this twice to get a result), E, CLIMB TREE, FLAP ARMS, W, WAIT, TALK TO BLIND GRUE, BUY ALE, GIVE ALE TO BLIND GRUE, NW, X MANGLE, TURN HANDLE, GET CAN, SE, D, X CRATES, MOVE CRATES

ROUGE MIDGET II played on a C64

Start in own quarters. I (nothing). After one or two moves you receive a message from Holly about an emergency. LOOK or R to be told to report to the drive room. N. W. N (drive room). Holly tells you the automatic self-destruct and life-support systems are rebelling; you are advised to find replacement circuit boards and install them. X SCUTTER (note number). S. E. E (in corridor by closed door - ignore the reference to the access port for the ventilation system). X DOOR. TOUCH PLATE (now in quarters of First Technician Siivester). X BED (find key)

SECRET OF DARK MANOR played on an Amstrad

Start on path through woods. W. N. N (amongst thorns and brambles). GET THONG. S. S. S. S (thicket). GET AXE. W. N. N (scrub not so dense as thickets). CUT SCRUB WITH AXE (opens exit west). DROP AXE. W. N. N (outside north tower by lake - do *not* swim in lake). SOAK THONG IN LAKE. TIE THONG TO GRILLE. WAIT (bars give - as thong dries, I assume). W (inside north tower). S. S (main hall). CLIMB (up stairs). W (bedroom). Do *not* try to get the rug before you LOOK UNDER RUG (note word). E. CLIMB (down stairs). S (corridor to south tower). EXAM ENTRANCE (see intercom)

SILVERWOLF Pt.1 played by Jonathan Scott on a Spectrum (plus Amiga & PC under emulation)

E. ASK UISCE FOR DAGGER. W. N. SHEAR SHEEP. W. GIVE WOOL AND DAGGER (the spinner knits you a pair of mittens, and accepts the dagger as payment). E E BEND BARS. E. N. EXAM TREE. EXAM HIVE (a small spring door). WEAR MITTENS (to protect your hands from the ice). OPEN DOOR (you get some honeycomb). S. EXAM HEARTH (find a beeswax taper). LIGHT TAPER (the moths flutter and you notice a niche). EXAM NICHE. TAKE ROSEWOOD MAZER. LIGHT TAPER (notice another niche). EXAM NICHE. ENTER NICHE (the Lady of the Lake wants you to free her sister). TAKE PODS. EXAM PODS. OPEN PODS (get some seeds). LEAVE NICHE. EXAM MAZER (it's brimming with moonshine). PUT HONEYCOMB INTO MAZER. PUT SEEDS INTO MAZER. N. E (a head on a pillar: he will help you if you get him something to eat/drink). GIVE MAZER (he tells you that to reach the island you should rub the pillar moonwise)

SPYTREK played by Ellen Mahon on an Amstrad 464

You begin this adventure lying inside a coffin in a moving hearse. LIFT LID. CLOSE CURTAINS. EXAM SUIT. TALK TO DRIVER. EXAM INSIDE POCKET. TAKE WALLET. EXAM WALLET. TAKE PILL. SWALLOW PILL (you now fall asleep, and when you wake up you're in an old musty room). OPEN BRIEFCASE. TAKE WIG. WEAR WIG. TAKE BEARD. WEAR BEARD



URBAN played on a Spectrum (plus Amiga & PC under emulation)

I (not a sausage). EXAM TABLE. TAKE BOOK. EXAM BOOK. READ BOOK. DROP BOOK. N. W. EXAM BATHROOM. TAKE SOAP. EXAM SOAP. TAKE LIMEADE. EXAM LIMEADE. E. N. TAKE CUSHION. S. D. E. E. E. E. DROP CUSHION (before the boy throws the bottle). LOOK. TAKE CHERRYADE. W. NW. SEARCH BINS. EXAM RUBBISH. TAKE ORANGEADE. NE. EXAM STOP

HINTS AND TIPS

DANCES WITH BUNNY RABBITS played on an Amstrad, Spectrum and C64.

