

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

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

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## HALL OF FAME

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

Dorothy Millard, Phil Glover, Mark McDermott, Phill Ramsay, Jenny Perry, Jonathan Scott, Reynir H Stefansson, Mavis Elderfield, Gillian Wood, Burnard Wood, David Dewberry, John Schofield, Joan Williams, Ellen Mahon, Phil Reynolds, Joan and Maurice Pancott, Chris Lord, Peter Bergmann, Diane Rice, Richard Batey & Neil Currie.

Special thanks to

Geoff Lynas who no doubt will be burning the Christmas candle at both ends to ensure the magazine is printed in record time, and Barbara Bassingthwaight for the lovely front cover picture.

## EDITORIAL

---

Dear Readers,

I'm confident that most of you will receive this issue *before* Christmas Day. There is plenty for everyone - lots of reviews (even a seasonal one), more AMOS programming, hints and tips, etc. The specials aren't as numerous as last year, but the very high standard maintained - I wish I could write something half as clever and witty. So, if you find yourself barred from the computer during the festive season you can try the quizzes and word search, think of some more "occupations" (the request for more wouldn't fit on the same page as the list), enjoy the poems and stories, and maybe if inspiration takes you, send in your contributions for the 1995 Christmas issue NOW, it will help me get the magazine out on schedule i.e. at the beginning of December 1995.

Jack Lockerby has asked me to convey his thanks to all those kind folk who voted for him in the recent poll and a great big thanks to Terry Taylor and John Schofield for dotting his i's and crossing his t's, and much much more besides. The votes are well deserved, and I would like to thank Jack for writing such excellent adventures.

I have received, just too late for inclusion in the *Newsdesk*, a list of six strategy games by Angela Swinbourne which had a very favourable write-up in *Amstrad Action*. They are published by *WoW Software* and are principally strategy games for one or two players operating on a graphics-generated "board". The following are very brief details of each.

**CLOAKER** is chess-like in concept, for one or two players. Each player begins with a fleet of 14 ships which can be hidden (cloaked), detected and strengthened.

**PACIFIST** sound like a great idea. Your task is to capture 3 warmongering armies and turn them into pacifist.

**SECTOR 5** is a wargame set on an alien planet. Conquer it by winning sectors - five in a row.

**MANTIS** is an all-action arcade game in which you pilot a ship around a maze-like screen, progressing to more difficult levels.

**PZP** is a split-screen board game, played against the computer or another player. Fire bullets at targets to send bomb-dropping alien spaceships to your opponent's screen.

**GENERAL X** requires you to promote your troops from Private to General. Easy? No, you have to steal passes from enemies and use other sneaky tactics. Play the computer or another player.

Available from *WoW Software* for the Amstrad CPC 464 and 6128. £2 (tape) and £4 (disc) per game. Multigame discs are available - £5 (2 games), £6 (3), £7 (4) £8 (5) and £9 (all 6 games).

I will be available over the festive period with the exception of Christmas Day (the family insist they want to see me for one day of the year. Can't think why!)

That just leaves me to wish you all a very happy Christmas and New Year, whether you are adventuring or just simply enjoying yourselves.

All the very best,

**Barbara**



## LETTERS

---

**From David Dewberry of Dunmow .....**

I would like to take the opportunity of congratulating you on Adventure Probe. A great magazine.

My first experience of adventures was many years ago on the TRS-80 Model I, and the program was Mystery Fun House. A very good adventure, but with no one to advise me I could not get very far. So after numerous attempts I gave up, never to try adventures again. That is until the start of this year, when due to ill health I found myself with some spare time. But now I find the authors are only catering for the experienced adventurers and there is no way of telling if they are suitable for the beginner like myself or for those with years of experience.

Perhaps you may be able to help in this matter with an article in Adventure Probe, listing adventures for beginners so that the novice can get started?

I hope you will give this request some consideration and in the meantime I look forward to future editions of Adventure Probe with anticipation.

★

I think adventuring is an ideal pastime for a player of any age – you can play at your own pace, make mistakes and no one but yourself need know, but like all things, it does get easier the more you practice. I also know from experience and the helpline, that adventurers get stuck in different places – what one finds easy another thinks difficult. If Mystery Fun House had been the first adventure I had encountered I don't think I would be adventuring now. I wonder how many have been deterred from text adventures because the first one they encountered was a poor example. "Can you recommend some easy adventures?" is the most common question I get asked, and I still don't know if I answer it correctly. I usually suggest some of Jack Lockerby's early adventures, e.g. Matchmaker (Spectrum, C64 and Atari at the moment), but many of the enquirers have only bought commercial games, some of which, in my opinion, are vastly inferior to the home-grown adventures I play. I have seen Scott Adams' games recommended for beginners, but I have never found them easy, and admit I have never managed to complete one. The same goes for Brian Howarths' games, Ten Little Indians being the only one I managed to finish, and I needed help at least twice.

Is it the puzzles, or the inputs, or both, that beginners find difficult? I think probably the correct wording is the biggest barrier, and that could be why some considerate authors will allow the player to call up a list of *some* of the words used, or supply an instruction/help sheet with the game.

This reply is in danger of being as long as an article, so I'll leave it there and jot down a few thoughts and recommended adventures and see if it is worthy of publication in Probe. I may also do a thought by thought start to an adventure, if you don't think that will be too tedious.

In the meantime I hope readers will write in and suggest some adventures they have enjoyed. David has a Spectrum, but I get enquiries for games for all computers, including the PC. If they are scored on a scale of 1 to 10 (one for very very easy and ten for extremely difficult/impossible without lots of help) it will give some guidance to novice adventurers.  
(Barbara)

## From Margo Porteous of Spondon .....

Many thanks for the October Probe and the Goblin Gazette, and a belated congrats. on the 100th issue of Probe. I could only think of sending the solution to Adventure 100, but it isn't my own, but from Spellbreaker! as that would have been cheating.

Here's my cheque for another 6 months Probing, plus my attempt at the prize quiz. I've been holding on in case I got any inspiration on the un-answered ones, and just at the last minute noticed the last four questions, as I thought that section was all Infocom I hadn't looked at them, as I know nothing about Infocom adventures, except they are supposed to be brilliant. Anyway, that's why this is at the last minute! (I still feel I should know the answers to some more, like 53, 54 & 65, but they continue to elude me, and I could have sworn I saw somewhere the colour of the turtle in Enchanter, but after looking up the reviews, hints, etc. in all my Probes, Spellbreakers! etc. etc. not one of them mentions the colour of the turtle. I put (edited) as I have a vague feeling I read that somewhere. I do hope you print the quiz and the answers in Probe, as I'd love to know the ones I missed. By the way, if by any chance I did win the runners-up prize, please keep the lovely prize of the set of Spellbreakers! for someone else, as I already have a full set.

I didn't do very well in the Megapoints Comp. this year - a very low score, and I suppose you heard of the infamous Trivial Pursuit game, when we Northerners get questions like "How many sandwiches did Lindberg take with him?" (amazingly we guessed that one), and "How many holes did a certain man drill into his head to commit suicide?" and the Southerners had things like "Who was Queen Elizabeth II's father?" and "What do the Italians call Milan?"

On the subject of mazes, I'm one of the people who does like them, but not the ones which, when you drop something it disappears, as I enjoy dropping things and mapping. Also, another nice feature would be, if the walls or floor, when examined, had a different feature. For instance I like the maze in Dungeon of Torgar, where each location has a different coloured circle on the floor. I do agree with Laurence Creighton in his letter in October's Probe, it's much better if one finds a treasure or a clue, in the maze, or if they lead to somewhere interesting. A secret room, maybe, or a short-cut to another location. I also like adventures where you go east and have to return North or South, as he mentions about Athens, and love mapping those kind of mazes. All in all, I'd be very sad if they disappeared from all adventures!

Incidentally, I'm so glad that Mr. Creighton has resumed writing for the Spectrum, and am looking forward to The Well of Zol - especially as it sounds like my favourite kind of game - a fantasy!

★

Thank you for your lovely letter Margo. It includes so many current subjects it gives me an excellent opportunity to clarify and emphasize some points. I never thought of Adventure 100 - I *should* have published the solution in the 100th issue!

By now everyone will be aware that I've extended the closing date for the Monster Quiz. The turtle question seems to be the one that most readers are doing their best to answer (or guess), and I've seen lots of different colours mentioned, and many of you have said how interesting it has been to look through all the back issues of Probe and other magazines. The answers and prize winners will be announced in Probe, hopefully in the February issue, if I manage to check them all in time.

I'm glad Margo mentioned Spellbreaker! because it gives me an opportunity to remind readers that Mike Brailsford still has *some* issues for sale (£2 each) so if anyone wishes to complete their set they can write to him at 19 Napier Place, South Parks, Gienrothes, Fife, KY6 1DX Tel. 0592 757788. Don't worry, Margo. If you win the Spellbreakers! I'll offer you a subscription to Probe instead.

Some readers who have read the reports, but didn't attend the Adventurers'Convention, may not have understood some of the remarks concerning the Trivial Pursuit Challenge. Margo's letter may go a little way to explaining why the Northerners lost.

A maze can be a very confusing thing to a beginner, and I can remember spending days mapping the iron passages and desert maze in The Sphinx, the BBC/Electron version of Colossal Adventure. I understand that originally the maze in Dungeon of Torgar didn't have the coloured circles, it was the brainchild of Tony Collins. I agree, mazes must have a genuine purpose to justify their inclusion in an adventure, and there should be a valid way of mapping it, and I don't mean accessing the database and looking at the connections table! Margo would love a game by Fergus McNeil that I have for the BBC - the whole game seems to be a maze.

Laurence's Well of Zol is now available, and Joan Williams reviews it (and some of his earlier games) in this issue - but Margo may be a little disappointed as there is NO maze. It must be great for someone who has only just started playing adventures on the Spectrum - there is such a wealth of great games. (Barbara)

#### **From Peter Bergmann of Mannheim, Germany .....**

Please find enclosed my solution list for the 100th Issue Monster Quiz. It was a great pleasure for me to "investigate" i.e. flick through my collection of Probe, Red Herring, etc. However, despite greatest efforts I could not find all of the answers (sob). My only possible excuse is the fact that I have "only" a Spectrum, and therefore was (and be) not able to play those legendary Infocom games. But what the heck! It was a big fun!

Before I forget. Thanks for your letter from September. Yes, I really think that you are doing an excellent job editing. Every issue of Probe brings me hours of fun. For example the "can you follow directions" test in the October issue. I have translated it into German and tested some family members and friends, with surprising results....

Also I liked "Harry's Heaven" and SOMA, and the Personal messages, or....(stop it" Ed)

Yes, I must stop now, or that letter will reach you just in the New Year. Although it is just end of November now I already want to wish you Merry Christmas, Happy New Year and all the best.

★

Thank you for writing, Peter. It is great to know that all contributions are appreciated by the readers, and printing your approval may encourage the contributors to send in more of their wonderful work.

Considering you haven't played the games that are not available for the Spectrum (and this must be one of the few computers that Infocom adventures were not available for) you have answered a lot of questions. I hope you read this before Christmas, I am certainly doing my best to get it out in time. HAPPY CHRISTMAS AND NEW YEAR. (Barbara)

### From Ellen Mahon of Stanley .....

Every month when Probe arrives, I read it from cover to cover, especially the reviews. I love to read what adventurers are saying about the games they've played. Even though reading some of the reviews for Spectrum adventures used to make me green with envy, as I only had an Amstrad.

I've just acquired a Spectrum +2, and sent an SSAE off to Zenobi, asking if John could send me their list of adventures. Two days later a parcel arrived - from Zenobi - containing not only their list of adventures, but two free tapes, from John, as a sort of "Welcome to the Spectrum adventure scene".

This kind gesture from John really made my day! In fact it was the nicest thing that happened to me all week. So, I'd like to say "Thanks John, long may you continue to supply Probers with some really great adventures."

★

Oh Ellen, you are lucky. You have a lot of adventures to play as Zenobi's catalogue of Spectrum games is so long I can't spare the time to count the exact number of titles available.

I know your words of thanks will be much appreciated in the Balrog's household. John's generosity is boundless and well known, but I'm afraid it has often gone unrecorded, and I join you in your thanks for everything he has done for the adventuring scene. (Barbara)

John, I bet your ears were burning whilst I was typing Ellen's words of praise! (Babs)

### From Damian Steele of Paignton .....

I am unable to supply a definite reason for the save problem that Wynne Snowdon had in Og the Great!

After reading her review (Sept. '94) I checked my own version of the game and experienced no such problems with the disk save. I can only suggest that the problem is either connected with the fact that Wynne uses a later model of the 64, a 64c which, in theory, is identical and should not create any compatibility errors with software written on the older version, but past experience has shown that the theory has been wrong on a number of occasions. Or that she received a bad/slightly corrupted copy. I shall send Wynne a FREE copy of the next game I write to make up for her disappointment.

★

That is very generous of you, Damian. I must admit I haven't had too much trouble getting software to run on my C64, but both of my keyboards are the original design. I know I told you recently that I couldn't print out some of your contributions, but I think that was due to a slight problem with the filenames, rather than hardware trouble, as I did, eventually, get all the material off the disc. (Barbara)



### **From Mavis Elderfield of Harwich .....**

In Vol.8 Issue 10 (Oct '94) of Probe, Jean Childs referred to the HELP facility in a game. Well, as far as I'm concerned, I need all the help going, so I do appreciate a few hints for difficult (for me!) parts of a game.

I have discovered that there are certain games that I don't really enjoy playing, which are:- sudden deaths occurring too frequently; having to return to a certain point after every few moves to replenish stocks (usually water); and games that give you a limited number of moves in which to complete a game. (I get too impatient if I can't make progress!).

\*

We all know the feeling, Mavis. Sudden deaths seem to annoy everyone except the author of the game, otherwise why would they include it in their game? The hunger/thirst syndrome is very common in early adventures, but nowadays most enlightened authors only include it if, for example, the player is embarking on a long journey, or crossing a desert, and in my experience they usually ask for only one drink of water or bite of food, which can be carried.

Before I took up adventuring I used to be very quick-tempered, now I think I'm fairly placid and only idiots on television seem to make me really angry. I know from the helpline that players get stuck at different puzzles - what is easy for one player can be difficult for another, and as Jean has stated, an author is not the right person to judge the difficulty level of their own puzzles.

