

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

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HALL OF FAME

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

Dorothy Millard, Margaret Crewdson, Mary Scott-Parker, Phill Ramsay, Damian Steele,
Mark McDermott, Peter Clark, Ron Guest, Eileen Mahon, Wynne Snowdon,
Steve Clay, Peter Turner, Bob Bates, Jean Childs, Mavis Elderfield,
Julian Spragg, John Schofield, and Reynir H. Stefansson.

Special thanks to :

WoW Software and Steve Clay for software,
Geoff Lynas for his usual excellent job of printing the magazine,
and Darren Blackburn for the beautiful wrap-around cover picture.

EDITORIAL

Welcome to issue 100. It was a little disappointing to discover that only three of us, the ever-reliable Mary Scott-Parker and Steve Clay, plus myself, got excited about the magazine reaching such a landmark. Nevertheless, I think this issue is more than worthy of such an achievement. The cover has been specially designed by Darren Blackburn, there is plenty to read, and it isn't too late to send in your reminiscences for publication in future issues.

I hope everyone will attempt the special quiz prepared by Mary Scott-Parker and The Grue! (I have a few spares if anyone needs one - just send an SAE). The 100 questions cover many adventures, and for those readers who have a sizeable collection of Probes, the answers can be found therein. It doesn't matter if you can't answer all the questions - no one may get a full house, so just do your best.

I've tried to come up with something a little special in the way of prizes :-

1st - a silver-plated model of the "Dragon of the Treasure" from the Myth and Magic collection (Kays' autumn/winter catalogue, page 1037).

2nd - a framed copy of the 100th issue cover.

Runners-up - a full set of Spellbreakers! (issues 1 to 29 inclusive), a three months subscription to Probe, and a choice from a wide selection of video posters.

I doubt if the October issue will be despatched before the Adventurers' Convention, so I'll wish everyone a good time, and may you not come to blows over Trivial Pursuits. Reports on proceedings (printable or otherwise) will be gratefully received. Poor Jenny (Perry) is very peeved because her offer of a lift to anyone from her area attending the Convention has been completely ignored. It was very kind of her to offer, and she'd hoped it would help someone who maybe was attending for the first time - please see the letters section of the June issue.

I thought I would check up on how the 100 issues broke down into editorships. It made very interesting reading, and I think some readers may be surprised at the result. Pat Winstanley & Sandra Sharkey (5), Sandra Sharkey (18), Mandy Rodrigues (50), and myself (27).

I now have a new supply of bookmarks if anyone needs some for distribution via various means. From one old croc. to another (B.B.), fiftysomething isn't so bad - distinguished grey hair, not long to wait for pension and free bus pass. etc.

Here's to the next 100 issues. Happy adventuring.

Barbara

A.F.I.O. Hon. Member

LETTERS

From Bob Bates of Burton Joyce

So the GRUE has a problem that he cannot solve!! Whatever is the world coming to???

On my 33mHz 386 SX PC the Z80 Spectrum emulator runs at 132% of the speed of a real Spectrum and key repeat is not a problem but on a 66mHz 486DX PC it must run blindingly fast. no wonder the Grue cannot get his gnarled fingers off the keys fast enough to prevent multiple characters appearing on screen (quite apart from any dwarves and trolls already there).

The intrepid adventurer should not despair, the easy solution is to obtain the fully registered version of the emulator which has the ability to slow itself down.

After the Z80 snapshot of the adventure has been loaded:-

Press F10 for the main menu of the emulator.

Press C for change settings

Press C again for change speed

Then enter the new speed as a percentage of the speed of a real Spectrum.

So to run at the speed of a real Spectrum just enter 100.

Then press "ESC"ape twice to get back to the Spectrum.

The key repeat will be slower and "real time adventures" will be more playable. Thorin will wait longer before singing of gold.

This works on medium speed machines but may not bring a fast 486 all the way down to the speed of a real Spectrum. I think that Gerton Lunter the author of the emulator is working to improve the brakes.

The registered version of the Z80 emulator can be obtained from BG Services, 64 Roebuck Road, Chessington, Surrey, K19 1JX. Tel. 081 3970763. It also provides a utility to convert programs on Disciple/Plus D disc to emulator format so that they can be read by the emulator and, with an interface, programs can be loaded directly from tape cassette into the PC.

In BASIC programs and with utilities like TASWORD 2 or MASTERFILE which allow temporary return to BASIC, another solution may be to alter the responses to the keyboard. On a real Spectrum and in the emulator the response to the keyboard is controlled by the system variables REPDEL and REPPER.

REPDEL is held at address 23561 and controls the delay in 50ths of a second before the key repeats. It is normally set to 35. So :-

POKE 23561,n <ENTER>

where n is any number between 36 to 255 will increases the delay.

REPPER is held at 23562 and controls the rapidity of repeat once it has started. It is normally set to 5. So :-

POKE 23562,n <ENTER>

where n is between 6 and 255 will reduce the rate of repeat

These POKES to REPDEL and sometimes REPPER work with several adventures in a real Spectrum if they are entered before the adventure is loaded from cassette so long as the adventure program itself does not modify these system variables.

Unfortunately, for the emulator, adventures are supplied as Z80 snapshots of RAM so REPDEL and REPPER will be set to whatever value ruled when the original Z80 was made and could only be modified prior to loading the adventure into the PC from tape to make the snap.

It would be very unreasonable to expect the software houses to hold versions of adventures for fast and slow PCs so apart from the expense, the best solution would be to get the registered version of the emulator. (only £5, I understandBarbara)

This letter was written and printed out on a PC using TASWORD 2 running in the emulator. I find it much easier than the more complicated PC wordprocessors for simple documents such as this.

AAAAAAAAAAAAAARGH!!!!!!!!!!!!!! The Grue appears suddenly from a dark tunnel and with one bound is upon Clever Cloggs the Smart Ass and tears him limb from limb.

*

Many thanks, Bob, for providing a simple(?) solution – mine would be to buy a secondhand Spectrum. (Barbara)

From Mavis Elderfield of Harwich

I have found Adventure Probe very informative and helpful and have learnt some things that I hadn't realized, eg. MAZES. I had no idea that you didn't necessarily move anywhere with each direction you input, and I have now learnt that by dropping objects I can map a way through a maze! So, it occurred to me that there might be other things in games that I'm unaware of. Perhaps there is a list of "rules and regulations" for playing games, or maybe you or your readers could offer some advice to a novice on what to look out for in a game, and the best ways of going about solving it from their experiences.

I think the most frustrating thing I have found about playing games is the vocabulary – finding the correct words to use in a command when you are pretty sure you know the solution to a problem. It's such a relief when I finally hit upon the correct words!

*

Over the years the readership has changed, and it may be a good time to think about the beginners. Wynne Snowdon's article, in this issue, will be of particular interest to Mavis. Also elsewhere in this issue I have printed my own three golden rules (but I'm often guilty of forgetting at least one of them), and Sharon Harwood's excellent "Adventurers Synonym Dictionary" was published in issue 7 of Goblin Gazette (G.G. can be ordered from Probe).

Many articles offering advice have been published in the previous 95 issues, but I'm willing to publish more, especially as the style of adventures has changed during the last few years. It helps if you have played a few games by the same author, that way you get an idea of their style of writing. I've found that many adventures written on PAW have become very sophisticated, requiring precise inputs, understandable if, for example, more than one weapon is carried but only one is the correct item for the action in question.

Long, short, or mini articles on "rules and regulations" will be greatly appreciated. (Barbara)

From Julian Spragg of Aylesbury

I enjoy reading Adventure Probe as much now as I did when I first subscribed, especially the letters section which can prove interesting and stimulating. I have now decided to throw my two penneth in, for what its worth.

Although there is no more powerful medium than the written word to stimulate the imagination, I often wonder where adventure authors think that the future of "home-grown" computer adventuring is going. With more powerful computers becoming available at ever cheaper prices, just how long will the text adventure survive in its present form? I wonder if the authors are not including more "bells and whistles" in their adventures because they are happy producing "classic" adventures or because of the limitations of the utilities they are using (Quill, PAW, GAC, FRAC, CAT etc). One has only to look at such multimedia adventures as Return to Zork as a prime example. If the authoring system behind Return to Zork was made commercially available at a realistic price, would this play a part in the evolution of the "home grown" adventure?

With affordable rewriteable CD-ROM just around the corner and Multimedia capable computers available from £400 upwards (CD-32 plus SX-1 expansion), I think that we are indeed in for interesting times ahead. I myself think that there will always be a place for the text adventure, as this format allows the author to concentrate on the story as opposed to having to worry all about the ins and outs of multimedia presentation, where an excellent story could be overshadowed by bad "bells and whistles" presentation. I await readers/authors comments with interest.

P.S. What is the latest situation regarding Tony Collins? I noticed that in Adventure Probe June 1994 that The Guild/Binary Zone PD advert (page after the centre section) is advertising C64 games by Pegasus i.e. The Hermitage and Corya the Warrior Sage (which I think were written by Tony Collins). Where are they sending the royalties to? Maybe if Pegasus is Tony Collins they could be sent to the authors who were left "short-changed" by Tony. I apologize unreservedly if Pegasus is not affiliated to Tony Collins but if it is

*

I know there is a program that makes a game look like an Infocom game, but I'll leave it to the more knowledgeable readers to tell us if a utility is available for writing an Infocom-type game in the first place.

As far as I know Tony Collins is both Pegasus and Louise Wenlock. As to diverting royalties, you will have to ask Jason Mackenzie of Binary Zone PD who is managing The Guild in Tony's absence - hence The Guild/Binary Zone PD tag where adventures are concerned. If anyone has any information, please let me and the readers know. (Barbara)

From Dead Warg (Chairthing of H.A.S.)

The twelfth of August is past and the great maze discussion season has begun again. We notice Ellen's concern about being caught in an unheated maze with no clothes on but can assure her not to worry. Our members have long remarked that tripping through a maze in a birthday suit is a tradition enjoyed by adventurers of both sexes. It is a well documented phenomena that once in a maze they cannot resist randomly scattering clothes and other items around while flitting from room to room in the nuddy. These "ready peeled meals" as we call them at H.A.S. are very welcome as the old coats, blankets and rusty bits of armour worn by many adventurers can play havoc with the digestion and teeth of older members.

Steve's letters show clearly his hate for mazes, but what a-mazing experience could provoke such vitriolic rhetoric against any adverse views. His first letter huris abuse left right and centre then naively claims he doesn't wish to offend anyone. then although H.A.S. is the epitome of enlightened and moderate views his second letter tries to bring that honourable and modest society into disrepute. Steve claims H.A.S. worships Hobbits, but many of our members are neutral on the question of Hobbits, some simply like Hobbits, others simply like to eat Hobbits. As the better informed readers will know H.A.S. was formed in reply to scurrilous attacks on that greatest of adventures "The Hobbit", to protect its unique position as a shining beacon of progress that lit the way forward for authors and adventurers alike. Of course, the extra amounts of lost adventurers found in mazes was a tiny factor among a few more voracious members but basically H.A.S. has an altruistic and well fed membership.

Sadly, Steve follows this attempted distortion by trying to drive a wedge between those with more balanced views on mazes. We at H.A.S. cannot understand his remarks about a "bunch of loonies". We are not just a bunch of loonies, our membership is extremely diverse. A few members are loonies, others are simply mad, some are raving mad; not much different from your typical mix at an adventurers convention.

Should any Maze-haters take umbrage at this comparison, I would ask in what other group would you find jumping off 100' cliffs onto an old mattress or attacking flame throwing dragons with bare hands? Please do not all rush to the phone shouting "Bungee-Jumpers" as there is no prize for the answer.

Incidentally H.A.S. annual competition for this year is "A better way to catch and cook a Maze-hater".

From Jean Childs of Bagshot

I would like to mention how I spent the other afternoon. I wanted to find something that I thought I had seen in Probe, but I couldn't remember which issue it was in. So I took all the back issues out of the drawer and started flicking through each one. Then something caught my eye, something I had previously missed. I read that and then continued searching. Then I came across an article I had read and enjoyed, but decided to read it again. And so the afternoon passed. Before long the light had faded and so had the thought of what I was searching for. I still can't remember what it was I was looking for. LOST IN PROBE - it sounds like a title for an adventure game.

*

Jean's experience is familiar to many of us and with 100 issues available, there are many gems to be rediscovered, also dare I say that this is where a printed magazine has an advantage over a disc or tape magazine - accessibility. (Barbara)

From Peter Turner of Bexhill-on-Sea

I see the great discussion continues between maze lovers and haters; everyone seems to have views! Having been trapped in endless N.S.E.W. empty passages has made me long for a sign of life - a bogeyman or a recognizable useful/useless thing to clutch at. My favourite is still the St Brides' Cave Adventure which I haven't succeeded in completing after 2 years, on and off, having collected so much that it scrolls off the screen!

Anyway, thanks again for another much appreciated magazine - hope that Damian Steele found his obliging octopus!

From Tim Kemp, editor of The Armchair Adventurer

(I am writing) to tell you that after just one issue of The Armchair Adventurer it is about to undergo a spectacular metamorphosis. You see it's like this. I've been alerted to the fact that there is a paper price increase in the pipeline, and as TAA is already costing 80p to produce (8p per double sided page) I don't fancy absorbing the extra price rise. So, from issue 2 (out in the first week of October) The Armchair Adventurer will be a disk magazine.

What this means is that if you own a PC with VGA graphics card (256 colours), a 3.5" disk drive (720K), a Microsoft compatible mouse and 640K base memory (that's a pretty standard set of specifications) then TAA on a disk will work on your computer! The price per issue is still £2.00. After customers order their first issue they'll get the usual form allowing them to subscribe, and they will get to choose a free piece of Shareware whenever they buy another issue i.e. you buy 1 issue, order the next and choose a FREE PD game - and carry on doing that for every issue.

The first issue on disk (issue 2) will feature all the "categories" that were in issue 1: reviews, news, hints and tips, etc. PLUS there are also screenshots of some of the games we've reviewed. Various sections of the disk can also be printed out if you've got a printer attached to your computer, so you can have hard copy of summaries of the reviews, the game hints and tips and also the various ready made order forms. Everything is accessible from a main index screen, and a simple point and click interface takes you to every section with ease. The text in the magazine appears in scrollable boxes, and as it stands (three-quarters finished) it looks quite excellent, even if I do say so myself!

*

Of course you may, Tim. Sounds perfect for PC owners - so contact Tim at :

36 Globe Place, Norwich, Norfolk, NR2 2SQ (Barbara)

1994 ADVENTURERS' CONVENTION TRIVIAL PURSUIT CHALLENGE



TRIVIAL MCTAVISH

The inhabitants of the "frozen wastelands and cave systems of the North" do willingly and also confidently accept the challenge of the "Hamilton Hall Gang".

15th September 1994

Dear Sir,

We are pleased to bring you Death's Wing - The Adventure. We regret we were unable to supply it in time for Christmas 1992 as promised but are sure you will find the wait worthwhile. Some points of note are given below and we are sure that the changes will improve your enjoyment.

The adverts at the time stated that the game would feature state of the art graphics for every location. We the producers felt after all that state of the art graphics sully the true nature of adventures and decided to use a simpler one line description for each location.

