

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked **NOT FOR PUBLICATION**, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

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

BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS


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

POSTAL ADDRESS

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

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HALL OF FAME

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

Dorothy Millard, Mark McDermott, Jonathan Scott, Phill Ramsay,
Steve Clay, Martin Freemantle, Phil Glover, Laurence Creighton,
Phil Reynolds, Craig Davies, Ellen Mahon, John Schofield,
Keith Burnard, Reynir F Stafansson and Jean Childs

Special thanks to :

Damian Steele, Harold Dixon and Martin Freemantle for software,
Geoff Lynas for a great printing job, and Kerry Earl for the cover picture.

EDITORIAL

Dear Readers,

Welcome to issue 101. The century issue seems to have come as a bit of a surprise to some readers, so now I know not everyone reads my editorials.

Well, I'm not really surprised as it usually consists of pleas for contributions as I don't always have enough time to fill in the gaps myself. Apart from reminding you that I'll be pleased to receive some Christmas pictures, articles, puzzles, jokes, etc. (Margaret Crewdson has already sent me a great poem, 51 weeks early because it arrived just too late for last year's magazine.) I'll just waffle along to fill in the space.

I'm trying to get access to almost every computer I need for the magazine, but I'm resigned to the fact that a PC is way beyond the means of our family budget. However, I have managed to scrape together enough to buy an Amiga A600. It is supposed to be for my daughter's college work, but she knows full well I'll be sneaking a go on it to check out the occasional adventure, and anyway we've discovered that the computer work she does at college can't be read by the Amiga, but my Atari will, with a bit of adjustment to the text once loaded. I'm hoping to get another monitor to make life easier, because sharing one is not doing either of us any good. So the new toy is quite good. I don't like the over-complex loading system, but no doubt I'll get used to it. John Wilson kindly sent me some coverdisks from Amiga magazines, and despite my general loathing of those point-click-wait-wait-wait-yawn-type of games, I became quite interested in one called Dream Web. I may have played the wrong games in the past on my Atari, as the figure you are supposed to be able to control always seemed to either remain glued to the spot or went off in the wrong direction.

Well I found Dream Web was much more co-operative, as the figure only goes to designated areas, and as the actual playing area is fairly small, he gets there QUICKLY. Once I'd sussed out how to operate the inventory, I was getting into the game - then the demo, must have finished! Aah! I also played the demo, of Ishar 3, but apart from wandering around a wood and finding a black doorway (portal?) I didn't do anything. I must have missed something, surely a stroll through the forest wouldn't create sufficient interest to make you dash out and buy a copy. Anyway, I don't like "party" games, I have enough trouble looking after number one.

I was more than happy to turn to the special Amiga version of Taxman Cometh. The screen display is neat, the gameplay excellent, and the puzzles are still giving me trouble even though I played the Spectrum version a few years ago. Text adventures will always have priority as far as I am concerned.

Well, you had better wake up and get reading the magazine. It has lots of interesting letters, reviews, news, stories, and for the brainy of you, more on adventure writing with AMOS, so I hope I'll soon be hearing about some TEXT adventures for the Amiga - my daughter's is here, ready and waiting!

Early warning! 99 issues to go to the 200th

All the best.

Barbara

A.F.I.O. Hon. Member

LETTERS

From Laurence Creighton of Cape Town

CONVEYABILITY – nice word huh? I've been reading the pros and cons for a few months now on the subject of how many items a player should be allowed to carry in the course of an adventure. I suppose if you ask six people, you'll get seven opinions but let's keep this strictly *entre nous* and look at it logically and realistically. If I asked any of you to pick up a hammer, a bow, an arrow, a rope, a lamp, an apple, an axe, some logs, a yellowed skull, a bottle, a bar of soap, a pair of night-vision glasses, a laser sonic-boom gun, a battery, a brass key, a papyrus scroll in real life and take them not far – just to the next room I doubt any of you would even get past three or four items.

Look, it's dead easy on the Quill or PAW (or even the AGT) to allow the player to carry ten or twelve items, but is it reasonable? Sure, it's only a game and fantasy at that, but one has to mimic real life occasionally (that's why we get zapped when we jump over a cliff – just to see what happens!)

From this scenario, I hope you can see why, in my games, I usually only allow five (sometimes six) objects, to simulate reality. But I'm not all stone: if a player is carrying his permitted five objects and is standing at what I term "the point of no return" (a bridge that allows you to cross and then collapse behind you etc.) and, say, seven objects are required to be carried in order to finish the game, then I create something like a carmore berry which would allow a player to attain unbelievable strength for a short time – enough to get over the bridge.

I'd be very interested if players would write in and give their opinions as to what THEY would like. I do take notice you know – ask any playtester!

The other debate I want to enter is (or is it are?) mazes. Sometimes, in real life, roads do funny things – they don't go in perfect squares or rectangles around the block.

Have any of you ever been to Athens? If you have, you will – like me – have spent many a happy night wandering about in the PLAKA eating at one of the little tavernas there and drinking retsina or domestica (neither of which comes anywhere near South African wines, but I digress). Now, for the benefit of those of you who haven't been to Greece in general and the Plaka in particular, let me tell you that I have been about fourteen times, and ALWAYS get lost in those tiny little "streets" of the Plaka. You go up one, turn left and left again and do you think you land in the street where you started. No way. And this really becomes fun late at night, after a few bottles of domestica, trying to wend your way through this labyrinth back to central Athens. All I do is wend my way downhill and "aim" at the city centre. Logic goes out the window in that maze. Logic goes out the window in that maze. At this point I should say QED and leave off there but I shall continue.

A maze, just like real life is not meant to be easy, but I personally feel that a maze can be just as much fun to work out as any of the evil puzzles that can be dreamt up. I just KNOW that young Tim Kemp is now stomping his feet and screaming obscenities. (Sorry, Tim I'm not trying to antagonize you!) but that is my view. The writer who has a maze and puts nothing in it is the evil one: the player must be rewarded with a gold coin or a key or something.

How to solve a maze: watch a future edition of *ADVENTURE PROBE.....*

Best wishes to you all – and come on players, what do YOU want??

From Craig Davies of Poulton-le-Fylde

Some months ago I received a flyer for Adventure Probe from Zenobi Software. I've been meaning to write to you ever since! Let me introduce myself. I am the author of the Spectrum adventure games MURDER HUNT, MURDER HUNT 2 and QUEST FOR THE HOLY SOMETHING, which were released by Zenobi in 1992. I also wrote CUSTER'S QUEST way back in 1986 when the games were finally released in 1992 most of the Spectrum-based magazines had disappeared from the market, taking with them the opportunity I had to see any reviews. I would have thought that the fanzine market would have seen the games though and this is why I am writing.

I would be very grateful if you could tell me whether you reviewed the three Zenobi adventures that I penned. If possible, could you supply me with photocopies of the reviews? I am very interested to see how the games were received. Having laboured so long to get the games released, it was something of a disappointment not to see any reviews.

By the way, I don't know if anyone has spotted it, but there's a "cheat" function in Murder Hunt 2 which actually works! If you type "cheat" during the game, a message informs you that the cheat mode has been activated. If you then restart the game (by "quit" or "die"), a longer text message will scroll along the bottom of the screen. For people who lack the patience to sit in front of the TV for ten minutes reading the message, they can use this BASIC program to do an ASCII search. The following should be typed in and RUN. Then start the MH2 tape from the beginning.

10 CLEAR 24662

20 LOAD "Harrogate?" CODE

30 CLS

40 FOR N=59398 TO 61447

50 IF PEEK N < 32 OR PEEK N > 128 THEN TEXT N

60 PRINT CHR\$(PEEK N);

70 NEXT N

The game will load in and the extended message will be printed on the screen. There's another "secret" message from 65303 - 65535. Just change the addresses in line 40 to view this. To run the adventure when you've finished, RUN USR 25000.

Finally, I would welcome any questions or comments from any people who have played the adventures. Please feel free to print my address if you wish.

*

As I couldn't get to the photocopying shop, I decided to send Craig copies of the three magazines that contained reviews of his three Zenobi releases, plus a long letter. That was on 30th September. On 7th October I sent him a copy of the September issue of Probe. To date I haven't received any acknowledgement. Par for the course, I'm afraid. Perhaps the hard facts of adventuring has shattered what remained of his illusions.

I spend a great deal of time answering letters of enquiry, hoping it will result in a new subscriber, or maybe some publicity for Probe, but often that is the last I'll hear from the enquirer. If anyone wishes to write to Craig his address is 16 Carr Lane, Hambleton, Poulton-le-Fyde, Lancs. FY6 9AZ. (Barbara)

From Phil Glover of Hall Green

First of all, I'd like to update you on the current state of the SAM computer, and the SAM scene in general. The SAM gets very little coverage in computer magazines, as it has never sold in quantities to justify many articles.

SAM is selling steadily, with sales increasing at an encouraging rate, from what I can gather. None of us expect huge sales comparable with other computers, but it's established itself as a great programmer's computer, as both BASIC and machine code programming is very accessible to enthusiasts. The software base of SAM continues to expand, with some excellent games now available. The "serious" side of SAM is well catered for, and there are probably as many, if not more, utilities being produced for it than for the Spectrum, in some respects. SAM is essentially a disk-based computer, and we can use date files, subdirectories, and other features that owners of "big" computers will be familiar with. At least seven decent word processors have been released, as well as assemblers, monitor programs, databases, a WINDOW-type utility, a stunning art package called SAM PAINT, music utilities (including use of MIDI), two powerful game designers and the SAM ADVENTURE SYSTEM. Even the SAM disk magazines feature some excellent free SAM-specific games. Enthusiasm among SAM owners is as strong as ever, and I still have no intention of moving on to an Amiga or PC!

I've even bought myself a second SAM, as I know someone who's selling entry-level original machines at only £40. These are in mint factory condition, probably from some warehouse. These machines have the old ROM chip, are 256K only and have no disk drives, and rely on tape. However, I've bought a memory upgrade to increase my second SAM to the normal; 512K, a new ROM chip and I can also swap my second drive from my first SAM into my second SAM to make it fully functional. In fact, this new SAM will be used for extra duties, such as bringing to the annual ADVENTURERS' CONVENTION, and as a stand-in if my first SAM ever needs repair.

New SAMs are still being assembled, and the latest version is called the SAM ELITE. The ELITE is almost identical with the COUPE in respect to compatibility, but it uses a newer, more reliable disk drive (although the old ones have always worked perfectly) and has a built-in printer port. Secondhand SAMs are few and far between, as most owners seem to hold onto them. New SAMs are readily available from WEST COAST COMPUTERS, if any Probe readers are interested.

Adventuring on SAM still hasn't really taken off, although interest is still there, judging by the other SAM users I've become friendly with via the SAM ADVENTURE CLUB. Some good progress has been made in converting Spectrum 48K PAW to SAM disk compatibility, and the programmers are trying to sort out ways of converting Spectrum 128K PAW as well. These conversions could include the feature of loading Spectrum PAW databases into SAM compatible PAW so that they will use the SAM disk storage. Also, SAM music and graphic features are capable of being added to these games. I'm not sure how any SAM compatible version of PAW will be made available, as I believe only existing PAW owners may be able to use it(?) Luckily, I have the original Spectrum PAW package and hope to be able to have a sneaky look at the SAM conversion soon. I'll let you know any further news as I get it.

I've been slowly learning the SAM ADVENTURE SYSTEM. One drawback with it, as far as I'm concerned, is the rather sluggish keyboard response when typing in location descriptions, etc. Luckily I've made a discovery that may save me a lot of time and trouble. Some of the data blocks containing text, such as locations, messages, etc. can be loaded into a SAM word processor for editing. In fact, entire chunks can be entered by using a w/p which is often far quicker to do. Some of SAM's w/p packages have spellcheckers and a search/replace function, which could be put to excellent use in writing adventures. The resulting text files seem to load readily back into SAS, so it could be a good time-saving way of writing games.

(In response to my pleas for sources of Spectrum magazines, Phil has suggested the following)

**B.G.SERVICES, 64 Roebuck Road, Chessington, Surrey, KT9 1JX
(Tel. 081 397 0763)**

Spectrum 48K magazines - £6, Spectrum + & 128K magazines - £15

Note: If you write to the above company please ensure the text is clear and preferably bold print as the proprietor, Brian Gaff is partially-sighted.

**W.N.RICHARDSON & CO. (EEC), 6 Ravensmead, Chiltern Hill, Chalfont
St. Peter, Bucks. SL9 0NB, (Tel. 0494 871319)**

Spectrum + & 128K magazines - £12.

**For Spectrum and SAM repairs, try Blue Alpha Electronics, Ynyfcorwg
Park, Glyncorwg Workshop, Glyncorwg, West Glamorgan, SA13 3EA**

*

Many thanks, Phil, for keeping us informed about the SAM scene. I hope you get a chance to play SAM UN-EXCELLENT ADVENTURE on his machine. (Barbara)

From Dorothy Millard of Croydon, Australia

Congratulations to Probe on reaching 100 editions. I first purchased a copy in 1988 while I was living in England for a year, when the magazine was in its second volume and Mandy was editor. I haven't missed an edition since and look forward to its arrival every month. Probe just gets better and better.

Even though I am a very long way away in Australia (it would be difficult to get any further), I feel that I know the people behind the names mentioned regularly in the magazine, both authors whose games I have played, and contributors. Through the magazine I have written to lots of people, many of whom have become pen friends. I have both received and given help and hope to continue to do so.

What a wonderful achievement to reach the 100th edition and a big thank you to Barbara who continues to put so much selfless effort into producing the magazine. I'm sure everyone will join with me in saying to Barbara that her efforts are appreciated. I look forward to the next 100.

*

Thank you for your kind words. Dorothy. Indeed I hope someone, if not myself, will be editing the 200th edition.

Many readers have become friends through the magazine, and although it isn't popular with some readers, the Personal Messages column is one way in which readers communicate with each other - they also use more conventional methods such as the telephone or a letter.

One thing I have noticed is that the names in the Hall of Fame have changed considerably over the years and many I never hear from at all. I often wonder what some of the former Probers are doing now. (Barbara)

From Jean Childs of Bagshot

I found Wynne Snowdon's article "What Chance The Beginner?" very interesting. I've been playing adventures for many years and I agree that many text adventures today are harder and more complex than the ones I started with. But as a writer, I must admit to not considering the complexity of my puzzles at the time of creating the adventure. They sort of develop along with the storyline. It's only afterwards that I look back at them and wonder if they're too difficult and whether I should give a hint or two. But I can't answer that myself and I rely on my playtesters to tell me.