When the Indian throws you into the lake, wear the dress. Fill the jar, drink the lake and drop the hankie. A man will pick it up for you and remove the concrete block from your leg.

To see in the mine, eat the carrot.

When you find the statue, shoot its nose off then feel in hole for the secret switch.

Look in the pot to find a dagger, then wave it at the man.

DARKMERE played by Ron Rainbird on an Amiga 1200

LEVEL TWO - A tough one. As you wend your way through the forest, skeletons will arise from graves, blocking your path. The best way to hack them to pieces (or so I found) is to get alongside them and then hack at them. Search for Grandfather in a tree and talk to him about the password.

You will need plenty of money to pay the various Bridge Guardians.

To get through the Spiders' Glade, collect plenty of dead rabbits. Malthar lives on an island surrounded by quicksand. From him you will need to know an incantation for which you must get three items. The Unicorn's Horn lies to the East from the Start position. The Dragon Bones lie to the North-east. For the Mushroom Throne go to the Nymph in the extreme North-west and the Sisters in the far South-east.

With the incantation, go to the Stone Circle, lying mid-West, speak the incantation and you will be transported to Level Three (more next issue)

DRAGON SLAYER played on Amstrad and Spectrum (plus Amiga under emulation)

Get the Goblin guards to chase you. Take refuge in the gap in the wall - when they run past, return to the guard room and MIX DRAFT (i.e. pour flask into grog). Hide in the bunk house until the Goblins are asleep (drugged), it is now safe for you to search them to find 2 useful objects. The wooden key is a red herring.

Wear the goatskin as protection when in the icy tunnels. There is a piece of rotting flesh somewhere in this maze. The flesh will keep the spider busy while you go west.

Try to go west from the dragon's lair so that it breathes fire and creates a crack in the wall. Squeeze through the crack to meet an Elf. Say hello to discover who he is. Tell him what he wants to know and show him proof that you have met a certain elf. You will be rewarded with a magic rope.

Throw the rope to reach a ledge high in the lair. Load the crossbow, aim it at the dragon, then fire. Search the treasure to find a medallion.

Examine the scroll, wear the medallion, read the scroll, and read the flame incantation for the medal to glow. It is now safe to go north to finish the game.

THE EXTRICATOR played on a C64 & Spectrum (plus Amiga under emulation)

Yellow sector – explore around and collect something from the fridge, the shelf, the bench, and the stool.

Kill the guard with the laser and get his wrist watch which is a form of security identity when wound and worn.

Use the remote control to lower the ladder to access the nerve centre of the computer. Solder a micro chip into the computer – this will temporarily shut down the shuttle bay security system but it will self-repair so you have a limited number of moves to complete the game.

GERBIL RIOT OF '67 played by Damian Steele on a PC

To pass – The VampireCILRAG EHT TAE

ConemanNROH EHT WOLB

RatmanERUTCIP EHT MIH WOHS

FlossieELTSIHW

GuardSTBM HTIW MIH EBIRB

ArnoldTEKCAJ THGIARTS EHT MIH EVIG

The BushHCTAM EHT HTIW TI NRUB



JADE STONE played by Jenny Perry on a Spectrum (also on the Amstrad and Atari but may vary slightly)

Tear the petticoat and use it as a bandage.

Don't give the cakes away freely.

Sit in that comfy chair.

Be immune to Carmon's charms.

Ask Sajo where the manuscript is.

Have the manuscript, sword, meat, logs, scythe, incense, money, tinderbox, ring and casket before you pour the powder on the pool.

The logs make good stepping-stones on uncertain ground – go carefully.

The baby needs gentle movement. Incense the bear!

A musical instrument will open the gates.

Bend the wire.

Those panels look interesting.

If you direct your anger at Mallumo it doesn't have much effect, try destroying the power behind the throne.