The forty level dungeon that was to have been the play area of the game has been reduced slightly. We felt that a smaller number of locations would give the game a tighter feel and allowed us to pack the two remaining levels with puzzles. Although the levels have been reduced you will be pleased to know that level 1 has over thirty locations and level 2 has well over twenty!

Regarding the competition that was advertised at the time. The prize is no longer £500 due to the fact that the March 1993 closing date has passed. However we intend to offer a £5 off our next game voucher to the first person to complete the game.

You may be concerned to see this game is now advertised at £2.99 rather than the £14.99 you paid originally. Don't worry though, anyone buying the game at £2.99 will not be allowed to enter the competition.

We have been informed by one of our playtesters - (that's Karen who we forgot to mention in the credits, Hi Karen!) - that if you press two keys at the same time then the game crashes. So don't press two keys at the same time.

There is a message at the end of level two that asks you to save your position. ignore this message as you have actually finished the game! Well done!

Bugs will always crop up so if you find one please let us know. We don't mean the spelling mistakes as we know about them.

The adverts stated that Death's Wing was the first part of the ANOROC trilogy. This is now not the case. The game you have is the whole story. So you are getting a real bargain.

Yours, Bornstupid Software Ltd PLC

THREE GOLDEN RULES OF ADVENTURING

1. Always check your INVENTORY as soon as possible - it often contains information on your task, or the means to solving early puzzles. HELP is also worth trying throughout the game.
2. Check **///** compass directions at each location (N, S, E, W, NE, NW, SE, SW, UP, DOWN). Sometimes an unsignposted exit is why you have come to a complete halt.
3. Try inputs more than once, especially if you are trying to open something or waiting for something to happen. The responses may indicate that you are getting closer to success, but don't expect the author to always be so co-operative.

REVIEWS



THE AMULET OF DARATH

Written by Mark Walker

Reviewed by Joan Williams on an Amiga under Spectrum emulation

Your task - help Zachra to find the two missing pieces of the Amulet before Parallax and his evil crew can. If you fail, the land of Erutnevda will perish. (Have you noticed what Erutnevda spells backwards?)

You start off in the Inn, armed only with a sword, a gold piece and a silver piece. Type SPELLS and you discover that you also have three at your disposal, DEATH, SHIFT and FIRE. On leaving the Inn you should explore your surroundings and get a general idea of the problems ahead, there is an empty font, a muddy pond, an army camp, a forest and a cottage to be explored, examined or searched. Mapping isn't a problem and the location descriptions are adequate. You also get some useful clues by typing HELP.

There are two distinct areas in this game, and one piece of the Amulet is to be found in each, one above ground and the other below. However, you do need to find a source of light for each area, so if you have been sighing with relief when you find the light source needed for the cave, don't kid yourself that it will work elsewhere, it won't, and the second light source doesn't last very long either, which makes this game a bit frustrating. The locations are interestingly described, but it's best not to waste time examining everything, despite the temptation.

With a bit of imaginative thinking, finding the first piece of the Amulet should be fairly simple, it's just a question of finding the objects and working out what to do with them, but perhaps it's only fair to warn you that you are only allowed an ungenerous 300 moves in which to complete the whole game, so if you have happily been tapping away to your heart's content, you're more than likely to be bundled out of the game without warning, and will have to start again.

The Ramsave option is available, so I suppose that's something to be thankful for

Exploring underground needs to be done fairly quickly (due to short span of the source of light) you will be tempted to explore the tombs, but I suggest you find what you need quickly and leave, it's a shame really, those underground tombs look really interesting, but the 300 moves are ticking away so there you go! When you eventually locate both pieces of the Amulet, make your way back to the Inn and ask the Inn Keeper for a horse, you are then treated to a sudden ending, having achieved your mission.

To sum up, this game is okay for the most part, but I'm left with the feeling that it could have been better, it's not a pushover by any means, but the 300 moves allocated to you tends to mar the enjoyment. I rather think that text adventures need to be played at a leisurely pace, you need time to think, explore, and experiment, but that's just my own personal view, others may enjoy the challenge! So if you fancy whiling away a couple of hours, you could do worse than play Amulet, and it's a good one for beginners/intermediates!

Available from Zenobi Software (please see inside back page for address) Spectrum £2.49 (tape/+D disc), £3.49 (+3 disc) Amiga (under Spectrum emulation) £2.49 (including emulator) Please add 25p (U.K.) 50p (overseas) to cover postage.

DEATH OR GLORY

Written by Martin Freemantle

Reviewed by Phill Ramsay on an Amstrad CPC



Death or Glory is the second part in the Dragon Slayer Trilogy, and for my money, it's the best part of the three. There are lots of challenging problems in the game, there are lots of things to be done, and there are sudden deaths which will trap the unwary adventurer (and a few of the more wary ones too, I should think).

In Dragon Slayer, you, Doug Thornton, received your dead father's legacy in the form of a quest. You had to return the Medallion of Immortality to the Circle of Nine Warlocks at the village of Heyworth.

After many trials, you succeeded in killing the Silver Dragon which guarded the Medallion, and began the journey to Heyworth. It is at this point that Death or Glory begins. After a day's journey towards Heyworth, you come to a sheer rock face which you manage, with difficulty, to climb down. At its base you find yourself amongst a clump of thick, thorny bushes. Feeling tired from your journey, you decide that this would be as good a place as any to bed down for the night.

As you wake up the next morning, you are greeted by the sight of a gap in the granite mountain quickly closing; you soon discover that all of your possessions - including the Medallion which you fought so hard to gain - have been stolen. It seems that you must now find a way to recover the stolen Medallion before you can continue on to Heyworth.

One very important thing to understand before even starting the game is that EXAMINE and SEARCH are not synonymous, so it's always worthwhile trying to do both. Your first problem is to find a way out of the clump of bushes where you have spent the night. This is a relatively simple problem to get you warmed up for the many challenges which lie ahead.

Not too far from the bushes, I found a well, and searching it, I found a key. Smug with satisfaction at how easy I was finding this part of the game, I tried to get the key, and clumsily knocked it down the well. And would you believe that there was no way of getting down the well to retrieve it? Not at that point, at any rate. Oh, well

Having a good look around the village is a very good idea, and make sure that you've checked everywhere because there are one or two objects which have been sneakily hidden. Be generous to the crow, by the way, after all, it isn't his fault that you're in this position.

It would be unfair of me to start giving the solution away, but rest assured that there are several things to do in and around the village before you are in a position to return to the well and make an attempt at retrieving the key. Neither is that the only thing that you must do whilst down the well

Eventually, you will find a chest which belonged to a certain Guy Fawkes. This will enable you, eventually, to do something about the granite wall of the mountain through which the robbers escaped. However once through there, be ready for action because it doesn't take that long for the sudden deaths to make an appearance. My first one was at the hands (or should that be teeth?) of the pack of rats. Not a nice way to go, and totally unexpected it was, too.

Later on, I found a door, and being of a polite persuasion, I knocked on it. What d'you thing happened? A goblin appeared and did away with me. It's a good thing that the game supports RAMSAVE and that when you die you're offered a resurrection to your last RAMSAVED position. Now, until I played this game, I didn't really have anything against goblins. Live and let live, is my motto. However, during the course of this game, my attitude towards goblins changed somewhat each time I got killed off by them.

In the course of the game, I was killed by a black goblin, two blue ones, two red ones, and a white one - and they are just the ones that I remember off hand.

Anyway, I managed to force my way through to the swamp, overcame the monster that I found there, and completed Part One.

Pausing only for an alcoholic drink to steady my nerves, I loaded in part two, having no idea what to expect. Let me say now that if you find Part One difficult, you'll find Part Two even more so - but in a fun kind of way.

Soon into this part, I was accosted by a robin, who was really helpful in giving me information. He even realized that I don't speak bird languages and came back a little later with a translation! Very kind of him.

I went around exploring the snowy and icy region which I seemed to have entered. Eventually, I heard voices. "Fellow adventurers", I thought. "stuck in this game much as I am. Perhaps we can compare notes!"

Unfortunately, these two adventurers were of the goblin kind, and they weren't in the mood to compare anything. I was dead again. Having resurrected, I took appropriate measures, and saw one of the goblins hiding an object. Sneaky of me, perhaps, but I prefer to think of it as tactical play.

Soon, you will make a transition from the snow and ice to an arid desert, and water will be one of your prime concerns, so make sure that you've catered for this problem first, or you won't live to regret it.

I managed to find a rope hidden in the desert - how it came to be there is a mystery - but no sooner had I discovered it than a large scorpion decided to take up residence on top of it. I tried killing the scorpion, but somehow the computer misunderstood what I'd typed in, as the scorpion managed to succeed in killing me.

There is a minor maze here, too, although it's nowhere near as difficult as many that I've had the misfortune to find myself lost in. You should manage to find your way to a rock formation that is a little more than that, and then you must work out how to perform some major surgery!

In the midst of all this, whilst trying to solve the problems set, I managed to find a cave, and further down, a goblin skeleton. (Now, that's how I like to find goblins - dead.)

Moving on in a carefree manner, like you do, I came to a waterfall, and further on, a secret goblin chamber. By settling myself between two boulders, I could see that two Red Goblins were in residence. After all my previous experiences with all the other colours, I had no desire to find out if red ones were any friendlier. At this point, I checked in my trusty "Adventurers' Encyclopaedia for Avoiding Big and Nasty Monsters." I looked up "GOBLINS" and read:

What to do if caught by them: Seek urgent medical attention.

It was only on the second reading that I realized I'd read the entry for Ghoulies by mistake.

The advice for Goblins was: What to do if caught by them: Pray very quickly.

However, by using something which I'd obtained earlier in the game, I was able to dispatch the Red Goblins without too much of a problem. Returning to the rock formation, I was able to complete my ministrations, and ended up on a window-sill outside an Ivory Tower. At this point, the game is nearing completion. Inside this tower is an object which will be of enormous use to you in the FINAL BATTLE.

However, watch out for the white goblin!

Overall, I enjoyed this game immensely. It was atmospheric, well thought out and programmed, and has lots and lots of problems for you to mull over. Some of the problems are completely straightforward, others are much more convoluted and take some thinking about and solving.

Novices should be aware that this is a difficult game and be ready to ask for lots of help. Intermediate and advanced adventurers will, I am sure, enjoy getting their teeth into this very playable game. Don't let the sudden deaths put you off, but watch out for the goblins!

The game has been converted to Amstrad format using the PAW, and so runs under CPM and is disc only.

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

Spectrum version - £2.50 (tape/+D disc), £2 (if supply own +3 disc). **Amiga** under Spectrum emulation - £5 for all three games in the Dragon Slayer Trilogy plus free emulator, available from Dream World Adventures. Cheque/p.o. payable to M. Freemantle.

Please see inside back cover for addresses.

OG THE GREAT!

Written by Damian Steele

Reviewed by Wynne Snowdon on a C64



You are Og (the great) - I bet you'd never have guessed that!! You, who have only ever been great in your dreams, think about Death and how rich he must be with so many of the departed going to him with a coin on each eye. You decide to seek out Death and dispossess him of all his great wealth (well, some of it anyway - in fact, anything you can get away with) but you have no idea where to start.

Part One of this three part adventure finds you being thrown out of your lodgings. You wander around the town and seek assistance from a number of people, most of whom will only help you if you help them. You visit a temple, inn and library among other places, are never too far away from a very smelly river, save a life, make some money, get yourself killed - that's life when you're looking for Death. You learn that you need the help of a wizard but it's hard work finding one. Eventually, you get an address and a horse, and leave town on the second part of your adventure.

The second part begins with the wizard telling you he cannot help without his spell book - what a wimp. This has been stolen and is held in a nearby castle. So, off you go through the plague-ridden countryside where, if you're not careful, you'll become the next victim of the disease. Before you enter the castle you should dispose of the trolls.

In the castle there is no life – in fact, the only living person you meet in this part dies as soon as she gives you a message (boy, do you have a personality problem). More than a few problems solved and you eventually find the book but, beware, if you are too greedy you'll come to a messy end.

The wizard is so happy to have the book back that he transports you near to where you will find Death and you start part three close to a hill lined with crucifixes – all occupied. You need to find a way across the river to the entrance of Hades. This part has the almost mandatory(?) maze, and quite a difficult one it is too. In the tunnels and rooms of Death's domain you must beware of the many traps set to exterminate the unwary adventurer and, in one room, you will find a way to lengthen your expected lifespan. Death himself is quite a good fellow who will respond well if you are friendly. With a chest of coins safely in your possession you then wish that you were far away from Hades. Your wish granted, you find yourself back at the home of the wizard – a very, very wealthy adventurer.

Og (the great) is a clever program. You will need all of your adventuring skills just to stay alive long enough to complete your task. It is well written with some clues in the text but these are disguised to keep you guessing. I completed the adventure a little while ago and it took me ages to do. I decided to go through it again before writing the review and it took me just as long the second time because I kept getting stuck. Having said that, the puzzles have logical answers but many need more than one action to solve so you need to remember what you've seen before. This is not an adventure with loads of locations but there is something to do in almost all of them. Damian's macabre humour is apparent throughout so you can die laughing – frequently.

The program uses GAC and suffers a little from lack of vocabulary. The cursor is slower than I'm used to and, at first, I thought playing the adventure was going to be a chore. Fortunately, I enjoyed doing it so much that these little irritations faded away. Also, you move automatically to new locations on a number of occasions when you've worked out how to get through a particular obstacle so you're saved typing and waiting. Because you can come to a sudden, fatal end so many times it is helpful to save often. Unfortunately there is no Ramsave/Ramload facility and, for some reason, I could not save to disc although this option should have been available – or maybe Damian was just teasing when he put it in as an option.....

Many of you will take pleasure in cracking this adventure which is suitable for the more experienced among you. However, so long as beginners have the patience to see, find and try different solutions they too are well advised to have a go.

C64 version available from The Guild/Binary Zone PD (please see inside back cover for address) Price : £3.50 on tape or disc. Cheque/p.o. payable to Binary Zone PD.

A-MAZE-ING ESCAPES

THE 8th CRIME, played by the author, Damian Steele on a C64

N, E, N, E, N, GET KEY (A), S, W, S, W, S, OPEN DOOR, S, GET KEY (E), N, N, E, N, OPEN DOOR, N, W, GET KEY (C), E, S, S, W, S, OPEN DOOR, E, E, S, GET KEY (B), N, W, W, N, E, N, E, E, OPEN DOOR, N, N, GET KEY (D), W, OPEN DOOR, W, W, GET KEY (F), E, E, OPEN DOOR, N, GET KEY (G), S, E, S, S, W, OPEN DOOR, S, OPEN CHEST, LOOK, READ LIST, N, E, N, N, W, N, U, FINISH.

DRAGON QUEST

Written by Jack Lockerby

Reviewed by Wynne Snowden on a Spectrum



You live in a land terrorized by Smaegor, a dragon who demands an annual payment of gold to leave the people in peace. However, Smaegor has become greedy and, not only has he stolen the King's Staff of Power, he has also demanded double the usual amount of gold – an amount that cannot be found in the King's treasury. Because you were thought to be lacking in moral fibre, your initial offers of help were rejected and others set out to defeat Smaegor. Finally, only one able bodied man is left – you! The King commands you to deal with the dragon and return his Staff of Power.

