

# ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

# 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 third 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:-

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52 Burford Road, Liverpool, L16 6AQ  
England, UK.

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## HALL OF FAME

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

Lon Houlston, Peter Clark, Dorothy Millard, Rafael Delgado Peiro, John Thomson, Philip Richmond, Mary Scott-Parker, Stephen Boyd, Hilary Walton, Sue Roseblade, Ellen Mahon, Mark McDermott, Jean Child, Anne Borland, Jon Scott, Steve Clay, Phill Ramsay, Ron Guest, Jenny Perry, Lary Horsfield and Penny Wood,

*Special thanks to :*

John Wilson of Zenobi for the software, Allan Batchellor for the cover picture, and Geoff Lynas for his usual excellent printing job.

## EDITORIAL

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Welcome to the 110th issue of Probe.

Summertime in the northern hemisphere usually means less time indoors (due to the warmer weather) and therefore less time playing adventures, which means less contributions, causing me a few problems concerning the balance of the magazine. A few reviews for the Spectrum didn't arrive, so I've tried to fill a few gaps myself, but as I didn't have enough time to do justice to some of the adventures they'll be in next month's magazine, promise. I'm also desperately short of hints and tips for adventures especially for the Atari, Amiga and PC. I'm trying to play some of the better adventures on my daughter's Amiga, but time is always a problem, and so far I have only completed a few, and in any case they are PD or shareware, and not commercially published games. Probe relies on contributions and feedback from its readers, so if you can send a review, a few hints or a solution please do so. It all helps me to help others, just like their contributions help me to help you!

If you don't feel you can help with any of the aforementioned, perhaps you can suggest one or more adventures you would like to see featured in the magazine. Even though Probe has clocked up 110 issues, there are some adventures that have never been mentioned, and some not since the first volume, so I would appreciate some guidance on which adventures readers are playing, be they golden oldies or recent releases.

Having said all that, I do plan ahead. Probe's own Roving Reporter will be knocking on the door of a few distinguished Probers to ask them some searching questions. The first will be next month - no, I'm not saying who is in the hot seat. Also next month will be the sequel to Mary's Monstrous Tale, and subsequent months will have a serial written by Stephen Boyd - I can't tell you the title because I haven't chosen it from the selection offered by the author! Convention News is up to No.6 and fans will be pleased to know that soon after it finishes in October it will be replaced by Quest News, so the withdrawal symptoms won't last long.

The 9th Birthday Poem has been very popular, and you'll be pleased to know that there will be another one soon, different symbols of course. As the caption competition was also well received I have a picture to which you'll be given a chance to offer some witty wording; it will probably be in the September issue. In the meantime, have a go at this month's Prize Competition. Mary has hidden *lots* of creatures within Leo's Beastly Day. I realized that the book token is only valid in the UK and Eire, so if it is won by an overseas reader I'll offer them an alternative prize, and the book token will be carried forward to the next competition.

I've managed to write all that without mentioning the Personal Messages. I know I stated I wouldn't publish anything else about them, but the files still had some excellent pieces which refer to them, thankfully in the nicest possible way, and I couldn't bear to throw them away. I hope that is the end of the matter. Let's have some happy, cheerful letters; there must be something someone would like to say that isn't directed at a particular reader! I think Jo Wood has raised an interesting point, anyone care to add their views?

Until next month,

Happy adventuring,

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

# LETTERS

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## From Alan Hoskins of Hassocks .....

Thank you for the latest edition of Adventure Probe and happy birthday to Probe.

I tackled Mary's ninth birthday rhyme puzzle, the answer to which I hope is somewhere in this missive. However I have to say that the idea of including more than one shield for the same letter seems to be on a level with non-logical mazes – in fact it smacks more than a bit of extreme orcishness! Still, all jolly good fun.

On the console games front I tend to side with the purists. I'm interested in reading reviews and discussions of text adventures that enable you to use your imagination to colour your participation. I may try the occasional graphical adventure or computer RPG but I keep returning to the classics (and the newer text gems) with their abundance of puzzles, tests and superb atmosphere. A graphical test of skill can often keep me occupied for half-an-hour or more; a good text adventure can make me miss half a night's sleep (this is the effect of advancing years – ten years ago it might have been more of a night's sleep).

What the debate boils down to in the end, though, is what will keep the magazine going in the long run. Like the personals, any sign of life must be better than the prospect of a blank page. Long may it continue!

### Probe's Ninth Birthday Rhyme

I really can't Adam and Eve it,  
In fact I can hardly believe it,  
Adventure Probe's nine –  
It's maturing like wine!  
However does Barbara achieve it?

She does it so well – what a star!  
Liverpool's brightest by far!  
Lighting the way –  
To the path, when we stray  
Here's to Barbara – A.F.I.O. and Bar!

### A small addition of my own

It's so nice of our Mary to do it,  
Though she hopes that we might not pursue it,  
Perhaps tearing our hair,  
Might lay things somewhat bare,  
I just hope that my wig will live through it!