ISHAR 2 Pt.6 played by Ron Rainbird on an Amiga

Having arrived again on Akeer's Island, take the left way, following the wall and going North. As soon as you feel a draught, look for a hidden door going North. Keep walking until a flooded area is reached. You will enter a Maze but if you keep heading North, you will soon be out of it. The room you now find yourself in has three Scales. Put 3,550 coins into the first two, then go back through the maze when you will find that the previously flooded area is now bone dry. Go South-east via a second passage at the end of which is an underground tunnel. Going through this will bring you to a room at the South-east end of which is a handle. Don't be afraid to pull it! Go to the North-west end to find treasure. Naturally, you will take it. I hope that you are wearing the Air Elemental Pendant otherwise you are going to be in trouble. Go North-east, and take the first exit on the right. Kill off the various undead beings that attack you. (Magic spells are the best weapons). Go to the end of the passage where you will find a Skull to the South. Pick it up. Back up to the North and go East. Somewhere along here is another breath of cold air denoting a hidden door to the South. Go through it to find treasure and another Skull. Take all. Go back through the door and head East. Lots of invisible doors here so to travel East keep walking into walls. Several of these invisible doors lead to various treasures. Keep returning to the passage until you arrive in a prison. Go East until you meet a Lion Guard. He is a bit of a toughie so try to kill him quickly, then carry on to the Eastern end of the passage. Use the prison key which should be in your possession. This will unlock all the cells in the prison. Go back West. Look out for the invisible doors by taking note of draughts. A blind girl is locked in one of the cells (although the cell is now unlocked) and it is absolutely essential that you recruit her at the expense of the weakest member of your Party - it is up to you. Now go to the second cell from the South to the West. An invisible door is here. Go through until you come into a vast room which is cursed. Here, one or more of your Party will become evil so be prepared to cast a Curse-lifting spell. In the middle of the room is a Living Sword - an invaluable possession - so give it to your best fighter. Go to each wall and inspect it and click on the wall plates. You should find lots of treasures. After all that so South-east from the room, avoiding the hooks that hang from the ceiling. Go to the passage to the South. Upon reaching the grille at the end, release the Monkey - you will have it, don't you? - and watch him do the necessary. Open the grille and go to the Landing Stage, board your boat, but don't think you are leaving this island. It is going to be a short trip back to the Fortress Entrance. (more next issue)



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

The passwords are Flamingo, Albatross, Turkey and Armadillo.

Listen in the Tower. Hit the man, search him, tie and gag him. You'll have to tell a lie to get out.

Give the dwarf some boots then ask him about the Pillar provided you can understand him.

Sing blues to the Pillar. It will then help with Oldine Wood and the Gurgle

Shoot the Gurgle to floor it, then your flaming sword. The Pillar knows the tree's name.

LORDS OF CHAOS played by Damian Steele on a C64

LEVEL 1 : The Many Coloured Land

Get the hang of potions and basic spells on this level. Ingredients are plentiful.

Pick up empty vials and fill them from your cauldron for later use.

Centaurs can move long distances and pick things up but keep them out of battie as they are quite weak.

Collect chest and door keys. The locked room contains locked chest which holds valuable treasure.

LYCANTHROPY played on a Spectrum (plus Amiga & PC under emulation)

Destroy the papyrus before you enter the cage. Search the feathers to find something useful.

Go up the rope to see an important word.

There is more to the vineyard than first appears – so examine and search everything.

Be very quick to leave with the broken dulcimer (and toga) before the minstrel reclaims it. Do not return until you have repaired it and

Ask Zadok about many things.

You need 2 eyes (dried raisin), the mandrake root and wet clay to conjure up an obedient friend who will help you pass the Sentinel.

Synchronize the abacus with the time on the sundial and then put it somewhere for a bit of magic.

Tell Ambrose your troubles and he will advise you and also pay your boat fare.

Assist the "boy" to return to his true form.