Your journey starts near a native village. You meet a thirsty traveller who begs for water. You travel on to the village where many objects are found especially if you dig around. You go into a desert to find a means of taking water to the traveller before returning to the village. In the village you meet a wise old man who, in return for a favour, gives you the secret of translation. Using this helps you find a way to cross the desert the second time you enter it and will help throughout the rest of your journey.

Eventually you arrive at a river which you cross on a ferry. Setting out towards a town you should search all the time for things to help you. In the town you are arrested but should manage to gain your freedom easily. You visit a bank to get some change then explore the town further. You'll find a means of transport, have a close shave and take lodgings at the local inn – but that's not all you take. When there is nothing left worth your interest you leave the town behind and continue towards some foothills leading to a volcano.

Arriving at the foothills you move towards your final destination – the volcanic home of Smaegor. Inside the volcano you have to deal with a lion before moving deeper into the tunnels. Your progress is fraught with danger and difficulties but, eventually, you arrive at Smaegor's den. Here you'll have to be clever to overcome the dragon, especially as the only weapon you carry is useless against him. The dragon overcome, you find the Staff of Power and return it to a grateful King.

I think you are going to like this one. It's full of devious tricks to throw you and there's a lot of seeking and finding to make any progress. It's well written and you are advised to read the text carefully to pinpoint the few clues without which you may well be stumped. The storyline is effective and well thought out and, if you believe in dragons, it's fairly believable.

I didn't find it quite as difficult as some other adventures by Jack Lockerby but, having tried a lot of his work, I'm perhaps just becoming used to his style. The desert maze I did not like at all – but I dislike mazes in general. I spent a great deal of time getting nowhere because there just weren't enough moves allowed to successfully find my way.

Having said that, I was absorbed in the program, spend many happy (and frustrating) hours doing it and I hope you all get the same satisfaction from completing it.

Available from Zenobi Software (see inside back cover for address). Price: Spectrum £2.49 (tape/+D disc), £3.49 (+3 disc), Amiga & PC under Spectrum emulation £2.99 (including free emulator) Please add 25p (U.K.) and 50p (overseas) to cover postage.

HOUNDS OF HELL

Written by Peter Clark

Reviewed by Phill Ramsay on an Amstrad CPC

You are Jack Williams, a crime reporter on the Daily News, one of the more popular tabloid Newspapers. For over six months the main news from the West of England has concerned the disappearance of a number of locals and visitors in the Dartmoor area.

Due to an approaching General Election, the stories have not received the coverage that they would otherwise have warranted.

As you have been a crime reporter for the Daily News for several year, the Editor values your opinion, and readily agrees when you point out that the story should be investigated. From the books you have read on occultism in the past, you have a nagging suspicion that there may be some kind of evil ritual behind the disappearances.

You drive westwards for several hours, and suddenly the weather begins to deteriorate drastically. Just as you feel that you will have to stop and sleep in your car for the night, you arrive outside a forbidding-looking hotel. You book into the hotel, but not without feelings of unease about what lies ahead. You hope you will solve the mystery - but you might just lose your life in the process!

The game begins in the reception area of the hotel which you have reached. Before you can do anything else, you must summon the receptionist and sign the register, after which you will be free to wander around the hotel and explore your surroundings. The version of this game which I played was written with the PAW, and was, therefore, on disc, running under CPM. As far as I am aware, there is currently no (Amstrad) tape version of this game available, nor do I know if one is planned. However, WoW Software will have full details! (Please enclose an SAE when writing ... Barbara)

The game is in two parts, the objective in part one being to collect various objects, to help in solving other problems, and to gain hints and clues as to what (or who) is behind the mysterious disappearances. Along with these useful pieces of information, you also need to discover the correct place which you need to travel to in part two. This is probably the most difficult problem to overcome in part one, as it involves making use of a little occultism, making a note of the information thus obtained, and then working out how to make use of what you have found out.

It may sound as though I'm being very oblique, but I don't like giving away the solutions to the problems since I feel that it may spoil the enjoyment of the game for people who buy it. At this time, I thought the sequence a little illogical, but having played through the whole game, I am now of the opinion that it quite fits in with the theme of the game.

One point which I will mention is that the EXAMINE command is not synonymous with the SEARCH command, so it's as well to use both when exploring places and objects. Another hint is to have a piece of paper and a pen or pencil handy to make a note of anything useful (even if it doesn't seem useful at the time).

There is an irritating weight limit, so if you think an object has no further use, make sure you drop it in order to be able to pick up other objects which may be needed as you progress into the game.



Amongst other problems in part one, you will have to overcome a padlock without a key, find out who occupied your room before you, and what happened to them, and, another awkward one, how to escape from a barn when you are captured and locked in. At first, this problem may seem insoluble, but with a bit of thought, and careful use of the correct object(s), you will find that there is an escape after all.

Having found a way into the shed, you will be well on your way to finding other objects which will help you – but just how do you make a crystal ball work? Once solved, this will point you in the right direction for Part Two.

The second part begins on Dartmoor, with a blocked path to negotiate. There are several sudden deaths in this part, so it's an idea to make use of the RAMSAVE facility.

There is an awkward marshy maze in this part, and although I suppose you could eventually find your way through by trial and error, this is one of the times where having made a note of the information found in part one – and interpreting that information correctly – will save you a lot of time and messing around. Personally, I detest mazes, and was more than happy to have the route through it in front of me.

Eventually, you will find yourself in a village. There are many things to be done here, more information to be obtained, more objects to be found, friends who will help you, and equally enemies who will try to kill you.

Once you find some transport, you may continue your journey until events force you to a halt. Here, you will have to cross a bridge, which is guarded by a rather unpleasant demon. This is yet another case of having the right weapon (in the form of information) from part one. Without it, well.....

When you find your way to a deserted church surrounded by a graveyard which has been desecrated, you are close to finding out the truth behind the disappearances, if you are reckless, or impatient, you may not live to regret it.

You will find a couple of hidden passages which will take you ever closer to the evil which you have been hunting. There are a couple of precautions which you should take to increase the likelihood of your success.....but I'll leave you to fathom out what they might be.

The conclusion of the game is in your hands.

I found Hounds of Hell to be quite a playable game. The problems set in part one were not very difficult, but challenging enough to provoke some thought. Those set in part two were more difficult and awkward, I thought, but again, not impossibly so. Novice adventurers will probably experience some difficulties with this game, but more experienced adventurers will enjoy the challenge which it represents – and of course, WoW Software run a helpline for anyone who is completely stuck.

As I have come to expect from WoW Software, the game was bug-free, and I didn't spot any glaring grammatical errors, either. I enjoyed the game, and can recommend it as well worth adding to your collection.

Amstrad version available from WoW Software – Price: £5 (disc only) Cheque/p.c. payable to J.G.Pancott – **Please see advertisement in this issue for special offers..**

Spectrum (128K only) version available from The Adventure Workshop – Price: £5.50 (+3 disc), £4.00 (tape) Cheque/p.c. payable to P.M.Reynolds

Please see inside back cover for addresses.

THE KHANGRIN PLANS

Written by Jamie Murphy

Reviewed by Phill Ramsay on an Amstrad CPC

When I started playing this game, I wasn't expecting too much. To be honest, the title didn't exactly grab me as the most intriguing ever; it put me off the game a little, and I expected to be bored by it.

True to my expectations, after playing for a hour, I was bored and not at all enjoying the game. However, I continued playing, because, after all, you never know. My first impression was that this massive game (over 170 locations) had been put together in order to challenge the adventurer without any real content. A massive skeleton with no flesh, so to speak. At this point in the game, I was irritated by the fact that in several of the locations, you cannot Examine them without getting the default message. I thought that, with PAW and its compression, surely this simple type of input could have been catered for?

However, after two hours, I started to become interested in the game as the story developed. I was still certain that when I finished the game I would have very little of a positive nature to say about it, but in that I was very much mistaken.

After three hours, I was "into" the game, and completely absorbed by it. Before I move on to the game itself, let me explain where I think the initial disappointment with the game came from.

It lies in the instructions before the game has even loaded. They were very vague, and hardly told me what I was supposed to be attempting to do, let alone anything about how I should start my quest. (*[*] please see ordering details*)

You are told that as you boarded your spaceship you pondered your orders. Intelligence reports concluded that this is the only time the top officials will be absent and therefore the only chance for this plan to work. I was further informed that someone on the planet is an agent whom I could trust. As to who that might be, or where they might be found, that was anyone's guess. However, having found the agent, I had to identify myself by revealing the name of my home planet to him. The only problem with all that was I didn't know where my home planet was, let alone what it was called. Very helpful, I thought. And so, for the first couple of hours, I was simply wandering around attempting to make some sense of the game. This absence of instructions at the start of the game makes things much more difficult than they otherwise would be.

Let me say immediately that the (Amstrad) version of the game which I played contained several (minor) bugs which, whilst an irritant, in no way prevented completion of the game, and several grammatical errors. However, I am assured that everything will have been corrected well before you get to read this.

The game has been converted to Amstrad format using the PAW and so runs under CPM and is disc only. For me, the surprising thing is that literally so much has been crammed into the game. Usually, a game of this size would be in at least two parts. It also explains why there isn't additional information at several locations when you try to Examine them.



The game begins inside your spaceship, approaching the planet Khangrin. All is not easy sailing, or flying, as before you manage to land, an enemy spaceship appears and closes in on you. If you haven't taken the necessary precautions and activated the necessary systems, you'll be blown out of space before you even manage to land on the planet - as I was, several times.

Having managed to destroy my attacker, and then landed upon the planet, I braced myself for what I suspected was going to be a tough game. For once my instincts were accurate.

One of the first places which I found outside the hanger where I had landed was a restaurant. Making my way through it, I managed to find a tin of meat. I thought it might come in handy, but I could not find a way to open it. I did, eventually discover an opener elsewhere. I hope you're making notes, because believe me, you're going to need all the help that you can get to complete this game. It's one of the most viciously complex games that I have ever played.

Some parts of the map are in darkness, and so you need a source of light to make your way around these locations. There is a machine dispensing just such devices, so there's a stroke of luck - if you have the ready money to hand, that is.

I spent ages trying to find the friendly agent, and then when I found him, I realized that I still didn't know what planet I hailed from. My fear was that I had left this information inside my spaceship, but in this, at least, I was fortunate in that I had the information already to hand. The agent then gave me some important, and secret information. Because it was of such a secret nature, I am not permitted to reproduce it here. Besides, I wouldn't like to spoil the game for those of you who may play it. Not far from the agent, there is a dwarf who guards the route which runs South, and will only let you pass if you pay him some money. Isn't it always the same? Dwarves *never* do you a favour without expecting some money in return. Oh, well.....

Exploring further, I found myself in the Blue Sun Bar. I thought that this was quite an achievement, since the bar is a Members Only establishment, and without appropriate credentials, you'll not be admitted. I found a room which warned that foreigners should keep out. Annoyed by such a petty display of racism - or should that be worldism? - I made a point of going into the room, just to show the patrons that they didn't frighten me. And a whole gang of them jumped on me and beat me unconscious. When I came to, I was locked in a prison cell. All my belongings had been taken away from me. An examination of my cell and the bed yielded nothing in the shape of a hidden key, or a piece of bent wire with which to pick the lock - nothing. I waited for the guard to do his rounds so that I could jump him, but guess what? He didn't.

It seems that I was going to be thwarted in my quest (even though I didn't fully comprehend yet what it was that I was supposed to do) at this juncture, because I couldn't see a way to get out of the cell. However, I'd been sneaky enough earlier on in the game to secrete something about my person which now gave me the means to fool the guard into running into the cell. In fact, he was so preoccupied by what he was confronted with, I was able to slip out of the cell quietly and he didn't notice me when he left the cell and locked the door.

Not long after this, I was making my attempt to leave prison - a word of warning here: make sure that you make liberal use of the RAMSAVE facility. You'll need it as there are guards at strategic locations. Even if you manage to engage the attention of the guards, your time span is very limited, so it's best not to dawdle, nor to be sidetracked by interesting locations which you might discover.

Once on the outside again, I found a room which had a good old-fashioned fuse-box. Unfortunately, there was a fuse missing. Isn't that just typical? Fortunately, I had found the fuse elsewhere and was able to connect fuse to fuse-box. This meant that I could give power to a tool which is essential for later stages of the game.

In one area I found a small robot which, when I switched it on, insisted on following me everywhere. Now this is quite a handy find, but it can have its drawbacks, so you must decide when and where to leave it. After all, it is the key to solving a couple of problems which are otherwise insoluble. To say more might give solutions away.....

I located a hanger in which was stored a spaceship which belonged to someone else. Thinking that there might be valuables on board, I decided to make a search. Not that I wanted to *steal* anything, you understand, I just wanted to - shall be say *liberate* - any articles which were surplus to the spaceship's requirements. And there I met a robot: a big robot. One equipped with infra-red sensing equipment. I tried to retrace my steps, but the big robot was having none of it. As soon as I moved it blasted me into atoms.

Now, to get past the robot is quite a major problem. I would have checked in my Adventurers' Encyclopaedia for Avoiding Big and Nasty Monsters at this point, but I realized that, not being alive, the robot wouldn't be listed. The solution to the robot is inside the spaceship which it is guarding - but you have to get past the robot to obtain the solution, and the robot won't let you go *back*; let along forward. Nasty problem, is this one.....

Assuming that you manage to get this far, you may eventually find a house which has a blue door. Inside this are a couple of items which must be obtained - but you haven't enough cash to obtain both of them. You must find some more money and beg, borrow or steal it. I thought immediately of the dwarf getting rich fast every time I wanted to go South from his location. I tried killing him, but it didn't work. Neither would he loan me any money. Tight-fisted, are dwarves.....

I managed to find a body, and then found myself being stalked by some furry creature which decided that I looked like a tasty morsel. Indeed, it will stalk you for X number of moves and then will attack you. You must have catered for this problem well before it is presented to you, or else you have no chance of overcoming the wolf-like creature that attacks you. Creating the object which you need is one of the more difficult problems in the game, but it is by no means the most difficult within the game as a whole.

I had earlier found a mansion to which I couldn't gain access, but now I held the solution to that problem. Once inside, there were several ways I could go, but the most interesting was in one of the bedrooms where I found a pretty young woman asking if I'd brought her a present. When I handed over the object required, I got a kiss and a beautiful figurine.

As I left the mansion, I managed to trip an alarm and not long after, I could hear the sound of sirens approaching. And then the police were there, and they arrested me as an intruder. I don't think they believed my story about reading the gas meter: oh, well..... The way around this problem has something to do with a sculpture not too far from the mansion itself.

Having got this far, against all the odds, I managed to obtain some explosives, found a light sabre, and managed to persuade a local Hero to aid me in my quest. I was quite surprised that he agreed. The problem of how to get the explosives into the building where you need them is quite difficult, and needs more than a little thought. And it was at this time that I decided to try and take care of a second big robot - and my seconded Hero gave a good account of himself.

Having made my way into the building in question. I soon set the alarms off because I was carrying a gun. However, the gun is needed further inside the building, yet the sensors detect it if it is carried around openly.

I found various interesting locations worth exploring, and even found a hospital ward which boasted an overworked doctor who became even more overworked by the time I had finished.

The first time through the game, I got to this point and then discovered that I had missed an object in the early part of the game, and so could not complete it. There were many curses at that moment, I can tell you.