★

The 9th Birthday Rhyme has proved extremely popular, and although it wasn't a prize competition readers have been sending in the solution. My congratulations to Alan, Mark McDermott, Steve Clay, Hilary Walton, Pauline Bryant, Keith Burnard, Jean Child, Anne Borland, Edwina Brown, Jon Scott and Reynir Stefansson, plus many more who telephoned the answer, and got it right. The fact that capital and lower case letters were represented by different shields didn't seem to confuse as much as I had hoped. A similar challenge is being planned for a future issue. In the meantime, try the *prize* competition enclosed with this issue. (Barbara)

#### **From Jon Scott of Kilfennan .....**

Thanks for the latest issue of Probe and it made me think that, after nine years, Probe has changed, nay it has developed, so well and that the magazine now has its own distinctive style which makes Probe so distinct from all the other magazines and, indeed, fanzines which have been and gone over Probe's nine illustrious years. Each editor has added their own "special something" and, in this respect, you are now different to the others in adding a unique aspect to Probe, because Probe is now more excellent than it ever has been and here's looking forward to many, many years of Probe's continuance...

I must express my gratitude to Mary Scott Parker for (*9th Birthday Rhyme*) I really loved deciphering the rhyme and it was a great joy once I had eventually worked it out! Thanks again, Mary! And I agree fully with the sentiments expressed within the rhyme.

\*

I had nothing to do with the wording, but must add my thanks to everyone else's. Due to the fact that there was a limit to the number of shields that would fit across the page, the poem had to have fairly short lines, and I think Mary did wonders coming up with the rhyme in less than 24 hours. My thanks also to Terry Taylor who did the coding, and who did *not* make any mistakes, deliberate or otherwise.

On behalf of all the readers who contribute to the magazine, I'll gladly accept the plaudits. I'm too close to realize how I've changed the style of Probe. Don't forget, ideas are always welcome. (Barbara)

#### **From Sue Roseblade of St. Neots .....**

Probe came at just the right time this week. I have just completed GATEWAY 2, which is excellent and thoroughly recommended. Now I am awaiting the arrival of DISCWORLD with the eager anticipation of a Pratchett addict. Let's hope it lives up to the name. So, as I'm between games for a day or two, I thought it was a good chance to write a letter for a change.

Jenny's mention of the Convention reminded me how much nearer it's getting. She's quite right, I don't know of anyone who has attended one of these and not enjoyed it thoroughly. If in doubt, why not just pop in for a few hours on the Saturday, when waving a copy of Probe will not really be necessary. You can't fail to find the right room and, once there, you can be sure everyone present is a Probe member or close! What's more, we will all be wearing name badges, so you'll be able to seek out anyone you wish to meet (and avoid those you wish not to!). By the way, this is one of the few occasions in life when members of the Lesser Gender are able to peer at oncoming chests without fear of reprisal.

It really would be nice to see some new faces, as well as the same old boring ones (sorry Martin!). Speaking of which, the next London Adventurers' meeting will be one Saturday early in August. If you live within easy reach of London and would like to meet us for a drink or two, ring me or Sharon Harwood for final details. Likewise, if you're thinking of coming to the Convention for the first time but want to know more about what you'll be letting yourself in for, give me a call.

\*

Application forms for tickets will be going out soon (probably August), so make sure you subscribe to Probe or SynTax to guarantee you receive yours. Please see the back cover for the telephone numbers to ring if you would like further details. (Barbara)

COMMON MUCKETUP COMMISSION

Stowit-in-the-Hold

Brussels (next door to ASDA)

Dear Sir, Madam, Miz or Thingy (delete as appropriate)

It has come to our attention that you are printing an Adventure-related periodical without attention to COMMON MUCKETUP REGULATIONS.

Contributors seem to be writing what they like without any regard to official Common Mucketup rules in complete contravention of paragraph 22,598 sub-title 789.

In future every article must be prefaced with an anti-smoking warning, contain at least one sentence discouraging the use of alcohol and finish with a minimum of two lines exhorting readers to non-sexist behaviour.

There is no prohibition on personal messages as such, but before inclusion triplicate copies must be lodged at Common Mucketup H.Q. in order that any derogatory remarks about vertically challenged persons and other minority or majority groups can be modified or edited out.

The word "democratic" is completely prohibited to any person titled "Tinkerbell" or any of its derivatives, anyone else may use it with discretion as long as the Office Common Mucketup disclaimer notice stating that "this is not an official Common Mucketup definition of democracy" is printed in the footnotes.

No suggestion of attacks from alien beings or exploitation of other planets must be mentioned without written clearance from the appropriate embassy.

Copies of our "Guide to Free Speech in a One Party Democracy" can be obtained gratis from Common Mucketup H.Q. - please enclose £1000 in stamps to cover post and packing.

Yours sincerely,

IAN.MYTY (Commissioner and Tobacconist)

P.S. Rhyming poetry is completely banned.

# REVIEWS

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## BILLY BARKER INVESTIGATES

Written by Damian Steele

### Reviewed by Phill Ramsay on an Amstrad CPC

You play intrepid crime reporter Billy Barker. In this game, the story line is that certain stolen documents have been smuggled into the country by a certain shipping firm. Your contact is certain of his facts, but there is no evidence, and without evidence, there is no story. You must search through the warehouse and obtain the missing proof.