Many years ago, when playing an early text adventure, I became frantic trying to solve a puzzle and I typed the word "help". I was surprised, delighted and eternally grateful to see a short, cryptic message appear on the screen that put me out of my misery. It didn't solve the puzzle, it just guided me in the right direction. Nowadays if you try "help" you are more likely to get a funny message telling you that help is not available.

The use of "help" within a game has always intrigued me, and I'd be interested to hear other peoples' opinions. The first game that I released all started from an idea of using help within the game. I had three characters that accompanied the player and could offer help if asked. Well, that was the original idea but it didn't quite turn out like that. They sort of took over the game in the end. (They were actually sitting on my shoulders telling me what to type.)

But to be serious, which is not easy for me, I am considering incorporating a "help" facility in the game I am currently writing. I would value readers opinions on this and look forward to reading them in the next issue.

And now to Wynne's final question "how do we reach beginners anyway to introduce them to adventuring?". I don't think reaching them is the problems as an enquiring mind, necessary for adventuring, will at some time try an adventure. The problem is keeping them interested. Without help or knowing where to get it, many first-time adventurers may relegate the games to the "can't hack these" drawer.

*

Thank you for writing Jean. I had hoped I would get a few more letters in response to Wynnes article, and if anyone wishes to express their views, it is never too late.

I think adventures written in the last five years are more difficult to play. Some authors like Jack Lockerby and Laurence Creighton include a list of cryptic or coded hints. Of course, if all games could be completed easily we would soon lose interest, and magazines like Probe would never have been born.

REVIEWS



THE CRYSTAL CAVERN

Written by Harry Capeling

Reviewed by Phill Ramsay on an Amstrad CPC

It is many years now, since the death of King Arthur, and the dissolution of the Knights of the Round Table, who dispensed, on Arthur's behalf, truth and justice throughout the land (well, a version of it, at any rate).

Drowning your sorrows one evening in "The Jolly Leper" – lovely name for a pub, don't you think? – you perhaps have a few too many. Eventually, on leaving, a phantasm appears in front of you, and proclaims himself to be.....no, not King Arthur, nor one of his knights, but the next best thing, Merlin, the Great Magician. (Modesty never was one of his strong points.)

He explains to you that he was bewitched by Nimue, the Lady of the Lake, and imprisoned within the Crystal Cavern. If, Merlin suggests, you were to take a break from the every day boredom of humdrum events and turn your not inconsiderable skills to rescuing him, he would reward you with riches beyond your wildest dreams. He needs his five magical artifacts to be returned to him; his cloak, wand, shoes, hat and grimoire.

Unfortunately, although your skills are considerable, they are in fields other than rescuing Great Magicians who had got themselves imprisoned within Crystal Caverns. But the sound of riches *does* sound intriguing.

So thinking upon this, you start your journey home, when, suddenly, a phantasm appears in front of you. A feeling of *deja vu* is not an outrageous reaction; but these phantasms seem to be a little like public transport. You won't see one for years, then two will come at once.

Anyway, this phantasm takes the form of a beautiful woman; it is none other than Nimue, Lady of the Lake. She tells you that if you attempt to find the Crystal Cavern, she will curse your father, and no doubt do a few unpleasant things to you which will interfere with your reproductive ability. However, she says that you must learn the truth if you are to meet her, eventually, on the Isle of Avalon.

Not the most lucid of characters, these phantasms. I suppose it comes from living in the realms of wizardry.

Even so, this does not prevent you, the next day, from setting out on the quest.....

And you move into a quite well thought-out game with many problems. There are several occasions when there are plays on words which will make you groan out loud. My particular favourite was when you had to SWALLOW YOUR PRIDE to continue on. The solution was so obvious that it was obscure.

There are lots of objects to collect and to manipulate, and I don't recall there being a weight limit, but that doesn't mean that there isn't one...

You will eventually find your way to a boat – but you will have to pass an ugly gargoyle, who won't let you proceed, and, once past him, a stone demon who will tear you to ribbons. Now neither of these problems are really difficult, but, of course, a problem only becomes difficult if you can't solve it. I found the solutions quite logical, and obvious with a little thought.

Having got past these problems, you will find a boat which sails on a sea of Time, and you will get the opportunity to travel into the future, or to the past (Arthur's Time). I found it a little incongruous to find a signpost in the middle of the sea pointing to which Time Period I wanted to visit, but I suppose within the realms of Time such paradoxes are allowed. It was helpful to have my way signposted, for a change.

Travelling to the future was rather a disappointment to me. It seems that there has been some kind of holocaust, or nuclear accident. The radiation levels are extremely high, and you only have a limited amount of time to find some way of protecting yourself. Isn't that always the way?

There are yet more objects to find, and a very irritating bunch of rats who don't want to let you pass. In fact, they'd much rather bite you to death (come back the Black Knight, all is forgiven).

Eventually, you will return to the boat and visit Arthur's time period. Here you will meet a dentist, who was also the official torturer. He needs you to enter the castle for him, and to return his plaque to him. I'm making no comment about that one.

The castle guards will not allow you to enter unless you show some respect, and then, at least, you will be allowed to explore the castle, and perhaps find a few items which are needed in your quest.

Returning to your own time period via the boat, you will need to find a bridge guarded by a very friendly Troll (that must be a first), and the nugget you obtain will not want to be parted from you.

To make up for the friendly Troll, not too far away is a chimera: a nasty chimera: an adventurer-hating, nasty chimera. I checked in my Adventurers' Encyclopaedia For Avoiding Big and Nasty Monsters at this point, and the advice printed was:

CHIMERA: How to get past: You don't. Run Like buggery.

Other adventurers might find that more helpful than I did. However, there is a way past....

You will encounter Morgan Le Fay a little later, who needs a little help from you, and will provide a much-needed object in return, and then you might just be ready for the climax to the game.

But then again, you may not.

Overall, the game isn't terribly difficult, and novices might do well to give the game a try. More experienced adventurers shouldn't have too many problems, and should enjoy the problems which have been set. This version has been written with the Amstrad version of The Quill, and so is available on disc and tape.

Amstrad & Spectrum versions available from The Adventure Workshop. Please see inside back cover for address. Price £4 on disc, £2 on tape. Cheque/p.o. payable to P.M.Reynolds.

PRESS RELEASE FROM THE DWARVEN OF ICELAND

We, the massed dwarven of Iceland, known locally as "dvergar", hereby declare as null and void any comparisons between us and that warrior tribe called "Duergar".

On behalf of the above:

Eldjarn velhagi / Eldiarn the Artificer

LIFE OF A LONE ELECTRON

Written by Gareth Pitchford

Reviewed by Phill Ramsay on an Amstrad CPC

If you ask a scientist what an atom looks like, you'll probably be told it's made up of a nucleus of protons and neutrons orbited by electrons. Which is, apparently, complete rubbish. In this game, you play Edmond, an accident-prone electron who has managed to crash-land his orbiter in the city of Elektronz, a long way from his home. You must help him to return. In the process of this you will learn everything about the life of a lone electron.

You begin in the wreckage of your orbital, with no obvious means of how you might go about repairing the said piece of equipment. In fact, it's beyond repair, so it's a case of finding another one to take its place. A little cannibalism here may help you later on in the game. Examining your surroundings, you'll find various strange places to visit. At one point there is an attractive female electron standing on a street corner. Edmond comes to the conclusion that she must be one of the "loose" electrons of which he has heard so many strange stories.

Indeed, in one area, I found a creature hiding from trolls - whatever they might be. So, I left it in peace and carried on further into the game. I managed to find a laboratory which was run by Matthew Einstein, who is working on an invention which will measure the charge of things. If you give him the right object, you may well find that your generosity is reciprocated.

There is a club which is guarded by bouncers which you cannot enter "Looking like that". The solution to this was a witty play on words which should have most people who play this game groaning aloud. In fact, there are many instances of such playing on words throughout the game, and if you are a fan of such strangulation of the English Language, you'll like this game. Having been allowed into the Club, you may, if you're crafty, manage to obtain some money from the gang leader you will meet there. If not, your relations with him may well be less than cordial.

Eventually, you may end in jail, and it may even seem as though you're going to be there for infinity. But after all, why not give infinity a try? It is a pity that road works prevent you from exploring more than a very tiny fragment of it. It occurred to me that infinity was rather a contradictory term for the place where I found myself, but that's another argument.

Back in Elektronz, I found a dwelling (known, of course, as a Proton) which I could not, at first, enter. To get inside you need to do two things, and remember what you are supposed to be. Eventually, if you've brought something with you from the region of infinity, you may find the end of your quest in the form of an abandoned orbiter. The game is moderately difficult, but I wouldn't say it's beyond most adventurers. Help is, of course, available from Phil Reynolds. The game is available on disc only, since it runs under CPM. If you enjoy a slice of humour in your adventure playing, then this game is worth looking at.

Amstrad version available from The Adventure Workshop. Price: £4 (disc only) including free game The Quest For The Holy Snail also by Gareth Pitchford. Cheque/p.o. payable to P.M.Reynolds

Spectrum version available from Zenobi Software as the compilation "Hamster Droppings", which also includes Quest For The Holy Snail, First Past The Post, and Get Me To The Church On Time. Price: £2.99 (tape), £3.99 (+3 disc) Please add 25p to cover p&p.

COMPILATION NUMERO DOS

Five adventures written by John Wilson,
and one written by Mike Gerrard

Reviewed by Dorothy Millard on an Amiga
(under Spectrum emulation)

When I first asked to review this disk, I thought what a marvellous opportunity it would be to at last see some of the "classic Spectrum games" which I have read about for many years but not been able to play. I was not disappointed.

Using the emulator:

I found loading and running the programs using the emulator to be straightforward. The instructions enclosed were precise and easy to follow. When I first read the instructions in Probe (June '84) I thought they sounded complicated but in fact it is a very simple operation. My main problem in using the emulator was that the response to input time was a little slow. I'm sure this affects me more than others as I am a fast touch typist. What happens is that some characters typed are just not acted on. On many occasions I was waiting for a response, eventually it dawned on me that the ENTER character hadn't been recognized. This was rectified by pressing the key again. I solved this problem simply by slowing down my typing (when I remembered that is!)

Paperwork:

The instructions which come with the disk are the standard Spectrum sheets, which give all the information needed to play the games, along with a rundown of what the games are about. I found they set the scene and were well presented.

FROM OUT OF A DARK NIGHT'S SKY written by John Wilson

This is a game where you must save Earth from the aliens. At the start you as an old man sit near a fire pondering on what could have been if only you had found the last alien pod that fell to earth all those moons ago. You sleep and dream, and so the adventure begins. You play the part of the man in his youth, driving home from a date, when the engine of the car cuts out and you go off in search of the pods.

My main criticism of this game is that you have very little time at the beginning to find everything and get to the bridge in time to put the fire out. I found the best way to handle this was to map the locations, examine everything and generally look around, then once you know what to do, restart the game and play it in as few moves as possible up to that part. Once you have saved the bridge (which was set alight by a burning pod) there is plenty of time to examine and explore your surrounds, which is what I like to do when playing an adventure.

The game understands the usual abbreviations and you can save to memory in addition to the normal, more permanent, save. The game is very easy to map, having been written in a grid format. I enjoyed playing "From Out Of A Dark Night's Sky" from its atmospheric introduction to its eventual conclusion. The name "From Out Of A Dark Night's Sky" brings back memories of things falling out of the sky in old sci-fi movies.

FROM OUT OF A
DARK NIGHT SKY



ONE OF OUR WOMBATS IS MISSING written by Mike Garrard

The scenario for "One Of Our Wombats Is Missing" immediately appealed to me. Employed as an apprentice zoo keeper you are left to keep an eye on things and to ensure that nothing escapes. Of course something does escape (wouldn't be a game otherwise, would there?). It is the Wombat of the title. Anyway, your task now is to ensure that the said Wombat is returned to its cage before the head keeper returns and you lose your job.

I found that if you heed the hint on the sheet accompanying the game, telling you to be patient, it isn't too difficult to get started. The game is easy to map with lots of locations. The only problem being if you inadvertently step outside while mapping, as there is no way back in until you find the ladder. I overcame this problem by using the memory save option often, and it didn't really pose a problem. I would have liked to be able to examine more objects and items in the location descriptions, especially animals, but I suspect memory restraints prevent this.

One thing which I think will prove difficult for most people is when searching the owl's feathers, which took three attempts before I found anything. I mention this because I'm sure most people, like myself, would have given up when the message that you found nothing came up. I only got past this point by peeking at the solution.

"One Of Our Wombats Is Missing" is a humorous game containing several plays on words, i.e. "Toucan" and "Two Can". One thing it is worth noting is that there are lots and lots of red herrings. I thoroughly enjoyed my trip to the zoo, eventually successfully returning the Wombat to its cage and "Triumphing over all the puny problems the programmers threw at me!"

AN EVERYDAY TALE OF A SEEKER OF GOLD written by John Wilson

"Seeker Of Gold" is a well written "Hobbit" type spoof. After the introduction of the dreaded POLL TAX, Bilbo Biggun finds himself rather short of gold. He recalls a tale told by his great-uncle and goes off in search of enough gold to pay not only his bills but also those of the rest of the Shyre as well. Legend has it that a large dragon dwelt to the south and that this mighty beast was the guardian of a rather large heap of treasure just waiting for some intrepid adventurer (guess who!) to come along and steal it from under the nose of the dragon. So you gather together a few belongings and the adventure begins. You will meet dwarves and the infamous trolls, but on this occasion they won't eat you!



At first I wasn't impressed at all with "Seeker Of Gold" - I got no response to my request to examine locations and objects, then I realized that the game didn't understand the abbreviation X for examine. Maybe I was just a little slow this day! Anyway once I realized where I was going wrong I got into the game and thoroughly enjoyed seeking out the gold coins. The location descriptions and messages are well written, the puzzles not too difficult, and appealing.

"Seeker Of Gold" is an interesting game and definitely one of the better spoofs. Something that sticks in my mind is being down on my hands and knees cutting the grass with my sword! Of course I couldn't resist climbing into the barrel, and guess what? After a short time it led to my demise, but being an adventurer it had to be done. Thank goodness for RAM SAVE.

THE BALROG AND THE CAT written by John Wilson

A strange intriguing introduction leads you into this adventure containing green-cheese sandwiches, and balls of smoke that turn into cats. The cat informs you that he lives with the "White Wassock" and of late the Wassock's eyes have been failing. Each time he casts a spell the cat finishes up on the receiving end and so far this month he has lost EIGHT of his nine lives. Now to cap it all, he's gone and transported him here! This is where you come in, apparently there is an old gypsy living on the far side of the bridge who may be able to help..... if only you can get there.



