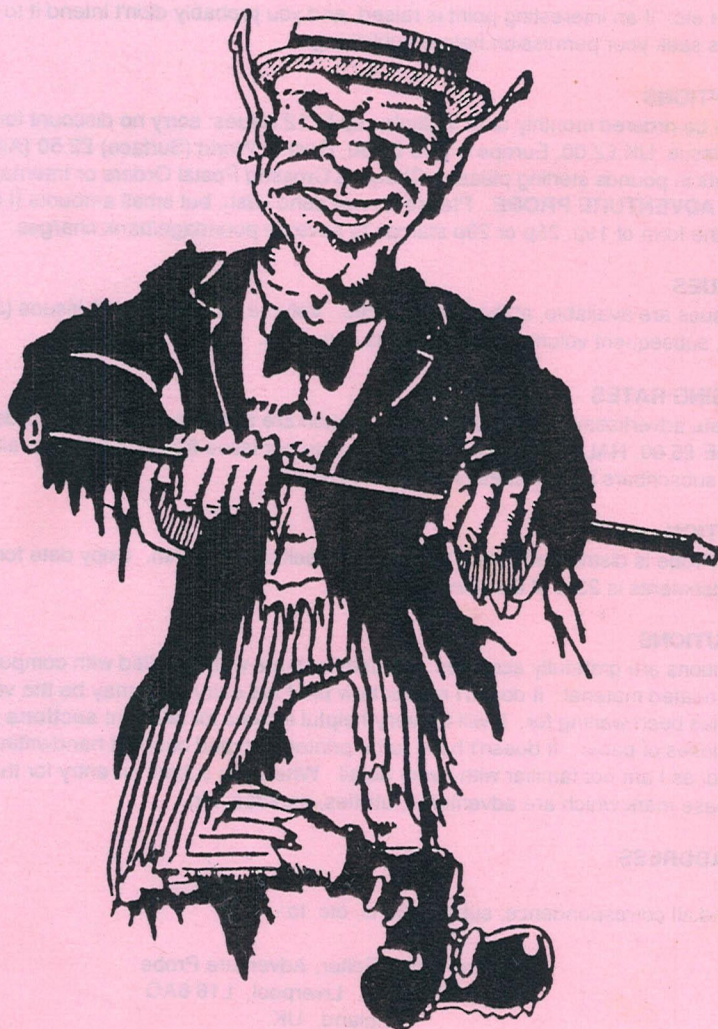


ADVENTURE PROBE

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VOLUME 9 ISSUE 4



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ADVENTURE PROBE

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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, but small amounts (i.e. up to £4) may be in the form of 19p, 25p or 29p stamps to save on poundage/bank charges.

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 second week of the month. Copy date for contributions and advertisements is 23rd 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
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England, UK.

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HALL OF FAME

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

Dorothy Millard, Phill Ramsay, Barbara Bassingthwaighte, Keith Burnard, Jenny Perry,
Jack Lockerby, Phil Glover, Walter Pooley, Anton Prowse, Mary Scott-Parker,
Ted Goring, Damian Steele, Ellen Mahon, Jonathan Scott, Martin Bela,
Steve Clay, Bernard Wood and Ron Guest

Special thanks to :

Zenobi and WoW for software.

Debby Howard for "Using the Quill", Brian Watson for "8BIT",

Geoff Lynas for his usual excellent printing job and Allan Batchelor for the cover picture.

EDITORIAL

I am happy to say there is some slightly better news on Joan. She is now at home, a much better environment than hospital. but her leg will be in plaster for about 6 months. then they will decided whether she needs another knee joint. Although Joan's spirits are fairly high, she tires quickly. We all wish her a steady recovery.

The back issue side of Probe's "business" has been very busy lately. With over 100 issues it is impossible to keep them all in stock at the same time, so please be patient. I noticed that issue 1 wasn't reprinting very clearly, so I've re-mastered it, retaining all the original material, and adding nothing. If anyone has bought an issue one that is illegible, please let me know. If you don't already have a copy, why not - only £1.

While retyping the first editorial I was struck by the fact that what Sandra and Pat wrote in June 1986 is still true now. They said "Adventure Probe aims to give adventurers what they want to read. It is non-profit making so that you, the reader, can be confident that all opinions expressed are impartial, not coloured by commercial considerations. It is your magazine and we rely on feedback from YOU to make it a success. Tell us what you want to read, don't just moan that what you are looking for isn't there. Until you tell us your views we will feed you what we think you want. If that suits you - fine. If not, let us know! Covered in each issue are:- Hints and Tips, Penpals, Reviews, Articles, Kings and Queens of the Castle"

For newish readers, perhaps I should explain that Kings and Queens of the Castle used to be a regular feature, but over the last couple of years it has virtually disappeared. It is the postal equivalent of the Telephone Helpline, and readers used to send updates to their list every couple of months. By coincidence, Bernard Wood has just sent me his list of adventures - see this issue.

The Beginners Corner (I was advised that as it is a title there is no need for an apostrophe, and anyway, I wasn't sure whether it was aimed at one or more readers!!!) has actually brought in a few favourable comments. So, in order to keep it going I would appreciate just one tip from each experienced player. These can then be published as a collection over one, two or more issues.

Which reminds me - it is helpful if contributions for different sections are submitted on separate pieces of paper. I file contributions in folders appropriately marked REVIEWS, LETTERS, HINTS, SPECIALS, IN TOUCH, NEWS, PERSONAL MESSAGES, etc. and if there is more than one category on a sheet it is possible one of them will be overlooked for a while, which is what happened last month, partly because I was working under great pressure, trying to answer enquiries *and* prepare the magazine at the same time. This month I decided to leave everything that wasn't very urgent until I had completed the magazine. My apologies to all those readers who have been patiently waiting for a reply, but at least it has ensured I got the magazine to Geoff by the beginning of April.

Just one more point. I have been asked to make it clear that the entreaty to buy Zenobi Software "while you still can" was my own idea and nothing to do with Zenobi or John Wilson who would never try to put words "into my mouth". Clear? Now post off that order!

Have a happy Easter, and don't, like me, eat too many chocolate eggs!

Barbara

A.F.I.O. Hon. Member

LETTERS

From Martin Bella of Alvaston

Presumably there's quite a few adventure writers reading this magazine, so could I direct a comment or two at them concerning routines?

I don't know how GAC, PAW etc. structure their routines (as I use ADLAN), but I suppose they all have some form of *Global* and *Local* routines. A Global routine would be entered each time the player types a command, for example, the EXAMINE routine would have to be a Global routine because it can be used at any location. A Local routine, on the other hand, is only attached to a particular location, for example, in a cave where a rock drops on your head. This routine would not need to be used in any other locations; i.e. it is Local to the cave location.

From some of the adventures I've played, it would seem that some authors are making too much use of Local routines. For instance; in one game it is necessary to swim across a river. The SWIM routine has obviously been made into a Local routine, because when you are at the correct location (the riverbank) you can SWIM ACROSS RIVER and you do just that. However, when you're in the *wrong* location, in the bath say, and you type SWIM, you just get an I DON'T UNDERSTAND reply. The author has only allowed for the SWIM command to be recognized in the correct location. This can lead to you thinking that the SWIM command isn't used at all.

It might be a bit mad to try to swim in the bath, but I think the SWIM routine should be a Global routine. That way the SWIM command would be recognized in *any* location. A check would have to be made to see if the player is at the riverbank; and if not a suitable response ("Go and find a river") could be printed.

This method does of course require a little more programming (and memory) but I prefer to allow the player to attempt to do anything with an object, and print an appropriate response to it. The only time when an I DON'T UNDERSTAND reply is printed is when a player has typed a command which I haven't use anywhere in the game.

By the way, I've just finished writing an adventure called The Zeta Zone. I'm looking for a playtester now (if anyone's interested).

Oh, and as for the Personal Messages pages, all I can say is that whilst they're there I'll read them. I won't understand most of them, but I'll read them all the same. So, Ellen and Tinkerbell, (and the rest), "Keep 'em comin'!"

*

That is of interest to players as well as authors, as it illustrates that you shouldn't assume something is impossible just because you get a standard refusal message at some locations.

It is most encouraging to learn about another new adventure for the Amstrad, and together with new C84 and Spectrum releases helps to prove that the 8-bit machines aren't finished yet.

Please turn to the HELP WANTED section for details of how to help Martin. (Barbara)

From Jonathan Scott of Kilfennan

Thanks for another superb issue of Probe and I especially like Steve's "Beside The Seaside" story in February's magazine.

I value so much the Personal Column – I know some people don't use it, and don't dig the messages in it, but it's still an important part of Probe.

I too intend to produce an Amiga game this summer. Not "For Pete's Sake", but another game. I hope to use AMOS and Steve Clay's excellent ADVSHELL and the corresponding series of articles is just what I need to do so. Steve is performing a great service to the Amiga and its users everywhere.

I hope other authors follow the same course because it's definitely worthwhile. So GO AHEAD, ACT BEFORE AMIGA ADVENTURING'S DEAD!

★

Steve's ears must have been burning since the new year because I've heard nothing but praise and appreciation for everything of his that I've published during the last two and a half years, and he keeps them coming so I have a couple of excellent pieces awaiting publication.

It is great news that another author is planning an Amiga-specific adventure. That makes at least five that I know of, which is five more than I dared hope for a few months ago. It would also be nice if Steve is given credit if his articles have helped the author, a small token of recognition for all the work he has put into making AMOS more workable(?) (Barbara)

From Richard Batey of Pontypool

I'm very happy to receive the little dragon for coming first in the Monster Quiz. I love the little tyke! It was a nice surprise to find him waiting for me when I came home from work. I now have him (her, I can't tell either way!) guarding my collection of Adventure Probes on my bookcase, even I am afraid to touch them!

The thing I most enjoyed about the competition was re-reading through all the issues of Probe, so much to enjoy all over again. It certainly whetted my appetite for adventures and I intend to devote a lot more time to it in the future after I have finished college in June.

Finally, I would like to issue the challenge to all and sundry in that I intend to win a partner for my dragon once issue 200 is produced, for as surely as night follows day, I will be there reading through my Adventure Probes again and again. WHAT FUN!

Many thanks for all your hard work, Barbara, because of your devotion every reader of Probe is a winner, ain't that the truth.

From Nancy Finnighan of Helensburgh

Thank you for the Spellbreakers! which arrived safely. I'm having a great time reading them and remembering some "golden oldies"

From Lorna Paterson of Tillicoultry

Just a quick note to let you know that my print arrived safely this morning and to say thanks very much for it. It's really lovely and the frame matches the ones I've got my certificates in, so it's perfect

From Jenny Perry of Hampton

Thanks very much for my lovely picture – it's hanging over my computer desk to inspire me whenever I get stuck.

Thanks also for the latest copy of Probe – I was very pleased to see the answers both to the 100th issue quiz and also Mary Scott-Parker's Christmas brain teaser, which I really enjoyed doing, even if I *did* get most of the answers wrong. More please, Mary.

While we're on the subject of contributions, can I make a plea for more people to send in reviews of PC graphics games. Most of these are available on the Amiga so many people will have played them. I would love to see reviews of Valhalla 1 & 2, and Kyrandia 2 & 3, and any elderly but good games which are now available relatively cheaply. To put money where my mouth is here's a review of Sim City 2000.

*

All the work on the competition questions was done by Mary Scott-Parker and The Grue, to whom I send my very grateful thanks.

I'm glad everyone seems to like their prizes. I'm still not sure why I've had a good response to the recent competitions – is it the prize(s) or the type of competition? The result of Mary's limerick competition is announced, in her own inimitable style, a bit later in this issue, and I've already received quite a lot of entries for the caption for the cover picture on last month's magazine. If the attraction is the universal prizes as opposed to computer-specific software, has anyone any suggestions for a prize for the next competition, whatever and whenever that will be?

I've completed Valhalla 1, and written a review which, if not in this issue, will definitely be in the May issue. I'm half-way through Valhalla 2 (I had to use all my will-power to put it away otherwise this issue would still be pieces of paper in numerous folders) and unless someone else sends in a review, I'll review it myself in a future Probe. In the meantime, I endorse Steve Clay's recommendation (see Amiga Column) – Valhalla 1 & 2 are the first addictive adventures I have played on the Amiga. Jenny's review of Sim City 2000 will be in the May issue of Probe. (Barbara)

From Phil Glover of Hall Green

Although I'm SAM and Spectrum-based, I really enjoy finding out what's happening with adventures on other formats, and Probe is the perfect magazine for this.

I'm glad to see a healthy crop of letters once again, and I read Anne Borlands's remarks about the Personal Messages with interest. I must confess to rapidly skipping over these with barely a second glance, as they're so cryptic and obviously only of interest to the few people who are mentioned in them. I hope they don't proliferate any more, as I think one page is enough space for such items of minority interest. If they do increase, why not print them on the four middle pages, so those of us who don't wish to see them can rip them out?!

*

Well, I do try to give as much variety as possible, but this is governed by what I actually have to choose from, which is why some material gets published immediately and some much later. (Barbara)

From Chris Lord of Paignton

I am curious why I have never seen mention of Sega or Nintendo console adventures in Probe. With the affordability of 16-bit consoles at around £80 (even less second-hand), and the superb RPGs and adventures like Landstalker, Ys, Zelda, etc. I would have imagined everyone would be using consoles even if only as a second machine.

Few games on the Amiga (the system I use), or the PC that I have seen come close to these console carts for ease of use or quality of puzzles. Also the hardware is a fraction of the cost of a PC or A1200. Cart prices are comparable to that of most PC/Amiga games at £40 to £60 but can be easily found heavily discounted.

Japan is dominated by the console with a large number of manufacturers competing to keep the market fresh, and the most popular genre is the RPG/adventure. It is not uncommon for a game to sell a million copies on the day of release. The Japanese take their gaming very seriously.

American tastes are heading in the same direction as those of Japan with translations being made into English of the most popular Japanese games. Many of these games are now available in the U.K. and many of these US titles are available on import from various mail order suppliers. A flick through the pages of any American console magazine shows the increasing market share of the adventure with many adverts and reviews of carts, and where America goes Europe often follows, look at the domination of PCs for example.

Not only Sega and Nintendo are going adventure crazy, the high end console makers like Atari Jaguar, 3DO and Sony are producing adventures for the adult market which the hardware prices dictate. I can't wait to see what Sony does on the awesome Playstation.

With Atari launching a sub £200 virtual reality headset this year how will this change the way we play adventures? To me this seems the perfect way for adventure problem solving games to go, no awkward control method to learn, no messing around trying to find the right sequence of words, just concentrate on the puzzles with no frustration.

I currently use a Megadrive and Atari Jaguar console as well as my Amiga CDTV and find the convenience of cartridge-based games a great boon over floppy disks (Amiga Monkey Island, 11 disks, seriously). The Megadrive is well supported for adventures and more are appearing all the time, most recently Son of Thor an action RPG has met with much acclaim.

A console can provide a lot of adventuring pleasure that is unavailable on any computer format and has such a massive user base worldwide that software will continue to flourish. Take a look, there's more to consoles than Mario.

*

What is an adventure? I'm quite happy playing text adventures at £3 each, and even if I had the hardware, £40-£60 per game is far far too much for my financial position, also as most of them seem to be RPG games I wouldn't play them anyway. However, if enough readers request console games to be covered in Probe, I'll publish any material I receive - Chris has already sent brief reviews of some of the games he's played. I often get requests from non-subscribers for help with the various Dizzy games which are sort of adventures, and I know some readers play them. I've been known to have a go and got well into one called Seymour Goes to Hollywood until my lack of expertise on the joystick forced me to give up. Readers' opinions very welcome. (Barbara)

From Keith Burnard of Hounslow

I was looking through my collection of Probes, searching for a hint to help me with a game I was playing. Much to my surprise, I noticed that the first edition that I had purchased was dated 8th August 1989. This was volume 3, issue 8 (when Mandy was the editor). On receiving my very first copy, I read through it and was very impressed!