I believe the need for help at all levels is the reason why Probe was started back in June 1986, and I'm proud to uphold its original intention. Perhaps there is a need for some easy games to be written so that beginners can gain some experience. Once they have a couple of dozen completed games in their files, they will begin to appreciate the more complex puzzles that authors have to think of to test our little grey cells. Have you tried Jason of the Argonauts by Simon Avery? The C64 version is reviewed in this issue. The Thief's Tale (3 parts) also by Simon has been recommended by Wynne Snowdon. It will be available for the C64 in the future; it is already available for the Amstrad and Spectrum. (Barbara)

### **From Chris Lord .....**

My first encounter with computer adventures was in 1985 on an Acorn Electron with a game called SPHINX ADVENTURE. I didn't like it, no one I knew liked it. This is possibly the most anger-inducing piece of software ever to grace a computer screen, it was unfriendly, illogical and I always ended up lost in the forest. The game left me with a terror of trees and an abject pathological hate of any game with the word adventure in the title. The thing about it was that no matter how much you hated it or perhaps because of it you kept going back for one more go.

Thankfully the tape failed to load years ago, (about the same time I took up insanity as a hobby). I never finished it. I never met anyone who finished it. Now you're probably saying no one had the game, but this software was supplied with the Acorn when you bought it so every Electron user had it.

Well I don't know if I'm just unlucky but my next game was THE HULK, by Scott Adams, the guru of adventures in the mid eighties, so I'm told. Is it just me or does biting ones lip not spring to mind immediately when being tied to a chair? Now call me picky but difficult is one thing but this game was something else altogether, ARGGGGGGG!

Soon after this I upgraded to a shiny new Atari 800 XL with a disk drive to get down to some serious game playing, ahhh! Among a pile of disks I obtained was a copy of a game called THE PAWN, published by Rainbird. Now this was more like I thought, pretty graphics and it even seemed to understand what I typed in. I played the game happily for several months before again upgrading to the freshly launched Atari ST to while away long winter evenings playing Leisure Suit Larry (the kind of game (wet) dreams are made of when 15).

I left computers for the next five years or so until passing a secondhand shop an Amstrad PC caught my eye. Impulsively (I'm like that) I bought the thing with vague thoughts of using it as a word processor, which I do.

Well, that and meeting up with old school friend Damian Steele has renewed my computer addiction. The house creaks with the hardware and software I've piled into it. No system is safe from my hunger, and yes, I'm playing adventures again, those written by Damian and old commercial games as well. It's funny, but I seem to have a lot more success five years on, I even fancy playing SPHINX ADVENTURE again, anyone got it? I still have my Electron.

\*

A copy of Sphinx Adventure for the Electron is on its way to you, Chris, via Damian as I don't have your address.

In the beginning I think you were very unfortunate to come across two fairly difficult games which needed some adventuring knowledge. In Sphinx, "Lost in the forest" is an entry-only location i.e. you have to restart because there is no exit. Many of us persevered and completed this game, based on Colossal Adventure.

It is a pity Chris didn't know about The Elk Adventure Club (May '87 to Dec '89) - he may not have missed so many years of adventuring time. Run for Electron and BBC owners, it had a bi-monthly newsletter, full of help and advice, which I still have. Oh happy days of Magnetic Moon by Larry Horsfield, Puppet Man by Geoff Larsen, and Topologika's adventures. All pioneering games, many have since been enhanced for other computers. My reply to Mavis' letter should also interest you. (Barbara)

## EXCUSES FROM THE MANUFACTURER AS TO WHY MY PC DOESN'T DO WHAT IT SHOULD

by JENNY PERRY

---

Our computer is too sophisticated to play games.

You don't turn it off properly.

Our computer is too fast.

The diskette we recommended earlier isn't the correct one for this PC.

The diskette won't save files in DOS because you formatted it through windows.

You turn the PC off too quickly.

Yes, that program *has* had problems with older computers. (Mine was 5 weeks old at the time)

## REVIEWS

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### **An Introduction to J.B. Cattley by Dorothy Millard**

Mr. Cattley (I don't know his first name he never mentioned it) first wrote to me requesting solution sheets and help with "Island of Spies" (my most hated adventure as it is bugged, uncompletable and was issued with the Pro-Pak System, so lots of people tried to play it). I sent him a corrected version of Island of Spies and other help as request. When he wrote back he mentioned that he was writing a couple of adventures and I said that I would like to see any programs he completed and would be prepared to playtest them.

Much later he wrote to me enclosing two adventures, Adventure Island and Stuck in Space. He stated that his equipment was playing up, he was upgrading to an Amiga, and would like the games to check and put into the public domain. Both games have been playtested and minor things fixed as necessary. By the way Mr.Cattley lives in Grosvenor, Sydney, New South Wales, Australia - nowhere near myself.

### **ADVENTURE ISLAND**

**Written by J.B.Cattley**

**Reviewed by Dorothy Millard on a C64**

You are reclining in your deck chair on board the QE2 on your way home from your world cruise, when suddenly you realize YOU HATE HOLIDAY RESORTS! You are sick and tired of drinks with umbrellas in them, swimming pools, wide sweeping beaches, white water rafting, abseiling and most of all, SHUFFLEBOARD! That night while everyone is getting roaring drunk at the fancy dress party you are up on deck, looking over the rail, when three gorillas and a horned demon, in pursuit of two pirates and a teddy bear crash into you, take one look at your loud shirt and throw you overboard. By the time you get your breath back, the ship is miles away. You manage to swim to a nearby island, struggle ashore and fall asleep. When you wake up.....

As you can tell from the scenario above the author has a sense of humour which is prevalent throughout the game. In Adventure Island you will be presented with problems, including how to get off the beach, what to do about the feral cat who doesn't like shop-bought food and just how do you get the helicopter started. The helicopter is a natty puzzle with a surprise ending.

This is the first game by Mr. Cattley. As he described it, it is a "solve the puzzle to move on to the next room" system. The location descriptions are well written and the vocabulary adequate. Note however that the parser doesn't understand X for examine and that there is no save facility. Typing HELP brings up a list of verbs understood and various help messages depending on your location. On the whole a fun game, not too hard, which I enjoyed playing.

Available for C64 from Adventure Probe Software. Price : Both games for £2.00 (tape/disc).

## STUCK IN SPACE

Written by J.B.Cattley

Reviewed by Dorothy Millard

It is a particularly nasty Friday afternoon. There is a thunderstorm going on, the likes of which you have not seen since the "Brother-in-Law of Frankenstein", and you have gone out to buy a litre of milk. Being an idiot, you have forgotten to take an umbrella with you, and you are getting wet. Just wait! Just over there is a convenient flying saucer! Surely no one would mind if you took cover inside until the storm passes....

And so the story goes. Although the storyline is science fiction everything is very logical once you eventually work out what has to be done. The location descriptions are well written and there are no spelling mistakes (at least none that I spotted).

There are only eleven locations in Stuck in Space and every one is accessible from the start which is unusual. However don't think that because of this the game is going to be easy - it isn't. I found Stuck in Space challenged me and it took a while before I worked out what I had to do with some of the items lying around. The puzzles presented by Mr.Cattley kept me guessing but all are logical on reflection.

The author has a sense of humour and it pays to try different inputs, for example launch the missile and dry the dishes with the shower curtain for humorous responses - after all Mr. Cattley did promise me his "right-arm" when he first wrote to me! This also shows in the ending when you finish up back home eventually only to find two aliens stuck in a car and it is still raining.

Stuck in Space uses an interesting windows system and is written in BASIC. It doesn't understand X for examine or have a save facility, but this didn't detract from an excellent interesting game which has been written a little differently to the "norm". I recommend it.

Available for C64 from Adventure Probe Software. Price: Both games for £2.00 (tape/disc).

*Continuing Joan Williams's alphabetical series of reviews of Laurence Creighton's adventures.*

### (THERE'S A) BOMB UNDER PARLIAMENT

No, this isn't about Guy Fawkes and his cronies, this is about a nuclear device that you must disarm to save Parliament, (erm, may I make a comment LC?.... why bother?) and the city of London. As an experienced agent, you are given this mission, but somehow it fills you with apprehension....

You start outside a farmer's door (yes, really) and if you knock on it maybe the farmer will open it. South of here is a field, east takes you along a path where you are confronted by a steel door. These first 5 locations are the only ones accessible until you find the means of opening this steel door, not an easy task, but with careful searching and logic, the solution should come to you. Bear in mind that search and examine don't mean the same thing, and that LC does enjoy hiding hints in the text.

Once you have gained entrance to the cave you'll have plenty of time to wander around, a bit of pre-planning is advisable, though, if an object is all too conveniently available, treat it with caution, LC is never that generous!

Although the scenario is one that has been used many times before, this game never gets boring, because there is a certain deviousness about it which helps maintain the interest. If I said that the torch needs a battery replacement, and you need to overcome a slippery cable, get into a loft, and out again, find a code for a keypad, take and develop a photo, do a bit of digging – all this will sound very familiar, but easy? Of course not. There are plenty of objects to fiddle around with and I don't recall any red herrings, so everything that you find has a purpose.

A nice touch is the loading screen drawn by Kez, it's not often we get loading screens for text adventures is it? Also, using the equipment in the office is amusing, especially the dictaphone, provided that you get it in working order. Once you have found the bomb, things get hairy, as you have very few moves to disarm it, so don't hang about...

Available from Zenobi Software – Price : **Spectrum** £1.99 (tape), £3.49 (+3 disc), **Amiga and PC** (under Spectrum emulation) £2.99. Please add 25p to cover postage.

## **BERMUDA TRIANGLE**

The Bermuda Triangle has intrigued people for nearly half a century, and when a commercial airliner goes missing, only to reappear a few days later as if nothing happened, you are assigned to the task to discover exactly what happened during those missing few days....

You begin as a passenger in the 747, flying to New York, the Captain informs you that you are heading into some turbulence of unknown origin. You then find yourself deposited in a field and are on your own. A word of advice methinks.... you have to "examine pocket, get notes" before the Captain speaks, otherwise you'll be in big trouble, typical beginning for LC, nothing straightforward... but there are one or two rather unusual (for LC that is) features in this game, sudden death situations, too many occasions where you come to a complete halt because something that you may have overlooked earlier on has in effect prevented any further progress. Of course, we all know by now that the text has to be read carefully, but we never learn do we?

At some point you will reach THE MAZE, and LC has really excelled himself on this one. Not content with having you work your way through it, you also need a light, which only lasts for 40 moves, you need the light later on as well, so you must use it sparingly. Good one eh! Anyway, even if you find the exit, you're too big to get through the gap, and even if you solve that little problem you still need to reach the 747, and even if you survive that little lot you still have more to do.

This is quite a complex game, full to the brim with problems, and certainly not for the faint hearted. There are even some fun things to try, throw the floorboard in the chasm for instance, or throw the poncho on the fire.

As with all LC games, the RAM SAVE is there to keep you sane, but then again, what if you've RAM SAVED too often and then realize you have got to go further back? To sum up, it's another brilliant offering from the Master, quite tough at times, but lots of fun bits to spur you on!

Available from Zenobi Software – Price : **Spectrum** £1.99 (tape), £3.49 (+3 disc), **Amiga and PC** (under Spectrum emulation) £2.99. Please add 25p to cover postage.

(more adventures next month)

## THE DARK GLADIATOR

Written by Peter Council

Reviewed by Phill Ramsay on an Amstrad CPC

The title sounds quite intriguing, but before playing the game, I tried not to allow it to influence my expectations, since more often than not doing so invariably means I end up disappointed. Fortunately, the game is as interesting as the title.

A violent triple suicide in a remote area has attracted your attention. It made the national news, and stunned the local community. The initial interest outside the area died down very quickly, no one seeming to give the matter a second thought.

Except you: you get the feeling that something sinister is going on. You know that you have to act, which is why you find yourself outside a small hotel in the area where the suicides occurred. Your intention is to do some investigating, and just possibly, to understand what it was that was behind the suicides....

My first action was to get out of my car and enter the hotel, examining everything as I went. I was pleasantly surprised, and greatly encouraged, to find a few items in the first few locations which I *knew* would be of great use later on in the game, so I pressed on.

There was no one at the reception desk when I entered, so I thought that a little checking of the hotel might be in order. However, when I tried to go East, a frosty-sounding young woman suddenly appeared behind the reception desk, and obviously thought that I was up to no good. People have such suspicious minds, these days, don't they? She was most unco-operative, insisting that I was not a guest. It wasn't until I'd regularized my standing within the hotel that she thawed out a little, and became quite.... well.... formal towards me.

I examined my room, and eventually tried to get into the other rooms in the passage. They were all locked. Really, this implied a certain lack of trust in my fellow guests which I found deplorable, in that it meant I had to find a way to unlock the doors.

And find one, I did. Guarded by the receptionist, when I persuaded her to move and leave me alone in reception, I tried getting the key - but the key was stuck to the wall and wouldn't budge no matter how hard I tugged on it. This is one of the more difficult of the problems within the game, but if you think it through, you shouldn't have too much difficulty, although you'll have to do a little travelling to overcome the problem.

However, having done all that I could for the moment at the hotel, I decided to go and have a look around the village. I found an antique shop and had barely got inside it when, with a screech of tyres and grinding of gears, some young thug stole my car and left me stranded within the village. If there's a moral to be learned from this, then it's don't leave your car unlocked!

There were several shops to visit, a Jeweller's, a Tobacconist's, a Garden Centre, and each of the people in these shops had something to tell me about the recent tragic events, which, when put together and sorted through, confirmed my assumption that something evil was abroad.

Returning to the hotel, I made some more searches and found a couple more objects which I had missed the first time around. I managed, too, to get into those rooms which had previously been locked against me.

Climbing down a fire-escape, I found myself reaching a dead end. However, there were more to this location than met the eye, and a little later, I met the Eternal Warrior. Now, he has been battling Evil since the dawn of time, and if you stop to think about it, that must make him pretty tired. Anyway, it seems that the people who committed suicide had, accidentally or otherwise, freed an ancient Evil from the magical wards which held it at bay. The Eternal Warrior attempted to overcome the Evil, but it nearly destroyed him, and he had to withdraw from the fight. Now, you, it would appear (doesn't that surprise you?), have to take on and defeat this Evil, known as the Dark Gladiator, and to save the world. Of course, nothing simpler.