This is a game where examine and search are very important in order to find many hidden objects. I thoroughly enjoyed my trip into this mysterious land, made more enjoyable by humorous responses to most inputs. Don't forget to TALK to the various characters throughout the game for some interesting replies. This is a very well written game, easy to map with no sudden deaths, apart from the exploding egg which randomly kills you. Most inputs elicited a response with very little of the "you can't" variety. The built in help page, once I found it, was very good and enabled me to solve one of the more difficult puzzles which was giving me trouble.

THE SECRET OF LITTLE HODCOME written by John Wilson

Lucky you have received an inheritance, a cottage in the country. You busy yourself in the local library, reading up on the district where the cottage is located, learning as much as possible of the local history. You are surprised however to find that very little is known about the hamlet of Little Hodcome. You travel there and set out to meet the estate agent who had promised to await your arrival at the cottage, but when you arrive there is no sign of him and consequently no key to get in, also the place appears not to have been lived in for years! Something is definitely not quite right.

"The Secret Of Little Hodcome" appealed to me with lots of things to examine and search. In fact if you don't do both often you won't get very far. There are secret passages to find, hidden trap doors, a gorge to cross, trees to climb - in fact all the usual features that we have come to know and love in adventures. One thing that gave me trouble was buying the matches in the Inn - maybe I missed something but I couldn't find any clue that this was necessary, i.e. I couldn't find any reference to the matches to know that they were there to buy. Until you buy the matches the Vicar won't appear. The location descriptions and messages add atmosphere to Little Hodcome, making it a very enjoyable game.

RETARDED CREATURES AND CAVERNS written by John Wilson

After replying to an advertisement in the Goblin Gazette, Bulbo receives a jiffy bag containing a map, a pouch and a sheet of instructions. A note is also enclosed requesting he make his way to Castle Toidi on the 25th of the month. Bulbo, being unable to attend, passes it on to the Algeron who lives next door. Armed with some clothes, Bulbo's boots and the contents of the jiffy bag, Algy sets off towards the castle.

There are very few locations in R.C. & C. , but this doesn't detract from the game and there is plenty (no, heaps) to do in each location. In order to make progress you must examine and search just about everything. Examining part of the location description brings up a message with yet more things to examine. The object of the game is to return with as much gold as possible and it is certainly easy to find the gold, but getting it is another matter, as a large dragon is sitting on it.

This was the last game on the disk that I played and I wasn't too sure whether the scenario appealed to me, but once into the game I wasn't disappointed. You've probably gathered by now that one of my pet hates is the infamous "you can't" message and this certainly wasn't apparent in R.C. & C. I especially enjoyed solving the puzzles to obtain entrance to the castle, after which a sense of achievement was apparent.

Conclusion

I found the games to be bug free. All the games on the disk have been around for many years and ran originally on a 48K Spectrum. They are therefore limited by the memory restraints of that machine and none are large. They do not contain the depth of programming that would be available if they had been written for a more powerful machine with more memory. However, you do get six games, and personally I find it a relief sometimes not to have an enormous game to plough through that takes months to finish. Think of it like this - you have the equivalent of a really big game BUT in six separate parts! At £5.99 I consider the disk to be excellent value for money and would recommend it to anyone who hasn't already played these "classics" on the Spectrum.

Available for the PC and Amiga from Zenobi Software - please see inside back cover for address. Price: £5.99 including free emulator - please add 25p to cover p&p.

The individual games are available for the Spectrum on tape and disc - send SAE for details.

SAM'S UN-EXCELLENT ADVENTURE and THE HOSPITAL

Written by Ian Osborne

Reviewed by Barbara Gibb on a
Spectrum & Amiga A600



The main adventure on the tape/disc is Sam's Un-excellent Adventure.

Today was going to be "one of those days" for Sam, the delightful Sam Coupe logo with springs for arms and legs and upturned bowls for head, body and feet. There he was, in the headquarters of Crash, that well-known Spectrum magazine, doing his best to please everyone, even Alan Miles who needed a plug on his toaster.

A simple task you might think, but wait, it is early closing when all the shops close for lunch and don't open again until the next morning, so what can Sam do? The clever little robot borrows the one from Colin Jordan's computer while he was out of the office. It would have been all right, if Colin hadn't decided to return to do some programming. He is now on his way and Sam has to fit the plug to its rightful lead.

The adventure begins with you, as Sam, by the lift. Just to the east is the staff rest room, and a balcony which overlooks the Swansea rugby ground and coal mines of south Wales, and, as Sam's excellent optical senses detect, something shiny is on the ground far below. It must be important as the horrid lift man won't let you go down to get it and you're going to have to solve a few puzzles before you discover what it is.

To the west of the lift is a store-room with some very odd items stored there, for example what on earth is a disguise doing on the top shelf, and a telescope bolted to the floor?

You soon discover that Colin's office door is locked, and the button that operates Alan's door is stuck in the "closed" position. The kitchen doesn't seem to be much help either until you begin to suspect that the dark cupboard under the sink may hold a secret. Solve the problem of how to see in the dark and you are about a third of the way to beating the deadline.

The final message hints at a sequel, because there is now a plugless toaster in Alan's office.

I get the impression that this adventure was written some time ago, maybe when Crash was still regularly occupying the computer magazine section in all newsagents. I admit the names and claims to fame of Alan Miles and Colin Jordan are unknown to me, but that is probably my fault as I didn't bother with glossy magazines very often because Adventure Probe provided all the information and help I needed.

This did not mean I couldn't enjoy the game. At times I had a bit of a struggle with the wording of inputs, but always got there in the end - being precise as to what you want to do and with what is needed on quite a few occasions. I consider this all part of adventuring.

I also feel this tongue-in-cheek game was originally written more for the author's own amusement, never expecting anyone other than a few close friends to play it. If so, I'm glad Zenobi has released it to a wider audience, the fun and playability should appeal to most players.

Fifteen locations, including six as part of a maze, doesn't sound like value for money, and it probably isn't if you can solve it quicker than I did. In fact, it took me quite some time, and although I kept re-playing it, catching one or two new humorous responses, I always seemed to finish with only 93%. I tracked this down, sent a message to Zenobi, and was told, *not* in their own words - the cat was already aware of it and it was left in to encourage players who like the satisfaction of achieving 100% to have another go.

What made up for the ever-so-slightly disappointing SAM was the adventure that came with it.

The screen introduction says, and I quote:

"Welcome to The Hospital, a one-location freebie thrown in to make the twaddle on the other side of the tape less of a rip-off ("tape" - that confused Amiga owners playing under emulation, didn't it?)"

In fact **THE HOSPITAL** is a short adventure that immediately caught my interest. It held my attention from the opening screen, with the dinky picture of an ambulance that prompts you to "press any key to continue" right through to the digusting actions needed to escape from the hospital room.

Not for the player who is easily offended, but if you feel you can stomach some of the descriptive responses, give it a try. I enjoyed the challenge of looking for clues in the original text, and then picking up more clues from the responses (I don't remember getting a "you can't" message) then I can recommend this little game.

Both games are PAWed and therefore responses are quick (under emulation I found it a little slower but still quite acceptable) and the screen display very clear, although I would have preferred Mode 4 so that the location text remained on screen.



I solved the game on my Spectrum then I tried the Amiga/Spectrum emulation version. I found the loading system simple to understand and operate when I followed Steve Clay's instructions printed in Probe, June '94.

When the game had loaded, the first thing I did was move the mouse cursor off the screen, then I tried a few inputs to see if they were accepted (ever the pessimist, I wouldn't have been surprised if I'd got an error message). If I typed with one finger I seemed to working at the same speed as the emulator, so we were both happy.

One thing I was pleased about was the screen display which looked great on the TV. Maybe it was my imagination but it could even have been a little better, and I hadn't adjusted any controls since using the same TV for the Spectrum.

A good couple of games that will keep players amused for a while.

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

THE TAXMAN COMETH

Written by Steve Clay

Reviewed by Phill Ramsay on an Amstrad CPC

The story line behind the game is quite straightforward. When one person neglects to pay their taxes, the revenue department sends letters. When a whole district forgets to pay its taxes, then the revenue department sends the Taxman: the unfortunate thing about this arrangement is that the taxman in question is you.



This mission which you have to undertake involves persuading six residents to pay their taxes – and at times this can be likened to obtaining blood from the proverbial stone.

If I mention that one of the creatures in question is a Dwarf, you may understand just how difficult it might be to collect the taxes. Dwarves are notoriously tight-fisted when they're being generous. How do you persuade one to part with his beloved gold?

The residents whom you have to wrangle money from are Odsok (incorrectly spelled odnok on the inlay) the Wizard; Halfpint the Giant; Topper, a warrior; Jeffrey Bowman, a failing author; Lofty the Dwarf, and Phoebe the Dragon.

They sound a nice bunch to do business with, don't they? I particularly didn't look forward to making the acquaintance of the Giant. I've always had a problem with Giants. I suppose it stems from the fact that they make me feel something like a Dwarf, and that, in turn, is a somewhat nauseating feeling.

Anyway, I loaded the game, and found myself in the district of Tripe on the Wold: charming name, don't you think? A quick look around and I soon found myself outside Topper's hut. However, I could not induce him to come outside. I questioned a friendly lion who informed me that Topper was under a curse and can't leave his home or answer the door until his sword is returned to him.

And guess who put the curse on him and pinched his sword? That's right, Halfpint the Giant.

I took a deep breath and wondered if there was any way around this – like for example, nominating Grimwold to sort the Giant out for me. After all, if there was any dying to be done, I'd much rather it was done by Grimwold than myself.

As always, when danger threatens, there was no sign of a Dwarf....

So, resolute, and full of resolve, I pressed on. Soon, I found my way to a raised bridge near an out-of-use toll-box. Getting the bridge down wasn't that much of a problem, and soon after, I was in what I later discovered to be Phoebe the Dragon's lair.

Unfortunately, the stairs leading up to the Dragon's chamber were all mixed up and out of order. Nearby are rooms which will shuffle the stairs about, and your task is to rearrange the stairs so that they are in ascending order and can thus be climbed.

If this seems like a straightforward problem, let me assure you it's quite devious. You have to work out what effect each room has on the stairs, and then plan the solution out accordingly. This was the first of several very challenging problems set by Steve Clay, and sets the standard for the whole adventure.

Having solved that problem, the Dragon didn't give me any trouble about paying up, for which I was immensely grateful.

Once outside again, I found a chest which had no lock, just a gargoyle which told me a rhyme. This gives you the clue as to what to say to open it. I thought it was a simple but nice touch.

I eventually found myself under a tower, and proceeded to try to get the Wizard, Odsok, to part with some cash.

Here begins a sequence which is quite difficult. There are three items to be discovered and worn, and each will take you to a different area with an associated problem or two to solve. Again, these problems are a little on the devious side (one involves moving tiles around a grid. After a few minutes playing around with this one, I decided that I'd take the easy way out and cheat).

In a second area, I found that I had to sign on the dotted line, and this was such an awful play on words that the groans started to be heard.

In another area, I found a coffin with a skeleton inside which merrily jumped out and regaled me with a chorus of "Dem bones dem bones....". The groan factor here was so high I came very close to turning the machine off. I don't mind plays on words, but this was dreadful.

Eventually, I found myself in a cage which had a combination lock, and by applying a formula found elsewhere was soon able to get out and collect Odsok's taxes.

Next was Jeffrey Bowman. He gave me a manuscript to read, and I soon understood why he was a failing author. Unfortunately he can't spell at all. So, by giving him something to aid him in that area, I eventually persuaded him to pay me, too. I was quite pleased, this was becoming easy!

Next was Halfpint the Giant. I reached his dwelling at the top of a beanstalk (where have I heard that before?) and was promptly caught and imprisoned in the cellar. However, we in the Tax Office are made of stern stuff, and I soon escaped and managed to liberate some of the Giant's coin without his being aware of it. Then, just in case he noticed, I did the brave thing, in time-honoured tradition, and ran away.

This left me with just Lofty the Dwarf to contend with. When I caught up with him, he didn't seem at all inclined to sort out his financial circumstances, but instead proposed a game of hide and seek.

Now, I don't know if you've ever tried playing hid and seek with a Dwarf in his home mine, but believe me, it isn't all plain sailing. One of the nastier problems is how to deal with a man-eating plant, and how to walk on a floor covered with spikes.

Once you've managed to negotiate the mine and solved all the problems set, you'll catch up with Lofty and he'll be honest enough to concede that "fair's fair", and will pay you his taxes.

And that's it!

Having said that, I must concede that this is a very cleverly thought-out game, with lots of very devious puzzles. Some of these puzzles are quite cerebral, so you must be prepared to think things through – or contact the helpline if you get totally stuck.

I did find, at one point, that when I got stuck in darkness I couldn't do a ramload, but this could be intentional, so I'll give the game the benefit of the doubt. I found no obvious (or any other kind, for that matter) bugs, so from that point of view I can't fault the game. Unfortunately, there are some instances of (minor) grammatical errors which tended to irritate me.

That very minor niggle apart, I quite enjoyed playing the game. The standard of the problems is quite high, although they aren't impossible to solve, and this in itself is a difficult balance to achieve. Difficult to achieve or not, Steve has managed it, with some deft touches, too.

I played the 6128 PAWed version of the game which runs under CPM on disc. I have been asked to point out that there is a tape version available for 464 owners, but I have not played it and assume it to be similar in content to the 6128 version. If you've a few weeks to while away and would like to play an adventure which opens up an extra dimension in the problems which it sets, then perhaps you should give "The Taxman Cometh" a try. Novices may well get stuck, but intermediate and advanced adventurers will, I think, find the game more than worth playing.

Amstrad versions available from WoW Software – Price: £2 on tape (464 & 6128 GACed) £4 on disc (PAWed) Special offer – all PAWed versions of Taxman Cometh, Tax Returns & Final Demand on one disc £6, any two £5.

Spectrum version available from Zenobi Software – Price: £2.49 (tape/+D disc), £3.49 (+3 disc). "Tax Bills" compilation of Taxman Cometh, Tax Returns & Final Demand £4.99 on tape or disc. Please add 25p p&p.

Amiga & PC under emulation versions available from Zenobi Software – Price: £2.99 including free emulator. Please add 25p p&p.

Please see next review for details of true Amiga game.

Here are the answers to Diane Rice's Eight Eights published in the August '94 issue of Probe

1) a rowing eight 2) an eightsome reel 3) an octopus 4) after eight mints 5) a figure of eight 6) one over the eight 7) when eight bells toll 8) eight maids a'milking

Christmas is coming – so if you have any puzzles, please send them in NOW!