The game has been converted to Amstrad format using the Quill, and incorporates all the limitations of that system. The input is restricted to verb/noun, and there is no ramsave facility on the Amstrad version. One feature which might be of interest to fans of trivia is that Damian has borrowed from Simon Avery (with full permission, I might add) Simon's (in)famous LOIN, LOUN, and LOBE commands, which stand, of course, for LOOK IN, LOOK UNDER and LOOK BEHIND respectively.

In the early part of the game, I found everything pretty much straightforward and logical. One problem involving how to obtain a crowbar I thought was relatively good, the solution being a shade tricky, but for the most part the early problems are obvious and easily solvable.

However, as the game progressed, I found myself losing interest. There wasn't, I found, enough within the game to engage my attention. The most difficult thing about this game, I found, was forcing myself to play it through.

I had to find the ingredients to make a fire, and then has to entice a cat from a tree, and, of all things, find a skateboard.

In the latter part of the game, I felt that Damian was struggling to think up problems. There is a sequence where a guard has to be locked out of a room which you have to enter. The solution was, I thought, too obscure and oblique.

The playing area is not large (39 locations, 20 of which represent the area of the warehouse stacked with crates), and will not take long to map.

Whilst playing through the game, I found a few bugs and typing errors, but no doubt Phil Reynolds will have corrected them by the time this gets published.

As for the difficulty level of the game, I find myself, for the first time that I can recall, in a quandary. Intermediate and advanced adventurers will object that there is very little to this game, that it is all skeleton and no meat, and that the problems set don't present a challenge. Yet novices will complain that some of the problems' solutions are just too obscure for what is supposed to be, after all, a light-weight adventure.

Overall, I find that I can't really recommend this game to anyone, except perhaps hardened Damian Steel fans. Unfortunately, I can't place myself in that category.

Available from The Adventure Workshop. Price : **Amstrad** - £4 (disc) £2 (tape), **C64** - £2 (tape or disc) together with free copy of **The Eight Crime**.

Cheque/p.o. payable to P.M. Reynolds

## COMPANIONS OF XANTH

### Reviewed by Peter Clark on a PC

The game itself is very linear in that you have to finish each task and cross each area in strict order. There is little room for variation.

The game begins in your own home and in your own time. It appears that a couple of the residents of Xanth have a dispute to settle and they decide to enlist the help of a couple of "Mundanes", that's you, to settle things for them. Although you don't know it, the future of the land of Xanth depends on the outcome of your quest. This involves you entering the land of Xanth via your computer screen. Having done this your first task is to choose a companion to assist you. There is a choice of four but, if you choose the wrong one then you are dead within a few moves. At the same time another "Mundane" has been chosen to compete against you with the companion of her choice.

As you do not really believe that you are where you are, you play the first part of the game as a TV Monitor! (Strange but true!) This does not seem to detract from the game. After a bit of exploration, you find out from the Headman of the village just what your first task will be. The puzzles are not too difficult but there are quite a lot of puns involved. The use of puns runs right through the game and will produce the occasional, "Oh No!" from the player. As an example, the first task involves you in trying to put paid to a "Censor Ship" and to do this you will first have to go "Beyond the Pail". Throughout the game you will have to consult with your companion many times. In fact the game cannot be completed unless you do.

Having solved the first quest you will soon find yourself trying to negotiate a Barrow Maze. This is quite straightforward and although large, easily mapped. There are several puzzles within it that need solving before you can progress to the next section. You will also have to find and rescue your companion. The second section involves underground molten lava pools, a "Fire Man" and a "Hot Dog". It was at this point that I found out that I had left a vital object back in the first location .....Help!!

After playing through the game again to the point where I found out my mistake, I proceeded to the next section where I had problems with a Troll, An Ogre that was pretty and wanted to be ugly again, and an ugly old lady that wanted to be pretty again. Some people are never satisfied! A trip to the top of a mountain soon sorted that out. The boat was another matter though!

Following this, you come to the edge of a great canyon and it is here that I found I had to change my companion.

Now there were problems with dragons which would not allow us to pass and a cloud that wanted to be king of the valley! The ending came soon after this and was quite surprising as the object of your quest had to be .....No! I'm not saying what happens at the end. You'll have to find out for yourself.

In all I found the game very playable. The puzzles were all solvable with some thought or, in my case a cry for help to a friend who had played the game before, but it is advisable to remember that a lot of them are based on puns. I really enjoyed the game and would recommend it to anyone who enjoys the more linear type of game. My only grouse was the fact that I left one object right at the start and had to replay the game all through just to get it. Still, that was my fault and there's always saved games to fall back on.

## FABLED TREASURE OF KOOSAR

Written by Doreen Bardon

Reviewed by Phill Ramsay on an Amstrad CPC

Whilst on holiday, having done everything that tourists do, you decide upon an early night. Curling up with a good book, "The Fabled Treasure of Koosar", you begin to read.....

Next morning, going for a stroll along a beach, you notice something bobbing about in the water amongst some rocks, and you decide to have a closer look.