I returned to the hotel and then proceeded to a mound which, eventually, allowed me underground to a cavern where I learned all manner of forbidden secrets. Of course, the underground section is in darkness, so you need some kind of a light source. Perhaps my best hint here would be to be inventive. No, they're secrets which I cannot impart to you, or you'll be able to complete the game without having to go to all the trouble of solving the earlier problems - and I wouldn't want to do that to you...

After this excursion, you should be ready to make your way to the farm where the suicides occurred, and to find and to take on the Dark Gladiator in battle arcane. Let me tell you, having played through the battle sequence several times, it's a lot of fun, especially if you've thought to make use of the ramsave facility first.

It plays totally randomly, with the Gladiator having at least an equal chance of defeating you - unless you take measures to tilt the balance slightly in your favour.

Another feature of this section of the game (at the farm) was that in many instances, there are two ways of solving some of the problems which have been set. There is the tried and trusted method of using objects which you have collected on your travels, and there is the use of magic spells to overcome your difficulties. This, I found, made a refreshing change from most games, as if you've missed finding the object earlier, you still have a chance if you know the right spell.

Should you manage to overcome the gladiator, then the game is still not over, as you are then entrusted with the mission of returning the Gladiator to his holding, and to making sure that the wards are re-set so that he cannot escape again.

The game plays quite smoothly; I found only one (minor) bug which will have been squashed and removed by now, and in any case did not prevent completion of the game. There were one or two typing errors, but again they will have been removed long before this review gets printed. The game has been converted to Amstrad format using the PAW, so it runs under CPM and, of course, is disc only.

As to the level/difficulty of the game, I didn't have that much of a problem solving it. The problems set are not too difficult, and I appreciated playing a game where I didn't have to rack my brain. That's not to say that the whole thing is totally straightforward, it isn't. Some of the problems are a little on the devious side. They are more thought-provoking than difficult, which is the type of problem which I appreciate.

Intermediate and advanced adventurers might find that this game does not present too much of a challenge in adventuring terms, but novices will enjoy it. It seems to me to be one of those rare games which is well put together and suitable for the less experienced adventurer to try, and to have a fighting chance of completing.

Available from The Adventure Workshop - Price : **Amstrad** £4.00 (disc only). **Spectrum (128K only)** £3.00 (tape) £5.00 (+3 disc). Cheque/postal order payable to P.M. Reynolds.

## JOLLY POPPA DOWN

Written by Charles Sharp

Reviewed by Barbara Gibb on an Amstrad 464

"For hours Noel Central had monitored Santa's progress as he carried out this year's dry run. All had gone well until the passage over the pole. This was when the tracking satellite had transmitted the emergency code that all the helpers dreaded to hear, JOLLY POPPA DOWN. Father Christmas is missing amidst the arctic wastes and someone must find him. Could it be you, Nat Elf, workshop supervisor? It is Christmas Eve and time is running out, can you save Christmas?

As this adventure has a Christmas theme, I decided to review it for this issue. Although it is an oldish game, there isn't a single mention of it in Probe, until now, and I very nearly abandoned the idea.

The title is excellent and I think that can often be a very good start for any game. The introduction seems to promise a very interesting adventure and it could have been. What I found was a very frustrating and disappointing experience.

It is written on the GAC, with most locations illustrated. As I only have a green screen I couldn't really appreciate them, but they seem fairly good. The text is adequate. What lets it down is the programming. I'm not exactly a novice adventurer, but some of the inputs are so obscure it took a total of SIX phone calls to a very, very patient Phil Reynolds before I could struggle to the end.

I started outside a workshop, and could move to another 5 locations. This is as far as I got until I was told the passwords so that I could enter the workshop and Santa's home. This opened up the game and I made quite good progress as I explored and collected lots of interesting objects. There were even one or two neat puzzles which tested my brains, and it was my fault I had to make a few more calls for help as I had failed to find a vital object and use another.

I eventually got the sleigh into the air, but failed to crash-land, which gave me another frustrating 24 hours. I carefully mapped the arctic locations, got killed off numerous times, and between us Phil and I worked out what I hadn't done. My next call was to say I had completed the adventure, but Phil is too much of a gentleman to say "Thank goodness!"

What a pity the game has been spoilt because of a lack of a few carefully worded responses. I don't ask for sledge-hammer hints, but it would be a far more enjoyable game if a few cryptic hints had been included.

What I *did* like was the idea that if you took less than 250 moves to complete the game, which is possible, it remain daylight, so you don't need to find a light source. However, if you are very clever and manage this, you will bypass a few puzzles, but still finish with 200 points! The whole game must be completed within 500 moves, otherwise you have failed to free Santa and therefore there won't be any Christmas.

The best I can say about Jolly Poppa Down is that it has an intriguing title, and is one hell of a challenge.

Available from The Adventure Workshop - Price : £2.00 (tape) £4.00 (disc) Cheque/postal order payable to P.M. Reynolds

## JASON OF THE ARGONAUTS

Written by Simon Avery

Reviewed by Damian Steele on a C64

"You are Jason, leader of the argonauts on a quest to find the fabled golden fiece. If you find the fiece and return it to the ship, you will be able to reclaim your rightful throne from Pelias, who stole it after your father, Aeson was killed. Many dangers and strange creatures are reputed to inhabit this island upon which you landed after all your fifty argonaut crew were killed in a fierce storm. Good luck....."

As I am not really a follower of Greek mythology I thought that I would have trouble playing this game. As it turned out a knowledge of the Greek myths would have been an advantage - for instance I could have saved some time had I known that the Cyclops was a shepherd - but is not essential to complete the game.

The location descriptions tend to be a little short, supplying the bare details and little more.

Puzzles were mostly of the "discover object and find use for it" variety with the notable exception of the Riddle of the Sphinx.

There were a few minor errors - such as being able to find an object more than once and being able to lower a rope into a hole which hadn't been created until I opened a trapdoor - but they don't detract too much from the game.

The vocabulary is adequate and I had no trouble finding the correct phase to make myself understood.

To sum up, JOTA isn't the most difficult of games and would be suitable for most beginners to spend an hour or so with. Of course I recommend that more experienced players have a look too, especially if you are interested in mythology.

**C64 and Spectrum** versions available from The Adventure Workshop - Price : C64 - £2.00 (tape or disc), Spectrum - £2.00 (tape) £4.00 (+3 disc). Cheque/postal order payable to P.M.Reynolds

**Amstrad** version available from WoW Software - Price : £2.00 (tape) £4.00 (disc) Cheque/postal order payable to J.G.Pancott

## RAIDERS OF THE LOST TOMB

Written by Peter Clark

Reviewed by Ellen Mahon on an Amstrad CPC464 (tape)

In this two part adventure you play the part of Jack Williams, chief crime reporter on the Daily News. Your editor, it seems, has been approached by Interpol, whose investigations into how ancient Egyptian artefacts have been found for sale in London antique shops seems to point to a previously undiscovered tomb, in the Valley of the King, being opened and robbed of its treasures. As there is to be a convention, (no - not of adventurers!) of archeologists in the area, they have asked your editor if he could send someone to Egypt, who'd be willing to meet with their agent, and help with his investigations. You, it seems, are that "someone" - lucky you! - you are given a letter of identification and a plane ticket for Cairo.

You begin the adventure in the street, with your bungalow to the east, and the avenue heading north. After collecting a few belongings from your bungalow, you soon find yourself in a taxi heading for the airport. After waiting a while in the Departure Lounge, your flight is called and you board the plane bound for Cairo.

The flight for Cairo, however, is far from uneventful, and if you don't find the means (pretty quickly) to solving an explosive problem, you'll come to a very sticky end – not a case of "Hi-Jack", more a case of "Bye, bye, Jack!" (I wanted to cause a panic on the plane but was prevented from doing so, which I think is pretty mean of Peter, don't you? After all, why should you have to panic all alone?)

Once your plane's safely landed, you'll soon find out just how safe(?) Cairo's taxis are. My Egyptian must be really rusty, 'cos I certainly wasn't taken to my hotel – which is where I asked to be "dropped off". Instead I ended up in a store-room, after somehow being knocked out – minus my suitcase, and my letter. (Next time I'll take the bus).

Once out of the store-room, you'll find yourself in some narrow alleyways, which should lead you to a Night Club. Once you've managed to gain entry, you'll have to find some means of dealing with an Arab, if you want to investigate the contents of a safe. Don't stay too long in the Gambling den though, or your presence will be discovered. A secret room will open out into a chamber where a steel door will have to be opened (somehow) in order for you to reach the market place.

Once there you will see an old "friend", your taxi driver, and he's still holding your case – the thief! Once you've got your belongings back, and been allowed to enter the Hotel, you'll meet the Interpol agent. Showing him your letter of identification will bring you to the end of part one.

At the beginning of part two, you'll be told by the agent that a car has been hired for you, and a kit has been purchased, and left in your room. He suggests that you should drive out to The Valley of the Kings in the morning, and, using the excuse of taking photos, try to discover the identity of Mr. Big.

He gives you your room key, suggests you have a good night's sleep, and leaves you.

Once in your room, you prepare for bed, and, providing you've taken all the right steps, you should have a trouble-free night.

After being given the keys to your car the next morning, you leave the hotel. Don't be in too much of a hurry to go racing off into the desert though, or you could have all sorts of trouble later on in the adventure. (I certainly did, didn't I Peter?) Driving through the desert, you notice signs of excavations, and stop the car to investigate.

Walking over the dunes you are surprised to find some buildings, a wooden shed, and a couple of caves, one of which is sealed by a metallic sheet. Searching the buildings you'll find, amongst other things, a mummy, which will (hopefully!) open up and let you into a laboratory. There are also burial chambers to find, as well as a large chasm.

To cross the chasm you have to find out how to operate a "hidden" bridge. (Just how do you "hide" a bridge?) Unfortunately the bridge won't span the chasm for long – not only a "hidden" bridge, but a mean one at that! So, don't delay your crossing. Safely over the bridge, you'll enter yet another chamber, but, providing you've searched really well somewhere else, you'll have not trouble getting out. Arriving back at the Hotel, with enough evidence for a conviction, and, providing you've managed to discover the identity of "Mr. Big", you'll be given the "red carpet" treatment, 'til your return home.

This is another great adventure from Peter, and I really enjoyed playing it. As I said earlier, don't be in too much of a hurry at the start of part two. I was, and ended up giving poor Pete and Maurice real headaches - sorry guys! I certainly hope it won't be too long 'til we see Jack in yet another adventure.

Available from WoW Software. Price £5 (PAWed disc version) £3 (GACed tape version).  
Cheque/postal order payable to J.G.Pancott.

## THE SEARCH FOR THE NETHER REGIONS

Written by Gareth Pitchford

Reviewed by Barbara Gibb on a Spectrum

"In the stereotypical magical kingdom of Kwargz, the peace and quiet had been shattered by the arrival of the evil orc-king Beydm - a being with far too many consonants in his name!

The orc-lord and his troops had taken to holding all-night parties which were greatly disapproved of by the local natives - mainly because they were never invited. Eventually, after the orcs' annual spate of "hobbit-bashing", things got too much for the poor people to bear, and you were called called upon to help."

Your task - to find Jeremy B Delle's Fabled Golden Camcorder, the only item that will rid the land of the nasty orcs (you wouldn't see me for dust either). Legend says that it is hidden in the Nether Regions, and the game involves your exciting journey to reach the altar inside the temple deep within this area.

There is a nice easy start to the game, not always the case in adventuring. You can wander around the village, but a visit to your rented council cottage is advisable before you try to get too active. You should find a couple of objects that are so obscure they *must* be needed; if you examine the carpet you are told what to do next, just what a beginner ordered.

The local bar is called "Chairs", which I understand is closely based on a certain bar in a Channel 4 TV programme. (I haven't seen the show, but did rather warm to "Fraser" which I believe is about a character who used to frequent a cocktail bar called "Cheers".)

When I ventured along the High Street I found some very intriguing shops, then turning west I discovered a few more shops and the Town Hall. I also saw the road out of town - but I needed to solve a great many puzzles before I could get any distance in that direction. I don't know how many puzzles there are but there seemed to be hundreds of them, all very well arranged so that you *can't* take any short cuts.

The fantasy land is never boring. How can it be when you need to grow a giant plant, open a chest without benefit of key or brute force, buy and ride an elephant, cope with being turned into a dragon for the most of the second part of the adventure, survive a re-enactment of the chocolate orange/rolling stone ball advertisement, have a close encounter with a Gorgon, and more, all culminating in a meeting with the dreaded Jeremy?

This is quite a long game, split into two parts. You'll need a password to begin part two, and also to carry forward two items from part one.

The text is Gareth at his wittiest, full of puns that have you groaning then laughing. I think his writing has matured, certainly enough for this adventure to appeal to even those players who didn't enjoy his previous games as much as they had hoped.

The adventure is PAWed, and has coloured text, good layout, instant responses, ramsave/ramload, etc. etc. - all the things we now expect in a text adventure. None of the puzzles are too difficult for experienced adventurers, and beginner/intermediate players will find they can solve a few very easy ones first, then they will have some idea of how Gareth thinks and shouldn't have too much trouble with later puzzles. The wording of inputs is usually logical - so if an input doesn't get the desired result, change the order of the words or alter the verb, and make extensive use of the X (examine) command.

Gareth's best adventure to date. Witty and fun to play, what more could you ask for?

Available from Zenobi Software - Price : **Spectrum** £2.49 (tape) £3.49 (+3 disc) **Amiga and PC** (under Spectrum emulation) £2.99. Please add 25p to cover postage.

## **WELL OF ZOL**

**Written by Laurence Creighton**

**Reviewed by Joan Williams on an Amiga**

A strange virus is plaguing the earth, people are dying in their thousands, doctors are helpless, as there is no cure. An eminent virologist knows of a well that contains a fungus from which a vaccine can be made, but as he himself is too old and frail to undertake the perilous journey, you are asked to go in his stead...

So begins another exciting adventure penned by Laurence, and before you even settle down you know that this is not going to be easy, however, full of optimism, you venture forth...

The first thing of note is that LC has "invented" some new words, LINS, LUND and LIND, three very useful words they are too, designed to speed up play, no tiresome typing of look inside, look under and look behind, I have a feeling that these given words are going to be used a lot.

You begin in a rocky clearing and can head in any of the four directions shown, so wander about and see what you are up against. I must say that there are more locations accessible to you than is usual at the start of an LC game, I was very suspicious at first, it looked too easy. As an avid fan I knew that I had to search/examine things more than once, so I was rewarded with this prior knowledge with some useful objects... (no more hints).