THE TAXMAN COMETH

(written using AMOS)

Written by Steve Clay

Reviewed by Harold Dixon on an Amiga 1200

The startup is just great with a splendid introduction and to be sure, the ensuing adventure is well worth looking into!

I certainly wouldn't like to be a taxman at the best of times, but Steve's taxman is something again! I must say, he does seem to have an adventurous, if somewhat hazardous time – just the right amount of challenge to keep one going. Quite a few puzzles, some more challenging than others.

I love the funny bit where, when you enter a certain location at the wrong time you are quickly turfed out with an amusing response! All the responses in TAXMAN COMETH have that find edge – good work Steve.

I particularly liked the little graphic puzzles inserted. They give you a little break from the usual course of events. One of them also has a text version – very good. I don't know whether or not they were included in the original Spectrum version, but they certainly add to this! *(The option of playing this particular puzzle using graphics and joystick is available only in this version.....Barbara)*

It is very hard to find fault with TAXMAN. I really had to pick nits – so to speak, which of course means the playtesters have done a great job! This is the first time I've sampled Steve's work, and found it quite an interesting challenge.

Despite having a hint sheet handy I had to contact Steve on one point, and even then it took me some time to figure out one of the puzzles! Nevertheless, on solving it finally, I felt a sense of achievement that I feel others will experience when completing it, though I must say at this point that I am not much good at solving number puzzles, and would probably have been stuck there indefinitely without help.

There are enough puzzles of varying comparison to suit most tastes. Magic rears its head as well – I like that part! Ah – to be a Magician! (I didn't know taxmen could cast spells.)

All in all I found Taxman a very intriguing and entertaining little adventure well worth its asking price. This is *not* the emulation version, but a specially-written version using AMOS Professional: full marks to Steve for adapting his original game to the Amiga.

Available from: Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY Price: £3 including p&p. Cheque/p.o. payable to S.J.Clay.



REVIEWS IN THE NEXT ISSUE

SERENDIPITY (Spectrum/Amiga) from Dream World Adventures – see advert. in this issue
RITES OF PASSAGE (C64) by Damian Steele from Adventure Workshop, and SEARCH FOR THE NETHER REGIONS (Spectrum/Amiga/PC) by Gareth Pitchford from Zenobi Software plus others. If you write a review of an adventure, please send it in AS SOON AS POSSIBLE.

SOMA PT.13 by TERRY BULL

(continued from last month)

"You don't...know?"

"No." He glanced at Gor, who was reclining on the rock, soaking up the sun and watching them through half closed eyes. "I was found as a child, drifting alone in space, in a small, abandoned vessel. Apparently I was close to death. I was saved by the Regans who found me. They adopted me and trained me – thoroughly – I should be grateful to them.

"But?"

"I need to know who I am – or rather, who I might have been and where I belong."

"Does it matter?"

"It shouldn't – but it does. I left Rega in search of my roots, but the Regans are reluctant to let me go. They find me wherever I am, and remind me of my duty to them and that I owe them my life."

"I don't even know your name."

"I don't know it either," the Traveller laughed bitterly. "I even have the Regans to thank for that – they called me Daak – it means Drifter. Anyway..." the Traveller suddenly seemed slightly embarrassed by these personal confessions, "that's enough about me, I don't usually talk about myself like this."

"How do they find you?" said Oda. "You said the Regans find you wherever you go."

"They find a way" said the Traveller. "It's always different. They're a highly telepathic race. When conditions are right they can communicate across vast interstellar distances – just by using their minds and objects of a certain kind of metal – and a trained receptive mind, like mine of course."

The sun sank lower and lower in the sky. Oda closed her eyes and leaned back against the rock, pleasantly drowsy, in spite of the repugnant presence of Gor not far away. She could hear him, from time to time, hissing into the multi-purpose device on his belt – trying to get through to Korn presumably – but judging by the amount of crackling coming from it, he wasn't having too much success. She tried hard to fight that falling feeling but was soon fast asleep. The Traveller allowed himself no such luxury and although to the casual observer, the bug-eyed sand hopper or the shy quezel, he might have given the appearance of sleeping, he was ready to spring into action should Gor make a sudden move.

Hours passed and the night creatures crept about their business, mostly unobserved. Oda stirred and wondered why her neck was so stiff. She opened her eyes and felt the rock digging into her back. Feeling, rather than seeing The Traveller's comforting presence beside her, she shifted to a more comfortable position and tried to go back to sleep. This time however, sleep was maddeningly elusive and some of calls of the night creatures were alarmingly close. The solid darkness paled a little and shapes began to form. As she stared at the rock face in front, a faint eerie glow seemed to emanate from it, gradually becoming brighter. Reaching out, she touched the Traveller's arm. Already alert, he squeezed her hand reassuringly. Suddenly the glow became a ball of bright light and Zmel stumbled out of the passage carrying a burning torch.

"Where's Korn?" rasped Gor, when it became obvious that Zmel was alone. "Where is he - answer now!"

"Trapped" gasped Zmel, out of breath. "There was a rock fall and he didn't move fast enough. He's stuck. Rika went to help him but he killed him - he killed my father!"

Gor dismissed this piece of irrelevance with an impatient click of his tongue. "Why didn't he use his disintegrator to move the rocks?" he snapped at Zmel.

"If you mean the device on his belt, it's broken, it was damaged in the rock fall."

"Take me to him!"

"No! Why should I help him? He killed my father - I hope he rots in there!"

Gor's sturdy fist reached out and connected with Zmel's jaw, knocking him to the ground.

"Go ahead - kill me" said Zmel, "I don't care. He killed my father."

"No, hissed Gor menacingly, "I won't kill you, you're the one who knows the way - I'll kill this one." He turned towards Oda, his claw poised over one of the buttons on his belt.

"Stop" shouted Zmel, scrambling to his feet in panic, "I'll take you - don't kill her."

(Final(?) part next month)

ADVENTURE PROBE 99 ISSUES AGO! by STEVE CLAY

ISSUE 2: July 1986

In size and appearance issue two looked no different to the first, inside however the changes were substantial. The readership had responded in force with reviews and, it seems, vast amounts of maps and solutions. The page count was the same as issue 1 but the actual information held within these pages must be near double.

There are five short reviews, but issue two is a goldmine if you are after help on a golden oldie. Over 30 games are features.

The article in issue two is a list of verbs that adventurers may find useful. A great idea this and perhaps due to be updated and reprinted? One mention must go to Tom Frost who appears to have supplied a lorry load of maps and solutions to what appears to be every game written to that date.

The overall impression I get from issue two is that the whole magazine was starting to roll and the readers had quickly grasped the idea behind Probe and realized that they were involved in a good thing.

(next month - issue 3)

ADVENTURE PROBE SOFTWARE PRESENTS

C64 Public Domain Adventure Compilations

#1 - Legend of Leydon House, Kidnapped, Balrog of Triad, Lost Empire, Stygian Tombs, Room of Lost Jewels.

#2 - Billy Barker in Walesville, Billy Barker's TV Hell, Just Another POW, Trap Springer (all by Damian Steele)

#3 - Escape from Mars, Baseball Adventure, Revenge Adventure, Deadly Dungeon.

Price each : £2 on disc, £2.50 on tape

C64 adventure - under licence from Big Sky Software

TIME THIEF - £3 (disc only) including a printed booklet.

Spectrum Adventures - under licence

Larry Horsfield's adventures - on tape

Magnetic Moon (3 pts) 48K & 128K £2.50

Starship Quest (3 pts) 48K & 128K £2.50

Axe of Kolt (4 pts) 48K & 128K £2.50

Spectre of Castle Coris (2 pts) 48K & 128K £2.00

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Only £7.50

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YELLOW PERIL

What a weird place. You've done it again. This time everything is yellow. Oh, you feel sick. Not Yellow!!!! After turning everything purple in Land of the Purple Sea, and eventually succeeding in returning home, you have continued with your experiments in an effort to find out what went wrong. For several years you have been careful but this hasn't led you to discover what happened. You are standing on a lonely beach, but this time everything has turned yellow, even the sea. But something else is different too - you appear to be in a different place!

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Adventures for the Amstrad

NEW RELEASES

Curse of the Serpents Eye

by Martin Freemantle

You play the part of Jenny Peril, an up and coming time-jumping cadet, in Earth's Federation of Peace, F.O.P. for short. You are now entering your final exams, which are taking part in the corps own holographic simulation unit. You have been assigned test simulation 001 "CURSE OF THE SERPENT'S EYE" and involves the task of locating the eye and activating the portal, which will give you a first grade pass. As the whole test is conducted within the hologram, you cannot be killed but if you mess up, the test will terminate and you will fail to enter the F.O.P. as a TIME JUMPER.

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

Leopold the Minstrel

by Jamie Murphy

Leopold always wanted to be a minstrel, and as luck would have it had managed to become apprentice to Old Sam one of the most renowned minstrels in the whole kingdom. He had been learning the art from Old Sam for some months and all had been going quite well, when an accident occurred. Leopold wasn't sure what happened but the outcome was that Sam's Lute had been damaged and now needed urgent repair. As the lute was a bit special, being imbued with a special magic of it's own, it could not be repaired by just anybody. Now as it happened this particular day Old Sam was suffering a particular heavy bout of the flu an was in no condition to go out and get it repaired, so the task fell to Leopold to take the lute and find someone who could repair it.

AVAILABLE NOW FOR THE AMSTRAD on DISC CP/M+ ONLY Priced £5.00

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Prices include p&p. Please make Cheques/Postal orders payable to P.M. Reynolds

LOST IN TIME

In the realms of possibility .. or so the scientists who deal in quantum physics would have us believe ... one day man will be able to travel through 'time' and 'space' at will. However that time is not yet upon us and we will have to content ourselves with small but poignant glimpses of what is yet to come.

This tale is about one of those moments and of one man's struggle to attain the impossible.

THE STORY SO FAR ...

It is the year 2193 and in the dusty laboratory that has been his home for longer than he can care to remember, a young scientist perfects the machine that will enable him to achieve his goal. Many years of endeavour and hard toil have finally reaped their reward and the '**Sonic Mobilizer**' has been perfected. With it he will be able to travel back and forward to the time-zones of his choice. With it, he will be free to see history made and to view the people who took part in the events that made the **Earth** what it is.

After the painstaking task of building the '**Sonic Mobilizer**' all that is left is for the young scientist to write a thesis on his work before setting out on the first exploratory journey through 'time' and 'space'...

To his great delight the device proves to be successful and the scientist finds himself in the year 1993 ... but true to the times that he has entered, he is 'mugged' on his arrival and the device known as the '**Sonic Mobilizer**' is stolen. Without he is totally unable to return to his own time and as of yet, technology is not far enough advanced to enable him to construct a second device. The only method of escape is to recover the stolen device !!!

Spectrum 48K 128K+2NOTES

The game will recognise all the normal commands such as **EXAMINE**, **OPEN**, **ENTER** and **LOOK**. Use the commands **RAM SAVE** and **RAM LOAD** to store and recall a game-position in **MEMORY** but always use the commands **SAVE** and **LOAD** to make a more permanent record of your progress on **TAPE**.

If things get too tricky there are some **glasses** to be found that will come in very useful when **HELP** is required. Also remember that strong winds can blow away bits of paper and if they do, you cannot always recover them ... so make sure you keep a tight hold of anything you might find.

TALK to anybody you might meet on your travels ... you never know what you might learn !!!



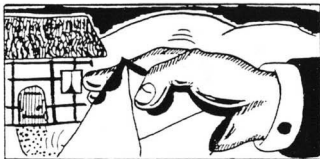
Zenobi Software ADVENTURES

THE FINAL DEMAND

Twice before you had sallied forth to do battle with a bunch of 'evaders' and twice before you had returned triumphant ... the 'dues' clutched tightly in your sweaty little paw. Why, you had even been successful in obtaining the monies owed by the infamous mob known as 'SNOW WHITE AND THE SEVEN SHORT GUYS' and that had been no small feat — or in this case about fourteen of them!!

This time though, things were on the close side of being 'impossible', or at least that was what all your superiors thought ... you of course knew different!

This time around you would have to pit your skills against the likes of **OLI BUNGO** (even the 'name' was enough to bring tears to a grown man's eyes), **RAFONGENT**, **A DRAGON**, **A FAIRY GODMOTHER** and the mighty **COL OSAL!!!**



It is going to be a tricky task and one that will take a great deal of lateral thinking, number-crunching and other skills possessed by one who was now a legendary name in the profession of 'Tax-Collection'. It will be up to **YOU** to bring these 'evaders' to task and to convince them (in whatever way you think best) to cough up the 'readies' and settle their bills. Anything else you may encounter on your travels (such as a **Topaz**, **Mirrored Ball**, or a **Rab O'Shay Egg**) will be purely incidental and should be put to whatever use you see fit for them — though it should be pointed out that without them the task cannot be solved .. hint! hint!

ADVENTURE

NOTES

In this game all 'exits' are indicated by the use of a clever little 'icon' positioned in the top-right corner of the screen — the more astute amongst you will have noticed that the little 'arrows' point in the direction of the 'available' exits .. clever no?

As usual the commands 'P' or 'PAID' will provide you with a list of the debtors who have settled up and the command 'FONT' will change the character set displayed on the screen. Use the commands 'RAMSAVE' and 'RAMLOAD' to store and recall a game position in **MEMORY** but always use the standard 'SAVE' and 'LOAD' to make a permanent record to **TAPE** or **DISK**.

HINTS

Put the numbers on the list to a good use and **Col Osal** will cough up the 'readies' and remember what little 'words' that you may hear or even read ... they can prove very handy. If all else fails, you can always resort to the ruse of any good player just cheat!!



Spectrum 48K/128K+2



A new STAC adventure for the Atari ST from Jean Childs

“WYSIWYG”



And the Wizard laughed.....

“Come to the land in which I dwell.
Release the castle from my spell.
Use your eyes, the scene is set.
What You See Is What You Get.”

Features graphics for each location rather than room descriptions - hence the title.

Send cheques/PO's for just £3.00 (payable to Jean Childs) to: 24 Waverley Road, Bagshot, Surrey GU19 5JL.

Also available:- “Excuse me - Do You Have The Time?” a text and graphic STAC adventure that takes you not just from place to place but through the boundaries of time. Also only £3.00.

Special Offer: Both games together for only £5.00.



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Presents

SERENDIPITY

Why is Larry so tall
Why doesn't Bob like pizza
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Who is the giggling imbecile
Meet the humpy bridge
Go to the slug races
Fight a worm if you dare
See the naked tattooed man
Meet the devilish dustbin
and much much more in
Serendipity a devilish
of an adventure



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TIME TEST by DAMIAN STEELE

The following is an amusing test which is best done in groups.
All participants are told that there is a strict three minute time limit.