Now nearly 6 years on I must admit that to me Probe seems more professional, friendly and helpful. I think that this is due to many of you sending in reviews, hints and tips and adventuring information. Also, last but not least, Barbara's skilled and hard work at turning out a great magazine!

I noticed that many of the old names are now missing! It would be great to hear from them again.

Before I sign off, I would like to add that incredible as it seems, the games that were on offer then were priced at around £2 to £2.50 and here we are with games at nearly the same price!! Can't be bad, can it?

My only WINGE is the Personal Messages column. I don't find it very interesting as I feel left out! (Shame, ain't it?)

Well done everyone. Keep it up!!

★

Quite a few readers who contributed regularly five or six years ago still subscribe but rarely contribute, and there are many names I never see, even in other adventure magazines. About twelve months after taking over as editor I decided not to worry about this, not to take it personally, and simply get on with the job. I reckon the standard of contributions in Probe is as high as any commercial computer magazine, all thanks to a band of dedicated adventurers who freely share their knowledge with other players, and present it in a friendly, non-condescending manner. I can't personally cover all computers, or all adventures on say, all 8-bit machines, so I am deeply grateful to those readers whose names you see each month in the Hall of Fame, without them Probe wouldn't exist. It will be nice to hear from some of the "older" readers, even if it is only an explanation as to why they no longer contribute.

I hadn't realized the cost of adventuring had remained almost static. Maybe it is because most of the home-based authors are just glad to know their games are being played, and the publishers are expert at giving a first-class service yet still keep costs to a minimum.

Readers thoughts will be most welcome on any of the about subjects, or anything else you may wish to raise. (Barbara)

JUST A WORD by A. PENSE-HILL

NICKNAME

There's an old English word EKE which means also, so an EKE-NAME meant an also name.

REVIEWS

UNDERWORLD – THE VILLAGE

Reviewed by Karen Tyers on a Spectrum

Digging around my golden oldies, I found this game which was published around 1984/85, written by someone called Keith Parrock using the Quill and distributed by Orpheus Software.

You are sitting at home one day reading the newspaper when a headline catches your eye – "GREAT FIND OF TREASURE AT SLEEPY VILLAGE". The next evening you get into the car and set out to find the village (Underworld). After hours of driving, you pull up outside a village hall. It is dark, so you take your torch from the car.....

This is the setting for the Underworld adventure. To complete the game you must collect 20 items of treasure and drop them in the boot of your car (the blurb says.....!!)

Simple, you might think, and so it appears. Most of the locations (they say 150, but I only found 146) are reasonably accessible from the outset, although some thought is required in places. Most of the vocabulary is the standard verb/noun input but there are one or two places where longer phrases are needed. If it doesn't understand what you are saying you get the standard "you can't do that" or something similar. You need to map this one carefully and read the descriptions. They are all quite short, but not all exits are noted and the descriptions contain clues you should take notice of.

There is a use for everything found which is quite unusual. The treasures are identified on screen by yellow highlighting. Some are hidden in other objects, some in secret rooms, and some are just lying around. However, don't always believe what you read in newspapers, as I dropped the 20th treasure in the boot, fully expecting a congratulations message, and was surprised to find that not only did the game not finish, but I had only scored 95%

It took about 24 hours of wandering around with two objects I hadn't used, before ringing Barbara (thanks), only to find that the so called 20 treasures were not, in fact, only 20, and if I did something with one object I had been carrying around since the start of the game I would have finished a lot sooner!

I found one or two annoying but not important bugs like the fact that until you find the cash and buy some batteries you only have a limited number of moves before your torch gives out. Perfectly acceptable you may think, but as you map your way around you can actually do some of it in the dark, thus saving your torch for further into the game. However, even if you don't switch the torch on, you still only have a limited number of moves before you get "your torch is fading and you will have to continue in the dark". So much for saving energy!

If you are carrying steps in one location, and try to GET something, you are told "you can't climb them while you are carrying them", and another location where you try to examine something, and the game puts you back to one location from the start and you can't get out. However, these are only minor irritants, and don't stop completing the game.

I enjoyed messing around with this one, and can't think why it sat on my shelf for all those years. It is not overly-difficult and I would certainly recommend it for beginners.

Keith Parrock – if you are still there, why haven't you written any more?

8BIT MAGAZINE – ISSUE 4

Edited by Brian Watson

Reviewed by Barbara Gibb

As the title implies, this bi-monthly magazine is aimed at 8-bit computer owners. Originally called 8BIT MART, from issue 5 onwards it will be known as 8BIT to, and I quote from the editor's letter, "..... reflect the change to the greater proportion of editorial content rather than its original "image" as just an advertising publication"

Issue 4, the only one I have seen so far, is A4 size, but is actually 4 A3 sheets printed both sides and folded but not stapled, plus 2 A4 double-sided loose sheets, making a total of 20 pages. Each page is very well presented and the printing standard is very high.

The contents is still dominated by advertisements. Over half of this issue is filled with ads. ranging from small "for sale/wanted" to quarter and half page displays. I'm sure they will be very useful to subscribers, particularly as the number of outlets for *anything* to do with 8-bit machines has been dramatically reduced during the last year or so.

So what else is there to read?

Page 1 (the front page, of course) is the Editor's Column which seems to concentrate on answering a variety of questions from subscribers, ranging from best buy for the CPC range, emulators for the Spectrum, and a plea for small ads. to include a town when using a telephone number.

The rest of the magazine is filled with a number of articles of interest to Amstrad, Spectrum and Commodore owners. Darren Randle, aka Dr. Randle, writes in praise of a strange game called Deus Ex Machina, which he describes as "the most adventurous game ever to grace the home computer". I'm intrigued. Another article, this time from The Lawyer's PCW Club is entitled "PCW Techniques with Larger Documents" and is about word-processing and offers some basic but very sound advice.

I've never been tempted to access a bulletin board, but ever since I got my first computer, a BBC B, I've been very aware that they offer a great deal to their users, and the article "The Internet and the 8-Bits" is probably of interest to present and potential modem users – and the author promises more information in issue 5.

Another article is about sex, pornography and bad language. While I've no objections, in fact I enjoy a well-written bit of innuendo. I think foul language and explicit sex have no place in computer software programs, be they adventures, arcades, educational, or whatever. Next is a short article explaining how to transfer files between the different versions of Micro-Design for the PCWs and CPCs. Opposite this is the first of a two-partner about the Commodore 64 which begins by explaining what all those ports around the edges of your C64 are for. By far the longest article, "Best Buys with your Xmas Money" offers suggestions ranging from those that need a wad of money down to under a £1. The only review is for "Sixty Four", a 28-page A5 magazine, for, as you would expect, Commodore 64 owners.

Brian tells me that the number of subscribers is increasing each day (except Sundays). If you have an Amstrad, Commodore or Spectrum it will be worth giving it a try – only £1 (4 1st class stamps or postal order/cheque payable to B. Watson. The next issue will be published on 1st April. Apply to: 8BIT, Editor – Brian Watson, "Harrowden", 39 High Street, Sutton-in-the-Isle, Ely, Cambs. CB6 2RA.

FROM OUT OF A DARK NIGHT SKY

Written by John Wilson

**Reviewed by Barbara Bassingthwaighte on a A1200
(under Spectrum emulation)**

Many people have seen UFOs, and for years we have been expecting it, now it's happened. The Aliens have arrived and are getting ready to invade the Earth. They came one dark night in the form of pods, falling out of a glowing red sky.

Your task is to rid the planet of the invaders by destroying the pods. They are well hidden so you will have to search for them, sometimes in unusual places. The game tends to get harder as you progress and some puzzles are devious but usually logical.

You play the part of a young man called Martin whose car came to a sudden stop on a dark lonely road. You stare in amazement at the bright red glowing sky, you watch what you think are shooting stars falling to the ground. You think it strange that there were so many of them, and decide to investigate further. After searching the car for the keys, you get out and walk up the road. You find a burnt black pod which has set the bridge alight – this bridge is vital if you intend to finish this adventure. For now, ignore the pod and concentrate on putting out the bridge fire (you only have a limited amount of moves to do this) so work out your route as you search for the bucket and standpipe. When you fill the bucket you will notice it has a hole in it, so you must hurry (maybe there's a short cut?). Once the fire is out, you can search for the pods which come in different colours and sizes, which doesn't seem to make any difference because they can all be destroyed.

When all the pods have been dealt with, you have one live Alien to destroy before you can finish the game. Once this is done you have saved the Earth, the threat of an invasion is over (for now). If you feel up to the task as big as this, then go for it!

Available on Best of the Indies 2 compilation from Zenobi Software. Price : **Spectrum** £5.99 (tape) **Amiga, Atari & PC** (under Spectrum emulation) £6.99 (2 discs). All prices include postage.

LOST IN THE AMAZON

Written by Dorothy Millard

Reviewed by Phill Ramsay on an Amstrad CPC

The story behind this game is straightforward. You are the sole survivor of an expedition to South America to find the legendary Golden Condor. Unfortunately, your plane crashed into the jungle and you are completely lost. You must, somehow, make your way back to civilization.

The game has been converted to Amstrad format using the Quill which means it is available on either disc or tape. The Amstrad version of Quill, of course, allows only verb/noun input, and does not support Ramsave or Ramload. This means it is a good idea to make frequent saves. The version of the game which I played contained several serious bugs, which could prevent completion of the game, and in one case, locked the keyboard, forcing a re-boot and reload of the game. However, I am assured that all these little beasties will have been removed and squashed by the time you get to read this.

You start the game in the jungle. by the wreckage of your plane, Very shortly afterwards, you'll start to get thirsty, and you must cater for this problem all the way through the game, so one of your first tasks is to find some means of carrying water around with you. to drink when the need arises.

Then, not very far away is a ferocious tiger, which, whilst it won't chase you, will prevent you going in a direction in which you need to go to proceed further into the game.

There are some trees which can be climbed, although caution should be taken when doing this. There are one or two sudden deaths knocking around. These are not the "You've got killed without any warning" type of sudden death, but more of the result of rash actions on your part.

Having crossed the river, you'll manage to get to a native village. Looking around in the huts, you'll find one or two items which will help you in your quest. However, be cautious with the stone, since it's rather important to the villagers. One location in particular is very muddy, so walking lightly might be a good idea. Eventually, you'll find a trapdoor and a tunnel leading out of the village, and at the other end a monkey will be waiting for you to give him a present.

And then there are snakes to be dealt with.

You'll soon be able to make out a flat-topped pyramid in the distance, but you cannot cross the river at this point in the game. You must engineer a way to cross it, but it wouldn't really be fair of me to start giving away solutions.

Further into the jungle, you'll find a lost city. Unfortunately, when the last of the inhabitants left for pastures new, he carefully locked the large wooden doors behind him. And no, he wasn't thoughtful enough to leave a spare key under the mat. Now, getting through the door isn't that difficult a problem, but how to undo what you've done is something which will provoke a little more thought.

Once inside the forgotten city you'll find more useful objects, and you'll be in a position to return to the native village and to enter the chief's hut (which was previously forbidden to you, since it was guarded), once you have distracted the native guards. Treat the chief with generosity, and you'll have information and an object which will help you in the final phases of the game.

You are now in a position to cross the river and to approach the flat-topped pyramid, inside which is the key to completing the adventure and returning to civilization.

The problems which have been set are not difficult. Intermediate and advanced adventurers will zip through this game with scarcely a second thought. Novices will find it more of a challenge, but by no means an impossibly difficult one. In these days when the emphasis seems to be on games suitable for the more experienced player, it's refreshing to see that there are still games being converted which are suitable for the novice adventurer to play with a realistic chance of being able to complete the game unaided.

I found very few spelling/grammatical errors, and once the bugs have been removed, I would recommend the game to novice adventurers as well worth acquiring, and well worth playing.

Available from The Adventure Workshop – price : **Amstrad** £2 (tape) £4 (disc), **C64** £2 (tape or disc)

THE EUNUCHS' BALL

Written by Phillip Ramsay

Reviewed by Ellen Mahon on an Amstrad CPC464 (tape)

This adventure is advertised as an "Adults Only" game. Having played through – and thoroughly enjoyed – the adventure, I assume that the warning is given because of the objects and items that you (may) find whilst playing the adventure, as nowhere in the game are you required to input anything that may cause offence.

In the adventure you play the part of Jasper, (c'mon, Phill – Jasper – what a name for a "hero"!) nephew of "The Grand Eunuch" Edan. You awake one bright and sunny morning to find a letter from your uncle. Reading the letter you discover that your uncle has had "the thing most dear to him" stolen! He is (for various reasons) unable to leave his mansion and look for "it" – whatever "it" may be – himself, and he has decided, in his wisdom(?) to call upon you for help. His letter states that although he can't tell you what "it" is, you'll know "it" when you see "it". (Wanna bet????) The only help (eh?) he's able to give, is to warn you of his foremost enemy – a blond-haired, green-eyed beauty. (Wonder who his three-most enemies are?)

Determined to find, and return "it" to your uncle, you arrive some hours later in the village of Puggery...

The adventure begins with you standing on some paving, alongside a road. A house lies to the East and the road continues North. The village, it seems, is a small one, only one shop and four houses – all of which are locked! – whatever became of neighbourly trust? Exploring a field led me to a copse of trees, (which I couldn't climb – just as well really, as I've no head for heights!) beyond which lies a pool, complete with a duck in residence. After talking(?) to the duck for a while I tried to "get" him. The duck, however, had other ideas, one of which was he didn't want to be "got" – thank you very much! So, I had to leave him swimming in the pool...

Laying my hands on some cash enabled me to pay a visit to the local shop – (having first made my "mark" in the adventure. I was reminded of my schooldays at this point, when the "marks" I made were never "marks" I wanted, ah well) – where I made a necessary purchase. Finding a hidden key, I was able to enter one of the houses in the village. Inside the house I found a couple of secret rooms. (Well, they were secret, 'til I discovered them). My search for the other keys proved fruitless, 'til Phill told me that in this adventure, I could look in, under and behind objects. Armed with this knowledge, I re-traced my steps, and soon attained the second key. This key enabled me to make the acquaintance of a black and white Tom cat called Paw Paws. After having a few words with him – well, I'd talked to the duck, hadn't I? And I didn't want Paw Paws to accuse me of discrimination! – I found that he was quite willing to be "got". (I didn't really want the silly duck anyway).

Luck wasn't on my side in the third house I entered, and the adventure was brought to an end when I didn't act quickly enough on a piece of advice I'd been given. Entering the house again, I made sure I'd not be "discovered" by the occupant when she returned. I was even able (despite her words to the contrary) to get her to tell me the password that would be needed later on in the adventure. Making a statue "cry" also revealed an item that is vital for completion of the game!

The last house that I entered contained a "grim passage", with a door at the end. This door, however, was UNLOCKED, now, ain't that a "first" in an adventure? (Seems there would've been a puzzle here, but Phill ran out of memory. *What* a shame!!!)

Pleasing three woman enabled me to make my way to a crude altar, where I found "it" – "the thing most dear to uncle Edan". I also "happened" upon Grimwold the dwarf, who was busy doing just what Grimmy does best – polishing his nuggets! Before I was (finally) able to reach uncle Edan, and return "it" to him, I had to get past a couple of his guards. Didn't they realize just who I was? (Obviously not – as one of them saw fit to end my adventure. Honestly, what a life – or, in this case – what a death!)

As usual in a Phill Ramsay adventure, items and Red Herrings abound. (I carried a bag of foul-smelling rubbish all the way through the adventure, just in case it was needed. Maybe that's why I didn't get to meet many of the residents – they probably got wind of my coming?) One hint I will give, is that some things need to be "looked at" more than ONCE.

As I said at the beginning, I thoroughly enjoyed playing this adventure. Phill has put loads of humour into the game, and most of the responses had me laughing at the keyboard. I was really sorry when I'd completed the adventure – as I haven't laughed so much for ages. This is definitely one of my favourite Phill Ramsay adventures.