Asking for help will elicit the information that you can get it only after you have used up 200 or more moves, and when help comes, in a fanfare of glory, you'll receive some really useful hints. Another nice feature is that instead of the usual response "YOU CAN'T DO THAT" you are politely told "I'm not sure what you mean", so much better when you think about it, you could almost be persuaded that you're on the right track, but haven't quite got the wording right. Anyway, back to the game...

The initial problems are fairly straightforward, a scythe needs sharpening, a stream needs crossing, a tree needs climbing and a man wants either food or money. Well, there is a coin in the stream, but there are also pirahnas in it, and you have a sore finger with a plaster on it, so perhaps there's another way to get the coin? It is important that you do things in the correct order as I found to my cost, some objects need to be used more than once and it's more than likely that you'll regret a hasty decision, so take care when you Ramsave and heed advice, save your game to disk/tape before you get too far.

With patience and perseverance, all the problems can be overcome, and to the experienced player there are very few head-scratching moments. In fact, I'd go so far as saying that this is probably the easiest of LC's games that I've encountered, but to be fair, I've been playing adventures for years and it may not seem so simple to newcomers. The good news is that the lamp (when found) has a battery, thanks LC! The bad news is that it hasn't got a bulb (I might have known).

Objects, when examined, generally give hints as to their purpose, it's all very user-friendly and that in itself should encourage people to buy it, it's very playable from the first location. I'm trying not to give too much away here, all I can say is that your progress through the game is beset with decisions about if and when to give the odd characters that you meet a particular object that you may wish to keep.

Further into the game, you'll meet a character called Zolad who requires a gift before he'll let you past him. I should warn you that if you haven't got what he wants, then you'll have to back track to get it, and that may not be easy. There is a cabin to be explored, a trapdoor to open and each of the three rooms needs to be thoroughly searched as there are some vital objects hidden away. A walk over broken glass (but how?) is your next task, then on to a cliff, dare you jump? If you dare, I hope you've got everything that you need, you can't climb back up. I worked my way fairly easily through this adventure and came to what I found to be the most difficult puzzle - how to light the candle. A quick phone call to Barbara put me back on the target, (thanks Barbara, it's funny that you knew what my problem was before I even mentioned it... have you stopped laughing yet?) [My crystal ball was working well that day.... Barbara] .... solve a few more problems (reading the help page gives you all the hints you need) and there you are, you've found the well of Zol, all you need to do is work out how to get at the water and you're almost home and dry!

To sum up, this is a very enjoyable game, one of LC's easiest, full of problems that will not be new to old-hands, but that doesn't mean it's not worth looking at, and I only found one little buglet which I shall only mention because of its rarity in an LC game. Because of my suspicion about LC in as much that he never makes things easy, the spade I examined appeared to be useless as far as digging goes. Well I had to test this for myself and tried digging everywhere and everything. Thus it was that "DIG STATUE" brought the response "Your score is"... It's a daft thing to mention really, but if LC hadn't the reputation for being devious I wouldn't have tried it anyway.

A good little game well worth having, I look forward to the next....

Available from Zenobi Software - Price : **Spectrum** £2.49 (tape & +D disc), £3.49 (+3 disc)  
**Amiga and PC** (under Spectrum emulation) £2.99. Please add 25p to cover postage.

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### **Forthcoming reviews:**

BALROG'S DAY OUT, COMPANIONS OF XANTH, CURSE OF CALUTHA, ECLIPSE, ELFIN WARS, GOLDEN PYRAMID, HARBORO', LOST IN THE AMAZON, MAROONED, R.J.'S ULTIMATUM, ST. JIVES, SONG OF TALIESIN, SOUTH AMERICAN TREK, TOTAL REALITY DELUSION, plus many more.

Don't forget, if you have any news, reviews, hints, playing tips, thoughts, jokes, etc. that you would like to share with other readers, please send them in as soon as possible. (Barbara)

## SANTA'S TALES by STEVE CLAY

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Through the star-pierced, black velvet, Christmas sky a sleigh, indeed The Sleigh, flew. As we approach we can see two figures sitting upon the now empty vehicle, the cargo of presents long since delivered. The deep voice of Santa is occasionally punctuated by the plaintive tones of his companion Wheezal.

Santa is wrapped in a voluminous fur coat. Wheezal is not so fortunate in his attire, and over the previous night has begun to develop serious doubts on the wisdom of flying through sub-zero temperatures in a thin green suit, and what can only be described as a daft hat. Added to this Santa's sense of humour was beginning to wear a little thin. A bit like Wheezal's suit actually.

'Ho! Ho! Ho!' boomed Santa to a backing track of sleighbells and reindeer farts. 'Soon be home my little friend!'

'Thank \*&\*! for that!'

'Ho! Ho! Ho! Feeling the cold are we? Try some of this!' Santa passed Wheezal a brown glass, cork stoppered flask. Wheezal drank greedily from it.

'Ahem!' said Santa, offering a now gagging Wheezal a second flask. This one had the familiar Faithhealer label. Wheezal read the label of the first flask and through a series of retches attempted to dislodge a pint of 'Dr Growbags Worm Liquid for Reindeers!'

After a rare five minutes of silence Santa began again. 'Here Wheezal. What do you call a reindeer with no eyes?'

'No idea.'

'Correct! It's the way I tell 'em,' bawled Santa. 'It's a biscuit!'

'Hey Wheezal, you're a clever chap. Can you tell me why abbreviation is such a long word? And why do Kamikaze pilots wear crash helmets?' Tears ran down Santa's face. Wheezal just shook his head. Santa pointed to a herd of cows in a field below. 'Do you know what I always wonder about cows?'

'No Santa. What do you always wonder about cows?'

'What was the bloke who first milked them trying to do?'

Santa patted his bloated stomach. 'I seem to be getting bigger every year! I don't pull the birds anymore. I've squashed a few mind.'

The sleigh glided on. The miles slipping by below. Santa was lost in thought for a while and Wheezal began to settle down to his own personal misery.

'I know,' yelled Santa. 'I'll tell you a tale from a Christmas past. Would you like that?'

'Will it stop you telling me if I say no?'

'No. I remember once crashing the sleigh in a field of sheep. I saw this bloke standing by one of the sheep and I says to him 'are you shearing that sheep?' and he says 'no, find your own'. Ha, ha, ha. Seriously though, have you heard about the skeleton in the chimney?'

Despite himself Wheezal shook his head.

'Oh goody. Then settle down and I'll begin.'

'There was this old manor house with lots of chimneys and every year they would leave one fire unlit so that I could get down without roasting my particulars. Anyway the people who owned the house left it for many years and I had no delivery to make there. However there came a time when I was required to deliver once more. So this time I find that two chimneys have no fire in them and so I decide on the nearest. Anyway I'm almost in the hearth when I feel a blockage beneath me. Being the practical chappy I am I gave the obstruction a swift kick and down it went. I continued my descent and examined the mess on the floor. You'll never guess what it was!'

'What was it?'

'A skeleton would you believe. This is a bit of blow, I thought, and I did feel that the occupiers wouldn't be over grateful to find a skeleton on their kitchen floor. I decided to take a closer look and hanging around its neck on a piece of soot blackened ribbon was a medal. Scraping away the filth I read an inscription. Do you know what it said?'

'No'

'It said World Hide and Seek Champion 1908!'

As we leave Santa and Wheezal, one laughing boisterously, the other not, we can just make out Santa giving Wheezal one more nugget of wisdom.

'Wheezal, don't bother with them stick on soles they're nowhere near as good as proper shoes!'



## A CHRISTMAS TALE by MARGARET CREWDSON

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Scrimping, saving, shopping, spinning,  
Wond'ring what the heck you're giving.  
Wond'ring ALSO what you're GETTING!  
Leaving lists around and letting  
Hubby find them!

Muttering to himself, he grumbles  
"Where on earth will I find these things?  
Never heard of anything!  
How can one be BORED with RINGS?  
EMULATOR - what is that for?  
What's she going to copy now?  
She'll get locked up, that's for certain!  
Got to stop her - don't know how!  
Best let on I ain't seen THAT one.  
That will save a massive row.

Just a minute! This looks better!  
There's a PENDANT written here.  
Is "LOGRYN" some new kind of jewellery?  
I bet it will be awfully dear!  
A MONITOR! She must be joking!  
THAT can wait another year.  
SOUND SAMPLER can't be needed either,  
When the family are all here!"

Sighing to myself, I wonder,  
Why I bothered to make lists.  
'Cos it seems like I'll be getting  
All the usual FEMALE gifts.

Christmas morning comes upon us -  
Perfumed parcels I enjoy.  
Suddenly, my hubby turns, and  
Grinning like a little boy, says,  
"Have a look inside the spare room,  
Santa's been there from the skies."  
Looking in with bated breath,  
I hardly could believe my eyes!  
There were ALL the things I asked for.  
What a wonderful SURPRISE!

There's a moral to this ditty,  
Try and heed it well my friend.  
While RED HERRINGS make self pity,  
Better fortune's round the bend!

## NUMBER QUIZ by MARY SCOTT-PARKER

---

### What do the initial letters stand for?

Example : 26 - L of the A - letters of the alphabet

- |                                    |                                   |
|------------------------------------|-----------------------------------|
| 1) 24 - H from T (G.P.)            | 16) 1215 - M C S (by K J )        |
| 2) 80 - D (A the W in)             | 17) 2 - G of V (W.S)              |
| 3) 10 - L I (A.C.)                 | 18) 12 - S of the Z               |
| 4) 21 - S on a D                   | 19) 1472 - H of the E S B (in f)  |
| 5) 24.901.8 - C of E (at E)        | 20) 16 - P on a C                 |
| 6) 1901 - D of V                   | 21) 12 - H (on the B W S)         |
| 7) 7 - D (S.W. and the)            | 22) 39 - B in the O T             |
| 8) 1953 - C of E                   | 23) 3 - P C                       |
| 9) 27 - B in the N.T.              | 24) 776 - First O G (BC)          |
| 10) 238.860 - D from E to M (in M) | 25) 100 - L of the S C (in m)     |
| 11) 12 - L of H                    | 26) 4 - J M (E.S.G.)              |
| 12) 1564 - B of S                  | 27) 30 - D of S (A J and N)       |
| 13) 79 - E of V (AD)               | 28) 76 - T (L the B P)            |
| 14) 2001 - A S O                   | 29) 186,000 - S of L (in m per S) |
| 15) 22 - Y b the S in C            | 30) 240 - P in an O P             |



## CHARACTERS FROM A DREAM WORLD – OR WAS IT A NIGHTMARE? by WYNNE SNOWDON

---

The adventure's done, it's over.  
I've finished, for now, as a rover.  
Here's news of a set  
Of characters I met  
When a medallion I tried to recover.  
(What a funny bunch).

A goblin tried to play rough  
But really, enough was enough.  
I jumped on his head  
And he ended up dead.  
After that he wasn't so tough.  
(A real nut).

A fellow who lived in a tree  
Twice I popped round to see.  
He didn't like noise,  
Lost all his poise,  
Got the feeling he didn't like me.  
(Showed me the door).

An old woman offered to deal  
If I helped to turn her wheel.  
She was so nice,  
Gave good advice,  
I stole her vase – what a heel.  
(Spun a good tale).

In the willow wood perforce,  
I shouted until I was hoarse.  
Then chanted the name  
Of a fellow of fame.  
It was will-o-the-wisp of course,  
(He liked a twirl)

The next goblin tried to be clever  
Though my head he could sever.  
Well, that was his goal  
But he fell down a hole  
He won't bother me again – ever!  
(He got the point).



Then I met a goblin in white,  
Gave me a terrible fright.  
I wasn't so crass,  
I tread on grass,  
But the goblin wasn't so bright.  
(Failed the acid test).

A black goblin next did I see,  
A nasty sight you'll agree.  
He lost all his cares,  
At the foot of the stairs.  
Helped on his way - by me  
(Fell for my trick).

Then on to the goblin king,  
He was such an ugly thing.  
I toasted him well,  
And sent him to H\*\*\*  
I guess he thought I was joking.  
(Played with fire).

So that was the end of my quest,  
I consider it one of the best.  
It was part three  
Of a great Trilogy.  
Dragon Slayer - had you guessed?  
(Was it really THE FINAL BATTLE?)



## OCCUPATIONS - HOW THEY DO ADVENTURES

by MARY SCOTT-PARKER

---

- 1) PHOTOGRAPHER - did it in a flash
- 2) LINGUIST - pronounced it difficult
- 3) DOCTOR - tried in vein
- 4) LAWYER - was brief
- 5) CHEMIST - soon dispensed with it
- 6) SADDLER - did it bit by bit
- 7) THIEF - got his nickers in a twist
- 8) FISHMONGER - floundered at each red herring
- 9) CRICKETER - was stumped
- 10) HAIRDRESSER - took a short cut and dyed.