At which point the game begins. You discover the bobbing object to be a bottle, and inside it is the obligatory piece of paper. Unfortunately, just as (bad) luck would have it, as soon as you get the paper out of the bottle, the wind gusts, and the paper blows out of your hands. Fortunately, the paper doesn't blow completely out of sight, but gets itself stuck half way up a cliff. The problem (why did I know that there would be a problem?) is that not very far away from the paper is a seagull which is not at all friendly.

Obviously, you have to get rid of the seagull, but how do you do that when you're stuck half way up a cliff?

Relegating that problem for a little while, I decided to wander around and see what I could find. There was a cottage, apparently deserted, which was locked. A couple of moves later, I entered it, smiling at this modest demonstration of my adventuring expertise. Examining further, I found a safe. And I found a clue to the combination. For those of you who like puzzles, it read:

If SAVE = 7 and QUIT = 13, what would JOKE = ? and MAZE = ?

Like most problems, it is painfully obvious once you know the solution!

Searching around in a village I found a store which had a few interesting items for sale – but I had no money, so couldn't buy them. Nor could I steal them.

However, there is money available if you know where to look, and armed with a spade, I tried digging at various locations. At one location in particular I was accused of trying to avoid solving certain problems before an item becomes findable. It was amusing in that it gave me a hint as to what I hadn't done.

Moving some rubbish, I managed to find a trap door, but alas, it was locked. An open trap door was perhaps too much to hope for. When I found the key and managed to get the trap door open, I descended into darkness. It's a pity I hadn't a torch. More problems.

I found a pier beside which was moored a boat. Unfortunately, the boat was holed above the waterline – but your weight would no doubt cause it to sink. Now, the boat is needed, so it has to be repaired. Having scrutinised virtually every location, I managed to find the necessary equipment and repaired the boat. And then I found that I couldn't go anywhere, as the boat was out of fuel. And when I retraced my steps to the garage to buy fuel, I found that I had nothing in which to carry it.

Once in the boat and at sea, you may find yourself literally all at sea, since you don't know which way to sail – unless there's something which might aid you.

And to add to your problems, your boat then manages to find what appears to be the only reed in existence, and leaves you marooned on an island. So, soaked, and with all your possessions apart from what you stand in lost, things seem to be getting desperate.

However, if you are careful, you'll soon find yourself on your way again....

The game has been converted to Amstrad format using the Amstrad version of the Quill, so accepts only a basic verb noun input. Also, on the Amstrad version of Quill, there is no ramsave. On the other hand, the game is available on both tape and disc. There are a few grammatical errors and a couple of (minor) bugs in the version which I played, but I'm certain that they will have been removed by the time this gets published.

As to the game itself, I quite enjoyed it. It is both playable and solvable with a little thought and all the problems are quite logical and well presented. The problems which have been set are not very difficult, and I think it's always nice to see a game which gives less experienced adventurers a fighting chance of completing it without having to ask for help.

I'd place the difficulty level of the game as a whole somewhere between novice and intermediate. However, I'm sure that more experienced adventurers will enjoy playing it, as a very useful warming-up exercise.

Fabled Treasure of Koosar is well worth the asking price, and well worth playing.

**Spectrum** and **Amstrad** versions available from The Adventure Workshop. Price : £4 (disc) £2 (tape), together with free copy of Birthday Surprise. Cheque/p.o. payable to P.M.Reynolds. **C64** version available soon - watch Probe for details.

## THE LOST TEMPLE

**Written by Laurence Creighton**

**Reviewed by Joan Williams on an Amiga under Spectrum emulation**

Long before white man discovered South America, Incas and the Aztecs roamed the plains and hills of Peru. Their knowledge and wisdom was far in excess of anything we know, even today. You have been sent to Peru to try to find the Lost Temple and if possible bring back the Mask of the Sun God to London, but first you must overcome the chain of obstacles that the Incas placed in your path. (Quite right too - it's bad enough us pinching the Elgin Marbles), but beware the curse of Raan....

This is it! LC's first foray into adventure writing, (feel free to correct me Babs) [It is indeed his first published adventure and one of my favourites ...Babs], written in 1990 and as fresh today as it was then. You begin in the main street of a tiny village, a helicopter pad in sight but very little else. In your possession is an empty purse, so clearly you have to sort out a way of obtaining money before you can board the helicopter. The first few locations reveal an assortment of objects and as luck would have it there is no need for thorough searching - this is a game that relies more on problem solving than parser hunting. Finding a way to obtain money doesn't take much brain power so very soon you will be able to buy what you need and be off on a ride to the jungle. Mind you, you will not be able to afford everything so you must be sensible, just decide to take essentials, who needs luxuries in the jungle? Once aboard the helicopter the pilot chats away, dooming your quest before it's begun, but you ignore his dire predictions and land quite safely in the mosquito-ridden jungle with no visible exits. Yes - you've guessed it - one of LC's mazes, naturally there will be something carefully hidden in it, so if you find your way out without this object, you had better try again.