Tie a vine to a tree stump to get down to the bottom of the crag, then retrieve the box the merchants were arguing about.

MINES OF LITHIAD played by Barbara Bassingthwaighe on a Spectrum (plus Amiga & PC under emulation), Atari and C64

Wait outside the cave for Cavilan.

The well bucket has holes in it, so to get water put the jug inside the bucket.

Wait by the river near the fallen tree for a spade.

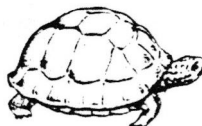
Fill the phial with acid. Skin the dead worm and use the skin as a sack.

To ride the giant turtle across the lake, put everything into the skin, wear the skin, then jump onto the turtle. When you get captured, examine the bed, wear the uniform then shout – a guard comes in and lets you out.

In the guardroom by closed door – pour acid into lock.

In eight-sided room – examine niche and swap eggs.

When escaping from the Orcs after swapping eggs – climb down hoist and hide. Don't forget turtles hate Orcs – so drop uniform.



MELTDOWN played on a Spectrum (plus Amiga & PC under emulation)

Wait on the beach until the child drops the bucket (and spade!). It may have been dangerous if the child had dug here!

Examine the clearing to find something you threw away earlier.

Look in the box to find a light source – it has a very short life span.

Don't go through the hedge until you are ready because you have only the correct number of inputs to collect the rods and then SDOR ESAELER them into the lead box.

To finish – remember the phone call.

ORB QUEST played on a Spectrum and Amstrad

At the start, thoroughly check your inventory.

The captain wants payment for your passage to Mirekemp before he will allow you to move.

The gypsy will tell you who to seek.

You don't have any money to buy ale, so it is a good job that the first one is free.

Despite the temptation to sit near the dwarfs or men, sit by the group of ladies to overhear some useful information.

Don't barge into an occupied room, be patient and the lady will leave for a while.

Hide under the bed but ensure the landlord's wife doesn't realize you have entered the room.

The only way I could retain the necklace whilst escaping from the tavern was to HCUOP NI ECALKCEN PORD (at least in the Spectrum version I played).

Sell the necklace so that you can buy a few essential items. The small stall has some likely items, choose wisely – the obvious one isn't always the best buy.

SOLVALDOL-X played on a Spectrum

At the manor house, escape by diving through the hedge.

Disable the alarm before entering the house.

DNUORA KOOL in the Botanical Gardens.

Hijack a car and chase the sloop, then ram it when you are close enough..

Hire a helijet to get to the island.

Use the blaster to shoot the four-legged, dog-like beast.

NAIRATNA YAS to the robot in the octagonal room.

You need the password from the note on the body to get past the floating robot.

Use the grenade to get past the security device on the asteroid.

LODLAVLOS WORHT at the tripod alien.

Break the case to find the code to destroy the asteroid.

TASS TIMES IN TONETOWN played by Dorothy Millard on a C64

In the Log Cabin, go to the kitchen, examine the counter and check the jar. Go to the hallway and unlock the door. In the laboratory, check the fishbowl and get the guitar picks (Tonetown currency).

Throw the switch on the generator then enter the hoop.

In the Jetmac Salon, get your hair done and then go to the Clothing Boutique and get some new clothes to become "tone".

Go to the Tonetown Times and read the newspaper, enter the office and talk to the editor to get an assignment. Get a pass from the computer before leaving.

In Snarl Pets, buy a blobo then go to Party Supplies Shop for a black mask.

Catch the red devils in the jar.

THEME PARK USA played on a Spectrum (plus Amiga & PC under emulation)

Wear the glasses at the top of the mountain to find a secret exit.

To grow the dahlia you need to plant the tuber and pellet using the trowel, then pour water onto it and wait for it to grow.

Say hello to the rabbit, then STENALP YAS. Remember what you see when you examined the hat. Use the ivy to get rid of the fierce dog, but be careful not to be killed yourself.

ETALP TA REDLUOB WORHT to prevent being crushed by the block.