## ALPHABET QUIZ by MARY SCOTT-PARKER

---

**Each answer is a DIFFERENT letter of the alphabet.**

- 1) French 60's sex kitten had two!
- 2) Vital zone
- 3) Walk this way to get run over
- 4) A force to be reckoned with at great speed
- 5) Stand in line for these Tropical Gardens
- 6) Psychiatrists have silent ones!
- 7) Put before real beer for a cabbage
- 8) Initially two for the German Secret Police
- 9) Bone - Bag - Junction
- 10) Rolled by the French
- 11) Put before an imp for a wally
- 12) Two after a backward pot to form a rock band
- 13) Marks the spot?
- 14) Sounds like the end of a cough
- 15) Employ these turns (but not on a motorway)
- 16) Changes Dad's Arm into the home guard
- 17) Ophthalmic organ
- 18) Disney quacker had two initially
- 19) Winnie The Pooh's creator had two to begin with
- 20) Changes Sooty's dad into Steptoe's son?
- 21) Observe it missing from Arthur Clarke
- 22) Norma Jean had two eventually
- 23) Changes Brad into daily comestible or T.V. soap
- 24) Put before a swift descent into a pool for a salad veg.
- 25) Changes a leer into a handle
- 26) Put before a bow to form a joint



# CHRISTMAS WORD SEARCH by DIANE RICE

A F B G N I D D U P D P R E S E N T S  
 O E A V N Y S T U F F I N G D R A E B  
 R O U T E I U M N O T E K A L F T R U  
 A T E B H R H L I O S E P E R I E E P  
 N E L E O E B G E D E E G I D P K E N  
 G L E L S W R T U F N N I I A A A D A  
 E T S L O R A C S A A I N P C C G N P  
 S S H N O G A C H I L G G E E H Y I I  
 T I S B O N F O I R S N R H O C D E Z  
 L M I L D Y L I F Y I I O S T N N R R  
 E N D L E L O N R P S S T A R U A I A  
 S T E K Y T R A P E S U T P N P R G M  
 N S R R E G N A M B I O O M A U E N A  
 I U R E D E R S A C K C B A A R T I G  
 T H R E E W I S E M E N E W S S A S I

- 1) DECORATION OR HERALD?
- 2) . . . . . BANGLES AND BEADS
- 3) FATHER CHRISTMAS HAS ONE
- 4) DING, DONG . . . .
- 5) CHRISTMAS SPIRIT
- 6) HAVE OR EAT IT
- 7) BURN IT AT BOTH ENDS?
- 8) LISTEN FOR THESE
- 9) FOUND IN THE PUDDING?
- 10) KISSING OR SECOND?
- 11) ON TOP OF THE TREE?
- 12) WHO FILLS HIS STOCKING?
- 13) SINGULAR 42
- 14) THERE'LL BE LOTS OF THIS
- 15) CHRISTMAS PAST?
- 16) ONE OF THREE GIFTS
- 17) A FESTIVE CAVE
- 18) A PLANT POPULAR IN CAROLS -
- 19) - AND WHAT TO DO UNDER ONE
- 20) - . . . . . ALL THE WAY
- 21) NICE TO SIT IN FRONT OF
- 22) ANOTHER NAME FOR 45
- 23) AWAY IN A . . . . .
- 24) FOUND ON THE CAKE
- 25) "IT CAME UPON" THIS TIME
- 26) "EYES" TO A COCKNEY?
- 27) 17 MIGHT HAPPEN UNDER IT
- 28) GIVE HEED TO THIS
- 29) - AND BOLTS?
- 30) - AND LEMONS?
- 31) MAKE MERRY
- 32) AN ANGEL'S PROMISE
- 33) GIFTS
- 34) IS THE PROOF IN IT?
- 35) DOES IT PACK ONE?
- 36) . . . NOSE DAY?
- 37) DANCER AND PRANCER?
- 38) AN EARLY BIRD?
- 39) FILLED WITH PRESENTS?
- 40) ONE OF THREE SEEN
- 41) . . . . IN EXULTATION
- 42) WILL IT LIE AROUND?
- 43) IT WAS IN THE EAST
- 44) PARSLEY AND THYME?
- 45) THEY CAME FROM THE EAST
- 46) WHAT THE SHEPHERDS HEARD
- 47) GLITTERING STRING
- 48) SPRUCE?
- 49) WHO HATES CHRISTMAS?
- 50) FOR PRESENTATION
- 51) LOG OR TIDE?

THE UNUSED LETTERS, READING FROM LEFT TO RIGHT, WILL SPELL OUT A MESSAGE TO SOMEONE.





# WoW SOF ADVENTURES FO

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# ADVENTURE

## DRAGON - QUEST

Some dragons are bad and it is even rumoured that some dragons are good but in this kingdom the only 'good' dragon is a 'dead' dragon! Or so the local inhabitants would have you think. For they were the unfortunate ones who had to share their kingdom with one of the 'baddest' dragons of all times ... the infamous **SHAEGOR**.

**SHAEGOR**, the mightiest of dragons, had the nation in a grip of terror. Not only had he stolen the King's 'Staff-of-Office' but he was also doubling his demands in regards to the yearly tribute that was paid to him. This tribute (to use the word very loosely) was normally paid in gold but this time around **SHAEGOR** wanted TWICE as much of the stuff as normal. Failure to agree to his demands could only lead to the destruction of all crops and the burning of many fine homes .. for this was always how it went when the demands of a dragon went unheeded!! Not only that, but **SHAEGOR** had vowed to do some totally 'unmentionable' things with several fair maidens of the kingdom.

Naturally many brave men volunteered their services in an attempt to thwart **SHAEGOR**'s plans, in fact **YOU** were one of the first to approach the King. However you were not considered to be a serious candidate for the position — lacking in moral fibre, were the words used some of the courtiers!. However all this was to change in the space of a few short weeks and you were ordered to appear in front of the King. It seemed that **YOU** were now the only able-bodied person left in the kingdom ... **SHAEGOR** had disposed of all the others!!!

The King informs you that **YOU** are the last hope of the nation and that if **YOU** fail then the future would indeed be bleak. For there was simply not enough gold in the Treasury to satisfy the greed of **SHAEGOR** and without that gold all would be lost. Glancing down at the floor the King mumbles something about **YOU** needing to return with the lost staff in order to prove you had defeated the beast and then shuffles away to leave you to embark upon your journey.

So with a brave face you set out the very next morning. You soon find yourself at the northern gateway — ahead lies uncharted territory. Your only possession being a cloak that the King had thrust into your hands before he shuffled off into the shadows .....



**NOTES** : The game will accept all the standard inputs such as **EXAMINE**, **LOOK**, **SAVE**, and **LOAD**. However it will also accept one or two more obscure commands **TRANSLATE**, **RIDE** and **LOOK BEHIND**. Use the command **PUT ALL INTO RUCKSACK** to save on space. Whilst a routine to save your position to ram is included in the game it is advisable to save to tape or disk if you wish to keep a permanent record of your progress through the game.

Zenobi Software

ADVENTURES



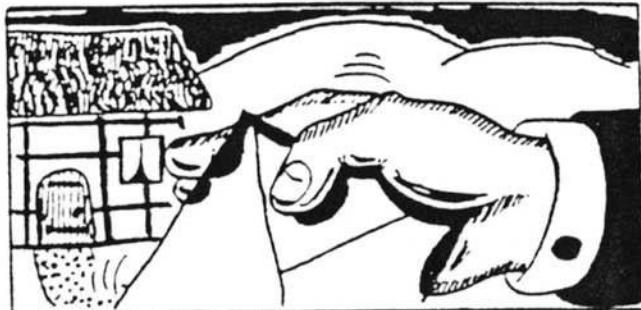
**Spectrum 48K/128K+2.**

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 HUNGO** (even the 'name' was enough to bring tears to a grown man's eyes), **RAPUNZEL**, **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!!



# The Adventure Workshop

## Adventures for the Amstrad

### NEW RELEASES

#### **BLACK MASS / BB IN WALESVILLE by DAMIAN STEELE**

**BLACK MASS:** You are Billy Barker, a reporter for the Daily Chronicle. Following recent reports of Ritual magic at the residence of a local figure, you are working under-cover as a domestic in that household. With the assistance of the Man-Friday domestic agency, you were hired to help out for tonight's meeting. Before leaving for the day the mistress of the house - Lady Lucinda De' Chaval - left you instructions to prepare for tonight's "Black Mass". This isn't enough for your story, you need to know for sure what is going on. So you decide to go along with her command and make ready for later.....

**BB IN WALESVILLE:** In this early Damian Steele game you play the part of Billy Barker, a reporter for the Daily Chronicle, whilst holidaying in Walesville a resort well known for its many ruined castles, you decide to go on a visit to one of them. During the taking of one of those all important holiday snapshots, you step back to suddenly vanish! Vanish down a hole that is, thankfully nothing is broken, after standing up, brushing yourself down, calling for help and being ignored you take a look at your surroundings.....

NOW AVAILABLE FOR THE AMSTRAD CPC on DISC £4.00 and TAPE £2.00

#### **BB INVESTIGATES / 8TH CRIME by DAMIAN STEELE**

**BB INVESTIGATES:** You are Billy Barker. As a reporter for the Daily Chronicle you have been told to research a story on stolen documents which are being brought into the country by a shipping firm. Although your informant is sure of the information, he has been unable to get any proof. Your task to uncover these documents, without which you will have no story. Meeting on a wind-swept corner, you and your contact take a cab to the dockland area. Then checking to make sure you're unobserved, you gain entry to the shipping firm's warehouse as the informant keeps watch outside.....

**8TH CRIME:** You are Billy Barker, a reporter for the Daily Chronicle. During the investigation of a series of local crimes, you had been reporting, you discovered the criminals hide-out. It was in an old disused farmhouse set deep in the countryside. Unfortunately whilst looking for proof of their activities the criminals returned and captured you. Now you have been locked in an upstairs room while they perform their Eighth Crime. You must escape before they return and finish you off.

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## Adventures for the Amstrad

### NEW RELEASES

#### RJ'S ULTIMATUM by DOROTHY MILLARD

Things are bad at home. Your parents have given you an ultimatum and thrown you out. If you wish to return you must prove you aren't no good. No more lazing around and watching TV all day. Work, that's what they want you to do. Go out and get a job. What a thought! After five years doing nothing it's pretty hard for you to consider this possibility, but you must. The dole was cut off some time ago, so you have no money and nowhere to go.

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#### HARBORO / ST JIVES by DOROTHY MILLARD

In HARBORO; You are Special Inspector Francis and have been sent to Harboro, a small Market Town in England. A murder has been committed and the suspect arrested. However, they are unable to charge him because of lack of evidence - 'we need the murder weapon' you are told. You find yourself in the interview room of the local Police Station discussing the murder. You are given a letter to enable you to get some money which you will need on your quest.

In ST JIVES; A mad scientist is terrorising the village of St. Jives and a spell must be cast to stop him taking over. You have been summoned to help in this quest by the locals. You must find the ingredients for the spell, find your way into the castle and deal with the scientist before it is too late.

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#### LOST IN THE AMAZON by DOROTHY MILLARD

You are the lone survivor of an expedition to South America to find the famed Golden Condor. Your plane has crashed in the jungle and you are completely lost. You will need to find your way through the jungle without dying of thirst, deal with the natives, cross the river and make your way to the flat-topped pyramid. Can you conquer the sand trap and find the Golden Condor?

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## THE QUEST FOR THE TALONS Pt. 2

by CUCARACHA

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(continued from part one which was published in the December '93 issue of Probe - a printout can be supplied on request. The Quest for the Talons is a sequel to Roal's Tale, published in the Christmas '92 supplement - Barbara).

As the Korat shuffled down the dusty tunnel, its crippled left wing by its side, it could think of only one thing - revenge! But how was one Korat, and one burdened with such a useless appendage, ever hope to achieve that. With a cry of "Garrak!" it pecked savagely at the broken wind as though chastising it for being the handicap that it was. "Without this darn thing it would be a lot easier to deal with that haffling. Without this, those talons he wears so proudly on his belt would be mine to do with as I wish. Without this, my brother could be whole again and make his journey to the greatest hunting-ground of them all!" For it was laid down in the lore of the Korats that only those "whole" in body could make the journey to the fabled resting-place and take their place alongside the great warriors of the past. The Grundars have long since known of this fact and with it in mind had set about the removal of the talons of all defeated Korats, a practice much despised by the "warriors-of-the-skies" and one that had served only to fuel the bitter conflict between the two creatures.

Meanwhile Roal and the surreal were trudging their way home, weary in limb but happy in heart, for today had been a good day and the brown trout had proved a worthy challenge. A small flicker of a smile crossed Roal's cheek as he recalled the way in which the last trout of the day had feigned death - only to dart away at the last moment, flapping its tail frantically as it did so. Next time it would not be so lucky, because next time he would not fall for that trick again. Just then a small red bird alighted on a nearby branch and began to preen its feathers in the last glows of twilight. "Look at that Roal", whispered the surreal, nudging his friend in the direction of the bird. "See how its feathers take on the sheen of burnished copper." Roal looked up and sure enough, for just a moment, the bird seemed to be a mass of bright copper feathers. However, something caught its attention and with a quick flick of its wings it took to the air and soared upwards towards the green canopy overhead. Oblivious to what had started the bird, Roal and the surreal continued on their way.

It had been a long and arduous task from the hinterlands of the far west. The creature that had brought about the sudden flight of the red bird leant wearily against a nearby tree and coughed gently as it breathed in some much-needed air. "These old legs are not what the once were," it mumbled to itself, taking another rasping gasp of air, "and come to think of it my lungs are not much better."

Then suddenly lowering itself to the ground, the Maronod dropped to a squatting position and opened up a small pouch that hung from its belt. For a couple of minutes it busied itself with something small and brown it held in its hands and then, with the task complete, it leant back against the base of the tree. Small clouds of smoke snaked up from its nostrils and a heady scent of pipe-weed filled the air. "Ah, that's better!" growled the Maronod and took another puff from the small briar pipe it clutched in its right hand. It had been a long day, tonight it would rest here.

In the dark and dismal depths of the tunnel the Korat paced first one way and then another as it sought the solution to its problem of the retrieval of the talons; but no matter which way it turned, nothing became any the clearer. Without the use of its left wing there was no way it could utilize its power of flight, and without flight any chance of launching a sneak attack was almost impossible. There was, or so it seemed, no way that such a thing could be achieved unless the Korat regained full use of its wing and the Grundar's sword had seen to it that that would never be. Suddenly from the dark recesses of its mind a dim and distant memory came flooding back. One that told of an ancient tribe of learned creatures that dwelt far off to the west. One that told of their incredible ability to heal the sick, cure the lame and even, or so it was said, raise the dead. But then, just as though it seemed that all was not lost after all, the Korat also recalled that the tribe were no longer. An envious band of marauding Torans had descended upon their camp one wet and windy night and slaughtered them to a man, or so the legends that surrounded their passing would have us believe. "Drakkk!" screeched the Korat. "If only there had been one of them left alive, if only one Maronod still existed, then perhaps this damn wing could be healed and once more a Korat would grace the evening skies ..... if only!!!"

Above ground a Maronod tapped out the last embers from its pipe, spread a small blanket on the soil beneath a tall oak tree and settled down to sleep. Soon the drowsiness of slumber would be upon it and perhaps it would dream of past glories and future hopes, but one thing was certain, it would not dream of Korats and halflings, nor of the part it would come to play in their battle for the talons, for that was still to come and not even the learned Maronod knew anything of it ..... yet!!  
(to be continued)



## A CALCULATED STORY by DIANE RICE

317718 was married to 31573. At first it was 55178 but his job as a 317716 didn't bring in much 317707 and he was a 618 8075.