So, if you're an adult(?) and you like adventures with humour in them, then why not give this one a try – I did, and I wasn't disappointed.

Available for the **Amstrad** from The Adventure Workshop – price £2 (tape) £4 (disc).
Cheque/postal order payable to P.M.Reynolds

I'M INNOCENT

Written by Damian Steele

Reviewed by Edwina Brown on a C64

This is a single part one-location adventure for the Commodore 64.

You play the part of Mickey, locked in your bedroom as punishment for taking your older brother's science project. You protest your innocence and as the latest *Ninja Cats From Mars* film is to be shown on TV, you are determined to escape. But can you?

One of the first things I tried was "examine furniture" only to be told to refer to the drawing received when I purchased the game. As I had not been supplied with a drawing I just had to guess how the bedroom was furnished.

After thoroughly examining bed, wardrobe, cupboard etc, I amassed a large number of useful items. One of these was my brother's science project as I suppose I must have been guilty after all. Still it will probably come in useful. Now to find out what to do with everything, then freedom will be mine! Some things I found quite easy but towards the end had to ask for quite a few hints.

I found I'M INNOCENT to be an enjoyable game and I am sure a more experience adventurer would not have too much trouble in completing it.

Available from The Adventure Workshop – price : £2 on disc or tape with *SO LITTLE TIME*, also by Damian Steele, on the reverse side (reviewed in *Probe*, November '93).
Cheque/postal order payable to P.M. Reynolds

KING'S QUEST 6

Played by Jenny Perry on a PC

Lovelorn Prince Alexander of Daventry decides to attempt the long and dangerous journey to the Green Isles to visit Princess Cassima, his heart's desire, who he first encountered in King's Quest 5. Unfortunately the waters surrounding the Green Isles lives up to their treacherous reputation and he is shipwrecked on the Isle of the Crown.

He starts the adventure on a beach with all his possessions seemingly lost in the wreck. Making his way to the nearby castle, he is surprised to learn that Cassima is soon to marry the Vizier and that he isn't welcome. To add to his misfortunes there is no way off the island as the only ferry is damaged beyond repair. Being a friendly chap however, he is soon chatting to all and sundry and learns of the existence of a magic map which can transport him to three other islands.

The Isle of Wonder will make you laugh as it has a logic all of its own. It is guarded by five dwarfs who will throw you in the sea if they think you are a man. Luckily for Alexander they aren't too bright and can be fooled. The Red and White Queens who live here reminded me of two children (mentioning NO names) who constantly squabble over trivia. There's a hole in the wall which you can look through, but if you try to pick it up it scuttles behind some shy wallflowers. When I finally got them to move out of the way the sequence was so charming I forgot to pick up the hole and had to do it all over again! You also meet a stick in the mud, a bookworm and a black widow spider, who would love to eat you alive. Momentarily tempted by her offer you remember Cassima and politely decline.

The path leading inland from the beach of the Isle of Beasts is blocked by a pool of boiling water, which is a pity as there's an interesting looking lamp on the other side. When you overcome that obstacle you can't reach the garden, where you're *sure* you want to go, as there is a stone archer who shoots you stone dead whenever you try to pass through the gates. There is a man gardening here with strange glinty eyes who tries to tempt you through the gate – funnily enough a boy with strange glinty eyes tried to tempt you into the sea with its deadly undertow earlier – perhaps somebody is trying to get rid of you? When you arrive on the beach of the Isle of the Sacred Mountain you are surrounded by ocean and sheer cliffs. There is a riddle at the base of the cliff and if you can solve it (with a little help from your manual) you'll climb up to the top, solving more riddles on the way. At the top an old woman with strange glinty eyes greets you. She tells you that eating some nearby berries will enable you to fly. It's your choice whether to believe her or not.

The King and Queen of this island have been told that you're a criminal and have been instructed to put you to death but (luckily for you?) that morning their only daughter had been chosen as this year's minotaur fodder. If you can rescue her you will be allowed to live and assisted in your quest. This rescue involves catacombs but you are given a chance to collect some useful equipment first. My map of the catacombs is frequently marked with "NO!" and "WHOOOPS" so save often and watch your step. If you manage to save the princess from the minotaur you will meet the mythical Oracle who tells you of the existence of a fifth island and gives you a small reward.

The Isle of Mists is inhabited by Druids who will include you in their rain-making ritual, perhaps not altogether to your advantage. As it is a mystical place, magic may be of assistance here. You now have the chance to complete the game in two different ways. I decided to visit the Underworld and tackle the Lord of Death.

The Underworld is a sad and gloomy place full of ghouls who dissolve you on contact. The skeletons at death's door can be jollied by playing them a little tune; then you must enter and face the terrible Lord of Death. If you survive this you will be equipped to enter the castle and attempt to save Cassima from the Vizier. The castle is heavily guarded and it is easy to perish or become imprisoned. Eavesdropping will help here, as you need to discover some of the castle's hidden secrets. When you hear the Wedding March you know it's time to spring into action.

The music and sound effects are wonderful – I loved the snoring oysters and Alexander splashing through the hot water. The noises in the catacombs are suitably eerie too. Luckily the graphics, storyline and puzzles matched this high standard, making it a pleasure to play.

Shop around for best price. Special Reserve has King's Quest 6 for £23.49 for the Amiga, £26.49 (single game) and a KQ 1-6 compilation for £29.49 on CD ROM for the PC.

MISTY ISLAND

Written by Dorothy Millard

Reviewed by Damian Steele on a C64

When I was asked to review this game I jumped at the chance. I wanted to see if her latest was up to the standard of Dorothy's previous games. I wasn't disappointed.

The introduction informs you that you know too much and have been unceremoniously dumped semi-conscious on a remote misty island, with no food, to die. Of course this doesn't appeal to you, dying that is! In your semi-conscious state you hear the spies whispering something about "hiding the evidence"! The men leave you regain consciousness now it's up to you. Can you find a way to survive this nightmare and even escape back to civilization?

Right from the start of the game, there are many locations which are open to exploration. Those who are attentive enough and make use of the EXAMINE command will quickly discover a variety of intriguing objects. These objects – anything from a fishing hook to an old newspaper – offer clues as to what lies in store. Another important command is WAIT, which can be for up to 60 minutes, for example simply type WAIT 20.

For those who like them, there is a maze. For those who don't – it's a simple one which can be easily mapped using the "drop object and move" method.

As well as the objects, some of the locations give hints too. I quickly found the damaged bridge but had nothing to repair it with. Another was a big tree, I wanted to climb it but had no means of reaching the rope that dangled just beyond my grasp. It is easy to think that you have wandered as far as you can in this game, but often you'll find further exits than those listed. It is important to remember that you can climb over/down/around things or you won't go far.

Despite being programmed and presented in a simple and uncluttered manner, you'll find there is much more to this game than first meets the eye.

If you are a Dorothy Millard fan, you'll probably be buying this game anyway. If you weren't before, buy this game and you're bound to become a convert.

Available from The Adventure Workshop – price : £2 on disc or tape. Cheque/postal order payable to P.M. Reynolds

IMPACT

Written by Laurence Creighton

Reviewed by Joan Williams on an Amiga
(under Spectrum emulation)

A large chunk of rock from space is on course to impact with the city of London. All previous technological devices have failed to stop it; a now dead professor's invention of a Repelling Beam machine is hailed as the ultimate solution. Can you locate the machine and utilize it to deflect the asteroid?

You begin this adventure standing next to your car, on the ground is a battered scroll. Reading this scroll, you learn that three word inputs are sometimes required and are given a hint to handle fragile objects carefully. Okay then, head east and here's your first of many problems – the path ends abruptly and you're beside a dam. A small canoe can be seen, as can a man standing on the far side of the dam, the water between you. Somehow you have to attract his attention, think about it... Once across the water you can start exploring and sussing out the problems, and I must say that I expected this game to be a spaceship scenario with buttons to push and spacesuits to wear, but no, this is a rural scene, complete with a farmer and his wife, both of whom will be helpful, provided they feel like it and you can keep up with them.

There are three areas to explore – a forest, a disused mine and a farm. The forest can only be explored if you have a compass of sorts, the mine is dark (natch) and the farm has problems of its own. Each area should be thoroughly searched, and you will need to look behind and/or under places (hence the three word inputs). If you study the farmer's movements the lamp that he is jealously guarding can be acquired, as can the honey jar from the wife, but you'll have to be quick. There are quite a few frustrating problems to overcome and it's easy to forget all about the Repelling Beam, as there is no hint at all that these initial problems (which take hours to solve) have anything to do with asteroids, except perhaps the occasional reminder that flashes on screen that the asteroid is getting closer. Nothing like concentrating ones mind ehl

A couple of sneaky problems in the mine will possibly halt you in your tracks. One concerns a dog, which will not appear unless you are carrying a bone and the other is dealing with a pile of rubbish. All your instincts scream at you, you've got a spade so why not dig..... and as one expects – a useful object is unearthed. So far so good, but are you sure that's all you need to do? (I'm trying to warn you that your instincts may not be the best way of going about things, you will have to do something else to the pile of rubbish *before* you get the useful object...) The dog problem had me stumped for a while, but a quick glance at the help sheet (supplied by my Zenobian friend, thanks John, you're a pussy cat) put me back on track and ever onwards to tackle the forest. The need for a compass is very evident here, as you cannot explore the forest until you acquire one, no mean feat I can assure you.

By the time you have got this far, you will be aware that a large number of objects have accrued, and if I have a criticism of this game, it's that you have a limited carrying allowance, which in most games it's no real problem – in this game it's a pain. There is too much trundling back and forth, collecting and depositing most of these objects, as they are useful elsewhere, one never knows. A couple of things need to be carried all the time, thus limiting even further the carrying allowance, it gets a bit tedious really.

However, to be forewarned is to be forearmed so at least you are aware of this nuisance and can act accordingly. Through the forest is a lake with a raft at your disposal. Deal with the rope that cannot be untied and you can cross the lake, where you are either confronted by a bear, or a guard, depending on which way you go. The guard is quite generous though so he'll be easy to cope with, as will the tree if you read the text carefully.

Once you have dealt with the bear your next taxing task is to work out how to get a hook, and should you solve that, you're still in trouble (Thank heavens for Ram Saves). A little further on you find a plant, and if you look behind it, a herb. Now what on earth do you do with that? Think hard, who would appreciate it? Not me, that's for sure, when I realized just what I had to do before I could carry on (thanks LC, I'm worn out). Perhaps I should mention that there are a few dark locations to be explored, so be very careful with the lamp, always extinguish it when not in use, otherwise you'll never complete the game, also some objects are used more than once for different purposes, which adds to the fun!

If you really work hard, you'll eventually be rewarded with a code and this with a press of a button, the asteroid will no longer be a threat, but oh boy, you've really got to work hard! I consider this game to be one of LC's finest, full of taxing problems, devious to the end, but just slightly let down by the need to trudge back and forth in order to ensure that all the objects are to hand. If you fancy a challenge, get this one, it's guaranteed to interest the jaded player or excite the newcomers. I loved it!

Available from Zenobi Software : price – Spectrum £2.99 (tape & 3.5" +D disc), £3.49 (+3 disc), Atari, Amiga & PC (under Spectrum emulation) £2.99. All prices include postage.

PAW VERSION A17S

Reviewed by Phil Glover

Many users of Gilsoft's PROFESSIONAL ADVENTURE WRITER (PAW) may be surprised to see a new version of this excellent utility. In fact, it isn't a re-write of the original program, but a modified version which has been converted to disk use for the SAM Coupe and SAM Elite computers.

The Spectrum version of PAW has been around for several years in tape and Plus D disk form. The SAM computers are very similar to the Spectrum, both using types of Z80 processor, and a Dutch SAM user called Martijn Groen has spent several months adapting it for SAM use.

This version is available as a 3.5" PD disk, but not in a complete form as it can only be legally used by existing PAW owners. On loading the PD disk, you're prompted to play your tape of PAW so that blocks of code will be loaded, converted and saved to disk on your SAM. Once done, you will have a working version of PAW on disk.

Load the working copy of PAW and you will be presented with a menu with seven options. These include the PAW 48K and 128K utilities themselves, a program to load 48K PAW games with the ability of running SAM E-tracker music while playing the game, a loader for 48K and 128K games without music, a program to load and convert your old PAW tape games to SAM disk format, a similar program to convert ZX (Plus D files) to SAM disk format and a clever little program to convert any SC_SPECLONE PAW games to SAM PAW database forms. (SC_SPECLONE is a popular SAM PD Spectrum emulator that creates "snapshot" similar to Plus D snapshots.)

This SAM conversion acts very much like the Plus D disk version, with some notable differences: Overlays are automatically stored in, and called from, SAM's 512k memory. SAM's extra keyboard features (arrow and function keys, etc.) have been catered for, so that pressing key F9 forces an instant directory listing, which is very handy when playing a game if you forget your save-names. A new EXTERN feature has been created to allow access to SAM's superb BASIC, so it's possible to include full colour screens within games.

The utilities work very well indeed, although there may be a few bugs hiding somewhere. If so, I'm sure they'll be noticed and corrected in due course. I've converted dozens of games very easily, with total success. This disk collection will make an essential purchase for SAM users who own earlier versions of PAW (they'll need the manuals, anyway!) Since buying my first SAM I've always wanted to see PAW running on SAM disk, and now it's been achieved with considerable success. With care, some large adventures could be written for SAM, perhaps with multi-part 128k games automatically loading SAM graphics, routines and music. It's regrettable that PAW wasn't re-written by Gilsoft for SAM use, but this disk makes an admirable compromise.

Martijn Groen must be congratulated for all his hard work, especially as he's done it without any thought about making a profit, and thanks must go to Gilsoft for giving the nod of approval to Martijn's efforts. This version of PAW is not an "official" product, in that Gilsoft cannot be held responsible for any faults it may have, etc. but it's still a fine piece of coding and a bargain at PD prices, only £1.50

For further details write to the following address, enclosing an SAE : Derek Morgan, SAM PD Software Library, 18 Mill Lane, Glenburn Road, Old Skelmersdale, Lancashire, WN8 8RH (Tel. 01695 731163).

The following are a small selection of PD/Shareware puzzle games for the AMIGA, great for when you fancy a change from your usual adventuring fare. (Barbara)

MARBLES

Created by Ola Zandelin, this is a simple game that is sometimes very difficult. There are eight worlds (levels) each with about 8 different puzzles; each world is accessed via a password. The idea is to guide a marble along a track of different blocks - collecting all the green "diamonds" as you go - to a designated exit. It would be easy if it wasn't for the hazards cunningly placed in the way. These can be swapped around using the right mouse button, but it can take a while to work out where to move some blocks, be they skulls which kill, bombs which blow up anything to the immediate left and/or right (but leave a blank block which is very useful), "soil" which you can sometimes stand on twice, teleporters, and arrows which sometimes seem to be pointing in all the wrong directions.

The first world is called BEGINNER and is just that. It gives you some easy screens that demonstrate the type of blocks you will meet on later levels when they are included in more complex routes. There is one screen that seems impossible - and I'm not the only player who can't figure it out, so if you do complete the Satellite world - congratulations and how did you do it! If not, the last world is called, logically enough, FINAL.

You can also devise your own brain-teasing screens using the construction kit option - if anyone does, I'd like to try to solve them. Brilliant, this is one of the best Freeware puzzle games I have played. It runs on an Amiga 600 and 1200, but I'm not sure about the 500.

My copy was supplied by Zenobi Software - only £1.49 including postage.

PEG IT

Written by Paul Burkey using AMOS, this is based on the old game of jumping one peg over another until only one remains. Played with the mouse on an easy-on-the-eyes sepia-coloured check "cushion", Paul has made a simple game into a brain-teaser by setting a time limit – which is long enough for you to either win or decide that you can't, and an exact number of jumps – which can be infuriating at times because quite often you can complete the level if only one more move was allowed!