Once through this maze a few more problems have to be solved not the least of which is deciding which objects to carry and which to leave in a convenient place for later use, as you will only be allowed to carry 5 objects and everything you find looks really important.

Your luck is in if you find the canoe, however it looks a bit too fragile to be able to use at your whim, so you should find a possible alternative – just in case....

The problems don't get any easier either, a stinking swamp full of marsh gas makes you light-headed and you have to think quickly to solve this one; I was a bit dubious about the solution actually, I expected to be blown to pieces but thankfully I wasn't. If you cope with another mini maze you will find something special and then it's back tracking through the swamp to continue the challenge. The Temple isn't too hard to locate and there will be no problem entering it, but beware, once you're in, the door slams and you can't return that way, so make absolutely sure that you are ready to tackle the Temple problems, even if it means spending time in previously visited locations. Inside the Temple, seek out the book of Inca chants, this is a real find. Typing INDEX will give you some page numbers which in turn will guide you further, make a note of anything you read, you will need this information later.

A trapdoor is quite a problem if you have overlooked something before you entered the Temple but there is no way of knowing until you reach it. (Ramsaving before you enter is the obvious way to go). A convoluted passage is yet another mini maze to solve and as before, persevere, LC always rewards you with something for your efforts. An impassable passage blocked by slime will halt you in your tracks until you work out how to deal with it and having done that the Mask will be yours. You still have more to do though, and the aforementioned book will be of assistance at this stage. All your efforts will have been in vain though unless you can overcome the final problem, that of telling Soompa, a ghost, the magic word he needs to return to his coffin. When you have done that, you will be allowed to leave, taking the Mask with you.

This short review doesn't really do justice to this game I'm afraid. There is so much to think about that it would be all too easy to take over too much valuable space in Probe, suffice to say that it's a brilliant game, quite challenging, but one that everyone should have in their collection. Only fools would miss it....

Available from Zenobi Software. Price : **Spectrum** £2.99 (tape or +D 3.5" disc), £3.49 (+3 3" disc), **Atari(e)**, **Amiga(e)** and **PC(e)** £2.99 including free emulator. All prices include p&p.

## **COINMANIA (puzzle/maze game)**

**Written by Alex Aris and David Griffin**

**Reviewed by Barbara Gibb on an Amiga 600**

This is similar to the excellent MARBLES (see reviews section of Probe, April and May '95) except it is played with a joystick and you don't move the squares to form a safe route. You have to collect *a//* the coins and find a way to the square with a cross on it to complete a level, so it is in fact a maze (Dead Wargs please note), and as a square disappears once used, you can't backtrack. There is also a strict time limit for completing each level, and a two-player option. Some of the other features are glue which will hold you for about 5 seconds, and a rotating arrow which shoots you in the direction it is pointing, so look before you leap. This preview demo. has 5 fully playable levels, I understand the full game will have 50 levels. Good sound effects – boing as the red blob bounces from square to square, the sound of a till ringing when you collect a coin, and the usual sound of anguish when you make a mistake. Coinmania is the nearest I've seen to the much praised Marbles.

My copy was supplied by Zenobi Software. Only £1.49 including p&p.

## KYRANDIA 2 – HAND OF FATE

### Reviewed by Jenny Perry on a PC

Kyrandia is disappearing slowly, tree by tree, rock by rock. Zanthia, the youngest member of the Guild of Mystics has been chosen to journey to the centre of the world to get an anchorstone, which the Guild thinks is the answer to Kyrandia's problems.

Zanthia starts the game in her wrecked cottage bemoaning her fate. Her trusty spellbook and cauldron have been stolen and the house is a tip. This burglary couldn't have come at a worse time as now she is unable to use magic to reach the centre of the world and will have to find other means of transport. Staying at home won't achieve anything so she goes out to find some help.

A bit of hunting locally will produce the missing spellbook and cauldron. Every so often a tentacle, a boat or a little pair of eyes pops up in the cauldron to make you laugh but all the pages of useful magic have been ripped out of her book, leaving her with only a few simple spells. She also meets her friend Marco and his new valet, the Hand, a house full of toads, a hungry crocodile and an extremely irritating rat, who will *not* let Zanthia pass. In fact, nothing seemed to work here until I re-read the spellbook and used a bit of lateral (and literal) thinking.

After hitching a ride to Morningmist, Zanthia is refused entry to the town by two obstructive soldiers who can always quote some obscure regulation to prevent Zanthia's access. Chatting to a local farmer will tell you what the soldiers want but providing it may give you a bit of a headache. Upon entering the town, Zanthia finds all the citizens in a trance except some drunken sailors quoting poetry in a pub! She also meets a red octopus, who turns out to be a travelling con merchant.

After mixing a potion and playing Tarzan you can awaken the citizens and eventually catch the only boat leaving – unfortunately it's not going to Volcania, which holds the entrance to the centre of the world, but to Mustard Island where the natives like a bit of meat with their mustard – especially the human variety. If Zanthia can divert the boat she will find the anchorstone, only to learn that she has been sent on a fool's errand and it's not what's needed at all. Before Zanthia can save Kyrandia she has to deal with a petrified forest, two men chasing a foot, an amorous yeti and to make a rainbow.