This is a vast game and it is played on a vast scale. Having played it through, I'm reminded very much of Larry Horsfield's games in terms of gameplay and difficulty. Having said that, this game is fiendishly difficult in places and lots of the problems set are absolute stinkers. I confess that I had to check the solution more than once when I simply couldn't see what I should do next.

There are so many sub-quests and so much has been crammed into the game (which is, after all in one part) that it really does represent value for money. However, be warned that you will have to face exceptionally difficult problems and will be killed off several times. The inclusion of a RAMSAVE facility, I thought, was not so much a bonus as a necessity.

As I mentioned earlier, I found that it took a couple of hours to get into this game, but once I did I found it totally absorbing and deeply interesting. It's worth playing just for the quality of the problems, and each one's solution is quite logical.

I had only played one other game by Jamie Murphy, (The Pendant of Logryn), which I found fairly interesting. This game, however, is of a much superior quality, and quite frankly, I can't praise it too highly. Novices beware: if you buy this game be prepared to ask for lots and lots of help.

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

Spectrum (128K only) - £2.49 (tape/+D disc) £3.49 (+3 disc) PC under Spectrum emulation - £2.99 (including free emulator) available from Zenobi Software [*] who include a leaflet explaining your mission. Please add 25p postage (U.K.) 50p (overseas).

Please see inside back cover for addresses.

IN TOUCH

AMIGA SOFTWARE FOR SALE: At £6 each : MIDWINTER (not 1200), PERFECT GENERAL, UNIVERSAL MILITARY SIMULATOR AND EXPANSION DISK (allows you to create your own wargames and pitch various armies against each other). EPIC (space game), TANK PLATOON, HARPOON (based on the famous boardgame). At £4 each : KAMPFRUGGE (tank battle game), AMOURGEDDON (futuristic space game with filled vector graphics). FULL METAL PLANETTE (futuristic tank game), JOAN OF ARC (RPG/Strategy game based on the said lady), CARRIER COMMAND (Strategy/simulation game).

All games run on an A600 but I can't guarantee compatibility with the 1200. First come, first served. Cheques/p.o.'s to S. J. CLAY. Available from Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY.

THE WHITE FEATHER CLOAK

Written by St. Brides

Reviewed by Jill Nott on a Spectrum

You are Cedric and life has been treating you pretty well lately. You worked your way through the ranks of chivalry at the side of your friend Borin, the great gnomish warrior. Only last year you both covered yourselves in glory in mighty battle with the evil sorcerer Grimbal. You defeated him after a long, hard struggle and retrieved for the gnomes their sacred treasure, the White Feather Cloak. You were rewarded with promotion to Knight while Borin won the hand of the King's daughter, the fair Elsbeth.



But something has gone horribly wrong. You return for Borin's wedding to find Borin missing, his mansion in ruins and everyone baying for your blood! Before long you are hauled before the king who refuses to listen to a word you say and hurts you into jail. Fortunately your patience and generous nature are soon rewarded by an audience with the Princess and you find yourself promising to rescue her bridegroom and the White Feather Cloak from the clutches of your old arch-enemy Grimbal.

Pausing only to seek help from an unpredictable wizard you set off to search Borin's home for clues then follow Elsbeth's advice and seek out the forest elves. It's hard work getting into their good books but they eventually prove to be invaluable allies though their food leaves a lot to be desired. Still, you can wash away the taste in the local inn before wandering across the moors to find transport to a remote bell tower which soon reveals its secret, if only you could read the elf language.

So ends part one of this enchanting two parter which to my mind has everything that is good about adventuring. Its story is well told and flows evenly through the game. Descriptions are a joy to read and some, like the forest elves and the demons with their "eyes wavy of joy", are quite magical. Its parser is very user friendly with well-written character interaction and puzzles are plentiful and original. The neat use of riddles to unlock doors adds to the atmosphere and a couple of the more fiendish ones will take you away from the computer for a while.

Entry to part two is by password so you know that you have all you need to complete the game eventually. But that is a long way off as there are masses of problems to solve before your final confrontation with Grimbal. The action all takes place in, under and around his castle. You will have to find your way through dark passages, break numerous enchantments, retrieve a powerful amulet and use a snake in a very unusual way before you and Borin are free again.

I was almost sorry when the end screen appeared as I loved the game and would recommend it to anyone.

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

Spectrum £2.49 (tape/+D disc). £3.49 (+3 disc). **Amiga** (under Spectrum emulation) £2.49. **PC** (under Spectrum emulation) £2.99. Please add 25p (U.K.) 50p (overseas) to cover postage.

SOMA Pt.12 by JOE KERR

"Gor" said the Traveller calmly, wiping his mouth on the back of his hand. "What kept you? I expected you ages ago, I know Terosaurs can't resist a picnic."

If Gor could have scowled, he would have done. but his facial expressions were limited.

"Silence," he hissed, skipping the social pleasantries. "You.....!" he jabbed a grimy claw at Zmel, "take Korn to the mines and lead him to the Corpus Deum."

Zmel glanced uneasily at the Traveller, who continued to survey the scene calmly.

"Now!" snapped Gor impatiently, his claw poised threateningly over a button on his wide belt and the Traveller nodded to Zmel, who rose apprehensively and walked to what appeared to be a vertical fault in the rockface. Turning sideways, he slid behind it, showing that there was in fact a concealed narrow entrance leading behind a section of the rockface, which was quite invisible to anyone standing in front. Korn activated a beam of light on his belt and then hissing uncomfortably he squeezed his large frame through the narrow passageway behind the rock.

"Take good care of our guest, Zmel!" called the Traveller after them. "It wouldn't do if he got lost!"

Zmel smiled to himself in the darkness of the cave, the Traveller had clearly read his mind. Outside, Gor settled himself on a rock in the sunshine and opened a small jewelled box. Taking out a red tablet, he put it into his mouth and offered the box to Oda. As the yellow reptilian eyes, with their slit-like pupils bored hypnotically into hers, she felt her hand automatically reach out towards the box.

"No!" The Traveller's voice ricocheted like a pistol shot, effectively breaking the spell. He continued more gently, "Didn't your mother warn you about taking sweets from strangers?" he smiled and handed her a Kava fruit. "Have this instead."

Gor hissed scathingly. "Suit yourself - it would have made the time pass more pleasantly."

"Don't worry about us," said the Traveller. "We can entertain ourselves, can't we Oda? I spy, with my little eye, something beginning with 'L'"

Oda giggled and started to peel the Kava. Clearly the Traveller wasn't worried by the strange turn of events - indeed, he seemed to have been expecting it.

In spite of his outward nonchalance however, the Traveller's mind was working overtime. What he had begun to suspect, the night Richesse was burned, that Gor and Korn were the only two real Terosaurs on this mission, had been confirmed later, when he had found the Andara, which was why it had been so important to locate it.

The Traveller knew enough about the reptilian population of the twin planets of Dolphus and Rhombus, to know that what they wanted, they simply took, by force. If they had wanted the Corpus Deum, they would have sent a fleet to the planet and destroyed everything in their path. No, from what the Traveller had seen, Gor was manufacturing robots to do his work for him - but why? The Terosaurs had enough man power, or rather lizard power to do the job themselves. They had no need to manufacture robots, with all their inherent problems.

Was Gor's mission a secret one – a private one even, known only to Gor and Korn? Was he acting without authority from his home base? Was it Gor's plan to steal enough Corpus Deum to make himself all powerful? He wouldn't be the first in the Universe to dream of absolute power. With the unique properties of Corpus Deum and what it meant to interstellar travel, he could make that dream a reality, especially as this primitive planet contained one of the last known sources in the Universe, a secret that the Traveller had thought was safe, until now.

As they sat in the sun, Oda spoke quietly to the Traveller. "Who are you? Where do you come from?"

The Traveller stared at the sand thoughtfully for a few moments before answering.

"I don't know."

(another chapter next month)

PRINTERS by LON HOULSTON

My existing printer, a Citizen 120D, had been a willing workhorse across seven years and three computers. The only thing I had ever had to do to it was to provide a new ribbon and wash its face from time to time. It was a basic machine but did all that I asked of it without rattle or complaint. Despite this, I resolved to put her out the pasture and to see what modern technology had come up with over the last year or so. I hope that my own experience may help someone hovering on the brink of new ownership.

The first decision to be made was what type of printer to go for and this did not provide much difficulty as expense ruled out a laser, my first choice, and the present cost of replacement ink cartridges knocked out a bubble jet, so far as I was concerned. This left the dot matrix, 24 pin with direct costs being little more than that of the paper and the ribbon, and I eventually chose the Citizen Swift 240. I am not too bothered about colour at the moment but should I change my mind an option exists, for a small sum, to incorporate a colour kit.

As we all know, prices of computers and allied equipment are in a state of flux at the moment but the firm offering the best deal at the time was Silica of Sidcup and I duly placed an order using my other plastic friend. Silica's despatch arrangements were excellent and the printer arrived the following day. Admittedly, the paper feed knob had not been packed but this arrived in my letter box less than 24 hours later and as they threw in a printer kit of paper, labels and a disk of drivers for specific software, I am not complaining.

On reading the manual I saw that the tractor unit could be installed in either the push or the pull position depending whether you want to run the paper from the rear or from the bottom. This was new to me but being rather restricted for desk space I opted for the pull use so I could put the printer on the old stand and stack paper beneath. Of course, the default had to be the push position but it didn't take too much to reverse this and see how it all worked. Unfortunately, I then saw that you couldn't use the auto park and load facility in this mode, so I had to go back to the original push position. That's when the trouble started!

I don't pretend to be at all technically minded and, try as I might, I couldn't see how the wretched thing went together. Like all manuals the diagram showed very little resemblance to the thing I was looking at on the printer. I did solve it eventually – as I do most of my mechanical problems – by getting the wife to do it. She had no difficulty and then went back to stripping down the washing machine or whatever.

(The park/load button seems to be quite a brilliant idea, by the way, and has a position which parks the continuous paper being used so you can use single sheets without unloading.)

Once set up the Swift soon started showing its paces. It was most impressive for its range with 4 emulations, 9 LQ fonts, 2 draft fonts and 2 scalable fonts. Everything can be altered at the touch of a button and should you want help you get a series of messages scrolling across the window in the control panel which in itself is remarkably straightforward to master. There is also provision for installing extra font cartridges and for expanding the memory. All in all, it seems quite an improvement on the old 120D and both Barbara - my wife - and myself were pleasantly surprised at the speed and quality of the output.

I found myself at the beginning printing nothing but draft copies whilst within Protex but soon discovered (by reading the manual, of course!) that Protex overrides the commands you have set up on the printer. The remedy is to use the auto software lock button or to do as I did and load Protex configuration program. Then turning to printer driver options, insert "YES" under "IGNORE RE-SET". Any font you use can now be set at the printer and not at the word processor end.

The Swift comes complete with a two year warranty but we took advantage of a further two year extension for a reasonable £35 on the theory that with so much to go wrong, it will go wrong.

Naturally, we all have different requirements and someone involved in DTP, for example, would prefer perhaps Bubblejet or a Laser if they are in the money, but for the average word processor and adventure user, I can recommend the Citizen Swift 240.

Lon's experience with his new Citizen shadow my own when I upgraded from my trusty 120D [still in use with the C64], to a Swift 24, except I still haven't managed to get the tractor paper feed into the pull position.

If anyone else would like to share their hardware experiences, please send in your recommendations, or warnings, as appropriate.Barbara

ADVENTURING SAYINGS

sent in by MARY SCOTT-PARKER

"He who partaketh not of adventures, shouldst have his computer examined." SHEIK SPIER

"One small step for adventurers, one giant leap for the rest of mankind" MAN IN THE MOON

"Please sir can I have some more adventures?" OLIVE TWISTER

"I came, I saw, I entered and got stuck in the maze" JULIA C. ZER

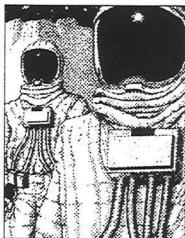
"Never have so many been stuck in so few locations for so long" WINSOME HILLCHURCH

"The moving finger writes, and having writ, moves on, inevitably falling off the edge of the paper" O. MARK HIGHAM

"If you could make one heap of your adventures, they sure would amount to a great big pile of dough!" MR KIPPLING

"Adventures expand to fit the time unavailable" HOUSEWIFE CUMBRIA

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BRIAN: THE NOVICE BARBARIAN

Down through the 'mists-of-time' some words have become synonymous with our youth and 'Cool' could most certainly be counted amongst their number.

In Balrog's youth it was 'cool' to sport 'D.A.' style haircuts or to wear 'brothel-creepers'. Whilst in Cat's younger days such items as 'Loons' and 'platform-soles' were seen to be the very epitome of 'coolness' - 'Far-out, man!'

However to today's more educated youngsters the pinnacle of 'cool' can be something as simple as just wearing your cap backwards! Just ask your kids if you want clarification of this, or if you need to discover just what it takes to survive in today's 'cool' world.

To one such one young lad - namely **BRIAN WOODLOOSE** (aged 15) - this was of secondary importance because he had set his sights on much greater things. He strove not to emulate his fashion-setters but to become the one thing he prized most in all this universe to be a true **BARBARIAN** just like his grandfather!!!

However such dreams are not easily attained and to become the target of his deepest innermost desires **BRIAN WOODLOOSE** must first gain himself a 'quest' - one that he was capable of completing - one that would gain him the respect of other Barbarians - one that would put his name up there with the other 'greats' of these times.

So it was, on one damp windy morn. that **BRIAN WOODLOOSE** (aged 15) was to embark upon the journey that would once and for all put the object of his desire within his puny grasp. So it was, on one miserable week-day, that **BRIAN WOODLOOSE** (aged 15) was to set off on his first quest - to seek the 'Wand of Flute' which had been stolen from the great one known as 'The High Mage'. This task was the one that would take him to the far and distant kingdom of 'Krud' and the one that would endanger not only his own life but also those of practically every other person he met on the way !!!! Some of whom did no more than to do their best to assist young **BRIAN** succeed with his quest.

Will the quest be a successful one or will the dreams of a young lad lie scattered and broken amidst the debris of battle ... help **BRIAN** complete the quest and reveal it all.

ADVENTURE**NOTES**

This game will accept all the standard commands such as **EXAMINE**, **REMOVE**, **SMASH**, **JUMP** and **PULL**, as well as some more unusual ones such as **RETRACT**, **UNROLL** and **LENGTHEN** so have no fear about what you type in ... the worst that can happen is that the programme will not recognise it!

Don't forget to save your 'progress' - if you make any that is - to **TAPE** or **DISK** in order to give yourself a permanent record of it and if things get too tough you can always try using the commands **HINT** or **HELP** - no guarantee they will work though !!!!!

**Spectrum 4BK/128K+2**

PROJECT NOVAThe Story So Far ...

As the students settled down in their seats and prepared themselves for another couple of hours of intensive 'learning', the droid at the far end of the room blinked into life and began to spew forth the contents of its database ... such was life in Cadet-training school No. 3618.

Over the years the authorities had come to learn the lesson that 'survival' in the vastness of space relied more on adequate training than on 'good luck' and therefore had initiated a series of courses that would implant this knowledge in the thousands of cadets that swelled their ranks yearly. One such bunch of cadets was about to embark on phase one of such a course and YOU will be amongst them.