The first four or five levels are easy, and are just meant to demonstrate the "extras" Paul has devised. These include teleports, barriers, arrows which shoot the peg in another direction, trampolines, black holes (yes, the peg disappears into them, never to be seen again), catapults, buttons which operate bombs, unjumpable walls, etc. As you solve a level you are given the password for the next. I'm up to 28 (RONDE) in the registered version, and occasionally have a go after a long day of reading and typing words.

It isn't often I feel a game warrants the registration fee, especially when they ask for a large amount (for me) of US dollars, but Paul was asking only £3, lived locally, and the registered version has many new levels, and will definitely run on an Amiga 500 (the PD version won't).

My PD version was supplied by Zenobi Software – price £1.49 including postage. The registered version is available from Paul Burkey, 32 Cottage Close, Little Neston, South Wirral, L64 9RB – Price : £3. You will also get some demos of his other games – Jelly-Othello is as addictive as PEG IT. Money very well spent on either or both versions.

DILEMMA

This is a Tetris clone for the less agile-minded and is exactly the sort of puzzle game I enjoy.

The simple idea is to fit specific shapes into a grid. You can rotate, flip or mirror each shape, or return it to the bank, the latter in frequent use as far as I am concerned. No passwords needed here; if you get stuck you can go onto another level by clicking on lower or higher (on the option screen) until you get the level number you want.

Written using AMOS basic, it is a delightful game. You can take your time, although officially 10 minutes is allowed per screen, but because you have 5 lives you have 50 minutes to solve it. This affects your score, but I never bother with that anyway. The only real problem I have is when non-players look over my shoulder and tell you what to put where – usually incorrectly. I got my copy of Dilemma on a compilation – so look for it in a good PD Library.

EXIT-13

The idea here is to move coloured symbols (cross, triangle, circle and square) to forms groups of 2, 3 or 4. When they touch, they disappear; or they may not, as on some later levels you are presented with lots of the same design but grouping them in pairs, triples and quads is tricky to do.

There isn't any time limit for each screen, and despite the option to save your position, it doesn't work. According to the programmer, Ian Quigley, if it did work it would be random as to which screen you were given. I found the "retry" and "new level" options equally random. This is the only thing that lets it down, otherwise I would rate EXIT-13 as high as Marbles, Peg It and Dilemma. Unfortunately, there is no way it can be officially rectified as the programmer no longer has an Amiga.

My copy was supplied by Zenobi Software – price £1.49 including postage.

GO MOKU

This is a version of GO played on a 19x19 grid, with you taking turns with the computer to place a stone to get 5 in a row. I have never beaten the computer, and don't think I ever will – but it is great fun, and has you groaning when you realize you have lost just before the computer makes the winning move. I think I will have just one more go!

I got this on the same compilation as Dilemma, and know it works on an Amiga 500 and 600.

DOG and NOVA

Both are written by David M Cole in JForth, both have almost identical-worded instructions, both have a cursor that looks vaguely like a Maltese cross which, using the arrow keys, is used to push a tile until it covers one of the dots on the left of the screen, and both look equally impossible to complete. However, after typing this brief review I have had to amend it because I have just managed to crack DOG (only to find there wasn't a second screen), I'm still working on NOVA; it will be interesting to see if this is also a one-screen puzzle.

Available on The Assassins PD Games Vol. 29.

WIZARD'S SKULL

Written by Jon Lemmon

Reviewed by Barbara Bassingthwaighte on a Spectrum

After Zogan was destroyed in Freand, the final battle had left the Orcs defeated and virtually wiped out. The years have gone by and Bogmole was sitting dozing by the fire when Denark the Elf arrives and tells him how the evil has returned to Freand – Zogan's powers have lived on – a race of Goblins called Knanad have found Zogan's skull in the talons of a dead eagle.

Suddenly the hut is engulfed in a bright light, the frightened Elf pulls a letter from his cloak, throws it on the fire and runs away. Bogmole goes back to sleep and wonders when he awakes if it had been a dream or do Zogan's powers still live on. Your task is to rid the land of Zogan's evil powers by finding the skull and defeating the Knanad.

You are Bogmole, the last male swamp monster. Denark has told you what happened so you know what you have to do. Don't be too anxious to leave home as there is quite a lot to do before you venture out.

You must free Bernard, a beaver, as he is invaluable to you and helps you in all sorts of way. When you meet the bird be kind to him as he helps you get a most important object later in the game.

I found the river sequence a bit tricky but I got it in the end. You should now be on the evil side of the river. You are about to enter the Labyrinth, the dreaded maze – well, it's not actually a maze as mazes go – I liked the way I got out – very original Jon.

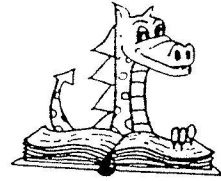
When underground beware as the Knanad are ready to kill you so you need protection. Make sure you find Shola as she has a task to perform for you – you need both Shola and Bernard with you to complete the game.

Available for the **Spectrum** from The Adventure Workshop – price : £2 on tape only. Cheque/postal order payable to P.M.Reynolds

USING THE QUILL – A Beginner's Guide

Written by Debby Howard and Simon Avery

Reviewed by Barbara Gibb



Attention all you potential adventure writers – here is what you have been praying for. This 60 page A5 format book explains all those puzzling tables, gives advice about playtesting, and includes an adventure for you to type in.

The guide is divided into 3 distinct parts.

First is Simon's Programming Hints, a methodical tour through each of the tables in the same order that they appear in the Quill menu. Simon explains clearly what you see on accessing each of the tables, how to understand what you see, how to amend current entries and add your own, giving examples where necessary.

This is followed by three articles on Playtesting – one by Debby, one by Simon and one by Anon. based on their vast experience. If you wish your masterpiece to be played by more than yourself and close friends you should certainly follow their advice.

By the time you have read the first two parts you will be raring to have some serious hands-on experience. Debby has thoughtfully written a short adventure, and the second half of the book included EVERYTHING you need to type in for a database for a playable game.

Oh, in fact there is a fourth part. This is an invaluable list of verbs which will help writers *and* players.

Although the guide was written for the Amstrad CPC, it is suitable for all 8-bit computers, so Commodore and Spectrum owners can also learn from it. The whole book is well presented with clear page layouts, user-friendly language, and finished off with some high standard illustrations. It has obviously been put together as carefully as a high-quality adventure. However, I did notice a few non-fatal spelling/typing errors so maybe Debby should have sent it to a proof-reader/playtester.

I think this book is a must for anyone who has been put off by the official Quill manuals – forget them until you have tried this one. Even if you don't intend to publish your adventures, it is still great fun "messing around".

The above praise has not be influenced in any way by the fact that Debby has included an advertisement for Probe – I am genuinely impressed with this simple but professional approach to using the Quill.

Available from Dragonsoft Publications, 10 Overton Road, Abbey Wood, London, SE2 9SD.
Price : £3 – cheque/postal order payable to Debby Howard.

ADVENTURING SAYINGS by MARY SCOTT-PARKER

"The boy stood on the burning deck

Playing adventures what the heck!" (Cassie Blanco)

"If at first you don't succeed Ring, ring, ring again!" (Trad. Adv. Motto)

THE LITTLE RED DRAGON by ELLEN MAHON

A little dragon sat in his cave one day, when in the distance he heard a faint flutter. "Oh, curse that wind, blowing into MY cave again", he said in a disgruntled mutter. He got up from his chair. Then he picked up his broom and made his way to the mouth of the cave. As he walked through the gloom, he whistled a tune about a little "red dragon", so brave.... 'Cos this little dragon was different you see; not green like the others you'd find – no, his scales were RED, from his toes to his head – he was definitely ONE of a kind!

The mouth of the cave was reached at last, and the dragon, in surprise, gave a gasp..... Not one leaf to be found lying on the ground. No, all that lay there was a map! The dragon was puzzled, quite rightly too – and just more than a little perplexed. He scratched his red scaly head with his red fingernail, and wondered just what to do next. He picked up the map, then looked all around but found nothing more there to see.... "HmMMM, I don't understand it", he mused to himself, "who could have left this here for me?"

As he trudged through the tunnels once more, his thoughts turned to "treasure"..... of gold, and of silver, oh, and jewels too. He'd have wealth no mortal could measure! When finally he reached his old chair, he'd got a great plan in his mind; he'd pack his suitcase, and he'd set off – the "treasure" he intended to find! The dragon, he left his cave that day, in his hands a small suitcase – and the map! The suitcase held a yellow duster and some "scale-shining" cream, our dragon was a clean little chap!

He quickly arrived at the bottom of the hill – in fact, much quicker than he'd intended. You see, when he was only half-way down, he slipped and fell, and ended up quite winded. He sat feeling sore, at the bottom of the hill. He had bumps, and was bruised all over. His ears now bled, and his big toe throbbed – from where it had scraped a big boulder.

But, once he'd caught his breath again, he opened up the "treasure" map. It was much larger than he'd thought, in fact it filled his lap. The map, it was one of Ipswich, with a Bramford Lane marked out in red.. The dragon just blinked in confusion, "What can this mean?", he said. The dragon has seen "treasure" maps before – the kind where an "X" marks the spot. He searched the whole map, but not one "X" did he find. He SHOULD have been worried – but was not! "I KNOW it is a "treasure" map, he said, "though it's not like all the rest. I'll just make my way to this Bramford Lane, and once there, I'll find MY "treasure" chest!"

For many a long day, and night, he walked, with his big toe and his feet causing him pain. He was a sad little red dragon, feeling sorry for himself – when he finally reached Bramford Lane. He walked up the lane, with his case and his map, the ache in his toe and feet growing stronger. When he finally came to a house with the number 459, he decided he could go on walking no longer! So he limped up the path and and knocked on the door. Feeling tired, and hungry, and sad, he hoped some kind person living inside would take pity on him – and realize that not ALL dragons were bad.

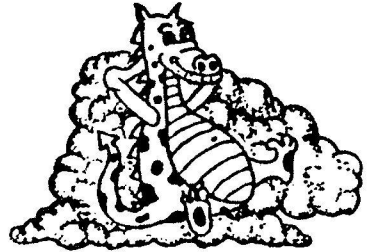
Well, the door opened, and he stumbled in, and fell in a heap on the hall mat. The man at the door was just a little surprised – and let's face it – who could blame him for that! The little red dragon looked up at the man. "Can I have my "treasure" now, please?" he said in a whisper. His little red feet, they were aching like mad, and his big toe was beginning to blister.

"I've no "treasure" here", the man said as he shook his head, at this the poor dragon started to cry. The man quickly passed him a white handkerchief and the dragon wiped two red watery eyes.

"You mean this ISNT a "treasure" map, after all, said the dragon. "How could this be? I've followed it here for many long days, surely you MUST have some "treasure" for me?"

"Nope!" said the man. "not one doubloon in sight. I can't offer you a fortune, but would you like to settle for "fame"? You see, I'm an adventure game author and if you like I'll include you in my latest game."

The little red dragon, he stopped crying now, and he thought about what Peter has said. If he couldn't find "fortune" then "FAME" would be nice, so he quickly nodded his head. They shook on the deal, and then drank a toast with some warm amber liquid that was poured from a glass fagon. So, now, when you play "A MIDSUMMER DAY'S DREAM", you'll know why Peter included the little red dragon.



AND YOU THINK YOUR JOB IS HARD!

On Monday a number of things happened to me at work.

I was shot, stabbed, poisoned, mugged, clubbed, hit, kicked and run over.

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I fell off a motor cycle, out of a tree and under a bus.

I was thrown off a cliff and down some stairs.

A door was slammed in my face, on my head and on my foot.

I was atomized, impaled, suffocated, buried alive, drained of blood, electrocuted, liquidized, sliced 'n' diced, bombed, sacrificed, burned, kidnapped, pulled apart, aged prematurely, drowned, gassed, given an overdose, tortured, squashed, strangled and eaten by animals.

I was stung by bees, nettles and by a jellyfish.

I was sealed up in a room and bitten by a spider.

I collapsed from the heat and from lack of energy.

And tomorrow I'll do it all again.

(A. Enn – Adventurer

aka Damian Steele)





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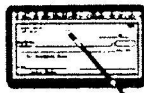
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LIMERICK "LAST LINE" COMPETITION

Dear Barbara – It's terribly hard – choosing the prize-winning Bard,
The entries nearing thirty – not one of them dirty!
So nobody had to be barred.

Anyway – enough of that – I was amazed at the number of entries the competition attracted and the fact that all of the lines were so different. Twenty-three lines were submitted and two poems. [Does this mean the choice of competition proved to be popular or did the fabulous prize attract the huge entry, I wonder?] I have short-listed a representative selection of lines and wondered if you might have room to print them along with a verse of the poems. I wish I could have given everyone a prize but the old Lottery numbers failed to come up again! Geoff Lynas gets the prize for the cheekiest entry – "Each issue's a nutter's delight!" – That was right, wasn't it Geoff? – He telephoned it to me, so it's possible I misheard.

- 1) You're the top publication all right! – Edwina Brown
- 2) Will this line win a prize? – Well it might! – Peter Clark
- 3) Yes, Probe is a bit of all right! – Jenny Perry
- 4) A meal when you need a good bite! – Ann Bailey
- 5) You've helped me in many a plight! – Angie Cobbold
- 6) And read you night after night – Martin Bela
- 7) And greet you with squeals of delight! – Margo Porteous
- 8) At H.A.S., as we lurk out of sight – H.A.S.
- 9) From Alaska to Zanzibar – Quite! – Geoff Lynas
- 10) I'll meet you – the dungeon – tonight! Ann Bailey
- 11) Will my map fit the paper? – Not quite! – Peter Clark

A message to Mary S-P,
I'm having some trouble you see
The rhyme that you wrote,
Is getting my goat
And putting me right off my tea!
(Steve Clay)

We at H.A.S. think adventuring's great
As we all lurk around and just wait.
We wear a big smirk,
Hanging round in the murk
With a rusty old shovel for bait!
(H.A.S.)

As in the best awards tradition there will now be a famous person to present the prizes [yes – prizes! no expense spared here!] because I couldn't decide between two of the entrants, who each submitted 5 lines of a very high standard and Barbara came to the rescue with the other prize of a 3 month subscription to Probe.

Drum Roll – Famous person walks on to the platform – smiles ingratiatingly [though possibly not simultaneously] at Adventure Probe readership and fumbling with the envelope, fails to open it, making a feeble adventuring joke: –

"open envelope" : YOU CANNOT DO THAT – YET!

Famous person : "And the winners are....." Please turn to page 40 (M. S-P)

Zenobi Software

ADVENTURES

Being a 'free-lance' reporter has its advantages and sat here supping a decent cup of 'Earl Grey' is most certainly one of them ... not to mention the slab of 'Cherry Genoa' that had accompanied it. All that remains of the latter are a few crumbs on a white porcelain plate, whilst the matching cup in your left hand is in urgent need of a re-fill. Leaning forward you ring the small silver bell and some moments later old Rigby shambles towards you clutching a tray containing a silver tea-pot and a brown manilla envelope.



Spectrum 48K/128K+2

"This just arrived for you," he mumbles and you smile at the missing 'Sir' that any of the others here present would have had tagged on to the end of the statement. But old Rigby had never really accepted you as a 'bona-fide' member of this club and often made his feelings known concerning the matter. However he was good at his job and the simple fact that he produced such an excellent pot of tea more than made up for his 'crustiness'.

Tearing open the envelope, you slide out the small sheet of paper contained within and begin to read its contents as old Rigby turns on his heels and shuffles away.

".... have located the site of the ancient GOLDEN PYRAMID looks to be in excellent condition natives a shade restless but should not cause you many problems the rumours have it that it is untouched will look forward to your arrival" Your eyes scan the page and come to rest on the signature on the bottom and a smile of recognition flits across your face. You have seen that scrawl many times before and it has always meant that you were on the verge of yet another great adventure. One day you would have to meet Wee-Yin personally and express your gratitude for all his stalwart work in the past.