Don't forget to return something before you leave the park.

WIZARD QUEST played on a Spectrum (plus Amiga under emulation)

In the Troll's cave, ask the Elf to "fight" the chest. Use the dynamite as a torch but be sure to extinguish it before it explodes.

You need the grappling hook to help you climb the cliff.

The Orcs are tough opponents but you can kill them at a cost to your health.

A charm will protect you when you meet the Vampire. You must get one of your Party to behead him, then you should reduce him to ashes - the Vampire, not the companion!

If the rope-bridge collapses, you are carrying too many items.

WYSIWYG played on an Atari

You went up the ladder, so go down the snake!

Remember the song about magpies - one for sorrow, two for joy, so try to get the mirror to fool the solitary magpie into thinking it can see another. Now remember what Alice told you on the train. You should now be able to find a bucket and yellow ribbon.

Give a little whistle for a dog to appear - make sure it isn't at one particular location. Give the dog a drink and it will drop a blue ball.

Charles has purple buttons on his uniform! One will pop off if you can get him to make a sudden movement.

CHAMPIONS OF KRYNN Pt. 16 played by Ron Rainbird on an Amiga

KERNEN BASE - THE FINAL ASSAULT

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

Several random encounters, not too many but very hard.

3 - 1 The final battle. Very, very, tough! Try using Haste spells. Enlarge and any protective against fire spells before entering battle.

7 - 1 Treasure Room. Get the Gauntlets of Ogre Power and magic 2-handed sword. You may rest here for a short time.

4 - 2 Decisive battle with Myrtani. This must be won before commencing the final battle.

9 - 2 Library contains recipe for necessary potion to get by the Guardians.

11 - 2 Laboratory. You can make the above potion here but you must learn the recipe first.

4 - 3 The Guardian.

8 - 3 Encounter with Draconians.

4 - 4 Dangerous fight with human spellcasters.

7 - 4 Inner guard post.

11 - 5 Myrtani's Bedroom. Use LOOK to find a key for opening the recipe book in the Library.

4 - 6 Passage to Myrtani's Refuge guarded by Dragon Master and young Dragons. Another tough fight but you will get more magical weapons.

6 - 7 and 7 - 7 Guard posts.

MAGIC ISLE played by Joan Williams on an Amiga (under Spectrum emulation)

Fill a shoe with water - twice

The stilt has more than one use

The gauntlet is needed three times

Grow the seed in the right place and don't forget to water it

The magic light can be used under water and is reversible

REVENGE OF THE SPACE PIRATES played by John Schofield on a Spectrum

Have a close look at the panel for the correct tuning code.

Don't leave the mat and rope lying about overnight.

Check the view from your window on Wednesday.

You'll need 3 days salary to pay for the crystal tuning.

BATTLEFORCE played by Joan Williams on an Amiga (under Spectrum emulation)

Chew gum, stick gum on hanger.

Bend hanger.

Fire gun at bars.

Insert card to enter the train and again to leave it.

BLACK CRYPT played by Mary Scott-Parker on an Amiga

LEVEL 2

- 13.18 Rest, then 4W, 2S, 5W
- 04.17 Get leggings. Push lever [teleports to 15.18.2]
- 15.18 Face East and proceed
- 22.10 Open door
- 26.10 Get coffer [3 potions, strength, healing, cure poison]
- 14.09 Push lever [passage opens at 18.09]
- 15.05 Wait by rune [patience is a virtue] Wall disappears in 3 stages [3 thuds]

STAGE 1 [after 1st thud]

- 14.05 Go South
- 20.03 Open door
- 27.04 Open gate
- 28.06 Get Scroll of Life. Return to 15.05 and wait.