CAN YOU FOLLOW DIRECTIONS?

Everything you do from here on will be assessed.

This is a three minute time test:-

1. Read everything before you do anything.
2. Put your name in the upper right-hand corner of this page.
3. Circle the word "name" in the second sentence.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an X in each square mentioned in number 4.
6. Put a circle around each square.
7. Sign your name under the title of this page.
8. After the title write "yes, yes".
9. Put a circle around sentences number seven and eight.
10. Put an X in the lower left-hand corner of this page.
11. Draw a triangle around the X you just made.
12. On the back of this page multiply 7 by 30.
13. Draw a circle around the word "paper" in sentence four.
14. Loudly call out your first name when you get to this point in the test.
15. If you think you have carefully followed directions, call out "I have carefully followed directions."
16. On the reverse side of this paper add 107 and 278.
17. Put a circle around your answer to the last problem.
18. Count out in your normal speaking voice from one to ten.
19. If you are the first person to get this far, call loudly "I am the leader in following instructions."
20. Punch three small holes in your paper here. o o o
21. Now that you have finished reading carefully, do only sentences one and two.

HARRY'S HEAVEN

- a short story by JUNE ROWE

With his hands in his pockets and his shoulders hunched against the bitter wind, Harry mooched dejectedly past the shops, feeling sorry for himself. Another day to face, and still no possibility of getting a job.

However, he was not so wrapped up in misery that he did not notice where he was walking ...as he approached the corner of the High street, he perked up, because here was a shop where he could at least day-dream a little and forget his troubles for a short time.

As he looked through the glass, his eyes went immediately to the disc drive sitting in the middle of the window. He tried not to look at the price tag; after months on the dole, he knew he couldn't afford it, but he let his thoughts run wild on the delights of owning it.

After a few moments, he gave a little sigh of resignation and shifted his gaze to the interior of the shop, where a young boy was playing a game. By putting his face close and shading his eyes, Harry could just manage to read the words on the screen..."as you drop the soggy banana skin, the approaching monster slips on it and with a blood-curdling shriek, falls headlong into the chasm. Just before it disappears forever, the monster drops a large bronze key on the ground at your feet."

Harry's whole demeanour altered instantly - purely by chance, he had just seen the answer to a problem he had been struggling with. This was the adventure he was currently playing on his Spectrum, and that monster had been killing him regularly twice nightly for the last fortnight!

Excitedly, he spun round and started heading for home, thinking, "This must be my lucky day! So THAT'S what the banana skin was for! Then that must be the key to the locked door by the....."

A woman suddenly screamed in terror - with a screech of brakes, a speeding car went out of control, mounted the pavement and crushed Harry against a shop front.

Someone said shakily, "The poor devil didn't have a chance! It was over in a few seconds - he didn't even see it coming!" A crowd quickly gathered, to stare in horror at Harry's mortal remains and the bloodstained front of the wrecked car. A policeman arrived and efficiently took charge, ascertaining that Harry was dead and calling for help for the injured driver.

Meanwhile, somewhere else, Harry walked uncertainly in a misty cloud towards a large pair of gates on which he could see a notice and a bell. He didn't know where he was, but the notice said "Ring for attention", so after only a moment's hesitation, he did so.

The gates were opened instantly, by a dark-haired, pleasant looking young man wearing a sports jacket and grey flannel trousers. He smiled and greeted Harry with "Hallo, Harry, pleased to meet you. Do come in! I'm your councur, and it is my job to show you around and make sure you are...." he gave a short cough, then finished... "happy."

"Nasty cough you have there, er, um.....what do I call you, Mr. er, er....?" enquired Harry, nervously.

"Oh, we're not at all formal here, Harry," replied the councur. "You can call me B.L."

Feeling somewhat reassured, Harry asked tentatively, "Can you tell me where we are, B.L.?"

The courier grinned and shook his head. "There's no need for me to tell you that, Harry.

As soon as you've seen the amenities here, you'll know where you are, without a doubt. Now, if you'd like to follow me, I'll show you around."

With a growing feeling of relief, Harry followed the courier down a gravelled path which led into an avenue of shops. The first shop they came to had a window full of computers and accessories.

Harry stopped and asked, "Could we go in this shop, please, B.L.? I had a computer, before I....well, anyway, I'd like to see what adventure games the shop has in stock, if you wouldn't mind."

"Certainly, Harry," the courier said, opening the door and ushering Harry into the shop. "By the way, there's no charge for anything here. We don't bother with money. Choose whichever computer you like, or two, or three if you want to, and whatever else you fancy."

"Jeepers!" thought Harry happily, "I must be in Heaven if I can have anything I want without paying for it!"

Inside the shop, Harry saw joyfully that there were all the computers ever invented - Spectrum, Commodore, BBC, Atari, Amstrad and many more. There were arrays of printers, all neatly labelled with the name of the computer they belonged to, and on a rack of shelves against one wall, all the add-ons Harry had ever seen advertised. There were joysticks, light pens, disc drives, all sorts of interfaces and cassette recorders (with and without counters!) by the dozen.

Harry couldn't believe his eyes! He turned to speak to the courier, and nearly fainted from shock when he saw the fourth wall of the shop. It was lined from floor to ceiling with racks of game tapes and discs!

"We have every piece of software and hardware there is, Harry" said the courier proudly. "As soon as anything is released, we have it. Now, if you'd like to take what you want and put it on the table there, the things will be delivered to your quarters. We have an instant delivery service - everything is very convenient."

Almost crowing with delight, Harry picked up a Spectrum 128 and placed it on the table. To his amazement, it shimmered into a haze and disappeared!

"Hey, B.L., what happened to that?" he cried.

"Instant delivery service, as I told you," the courier said calmly. "You like the Spectrum, I see. We didn't know exactly which computer you favoured, owing to a slip-up in communications, so I'll adjust the tapes for you."

He lifted his hand and pointed at the racks of games, and as the bemused Harry watched in utter rapture, MASTER OF MAGIC for the CBM64 turned into SWORDS AND SORcery for the Spectrum, STRANGELOOP for the Amstrad changed into the Spectrum version and HYPER RALLY for the MSX became WINTER SPORTS for the Spectrum.

"There you are, Harry - take your pick," the courier said, then, looking at his watch, he went on, "I don't want to rush you, but there are other arrivals scheduled, and I would like to show you over your quarters and make sure you are settled in and orientated."

Harry apologised, making some remark about everything being so wonderful, then quickly grabbed a disc drive, a handful of discs, a cassette recorder and a dozen or so adventure games and put them on the table. He was so excited about his good fortune that after the first few items, he didn't even bother to watch them shimmer into nothing.

Finally, he reluctantly left the shop and followed his guide through an ally which brought them to a wide expanse of neatly mowed lawn, surrounded by modern buildings.

He was led into a luxuriously furnished, detached bungalow, which the courier told him would be his own personal residence. "The bedroom is through there," said the courier, glancing again at his watch. "There is a self-making bed, so you won't have any bother with that, and the bathroom is next to it. There's always a liberal supply of hot water here. You must forgive me if I don't give you the full tour, but I am rather pushed for time. This is the dining room - you see the serving hatch over there? Just dial for anything you want in the way of food or drink, at any time of day or night. Press that button on the table when you've finished, and the dishes will be taken away. And there is your leisure room."

Eyes popping, Harry walked into the leisure room to see his computer, with disc drive and cassette recorder already connected, sitting on a large table. There was a 22" colour TV set just at the right distance from the comfortable swivel chair drawn up in front of it. On the side of the table stood a rack containing the games Harry had chosen, and to the left of the chair was an adjustable trolley table, complete with a Print 'n' Plot Adventure Planner and a row of pens, pencils and coloured felt tips.

"You are left-handed, aren't you, Harry? Yes, I thought we'd got that right. Well, I'll leave you to it, then....."

The courier carried on talking, but Harry wasn't listening.

"HEAVEN! I must be in Heaven! There's everything here I ever dreamed of having!" he thought ecstatically, as the courier's voice continued....." there's been a pile-up on the M1, and I'm expecting a coach load of drunken football hooligans - they'll take some handling."

As the courier turned to leave, Harry suddenly noticed that there was something missing.....

"Before you go, B.L.," he said hesitantly, "I hope you won't mind my mentioning it. I don't want you to think I'm ungrateful, or that I'm criticising anything, but I can't see a power point. Where do I plug things in, please?"

The courier's lips curled into a sardonic grin. He gave a diabolic chuckle, then as he slowly disintegrated into a cloud of evil-smelling yellow smoke, Harry heard him say, "I said you'd know where you were, as soon as you saw the amenities, Harry. There's no electricity here - that's the HELL of it!"

★

This story was originally published in ORCSBANE - July 1988.

Fran, one of June's four daughters sent it to me. I thought it was so typically June. I asked if I could publish it in Probe and she willingly agreed.

Those who knew June will know she is now having a great time in Heaven, with nothing else to worry about except how to complete an adventure. If you are reading this, June, we miss you. (Barbara and all Probers)

PERSONAL MESSAGES

- To Grue – Set Turbo mode OFF (from Mad Cat)
- To Dylan – Being conscious is Al-hard, man (from Mad Cat)
- To Mary S-P – Got some more humour in the recycler? (from Mad Cat)
- To Horace – No sense? 50% chance the Witch is going the wrong way! (from Mad Cat)
- To Dylan – Like, wasn't that message about the brain cell for Dougal, man? (from Squiggie)
- To Dylan – Until Spring? man? Nothing to do with Zebedee, is it, man? (from Dougal)
- To Dylan – Like, when I asked you about Florence, man, I meant the place, not the person, man. You've a great sense of humour too, man. (from Dougal)
- To Snow White – Er.....er.....I'd *love* to go "Out to Work" with you, but it's my back, you see. *And* my hiho's not what it used to be (from Tweepwold)
- To Grimmy – H.E.L.P. Which way is it to Stanley from my neck of the woods? (from Tweepwold)
- To Grimmy – Cancel that last – I hitched a ride on a passing (friendly) Tam. Unfortunately the Witch of Stanley had been tipped off and she was ready for me. She's made my nuggets drop off. Any suggestions? (from Tweepwold)
- To Loobiloo – No chance! (from Phill)
- To Damian – No, I'd have remembered if we'd met. Why do you want to know my identity? That's what all this is: so I'll disclose it. Rakhir is none other than me. So there! (from Rakhir)
- To Fry-them-with-one-puff – Ahhh. I see we are living up to our Cowardly Reputation, aren't we? I defy, sneer, and generally stick my tongue out at you! (from Giumwynd)
- To Acidspit – Thanks for your concern. 'Tis muchly appreciated. However, is not this a sure sign of mental deficiency in one of your (dubious) racial origins? (from Kasar)
- To Acidspit – Dear, dear, dear. Touch a nerve, did I? You poor creature to be so stung by idle friendly banter! But this month I'll leave you to your delusions of grandeur. These obviously fill an enormous vacuum in your personality, and I am loathe to rip them from you. (from Your dear and inferior(?) friend Giumwynd)
- To Neutraispit – Yes, your new name is a definite improvement on Acidspit. I applaud and second Giumwynd's suggestion, and urge you to adopt the name in all future correspondence. And look at it this way, you'll no longer be a spelling mistake! (from The Viper)
- To Rakhir – I'll "have a go" as you put it, at who I want, when I want. If you've a problem with that, I suggest a fight to the death. No doubt you'll avoid this, being of the Neutraispit school of thought. (i.e. run at the first sign of danger). (from The Viper)
- To Grimwold – How can you forsake your aged father so? It must be the cruel Dwarven half of you swamping the noble Elfin part....so sad. (from Sapleaf the Elf)
- To Ellen – I can't, I can't, I can't, I can't I'm in Germany! (from Tinkerbell)
- To Neutraispit – The name's Giumwynd, you twit. (from Giumwynd)
- To Fry-them-with-one-puff – An alliance? Climbing into bed with Acidspit? What will your offspring be called? Fryspit? Acidpuff? Yes, I like the sound of Acidpuff, it sums you both up! (from Kasar)
- To Grimwold – Quo Vadis? Nil carborundum illegitmis. (from Felix)
- To Grimwold – Can we arrange a contract on Doc? I think he's getting too big for his mines. We could hire Kasar at very reasonable rates. Let him take all the risks, if you follow my drift....(from Tweepwold)
- To Damian – You nabbed some Bics? You mean you've actually started shaving? (from Nemo)

- To Dougal – I couldn't agree more. Beats watching an embalming session! (from M.Polo)
- To Acidspit – I'm still willing to interview you for Probe, as long as it doesn't DRAG ON for months! (from M.Polo)
- To Custard – Now I get it, you lumpy git! You'll get yours or I'm not a hole-in-one dude. (from M.Polo)
- To Miss Leading – I didn't expect him to mean THAT! (From M.Polo)
- To the S.S. – I will say this eaunty wince. Changez vos initials or we may mistake you for "ze enemy". (from the French Resistance)
- To Dytan – There was no Boots in my day... only Ye W.H.Smythes in England and Mafia Stores Ltd in Venice! (from M.Polo)
- To Elien – Let's sort out this Dead Warg thing first... then: the world? (from M.Polo)
- To Damian "Woolly" Steele – (re the Quill) is this "spacebar" you're talking about an interstellar pub? (from M.Polo)
- To all Maze-haters – I have a dream. We will overcome. (from M.Polo)
- To Tweepwold – Hang loose: I'm still trying (from Uncle Horace)
- To Doc – Go and have your eyes tested! (from Uncle Horace)
- To East Anglian Admirer – Don't you believe Doc, her's a liar, just like all dwarfs, present company excluded, of course! (from Uncle Horace)
- To Grimwold – This mine, ain't mine! (from Uncle Horace)
- To Dytan – Like, hey man, I tried it, and guess what? It melted! (from Uncle Horace)
- To Damian – "Bic", what a silly name for a razor. (from Uncle Horace)
- To Damian – Ever seen a shaven dwarf? NOT a pretty sight. (from Elien)
- To Peter – Why can't I drop a bomb if I want to? (from Elien)
- To Phill – Erm, it's getting pretty claustrophobic in here (from Elien)
- To Dead Warg – This adventurer had never enjoyed tripping (even though I'm very good at it, aren't I, Wynne?!) through mazes. Should I ever be found by any member of H.A.S., they'd soon realize that this "ready-peeled meal" is well past it's "best before" date. (from Elien)
- To Custard – Boo, hoo, hoo, I was only trying to be friendly. (from Rudi)
- To Damian – Thanks (I think!) for the inclusion in "Rites" (from Rudi)
- To Tinkerbell – Elien says I've to "sort you out", sooo, let's get "sortin'" (from Rudi)
- To Phill – Surely one good "secret" deserves another? (from Loobiloo)
- To Tweepwold – What time do you clock off, then? (from Snow White)
- To Conan The Librarian – If you need any help sorting out Horace, you can count on me – and I thought your record was great! (from Doc)
- To Wynne – I'd give you my paw, anytime – just ask me (from Rudi)
- To Wynne – Miaow.... miaow (from Fluffy and Sherry)

(Dytan has gone into hibernation, so don't expect early responses....Ed)

ADDITIONAL SOLUTIONS

The following solutions have been received since the August issue. Cost: one 29p stamp each, plus one 1st or 2nd class stamp to cover return postage.