Some hours later, fully equipped and ready for any eventuality, you climb into the 'jump-seat' of a light aircraft and set off for the arid region of Africa where the GOLDEN PYRAMID is to be found.

GOLDEN PYRAMID

NOTES : This game will accept all the standard commands such as EXAMINE, LOOK, GET INVENTORY etc. It will also accept the use of RAM SAVE and RAM LOAD in order to save and load a game 'position' to and from MEMORY. However always use the more normal commands of SAVE and LOAD to store your position on tape. This will ensure that your record will be a permanent one. To quit the game at any time simply type in QQ and follow the prompts on screen. Abbreviations are ... G = Get, R = Look, L = Look, X = Examine and I = Inventory.

ADVENTURE

Zenobi Software

ADVENTURES

THE SONG OF TALIESIN

Once more **DENNIS F. FRANCOMBE** has delved into the world of legend and fable for his 'inspiration' and this time around it was the turn of the Welsh to come up with the heroes and the villains of the piece.

THE STORY SO FAR —

The night air was warm and balmy, or at least it had been when the rounds of story-telling had first begun and the horns first filled with mead, but now as night drew in and the long shadows came closer a certain 'chill' descended upon the assembled throng and a cry for more wood to be heaped on the fire went up.

People drew closer to the fire, not for warmth but more for comfort, and the brightness of the flames flickered in the eyes of those that were closest. A small plume of smoke spiralled up from the centre of the blaze and then blended effortlessly with the dark night sky above.

The horns of mead exchanged hands and a shower of sparks rose into the night as another log was heaved into place. Then as the Druids concluded the ceremony a cry for '**Taliesin Of The Shining Brow**' went up and all who had gathered there turned to watch his entrance.

The Bard of Cymru paused for a moment, fortified himself with long and hearty draughts from his horn, and then raised his voice for all to hear ... the hubbub ceased at once.

"Know that in the time of the tribes, **HAG CERIDWEN** held the soul of **GWION BACH** and that the boy spent his life tending the cauldrons of the witch - along with the aid of old, dumb **ARWAN**. On this day of which I tell, **GWION** was moving the cauldron to tend the fire, when some boiling drops of the liquid it contained fell upon the lips of the kneeling **ARWAN** ... "

The fire sparkles then crackles, and great flames leap high into the dark night sky ... and suddenly you become a boy again - trapped by **HAG CERIDWEN** and evil spells ...



ADVENTURE

NOTES

Use the commands **RAMSAVE** and **RAMLOAD** to store a game position in **MEMORY** but always use the standard **SAVE** and **LOAD** in order to make a more permanent record on **TAPE** or **DISK**.

The game will recognise all the usual commands, along with such others as **LISTEN** and **SLIDE**. It is also possible to get various characters to carry out your bidding. So simply say use the format - **Say To Gwyn "Follow Me"** and if they are able to they will.

The object of the game is to find the '**Spell Bond**' and regain your true form once again.



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Convention News 3

A pale crescent moon cast its light over the night sky. Draffan, having scouted the area, returned silently to my side. He beckoned me to follow him, and soon we stood by a door. An unconscious guard inhabited the shadows nearby. Grinning, Draffan passed me a bundle. The guard's uniform. I wondered if my friend had tried to find a guard similar in build to myself, and concluded that he probably had done.

"I'll cover your retreat," Draffan muttered, clapping a heavy hand on my shoulder as if to dislocate it. For Jakuth's sake be careful if you rouse the guards we're h'fidra."

Even I recognised the coarse Orcan slang expression. I nodded, and heart thudding in perverse appreciation of the danger I was courting, I entered the palace of King Kyros. Once inside, I walked boldly, thinking that no one would bother to stop a guard on his rounds.

For once my instincts were accurate, and I soon located the stairs to the dungeons. With a cursory glance around, I descended them.

I found myself in a dank and gloomy passage. From somewhere nearby came the repeated sound of lash upon naked flesh; cries of torment accompanying the nauseating symphony.

I moved towards the noise, and ran straight into a guard patrol. The squadron's captain eyed me suspiciously. "Who're you? The relief guard?"

I didn't know what to say, but for the time being, silence turned out to be the best course of action. Assuming his deduction to be correct, the captain continued: "Keep alert. We have discovered an assassination plot against the royal family. Detain any stranger!"

I nodded mutely, and the guard patrol moved on. I continued down the passage, yet now all was silent. The flogging apparently completed. I came to a stop outside three cells. Glancing through the observation slot in the first, I saw a gnome who was sitting philosophically twiddling his fingers.

In the second was a young woman. Despite the urgency of my quest, and the imminent danger of discovery and incarceration, I paused to watch her. She was not beautiful. Pretty, yes, and attractive, in a strangely compelling way. She glanced at me and frowned, and I suddenly understood that she was a very dangerous woman.

Suddenly remembering my mission, I left the cell and its attractive occupant, and glanced into the next. I could scarcely believe my good fortune! I had found the Elf.

However, the sight which greeted me was a brutal one. The Elf had been severely beaten, and bright green blood saturated the rags which he wore.

Unbolting the door as quietly as I could, I approached the Elf. He was fastened to the wall by manacles, and seemed deeply unconscious. Grateful that Draffan had foreseen this possibility, I went about picking the locks with the skeleton keys which he had obtained from a friend in the Thieves' Guild.

The Elf crumpled pitifully to the floor. His eyes flickered briefly, and his lips quivered. "Water!" he managed to whisper.

I turned to locate a gourd, and less than a second later found myself full length on my back, the Elf holding me painfully by the throat, glaring at me in fury. It was obvious that my disguise had fooled him, too.

I remembered the jibe Draffan had made about my getting slow in my old age...

"I should kill you," the Elf snarled at me, "but unlike Humans, Elves do not revel in such acts. Therefore I show you mercy."

I grunted in response. I couldn't say anything, his grip upon my throat prevented me. Balancing himself carefully, he then smashed my head hard against the stone floor, and all went black.

I opened my eyes, wishing that the cacophony pounding inside my head would stop. I blinked to bring my surroundings into focus. The young woman I had been observing earlier appeared before me.

I was about to speak when a bucket of water was thrown over me, fully bringing me around, yet making my throbbing head pound even more vigorously.

Hands grabbed me, pulled me against a wall, and seconds later manacles were secured around my wrists and ankles. The captain of the guards whom I had seen earlier entered the cell.

"An excellent disguise," he commented drily. "And I told you that an assassin was about. Well, my friend, we know how to deal with assassins and traitors here. The king's orders are plain. The executioner is already on his way. He doubles as the official torturer. Makes a good job of it, too." The captain fell silent, appraising me.

To be continued...



SOMETHING FROM NOTHING? by KEITH BURNARD

After reading Steve Clay's article on the above (Probe, January '95) I thought that it was a very good idea and decided to have a go at seeing what I could come up with. Random pages gave me :

RECHARGEABLE DRILL This became a RAY GUN (rechargeable)
BATTERIES These became a RECHARGING UNIT (for the gun)
HI-FI This became an ALARM SYSTEM (guarding the unit)
HAIR DRYER This stayed the same

I was also carrying a screwdriver. On examining the objects I was told the GUN needed recharging. The HAIR DRYER needed a new fuse.

A chat with an old man earlier in the game provided me with the information that I needed a STONE OF HEALING.

Off I went in search of the STONE.

I am standing in an old building with doors to the North, East, South and West. North take you into a room where the STONE is and is guarded by an awesome alien. I found this out earlier by entering the room and being killed.

The door to the east is locked, so I decided to go west into a kind of rest-room. I noticed a power-point and a can of shaving-foam. The foam was frozen but I took it anyway. I left the room and entered the south door.

This room was very dusty and full of junk. A search of the junk revealed nothing of value. In one part of the room the dust seemed thicker than anywhere else. I decided to search the dust but could not find anything. I decided to bend down, close my eyes and blow several times into the dust. On opening my eyes and dusting myself down I found a fuse. This I put into the hair dryer.

I then returned to the rest-room. I plugged in the hair dryer, switched it on and heated the can of foam. On pressing the nozzle the foam sprayed out. Great! A search of the door revealed a key hanging on a hook that was secured to the back of the door. I missed it the first time as I didn't shut the door the first time I visited this room.

Right, I leave the room and unlock the east door. On entering this room I notice a charging unit, guarded by an alarm system. A red light was glowing brightly from the system. I sprayed it with the foam and it went out. I then recharged my gun. Now for the alien.

I went to the north door, opened it and walked in. There was the alien with its back to me. It spun round and looked ready to jump at me. I fired my gun and with a spine-chilling scream the alien disintegrated. Alas, so did the STONE.

After all, this would have been too easy!

Why not have a bash yourselves? I'm sure Barbara would print your ideas. You never know, you may see them in a future game (maybe slightly altered).

[I'll be delighted to publish any ideas that I receive. Maybe they'll help an author with a mental block, or inspire a first-time author, especially now that Debby and Simon have published their guide to the Quill - see review in this issue Barbara]

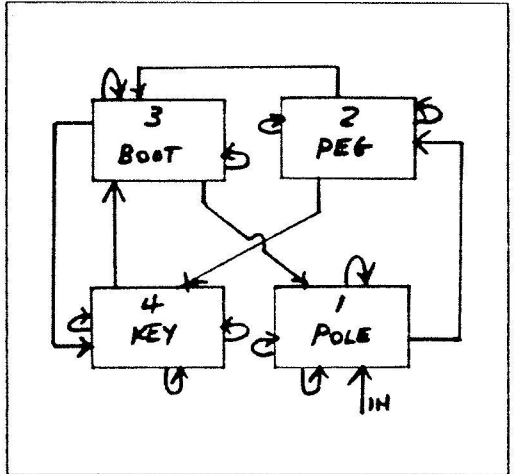
BEGINNERS CORNER

HOW TO SOLVE A MAZE WITHOUT TEARS

by LAURENCE CREIGHTON

Amazingly enough (pun intended), mazes are easier to follow – and solve – than many of the puzzles in an adventure. Rule one, once you realize you have encountered a maze is **DON'T PANIC!** A maze always ~~seems~~ larger than it is because so many locations lead back to the same spot.

When you realize you are about to enter a maze (you **HAVE** saved regularly haven't you?) enter the maze with as much as you can carry. As you encounter each location, drop something. Please look at the sketch, which depicts a maze in its simplest form. You will see that the player entered from the south into location 1. Here the pole was dropped as a marker. Going south, west or north you'll see it leads back on itself. Without the pole as a marker it would have appeared that there were three other locations. The pole as a marker reveals that it is indeed going back on itself. The thing to do next is to try all eight cardinal points – some programmers even put in up and down. Looking again at location 1, you will see that the only way out is to go east. So we go east, and you'll be in a new location – new, because the pole has gone, so it has to be new. Let's drop the peg. The rest of the maze is self-explanatory.



If you encounter a maze early in the game, leave it until you have at least five objects to drop. Once you have mapped out your maze and know what goes where, you can enter it and follow the route without leaving your much-needed objects. Once you know how to get about, leave yourself free to pick up at least one or two objects that may be hidden therein. No use going in with the maximum, finding something and then attempting to pick it up!

Some mazes consist of more locations than the number of objects you can carry. That's evil, but the solution is to **TRY** to find the exit, mark as many locations as possible, leave, pick up some more objects and go back in and mark the rest. Not easy but it can be done – but take out a contract on that author's life....

One other thing, remember in most mazes going north into a new location does NOT mean you can necessarily return by going south. And that is why I always draw a maze on a separate sheet of paper. You'll soon have locations and millions of connecting lines....

Now that you've read this, keep it in a safe place because I'm going to plonk a maze in my next adventure to test you!! Enjoy your adventuring and like me, enjoy Adventure Probe.

ADVENTURIE WRITING WITH AMOS by STEVE CLAY

This month I'll be covering, as promised, using the disk to store location and or message text. Before that I will show you how to stop your game going belly up if the wrong file name is typed when loading a saved position.

Using the original load routine in ADVSHELL;

After the line If VE=1: MP=1

KOKUP=0

After the label LDING1:

On Error Goto MESS

If KOKUP=1: Move=1: Return: End if

After the lines

Close 1

Move=1

Return

add the following routine;

MESS:

Print "Invailid filename!"

Print "Try again? Y or N"

Repeat

Z\$=INKEY\$

Until (Z\$="Y") or (Z\$="y") or (Z\$="N") or (Z\$="n")

If (Z\$="N") or (Z\$="n")

KOKUP=1: End If

Resume LDING1

End If

There may also be a problem when saving if the player uses punctuation usually used by AmigaDOS such as a colon or full stop. To prevent this you can use Instr to search through the filename inputted by the player or as Keith Burnard suggested restrict the player to upper or lowercase letters. I'll try and get an add-on to the save routine for next month.

Now onto the delights of using the disk to store location or message text. The theory behind it is simple, the practice isn't quite so simple. What you are doing is creating a database on disk and your text is treated as a record.

The plus side of storing text on disk is that you are left with lots more room for process and response tables. The downside is that each piece of text has to be loaded in when required thus creating a delay of a couple of seconds.

You will also need to write a separate program to create your text files. The following routine covers the essentials.

```
Rem *** TextFile Program ***
Dim L$(N): Dim SH$(N): Dim M$(M): Rem N-Number of locations:M-Number of
messages
Rem *** SH$ is the text for the title of the location and can be omitted if you Rem
*** don't use titles.
Gosub INIT: Rem *** Initialise all the text
Open Random 1,"Location.Adv"
Rem *** This opens a random access file with the name "Location.Adv"
Field 1,30 as SH$, 450 as L$
Rem *** This allows you thirty characters for the title and 450 for the actual
Rem *** location. These numbers can be altered to whatever you require.
For X=0 To N: Rem N-Number of locations
Put 1,S$(X)
Put 1,L$(X)
Next X
Close 1
Open Random 1,"Message.Adv"
Field 1,255 as M$: Rem *** Max 255 charcters change as desired.
For X=0 to M: Rem *** Number of messages
Put 1,M$(X)
Next X
Close 1
INIT:
S$(0)="Story so far...": S$(1)="Outside building" etc
L$(0)="A fortune is hidden within the caves..."
M$(0)="It is a polished stone with markings on."
Rem *** All your text would be defined here.
Return

To recall text you can then add to process one for locations
Open Random 1,"Location.Adv"
Get 1,LOC:Rem *** LOC-the current location number.
Print S$
TE$=L$:Gosub PRM
Close 1
```

Messages would work identically.

That's the theory! Good luck!

AMIGA COLUMN by STEVE CLAY

Bloodnet is a new release for the A1200 only. And an A1200 with a hard drive at that, as the game comes on 12 disks and swapping is apparently a nightmare. Bloodnet is a graphic adventure with a rather strange plot that combines the fairly common adventuring theme of save yourself with a gothic/cyberpunk background. There are a number of subplots including kidnapping but the main aim is to prevent your character, who has recently been nibbled by the head vampire, from becoming a fully paid up member of the vampire fraternity. You have a few 'days' in which to save yourself. To do this you must enter cyberspace and search out wells that are full of information. The game comes with an 18 certificate as there are numerous unsavoury topics involved as well as some gory graphics. I get the impression that you need to be fairly interested in Cyberpunk to fully benefit this game.

Greg Follis is currently beaver away on a CD version of the old Spectrum classic Tir Na Nog. The game will follow on from the Spectrum game and includes buckets of text as Greg doesn't like the idea of actors portraying characters. Although the game is currently being devised for PC CD Rom an Amiga version is not an impossibility and many PC games are filtering down to the CD32/CD Rom platform. Another old classic that is under construction for the all new singing and dancing CD format is Lords of Midnight.