STAGE 2 [after 2 thuds]

- 15.05 Go West then South at 12.05
- 10.03 Push lever
- 07.02 Get War Hammer
- 08.03 Push lever [teleports to 14.13] Return to 15.05 and wait

STAGE 3 [after 3 thuds]

- 15.05 Go West then North at 10.05
- 10.08 Open gate
- 02.04 Get tablets of Runetek
- 05.09 Push button and turn and kill monster
- 02.11 Get chest [contains square key to door at 06.09.1]
- 04.14 Enter haze without pushing lever [to 06.09.1]



LEVEL 1

- 06.09 Open door with square key
- 04.09 Enter haze [teleport to 18.04.1]
- 18.08 Get Necromancer guide. OGREblade + Remove Trap Scroll
- 18.04 Enter haze
- 05.19 Give OGREblade to Fighter. Cast protective spells on front two and make sure they are wearing all available armour. Give strength potion to Fighter. Face West and go sideways [left] down stairs. Wack Ogre and exit to the right immediately, repeat each time sword is ready until Ogre is dead. Get the Emerald Key. Drop OGREblade.

LEVEL 2

- 04.23 Enter room
- 02.24 Get Teleport Scroll
- 01.24 Get Storm Wand [don't use it yet]
- 13.23 Open door with Emerald Key
- 17.24 Get Prayers of Orlin [cleric]
- 18.22 Bag of Kelson and Quake Scroll
- 19.22 Face S and go through false wall
- 20.20 Chest with Gauntlets and leggings
- 19.22 Read Rune [answer in manual] (more next issue)

SOLUTION OF THE MONTH

CASTLE DRACULA (written by Ray Davies, published by Duckworth)

Solution by Dorothy Millard on a C64 (this adventure is also available for many other computers)

Notes

1. Every time the ghoul appears in the maze, THROW AXE and don't forget to GET AXE each time you do this.
2. If the ghoul steals anything it can be found later in the vast cavern.
3. Randomly when you enter the torture chamber the lantern will go out. Always carry the matches through this location and when it goes dark just LIGHT LANTERN.

ENTERING CASTLE - Start in the village, N to church, GET MATCHES. S. E into the enchanted forest. GET LANTERN. W. S. S. S (you're in darkness). LIGHT LANTERN (you are at the castle gatehouse). S (as you move the portcullis slides down behind you and you can't return that way). DROP MATCHES.

ABYSS/HUNCHBACK/SUIT OF ARMOUR - S. W. S. E. E. S. S to foot of staircase. GET PLANK of wood. N. N. W. W. S. W to dark abyss. DROP PLANK (it spans the abyss). W (across the plank to a ladder). GET AXE. W. S. S to maid's room. GET empty BOTTLE. N. N. E. E. GET PLANK. E. N. E. E. E to drinking room. GET WHISKY (in the bottle). W. W. W. N. W to library (a hideous hunchback blocks your way). OFFER WHISKY (he vanishes to the west). W (into a secret passage). GET CAN of STP. E. GET empty bottle. E. E. S to landing. OFFER CAN (to the suit of armour who splashes it all over before moving towards you). N (the armour is following you). E to wine cellar (the zombie flees from the armour revealing an eastern exit). W. W. S. S to kitchens. GET TIN OPENER. WAVE TIN OPENER (the armour screams "Oh NO, not that" and runs away). DROP TIN OPENER.

WARDROBE/MAKING LADDER - N. N. E to lobby. N to gatehouse. DROP PLANK. E to path. GET OIL (in the bottle). W. S. S. to landing. E. E to wardrobe. OIL WARDROBE (it glides away). E. S to east bedroom. DROP BOTTLE (it smashes but you don't need it any more). GET KEY. N. W. W. W to landing. GET NAILS. N. N. GET PLANK. CHOP PLANK. MAKE LADDER.