This is a lovely gentle game with wonderful graphics and plenty of scope to try different ways of solving a problem – I found two different ways of obtaining crocodile tears for example. Also I only discovered three sudden deaths in the whole game, with plenty of time to avoid them if you know how.

Most of the problems were logical, if somewhat twisted, with the notable exception of those dreadful inverted towers; I got there eventually but had no idea what I was doing and why. The interface is simple to use – just point the arrow at who or whatever Zanthia wants to talk to or examine. She has a pithy comment to make about most things, albeit in a broad American accent. This is the second adventure in the Kyrandia trilogy and I'm looking forward to the third.

Now available as part of a 4 game set on the Temptations CD £29.99  
from Premier Mail Order



## MELTDOWN

Written by Laurence Creighton

Reviewed by Joan Williams on an Amiga under Spectrum emulation

A flight carrying used plutonium rods from a nuclear power station has crashed. The rods went critical on impact and if they go beyond a certain point, a nuclear explosion will occur. Your task is to locate these rods and place them inside a lead box before MELTDOWN occurs.

Starting off in a square at the end of a small village, you can go in various directions, the choice is yours. These first few locations reveal quite a few objects, none of which would appear to be useful to your mission at first, for instance, what use is a pencil sharpener, a bandage or a fan. Obviously the answers will come in time, so exploration is necessary. Before you get too far however, a felled tree blocks your path and you will have to think long and hard about how to overcome this tricky problem. A little way past the tree is a grating, and I strongly suspect that our own Babs had problems with this as LC has catered for her inadequacy, (tee hee). Quite a few ingenious puzzles weld together in the next stages, involving obtaining a key from molten tar, a spade from a shed and a coin from a muddy drain. You will need to go back and forth a few times in order to cope with this tricky start, so if you are feeling the strain by now, heaven help you.

LC has incorporated a coded hint list which will be more than helpful so you won't be left floundering. The freezer needs to be unlocked for it contains a lump of frozen meat – but oh dear – you are warned that you can only hold it for 5 moves, perhaps you should find a container of sorts? I have to say that some of the problems are downright tricky, not for anyone who prefers an easy life and although there isn't a lot of searching around your brains cells will have to be fully employed in order to get to grips with some of the more difficult tasks – the frozen meat being one of them.

A ride on the vernicular requires you to be in possession of a ticket but don't be in too much of a hurry to jump aboard, search around first – otherwise you'll be in serious trouble later on. A chasm will need to be crossed but it will be pointless trying to jump it, the solution is much more devious.... surprise, surprise. The wild dog should be easy to cope with provided that you cater for its prissy ways and unless you have a passcard, getting back is impossible. The trouble is that the policeman took it off you – did you remember to get it back? By now, the first part of a code should have been revealed to you, if not, you have overlooked something. The second part is obtainable only if you have the correct tool, read the coded hints if stuck.

Before you charge across the chasm it will be necessary to complete a few unfinished tasks first so a bit of back and forth is required I'm sorry to say, but being as you can't return from across this chasm you should do all that is necessary first. You should have 66% of the game completed at this point, if not, go back and check. Across the chasm, keep an eye on the radiation level as this will guide you to the rods, but a hedge is in your way, cut this and you will gain access to the crashed aircraft. A problem with a box is next up, and if I tell you that IN doesn't necessarily mean OUT, mapping the tunnel should be a little easier.

There is so much to think about that this area of the game could stand alone as a mini adventure in its own right. You must find a source of light in order to search a crevice, but you only have a few moves before you're left in the dark so to speak, and when you finally prepare to place the rods in the lead box, time is of the essence, so prudent ramsaving is

recommended. Your escape is dependent upon whether you made a note of certain information given to you earlier so if you didn't pay full attention then you only have yourself to blame should you be blown to pieces.

To sum up, it's a brilliant, arduous, long adventure with wall to wall problems ranging from the fairly tricky to the real head scratcher, but beginners shouldn't be put off because there is enough in it to keep everyone happy, and King John will always oblige with a help sheet.

Available from Zenobi Software. Price : **Spectrum** £2.99 (tape or +D 3.5" disc), £3.49 (+3 3" disc), **Atari(e)**, **Amiga(e)** and **PC(e)** £2.99 including free emulator. All prices include p&p.

## **CIRCUS (bat and ball game)**

**Written by Graham Mackarel**

### **Reviewed by Barbara Gibb on an Amiga 600**

Bat and ball with a difference. Using the mouse, you control a seesaw, sliding it along the bottom of the screen so that two clowns take it in turns to jump on one end, thereby sending the other into the air, hopefully bursting one or more balloons which quickly scroll across the top of the screen. I thought I would never get the hang of this one, but after about 5 minutes I got into a rhythm and burst quite a lot of balloons. By the time I had used up my three lives I had almost enough points to make it worth while putting it on the high score table.

During the game some objects will appear when certain balloons are burst. Umbrellas give you an extra life plus 1000 points, diddy balloons allows a clown to be guided by the mouse, flowers allow a clown to bounce on the tightrope above the seesaw, and when some wings are present pressing the left mouse button enables a clown to be propelled upwards, as if flying.