THE BLAG (detailed inputs). ESCAPE FROM PRISON PLANET. THE GRAIL (Talespin). HOUNDS OF HELL. HUMBUG. MIDSUMMER DAY'S DREAM (6128/PCW version). OG THE GREAT!. RITES OF PASSAGE. SAM'S UN-EXCELLENT ADVENTURE!. SEARCH FOR THE NETHER REGIONS. SERENDIPITY. TAXMAN COMETH (Amiga version).

ADVENTURE WRITING WITH AMOS Pt.3

by STEVE CLAY

EXITS:

All exits in your game will be listed in data statements, one long data statement for each movement possible (N,S,UP, etc). Each movement has its own routine so you will enter all northern exits in the NORTH routine. If the player types N (or NORTH) the parser will load the value 1 into the VE variable. (VE stands for VERB). When the main loop finds a VE less than 13 it treats it as a movement command and goes to the TRAVEL routine which then branches to the NORTH, EAST or whatever routine as required. All you need worry about is the data statement that contains your exits and the second number in the FOR N-1 to ? STEP 2 command. The number that replaces the question mark in the above is the number of exits listed in the data statement.

Example:

Data 1,3,3,5,5,6,7,4

The number that would replace the question mark in the above would be 8. Each exit must be listed as a pair. The first number is the location from which a move N would take the player to the second location. Using the above:

The player can move north from location 1 to 3, 3 to 5, 5 to 6 and 7 to 4.

BLOCKED EXITS:

Many exits within a normal adventure will be blocked by some object such as a door or forcefield or whatever. In such an instance you need to stop the routine before it scans the data statement.

So using the above as an example again. If the exit north at location 3 is blocked by a door, F(1)-status of the door 0-closed 1-open. In the REM statement in the movement routines that says "All special exits here" is where you would put the following.

```
If LOC-3 and F(1)-0: TES-MS(1):GOSUB PRM:RETURN:ENDIF
```

If flag 1 is not zero, therefore the door is open, the above would be ignored and the routine would drop through and the player would move to location 5.

RESPONSE:

This section of the program handles all none movement inputs. The parser loads the variables VE,N1,N2,PREP,ADJ1 and ADJ2 with the word values from the players input. If the VE is greater than 12 then the response table is called. There are two ways of writing the response table. You can either have a small routine that handles each verb or, as I have done in BT, have a separate routine for each location in the game. The benefit of using the second approach becomes obvious when you are trying to track down a bug!

In the above routine the response entry for opening the door would look something like:

```
If LOC-3
```

```
If VE-27 and N1-1:REM VERB 27-OPEN and NOUN 1-DOOR
```

```
If F(1)-1:TES-MS(2):Return:End if:REM CHECKS IF DOOR IS OPEN.MS(2)-"Already is!"
```

If COBL(1)-LOC or COBL(1)-254: REM COBL(1) refers to the location of object 1

F(1)-1:TES-MS(3):Return:Endif:REM Sets doorflag to open.

TES-MS(4):Return:Endif: Rem If none of the above has occurred tell player they will need a key.

Endif

That looks very confusing but after a few entres you'll find it all becomes second nature.

One point of note - every If statement requires an Endif. If and Endif will be used more than any other statement when writing an adventure and the two error messages you will see most are "If without Endif" and "Endif without If".

The way to cut down these messages is either become a perfect programmers or after every room has been entered press F2 to test and if there are any missing ifs or Endifs then you'll pin it down much quicker. A look at the BT listing for the entry for location one should give you an idea of how things go.

One thing that can't be included in room routines is the Examine portable objects section and any commands that can be carried out anywhere within the game. Again a look at BT will be of greater use than any explanation I can come up with.

To obtain the ADVSHELL program along with BT and PC a point and click interface, send a formatted disk in a jiffy bag with return postage and I'll send you the programs. You will need AMOS to make use of the programs!

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

HELP WANTED

Has anyone heard anything from the **AMOS CLUB** recently? Harold sent off his £10 fee ages ago and hasn't had even an acknowledgement. Does anyone know how to get across the bridge in **IMBRIUM** on the Amiga. If you can help on either of these matters please contact either the Probe office, or Harold Dixon, 62 Windsor Street, Colne, Lancs. BB8 9LD.

Does anyone have a solution, or even part solution, for **MYSTERY OF ARKHAM MANOR** and **THE FOURTH PROTOCOL**? Please contact the Probe office.

Does anyone know how to finish the last level in **PRINCE OF PERSIA** on the Amiga? Please contact Keith Burnard, 206 Cranford Lane, Hounslow, Middlesex, TW5 9JD.

IN TOUCH

WANTED - A cheap copy of **WORD PERFECT** for the Amiga 600. Please contact the Probe office.

Many thanks to Jenny Perry and Dorothy Millard for the Brian Howarth games.

AMIGA COLUMN by STEVE CLAY

This must be the shortest Amiga column yet! After two years of a continuous stream of commercial releases of the point and click variety there is suddenly a dearth of new products. This may be due to either a dip in the market or far more likely the producers are holding back games in view of the fast approaching Christmas market.

Talking of Christmas, it would seem Commodore are going to have a bleak one. There is a strong rumour that Amigas will run out in either October or November. At the time of going to press no Amigas are being produced and the management buy out has as yet resulted in nothing at all. From the current situation it looks like Amiga computers will be rare this Christmas and consoles/PCs will benefit.

Public Domain offerings are all I can tell you about this month. One game I haven't played but have seen rave reviews for is the F1 licenseware game Relics of Deldroneye (£6.99). This requires 2 meg. memory. If you have played it let me know if it is as good as reviewers are making out.

Ian Osborne pointed me towards The Shepherd (1meg). This is a Populous clone with a very good interface. The basic story is that you, a mere human, has been allowed to join in the game of the gods. Despite some internal wranglings between the gods you are allowed to battle against the best "Shepherd" players and should you beat them you will be allowed to live and you would also learn the meaning of life. You have to buy animals and get them to multiply in numbers of the current map. Of course all the usual balancing skills are required as you have to managed food and water. Be prepared to lose hours with the game. An excellent PD release (available from Zenobi Software).

Zut Alors was a game I reviewed for Red Herring. I have now come across a copy of Zut Alors 2. The original game followed the attempts of Cyrano de Bergerbar to become a musketeer. The second part is the search for the missing musketeers. Both games are written with Hatrack and the utility does its job well. Both games are very open at the start and you can wander around fairly freely. This owes a lot to the author being inspired by an RPG. Zut Alors 1 is available from Syntax (it has Life After Death with it) and Zut Alors 2 is available on the Amiga User International coverdisk No.45.

Many thanks to John Wilson for sorting out my Krillian problems and to Harold Dixon who also sent me a possible solution.

The winner of the August competition was Dorothy Millard.

NEWSDESK

Armchair Adventurer

Tim Kemp, the editor, is having problems with the second issue which will be a disc-based magazine. I understand the program he is using (Neo-book?) works on his own computer, but not on other PCs and it could be the new year before he can offer issue 2. Advance subscriptions have been refunded, and Tim is not taking any orders until further notice. Watch this space for more news.

Spectrum U.K.

The last few issues have not been published and my letters of enquiry remained unanswered. I finally wrote to Joe Blizzard who writes the adventure column for the magazine, and received a letter by return. It seems he had written a previous letter, which I have not yet received, explaining that Julie McQuillan, one of the co-editors, has been very ill, but is now recovering. This has put a lot of pressure on Roy, the other co-editor. However, there should be an issue published very soon, but it will be dated for the current month, and the missing months won't be published. Their circulation is reported to be close to 3,000, a number I could not cope with. Good luck to all concerned.

New C64 Title for Adventure Probe Software

Harold Dixon has very kindly offered under licence (not Public Domain) his adventure *Zargo's Castle*. Harold, with help from Hilary Walton and Dorothy Miliard has produced a very playable adventure, and I am delighted to accept, with proceeds going to the Probe fund. Available on disc only, price £3. Full details and more news for C64 owners next month.

Correction to advertisement for FSF Adventures from Probe

The compilation of Larry Horsfield's adventures for the Amiga is even better value than first reported, as all SIX (not five) games are included, i.e. *Magnetic Moon*, *Starship Quest*, *Revenge of the Space Pirates*, *Axe of Kolt*, *Spectre of Castle Coris* and *Run, Bronwynn, Run*.

CPC Undercover

The magazine has now ceased publication. Usual story - start a magazine, then after a few issues find it is taking up too much time. I understand *Amstrad Contact*, a user group run by Dave Muggerridge, has also closed down. A sad day for Amstrad owners.

I have considered offering Amstrad Public Domain adventures but I don't have a reliable and quick way of duplicating the programs with the hardware I have at present. If I find a cheap Amstrad with both disc and tape facilities, I'll be delighted to review the situation.

Adventure Workshop Software

Phil Reynolds is now selling Damian Steele's C64 adventures. He is planning to convert them all to the Amstrad, and then the Spectrum.

Zenobi Software - new releases

The *Search for the Nether Regions* by Gareth Pitchford and *Sam's Un-excellent Adventure* by Ian Osborne have now been released, Price £2.49 (tape), £3.49 (+3) £2.99 (Amiga/PC under emulation). Also *Jenny's Next Big Disk* has 4 Laurence Creighton games - *Curse of Calutha*, *Legacy*, *Marooned* and *Laskar's Crystals* - Price: £5.99 (+3, Amiga and PC)

Spectrum-Star Printer User Club

I've received a letter from Alchemist Research stating that they have launched a club for users of Star printers. I quote from the letter "..... there is no membership fee, just send an SAE and blank media for any help, advice or software. The Club aims to answer any queries or problems personally and collect and catalogue any hints, tips and advice that can be offered. The club will also provide a quarterly mini-magazine within the AlchNews tape and disk magazine. Other benefits of the club includes a base of software which has been tried and tested with the Star printer and gives information on converting other titles for operation with this machine. The club has the support of Star Micronics and has an established link with them."

GETTING YOU STARTED

BARDIC RITE played by John Schofield on a Spectrum 128K (also available on the PC under emulation)

I (nothing), X WARDROBE, GET CLOTHES (not needed yet). Tomas appears and tells you that one of the Judges has had an accident. N, X SAM, X HUBERT (has an unlit pipe), SAY TO SAM "HELLO", SAY TO SAM "MUSIC" (he offers you his Lute), NO (Sam is not pleased), S, SW, N, N, W, X LANTERN, JUMP or CLIMB BED. GET LANTERN. E, S, S, W, W, N, N, X BELL. REMOVE CLAPPER (you can't reach), S, NW (door locked), S, KNOCK NERKIN (you go in), X NERKIN, X WINDOW (see insects), CLOSE WINDOW (she wants it open despite the annoying insects), TALK TO NERKIN (too busy), SE, KNOCK SBIMMS (you go in), X SBIMMS, TALK TO SBIMMS, E, E, E, E, D (you meet Captain Woburley marching about the corridors), X WOBURLEY, W, X PLAQUE (fire instructions), N, X CAT, E, X TABLE (covered in a white cloth), PULL CLOTH (you tear a piece off), X CLOTH, W, N, X POND. S, NE (a servant puts down a platter), X PLATTER, GET MEAT, X MEAT, X COOK (has a pair of gloves through his belt), NE, X SERVANTS (passing around a bottle), SING (they listen)

THE BLAG played by Mark McDermott on an Atari ST

You start in the enquiry office of Woolenden Police Station. N, WEAR GLOVES, GET KEYS, S, EXAMINE DESK, UNLOCK DRAWER, READ CERTIFICATE, E, MOVE DARTBOARD, GET KEY, READ TELEX, GET HELMET, W, N, READ DIRECTORY, DIAL (DOG SECTION), HOW COMMAND (DOG'S NAME), THANKS, S, W, W, CALL (DOG'S NAME), E, S, GET ROPE, DRIVE CAR TO BANK, PARK CAR, S, S, S, SEEK (DOG'S NAME). The dog will now indicate direction. GET GUN, N, E, E, E, N, N, ASK PETER HARRISON, DESCRIBE ROBBERS, DESCRIBE ROBBERS IN CAR, DESCRIBE ROBBER IN WOODS, DESCRIBE GUN, DESCRIBE CAR, DESCRIBE (MAKE OF CAR), WHAT IS (MAKE OF CAR) INDEX, THANKS, EXAMINE HOLE

DRAGON QUEST available for the Spectrum, also Amiga and PC under emulation.