NEW WALL/NARROW PASSAGE/COMPUTER - E. E to foot of wall. CLIMB LADDER to a small chamber high up in the castle walls. DROP LADDER. S. S to entrance to the catacombs. E. E. S. S. W. GET keg of GUNPOWDER. S. S back to entrance. N. N. GET LADDER. CLIMB LADDER to foot of wall. DROP LADDER. W. W. GET MATCHES. S to lobby. DROP AXE. DROP KEY. W. W. W to where the new wall is. DROP GUNPOWDER. LIGHT GUNPOWDER (a big hole is in the wall). W to a small alcove. GET STONE. EXAMINE STONE (this is useful). E. S to narrow tunnel. DROP MATCHES. S (the stone glows and the tunnel widens). LOOK (you're behind the portrait). GET SWORD. N. GET MATCHES. N. E. E. E to lobby. DROP MATCHES. DROP STONE. S. E. S to study (an ancient computer is here). ENTER RUN (the screen says "I help at the speed of light"). ENTER 186282 (lights flash and a panel opens to reveal a trumpet). GET TRUMPET. N. W. N to lobby. DROP SWORD.

TAPESTRY - GET MATCHES. E. E into torture chamber, N into the twisty maze. GET SHIELD (don't drop this yet as it vanishes into thin air if you do). S. W. W to lobby. DROP MATCHES. N. E. E. GET LADDER. CLIMB LADDER. DROP LADDER. S. W. S into a north/south passage. REFLECT LIGHT (it is magnified by the shield and the tapestry falls). DROP SHIELD (it vanishes into thin air but you don't need it any more). GET TAPESTRY. S. S. GET CRUCIFIX. N. N. S into catacombs. E. E. S. S. W. S (a pheropus is here). BLOW TRUMPET (the bat is confused by the sound and crashes into the wall.... a new passage magically appears to the east). DROP TRUMPET. E into an alcove. GET glass SPHERE. EXAMINE SPHERE (magical!). E back to entrance. N. N. GET LADDER. CLIMB LADDER. DROP LADDER. W. W. S to lobby. DROP CRUCIFIX.

PURPLE MIST/OAK DOOR - GET MATCHES. GET AXE. E. E. E into twisty maze. E. N. E. E. S. S. W. S to vast cavern. W to purple mist. S (the mist washes away and the tapestry vanishes). S. S. E to coffin repository. GET NOTE. READ NOTE. DROP NOTE. W. N. E (you're facing an oak door). CHOP OAK door (it disintegrates). W. N. N. E. N into twisty maze. N. W. W. W. W to lobby.

CHASM/SILVER DOOR - GET CRUCIFIX. E. E. E into maze. E. N. E. E. S. S. W. S to vast cavern. W. S. S. E. E. E to chasm. RUB CRUCIFIX (a bridge forms). E to burial chamber. S. S. E to silver door. THROW SPHERE (the door rises but don't go east quite yet). DROP CRUCIFIX. W. W. W to dead end. GET PARCHMENT. READ PARCHMENT. DROP PARCHMENT. E. E. N. N. W. W. W. W. N. N. E to vast cavern. N into twisty maze. N. N. E. N to long tunnel. E. N to beach. GET ROPE. W. N into thick forest. W. N to woodsman's hut. GET fence POST. S. E. S. E. S. W. S into twisty maze. W. S. W. W. W. W to lobby. DROP ROPE.

DEMON - GET SWORD. E. E. E into maze. E. N. E. E. S. S. W. S to vast cavern. W. S. S. E. E. E. S. S. E. E (you are facing the demon). STAB DEMON (using the sword). E into third burial chamber. DROP SWORD. W. W. W. N. N. W. W. W. W. N. N. E to vast cavern. N into twisty maze. N. W. W. W. W to lobby.

OPENING COFFIN/ESCAPING - GET KEY. E. E. E into twisty maze. E. N. E. E. S. S. W. S to vast cavern. W. S. S. E. E. E. E. S. S. E. DROP AXE. GET CRUCIFIX. E. E. OPEN COFFIN (using the key - note you must also be carrying the crucifix). KILL DRACULA (using the fence post - the castle is beginning to crumble and you must get out quick). W. W. DROP CRUCIFIX. GET AXE. W. N. N. W. W. W. W. N. N. E. N into twisty maze. N. W. W. W. W to lobby. DROP KEY. GET ROPE. W. N to balcony. CLIMB ROPE.....