The game I mentioned a few issues ago that reminded me of the Ingrid games, Witchwood, has been shelved by Team 17. However they have stepped in to publish a game that looks very similar to the product they have shelved. The title of this is Speris Legacy and is supposedly the Amiga answer to the Zelda games that have done so much for Nintendo. At the moment it looks as though it will be 1200 only. For anyone who wouldn't know Zelda from a small, cute sprite in 32 colours, it seems the aim is to run around the landscape, scrolling of course, and search chests, solve puzzles, interact (that's talk to all us oldies) with the other characters and no doubt kill them.

The past few weeks have seen some strange goings-on in our house. Admittedly I am to blame for them. The silence of the evening has been broken with cries of "If I stick the snail in the Vaseline and make it go down the gutter maybe it'll speed the heavy ball up?" So out comes the computer to try this. Nope!

The game that is causing me all this trouble is Valhalla 2. I keep asking people what do you do with a vase. What are the interesting rocks for? What do I do with the confusion spell? It is a long time since a game had me this worked up. I think Dungeon Adventure was the last to get under my skin like this. I suppose this has to be a recommendation of sorts. And while I'm here how many times do I need to lie to the carpenter? And is it possible that I have missed something early on? Maybe next month I'll be able to ask similar questions regarding level 2!!

ANN BAILEY and PETER CLARK

Their current subscriptions have already been extended by three months.

Congratulations to Ann and Peter on winning, and my thanks to everyone who took the trouble to enter. (Barbara)



NEWSDESK

New PD adventures for the C64

Dorothy Millard has kindly sent me some more PD games. I haven't had a chance to sort them out yet but they look like a mixture of text and RPG games - some may only be available on disc. More details in Probe next month.

SAM News

Phil Glover has sent me details of PAW A17S - please see his review in this issue.

He says that a C compiler has just been released, and he has got "a gadget called EDDAC which allows SAM to play CD quality music using some weird and wonderful hardware add-on thingy" - sounds painful.

IN TOUCH

WANTED : Any older adventures for the Amstrad CPC 464 which are no longer commercially available, especially Colossal Cave and Scott Adam's Pirate Adventure. Fair prices paid. Please contact Anton Prowse, Hillside View, Old Mill Lane, Dartmouth, Devon, TQ6 0HL.

WANTED : For C64 - Williamsburg Adventure, Jerusalem Adventure, and Mansion Adventure, all by Microdeal, on tape or disc. Please contact the Probe office.

WANTED : A copy of YOUR SPECTRUM Issue 18 - red cover, Dambuster's officers in plane. Good price paid for magazine or pay cost of photocopying routines for infinite lives, maps, etc. for Jet Set Willy 2. Please contact the Probe office.

KINGS AND QUEENS OF THE CASTLE

Bernard Wood, 2 Culpin's Close, Spalding, Lincs. PE11 2JL can offer help on the following adventures. When writing, please ensure you enclose a SAE and state clearly the problem and title of adventure.

AGATHA'S FOLLY, A LEGACY FOR ALARIC, ARNOLD THE ADVENTURER, AUNT VELMA'S COMING TO TEA, BRIAN AND THE DISHONEST POLITICIAN, BULBO AND THE LIZARD KING, CASTLE ADVENTURE, CLOUD 99, DARKEST ROAD, DEATH OR GLORY, DEMON FROM THE DARKSIDE, DEVIL'S HAND, DRAGON SLAYER (M.Freemantle), DOMES OF SHA, EVERYDAY TALE OF A SEEKER OF GOLD, ESCAPE, FINAL BATTLE, FOREST AT WORLD'S END, GOLDEN MASK, HOBBLE HUNTER, KOBAYASHI AG'KWO, LABOURS OF HERCULES, LARRY THE LEMMING, LIFE OF LONE ELECTRON, METHYHEL (128K), MICROFAIR MADNESS, NEVERENDING STORY, OPEN DOOR, ONE OF OUR WOMBATS IS MISSING, PHOENIX, QUEST FOR THE PICKLED CABBAGE, QUEST FOR THE HOLY SNAIL, RUN BRONWYN RUN, RETARDED CREATURES AND CAVERNS, STAFF OF POWER, SECRET OF LITTLE HODCOME, SHADOWS OF THE PAST, STAR FLAWS, SNOW JOKE, TEACHER TROUBLE, THESEUS AND THE MINOTAUR, THEME PARK U.K. VERY BIG CAVE ADVENTURE, WHITE DOOR.

PERSONAL MESSAGES

- To Anne B -(Watch Thispace)
To Ellen - My biceps are bulging with all this running. S'funny - that's in my arm?
(M.Polo)
To Snowy "Blanc" - Is there a dwarf called Randy who's at your beck and call?
(M.Polo)
To Grimwold - Just don't cough up phlegm in this magazine please (M.Polo)
To Snow White (again) - You sly gal, you! (M.Polo)
To Mad Cat - A necromancer is a fancy name for an exotic dancer, ha ha! (M.Polo)
To Grimwold - What do you mean, you can't cough, thanks to the Venos??
(Uncle Horace)
To Damian - I'm about to star in a movie, "Hop-a-long Horace". Great or what?
(Uncle Horace)
To Damian - Don't know 'bout you, but I feel sorry for the poor camel (Ellen)
To Tinkerbell - Well said!!!! (Ellen)
To Reynir - Just as I thought, you've been conned. I'd sue it, if I were you (Ellen)
To Phill - Did you manage to socket to the bulb, then. And have you passed on my
'Torment' to Fred? (Ellen)
To Pete - The karaoke's set up again. How's about a 'Singalong Ellen' cassette,
just for a change?? (Ellen)
To M.Polo - That's good to hear. And no worries about the 'adhesive' remark - it
didn't stick! (Ellen)
To John Brandon - P.P.W.S.O. put an end to my 'Torment' soon. You know that
you want to, really (Ellen)
To Eileen - Don't you start! (Ellen)
To Mad Cat - Thanks. I don't fancy the idea of munching on old toothless Wargs
much either (Ellen)
To Mad Cat - Got ya! (Ellen)
To Mad Cat - Well, they must've got lost in the "zorch" 'cos I ain't got them yet
(The Witch of Stanley)
To Uncle Horace - Not that dumb, you've still not outwitted me yet, have you?
Hmmm, maybe that says something about you, eh? (The Witch of Stanley)
To Spiral Staircase - The message was supposed to read "winding YOU up" (The
Witch of Stanley)
To Tweepy - I know it was a very subjective question, but what's the answer?
(Dopey)
To Mad Cat - What did the Spiral Enchanter get? And can I have one too, please
(Dopey)
To M.Polo - Never's a very long time y'know. And I do know who you REALLY are,
but even if I do tell you, you'll still deny it anyway (Snow White)

To Phill – I've got Arnie (from L.A.Law) on a retainer. This is your last chance to "reveal" it!! (Loobiloo)
To Reynir – Say "Hi" to Bosi from me, will you? (Rudi)
To Mad Cat – If Trasymachus won't, then I will, OK? I've always wanted to be in the movies. Who's the director??? (Dopey)
To Rattled Snake – Have you stopped to think how your name sums you up? (The Glumwynd)
To Mad Cat – Don't bring me into it (Tweepy)
To Mad Cat – Have a saucer of milk and curl up somewhere (Kasar)
To Wynne – Settle down, deary (Nemo)
To Ellen – No, I'm not. Rumour has it that I was killed off in E.T.2 (John Brandon)
To M.Polo – You don't know how much earache you're causing. Any more and I'll single you out for special attention. This is your only warning! (The Viper)
To Debby H – And what are you doing, these days? (Felix)
To Acidspit – Ho ho ho ho ho (The Viper)
To Fry-Them-With-One-Puff – If you've ceased to be, why not announce the fact? (The Glumwynd)
To Damian – You've gone quiet. Hope everything's ok. Keep your chin up. (Kasar)

HELP WANTED

Experienced playtester wanted for an Amstrad CPC adventure called "The Zeta Zone". Disc only (3"). Please write to:-



Martin Bela, 11 Colwell Drive, Brookside, Alvaston, Derby. DE24 0UP.

ADDITIONAL SOLUTIONS

The following solutions have been added to the files recently. Subscribers may purchase a solution (providing the adventure has been released for at least 6 months) at a cost of one 29p stamp each, plus one 1st or 2nd class stamp (regardless of the number of solutions) for return postage. Warning – a solution can seriously damage your enjoyment of an adventure!

39 STEPS, CIVIL SERVICE 2, DARK TOWER (Frobozz), DEADLY DUNGEON, DESCENT TO CLAYMAN CAVERNS, DUNGEON REALM, LABOUR PAINS, LOST HOARD, MISSING PANEL, MONSTER, SPIDER MOUNTAIN.

If you have a solution you would like to offer, please send it to the Probe office, giving as many details as possible. Thank you. (Barbara)

Please 
write 
♥ soon

GETTING YOU STARTED

THE BASE – Pt.1 played by Barbara Gibb on a Spectrum

Start in cell. You can do nothing until a hand appears through the window so type LOOK a few times. TAKE PACKAGE, UNTIE PACKAGE, I, X PAPER, READ MESSAGE, DROP PAPER, WAIT (until the guard starts snoring). UNLOCK DOOR, DROP BRASS KEY, S, SEARCH GUARD (find steel key), E, E, E, S, UNLOCK GATE (need steel key), DROP STEEL KEY, S, U, N (secretary's office) X DESK, OPEN DRAWER, L IN DRAWER (now have some glue), N (Governor's office), X SAFE, X PLAQUE, TURN DIAL 6 TO RIGHT, TURN DIAL 5 TO LEFT, TURN DIAL 3 TO LEFT (I think this combination is contained in the safe makers' name i.e. the first letter and number of letters in Roland Lomas Ltd), OPEN SAFE, TAKE PASS, X PASS (signed but needs a photograph)

GOLDEN APPLE played by Karen Tyers on a Spectrum

N, E, SMELL FLOWERS (you sneeze, pull out a hanky and a key), N, E, GET CAN, GET SEEDS, W, PLANT SEEDS, S, W, S, E, E, E, N, CLIMB TREE, GET AXE, D, S, CHOP LOG, GET BARS, GET PLANKS, W, N, FILL CAN, S, W, W, N, W, GET MATCHES, PULL LEVER (it breaks), E, E, N, WATER SEEDS, LOOK, GET CARROTS, S, W, N, UNLOCK DOOR, ENTER DOOR, N, EXAM PAINTING, GET BROOCH, S, CLIMB STAIRS, W, EXAM DUST, LOOK, GET BEARSKIN RUG, MOVE BED, LOOK, GET WHISTLE, BLOW WHISTLE

GORY STORY played by Barbara Gibb on an Amiga

Start on an overgrown path in a forest. I (rucksack), LOOK IN RUCKSACK, E (standing stones – see shaft in ground), TAKE ROPE FROM RUCKSACK, TIE ROPE TO BLOCK, D, TAKE GUN FROM RUCKSACK, FIRE GUN (scares bats away), TAKE ROPE, PUT ROPE IN RUCKSACK (needed again), E, E, U (onto platform), PULL LEVER (platform descends), E (by door), WAIT or EXAMINE DOOR (door rises to reveal Oltec), say YES (Oltec says he will take you to Azzan), E (throne room – see Azzan), TALK TO AZZAN (who asks you to find a special serum to enable he and his people to live above ground – he gives you a staff, which didn't seem to work). You are transported to the outskirts of Little Zorning.

LOOK (should see a dog), TAKE NET FROM RUCKSACK, CATCH DOG, DROP NET, E (road into village – see country bumpkin), TALK TO BUMPKIN (he calls his dog), GIVE DOG TO BUMPKIN (he allows you to go east), E (crossroads)

STATIONFALL played by Dorothy Millard on a C64

Start on Deck 12 of the SPS "Duffy", I (you are carrying three forms and wearing a patrol uniform containing an ID card and a chronometer), E, N (to robot pool), PUT ROBOT FORM IN SLOT (authorization approved – type the bin number of the desired robot), TYPE 3 (it's Floyd), S, E (to cargo bay), OPEN HATCH, IN (to spacetruck), GET SURVIVAL KIT, CLOSE HATCH, SIT DOWN (in the pilot's seat), PUT SPACECRAFT FORM IN SLIT (you are asked to type in the course heading), TYPE (refer to astronavigation chart in packing and space time on screen), WAIT (6 times until you are approaching the station), OPEN KIT (reveals two blobs of orange and grey goo and a thermos bottle), OPEN THERMOS (reveals blue soup), DRINK SOUP, GET UP, OPEN HATCH, OUT (to docking bay #2)

HAMMER OF GRIMMOLD played by Peter Clark on an Atari (other versions vary slightly)

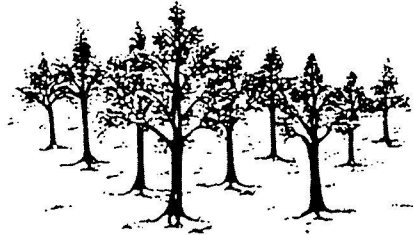
You start in a Dark Forest with nothing but your own clothes. Go E to the Junction, then NE to the Clearing. Going E from here takes you to the Woodsman's Fire. Examine him then say Grimmold. He tells you that if you can find his sharpening stone he will give you an axe.

Go W, N, N to the Stony Path and kick the stones to find a coin. Now go back S to the Leafy Glade and enter the inn. Sit at the table and examine it. There is a message on it which tells you that the gigantic orc loves diamonds.

Examine the landlord then say Grimmold to him. He tells you that to defeat Valk you will need some Troll's Dust. A traveller will leave the inn around this point so stand up and leave the inn. Follow him northwards to the point where he is standing by a ravine. Steady him and he will rush away, leaving you with a corkscrew.

Return S to the Stony Path, then E, NE, E to the Oak Tree. Climb up the tree and enter it. Inside you will find a crowbar. Leave the tree and go back down to the ground then go W to the Large Rock. Lever the rock with the crowbar and an entrance to a Small Cave is found to the south.

Enter the cave where you will find a beggar. Examine him and say Grimmold to him. He asks for a coin to be put in his cup. Do so and you will be rewarded with a pink pill. Leave the cave to the north then go SW, W W to the Forest Maze where there is a dead giant. Eat the pink pill which will make you strong enough to roll the giant over and find some boots



HOUSE OUT OF TOWN played by Lorna Paterson on an Amstrad – also available on the C64 and Spectrum

EXAMINE RACK, GET COAT, EXAMINE DESK, OPEN DRAWER, GET BRIEFCASE, GET KEYS, W, LOCK DOOR, N, WEAR COAT, D, S, S, EXAMINE MAN, EXAMINE BRIEFCASE, GET MONEY, BUY TICKET, E, GIVE TICKET, E, WAIT, S, SIT, WAIT, STAND, N

I DARE YOU played by Dorothy Millard on a C64 (also available on the Spectrum but inputs may vary slightly)

Start at home in the hallway. GET ENVELOPE, EXAMINE ENVELOPE, OPEN ENVELOPE (contains a key, taxi fare and pink card with clues to the address), READ PINK card, N (to taxi rank), CALL TAXI (a blackcab pulls up and you climb in – the driver asks "Where to?"), 22 BLUE DOVE LANE (you pull up outside a large house, pay the driver and climb out), DROP PINK card. UNLOCK DOOR (using yale key – you enter the hall), DROP YALE key, EXAMINE PLUG (has two pins), EXAMINE TABLE (see telephone), EXAMINE TELEPHONE (it's disconnected but you see a piece of paper), READ PAPER (note the numbers), EXAMINE HATSTAND, EXAMINE JACKET (you find a padlock key in the pocket), EXAMINE ORNAMENTS, GET BOOMERANG, EXAMINE BOOMERANG, EXAMINE GATES (closed – there is no way up at present), E (into small room under the stairs), EXAMINE SHELF (see a large box which you automatically pick up), GET STEPLADDER, GET VACUUM cleaner, W, N (to dining room – it's dark), PUSH SWITCH, EXAMINE CHANDELIER (you see a shadow), DROP LADDER, CLIMB LADDER

HINTS AND TIPS

ADVENTURE ISLAND played by Barbara Gibb on a C64

Use the log to make a foothold to help you up the cliff at the start location.