"For the purpose of this lesson we will return to a time when the Earth was in crisis and war was raging across the Galaxy. Earth and her colonies were locked in battle with an alliance of Alien-beings who regarded the Earth's colonialism as an intrusion upon their collective space. However neither side was making any great progress and despite the odd sortie against each other a 'stalemate' existed. But moves were afoot to put an end to this and on **Terran** the military scientists were hard at work developing a supreme bomb, to be known as the **NOVA** after the effect created by its explosion. **PROJECT NOVA** excited all concerned and increased government funding soon had the project in full flow. However alien agents infiltrated the research department and enticed a technician to steal the prototype and the design master copy.

A great search was initiated and the aliens were finally tracked to a pre-war **Terran** space-station, abandoned at the outbreak of war and left un-occupied in an alien occupied part of space. Plans were then made to recover the prototype and the design master copy.

The aliens intended to build and operate the **NOVA** device to suit their own ends ... to destroy the Earth and end the war in one fell swoop. Supremacy of space would theirs!!

The **Terran** authorities sent in a couple of small fleets but these were destroyed by a much larger gathering of alien craft and so it was decided to send in **one** highly-trained agent in the hope that a **one** small craft could sneak in un-detected. The agent was supplied with a canister of 'flu-virus' with which to eradicate all alien life from the space-station. This lone pilot was a **Flight-Sergeant Smith** of the 3rd Martian Combat Squadron.

Your task today is simply to recreate **Smith's** incursion on to the planet and to attempt to carry out the task in hand as though you yourself were **Smith**. So plug your neurological interfaces into the data consoles and your cerebral cortex will be fed simulated information concerning **Smith** and his surroundings. If you have studied your introductory work correctly then this test should pose few problems so load your test programmes and commence when you are ready. Good luck."

Spectrum 48K/128KNOTES

Use the commands **RAMSAVE** and **RAMLOAD** to store/recall a game position using **memory** but use **LOAD** and **SAVE** to make a more permanent record on tape. Use the command **AGAIN** to repeat the last command and the command **HOLD** to pause the passage of time. **TEXT** will turn the graphic system **OFF** and **PICTURES** will turn it back on again. The game will recognise the use of the word **EXCEPT**, so use it in the context of **GET ALL EXCEPT THE DEAD ALIEN**. To change the main character set simply use the command **CHARS A**, or **CHARS B**, or **CHARS C**. The player will be allowed to **EXAMINE ALL** either **HERE**, **CARRIED** or **WORN**.

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Adventures for the Spectrum

NEW RELEASES

HOUNDS OF HELL

A TWO PART 128K ADVENTURE

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 your 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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Escape From Prison Planet

A TWO PART 48K ADVENTURE

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.

AVAILABLE NOW FOR THE SPECTRUM on DISC £5.00 and TAPE £3.00

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

ADVENTURE WRITING WITH AMOS Pt.2

by STEVE CLAY

On the disk along with ADVSHELL you should find a mini-adventure with the filename BT.AMOS. This is the game I will use to explain various things regarding the system, so make sure you are fully equipped with a back up copy.

Play the game a few times and then study the listing and you should see the basic idea behind the program. First though, we shall look at the all-important basics!

VOCABULARY:

Advshell resembles PAW in several aspects and one of these is that it scans the first five letters of a word only. Load up BT and find the subroutine INITIAL: This as you may have guessed is the routine that initializes the various arrays in the game, including the vocabulary.

Have a look for the verb data. This is a number of data statements that hold alternately string, number, string, number....

Example: "take ",13,"get ",13 etc

The string is held in quotes and must always be 5 characters in length, so words over five letters should use the first five, and those less than five in length should be padded out with spaces. All words should be entered in lower case. The number following the string is the number that identifies the verb. In the above Get and Take are both equal to word number 13. It is these numbers that are used in the response table. At this point I must point out that it is up to you to keep track of the number of Verbs, Nouns, Adjectives and Prepositions you use. This however is probably the most difficult thing you need worry about.

SYNONYMS:

To add a synonym to the word list just give it the same number as the word it matches as in the GET-TAKE example above. Important!! When matching up your words make sure you include synonyms in that count.

You can alter the verb count if you want but you are advised not to alter those that handle the movements (Verbs 1-12) Get, Drop, Examine, Save, Load, and any other that has a routine already written for it. (Inventory, etc). All the above applies for all entries in the word tables. The only nouns used are 1 and 2, these being IT and ALL.

OBJECTS:

Objects have 5 components attached to them: N is the object

OBJS(N) - The text that describes the object.

OBX(N) - Is the weight of the object.

OBW(N) - Is the noun number of the word that describes the object.

OBL(N) - The initial location of object when game begins.

COBL(N) - This is used to keep track of the object as the game progresses.

All the above except OBJ\$ are held in data statements.

OBJS(N) is declared. That is, OBJ\$(2) - "An ID card".

The default number of objects is 30. This number can be raised or lowered as required but keep a note of the numbers and alter those routines that effect or use the object lists, such as GET, DROP, INVENTORY, SAVE, LOAD, RAMSAVE, RAMLOAD, the routine that prints the objects visible in the location, etc.

FLAGS:

There are two sets of flags. GF are gameflags and there are 10 of them. These are used by the system and their use is explained in the Rem statements in the ADVSHELL listing. The other flags F(200) are the flags or counters that are used as variables during the game. The statement at the top of the listing DIM F(200) gives you 200 flags to play with, needless to say you can increase this if you like, just remember to alter the save/load routines, etc.

In case you haven't used a flag/counter before you use it as you would a variable.

```
If F(1)-1: PRINT "The door is open.":End if
```

```
If F(1)-0: PRINT "The door is closed.":End if
```

TEXT:

The text is held in three string arrays. SH\$,LOC\$,MS\$.

SH\$ holds the title of the locations and can be ignored if you want. Example. SH\$(1)-"[The Bridge]"

LOC\$(N) will hold the location text. Example. LOC\$(1)-"I am on the bridge...."

MS(N) will hold the various in-game messages. Example. MS(1)-"You can't do that!" or MS(2)-"It is a small metal bar."

The default is 300 messages (Dim MS(300)) and 100 locations (Dim LOC\$(100)). SH\$ if used should match LOC\$.

TES is used by the PRM routine to print out all text. Look through the response table of the BT listing. Almost every entry will have a piece of code similar to:

```
TES-MS(1):Return:End if
```

What happens is that TES is made equal to MS(1) and then upon returning from the response routine PRM is called and TES is formatted and printed to the screen.

Have a look at the entry in response that covers inserting the card in location 2. There is a call to PRM here and then the location is redescribed on return. The variable MP is set to one. This stops the message being printed twice. The call to the AK (Anykey routine) subroutine sets the variable MOVE to 1, this will force a redescribe when the response table is exited. The return used in the entries in my system does much the same job as DONE in PAW, for those of you familiar with that system.

Right, that's it for now. Next month we'll have a look at exits. If you want to make the most of the tutorial then you'll need AMOS in one form or another. Then you need to send me a formatted disk in a jiffy bag with return postage inside and I'll send you a copy of the ADVSHELL and BT listings. If you need any help with ADVSHELL then don't hesitate to contact me. If you have altered the ADVSHELL system then send me a copy of it on disk. An SSAE is vital if you want a reply. If the same problems keep cropping up I'll deal with them within the pages of Probe. Send all items regarding AMOS to me not to Barbara (although I'm sure she would love to sort out string arrays and all the exciting stuff!).
Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY.

PERSONAL MESSAGES

- To Ellen – Let's hope so. (From Damian)
- To Rudi – Hisses! Spit! (From Custard)
- To Rakhir – What's all what? Please explain. PS. Have we met? (From Damian)
- To Miss Demeanor – A.P.F.I.W.N.? Can't wait. (From Damian)
- To The Gruel – Nice to see you're still out there. How goes Trinity and the loft conversion? (From Damian)
- To * – Foo? (From Mad Cat)
- To M.Polo – Oh man, have you never heard of Boots? (From Dylan)
- To Uncle Horace – Like, try running it under the hot tap, man. (From Dylan)
- To Squiggle – Like, I know what a cell is, man, but what's a brain? (From Dylan)
- To All – Wow, this is heavy man. Like, being conscious is not easy. See you in the Spring, man. (From Dylan)
- To Acidspit – We should join forces against those such as Kasar, The Viper and Glumwynd, but I've got tummy ache again so you go first. (From Fry-Them-With-One-Puff)
- To Kleptomaniacal – Ponderment.....never, never, never. (From She-Who-Waited-Beside-The-EMPTY-Grave)
- To Kasar – All right dear, go and have a lie down. (From Acidspit)
- To Jonathan – Welcome to the fold. (From NIAMN)
- To Mary S.P. – I thought your joke about the 15" pianist was very suggestive. If I ever find anything suggestive in my stories I tend to whip it out. (From Steve)
- To Glumwynd – Long time no smell! With your problem I should have thought your time would be better spent inserting corks into a certain orifice rather than talking out of it. (From your friend and superior being, Acidspit)
- To East Anglian Admirer – Take me, I'm yours (From Uncle Horace)
- To Grimwold – Don't bother with more gold – just send the mine. (From Uncle Horace)
- To Tweepwold – Easier said than done. The Witch of Stanley has no sense – false or otherwise (From Uncle Horace)
- To Damian – Guess who raided Woolies(?) last night, and escaped with 5.000 brand new Bic's? (From Uncle Horace)
- To Damian – I give up!! (From Ellen)
- To Peter – Message from mum, "Whatever happened to The Shadows?" (From Ellen)
- To Phill – Can you believe it, I'm trapped in the middle of a Stone – and it's really "Weird!!" (From Ellen)
- To M. Polo – What a great idea! Where should we start? (From Ellen)
- To Tinkerbelle – You'd better. You'd better. You'd better – or I'll get Rudi to sort you out! (From Ellen)
- To Uncle Bulgaria – Why do you want to know? Have you forgotten, then? (From Ellen)
- To Phill – Now, c'mon, remember you DID promise (From Loobiloo)
- To East Anglian Admirer – Horace is a two timer and a cheat. He's also seeing Snow White. (From Doc)
- To Tweepwold – Stop grovelling to Grimmy. He doesn't deserve our respect (From Doc)
- To Tweepwold – You sound like my kind of dwarf, how about going "out to work" with me? (From Snow White)

ADVENTURE PROBE 99 ISSUES AGO! by STEVE CLAY

ISSUE 1: June 1986

As part of the celebrations of Probe's 100th issue for the next few months or so I'll be looking back at the early issues that started the ball rolling.

Originally, I believe, the first three issues were printed on A4 paper, however the back issue I have is the traditional A5 format. 16 pages (including the cover) made up the first issue giving the whole thing a rather sparse look even on the smaller format. But it is not always quantity that wins the day.

Some of the sections included in issue one have survived to this day including getting you started which kicked off with Bored of the Rings. Serialized solutions also began in this issue with The Hobbit, Neverending Story and Valkyrie 17. There are reviews of five products including a lengthy appraisal of the "new" adventure creator GAC! SubsunK was given a full page review while shorter comments were given on Mad Martha (too S.L.O.W. it says here), Price of Magic and Temple Terror! Obviously the letters section was rather empty thanks to there not being any. Instead the Editors gave a list of possible subjects the readers might like to comment on. Other items in issue one included a cryptic hint section which has been superseded by the general help section these days and one advert that made me think. The 50/50 club offered to take your game idea and program it for you. Over the years I have seen several of these adverts by different people. I wonder how many games came of them!

Overall issue one was brief but held a lot of information and a lot of promise for the future. I can well believe that adventurers saw this as manna from Heaven. Taken on its own issue one could well have been the last but the readership rallied round and Probe flourished!

Next month - Issue 2.

MY PROBE TOP TEN by MARY SCOTT-PARKER

This article came about through a conversation Barbara and I had, bemoaning the fact that there were no decent T.V. programmes any more. I said I would like to go through the T.V. archives and choose my own personal favourites for re-showing and Barbara said she would love to do that too, Blake's Seven being on the top of the list. Anyway, the conversation came round to Probe's 100th edition and Barbara asked if I would like a stroll [more of a flick, actually] through Probe's "archives" and pick out my own favourite bits, which is what I've done.

1) July 1990 "Famous Adventuring Phrases" by Ted Bugler

"Not worth saving - I'm sure I can jump across this chasm!"

"I knew I'd be able to do it without any trouble - glad I didn't waste time saving - now, let me see. I'd better just go back for my lamp.....oops"

[After just leaving the room for a moment for personal reasons, in the middle of playing an adventure] "Which plug did you pull out in order to use the hoover, dear? etc

2) Sept. 1990 "Those We Have Loved" by Steve Clay [inspired by above] – "Last Thoughts"

"I bet that 2000 volt sign is a red herring"

"AHA, you must have to light the dynamite with the petrol and the matches" etc

3) Dec. 1990 Letter from Paul Vincent about graphics.

".....However sticking a few glossy pictures and sensurround sound into a mediocre adventure will not transform it by some digital alchemy into an advanced state-of-the-art entertainment – it will merely be a porcine lughole with delusions of pursehood!"

4) July 1991 "Diary of a Computer Addict" by Bob Adams

"Some people miss out the occasional word in a letter. I miss out whole sentences! The first draft of one of my letters is usually quite incomprehensible to anyone else but me and then not always to me either. Any remarks at this moment, such as "I must have received one of your first drafts last time then" will not be appreciated!" etc

5) Aug. 1991 Review of Evulution by Hugh T Walker

I think this whole review is hilarious and I would love to type it out in full, but I think that Barbara is hoping to squeeze one or two things of her own into the magazine!

".....Apparently I can talk to the Bartender.....the only thing is that I seem to have difficulty in making him understand. I can buy beer! Great....but he refuses to serve after the third glass! Well if that's his idea of a good night out, I'll take my custom elsewhere in future! Strolling around, I find an old Storyteller telling tales to a group of people so I try to talk to him, [don't you just love the way that STAC requires the wole word in full] but he doesn't understand [could it be the beer?] I stop trying to ask intelligent questions and try a simple "Hello" Ahah! He understands this. Apparently I tell him that I am looking for my brother who is missing.....[this is new to me as well, as I haven't read the back of the box]. He tells me that there is a lot of it about; i.e. people going missing. I start again....and find that I cango outside and if I do not stop out too late, I can return to the pub. I meet a Gravedigger. He doesn't understand me either, so I hit him [Yes! This game has combat!]er....the Gravedigger turns into a Demon, with 500 hit points. This has its plus side as well as its minuses – I only have to type five letters for Demon! Perhaps the Storyteller can tell me something useful about the Demon so, back to the pub. Oh goodie! The Demon is coming too. I'll be able to show him off to all my friends in the pub. The Storyteller doesn't understand me but, joy of joys, I have found that he answers to Old. Meanwhile Old goes on telling his tales and there is this Demon knocking seven colours of brickdust out of me while, apparently no one notices! What an uncaring society! Anyway, it doesn't last long.....I start again....." etc

6) Oct. 1991 "You know it's Game Over when:" by Steve Clay

"The dark, roomy cave has teeth and a tongue"

"Surrounded by six angry warriors, you are told to fight or die and your inventory reveals a banana and a blunt paper-knife" etc

7) SOMA parts 1 and 2 Nov. 1991 and Jan. 1992

SOMA was an idea sent in by MerC, who supplied the first chapter and the second one chosen was by Jim O'Keeffe. These two chapters were so good, that I suspect the quality of the writing intimidated everyone [me certainly] to such a degree that no more were forthcoming until I wrote the third one, simply to get the story moving again. Anyone who hasn't read the first two, should definitely do so.