CONGRATULATIONS - You did it!

ADDITIONAL SOLUTIONS

The following solutions have been received since the June issue. Cost : one 29p stamp per solution, plus a first or second class for return postage.

BABY BLUES. BARDIC RITE. BASEBALL ADVENTURE. BRIAN THE NOVICE BARBARIAN. CIVIL SERVICE. DRAGON QUEST. DUNSALT DONUT. ESCAPE FROM MARS. GATES OF GARRALON. GIZE. HOOK. HOUSE OUT OF TOWN (C64). MAGUS. PROMOTIONAL PROSPECT. REVENGE ADVENTURE. ROUGE MIDGE II. SECRET OF THE DARK MANOR. WONDERLAND (GACed Pts.3 & 4 of Midsummer Day's Dream). YELLOW PERIL...

SERIALIZED SOLUTION

CURSE OF ENCHANTIA played by Phil Reynolds on a PC

Continue swiftly to the next ravine where a large boulder is suspended above it and where a single rock falls. wear the small rock on your head to gain a bigger rock then throw this at the boulder to make it fall bridging the ravine. Proceed to the next ravine then throw the rope across it, jump onto the rope to swing across then continue along the ledge. You will see another 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 on to the end of the ledge and look at the writing, move back to the niche and say "open sesame" to enter the small cave. Say "hi" to the wise old bird to get some clues, you're then turned into a frog that leaps up through the roof.

You're now in the abandoned Joke shop back in town. Go to Benn's costume shop, east of the crossroads, and give him some money, get the dress then go into the back room and wear the dress to open the door here. Go through and you are on the ice wastes, a snow monster will be in the process of eating a small green creature here, go over to the snowball, get it then throw it at the monster, who gets annoyed and charges at you, fortunately it trips and falls, regurgitating the little creature. Go north to a large ice cube, ignore this for the moment but get the aerosol can lying on the snow nearby, wear the aerosol (this will stop the Eskimo running off when you meet him) then continue north then west and get the plank lying in the snow. Go south again to a hole in the ice where a fish keeps leaping out, throw the plank over the hole to stop it from falling back in and get the fish then go east to the igloo and Eskimo, give him the fish and he will run off leaving his rod behind.



Get the fishing rod then return west and south to the large ice cube where you found the aerosol. Attack with the rod, and you break it, using it to start a fire that melts the cube freeing the creature it was trapping. Get the ashes from the fire then proceed east until you meet a walrus, say "hi" to him to make him bored then go west as far as you can then north until you see the walrus's back bridging a gap between the mainland and a small island. Cross over the walrus onto the island and shout for help. The creature you released from the ice cube will cut a hole in the ice wall and beckon you in. You enter the hole and end up beside an expanse of water, sitting by the shore is a small boat, go over to this and jump into it.

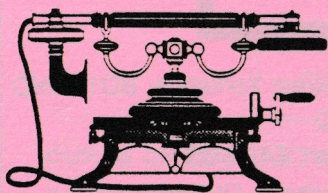


You'll start out across the water, but the boat will sink and you swim back to shore. Throw the ashes into the water and a large friendly 'Loch Ness' monster will rise from the water and give you a lift over to the other side. You're now standing outside the main door of an Ice Castle, to the right of the door are a number of icicles, and while you're here four penguins will waddle across the scene. Pull the icicles in the same order as the penguins (i.e. longest to shortest) to open the door, and enter the castle. Get the broom from the left side of the room then go over to the table and get the dice. Throwing these will open a number of doors in the corridor beyond the door at the top of the screen. There are six doors, three each to the left and right of the corridor and depending on what number you throw a combination of these doors will open. Throw the dice and go through the door into the corridor.

(to be continued next month)

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