Tie the rope to the hook then throw the hook at the "totally useless beach".

You need a sledgehammer to get passed the enormous rock.

SWING on the VINE to cross the gorge.

The rope-bridge can't be repaired, but if you try to cross it you turn back – now LOOK then EXAMINE CABLE before you try again.

BALROG'S DAY OUT played by John Schofield on a Spectrum – also available on the Atari(e), Amiga(e) and PC(e)

The game must be completed in under 88 turns before disaster strikes!

Buy a burger and then complain about it.

Stand on the bench to reach the hole in the tree. A squirrel bites you the first time you insert your hand, so drop the burger to get rid of it.

There's a red probe under the bench! (I wonder what that is? Editor)

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

In the chapel, sing and be charitable, then push a slab and pull a leg. Pray to Derek to get back out.

Use the potion to enter the well, make an exit with the ladder.

Remove Thom's key before reviving him with water.

Go for Thom's Chain, dip it in ink to sign the form.

The Frankenhog will help you escape from the cell.

Smash the ladder to make it a manageable size.

The bell won't ring without a clapper.

Check the walls of the Lower Guard Room for a way back to the dwarves.

Your singing sends dwarves to sleep, but you'll need to play and sing to the last one.

If you've refused Sam's help early on you will have to enlist Hubert's composing skills.

Replace the clapper and ring the bell when you're ready.

ROUGE MIDGET played by Peter Clark on an Amstrad

The cat wants a fish but will lose more than his appetite if it tries to eat one.

Pizza's are affected by lager louts.

Get yourself a mop and go clean a plaque for the number to the exit.

CUP played by Barbara Bassingthwaighte on a Spectrum – also available on the C64, Atari ST/STE, Atari(e), Amiga(e) and PC(e)

To find the elephants' graveyard – go to the Dense Thicket. If the elephants aren't here go W and E until they arrive. Now go N, NE, NW, N (follow wounded elephant), E, S (graveyard).

To get the stone – find the tall shiny black tree and hit it with the club.

To find a nest – crawl along the limb of the gigantic tree and examine the branches.

To get stronger – get the pot from the native and eat the meat.

To get the sponge past the wolves – put it into the sack.

To wet the sponge – take it back to the native chief, examine the chief to see he is crying with joy and wipe his tears with the sponge.

THE DARE played by the author, Dorothy Millard, on a C64

To exit the cubicle you must feel around then bandage your head with something handy. Make sure you get the paper again before you leave. You will need to squeeze to get out of the door.

In the washroom is there something in the dirt to help you open the door?

Check behind the screen for the steps.

In the Hardware Department search the floor and examine the bench for something with which to repair the steps.

Examine the shelves in the kitchen more than once.

Jemmy the door in the Hardware Department after turning off the alarm.

DAY IN THE LIFE OF A TUPPERWARE SALESMAN played by Damian Steele on an Amstrad – also available on a Spectrum

Examine a haystack to find a masochist Yog. Hug a hen.

Make sure you have a bottle before milking a cow. Doors burn better with the help of coal.

Tidy a signpost's position. Take a mummy for a spin and examine the Russian dolls.

Play milkman to enter the castle. Banisters are not always boring.

The dragon has a slippery solution. Acid rain requires more solid clothing.

The sweet password is ALL you see not just a single part. Emulate Tarzan to cross a pond.

Catch a grave robber to progress. Remember the song On the good ship, Tupperware?

FLIGHT OF THE UNICORN played by Barbara Gibb on a C64

Push the statue in the Princess' bedroom to find a secret passage.

To get some hair, comb it first to find a hairpin. When at the top of the tower, cut it with a knife.

The Hairpin can be used to pick the lock of the door leading to the tower, but only needed if you haven't opened the door to the room where the raven can be found – a bug here I think!

The harp is need to pacify the snake.

HOUNDS OF HELL Pt.2 played by John Schofield on a Spectrum – also available on an Amstrad

The Large Angel on the pulpit is the key to further progress.

Ramsave before trying to press the coloured segments.

The crucifix is the key to the chest. Quietly does it with the door.

There's something in those boulders. Check out the eastern ledge for the key to escape. Wear your full disguise.

Throw the phial in the brew to rescue Denise.

Ring the police – if you reach the cottage in time!

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

Use the crab in the rib cage to feed the octopus.

Use the bead on the crab boat to move it.

Use a stone on the spindle to open the gates. Each gate will need a different stone.

You will float to a room with a stairway. Go up and pick up the gear.

Close the cupboard and examine the diagram.

Float along the canal until you come to a doorway leading to a statue.

Use the chain on the bronze loop, Use the ladder on the statue and open the breast plate. Connect the gears according to the cupboard diagram to lower the statue's left arm. Connect the chain to the left arm then rearrange the gears to raise the arm. The doors will open.

Pick up the hinge pin and return to Sophia.

JOLLY POPPA DOWN played by Barbara Gibb on an Amstrad

Pull a cracker to help you crack a safe. the combination must be inputted as DIAL followed by all three numbers as WORDS.

To exit Santa's home, press the green button again.

You need some wood (cut from the trees) nails and hammer to mend the No.2 sleigh.

Blow the whistle to summon the reindeer.

Feed Randolph with the oats, then search the flop. Insert the battery in Randolph's ear to light up his nose.

Hitch the deer to the sleigh.

Drink the liquid in the jerrycan – it is antifreeze and prevents you from freezing to death in the Arctic.

When flying the sleigh, wear the snow shoes, parka and gasmask.

Providing you have the compass, go NE and don't worry when you crash the sleigh.

If it gets dark, light the candles with the lighter.



ORB QUEST played by Barbara Gibb on a Spectrum – 128K only (also available on the Amstrad)

At the cemetery, remember what the oracle said and ENOTSDAEH SLAREVA DNIF. He will appear when you ENOTSDAEH TA GNIR TNIOP and office you help later.

In the tavern, sit down to overhear a plot to free a prisoner call Kilier, then go to the prison sheds and warn the soldiers.

When the guard asks for the password, remember who signed the notice.

Give Laxal the hunter the horn.

Put the jewel in the statue to reveal a headband.

You can make a fishing rod using long piece of thin wood, steel hook and coil of wire, the ENIL TSAC.

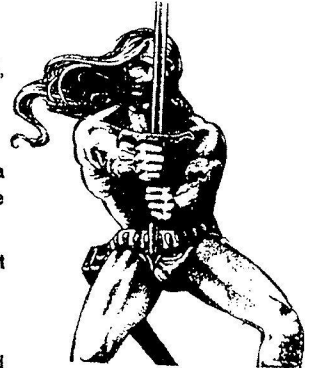
Dig at the edge of the forest to find a chest.

Wear the headband before opening the chest, to find a sword. Place the crown on the warrior in the crypt, then give him his sword.

Examine then move the rocks on the site of the ancient monastery.

Stand in the pentagon to receive a warning.

When trapped by a large slab of rock LAREVA LLAC and REDIPS EVIG to be transported to another location.



SECRET OF THE DARK MANOR played by Barbara Gibb on an Amstrad

Cut the scrub with the axe where the thicket is not so dense.

Soak the thong in the lake then tie it to the grille, patience will be rewarded. Although I didn't get the expected response, I could now go west into the north tower.

Do not try to pick up the rug until you have looked under it.

You have to TENGAM HTIW TLOB LLUP to open the gate.

Open the bench drawer to find a switch which opens an exit in the basement.

The code for the combination lock is in the diary.

Enter the cabinet and press the button to be transported to a laboratory on the moon.

Pull the lever on the console to open the southern exit to the airlock.

Insert the card in the slot in the shutters to access the computer room.

SECRET OF LITTLE HODCOME played by Barbara Bassingthwaigte on a Spectrum – also available on the Atari(e), Amiga(e) and PC(e)

To get back into the house:--From just outside the back door – W, S, CLIMB FENCE (herb garden), EXAM COTTAGE (see drainpipe), CLIMB DRAINPIPE (now back in the lounge).

To get matches and meet vicar:--From the gravel path – W (to inn), BUY MATCHES, WAIT (for vicar to come in). Now buy him a drink and listen to his tale.

STAFF OF POWER played by Barbara Gibb on a Spectrum – also available on C64, Atari(e), Amiga(e) and PC(e)

Use the jewels to bribe the giant guard.

Move the tapestries to access the bedrooms.

Examine the firewood to find a scroll containing a spell.

Feed the bear so that he becomes tame, then RAEB DAEL. He knows where to go.

To unlock the door in the dungeon you need the small key.

You will have to be disguised before you meet the Chief Frost Giant.

Light the torch at the huge fire. Something is hidden in it so you'll have to put it out.

Ignore the book in the library, it is the pink potion that you need.

STALKER played on a Spectrum 128K only and PC(e)

While Bey is present, pull the lever in the Anti-Grav chamber. He is not amused as he floats up and away and throws something at you which will prove very useful.

Take a refreshing swim in the spa, you will see better in the pool if you are wearing the goggles.

To enter the shuttle, insert Captain Aldraan's Entri-Kard in the machine.

Examine the bunks in the sleeping chamber for a piece of paper with a code number on it. Type this number on the keypad in the corridor.

THIEF'S TALE Pt. 1 played by Peter Clark on an Amstrad (also available for the Spectrum)

Get the iron bar from the mill and lever the rocks that you find blocking an adit by the pond.

In the mine you will have to talk to Nasna and say LIGHT before you will be able to see properly.

Boxes have other uses than for putting things in. They can increase your height if you stand on them.

Hold your breath and close your eyes before entering the animal's lair and, whatever you do, do not look at the Shadow.

YELLOW PERIL played by Barbara Gibb on a C64

The gold key unlocks both gates in the cemetery. You need a jemmy to open the storage shed door.

The ladder is needed twice – drop it then climb it.

The spade is used four times – to find two fishing baits, enlarge a hole and to dig a way out of a blocked tunnel.

The lamp needs a wick and oil (which are found inside the farmhouse) and matches with which to light it. DRAOBPUC EVOM to find a tie.

VALHALLA played by Barbara Gibb on an Amiga

Level 1

I think the yellow-eyed Guardian is the most difficult to find. You'll need that rock you may have been carrying around for ages.

There are four Winged Guardians, each will respond to a crystal the same colour as their eyes. They are protecting the four Orb Keys that are placed on the appropriate stool/altar in the far eastern room. When all Orb Keys have been used you will be able to get close to that last Guardian and give him the Gem of Infinity.

Level 2

Put the Tankard of Ale on the Fungi, then the resultant Mold on the altar next to the Shaman of Impurity.

When you have the Cold Resist Potion you can take the Ice to the oven to get the Eye of Heaven.

You get the Sign of Leo when you put the Eye of Heaven on the Sundial.

Put the Golden Symbol on the appropriate table to deactivate the electrode to the south so that you can take the Magic Ring.

Level 3

The Cement is needed to repair the broken tiles in strategic places.

Don't be afraid to crack drains – you can walk over them even when "open". Check each one, and if the Prince says "Can't see twiddly" it probably isn't crackable. However, if he says "It is only a drain" it may be hiding an object.

To get a Sweet – first, find a Bolt, then grow a (toffee) Apple, put it on the Tree Stump then shoot the Bolt at it by operating the Crossbow.

Give the Sweet to the toffee-lover to obtain the Drink of Sight which will help you see a secret door.

The book with the tree on the cover will identify each relative and their abilities.

Level 4

At the start note the appearance of the tile beside you – those lines are the only indication you have that they are trap-doors. You start by standing on one of those all-important crackable tiles, also note its appearance – very difficult to detect at first.

the book with the cross on the cover is important.

The bottles of energy are definitely needed in this level.

Light the match at the stove, then cool the chicken and feed it to the carnivore.

Play the record on the gramophone for the handle for the water tap to appear.

Put the heated warming-pan on the bed to obtain a bedtime drink. Put this on the stool in front of the cursing councillor.

Put the old-fashioned penny on the stained tile for a penny black stamp.

WELL OF ZOL played by John Schofield on a Spectrum – also available on the Atari(e), Amiga(e) and PC(e)

There's something smelly behind the tree stump. Pluck a feather – eventually, you'll be able to pick it up.

At the end of the path, something's hidden in the grass. The tree can be climbed – be persistent.

A floorboard helps crossing the stream. You should then find something in the stream to sharpen the scythe.

The scythe must be used to cut the grass and a rope before giving it to the farmer.

The bird will spring the trap but use it on the dog first. You should find an unusual spade by the trap.

BLACK CRYPT played by Mary Scott-Parker on an Amiga

Level 24

- 30.12 Step forward, back, forward [teleports to 18.17.25] Step L, Fx4, Rx5, Return to 30.12
- 33.12 Enter haze again
- 34.17 Press nose [no.4] (closes pit at 36.17)
- 36.17 Press nose [no.7] (teleports to 36.21)
- 35.21 Press nose [no.9] and hurry through gap at 36.21
- 38.20 Step on studs
- 38.25 Get Horn of Destruction [Quakes, don't use it yet, unless desperate, save it to multiply] If you take too long in this section you will be teleported back. Just repeat previous steps.
- 35.23 Press button and go through newly opened gap
- 37.29 3rd Mirror key. Teleport to 22.13 [last mirror door]
- 22.13 Open door with Mirror key
- 20.10 Tablet of Kaolic [gain 1 level]
- 22.10 Open gate.
- 22.07 Octa key + Mirror shield [used to kill Medusa] put Mirror shield in Fighter's action hand and find Medusa [now that you want to kill her, she'll be nowhere to be seen!] When dead, she drops Forecehammer. One blow with the Mirror shield kills her
- 06.03 Go up stairs
- 23.26 Open door with Nether key [unless already open]
- 25.26 Open door with Octa key
- 29.29 Get DOOMHAMMER [best weapon in the game, multiply it by 2, so that the two in front each have one]

Level 13

- 19.29 Proceed North through false wall
- 20.30 Step on studs.

Level 14

- 02.28 Put Orb into alcove

Level 13

- 20.30 Go down stairs

Level 16

- 01.04 Drop item by nose to identify it, then press it [button 1]
- 01.10 Press now [button 3]
- 01.07 Press nose x 2 [button 2] (second press activates fire trap)
- 01.13 Press nose [button 4] (book is wrong!)
- 04.16 Press nose [button 5]
- 07.06 Face south and kill wall monster
- 07.04 Silver key [to door at 11.02]
- 11.02 Open door with silver key. Walk down corridor towards end wall and kill wall monster or it will pursue you
- 11.06 Open door and kill Ram. He will drop a Stone key [to door at 14.12]
- 16.08 Night shield
- 11.12 Remove Trap
- 16.10 Horn of Destruction [Quakes]
- 14.12 Open door with Stone key
- 15.14 Drop down hole [to 15.15.18]
- 09.11 Open door
- 04.11 Remove Trap
- 01.11 Open door
- 02.07 Push nose
- 01.01 Get "O" Key
- 14.08 Proceed East through false wall
- 16.09 Face West and press little button
- 13.05 Face South and kill wall monster
- 14.01 Use Remove Glyph spell on glyph
- 12.02 Face East and press little button
- 09.04 Face South and wait until wall disappears
- 09.02 Face West and kill wall monster
- 07.01 Face West and kill wall monster. Step onto 06.01 then Nx4, Wx4, Sx4
- 03.01 Face East and kill wall monster. Step onto 04.01
- 05.06 Read Rune. Answer : NINTH
- 05.03 Go up stairs [to 09.01.17]
- 15.10 Face West and kill wall monster
- 15.05 Open door and kill ram, he will drop Iron key [to door at 11.04]
- 19.11 Open door
- 11.05 Open door with Iron key
- 06.04 Face North and kill wall monster
- 05.08 Remove Trap
- 09.08 Open door with "O" key
- 11.10 Go up stairs

Level 16

- 06.13 Face North and kill wall monster
- 06.15 Drop down hole [to 11.15.17]

Level 17

- 05.16 Belt of the Troll + Potion of INVINCIBILITY – Head East to stairs at 12.13
- 12.13 Go up stairs [to 08.15.16] (more next month)

GUIDE TO GOTHIC HORROR Pt.2

by JOHN SCHOFIELD

DRACULA

Part 1

Try to go east, then Pay the Coachman/Give Money. At the Reception, examine the desk, ring the bell, sign the register (given a key) then read the register to find out your name for the coachman later. Go up and unlock your room. Look around, then examine the window and table. The window is ajar and the table has a drawer and an oil lamp. Open the drawer and take the match from it. Go down to the dining room and then sit and read the menu. The rest of part one very much depends on what you now eat and drink. Don't forget you can choose nothing.