317706 it would make you 376608 and 7108 to see 317707 6075 away at her job, how 3573 to keep little 317718 and 317717?

That's 36718 her 8176 mother said, you're the 5508 so with a 4615 she 5637 it

# PROGRAMMING WITH AMOS Pt.5 by STEVE CLAY

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## EASIER TO READ LISTINGS:

A quick glance at the BT listing will show you how frequently numbers crop up. In particular in the response table. There is another way of setting out your response entries that will make things a lot easier to understand at the cost of using a bit more memory. (4 bytes per variable I think!). What you need to do is, in the initialization routine, declare a variable for each of the verbs and each of the nouns in your vocabulary. The name of the variable will be as close to that of the actual word used as is possible.

For example;

Verbs: TAKE-13, DROP-14, X-15, etc

Nouns: SWORD-1, WALL-2, HELM-3 etc

Then instead of using;

If VE-15 and N1-2 you would use If VE-X and N1-WALL. This makes tracking problems much easier but does tend to swallow memory.

There are some exclusions due to some verbs being the same as AMOS language commands. Such as GET, PUT, SAVE, LOAD, OPEN and CLOSE. Alternatives such as TAKE, PLACE, STORE, RESTORE, UNLOCK and SHUT could be used.

## EXTENDING MESSAGE/LOCATION TEXT:

There will come a time while writing a game where you will have a piece of text that is too long for one AMOS program line. If you reach such a point then messages can be added on to quite easily. If for example message one wouldn't fit on a single line you would simply do the following.

M\$(1)-"This piece of text is a long one..." the next line would simply add the rest of the message;

M\$(1)-M\$(1)+ " but I can make it go on for a long long time!"

## FIXED TEXT WINDOWS:

Should you require your location text to stay put while your inputs scroll beneath then you will require two game windows.

Window 1 should be opened and all text concerning the actual location should be printed within. All messages should be printed in window 2 which would then scroll messages and inputs. However be warned! Using a fixed window for locations will require some tinkering with the inventory routine or you may get a touch of the disappearing location each time there are lots of objects at one particular site. I'll have a tinker myself and try and come up with a compounded inventory listing for a future column. By that I mean a routine that will list the objects in a sentence: 'You can see a small knife and a crystal slipper.'

## HELP REQUIRED:

Calling anybody with the upgraded AMOS Pro (Version 2X) who has found a way of altering the text font and installed it onto the system disk. Could you please send me details of how you managed it as the font editor on the upgraded disks seems to be faulty.

## QUESTIONS REQUIRED:

It would be very helpful if you could let me know what parts of the ADVSHELL program you are having trouble with or any problems with your creations. I will answer these problems within the column. If there are any routines you want to add to the basic ADVSHELL listing, such as the compound inventory routine mentioned above, then let me know and I'll see if I can help. All bits and bobs to

STEVE CLAY, 17 STANLAW ROAD, ELLESMERE PORT, SOUTH WIRRAL, L65 0EY.

## THE ALL MICRO SHOW by MARK McDERMOTT

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On Saturday the 12th of November, I visited the AMS8. This is the second time I have been to the All Micro Show and Radio Rally, the first being in April this year.

I arrived at Stafford railway station with my youngest son, and caught the bus shuttle which is put on especially for the show at Bingley Hall. It was 1 return fare, and took about 15 minutes. If travelling by car, Bingley Hall is situated on the A518 to Uttoxeter, and was AA signposted.

On arriving at the show I paid 2 entrance fee and 50 pence for a show guide, a copy of PC Mart was given free. Children under 14 years get in free.

The show is set out in one hall about 90 stalls, the majority of which are computer related.

I visited the Bring & Buy stall first, and purchased a CBM64, 1541 disk drive, a modem, and other CBM64 items for the bargain price of £20, I couldn't believe my luck (all but the datassette work perfectly well).

Half the computer stalls were PC, the other half a mixture of Atari XL/XE, CBM64, Spectrum, Einstein, Dragon, Amstrad, Atari ST, Amiga and MSX, but no SAM Coupe. Everything was available, hardware, software, peripherals, books etc, mostly brand new. I purchased some adventure games on disk, for my CBM64 and Atari ST, costing me £2 to £5 each, all brand new.

It took me over two hours to look round properly, all the stall holders I spoke to were very helpful.

We were now quite hungry and decided to have some dinner at the cafe upstairs as in April, but it was closed. There was another cafe downstairs and the meal was very nice but on the expensive side - next time I think it will be a cafe in Stafford. There is a small bar if you want something stronger than coffee and a Barn shop for crafts and local produce.

It was now time to go, but first I checked on the table near the entrance, where the Prize draw box was situated, I had left a 100 Adventure Probe leaflets there when I had arrived and now less than half remained. (Thank you for that kind thought. I hope they bring in a few new subscribers....Barbara)

We left the show got the bus back to the railway station and home, to try out all that I had purchased.

If you are into 8bit computers, especially Atari XL/XE, you should make a note of the next show, **Saturday 15th April 1995**, because I certainly will.

## NEWSDESK

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### **New C64 Public Domain Titles for Adventure Probe Software**

Dorothy Millard has sent me a couple of adventures for the fast-expanding collection. They are Adventure Island and Stuck in Space, both by J.B.Cattley - please see review in this issue for full details.

### **Change of address for a Queen of the Castle**

Sharon Harwood is moving house (I mean she and her family are changing address not taking the house with them), so if anyone wishes to write to her for help please note she now resides at 49 Riviera Drive, Southend-on-Sea, Essex, SS1 2QT. Her telephone number for the helpline is unchanged.

For newish readers, perhaps I should explain that a King or Queen of the Castle is someone who offers help *by post* for adventures they have completed, a list of which is published in Probe, and updated when they remember to advise the editor.

### **Cheap PC Games**

Phil Reynolds has sent me lists of PC games available from Premier Mail Order. Many are on CD ROM and seem well below the RRP. Some are on special offer so cheaper still, and some are marked OEM and come even cheaper because they don't have the official box but ALL the discs, paperwork, etc. are supplied in a plastic bag. The company also sells PD and educational software, blank disks, joysticks etc. Phil has ordered software and says it arrived quickly. Could send a SAE for a list and check it out with a *small* order to begin with. Contact Premier Mail Order, 9-10 The Capricorn Centre, Cranes Farm Road, Basildon, Essex, SS14 3JJ Tel. 0268 271172.

### **SAM Coupe News from Phil Glover**

Martyn Groen, a SAM user in Holland, is working on a complete conversion of Spectrum PAW to SAM compatibility. The routine to convert tape or disk PAW databases for both 48K *and* 128K games works perfectly, with modifications to load early types of PAW games. This is a very big breakthrough and Martyn is now working to enable SAM users to *write* as well as play 48K and 128K Paved games.

### **Updated PC Spectrum Emulator**

Phil Reynolds and Phil Glover have told me that Gerton Lunter has updated the emulator, now up to version 3.02. The main alterations of interest are: emulation of Disciple and +D interfaces, emulation of Multiface 128, Emulation of ZX Printer on Epson and HP-PCL compatible printers, Mouse support (controls either emulated joystick or AMS (AMX?) mouse), User defined joystick support. There are other peculiar things mentioned, such as "floating bus", which no doubt will delight PC owners.

The update fee for existing registered users is £10 with Plus D emulation, and £5 without it. Details from Gerton Lunter, P.O.Box 2535, 9704 CM Groningen, Netherlands or Brian Gaff (B.G. Services), 64 Roebuck Road, Chessington, Surrey, KT9 1JX (Tel. 0181 287 4180)

### **More Amiga/PC Spectrum emulations from Zenobi**

The latest conversions to Amiga and PC under emulation are the compilations BEST OF THE INDIES 1 (£5.99) and BEST OF THE INDIES 2 (£6.99 - one pound extra due to the fact that it is on two discs) - both plus 25p to cover postage.

### Latest Adventures from Zenobi

John tells me that his Christmas release, at the end of November, will be George Hoyle's tribute to the BEHIND CLOSED DOORS set of games. It is entitled "BALROG'S DAY OUT - BEHIND CLOSED DOORS 4 (The Unofficial Version)". It is written by George with one or two additions by someone known as The Cat. On the other side is a simple but very addictive "freebie" called ELFIN WARS, a strategy game in which you have to recruit armies and fight your way around a full screen map. I've seen it and was quite impressed, but my husband found the game very enjoyable and my daughter spent hours making up her own map using the map editor, which I hope is also included. Price: Spectrum - £2.49 + 25p (tape & +D disc) £3.49 + 25p (+3 disc) and Amiga/PC under emulation (£2.99 + 25p).

### ARCADE!!!??? Games for the Amiga from Zenobi

They are either PD or Shareware titles for the AMIGA. Judging by the two batches John has sent to me, there is something for everyone, and my family have spent a fair bit of time checking them out. More detailed reviews will appear in future issues of Probe, and if anyone would like to offer their services, particularly for the "needs expert joystick control" ones, just let me know and I will forward a copy for REVIEW purposes, if not you'll just have to read my opinions.

The best of the lot, as far as I am concerned, is KELLOGG'S LAND, a well-programmed game in which you control Tony the Frosties' Tiger as he goes around collecting flakes of the tasty cereal. Excellent joystick control and interesting scenery - as good as the best of the Dizzy games in my opinion. A full review by me next month unless anyone else offers.

The next one of interest (to me at least) is SKAERMTROLDEN HUGO, an early version of Hugo Pa Nye Eventyr, which is a very good commercial game. The 3 disk PD version takes a bit of loading but well worth the trouble. You play a funny-looking, one-toothed troll who taps on the screen and talks to you in a language which sounds Welsh but is probably Norwegian (where trolls come from, so I've been reliably informed). The first level consists of running along a series of tunnels collecting what looks like piles of rocks, avoiding the railway trucks and dynamite - the full screen graphics makes it look good even on a TV. Then cross a bridge with lots of holes in it until you get to three doors. That's as far as I have got. A map of the tunnels can be called up and I found it great fun for a few hours of "relaxation" after staring at words all day.

The only other disc I'll mention in any detail *at the moment* is ZUT ALORS 2 which Steve Clay has already mentioned in his Amiga Column. It is a TEXT adventure, very funny and only the second text adventure I have bothered with on the Amiga (The first is Taxman Cometh. Anyone know where I can get Zut Alors 1 from?) Zut Alors 2 is coupled with PUB DARTS (even I could master it and got 180 after only a few minutes), and TRICK OR TREAT which I couldn't understand but that doesn't mean it isn't any good.

The list of those I've seen so far are: Time Runner/Time Runner Again (£1.49 each or both for the special price of £2.50), Black Dawn 2, Overlander, Lemmings Arcade, Kellogg's Express, Dangermouse, Super Blue Kid, Ant Wars (2 disks), Bat-Dog, Dr. Strange, The Pyramid, Bazza 'n' Runt (2 disks), Green Five, Cybertech (2 disks), Starnoids, and Captain Bonus. Price: £1.49 per disk which means that if the title is on more than one disc multiply £1.49 by number of discs stated. Please bear in mind that some may be a short version of the registered game.



## AMIGA COLUMN by STEVE CLAY

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The talking man is on his way back in a new game from Vulcan Software. This time however you play the part of an Evil Lord who sets out to kill the king! The system and graphics look very much the same and no surprise that Vulcan have kept the speech in. The plot is an unusual one and the chance to play a baddy makes a change but whether you'll want to kill off cheery chappy from the first game is doubtful. The game goes by the name of Valhalla-Before the War and should be available soon.

Legends is a huge game under construction at Krisilis and involves time travel through various time zones including Medieval and Ancient Egypt. The gameplay revolves around a scrolling map with the usual adventure puzzles plus some interaction with other characters. The major downside would appear to be the hinted at arcade sections! Everybody seems to believe that adventures need arcade sections! By everybody of course I mean the publishers not the people who play the things. Still we have between now and Easter '95 to hope that the big chief at Krisilis decides that what adventurers want is adventure not a blister on their trigger finger.

Public Domain: A disk from UPD (PG028) contains 3 games. Colossal Caves, World and Larn.

Starting off with the latter. This is a strange graphic game that uses tiny little symbols to represent the player and entrances to dungeons and all manner of things. All this on a black backdrop with the player entering commands with single keypresses. It took me about three minutes to realise I didn't like this game but I'm sure that people who like strategy or RPG's could find something more worthy to say.

The second game is World a traditional text adventure in which you have landed on a strange planet and your task is to explore it and find out what is in a valley that was obscured from the scanners of your mother ship. Upon reaching the valley you will find a number of alien ecosystems living side by side. I liked the early stages of this game and intend to explore further soon. If you do play it check your inventory early on as you are carrying lots of things at the start of the game.

Finally there is Colossal Caves which is a straight copy of the original adventure. It begins in speech mode which can be knocked on the head with the use of the verb QUIET. Everything you would expect is there and from what I have played the puzzles are identical. If you haven't got a version of the original Colossal Cave in any form or you like science fiction type adventures or even if you are the type of nutter who gets a thrill from odd little graphics then a penny under a pound has got to be bargain of the year. (See the competition at the end for a chance to win this disk!)

Knights is an AMOS creation from somebody called The Reaper. It is a viewed-from-above stroll around a dungeon. The aim is to beat your opponent (human only) in reaching the goals set out before each game. All control is via the joystick and works very well. The major drawback has to be no computer opposition and the fact that you need to split the screen with a book or piece of card so that the other player can't see what you are up to. I obtained my copy of Knights from a coverdisk with an excellent version of Battleships, but it is also available on an Assassins disk with two puzzle games and on its own.

As it is Christmas I thought I'd have a competition to celebrate. In the following, each letter represents a digit from 0-9. Work out what each letter represents;

SEND + MORE = MONEY

Answers to **Steve Clay**, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 OEY

If you don't know what the prize is then you haven't been paying attention!

Merry Christmas one and all. Especially the all!

## PERSONAL MESSAGES

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To **Dead Warg** - The H.A.S. looks like a bunch of sourceless binaries to me: HAS-BINs, that is. (From Mad Cat)

To **Ellen** - How 'bout some hasenpfeffer avec sauerkraut? (From Mad Cat)

To **All** - My claws and teeth are sharper than a laser-trimmed diamond cutter. What does "cower and tremble" mean? (From Mad Cat)

To **Damian** - Do they sell Irm Bru at the Spacebar? Or maybe it's steel wool? (From M.Polo)

To **Ellen** - You must have sticky fingers to "acquire" a bomb. Perhaps the adhesive hasn't worn off? (From M.Polo)

To **Tom** - Congratulations on your hobbies badge. It was all down to your Simon the Sorcerer's head. (Love Mum)

## HELP WANTED

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In **SIMON THE SORCERER** on the **Amiga**, can anybody tell me where to find the 30 pieces of gold to give to the Wizards? Please contact Diane Rice, 2 Brownlow Street, Weymouth, DT4 7HW Tel. 0305 772925.