You start in the northernmost point of the kingdom. I (have cloak), X CLOAK (note response), WEAR CLOAK, N (dusty trail - meet weary traveller), X TRAVELLER, SAY HELLO (he would like some water), N (village compound surrounded by huts), E, NE, E, ENTER (Chief's hut), X MAN, SAY HELLO (he is willing to help but he would like some tobacco for his pipe), LEAVE, E (pool), DRINK (okay, but you don't have a container to take some to the traveller), W, W, NW, NW (edge of desert), N (arid desert), N, W, S (see skeleton). You don't have any moves to spare at the moment so don't waste time examining anything), MOVE SKELETON, TAKE BAG, S, E, W, S (back at edge of desert), SE, SE, E, E, FILL BAG, DRINK, LOOK IN POOL

YELLOW PERIL played by the author, Dorothy Millard, on a C64

Start on a lonely beach in a yellow world. E, EXAMINE PEBBLES, GET BUTTON, W, CLIMB CLIFF, EXAMINE SEA, W, W, NW (to clearing), N, N, NW. (into the Great Yellow Forest), E, N, N, NW (into a cosy cabin), EXAMINE CAT (friendly), STROKE CAT (it purrs and stand up revealing a key), GET GOLD key, SIT IN CHAIR (you sit on a bible), GET BIBLE. EXAMINE BIBLE (has the vicar's name inscribed on it), READ BIBLE (a scribbled note on the inside cover says "When the voices speak do the opposite"), OUT, NE (to cemetery gate)

HOUNDS OF HELL Pt.1 played by John Schofield on a Spectrum (also available for the Amstrad)

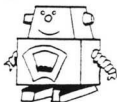
I (nothing), X CAR, OPEN SUITCASE (only clothes), GET SUITCASE (can't leave car without it), LEAVE, READ NOTICE, N, N, X PILLARS (dog's head), N, X PICTURES, X DESK (pen on chain), RING BELL (receptionist appears), ASK FOR ROOM (given key to room 13), SIGN REGISTER (she takes it into the office). In 30 turns everyone goes to bed after which you are at liberty to do much more than at present. N, X HALL, X TAPESTRY (more dogs), W, X MAN, TALK TO MAN, ASK MAN ABOUT DOG (he gives you something), I (you have a small phial), X PHIAL (green liquid), X BAR, X PAINTINGS (woman with head of dog), E, E, X TV, WATCH TV, X IN RACK, READ RADIO TIMES, X AERIAL, W, U, U, X DOOR (number 13), UNLOCK DOOR

OG THE GREAT Pt.1 played by Wynne Snowdon on a C64

I, SEARCH BED, TAKE CLOTH (needed to cover face from smell in a house), LOUN BED (look under), TAKE INCENSE (needed in Temple), LISTEN (to banging at door), OPEN DOOR (your landlord throws you out), W, IN (to temple), X RUB (see priest who asks if you need help), YES (priest asks for offering), GIVE INCENSE (get luck of the Gods - needed when trying to win betting game in the inn), N, W, IN (shopkeeper gives a bottle of sleeping potion and you find yourself back on the main street - if you return, the shop has magically disappeared), N (see horses and food which you'll need to leave town), W, S IN (to bookshop, owner asks if you need help), YES (he offers to read something for you, which he will do later but only if you find his spectacles), OUT, N, WE, S (outside a house)

ZORK 2 (available for many computers)

This time you start inside an ancient barrow, deep in a forest. TAKE ALL (familiar brass lantern and Elvish sword), S (along narrow tunnel), 2 (on foot bridge), S (great cavern), SW (shallow ford). You stand the chance of being eaten by a grue if you continue without a light, so LIGHT LAMP and then go S (dark tunnel), SE (north end of garden - see a gazebo), ENTER GAZEBO, TAKE ALL (matchbook, china teapot, place mat, newspaper and letter opener), EXIT GAZEBO, return N and NE (shallow ford), FILL TEAPOT (with water), return S then SW, SW and SW (carousel room). At the moment all exits from here are random. When you have stopped the carousel you can map the exits properly. Drop all items except the lamp and teapot and exit in a direction and returning until you enter the Riddle Room. A riddle is written on the stone, plus the warning that "no man (no mention of woman!) shall pass this door without solving this riddle." SAY "A WELL" (note speech marks are needed). A passageway is now revealed. Go E and E (circular room - a well), ENTER BUCKET, POUR WATER INTO BUCKET (from teapot). The bucket now rises to the top of the well. EXIT BUCKET and go E (tea room). You see 4 cakes, each with different coloured lettering. TAKE GREEN CAKE, TAKE RED CAKE, TAKE BLUE CAKE (leave the orange cake), EXAMINE GREEN CAKE, EAT GREEN CAKE (you shrink - small enough to enter the small hole), E (pool room), THROW RED CAKE INTO POOL (water evaporates), TAKE CANDIES (the flask is a red herring), W (posts [table legs] room), EAT BLUE CAKE (return to normal size), NW (low room where you see a robot), TELL ROBOT "GO E", now follow E (machine room - the control room for the carousel), TELL ROBOT "PRESS TRIANGLE"



OBJECTS AND THEIR USES

THE MINES OF LITHIAD compiled by Barbara Bassingthwaighte

- Lantern.....Many dark locations
 Jug.....To carry water
 Phial.....Fill it with acid at the pool
 Spade.....You will need to dig at three locations
 Flint.....To light lantern
 Knife.....Use it to skin a dead worm
 Worm skin.....You can carry lots of items in it
 Rope.....With a little help, will pull off a gate
 Acid.....Will eat through a lock
 Turtle.....Carries you across the lake
 Turtle's egg.....Swap it for the dragon's egg
 Book.....Enables you to translate the Orc language
 Handle.....Insert it in the winch to move turntable
 Table.....To stand on
 Mine tub.....You need to be pushing a tub to enter eastern tunnel
 Orc uniform.....Gets you past the Orc guard
 Barge.....Cut the rope and it will carry you downstream away from the Orc guards.
 Eventually it will lodge against the broken bridge, closing the gap.

KIDNAPPED (Jack Lockerby), compiled by Barbara Bassingthwaighte

- Paper.....Place it in the chest in the tower
 Key (large).....Opens barn door
 Cotton.....Use as fishing line
 Needle.....Bend and use as fishing hook
 Spade.....Dig by river with it
 Threepenny bit.....Pays for ferry ride
 Hay.....Feeds farmer's cattle
 Letter.....Give to Uncle Ebenezer
 Bible.....Shake it, give to preacher
 Worm.....Bait hook with it
 Fish.....Give it to cat
 Key (small).....Unlocks tower door
 Document.....Give it to solicitor
 Silver button.....Show it to old man and preacher
 Sprig of heather.....Wear it
 Boat.....Row it



HINTS AND TIPS

THE ADVENTURER played on an Atari

Play "round and round the maypole" with the goat.

The crow prevents you from getting to the top of the tree, you'll need the beet for this little problem.

The gold coin is worth 10 groats, so you can only afford one of the three sale goods in the village shop.

Examine the woman on the fruit stall and the baker for clues about what to swap for their wares.

The swarthy man behind the orange and brown stripey curtain will sharpen the razor, if you have something with which to "pay" him.

Did you notice the barrel is bungless? The man at the Bric a Brac stall can help if you have something to swap.

CIVIL SERVICE played on a Spectrum, also Amiga & PC under emulation

Feel the crevice to find a light source.

Kneel in church to find a mat.

You can't open the grille, you'll have to get underneath it.

The gravediggers will complete the job when you have done something with the mat.

You need a silver key to unlock the casket on the altar.

There are three discs, and you can carry only one at a time. The first one is on the shelf in the barn. Repeatedly ENAV TA KOOL then put the first disc in place. Now the second disc will appear but you'll have to solve a puzzle to find it. When that disc is in place the third disc will appear.

CORTIZONE played on an Atari

Examine the sign at the blockage to discover the password so that you can talk to the fairly friendly but very ill convicts.

To open the steel door you'll need the saw and welding kit.

Cure the convicts and one will give you something useful.

On the bridge, finish off what the spydroid started, then get the rifle and eliminate the second guard and helicopter.

URBAN played by Joan Williams on an Amiga under emulation

Buy a lighter first, it can be exchanged. Swap comics for a voucher.

Wear a tie to enter the nightclub.

Collect your change.

Don't eat the chicken burger or drink the vodka!

CRYSTALS OF KINGS played on a Spectrum (also Amiga & PC under emulation)

In the library, examine the books and read the words for a clue. If you open the drawer without first doing something to it, it will be empty.

Read the scroll for a clue for each of the four crystals you have to collect.

Shake the cage to discover something.

Search the brambles before you set fire to them.

Be patient and a trapdoor will be revealed.

Drown the horrid priests at the circle of stones by blowing a hole in the dam. The noise of the explosion scares the crow away, so make sure you have got the feather first.

You need three items to make an arrow.

Stretch a rope across the hollow, you can carry only 3 or less items when crossing.

Before you fill the barrel with salt, check inside.

THE EXTRICATOR played on a Spectrum & C64

Green Sector

The security pass is the wrist watch. WIND WRIST WATCH to activate.

To reveal a secret exit you have to type in the numbers shown on the plaque above the airduct grill near the beginning of the game.

Go behind the video screen to find a fruit machine. Insert the zonk and pull the lever to reveal a trapdoor.

You need the plastic key to open the locker.

SRESAL TCELFER with the mirror to get to the cell, but do not repeat input on the way back.

The key for the cell door is in the drained swimming pool.

MURES EVIG to the professor, then carry him to the shuttle deck (silver sector).

Silver Sector

REVLIS TRESNI to find the ignition key.

NOITCURTSNI SSERP switch on the panel.

REVENGE OF THE SPACE PIRATES played by John Schofield on a Spectrum (also available on the Amiga under emulation)

Wake Simon and check what he knows about Jaelaine.

Glenda will help with the nurse.

A bomb in the radar installation will distract the guard.

If you give him the correct tool, Simon will deal with the guard in the Lab.

Don't forget to call for the Fleet. Something nasty in the operator's sandwich could help.

FABLED BLACK ROSE played on a Spectrum (also Amiga under emulation)

Say hello then tickle the gnome to find a key. To find a ladder TAH NI KOOL.

Cast the rainbow spell to cross the river.

Shout to the giant, then throw the pot of pepper at him to create a hole in the ground.

Throw the rope ladder to access the cliff, from underground.

TIALP NWOD BMILC to find a useful item. Throw a boulder into the water to reach the altar.

The altar hides some steps - examine the skulls and insert the fork (before you damage the prongs)

From the altar, go down, then SW, N, W and N, then throw a rock. It goes south, so follow it, grab the net and retreat north again before the Harpy gets you. Go north then up, back to the Altar.

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

Use the torch clasp for what it's made for and see if the boot fits.

I didn't know mice ate spiders. The mouse is lying on some moss.

A sapling will free you from the river-bank.

Grab a branch before it's too late.

I can't believe nests are watertight. Wait for the branch to break.

I didn't know snakes like berries either.

A magnet will help with what you can't reach.

GOLD ICON played by Dorothy Millard on a C64

At the gorge, WAVE WAND for a magical suspension bridge to appear.

Chop the tree roots with the axe. At the ledge THROW ROPE.

Use the dynamite at the rockfall.

Feed the yak with the oats.

Make a ladder with the nails, and plank, after chopping it.

HUMBUG played by Damian Steele on a PC

Use the steaming kettle to open the frozen skylight.

Throw the salt on the slug to kill it.

Wear the swimming cap to stop the flour washing out of your hair.

Play the trombone by grandad to wake him up.

Burst the balloon to cure Olaf's hiccups.

Give the carrot to the rabbit.

Eat the orange flower to get small. Eat the blue flower to get big again.

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

Algiers

Go all the way to Omar's shop and take the mask.

Go to the knife thrower and talk to him.

Push Sonia and get the blood-stained knife.

Monte Carlo

Trottier's question is answered in the Lost Dialogue.

After the first questions from Trottier in the seance tell Sophia to keep Trottier busy.

Open the cabinet to get the torch.

Examine the bed to get a sheet.

Open the fuse box and pull the circuit breaker.

Use the sheet, mask and torch to scare Trottier and get his Sunstone.

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

Arriving at Jon's Island, head West until you come to a path going North, which you must proceed along. You will see a short path to the East and another to the West. Go down each until you find Edelweiss plants. Resisting the urge to sing "Sound of Music", pick them and return to the passage. Head East. Now go North into the mountains until you find another Edelweiss plant which, naturally, you take. Return South to the passage but keep going East. You should soon find a path going North into the mountains. Walk along this until you find a passage to the East. Travelling along this will reward you with another couple of Edelweiss plants. Cast a curse-lifting spell before entering this area. As you are going higher into the mountains, take anti-vertigo potions. Up into the mountains until you find another relic, after which you must return to your boat and sail to the North-west harbour. On landing, travel West. When you can see the mountains in the East, you must steel your heart and dismiss one of your party, after removing his or her possessions. One must be practical! Go East to the mountains until you reach the end of the pathway. Here there are five pillars plus a dead priest. Upon each pillar, place a relic and the priest will return to life. Recruit him! Back to the harbour, then return to the City to replenish supplies. Now return to your boat and set sail for Olbar's Island. The first spot of trouble here is with Fire Elementals. The Priest has Fire Protection Spells so if you cast upon the character carrying the Magic Shield this should be no serious problem. When you come to the first crossroads, go Right until you arrive at an opening to the North. Follow it until you come to another crossroads. Taking the West exit leads to a relatively simple maze and heaps of treasure, plus plenty of fights with Orcs. Return to the crossroads and go North to meet a Dragon. Use the same method of attack as when fighting the Fire Elementals, but keep stepping back to heal your wounds. This dragon is no pussycat.



(final part next month)

LORDS OF CHAOS played by Damian Steele on a C64

Level 2 : Slayer's Dungeon

Flying spells or winged creatures are of little use here as the area is underground.

Demons are exceptional fighters.

Use bows to attack from a distance.

Some creatures can be ridden – even when flying – giving you a greater range.

Spears, knives and axes do a lot of damage when thrown but keep you away from danger.

Remember where the portal appears and defend that area.

If you manage to enter the locked room, you'll discover a demon inside guarding the locked chest.

MORON played by John Schofield on a Spectrum

Continuing the notes John has written to accompany the full solution.

5. The Friendly Robot in the Radio Room is no use. You cannot bring both the + and – power packs; only one can be carried at a time, and the door to the Robot Repair Room closes when you leave. The Cuddly Droid who opens this door can only do so once (there is only one good fuel cell to be found – MOVE COKE (need snorkel) in the Fuel Store reveals another but it is of no use).

6. You can enter the Toilet by inserting the penny (you can't open the chest if you do). In the toilet is a bucket and SEARCH reveals a fuse which can be inserted in the Electrical Room – but PULL SWITCH only blows the fuse!

7. You can leave the ship by opening the Airlock door, pulling the Red Lever in the Execution Chamber and by opening the trapdoor in the Hole. The only way back is through the Hole by SQUIRT OXYGEN (see note 1 in September '94 issue)

(more next month)

ORB QUEST played on an Amstrad & Spectrum

Don't worry about losing the backpack when you slide down the shaft.

The sea creature is afraid of the waterfall! Feel the walls at the watery dead-end. You will have to do some more swimming to reach a dry platform.

To dry your clothes, greet the old dwarf who is trimming his beard. He will summon three opponents.

Examine each opponent for a clue on how to defeat them.

Take the sword and attack the troll. As you're not doing too well, LLAFA EKAF, then attack whilst the troll's off guard.

You're weaponless against the barbarian, but get a clue on method of attack when you examine him. (KCEN SIH TIH)

Choose the mace as your weapon against the lizard. Hit each of its vulnerable parts in the correct order, then the first again.



TROUBLE IN BRIDGETON played by the author, Dorothy Millard, on a C64, also available for the Spectrum and Amstrad

Read the files to get started.

Show Alan what you find under the seat.

Leila can be soothed with music but it must be the right sort. Leave the radio on for a while.

Give the cook what he has run out of to obtain a key.

Fill in the form at the bank with the biro, then give it to the teller. You can now buy some chocolates.