8) Feb. 1992 "A few words of advice for Adventure Authors" by Paul Cardin

"This short article will aim to highlight some of the more common errors found in the text of adventures. Follow the advice herein and your playtester's job will be ten times easier.

Incorrect use of apostrophe's is common. Don't think "Whose to know?" if you fail to insert an apostrophe - there are pretty smart players out there who's job it is to playtest games and they'll spot glaring error's strait away. All too often we read mistakes what gives a bad understanding of our English grammar. Split infinitives you should always avoid using. Don't never use a double negative or you won't get nowhere, and don't mis-place your hyphens nor use "nor" when it should be "or". You should not be made unaware that being clear and lucid is not unimportant. Circumvent the inclination to utilize overly extended polysyllabic terminology" etc

9) Aug. 1992 Review of Shadowlands by Ted Bugler

"This new release is described on the box as a "completely new role playing experience" and as such it is hopefully one that will not be repeated! All commands are based on clicking on a part of the character's anatomy [I was relieved to find that some functions are not catered for] and if you, for example, look at a plaque [by clicking on the head] then you can't move again without clicking on a leg first. The whole dungeon is pitch black unless you are carrying a torch or are within a short distance of one hanging on a wall. This creates two problems. First, whilst a torch hanging on a wall stays illuminated for ever, once you get hold of it, it goes out before you can say "the friendly and intuitive mouse-driven control system". The second problem with the torches is that if the character with the torch moves away from the rest of the party, you can't see them....." etc

10) Oct. 1992 "Who said we couldn't do it three times?" by Peter Clark

[An unofficial report of the Third Annual Adventurers' Convention]

"I booked our room in the Summer so I marched boldly up to the reception desk and said "Room for Mr and Mrs Clark!"

"It'll be ready in about an hour" came the reply from a rather bored-looking receptionist.

"Next time I'll book earlier!" I remarked.

Maureen was thirsty so I gallantly offered to get her some coffee. Pausing only at a nearby Building Society to increase my mortgage, I wrote a cheque for the appropriate amount and returned with the drinks.

"Hope you don't get thirsty again," I said. "I only brought a couple of hundred quid with me and we have to eat as well..." etc

YOUR EDITOR'S FAVOURITE BIT FROM PROBE

First, I think I should explain that this was, in fact, my second choice. It seems the article I thought most memorable wasn't even in Probe. After I had spent a whole day thumbing through ALL the back issues, I was informed by Steve Clay, who actually wrote it (at least I remembered that bit correctly), that it had been published in Adventure Coder. I hope to obtain permission to reprint it in a future issue.

Second choice or not, the following was a gem in an excellent series of lists of INTERESTING INVENTORIES that players found themselves carrying in adventures.

In the May 1990 issue Jim Struthers, a regular contributor for many years, told us he once found himself carrying the following items, all at the same time. The list may even give some players a clue as to which adventure he had been playing.

a vicious serpent	a mongoose	a nun
an armed Terrorist	a crowbar	some scales
a caged lion	a bow	two babies
a bull	a white coat	a deadly scorpion
a goat	a flute	an innkeeper
a dangerous panther	a key	an archer
some climbing equipment	some water-wings	a ram
a parachute	a fish	a huge boulder
a chair	a crab	a mud monster
a whip	a hairdryer	a sleeping giant
a pair of wellies	a gun	a crystal bridge leading north
a net	some antidote	(that's 37 items)
a feather	a camel	

BUGS AND AMUSING RESPONSES

The following is an extract from a letter from Peter Clark who is trying to play Colin Campbell's OPERATION BLUE SUNRISE. Peter said that when he entered the tube, he always arrived at Mum's house. He wrote to Colin who said that he could not recreate the bug. After checking all versions, and confirming that the bug appeared in all of them, Peter finally tracked it down.

If you use the input LEAVE, all is okay, but if you input LEAVE TUBE you always finished up in Mum's House.

Peter has advised Colin Campbell of his findings, and as yet hasn't received an acknowledgement. On a personal note, I feel that Peter has been very kind telling Colin of this error, and after reading all the introductory spiel on all the versions I have, including an officially registered one, I get the impression that players are being used as playtesters. If anyone has a solution, or part solution, for this game I will be very grateful for a copy. (Ed.)

WHAT CHANCE THE BEGINNER?

by WYNNE SNOWDON

Those of you who read my review of "A Thief's Tale" (*Probe, Feb. 1994*), may recall that I particularly enjoyed the game and thought it very suitable for beginners. This was so because I managed to complete quite a lot of each part before becoming really, really stuck. This kept my interest going and encouraged me to keep on trying.

Many reviewers try to gauge which programs can be recommended for beginners. The trend, it seems, is for fewer and fewer to fall into this category and more and more often for them to fall into the "this is a game for experienced players" group.

Those who can create, write and program adventures are obviously very talented and, in the mental battle between writer and player, it must give them great satisfaction to produce programs which have the players baffled. Now that I am a little more experienced I must admit to a preference for programs which make me think hard – just before I pick up the phone and cry for help. I realize that, to keep the present experienced adventurers happy, interested and playing, the writers have of necessity become more and more innovative. After all, most people become disenchanted when doing the same thing time and again.

Where, however, does this leave the beginners who should become the next generation of adventurers?

When I obtained my first computer (a Tosh HX10) I bought a variety of programs including adventures. At that time I hadn't a clue how to start and, as they were extremely difficult (Level 9), they were consigned to the "can't hack these" drawer and I forgot about adventuring for the next seven or eight years. I have, since then, discovered the great pleasure in adventuring and often bemoan the time wasted by not having had access to easier programs at the start. How many possible new adventurers are being discouraged by the present very high standard of programs offered?

To return to a previous point. It may help to give them a small chance. Going into a program which is extremely difficult from the start can be a turn-off for someone who is newly trying to understand adventuring. Perhaps if some programs started more gently (before the writer goes for the jugular) it would encourage beginners to want to carry on.

I really don't know what the answer is to this problem. Perhaps there isn't a problem at all – or an answer. More informative inlays would push up the production costs. More in-depth help facilities may spoil the programs for experienced players.

And how do we reach beginners anyway to introduce them to adventuring? I would be interested to know what other people think – both experienced and beginners.

HELP WANTED

Can anyone tell me the screen commands to insert a blank line (without using the spacebar) in the Spectrum version of the Quill?

Please contact Damian Steele, Flat 2, 4b Ferton, Southfield Rise, Paignton, Devon, TQ3 2NF.

NEWSDESK

Coming soon from Zenobi Software

Sam's Un—excellent Adventure by Ian Osborne, The Well of Zol by Laurence Creighton, The Search for the Nether Regions by Gareth Pitchford and The Song of Taliesin by Dennis Francombe. All are typical of their respective authors (all Probe readers) so who said Spectrum/text adventures are dead? Get saving for when they are available. starting with SAM which concerns the exploits of a robot bearing an intentional resemblance to the SAM Coupe logo.

New C64 title from The Guild/Binary Zone PD

Their latest release is I'm Innocent by Damian Steele. Can you escape from your bedroom in time to see your favourite TV programme? Price: £2.50 on tape or disc – see inside back page for address.

New name for Dragon Magazine

Dragon Magazine has been renamed Computer Sales & Wants, as Debby feels this reflects the nature of the magazine, which is to advertise subscribers sales and wants for computer hardware and software – see August issue for details. You will also be helping Probe, because some of the money raised from sales goes into a Probe Fund, and Debby has already forwarded a very generous cheque. My grateful thanks to the anonymous donors. Obviously, the more subscribers the more chance of selling what you don't want, and buying what you do – see the August issue of Probe for details.

Adventures from Alchemist Research

First, Doomsday, a 128K game which is available on tape, 3.5" or 5.25" +D disk but is not compatible with the +2A or +3 machines – Price £4 including 2 free adventures. Secondly, Cell of the Ridge and Leotrope, the latter is a good sci-fi adventure but I haven't played this version yet so can't say if a few minor bugs have been corrected. Only £2 for the two, so a bargain, also on tape or disk. Alchemist Research have many types of programs available – send SAE for full details – see inside back cover for address.

AMIGA COLUMN by STEVE CLAY

UNIVERSE: Assuming the role of Boris Verne you are transported into a parallel universe and your initial aim is to escape back to your own universe. So perhaps that is why the game is called Universe! The real story behind Universe is only revealed as the game progresses, but you could have a fair bet that saving said Universe plays a part. The game uses 256 colour screens even on a standard 500. As usual these days the interface is point and click and makes extensive use of the two mouse buttons! The game comes on six disks and is not hard drive installable. (Bit of an oversight there methinks!) The adventure is apparently ideal for the less experienced adventurer, although this is tempered by "fairly tough" arcade sections! The game screens look very pretty but a little washed out. From information gleaned from various reviews it seems disk swapping is kept to a minimum as screens are loaded in a few at a time.

LITIL DIVIL: This game maintains a standard that was set on day one of the software industry. That is, it has been previewed for years and still the thing is not here. However this looks about to end as Litol Divil finally gets released, on CD only at the moment. The game is an adventure set in Hell and you have to guide Mutt through Hell in order that he can go Topside and get hold of the Mystic Pizza. As you can see the four years development has allowed for a tale of magic and charm with a truly fantastic feel. Each level of the adventure is viewed in delightful 3D and the atmosphere generated by the graphics is superb. Each level has ten rooms with a mix of puzzle rooms and arcade bits and each level ends with an "End of Level Guardian".

DARKSEED: The CD version of the gory graphics adventure has arrived and is billed as a "Talkie". It has a soundtrack recorded by actors and now the lead character Mike Dawson chats to you. The actual game has not been altered so the same phrases that greeted the floppy versions apply. That is, great graphics, shame about the steaming gameplay.

EVIL'S DOOM: There is a design team from Croatia who are currently, it seems, turning out games that bear more than a passing resemblance to other products. They have a football game that looks identical to Sensible Soccer, a top down shoot 'em up that looks like Alien Breed and now a 3D adventure that looks very similar to Doom on the PC. The fact that these are not yet fully developed programs gives me the feeling that there is some hype involved somewhere!

DRAGONSTONE: This game uses a strange viewpoint, above and behind in the same vein as The Chaos Engine. From the demo I played it seems to be a tough RPG/Hack 'em up, but there are some puzzles in the game as well as magic and some character interaction.

KING OF THIEVES: This strategy-based game uses a similar view to that used in Dragonstone and is a sort of Risk on computer. The player aims to take over as much of the land as possible. There will be optional arcade-type quests available to the player. Team 17 are behind this game and its release is some time in the far future so any changes in gameplay will be reported nearer the time.

THE CLUE: This game is a rare thing these days. It has arrived with no previews, no bods telling us how wonderful it is going to be and no reviews weeks before the game is finished. You begin the game being buried at your funeral. Then you play the game as a flashback on your life of crime. You can plan various blags and carry them out. Starting out with lowly smash and grabs and working up the criminal ladder. The demo I played did nothing for me as you seem to spend most of your time chatting to other characters in a strange kind of poorly translated English and life seems a little slow. If however you are of a criminal bent, and most of you probably are, then this could be for you.

PUBLIC DOMAIN: A quick mention for Black Dawn. This 3D adventure has been revamped and released with the new title of Black Dawn Special Edition 94. Star Trek fans may be interested in The Final Frontier disk magazine. The latest is issue 7 and comes on four disks. It contains artwork, soundtracks, plus bucket-loads of Trek info. It costs £8 inc. P&P. (CYNOSTIC PD: Tel: 0203 681687). Also of interest to Trek fans will be the Star Trek Design File (United PD disk PS160). This has deck plans of Star Trek vehicles and bases.

The winner of the July competition was Angela Callender.

Finally, I feel no shame in plugging my own game in this column. THE TAXMAN COMETH is now available for the Amiga (not an emulation!). It costs £3 inc. P&P. Cheques payable to S.J.Clay. Available from : Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY

GETTING YOU STARTED

BILLY BARKER IN WALESVILLE played by Dorothy Millard on a C64

Start in an east/west tunnel. INVENTORY (you are carrying a snapshot camera), GET PLANT, EXAMINE LADDER (most of the rungs are broken), GET RUNG, EXAMINE RUNG, EXAMINE WALLS, W, EXAMINE WEB (sticky - don't touch it), EXAMINE WALL, EXAMINE SCONCE, EXAMINE BOLT (it has a pivot joint), PULL SCONCE (the south wall revolves to reveal a square room), EXAMINE HOLE, EXAMINE WALL (made of blocks), EXAMINE BLOCKS (behind a loose one you find a coin), N, N (to where the tunnel ends), EXAMINE TOOLS, GET hammer HEAD, MAKE HAMMER (you fit the rung into the head), S, IN (to chamber), EXAMINE DESK (you find an old satchel), EXAMINE SACHEL (you find plans)

CIVIL SERVICE played by Sue Roseblade on a Spectrum (also on Amiga & PC under emulation)

Go W, ENTER shop, SAY HELLO to invigilator. He needs flour. LEAVE, W, W, X DOOR (key is already in lock!), UNLOCK DOOR, ENTER, CLOSE DOOR, X DOOR (you find a key), GET KEY, E, MOVE BED, GET COIN, W, OPEN DOOR, LEAVE, W, N, E, NE, NE, E (outside windmill), READ NOTICE, X SAILS, UNLOCK DOOR (with brass key), ENTER, PULL LEVER (to get a pile of flour), TURN POWER ON, INSERT COIN, TURN POWER ON (sails stop turning), LEAVE, X SAILS



DESERT ISLAND played by Martin Freemantle on a Spectrum (also C64)

GO BEACH, U, SEARCH TREE, GET ROPE, D, N, N, N, X SEATS, GET BAR, S, S, S, GO LAUNCH, USE BAR, GET ROD, GET GUN, GO BEACH, W, USE ROD, GET KEYS, E, N, N, N, N, E, FEEL BEAM, GET TORCH, W, W, TORCH ON, W, W, X SKELETON, SEARCH BELT

ZORK 1 - available for many computers

You start west of a house by a mailbox. I (empty-handed), OPEN MAILBOX, READ LEAFLET (true!), DROP LEAFLET. The door is barred so go S and E (to behind the house), OPEN WINDOW, ENTER (now in kitchen), W (living-room), EXAMINE CASE (where you store your treasures), TAKE LAMP, (has limited life span so use sparingly), MOVE RUG (reveals a trapdoor), OPEN TRAPDOOR (see staircase leading to darkness), TURN ON LAMP, D (cellar - someone closes and bars the trapdoor and you need the lit lamp otherwise you are likely to be eaten by a grue), S, E (galley), TAKE PAINTING, N (studio). If you READ PAPER remember to DROP MANUAL, U (chimney to kitchen), U (dark attic if not carrying lit lamp), TAKE ALL (nasty knife and rope), D, W (living-room). OPEN CASE, PUT PAINTING INTO CASE, DROP KNIFE (for later), TAKE SWORD, OPEN TRAPDOOR, D (need lit lamp), N (troll room - sword glowing brightly so he is very close), KILL TROLL WITH SWORD (repeat input if necessary until he is dead and disappears in a cloud of black fog), DROP SWORD, E, E (round room), SE (engravings cave). If you wish, EXAMINE GRAVINGS before going E (dome room), TIE ROPE TO RAILINGS, CLIMB DOWN ROPE (to torch room), S (temple), E (Egyptian room), TAKE COFFIN, W, S (altar), PRAY (transported to a forest), TURN OFF LAMP

A PROMOTIONAL PROSPECT played on a Spectrum (also on an Amiga under emulation)

Start in working area of The Daily Tribune newspaper. I (notebook and pencil), X NOTEBOOK, X PENCIL, X DESK, X COLLEAGUES. By now your boss will have shouted for you to see him in his office. He gives you an assignment – find out what you can about a boy, Timothy Bailey, who has disappeared. S, X REPORT, DROP REPORT, LOOK UNDER DESK (find and pick up your bag), X BAG, SEARCH BAG (now have your carkeys), S, E (carpark), X CARPARK (see your car), IN (must be carrying keys), X NOTEBOOK (see Timothy Bailey's address which you noted from the report), DRIVE TO CHURCH LANE, OUT, S, KNOCK (Mr. Bailey invites you in), TALK TO BAILEYS, ASK ABOUT TIMOTHY

SEARCH FOR REAPER played by Dorothy Millard on a C64

Start standing next to a large cauldron. EXAMINE CAULDRON (heavy – ignore the spoon), E, OPEN GATE, S (to foot of grave), EXAMINE CROSS ("Reserved for You" is carved on it), S, EXAMINE TOMB (you hear banging from inside), OPEN TOMB (the gravedigger jumps out and rushes off leaving a shovel behind), GET SHOVEL, W (church entrance), READ PLAQUE, S (inside church – ignore the pews), S (altar), PLAY ORGAN (don't touch the candlesticks or you will be caught thieving!). E (to confessional box), GET CHARM, EXAMINE CHARM (a St. Christopher to ward off evil spirits), W, N, N, E, N (foot of grave), DIG GRAVE (with shovel – you find a bottle), GET BOTTLE, EXAMINE BOTTLE (empty), N



TIME OF THE END played on a Spectrum

Note : Not all inputs are essential but some unimportant responses are quite interesting.