Just for fun, and very enjoyable.

My copy was supplied by Zenobi Software. Only £1.49 including p&p.

## **INFECTION (puzzle game)**

**Written by Gary Dunne**

### **Reviewed by Barbara Gibb on an Amiga 600**

This is a game for two to four players, with the computer playing any not claimed by a human. With the mouse you have to click on a cell of your designated colour and move it in any of eight directions, if available, and all cells on adjoining squares will change to that colour. You may move to an adjacent square, or any square two spaces away providing it is across an empty square. Things can look bad for one colour, then one good move later and it can all change for the better. If you find you can't move, or even if you think it would be advantageous not to move, you may pass by pressing the space bar, but you can't do this more than once. I understand there are 9 different boards, but I haven't had time to check this out yet.

Infection by name, infectious to players. My family love it.

My copy was supplied by Zenobi Software. Only £1.49 including p&p.

## **TIMEZONER Pt.1 – Medieval Zone**

**Written by Carl Partridge**

**Reviewed by Barbara Gibb on an Amiga 600**

I can't give a word of word pre-game storyline because it appeared and disappeared in a blink of an eye and I wasn't going to run it through a score of times just to reprint it here. Suffice to say that your aim is to reach the time machine that is being guarded by a dog.

The game involves the finding and mixing of the ingredients to make a "deathly soup" to give to the dog so that you can escape from the Medieval Zone into part two.

This is basically a text adventure with a choice of how to construct the commands – mouse or typing. The top half of the screen displays the operating system and a small illustration, with the location text and inputs displayed in the lower half. There are eight verb buttons and when you click on one, e.g. TAKE, you can then click on and continue to click on the object button to scroll through the list of possibilities: when the desired wording appears at the prompt, pressing the right mouse button enters the command. Alternatively, you can use the keyboard to type in the command but that way you waste time with things not understood by the program. The COMM button scrolls to give you an additional selection of verbs such as UNLOCK (open and close have their own specific icons).

Your inventory is represented by a window displaying the numbers 1 to 5 plus a question mark. The question mark lists the objects in numerical order, which is essential to know when you want to manipulate an object. To move around you click on the usual directional arrows, and to scroll through your previous inputs click on the red "up" arrow, and the "down" arrow to return to your previous position. There is also a red X button which will delete the current command, not to be confused with the Xamine button.

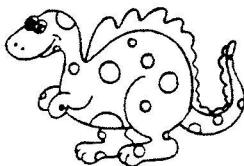
The puzzles weren't too difficult, and anyway there is a built in HELP system accessed via COMM. Human characters gave me a bit of trouble, in particular the prisoner who didn't seem very dangerous so the solution here seemed a bit drastic. It also took me a while to negotiate with the guard using the supplied options, as it is a temptation to choose the most obscure on offer.

There are only 13 locations, but only one has nothing in it.

I found the operating system almost perfect. The game shows promise, but could certainly be better. Perhaps if/when the second part appears it will be more of a challenge. The author states that it is "optional shareware – send a little money if you enjoyed the game". I'm sorry but I can't give the game more than 5 out of 10, but I give the system 9 out of 10. Does that mean I should send a few pounds? When funds allow, I think I will, if only to find out if there will be any further parts to the adventure.

My verdict – promising, worth a look at, could be better.

My copy was supplied by Zenobi Software – price £2.00 for the 2-disc set.



## **MANGA HOT NUMBERS (puzzle game)**

**Written by Fabrizio Bazzo**

**Reviewed by Barbara Gibb on an Amiga 600**

Are you good at adding up numbers? Doesn't really matter. In this game you have the option of playing vertically or horizontally on a small or large grid of numbers from 1 to 11, against another player or the computer.

The idea is to amass as high a score as possible by moving in your chosen direction, selecting a number on an oblong of your designated colour (red or green), or if none available, one of your opponents. The latter should be avoided whenever possible because the value is deducted from your score.

When playing against the computer it all seems to happen very quickly, but I did win the second time I played. As a bonus (at least for male players) as the numbered oblongs disappear they gradually form a picture of the Manga beauty. This is the sort of game that you think will be boring, until you find you have already played five times!

My copy was supplied by Zenobi Software. Only £1.49 including p&p.

## **SPRINGTIME (puzzle game)**

**Reviewed by Barbara Gibb on an Amiga 600**

This is a one or two player game that is easy to learn but I think a little difficult to describe. You control, via the joystick, a clown who walks across squares that are joined together in an irregular pattern. The idea is to land a spring on a cross on a specific square. As he walks, he may "push" on a square in front of him, and all the adjoining pieces will rotate 90 degrees. Anything loose, such as the clown or the spring, will land on a square - if you are clever or lucky, or into thin air - which isn't good as it means you will have to start the level again.

He doesn't always "push", sometimes he will appear to walk under an upright square, which is in fact a hole. In later levels you can enter a box which will unroll as you move, acting as a bridge between isolated groups of squares, it will also allow you to cross death squares. Every fifth level there is a bonus level, usually consisting of squares which must all be changed to one colour before you are allowed to finish.