Use the voucher to buy some fast food. Buy all other items with the credit card.

The diamond necklace is a problems, so use a camera instead.

The clerk loves chocolates.

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

The Goose Girl will ask you to look after her 6 geese, so don't waste the opportunity.

Find somewhere warm to hatch the duck eggs - then find some special water when they've hatched - remember the Danish fairytale.



Give the dynamite to the farmer so that he can blow up the rock - amongst other things.

You need to wear a pair of boots to enter the stream at the bottom of the garden.

To get a stool ERIF TUOHS in the Inn.

The goat will move from the village green when the bucket has been given to the milkmaids.

WISHBRINGER played by Ron Rainbird (this adventure is available for most computers)

Rescue the seahorse from a dry death.

The route to the Magic Shoppe on clifftop: U, W, N, U, E, S, U - reverse the route to come down in the fog.

Blow whistle to travel. Let the Boot Patrol catch you - but only once.

Baby Grue needs covering.

Make friends with the small mailbox.

To get the coin from the fountain - feed the pirahna.

To view the film, look under the seat.

Let the pelican wear the hat.



In the Arcade, push stick twice to the West and twice to the South - then press the button.

BLACK CRYPT played by **Mary Scott-Parker on an Amiga**

Level 5 - 31.02 Push lever

28.08 Step onto floor studs

31.08 Step onto North studs

31.08 Step onto South studs

31.08 Step onto South studs

28.08 Reverse onto floor studs then kill green monster

31.08 Step onto South studs

31.08 Step onto North studs

31.03 Enter haze

LEVEL 4 - 27.21 Step on invisible plate

25.21 Walk South towards pillar

25.18 Weapon pincher here. turn quickly before pushing lever

25.18 Push lever and quickly go to 26.16

27.16 Enter room cautiously. Green Monster and Weapon pincher just inside. Proceed East, room will go dark for 1 step

32.14 Push button

32.18 Push button

31.16 Dispel Magic haze

33.17 Get Fork Key for door at 26.19.4

33.16 Step South onto floor studs

26.16 Go West towards pillar

26.19 Open door with Fork Key

29.19 Get Waterskin and put with the other

3rd Fork Key - 22.14 Push lever quickly go to 25.12 and proceed South

29.08 Use Dispel Magic on East haze and quickly go East, turn and kill 3 monsters

30.08 Get Fork Key

29.06 Tablet of Dvergar

29.10 Push lever

27.10 Coffin [Scroll of Cure Poison, 3 Pots of Cure Disease]

25.08 Go North towards pillar

26.13 Open door with Fork Key

29.13 Get Waterskin and put with others

4th Fork Key - 20.15 Push lever and quickly go to 19.12 Face South and proceed

10.09 [Or somewhere around here] Green monster

09.11 Green monster

12.15 Push lever then teleport to 16.15 and quickly go to 17.16 or push lever and quickly go to 8.16.4, press button, enter haze at 7.16.4 to be teleported to 18.15 & quickly go to 17.16

18.16 Face West and proceed

16.17 Push lever

15.17 Put something in altar

14.15 Put something in altar

15.15 Put something in altar

15.15 Face North and get Fork Key. Get things from altars

16.16 Face East and proceed

18.13 Open door with Fork Key

15.13 Get Waterskin and put it with the others

15.13 Get Potion of INVINCIBILITY [don't use it yet, multiply it so that you have a generous supply!]

(more next month)

SERIALIZED SOLUTION

CURSE OF ENCHANTIA played by Phil Reynolds on a PC

Return to the robot at the wreck and attack it with the sock then enter the wreck and get one of the planks at the bottom left of the screen. Move to the edge of the water (there is a small cross on the ground near the centre of the screen) throw the plank then get the other plank and move to the centre of the first plank. Throw the second plank to form a bridge then go and get the gold foil from the top right of the screen. Return across the plank and leave the wreck then go west until you see a man with a man with a ghetto blaster. Travel south back to the band then west to the pile of letters, get the letter from the ground to the left of the pile and attach the stamp to it, post the letter then return east to the band. Insert the cassette into the console and press the remote control to make a recording and retrieve the cassette. Go south to the man with the ghetto blaster and give him the cassette, he will then give you a letter containing a pass card. Enter the cave and shout "help" causing the rocks at the back of the cave to collapse, get the canister of glue revealed then return to the band. Go to the door (top left) and insert the card in the slot to go through. You are now standing on a cloud, click near the bag and when you stop you automatically slide back to the centre of the cloud, click near the bag again then as you start to slide back click on the left edge of the cloud then as you arrive click next to the bag again, this time you should be close enough to get the bag (of marbles). Walk off the cloud and you're back next to the band. Go south back to the pile of pens and a door will appear, enter this and you're in a room blocked by a portcullis. Throw the canister of glue against the back wall then push the foil onto it to form a button, press this to raise the portcullis. Move to the edge of the electric grid and throw the bag of marbles across it. Throw the tray onto these and you slide across the grid on the tray. Get the fan then pick the lock on the door with the paper clip to open it and go through. You're now back on the path where you were attacked by the bandit earlier; proceed to the town and on to the Mage's shop. Give the Mage some money and you are again transported, this time to end up buried in a grave. Get a bone and attack the wall of the grave with it to get out. Once out move directly behind the pile of earth at the head of the grave, Dracula will now rush in and in an effort to get to you will fall into the grave. Get the shovel, disc and cymbals then go east until stopped by Dracula, attack him with the shovel then get the garlic and bread from where he fell. Get the crucifix from the top of the steps then move over to Dracula and push the gravestone onto his foot. Go east until you meet up with Dracula again and eat the garlic. Go and get the vacuum cleaner then return to where Dracula appears and attack him with the crucifix, continue east avoiding the graves until Dracula appears behind you then creep up behind him and attack him using the cymbals. Proceed east to the gates and Dracula having had enough will open them as he leaves the graveyard. Follow him out then go north to some gates, push them open and continue through and up into the castle. Go left and get the ring from the floor in front of the fireplace then return to the hall and go right into the library. Move into the first alcove and push the book there to open a door in the second alcove, go through this to the final confrontation with the witch. The first spell she casts is a ghost, attack this with the vacuum, then as she prepares to unleash a fire ball, push the fire extinguisher to put out the fire. She now prepares to attack with an energy bolt, before she releases it, attack with the fan to drive it back at her, you then go over to her. Attach the ring to the witch and she is destroyed and you are transported back to the basket ball field. Adventure complete.

Starting next month - Golden Wombats of Destiny by Reynir H. Stefansson.

SOLUTION OF THE MONTH

ARNOLD THE ADVENTURER

Written by Scott Denyer

Solution by Barbara Gibb on a Spectrum/C64

Note - if you are playing the C64 version, you will have to redescribe by typing L(ook) to see exactly what you have found.

Start inside humble abode. I (nothing), WORN (the garb of the caped crusader), TAKE PAPER, READ PAPER, DROP PAPER, LOOK UNDER BED, TAKE SPADE, E (garden), DIG GARDEN (need spade - find carrot), DROP SPADE, TAKE CARROT, N (e/w road), E (fork), READ SIGNPOST, N (road), E (field), S (outside barn), E (inside barn), X STRAW, TAKE LOLLIPOP, W, N, W, N (by bridge), X HAMSTER (they all do this!), X CAGE, OPEN CAGE (Halbert eats the ugly troll), TAKE BONE, N (road to town), TALK TO BOY, GIVE LOLLIPOP (to boy who gives you a balloon), N (by market stall), X STALL, TAKE MELON, S, S, S, S, W, W, SW (on shore of lake), TAKE HOOK, S, S (bottom of cliff), TALK TO EAGLET, GIVE BALLOON (to eaglet, who can now return to its nest, you are rewarded with a coin), TAKE COIN, JUMP ONTO LEDGE, TAKE ROPE, D, N, N, NE, E, E, N, E, NE (outside hut of peasant), THROW COIN (which rolls down the hill, the peasant chases after it), E (inside hut), TAKE CABBAGE, W, SW, W, N, N, W (dark alley), CLIMB INTO BARREL, X HERMIT, TALK TO HERMIT, GIVE CABBAGE (to hermit who now carries it around so people think it is the cabbage that is smelling, he gives you a key), CLIMB OUT BARREL, E, S, S, SE (by gate of mansion), X SIGN, S, SE (by front door under a balcony), TIE ROPE TO HOOK, THROW ROPE (it hooks onto the balcony), CLIMB ROPE (to balcony), DROP MELON (on head of guard underneath the balcony), D, UNLOCK DOOR (need key from hermit), DROP KEY, E, S (kitchen), TAKE TIN, X TIN, N, N (living-room), X SOFA, TAKE NOTEBOOK, S, W, NW, N, NW, N, E, NE, E, E (garden of peasant), SW (outside rabbit warren), GIVE CARROT (to rabbit), S (tunnel), E (dead-end), LIFT STONE, TAKE CARD, X CARD (a clue), W, S (bottom of steps), U (top of steps), X MOSS, PULL LEVER, E (study), PUSH DESK, PRISE TRAPDOOR (need bone), DROP BONE, D (bottom of more steps where you meet Tharg the guard wolfdog), X THARG, TALK TO THARG, GIVE TIN (of dog food which you found in the kitchen), N, N, U (large room), SAY NIMBUS (as advised by the poem on the card), REMOVE BOOKS (from bookshelf to find a safe), X SAFE, X NOTEBOOK, ENTER 71343.



The safe opens to reveal a beautiful crystal. Windthorpe appears, takes the crystal, and holding Arnold's hand, whisks them both back to the hut. 100/100 .

Now play the sequels - ARNOLD 2 and ARNOLD 3 - both available on the Spectrum from Zenobi Software.

Is there a solution *you* would like to see in this section? If so, please let me know. (Barbara)

AN ABC OF USEFUL ADDRESSES

By popular request, over the next few months I'll be giving a brief write-up for each of the entries in the Useful Addresses listed on the inside back cover.

I'll try to keep it up to date, and if anyone knows of an individual or organization that they wish to recommend, please send details. (Barbara)

Adventure Coder – a printed A5 magazine for adventure writers, offering help for BASIC and utility users. £1.25 per issue, published intermittently. The latest issue is number 21, back issues are also available. Edited by Christopher Hestor.

Adventure & Strategy Club – a bi-monthly, all formats, A5, loose-leaf dossier consisting of pages punched and coded for filing into sections, i.e. reviews, news, help, sales/wants, etc. £14 for 3 packs, £24 for 6 packs.

Adventure Workshop – mail order software company offering adventures for the Amstrad, C64, PC and Spectrum, also publishes the former Compass Software catalogue and many conversions across formats. Proprietor, Phil Reynolds.

Alchemist Research – Spectrum User Group comprising Alchnews (tape/disc magazine), Alchemist PD (mainly demos and utilities) and Alchemist Software (shareware/licenceware including a few adventures).

Alternities – an A5 printed magazine of, to quote the editor Mark Rose, "quirky fiction". Some stories and poems by names familiar to Probe readers! Issues 1 – 19 £1.25 each, issue 20 (Nov '94) onwards £1.50 per copy/£8 for 6 issues subscription.

Amster Productions – mail order company run by Bob Adams selling the Amiga, PC and Atari versions of Ken Bond's "The Test" and Bob Adams' "Grue-knapped" and "Helerva – Mistress of the Park". These are not emulations – they have been reprogrammed for the 16-bit computers.

Armchair Adventurer – edited by Tim Kemp. The first issue was an A5 printed magazine and coverdisc for PC owners. From issue 2 it will be a disc magazine – see Newdesk/Letters for information on the current situation.

Binary Zone PD – mail order company for C64 software. Sells some full-priced adventures plus PD adventures, but really specializes in demos, utilities, music, etc. Run by Jason Mackenzie.

Borphee Computers – the Grue's mail order company selling the PC and Atari versions of his own adventure, "The Four Symbols".

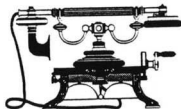
Jean Childs – author of "Excuse Me – Do You Have The Time" and WYSIWYG" for the Atari, see advert. in this issue for details.

Computer Sales & Wants – formerly Dragon Magazine, it is a bi-monthly A4 printed magazine listing subscribers computer hardware/software sales and wants. The branchchild of Debby Howard. The proceeds of some sales are generously donated to the Adventure Probe fund. £1.50 per issue.

CPC Undercover – this magazine for Amstrad owners has now ceased publication, which is a shame because it had an excellent adventure column written by Jo Wood.

USEFUL ADDRESSES

- Adventure Coder** - 17 Hill Foot, Shipley, West Yorkshire. BD18 4EP
Adventure Probe - 52 Burford Road, Liverpool L16 6AQ
Adventure & Strategy Club - 17 Sheridan Road, London, E12 6QT
Adventure Workshop - 36 Grasmere Road, Royton, Oldham, OL2 6SR
Alchemist Research - 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN
Alternaties - 39 Balfour Court, Station Road, Harpenden, Herts, AL5 4XT
Amster Productions - 81Uplands, Welwyn Garden City, Herts, AL8 7EH
Armchair Adventurer - 36 Globe Place, Norwich, Norfolk, NR2 2SQ
Binary Zone PD - 34 Portland Road, Droitwich, Worcs, WR9 7QW
Borphee Computers - 64 County Road, Ormskirk, L39 1QH
Jean Childs - 24 Waverley Road, Bagshot, Surrey, GU19 5JL
Computer Sales & Wants - 10 Overton Road, Abbey Wood, London, SE2 9SD
Dream World Adventures - 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL
Elyzium Software - 50 Chadswell Heights, Lichfield, Staffs, WS13 6BH
Fictitious Frobshire - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ
Format Productions - 34 Bourton Road, Gloucester, GL4 0LE
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
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.BoxNo.39, Stilton, Peterborough, Cambs, PE7 3RL
WoW Software - 78 Radipole Lane, Weymouth, Dorset, DT4 9RS
ZAT - 33 Dawley Bank, Telford, Shropshire, TF4 2LQ
Zenobi Software - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX



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041 9540602 SUN - SAT Noon - 12pm Amstrad

0935 26174 SUN - SAT 10am-10pm Spectrum & BBC

051 7226731 Afternoon & Evening Various

0642 780076 Any reasonable time C64

(In abeyance until further notice)

0492 877305 Mon-Fri 10am - 9pm Various

0702 611321 Any day 10am - 7pm Spectrum

0482 445438 Any reasonable time Amstrad,
Commodore, Spectrum

0626 853254 Any reasonable time but not after 10pm
IBM PC-compatibles

021 777 7324 Mon-Thurs 6pm - 10pm

& Sun 11am - 5pm Sam Coupe

THE ULTIMATE INFOCOM HELPLINE

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