## ADDITIONAL SOLUTIONS

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The following solutions have been added to the files. They may be purchased for adventures that have been released for more than 6 months - cost one 29p stamp per solution. Please also include a first or second class stamp (regardless of number of solutions ordered) for return postage.

ADVENTURE ISLAND, CAUSES OF CHAOS (complete), DRAGON HOARD, THE HOSPITAL, I'M INNOCENT, JOLLY POPPA DOWN, LIFE OF A LONE ELECTRON, MAD MARTHA (Mikro-Gen), RAIDERS OF THE LOST TOMB, RELICS OF DELDRONEYE, SERENDIPITY, SONG OF TALIESIN, SOUTH AFRICAN TREK, STUCK IN SPACE, VALLEY OF CESIS, WELL OF ZOL

NOTE: In a few months time I hope to publish a revised booklet containing the complete list of solutions. If anyone has a solution not previously listed, or one that they think will be more detailed or a different version to the one on file, I will be most grateful for a copy as soon as possible. If on disc I can usually manage to print out from the C64, Atari and Amiga. Thank you. (Barbara)

## GETTING YOU STARTED

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### **BALROG OF TRIAD played by Dorothy Millard on a C64**

Start outside the village. N, READ SIGN (beware trees, the dragon and the stream), W, ENTER TENT, EXAMINE TABLE, LOOK, GET war KNIFE, GET HAT, EXIT TENT, W, N, N, FIGHT storm-cap GIANT (he vanishes into a green cloud of smoke), N (don't enter the cave), W, S, S to village of liacks .....

### **BILLY BARKER'S TV HELL played by Dorothy Millard on a C64**

Start at the hub of eight corridors.

*INDIANA JONES* - S (quiet town), GO TOBACCONIST (should be spelt this way, if not refer to text on screen - note you now have a cigar), IN (empty patch), EXAMINE GROUND (you see a little yellow gopher), FOLLOW GOPHER (you emerge into a plush office), EXAMINE CHAIR (on it is a scarecrow's head), GET HEAD, EXAMINE HEAD, EXAMINE DESK (in a drawer you find some photos and a whip), EXAMINE PHOTOS, GET WHIP, EXAMINE WHIP, EXAMINE CARPET, E (you exit past the security guard back to the hub), NE, EXAMINE GRASS, IN (caravan - Indiana Jones is on the couch) .....

### **BORDERZONE Pt.1 played by Dorothy Millard - this game is available for most computers**

*THE TRAIN* - start in your compartment on a train. REMOVE CARNATION, OPEN BRIEFCASE (reveals a train ticket, a passport, a tourist guide, a phrase book and a toilet kit), OPEN TOILET KIT (reveals a pair of tweezers and a toothbrush), TAKE ALL FROM KIT, PUT CARNATION IN KIT, DROP ALL, TAKE KIT, E (to outside compartment), S (outside lavatory), W (into lavatory), TAKE TOWEL, TURN ON WATER, WET TOWEL, TURN OFF WATER, E, N, W (back to your compartment), CLEAN BLOOD, PUT TOWEL IN KIT, E, S, W (back in lavatory), PUT TOWEL IN TOILET, FLUSH TOILET .....

### **CASTLE BLACKSTAR played by Richard Batey - this game is available for most computers**

E, N, NW, READ NOTE, IN, GET BROOMSTICK, EXAMINE BROOMSTICK, READ PLAQUE, GET GINGERBREAD, OUT, S, SE, SW, READ MESSAGE, W, N, W, GET ARROW, S, E, GET BOW, N, FIRE BOW, DROP BROOMSTICK, DROP GINGERBREAD (both needed later), W, READ MESSAGE, U, S, D, E, TURN WHEEL, W .....

### **ESCAPE FROM PRISON PLANET Pt. 1 played by John Schofield - available for the Amstrad and Spectrum**

Inventory (nothing), X DOOR, X ROOM, S, X TABLE (see a CD player), X CD switch, PRESS SWITCH (you hear a message), X WALLS, READ SCRIBBLINGS, X FLOOR (see a closed trapdoor), X TRAPDOOR, OPEN TRAPDOOR, E, E, X LABORATORY, X BENCH, X EQUIPMENT, X PANEL (transporter power supply), X FLAP, LIFT FLAP (see a red button), PRESS BUTTON (the generator starts), LOOK UNDER BENCH (see a skeleton), X SKELETON, GET SKELETON (crumbles to dust), X DUST, S, X LABORATORY, X BOX, X CLOCK, X LEVER, PULL LEVER, MOVE POINTER, X CUPBOARD, OPEN CUPBOARD, LOOK IN CUPBOARD (see a hard hat), GET HAT, X HAT, WEAR HAT, N, W, W, D, D .....

## **JOLLY POPPA DOWN played by Barbara Gibb with help from Phil Reynolds on an Amstrad**

The game starts in the compound outside the workshop. You can see a broken No.2 sleigh, oats and a jerrycan, also a red door leading in to the workshop. INV (carrying dice), KNOCK ON DOOR (asked for password), SAY MISTLETOE (there is no clue to this password except that it is associated with Christmas). You are now inside the workshop. N (northeast corner), EXAM SACK, EMPTY SACK, EXAM SACK (magic so will hold any of the portable objects you wish to carry in it), PUT DICE IN SACK, W, TAKE BAG (of good cheer), TAKE HAMMER, TAKE NAILS, TAKE VIAL (of acid), S, TAKE CANDLES, E, N (back where you found the sack), PUT CANDLES IN SACK, PUT VIAL IN SACK, PUT BAG IN SACK, TAKE SACK, S, E (back at compound), DROP NAILS, DROP HAMMER, N, E, S, TAKE MACHETTE, N, E, S, CUT TREES (need machette), DROP MACHETTE. Collect wood a little later), EXAM DOOR, WHISTLE SILENT NIGHT (no clue to indicate this is the right tune)

.....



## **SERENDIPITY played by John Schofield on a Spectrum (also Amiga under emulation)**

Inventory (wearing Tank Top, Shorts and Sandals), X TOP, U, W, X KEEPER, X DWARFS, SAY HELLO, SAY HELLO TO DWARFS, X ARCADE, X SIGN, SEARCH SAWDUST (find a broom), GET BROOM, SWEEP SAWDUST (the keeper gives you a brass bit), PLAY ARCADE (need brass bit). You win a green apple. SEARCH DWARFS. This is the only input possible to leave the Tavern carrying the broom which is needed elsewhere. D, NE, X HOUSE (see drainpipe), CLIMB PIPE (not with bare hands!), W, X GARAGE DOOR (combination lock), X KITCHEN DOOR (key on inside), X TREE (one apple left), PICK APPLE (you now have a red apple), SEARCH LAWN (see a large flowerpot), X POT (2263 written on), ENTER 2263 (you open the garage door) .....

## **VERY BIG CAVE ADVENTURE Pt.1 played by Jonathan Scott (available for the Spectrum and C64, plus Amiga and PC under emulation)**

S, S (bull won't let you past; it asks if you're still there), SAY NO (it believes you!), GET PENNY, N, EXAM BUILDING (notice aperture), INSERT PENNY (door swings open), E, GET WELLIES, WEAR WELLIES, GET BOMB, SIT ON SPRING (Boooooiiiiiiiiinnnnnggggg), S, THROW BOMB (the bull eats it and explodes), N, N, GET KEYS, GET LAMP, GET FOOD, GET BOTTLE, S, S, S, S, OPEN GRATE (with keys), D .....

## **UNDERCOVER played by Dorothy Millard on a C64**

Start in a basement. EXAMINE CHUTE (tied with rope and won't open), BURN ROPE (using the candle), GO DOOR (to the street), DROP CANDLE, EXAMINE SNOW (see ice), EXAMINE ICE, GET ICE, W, S, S, GO SNOWPLOW (note the spelling!), GET HAMMER, EXAMINE HAMMER, OUT, S, E (to park), EXAMING SWING (there's something on it but it's stuck out of reach), THROW ICE, LOOK, GET BADGE .....

## HINTS AND TIPS

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### **THE ADVENTURER played on an Atari**

Deflect the beam from the stalagmite to reveal a hole.

Lead the ghost of the smuggler to the cavern where his shipmates are waiting, then take them all to the mermaid. It is now safe to return to the chasm and blow up the gunpowder.

Use the (watertight) barrel to cross to the island in the lake, and again to get over the high wall.

In the middle of the stagnant pool is a statue of a heron. Try to get to it.

The obligatory oil can is in the hut – but oiling the gate lock doesn't seem to work.

### **AMULET OF DARATH played by Joan Williams on an Amiga under Spectrum emulation**

Kill soldier, remove uniform, get and wear uniform.

Cast DEATH at Parallax then kill Parallax.

Uncork bottle at the font.

Use mug to get water.

Push door hard (gold door).

### **ATALAN played by Damian Steele on a C64**

Use the hammer to open the chest and reveal a map. Digging in the sand can earn you a reward. Frighten natives with ugly faces.

Do a double take at the camp fire. Chop bamboo before trees.

Examine fruit to bait your hook.

Found a carving? – push on to success.

Anchors make good climbing aids.

Snakes are not music fans.

Rubble is not always just rubble.

An offering at an altar may be sweet.



### **CIVIL SERVICE played on a Spectrum (also available on Amiga and PC under emulation)**

Examine a building to find a ladder. Be specific about where you place it. The newspaper holds the answer to opening something.

The statue has vital information needed to open one of the safes.

Counting letters holds the secret to opening another safe.

You you know your English monarchs?

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

**Level 7** – 15.12 Get level 10 Glyph Scroll

14.12 Face North and press little button [removes pillar at 13.16]

14.21 Get Bow

12.21 Get Coffe and put Bow in altar

14.21 Put Coffe in altar [opens wall at 12.19]

12.19 Wait and kill 5 monsters

09.16 Go down the stairs

**Level 8** – 10.02 Face West, press little button [removes pillar at 07.17.7]

10.03 Go up the stairs

07.16 Go down the stairs

**Level 8** – 06.03 Go up the stairs

**Level 7** – 01.16 Go down the stairs to level 8 and get the Mace. Go up the stairs

01.22 Go down the stairs and get the Hammer, put Mace in altar. Step on floor studs. Go back up the stairs

01.16 Go down the stairs, put the Hammer in the altar. Step on the floor studs. Go back up the stairs

05.19 Get chest [contains 2nd Gold Key]

05.16 Go down the stairs

**Level 8** – 08.03 Go up the stairs

**Level 7** – 12.12 Face North and press little button [removes pillar at 10.13]

06.13 Use level 10 Remove Glyph Scroll on glyph

01.06 Read Rune [HERE]

03.06 Read Rune [TODAY]

02.11 Enter Haze [teleports to 5.9.7]

04.02 Read Rune [GONE]

06.02 Read Rune [TOMORROW]

05.06 Enter haze [teleports to 21.13.7]

23.11 Use Dispel Magic Spell on haze

23.11 Proceed forward

21.10 Read Rune, Face West and push little button. South wall opens

23.09 Read Rune and enter haze [teleports to 1.13.7]

07.13 Face South and proceed forwards

07.12 Read Rune: Answer 40. South wall opens

11.07 Open gate. False wall. Spells fail here, use weapons and give front two Potions of Invincibility. Go South through wall, kill monster

11.01

Get Fire Wand + Rectangle Key + Force of the Elements

09.03 Face West and press little button [moves pillar at 9.4.7]

16.03 Open door with Rectangle Key

18.01 Remove Glyph with Spell

22.06 Get 3rd Gold Key + Raven Shield + Table of Oakraven

15.11 Open door with Gold Key

17.11 Open door with Gold Key

19.09 Open door with Gold Key

20.03 Get Moon Key

13.10 Enter Haze

**Level 6** – 12.20 Enter Haze [teleports to 25.01.9]

**(more next month)**



**THE BARDIC RITE played by John Schofield on a Spectrum (128K only) also available for the PC under emulation.**

Reach the lantern from the bed.

Pull the table cloth for something to hide objects in.

You need the meat from the platter. Sing for a bottle of wine.

Don't pull the case while the Captain's around.

Listen to the guards, then take the weight off your feet.

Push and pull together to free Blodgit.

Shout through the flap.

Crawl and jump to avoid the booby trap.

Be patient before snatching the coin.



**FABLED BLACK ROSE played on a Spectrum and Amiga under emulation**

Sparrows love seeds, and one will exchange a key for you.

Dig and fight the troll – he and his weapon will be very useful.

You will have to wedge open the door in the stone passage.

The monk has a very useful spell if you can give him something he needs.

Use the second rope ladder to reach the pendulum. Swing on it to access the passage beyond the pit.

You'll need the knife to stab the tentacle that suddenly appears. HSEM HGUORHT KOOL until you see a ladder. Eventually you can go down, search the bones and pull the chain to get rid of any more tentacles.

At the end of the passage, examine the window to find some mushrooms.

You'll need to cast a spell in order to approach the second troll and kill him (with the knife). Search him to find a key.

Examine the post that the halfling is tied to – and find something which can be made into a pipe.

Mushroom dust, not the knife, is the answer to releasing the halfling.

There is a secret room east of where you found the halfling.

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

The snake's body will help you be Tarzan.

Think about an old-fashioned loo with the handle problem.

When you have all 8 letters, arrange them into silvery light.

## **HAND OF FATE played by Damian Steele on a PC**

### *General hints*

In each section locate the empty potion bottle before continuing or you'll fail.

Search in holes, pits, baskets or on shelves for useful objects.

Don't be afraid to try to steal things in the game. Most characters don't mind.

### *More specific hints*

Can't open the jaws of the skull? – Click on the fire flies and repeat the sequence to get the colour code.

The plant has your friend Marko? – Give it something tastier to eat.

Can't find the reptile tears? – Try tickling the crocodile.

Keep getting eaten by cannibals? – Try changing the course on which the ship sails.