Choice A – choose Bacon or Nothing to eat and then Wine to drink. Now return to your room and sleep (waiting to fall asleep is always fatal. After a dream, press any key except ENTER to get rid of the graphic. You survive the night. Go down to the foyer where you are told the coachman is outside. Go out and refuse to go with him (the coach will crash with fatal consequences!). Look around, sit on the bench and wait for another coach. If you read the register, you can give the coachman your name to end part one.

Choice B – choose Lamb or Beef to eat and Wine to drink. Again return and sleep in your room. After the dream, you awake and are thirsty. Strike the match, light and get the lamp and go on to the landing where the Innkeeper gives you some water. Return to your room and sleep again. In the morning go outside and sit and wait for the coach. (The original coachman only reappears in Choice A). If you wander about without the lamp, the Innkeeper thinks you're Dracula and deals with you with the spike he's carrying!

Choice C – choose Beef, Bacon or Nothing to eat and Water to drink. Again return to your bedroom to sleep. After the dream, you sleep-walk back to the dining room where you are trapped by a vicious dog. You have a limited time to look around, examine the table, get the bone and give or throw it to the dog. Return to your room to sleep and in the morning, sit and wait outside for the coach.

Choice D – choose Lamb to eat and Water to drink. Return to the bedroom to sleep. After the usual dream and graphic you hear the beating of wings. Close the window, then wait for the birds to smash against it. In the morning, as in B and C go outside to sit and wait for the coach. If you fail to close the window, the birds will kill you!

Choice E – eat Nothing and drink Nothing. Return to your room to sleep. You can't survive this choice because after the dream you think you're a bird and try to fly out of the window! (whether open or closed).

Notes : After your meal in your room, if you just wait until you fall asleep, you always suffocate to death.

Locking yourself in the room makes no difference to events.

The match/lamp is only used when you wake up thirsty.

You can type **stand** after the meal, but it's not necessary.

The second coach only stays 4 turns before leaving without you.

Part 2

You are in the coach. Look around and examine the woman. Speak or smile and look into her eyes. You must then look away, blink or close eyes to break the trance. She gives you a silver cross. Examine it and wear or hide it. After waiting you meet another coach. Answer "yes" and board the coach (only if the cross is hidden under your shirt). This second coach is cold and you freeze to death unless you look around, lift the seat, examine the door then remove the cross and insert and turn it in the keyhole. You can then open the door and look in the hold where you find some blankets to wear and survive the journey.

When the coach leaves you in the courtyard, you can't see much for the snow but there are 9 locations forming a square. In the southwest corner, look around to see a staircase. Go up, look around and examine the door, its carvings, frame, bat and the bat's mouth. Insert finger or feel mouth to press a button for Count Dracula to welcome you and lock you in your room for the night.

In the morning, you have a limited time to find a mirror to shave. Look around and examine the table. Get the tray and go north into your dressing room where taking the cloth and rubbing the tray will provide your mirror. The Count enters, take the tray and takes you to the drawing room. Here, after he has left, you can make a note of the drawcords at the windows. After a few turns you return to your room and are locked in again. Look around in the dressing room and examine the window and wardrobe. If time allows, you can open the wardrobe door and inside lift the rail. Back outside, moving the wardrobe will reveal a staircase leading down (dark!). You will sleep and awake in your room.

On the second morning, Dracula takes you to the dining room after a few turns and then leaves you. Examine the table to find a bottle which you can smash to make a makeshift knife. Return to the drawing room and cut the cord with the shard glass. Now return to your room where you are once again locked in (you drop any objects carried). Eventually you go to the dressing room, look out of the window and see Dracula climbing out below you. You sleep again and wake in the morning. Dracula will take the cord if you brought it from the drawing room – but it can be found later. Get your Cross and go north into the dressing room until three female forms materialize. To survive you must wave the cross.



You awake in the morning and once again Dracula leaves you free to leave your rooms. You must now go into the maze where rats kill you after a number of turns. From the Labyrinth Entrance go W, S, get the lamp (not here previously), E, get the cord (if taken by Dracula), N, W is back at the entrance. Now return to the stairway behind the wardrobe and go down to the empty room. Look around and go west to the window. Look around and tie the cord. Drop the lamp and anything else carried then wait for Dracula to emerge below.

Go down to his room and look around and move the carpet to reveal a trapdoor. Open the trapdoor and look down, then go down to the Chapel where Dracula will kill you in 8 turns unless you look around to see the boxes. Open the boxes, remove your cross, examine the box, drop the cross and then go south 3 times to escape just in time to complete part two.

Part 3

Go to the sitting room. examine the chairs and get and wear your coat. Examine the pockets to find your money then go to the village store. Buy a newspaper, read it, turn the page and read again (turn the page again if you wish but you won't find anything of help). Go to the post office, look around, examine the racks and examine S (for Seward – your new character). You find a letter from Jonathan Harker asking you to locate the boxes of soil and visit his company in Stratford (You know their name is Hawkins from the newspaper). Now attempt to enter the Railway Station which you find is closed. Hurry back home now before the lunatic Renfield kills you. Sleep in your bedroom and in your study get the notes and then examine the desk to find a key which was under the notes.

Now return to the Station and say Stratford to the clerk. Go west, look around to see a bridge and go south twice to get to the correct platform. You travel to Stratford. Say Hawkins to the cabby where you are told the boxes are at the neighbouring Carfax Estate. You return on the train and write to Dr. Van Helsing for help. You must hurry back home to avoid Renfield again. Sleep again to find that Van Helsing has arrived. You can now go upstairs and see Van Helsing in the guest room, who suggests hunting for Renfield.

Unlock the store room door and look around, in there you find a net. You now find that you can go west on the forest road. Once in the forest, climb a tree and drop the net on Renfield. Van Helsing drugs him and you take him back (you can climb a tree at any forest location you can reach before Renfield kills you!). Van Helsing gives you some corn to place in the boxes and instructions on how to kill Dracula. Note also that you are now wearing a monocle.

You must now go through the forest maze and take a stone in the Ferry Glade. Go to the end of the Avenue to a hut. Examine the hut and window, then smash the window (you need the stone or you kill yourself!) You get the axe from inside. Now go to the SE corner of the boundary wall and look around to see a tree. You can climb it to look over the wall, if you wish, but you'll drop the axe. Chop the tree to make a way up onto the wall. Having used the axe now go south down the woodland path to an old woman. Give her the axe in exchange for some garlic flowers. Return to the tree and go on the wall to the NW corner. Look around here to see a vine growing down the inside and climb down to the Stable Yard. Take the handle from here and, in the Stables, take the sack and fill it with hay. Now go inside to the kitchen where there's an empty drawer, but if you remove it and examine the cupboard you find a knife. Sharpen the handle with the knife to make a wooden stake. Go to the Front Hall and save your game position as there are quite a few ways of dying from here on.

Look around to see an ancient oak door which can't be opened. Shortly, sunlight will fall on the door, so empty the sack and wait for the sun. Focus the Sun or Monocle (can be worn or carried(!)) The hay burns the door revealing a stairway. Drop the Garlic Flowers to delay Dracula being able to descend after you. Go down and look around to see the boxes. Examine the boxes and drop the corn into them. Now attempt to go back up – the stairway collapses. Look around again to see a plaque covering a tomb has fallen away. Examine the tomb and remove the remains it contains. Examine the tomb again to see a tunnel east. Follow the tunnel until you come to the last box containing Dracula. Provided you've reached here in time, you successfully carry out Van Helsing's instructions and complete the game.

Note: the garlic delays Dracula 20 turns at the top of the stairway.

Next month – WOLFMAN

SERIALIZED SOLUTION

GOBLINS 2 played by Jenny Perry on a PC

You control 2 goblins – Winkle, who is rather silly, and Fingus. To start off with you land in a courtyard. Winkle tries to steal the sausage which makes the men laugh. While they are still chortling Fingus steals the bottle. Now go to the fountain. Fingus works the fountain and Winkle holds the bottle underneath it. Soak the toad. Winkle throws the stone at the mechanism to turn it into a rung and then pulls the rung to make a ladder. Knock on the door, try to enter through the window and the chimney and eventually the wizard gets fed up and lets you in. Use the bottle on the kettle. Winkle pulls the rug's tail and Fingus quickly grabs the matches from its mouth. Use the matches on kettle. Blow on the kettle and grab the key, which Fingus uses on the clock. Fingus winds the clock and Winkle stands underneath it and throws the stone at the cellar key when it comes out of the clock.

Leave the wizard's house, unlock the cellar and get the wine. Now use the bottle on the flowers by the courtyard. Pick the flowers and present them to the notable. Fingus stands on the mat and Winkle pulls the switch. Now Fingus is on the roof he can steal the sausage. Go west to the giant. Winkle throttles the chicken while Fingus bashes it over the head with a sausage. Get the egg. One goblin uses the sausage on the pothole and the other goblin passes the dog. Then he enters the hole in the tree. Now there is a burrow the other goblin can enter. Winkle lights the fire and puts the egg on it; then gives the wine and sausage to the giant. Now you can pass to the next part.

Both goblins enter the tower and throw bombs. Apparently the bombs can be manipulated to make the carpet move but I didn't manage this and it isn't necessary to perform this to finish the level. Go to Kael's location. Winkle uses the bottle on the nymph to revive her. Winkle uses the bottle on Kael who lifts him up into the branches. Winkle stands underneath the tree and Fingus gets the branch. Fingus catches the flower, which he uses on the stone. Now Winkle lifts the stone to release the bee and Fingus grabs the honey. Fingus now stands on the rock by the stone while Winkle lifts the stone to release another bee which Fingus hitches a lift on the reach the nymph. Now he gives the honey to the nymph, who will indicate a mushroom which Winkle takes.

Go back to the location with the basketball. Winkle throws a stone at the ball and a little boy runs off with it. The next manoeuvre needs immaculate timing. Winkle enters the house with the boy inside and Fingus enters the top right hand house. If you time it right Fingus appears behind the boy and grabs the ball back. Here's another set of actions requiring good timing. Fingus chucks the ball to the player and Winkle jumps under the basket and heads the ball into the Town Hall. The Mayor appears and will tell you how to enter the clockmakers. He wants to replace the clock's tick tock with a melody. Now go back to Kael. Winkle knocks on the door and gives the mushroom to Vivalzart. Now both goblins can enter his lair.

Winkle talks to Vivalzart and pops the mushroom into the machine. Fingus starts the machine then stands under the vulture. Winkle presses the switch then quickly gives the vultures the worm. This makes him drop the meat, which Winkle uses on the piranha. Now Fingus stands on the pedal bin and Winkle gives the bone to Vivalzart. Winkle is flipped up to the shelf and can remove the peg and grab the kindness potion. Now they both use the bottle on the container to travel to the next location.

(continued next month)

SOLUTION OF THE MONTH

ALSTRAD

Written by Paul Gill

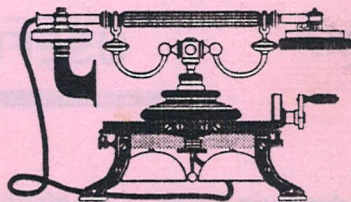
Start in forest clearing. I (nothing). U, GET AXE, D, N, IN (oak tree), GET ARMBANDS, OUT, U, GET SPADE, D, S, S (by river), X RIVER (response gives a clue about its alcoholic content), LOOK (repeat until you and the text are sober), BLOW ARMBANDS, WEAR ARMBANDS, SWIM (on island), GET COCONUT, SMASH COCONUT (need axe), EAT COCONUT (that eliminates the hunger syndrome), DROP COCONUT, DIG (need spade – now have a banana), DROP SPADE, READ PALM (you now know the combination to a safe, which is not actually given), SWIM, REMOVE ARMBANDS, DROP ARMBANDS (for later), N, IN (now inside hut – see safe and lever), OPEN SAFE (need to have read palm – now have a powerpill), PULL LEVER (fall into a dark damp room), SMASH DOOR (need axe), DROP AXE, EAT PILL (protects you from Pac Man), S, S, S, S, S, S, S, E, S (hall of fame), X PICTURES (now have a shiny key), S, D (bottom of chute), GET ROD, U, N, N, W, S, N, N, N (back at E/S corridor), UNLOCK DOOR (need shiny key), DROP KEY, W, X RUBBISH (now have a needle), TAKE RUBBISH (this action reveals an exit to the south), S (see monkey), GIVE BANANA, GET CARD, N, E, S, S, S, S, S, E, S, S (by rubbish chute), INSERT RUBBISH (hear click – see a penny), GET PENNY, S (inside shop), GIVE PENNY (offered choice of three games), GET BRIDGE, N, N, N (by strange machine), X MACHINE, INSERT CARD (reveals exit to the east), E, GET DYNAMITE, W, W, S, N (Adducktive room), DROP DYNAMITE (makes hole to the east), E (by chasm), DROP BRIDGE (the game you bought in the shop), E (across bridge), SMASH CASE (need steel rod), DROP ROD, GET TAPE, W, D (bottom of chasm), GET BATTERIES, U, W, X TAPE, GIVE TAPE (to Kev Ton who melts to reveal a torch which you now have), X TORCH (batteryless), INSERT BATTERIES (into torch), X MODEL, GET AMULET, X AMULET, N, N, E, E, S (toilet), PULL CHAIN, N, N (bedroom), GET CLOTH, X CLOTH, MEND CLOTH (need needle), DROP NEEDLE, X CLOTH (magical!), S, W, DROP TORCH, W, S (corridor – see opening high on east wall), FLY (need mended cloth), E, GET CAN, W, IN (inside cupboard), N, N (see sword in a stone), WEAR AMULET, GET SWORD (only if wearing amulet), REMOVE AMULET, DROP AMULET, S, S, OUT (back in bedroom), FLY (need mended cloth), S, S, S, S, S, E, E (small secret room), X MIRROR (sucked into it – transported back to clearing), S, FILL CAN (with alcoholic water from the river), GET ARMBANDS, WEAR ARMBANDS, SWIM (to island), S, THROW SWORD (over quicksand), FLY (need mended cloth). You fly over the quicksand and see a brute, who was guarding the cave, with your sword stuck into it), X BRUTE (find coin), IN (cavern – ignore the laser gun), PUSH ROCK (reveals exit down), D, D (dusty chamber), GET SKELETON, U, U, OUT, FLY, DROP CLOTH, JUMP (over crocodile), SMASH SKELETON (now have some bones), GIVE BONES (to dog), IN (inside rocket), D (engine room), FILL CAP (need can of "water"), DROP CAN, U, GET SPACESUIT, WEAR SPACESUIT, PUSH BUTTON, OUT (onto surface of moon), E, D, D (Martian pub – see jukebox), INSERT COIN (into jukebox which slides to reveal exit to the north), N, GET HAMMER, S, U, SMASH ROX (need hammer), DROP HAMMER, GET ROX, U, W, IN (rocket), PUSH BUTTON, OUT, REMOVE SPACESUIT, DROP SPACESUIT, N, N, I (check you are still wearing armbands), SWIM, N, IN (hut), PULL LEVER (back in dark dank room), S, E, GET TORCH, E, E (bouncer asks for some space rox), GIVE ROX, E. (90/90)

THE END

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