FIRST INCARNATION – Start in the shabby and run-down square of a city centre. I (some coins, sandwiches and handkerchief), X COINS, X SANDWICH, X HANDKERCHIEF, READ GRAFFITI, N (outside an Olde Curiosity Shoppe), W (derelict street), READ GRAFFITI (note Kilroy was also here), W (bombeite), TAKE BAR, E, S (corner of subway), BUY NEWSPAPER, READ NEWSPAPER, DROP NEWSPAPER, N, E, SMASH WINDOW (with iron bar – now in jail), SAY SORRY (back outside the shop which is still closed), E (riverbank), CROON ("By the light of the silvery moon..."), TAKE BOOT (which was thrown at you), THROW BOOT (you get your own back on him), S (outside IPL), SE (embankment path – note open window for later), D, SWIM, S (back on embankment), S, W (subway), GIVE COIN (to busker), R (until orb appears), THROW HANDKERCHIEF (at orb), SMASH ORB (with bar – orb disappears in a puff of blue smoke). Instead of smashing it, you can try to TAKE ORB (when it is covered with the handkerchief).

By now you should have been transported to The Great Hall. INFO. You can't kill the aliens, so to escape them go S, S, S and S through shining metal-lined passages until you see a workbench. X WORKBENCH, TAKE CLOAK, X CLOAK, WEAR CLOAK, E (through wall of lights – but only if wearing cloak). Now in an alien laboratory. This is really as far as you can get in this "body", so just R until reincarnated in a brass cage. X CAGE (notice a perch, seed, water, sandsheet, and in the mirror you see your reflection as a jackdaw). EAT SEED, DRINK WATER, D (onto sandsheet), LIFT SANDSHEET (see large hole), D (fly to open window)

HINTS AND TIPS

THE ADVENTURER played on an Atari

Set the mousetrap with the crumbs of cheese and put it down in the barley field.

inside "The Cobbler's Inn" examine the men to see one of them slipping some cards under the table. A fight will break out if you show these cards to the other men. Note that the Traveller at the bar leaves, forgetting to pick up his change. Collect it and follow him. Your honesty will be rewarded.

In the well, use the crook to get to the ladder and again to get back to the rope.

At the cultivated NW corner of the garden, pick some carnations (flowers) and pull the plank. As the barrel is too big for the hole in the fence, throw it over.

CORTIZONE played on an Atari

To get the spanner from the robot arm - use the screwdriver to remove the panel from the arm then jam the whirring gears with the screwdriver and cut the pipes with the laser iron.

To open the keypad door, you have to decode the six binary code numbers given to you by the spydroid.

You need something from the top of the lift - so you will have to find a way of destroying the drone - try soap and water.

The pathologist robot has some useful tools - see if you can get him to drop them in a particular room.

The "maze" of air ducts beyond the grille isn't a maze if you know the route - check a weapon for details.

You can carry more than one bullet in the gun. The spiders are only in the ducts, so you don't need the gun after you've gone down the chute, so don't worry when you lose it - all that trouble just to get a ball of string!



DARKMERE played by Ron Rainbird on an Amiga 1200

LEVEL THREE

Keep well-stocked with food.

Go North-West to the Library and read.

You must look for and fight the Orc Shaman to get a magic dagger.

Go South to the prison, release the prisoners, one of whom will tell you the combination to the Lift.

Look for the lift. This will take you eventually to the Dragon's Room for the final battle.

Make sure you have a Strength Potion for the last and final mightiest Dragon (or is it?). Kill it wins the game!

FOR PETE'S SAKE Pt.1 played on an Amstrad & Spectrum (also on an Amiga and PC under emulation)

BALS TFIL then EGASSEM DAER for a password, this will help you discover the name of the mole.

DRAC DER PU DLOH to obtain a whistle.

To visit Pete in jail you will need a pass – from the Pet Shop.

Get the diplomat to blow the whistle (to summon the policeman) to give you time to drop the flyer in the panda car.

Examine the horse, then read the sign. Continue reading the sign until you get a message about the Stationer's – but the sign will only show it if you have talked to the ambulance driver.

The policeman's widow asks you to arrange the funeral – you'll need a vicar, a poet, flowers and a coffin.

Say hello to Pete when he is released otherwise he will go off in a huff.

The dead policeman's brother is a toreador!

EILLIM ERIH who does singing telegrams, and she has to be present when you YREGRAM TUOBA TNATSISSA KSA.

To get the chip pour the kilm into the glass.

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

The river will carry the barrel for you.

The twig is used to pick a lock and make a torch.

The blade has many uses – don't throw it away until absolutely necessary.

Some brush, the twig, the blade, some resin and the stone when used correctly will provide a lit torch.

ORB QUEST played on an Amstrad & Spectrum

Pick the pocket of someone in the market square to obtain an interesting advertisement.

Give the ale to the dishevelled tramp then ask him about OMAD then ask him where that stage coach is. You'll have to run after it as it is just leaving. During the journey the driver is injured, so make sure you can help him.

Give the cap to the old man on the toadstool so that he will direct you towards Questor's Prt mention in the advertisement.

Make a lasso, throw it and then pull the rope tight before tying the END of it to a convenient rock.

SAY "CLOSE" to pen the magic door (the first letter of each word inscribed on the wall). Examine the walls in the "desk" room.



HUMBUG played by Damian Steele on a PC

The aardvark wants the termites and the feather.
The hacker wants the package from the Golden Gulp.
The chimp wants the banana.
The owl wants the dead mouse.
The bear wants the honey.
Kiss the fairy and she'll give you a diamond.
Give the barman the doll and the musket to get some beer in return.
Give the beer to the gravedigger.
Put the turkey leg into the barrel to kill the fish.
Give the fish to the sealion to get the tuck-box.
Carry the tuna sandwich and the cat will follow you.



INDIANA JONES/FATE OF ATLANTIS played by Neil Currie on an Amiga

TIKAL

Use your whip to move the rodant near the snake.
The parrot knows the title of Plato's Lost Dialogue.
In the temple, ask Sophia to keep Sternhart busy then go outside and steal his lamp.
Open the lamp and use it on the spiral design.
Use the spiral design on the animal head.
Get the bead from the tomb when Sternhart has left.

ICELAND

Use the bead on the eel head to get the figurine.

AZORES

Ask Sophia to talk to Costa.
He'll want the necklace, but instead get Indy to trade the eel figurine for information.

Barnett College

Use the jar in Indy's fridge on the Indian statue to move it.
Get the greasy rag from the basement.
Look in the urn to find a dusty key.
Push the large box to find the dusty box.
Return to the office and talk to Sophia.
(next month - Algiers and Monte Carlo)

ISHAR 2 Pt.7 played by Ron Rainbird on an Amiga 500

Having returned to the Fortress Entrance, follow the wall to the right and go East and take the second bend to the South until you reach a large room. Go to the South-East exit and travel South then East until you reach a corridor to the North. You will recognize that it is the room with handles in it. Go North along the passage to the West whenever you can, but prepare a Psychic Protection Spell to kill the Wizard of Chaos when he appears. Having disposed of him, collect his treasures and a skull. Return to the entrance to the passage and take the corridor that leads South-East. This will lead to another villainous Magician. Kill him, then search nearby for a secret passage. However, it will not open until you go to the Statue of Eagles and press the button underneath them. Go down the secret passage heading North where you will end up facing six scales. You should by now have six skulls, so place them on the scales and keep going down the corridor. You will encounter a guard so give him the usual hack and slash so that you may take the relic he possesses.



Time now to return to the coast and go back to Zach's Island. Once you have returned to the City, look for a Clothes Shop just North of the Harbour. Buy five evening tunics. (Don't bother to feel the quality - it is all good stuff.) Wear your new outfit, making sure that you are wearing the Ent pendant, then make your way to the Blue Velvet Nightclub where you will find part of the Fortress parchment.

Now you must ensure that you have at least 20,000 pieces of eight and if you do not have enough, go around the town killing innocent bystanders until you have accumulated the necessary. Now go North-East of the harbour to the alley near the four towers. Between midnight and 2 a.m. a weird-looking geezer will appear. For 20,000 coins he will give you another relic. Now off to the Herb Shop and buy the ingredients for 5 anti-vertigo Potions (Mildong Potion).

Back to the Harbour where you must set sail for the North-East Landing Stage of Jon's Island. You didn't think it was finished did you? You ain't seen nothing yet (to quote the Bard).

(more next month)

LOST IN THE AMAZON played by the author, Dorothy Millard, on a C64

Keep pushing the jammed door. Cut the string with the knife. Examine the crates then smash them with the shovel. Don't forget to examine the broken crate. The trapdoor can only be opened if you are strong.

In the jungle, offer the monkey some fruit. Shoot the snakes.

At the massive wooden door remember what you saw the natives doing.

Clean the dirty table in the ruined city. In the Temple turn the cross then lever the eyes.

The natives like beads. Give the Chief the eyes, box and bowl.

Make a shelter before climbing the hill then rest. Lever the boulder to make a crossing.

The sarcophagus is a red herring. Ride the Condor to complete the game.

MORON played by John Schofield on a Spectrum

John says that when he originally played this game he scored 60-70%, but now he has succeeded in gaining 100%. Before I publish his full solution I thought I would give players a chance to solve it themselves, with the help of John's long list of very useful NOTES. (Barbara)

1. Oxygen Supply - there are 9 cylinders to find, each contains 70 units/turns (you are warned 10 turns before they run out). Several actions use up oxygen more quickly.

To SQUIRT OXYGEN at a Moron you must have at least 53 units and it uses up 40 units. FIRE LASER (broken) in the Starboard Bay explodes the laser and reduces your oxygen to 15 units. MOVE COAL (carrying shovel) in the Fuel Store has the same effect. SQUIRT OXYGEN outside the ship uses 20 units (you must have at least 28 units to do this).

2. Torch Batteries - there are 9 batteries to find, each contains 50 units/turns (you are warned 9 turns before they run out).

3. Security Robots - the first appears after 125 turns and you must FIRE RIFLE immediately. To score 100%, seven must be destroyed before PULL LEVER to start the engines and five after (not including the Sneaky Robot in the Teleport Room). The Sneaky Robot appears after 115 turns. The rifle has only 13 shots.

4. Carry the book to enter the Library. In the Library, you must have the 1st Pillar of Time for PULL CURTAIN to reveal a passage north.

(more next month)

REVENGE OF THE SPACE PIRATES Pt.2 played by John Schofield on a Spectrum

You need a disguise to pass the guards.

Is there something behind the fridge? Move the sofa to open the game out.

Tell Gienda your real name. She has information about the ducts.

There are 3 vital objects in the Workshop and 2 in the rubble.

On the way to the radar installation, there are two shafts, so you need to replace your magnetic grapnel with something in the first before moving on the second.

After visiting the radar, waiting around will move things along.

ROUGE MIDGET played by Damian Steele on a Spectrum (also available on the Amstrad)

UNPLUG SCUTTER to move from the start.

Search the Cat's clothing to find a concealed weapon.

Charge the blaster at the sound end of Level 2.

Watch the film for a clue.

Salute Rimmer.

Kick the food dispenser.

A SERPENTINE TALE played on a Spectrum (also Amiga & PC under emulation)

Bess will escape if you open the gate. so climb over it. She is friendly if you have something nice for her.

Plough the wheat field.

Carry the sack so that your hand doesn't touch the skull.

To get a silver coin you'll have to "thank" Jasum.

Go to the altar after you have ploughed the field so that it is late in the day. SLEEP, and when you wake up the sun will guide you.

When inside the barrow, replace the skull and search the pottery. You need a bronze coin to buy something, so wait until the inn opens then enter and examine the floor.

TASS TIMES IN TONETOWN played by Dorothy Millard on a C64

Go to the park and interview the daglets.

Before going down the well make sure Ennio doesn't say "I smell snarimeat". Go through the tunnels then up to Franklin Snarl's Estate and unlock the gate.

Walk the nature trail and blobo will dig in the sand to find a card.

In the office complex enter the elevator, insert the card and push button 5 to arrive at the Penthouse where you find Gramps handcuffed. Hit cuffs with zagtone to free him and leave.

Go to the gate of Franklin Snarl's Estate. get mushroom and throw it at the eye. open the gate. enter Snarl's house. Sic Ennio at Snarl and give book to Gramps. open the jar then push Snarl in the hoop.



TWELVE DAYS OF CHRISTMAS played on a Spectrum (also on an Amiga & PC under emulation)

You need a spoon to stir the cauldron – twice. What you find is actually one of the five rings.

Tie the cone to Noddy's hat in place of the bell – otherwise Big Ears will flatten you.

Ride the hobby-horse to Banbury Cross to meet a find lady.

To cut the reeds and twine you'll need a billhook.

The monk is from a silent order so give him the slate.

Protect your head and hands when getting the honeycomb from the hive.

You only need the scarf from the scarecrow.

To get across the gap you'll need the ladder, but you can't carry anything across. only items worn.

A hand-made rope and a weighted Dr. Who scarf are needed to escape from the huge rock.

Do a little more exploring before you accept a lift back to the inn.



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

The Elf will deal with the Ogres so that you can use the boat, so long as you can get it to your side of the river.

Dulgan willing joins your party, but he has to rest before he will have the strength to deal with the magic carpet.

An earlier kindness will be rewarded when you are confronted by a herd of elephants.