Need to be more attractive? – Electricity can give you that magnetic personality.

## **HOUNDS OF HELL Pt.1 played by John Schofield on a Spectrum (128K) also available for the Amstrad**

The mower has a toolbox.

Get in the shed from the tree. You should have found a tool to open the trunk.

Examine the porch or you won't be able to complete part one.

The crystal ball fits into a hand. The gate key is in a jacket pocket.

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

### Dig site

Go down the ladder into the darkness and touch things until you find a hose and a clay jar.

Use the hose and jar on the truck to get some petrol. Use the jar on the opened metal cap and start the generator.

Use the ship's rib on the crumbling wall.

Use the peg on the mural of Crete and use the Sunstone on the peg.

Align the Sunstone according to Plato's book and Sophia will escape.

Open the generator and get the spark plug. Use the spark plug and distributor cap on the truck's engine.

### Crete

Get the surveyor's instrument and explore every room in the dig site until you find a mural.

Look at the tall horns in the middle of the site and examine then push the two statues nearby.

Use the instrument on the left statue and line it up on the left horn. Do the same for the right statue and horn. Dig with the ship's rib at the "X" to find the Moonstone.

Use both stones on the spindle then enter the colony.

## **LORDS OF TIME played by Richard Batey on a Spectrum (this game is available for most computers)**

Give the tooth to the fairy but be a hard bargainer.

Give the frog a little peck.

Use the lodestone to get the keys from the shed.

Light a fire to scare the mammoth.

Give the glass to the Narcissus.

## **LYCANTHROPY Pt.2 played on a Spectrum (also available for the Amiga and PC under emulation)**

Give grapes to the Sacrist who asks you to fetch a healer – you should have put some in the chalice in part one.

The Healer is the man whose house is on fire!

A bit of magic will help you get the means to put out the fire.

The healer will be very grateful, especially if you have the woundwort shoot.

The hag need the mandrake and valerian to brew up an explosive concoction.

You will have most of your possessions confiscated if you are carrying them when you enter the city gates – find a safe place to leave them for collection later. The one item you are allowed to keep when arrested holds a very useful secret.

Don't forget to free Prince Oedipus, for he is going to prove he isn't such a wimp as first seemed.

## **MORON played by John Schofield on a Spectrum**

### ***Scoring (100 points) – note : there is no SCORE command***

FIRE RIFLE at Security Robot (12)  
FIRE RIFLE at Sneaky Robot (1)  
OPEN CUPBOARD on ladder (1)  
OPEN DOOR with key (1)  
OPEN DOOR of toilet to create penny (1)  
INSERT FUEL into cuddly droid (1)  
INSERT SANDWICH for key (1)  
INSERT PENNY in chest (1)  
ATTACH HANDLE to door (1)  
BURN DOOR with cutter (1)  
1325 AD to open the safe (1)

GET (each) PILLAR (3 x 1)  
CHANGE OXYGEN (9)  
CHANGE BATTERY (9)  
SQUIRT OXYGEN at 1st Moron (7)  
SQUIRT OXYGEN at 2nd Moron (10)  
SQUIRT OXYGEN at 3rd Moron (20)  
After 15 turns you score 1 and every 10 turns thereafter until 205 turns (20)



### **MOONSHARDS OF SACRIMORE played by John Schofield on a Spectrum (128K only)**

Pick the lock on the ship's chest.

Clean the idol and use the lens from the telescope to read what's on it.

Many objects can be used to jam the cogs – the piece of drift wood is handy. Check out the blades when you've done this.

Swimming through the underwater tunnel douses the lantern. The Eyebright Spell solves this problem.

To be admitted to the Monastery, you must wear the Robes. Hang about in the Courtyard until invited to the priest! You'll then be able to unite the dagger and crescent.

Poison the Orcs brew, then hide until it's has an effect.

### **OG THE GREAT! played by the author, Damian Steele, on a C64**

There are two objects to find before opening the door in the Inn.

Do not approach the town gate on foot.

Not all girls are afraid of mice.

Get a blessing before trying your luck.

Buy an old man a drink to gain something.

Be generous to beggars.

If you don't have The Un-Evil-Eye you die at the river.

Drug the milk to send the house owner to sleep.

Buy food before a horse or you'll run out of money.

Input "\*" object name" to bring it to your inventory.



### **TWELVE DAYS OF CHRISTMAS played on a Spectrum (also available for the Amiga and PC under emulation)**

Keep an eye on the courtyard pond during the last three tasks.

The Pipe Major isn't asking, he is *telling* you the password.

The lumberjack needs something with which to sharpen his axe – check out the kitchen range.

The Pipers can only march along one of the two routes to the archway. Remember, safety first!

Three items are needed to make the cross to be put in a strategic place, once it is empty!

To enlist the help of the cat – do a bit of poaching, then feed the cat. It is still hungry!

Help the Hermit and he will give you a magic potion. Hope you kept an eye on the pond on the courtyard.

## SERIALIZED SOLUTION

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### **GOLDEN WOMBAT OF DESTINY played by Reynir Stefansson on a PC**

It ended near a sign: "Meeting of the Four Ways". Lemme see .... I can go East, West or back North. But that makes only three ways! Whoever put up that sign clearly couldn't count worth an owl's hoot.

I set off eastwards, closely followed by the wombat, the road slowly turned south into an area that looked like a lagay had dropped an egg onto it. It was nothing but smashed ruins. The only thing left standing was a small statue of some animal. I couldn't make out what it was, and the inscription on the pedestal was too worn to be of any help. I noted that someone had lost a gold coin here. It oughta be worth something.

Whatever flattened this district hadn't touched a nearby tower, as I could see better when I arrived at its base. I noted a trail following the wall northwards and decided to follow that to its end before I'd look into that tower. It followed the wall some way, then turned towards some buildings that had the air of standing out of pure habit.

The trail ended at the door of one of these shacks, which I entered, as did the wombat. OOF! What a pong! I'd barely spotted a kennel in the corner when the wombat took off and dashed into the kennel. This was closely followed by the exit of two objects that hit the floor and lay there, and the sounds of a snoring wombat. It looked like I was back on my own.

I picked up what the wombat had thrown out of his kennel and left. Once outside, I could see that one of them was a small black card, reminiscent of the RAM cards used in some laptop computers. The other was a leaflet, which I opened and read. The text looked like an admonition to some lad to carve the name of his girl on every tree. Perhaps it's supposed to ensure their everlasting love?

Time to look at the tower, I decided. Once on top of the landing, I saw a black insert with a slot in it in the wall. the slot looked the right size for the smart card. "Here goes nothing", I thought, and stuck the card into the slot. No sooner had I done so, when some mechanism behind it grabbed the card. After a small pause I heard an "eep" and the western wall began to open up. "Wow! that must be the treasure, man!" I thought. But it wasn't. It was just a small guardroom, bare and empty. Its only window, facing south, was even too high up for me to peek through.

Disappointed, I went back to the landing. This time I took the stairs up, even though the staircase looked more and more rickety. In a room near the top I saw something bloated and totally indescribable and unmentionable. The top room would have had an excellent view in daylight. AS it was, all I could see was a lever (which moved easily), a jewel box (locked) and a pillar with a square depression on top of it. I put the jewel box away, onto the pillar. No sooner had it touched the pillar, when the depression opened up slightly to grab it and then closed up again. There was a click and the jewel box opened. It was empty.

I wended my way to ground level and headed back towards the kooky sign. A sudden whim brought me back towards the main gate. I thought of a slot I'd seen there which looked like a coin-op slot. In any case, the coin I'd found fitted the slot perfectly. I jumped when I heard the whirr of some heavy machinery and then saw a large, heavy door across the street open up. (continued next month)

## SOLUTION OF THE MONTH

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### MERRY CHRISTMAS – Greetings from Melbourne House

#### A walkthrough by Dorothy Millard on a C64

##### Notes :

1. VOCAB lists vocabulary. 2. OBJECTS shows objects at present location. 3. EXITS shows exits at present location. 4. SHOW ALL does a LOOK, OBJECTS and EXITS all in one.

OUTSIDE SANTA'S WORKSHOP – READ SIGN, DIG (you find a small key), GET KEY, EXAMINE KEY (has a red "S" on it), EXAMINE SNOWMAN (his nose is missing), UNLOCK DOOR with the key, OPEN DOOR, E to Santa's Workshop.

FILLING THE SACK – S to Pile of Finished Toys, READ BOOK, GET LETTER, READ LETTER, SHOW ALL, GET SACK, GET BAT, PUT BAT IN SACK, GET BALL, PUT BALL IN SACK, GET DOLL, PUT DOLL IN SACK, GET DOLLHOUSE, PUT DOLLHOUSE IN SACK, GET TEDDY, PUT TEDDY IN SACK, N, E to Santa's Sleigh, GET RED JACKET, EXAMINE JACKET (has a large pocket), EXAMINE POCKET, GET WHISTLE, PUT SACK INTO SLEIGH.

SLEIGH – W, N to window, OPEN WINDOW, N, S, N to Outside Santa's Workshop, BLOW WHISTLE (the sleigh comes in to land), S, E, DIG, GET NOSE, N, GIVE NOSE TO SNOWMAN, GET IN the sleigh, FLY.

## D-L OF USEFUL ADDRESSES

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Continuing the brief write-ups of the entries in the Useful Addresses on the inside back cover of the magazine.

**Dream World Adventures** – mail order software house run by Martin Freemantle, selling his own and other authors' adventures for the Spectrum, and Amiga under emulation.

**Elyzium Software** – run by David Haire, sells his own SAM Coupe adventure "TrueFaith".

**Fictitious Frobshire** – run by Neil Shipman, sells the enhanced version of Grue-Knapped for the Atari and PC.

**Format Productions** – A5 size magazine for Spectrum and SAM users, the emphasis on serious use rather than games. Edited by Bob Brenchley. £1.50 per monthly magazine.

**FSF Adventures** – a mail order software concern, now ceased – most of their catalogue of adventures now available from either The Adventure Workshop or Adventure Probe.

**Peter Hague** – author of the excellent Atari adventure "The Obscure Naturalist", also writes and sells other non-adventure software for the Atari.

**Jack Lockerby** – used to sell his own adventures under the name River Software. Spectrum plus Amiga & PC under emulation versions of his adventures now available from Zenobi Software. C64 versions of most of them available from Adventure Probe and Amstrad versions becoming available from The Adventure Workshop.

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TWAS A TIME OF DREAD .....	2
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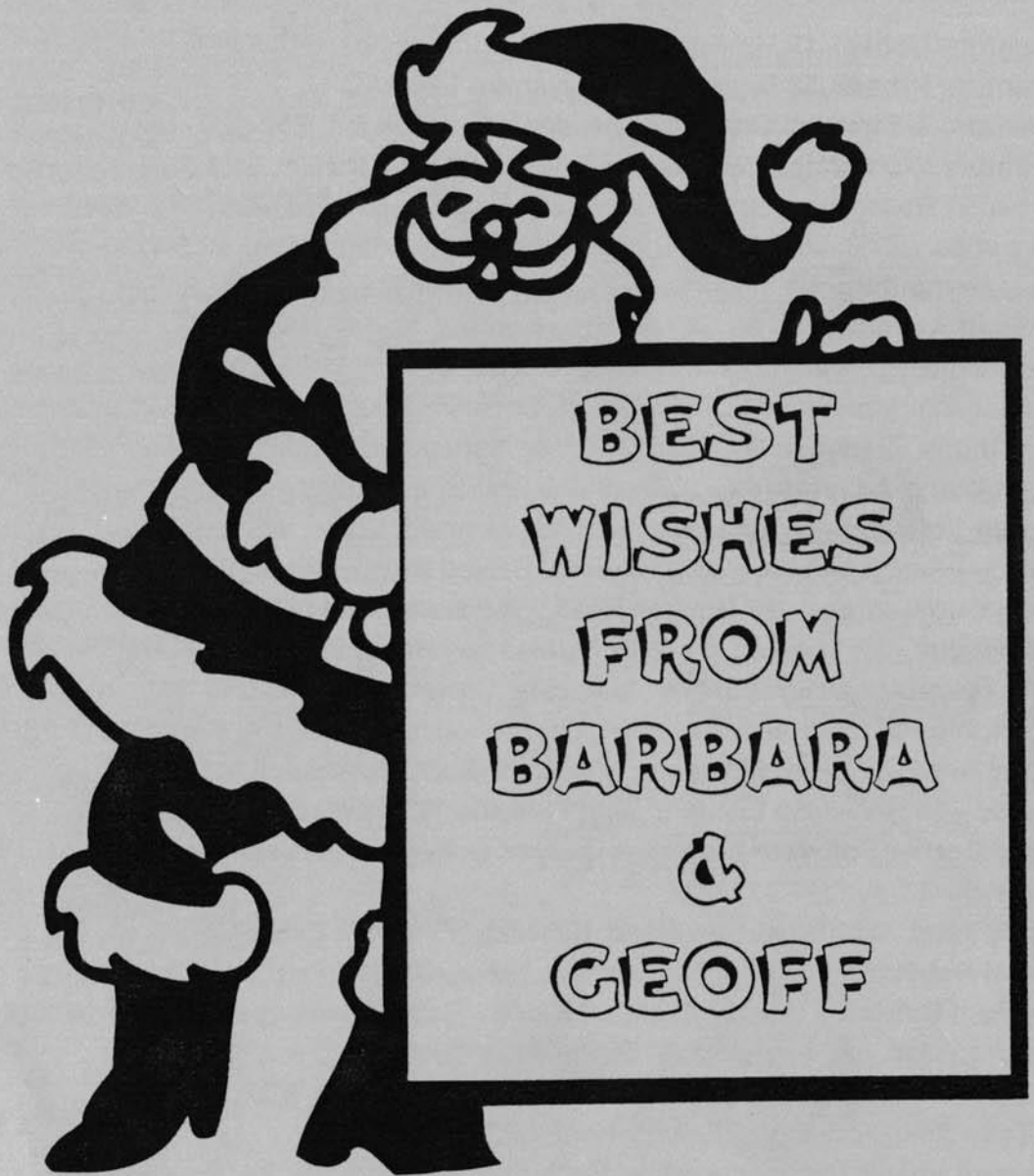
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## USEFUL ADDRESSES

- 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  
**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  
**Soft Options** - 151 Balsusney Road, Kirkcaldy, Fife. KY2 5LH  
**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



**A Very Merry Christmas**