The Barbarian fights bravely, but it requires some magic to eventually defeat the dark elves.

To finish, return to the Troll's cave and get Dulgan to remove the spell from the carpet – then all of you can fly to Dulgan's house.

WYSIWYG played on an Atari

Put all the coloured items, one at a time, into the washing machine, close the door, dial a special number you should have found somewhere, then press switch. To open the drawer in the ship you need a bent wire.

After a sea journey, enter the castle. Put the colours back into the picture of the castle, and watch in amazement as each one is painted in on your screen.

MILION DOLLAR GREAT JEWEL HEIST played by the author, Dorothy Millard, on a C64 (also on Amstrad and Spectrum)

Stuck in the chair? Just break the string to get free. Examine everything in the Living-room and more than once.

Oil the tin opener then feed the dog with the contents of the can.

You need to skim the pool with the net to obtain the rusty key.

You need the rusty key to unlock the shed. Once inside the stool will help you find out what's on the high shelf. Move the rake before getting the shovel.

In order to pick the rose you will need the gloves, which are on the shelf in the shed.

Dig in the herb garden for an iron key to open the gate.

Listen to the radio for information about the Jewel Heist.

It isn't possible to open the glass doors in the Sun Room.

Play the song in the Music Room for a clue on how to use the rose. Enter the secret passage from the Library but make sure you have an exit first. The rat poison is under the piano.

To open the grating you will need a saw. Poison the cheese and give it to the rat.

The stairs which have been boarded up can be passed if you have the axe.

Turn the knobs in the bedroom. Unfold the blankets in the cupboard.

The safe is behind the painting. You must have the note to open it.

Unscrew the panel in the clock for a ruby pendant.

The attic can be entered using the ladder and a little force.

Can't find the Secret Room? Push the panels in the Library. Use the tweezers to get the ring.

BLACK CRYPT played by Mary Scott-Parker on an Amiga

LEVEL 3 [can't be done without the Eyes of True Sight from L4]

29.19 Ring of Location

28.17 Go down stairs

LEVEL 4

At the bottom of the stairs you will be facing E, turn to face S, take one step forward and then step back immediately and kill the weapon-pinching monster that will materialize in front of you. If upon starting Level 4 you feel a shade under-equipped then the following steps will ensure a more even handed battle. Go back to the stairs at 20.23.2 and lay essential items on the floor, the most obvious necessities at this point being Storm Wand [unused!], Potions of Cure Poison, Quake Scroll, and Teleport Scroll and then save the game and exit. Make 3 copies [call them 1, 2 and 3] of the save disk [call it disk A] using a copier like X-Copy 3 [failing that Workbench and remember to remove the "copy of" from the name of copies]. Restart the game using Disk A, pick up the items and go down the stairs. Go back up the stairs, this time using Disk 1 and again pick up the items. Go down the stairs again and then back up again, this time using Disk 2 and pick up the items again and repeat with Disk 3. Save the game again on save Disk A. [This can be repeated at any stairs that access the save disk, only visit the level below first, and kill any monsters]. You will now be fully equipped to complete Level 4. Level 3 can only be completed when the Eyes of True Sight have been put into the gold face at 27.15.3, and the Mask of True Sight obtained. To get the eyes you need 4 Fork Keys to open the locked doors on Level 4, behind which are the special waterskins for the four altars through the teleporter at 24.16.4, but first you need the Box Key to open the door at 22.20.4 to create the first switch.

24.16 Scroll of Life + Hope Blade + Potion of Cure Poison

22.12 Open door

22.09 Open Gate [Kill Green Monster]

15.01 Scroll of Cure Poison [Green Monster is here]

15.01 Push lever [removes wall at 27.02.4]

15.06 Get Box Key to door 22.21.4 + Teleport Scroll

22.20 Open gate with Box Key

22.23 Dispel Magic Field

22.25 Push button

1st Fork Key

20.19 Push lever and quickly go to 19.20

19.20 Face North and proceed

18.22 Push little button and quickly move over closed pits

13.22 Open gate

11.22 Horn of plenty

11.22 Push button

11.22 Enter haze [teleported to 20.24.4]

20.24 Get Fork Key for door at 18.19

18.25 Cure Poison Scroll

18.25 Enter haze and walk South towards pillar

18.19 Open gate with Fork Key

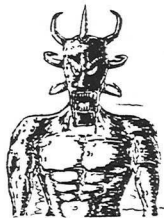
15.19 Get Waterskin and put in separate place

2nd Fork Key

24.19 Push lever, quickly go to 25.20 and proceed North

27.24 Fire Wand

27.24 Enter haze [teleported to 29.6.5]



(more next month)

SERIALIZED SOLUTION

CURSE OF ENCHANTIA played by Phil Reynolds on a PC

The doors from here lead into rooms which each contain an item you will need; starting from where you're standing the left hand doors lead into rooms containing a jack, a pistol and an ice cube. The right hand doors lead into rooms containing a magnifying glass, a megaphone and an icicle. Go into each of the open rooms and get the object it contains, then return to the dice table. Get the dice and then throw them again, repeat this until you have collected all six items from the rooms. To get the gun from the second left room, attack the shelf with broom, and to get the icicle from the third left room attack it with the broom. Once you have the gun insert it into the holster hanging near the start of the corridor, this lowers the bowl and enables you to get the two items it contains, a prism and a bottle of sun tan oil. Once you have all these items, walk down the corridor towards the window and on the floor just before you reach it you will find a whistle, get this and attach it to the megaphone. Attack the window using this object to break it then jump through the window. You're now in a room with a door to the right protected by a beam that comes down from the ceiling. Attach the magnifying glass to the hole in the ice under the beam, follow the beam and attach the ice cube to the next hole, repeat this with the icicle and prism to deflect the beam back on itself, destroying it. Go to the door and insert the jack under it to open it and pass through.

Move left as soon as you enter to avoid being hit by the ice witch's bolts, then position yourself just left of the rocks at the bottom left of the screen. Now the tricky part - click at centre of the base of the steps to the left of the witch then as the witch is about to unleash an energy bolt, jump up. If your timing's right you should jump over the bolts to land at the bottom of the steps which you'll climb to sit in the throne and be catapulted out of the room. You'll now find yourself in an empty room but as you try to leave a giant hand will swoop down and grab you. Wear the sun tan oil to slip out of its grasp then leave the room. You now travel through a series of empty rooms, when you reach one with two doors take the right one and you should see a box of matches lying on the floor, take these then continue on until you reach a room where a large green troll is guarding a fire extinguisher. Position yourself behind the pillar out of sight of the troll and it will eventually fall asleep. Go over to the troll and insert a match between its toes, if it wakes up again go back behind the pillar again until it falls asleep. Attack with the matchbox to light the match and the inevitable will happen with the troll leaping through the roof. Get the extinguisher and Benn will appear to transport you back to his shop in town. Return to the Mage's shop and give him some money, he will then disguise you - this will let you get past the guard outside Sally Seall's shop.

After passing the guard you're in a location where a pop group are playing, go west and get the tuft of hair from behind the large pile. Continue west past the post box and through the volcano's fall out, avoiding it if you can, get the tray and continue west off the cliff. There is a pile of remote controls here with a large mouth sitting on top of them, ignore these for the moment and go to the wreck of the "Marie Celeste" then west to a pile of cassettes, get the cassette then continue west, get a sock from behind the pile. Insert the hair into the large nose to the west of here, it will sneeze, getting rid of itself and the large mouth on the pile of remotes. Get the pen and stamp from behind the pile of pens then go down the stairs to the right back to the pile of remotes. Get a remote from behind the pile and go to the wreck, continue east to a pile of gold coins and attach the sock to the pile to fill it with coins. (continued next month)

SOLUTION OF THE MONTH

HOOK played by Peter Clark on an Atari

First you must acquire a Pirate's Uniform to enable you to board Hook's ship. When you appear, go through the doorway to the left. This leads to Mrs. Smeedle's washing line. Pick up the washing pole and the anchor hanging at the bottom of the screen.

Go back to The Square and through the doorway on the right. Pick up the rope at the bottom right of the pier. Go into the Bait and Tackle Inn, up the stairs and out onto the balcony. Use the rope on the anchor and then use the resulting grappling hook on the sky to the right of the crocodile. You must make two unsuccessful attempts before the man in the black hat walks to the right past the crocodile. Try again and you should get the hat.

To get the jacket, knock on the door you are now standing by and swing back to the balcony by using the grappling hook on the top of the clock tower. Rush back to Mrs. Smeedle's washing line. Use the pole and you are able to steal the jacket without Mrs. Smeedle knowing.

Getting the parts is a bit harder. Go to see Dr. Chop in Muggers Alley and ask him how to earn some money. Give him one of your gold teeth then ask him how to earn money again and give him your other gold tooth. Dr. Chop gives you two gold pieces. Examine your jacket to find a third gold piece. Go back to the Bait and Tackle Inn and get the mug off the table, then get the two mugs from the nearby Crossed Swords Inn.

Return to Muggers Alley and enter the Jolliest Roger's Place. Give the Innkeeper the three mugs and the three gold pieces. Give the now full mugs to Fake Jake who is sitting next to the bar. When he dozes off, steal his trousers. Return to Dr. Chop and take the roller blind from his window. Now go to Mrs. Smeedle's washing line and use the blind. You are now disguised as a pirate.

Go to the Good Form Pier, off Muggers Alley and board Hook's Ship. To the right of the portcullis are some pots of gold. Take some money from them and go to the Tailor's Shop in Pirate Square. Ask the shopkeeper for a metal detector and, when he says he has some magnets, buy one from him. Go back to Good Form Beach and use the magnet on the "X" in the sand. Board Hook's Ship again and walk up to Hook. Watch the animation sequence.

When you appear under the sea, use the pole on the left rope. Look at the clam then walk into it and use it. You are hoisted up to a large branch. Look at Neverland then walk right into Neverforest. To get out of Neverforest, move right, right, up, right, up, left, up, left. Now walk in front of the hole in the large tree. You get caught in a trap and, when Tinkerbell releases you from it, go into the tree.

Go up the left flight of stairs then go left and left again to the Avenger. Pick up the net under the bell and examine it to find a piece of string. Go right and take the top left path to the Four Seasons. Pick up the big yellow flower in the Summer section. Walk up to the Chicken in the Spring section and use the conch shell that you got from the clam. While the chicken is hovering, take its eggs. Go left back to the Jogging Area and then back to the Workshop and give the eggs to the boy who gives you some elastic. Go back to the Dining Area and ascend the stairs on the right. Use the elastic on the broken slingshot.

Go to the Round Pond, to the right of the Dining Area, and give the flower to Tinkerbell. Pick up the large branch from the tree on the right. Use the string on the branch to make a bow.

Pick up the arrow on the table in the Workshop, the small grey circle on the right, and use the bow on the pan pipes that are there. Pick them up when they fall down.

Go to the slingshot and walk up to the top of the cliff. Jump off the cliff by clicking on "USE" at the end of it. Do this twice more then ask Thudbutt what he thinks of you. He tells you that you're good enough to use your slingshot. Now do just that. Ask Thudbutt what his happy thoughts are.

Return to the Dining Area and talk to Rufio. Say all the insults for a bit of fun, but the main line to say is, "Oh Rufio".

Next, go to the Round Pond and stand in the middle of the screen. You are knocked over the water and walk into the tree. Look at the toy house, the beds, the broken chair and the fireplace.

Now talk to Tinkerbell.

After a long hands off sequence you get to fight with Hook and you must say the right things to beat him. Here is what to say:-

- (a) Peter Pan the Avenger
- (b) Good form James
- (c) Tick-tock Tick-tock. Hook's afraid of the dead old croc.
- (d) You kidnapped my kids, you deserve to die James Hook.
- (e) Put up your swords. It's Hook or me this time.
- (f) Peter Pan the Avenger.

THAT'S IT! YOU'VE DONE IT.



OBJECTS AND THEIR USES

MURDER HUNT 2 played by Barbara Bassingthwaite on a Spectrum

Blue key	Opens main door
Black key	Opens door to master bedroom
Green key	Opens door to store-room
Red key	Opens kitchen door
Silver key	Opens drawer in bedroom
Wooden chest	Pull it over trapdoor
Knife	Needed in country lane
Hosepipe	Tie it to tree over chalk pit
Hacksaw	Cut chain on gate
Spade	Dig housekeeper's body up
Ladder	Climb up to window
Torch	Gives light in cellar
Rope	Tie it to cellar stairs



USEFUL ADDRESSES

- Adventure Coder** - 3 West Lane, Baildon, Nr. Shipley, West Yorkshire. BD17 5HD
Adventure Probe - 52 Burford Road, Liverpool L16 6AQ
Adventure & Strategy Club - 17 Sheridan Road, London, E12 6QT
Adventure Workshop - 36 Grasmere Road, Royton, Oldham, OL2 6SR
Alchemist Research - 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN
Alternaties - 39 Balfour Court, Station Road, Harpenden, Herts, AL5 4XT
Amster Productions - 81 Uplands, Welwyn Garden City, Herts, AL8 7EH
Armchair Adventurer - 36 Globe Place, Norwich, Norfolk, NR2 2SQ
Binary Zone PD - 34 Portland Road, Droitwich, Worcs, WR9 7QW
Borphee Computers - 64 County Road, Ormskirk, L39 1QH
Jean Childs - 24 Waverley Road, Bagshot, Surrey, GU19 5JL
COMPUTER SALES & WANTS - 10 Overton Road, Abbey Wood, London, SE2 9SD
CPC Undercover - 37 Trimmingham Drive, Brandlesholme, Bury, Lancs, BL8 1JW
Dream World Adventures - 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL
Elyzium Software - 50 Chadswell Heights, Lichfield, Staffs, WS13 6BH
Fictitious Frobishire - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ
Format Productions - 34 Bourton Road, Gloucester, GL4 0LE
Peter Hague - 32 Chancet Wood Drive, Meadow Head, Sheffield, S8 7TR
Jack Lockerby - 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL
Moonshine PD - 19A Kenyon Avenue, Garden Village, Wrexham, Clwyd, LL11 2SP
Motivations/SAFE - 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL
Oddbod - 15 Holystone Gardens, North Shields, Northumberland, NE29 8JR
Walter Pooley - Flat 1, 46 Exeter Road, Bootle, Merseyside, L20 7BL
Round Corner Software Library - Hamlyn's Cottage, Old Exeter Road, Chudleigh, S.Devon, TQ13 0DX
Special Reserve - P.O. Box 847, Harlow, Essex, CM21 9PH
Spectrum Software Hire(Softsell) - 32 Dursley Road, Trowbridge, Wilts, BA14 0NX
Spectrum U.K. - 28 Rockingham Drive, Melton Mowbray, Leics, LE13 0LQ
Spellunker - 11 Finsbury Drive, Wrose, Bradford, W.Yorks, BD2 1QA
SynTax - 9 Warwick Road, Sidcup, Kent, DA14 6JL
Threads/Lynsoft - 32 Irvin Avenue, Saltburn, Cleveland, TS12 1QH
Topologika - P.O.Box No.39, Stilton, Peterborough, Cambs, PE7 3RL
WoW Software - 78 Radipole Lane, Weymouth, Dorset, DT4 9RS
ZAT - 33 Dawley Bank, Telford, Shropshire, TF4 2LQ
Zenobi Software - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

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