The password system is simple, just LEVEL immediately followed by the appropriate number. This demo disc has 20 levels (I'm stuck on level 17) and for a registration fee of 10 U.S. dollars you can get a further 80.

A nice neat game that can be solved sometimes by accident, but usually by design.

My copy was supplied by Zenobi Software. Only £1.49 including p&p.



# Convention News 6

Draffan glanced at the arrow, then towards the Forest. "This is their way of telling us to keep out."

I bent to retrieve the arrow, but Draffan knocked my hand aside.

"I wouldn't be too eager, Dotran," he explained to me. "It's not unknown for Elves to poison their arrows - and you don't know what Sapleaf may have told them about the way he was received - or not - by the Adventurers at their convention."

I groaned inwardly. I could foresee this whole mess amplifying itself out of all proportion. I envisaged all areas of the Adventuring world which were in Elven hands suddenly becoming no go areas. How many adventuring quests would come to a premature end because the Adventurer in question could not travel across Elven lands? It didn't bear thinking about.

I punched Draffan in friendly salute and began walking towards the Forest proper. I was perhaps five metres away from the nearest tree when a second arrow whizzed past my ear.

Comforting myself with the thought that if the Elves had wanted me dead, I would be by now, I entered the Gloomy Forest.

The name was quite apt, I thought. Hardly any sunlight pierced the thick canopy which the overhanging branches formed, and all was still and silent. I trudged on, very aware of the fact that Draffan was not by my side. It was a disturbing sensation.

I noticed a movement upon a tree to my right. I turned and saw nothing out of the ordinary. I shook my head in disgust. I would see the Elves in their native environment when they chose to allow me to do so and not before.

A couple of hours later, I paused by a huge mahogany tree, feeling tired and irritated.

As though they had been waiting for me to stop, Elves suddenly appeared everywhere. At least five hundred loaded bows pointed in the general vicinity of my heart.

A high ranking Elf approached me. I noticed the silver leaf emblem woven into his cloak, and wondered what it might denote.

"What make you here, Human? Did you not know that our arrows were meant to convey that you are not welcome here?"

I opened my mouth to explain and

took a pace towards the Elf. Instantly I heard the sound of five hundred arrows being pulled back into the firing position. Standing dead still, I said, "I understood the significance of your arrows, yet I had to enter the Forest. I must speak to Sapleaf the Elf."

The Elf frowned at me, and motioned his companions to relax. The arrows were returned to their former position. "Concerning what?" he demanded.

"It is something of a personal matter. I have been attempting to catch up with him to pass on some information: to try to help correct a misunderstanding."

"Very noble," the Elf muttered contemptuously. "And what motivates you to do this?"

I spread my hands wide in entreaty. "Look, I befriended Sapleaf at the Adventurers' Convention. He told me his story. But the Dwarf thought Sapleaf was trying to trick him. It was only when I convinced him of Sapleaf's sincerity that the Dwarf agreed to meet with Sapleaf in his mines under Chudleigh. But Sapleaf is ignorant of this and thinks his son has forsaken him."

The Elf moved closer to me. "Is this true?" he demanded, "are you the Adventurer who bought Sapleaf ale and spoke as a friend to him?"

I nodded, "I am. I have been searching for him for weeks. I hoped that my search might now be over."

The Elf sighed. "I'm afraid not," he informed me. "Oh, Sapleaf was here, but he left early yesterday. He wished our aid in travelling to the Forgotten Mountains, so our magicians aided him by teleporting him to Spartas, where it was hoped he could buy passage across the Boiling Sea."

"Spartas!" I shouted angrily. "But that's ten days' hard journey from here."

The Elf shrugged. "There is nothing I can do about that. Nor can we aid you, much as I, personally, would like to do so. Our law forbids using Elven magic to aid any not of Elven blood."

I nodded and turned to retrace my steps. "But stay a while," said the Elf. "Share a meal with us."

I was touched by the young Elf's courtesy and the honour he offered me. Just then, Draffan appeared, glowering darkly.

Bows were swung in his direction. "Don't shoot," I pleaded. "You'll only make him angry."

To be continued...



## A VISIT TO FAT WILLY'S by STEVE CLAY

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"Good morning sir. Off on a quest are we? Oh good, you'll be wanting full kit then eh? Lovely. Well you couldn't have come to a better place. Fat Willy's the name and adventure supplies are the game. That's my catchphrase! Do you like it? Well never mind let's get on with the job in hand as any sewerage worker might say. Now what about lamps? Do you have a preference? The fifty turn lamp? Well I could only recommend that if the quest you envisaged was a short one. The reason being, that lamp will run out after fifty turns and it can be a bit of a bugger finding the right replacement wick when you are in dark cave. No sir, I'd recommend the Bug lamp. Everyone's using them these days. You see it doesn't rely on wicks, instead you have a little glow bug in a sphere of glass. Now the bug has a length of wire attached to his todger and when you pull it he glows. Yes, me too, sir, still it does the job. Added to this you can buy a box of replacement bugs from me. See, what happens is, when your bug is about to expire he begins to cough. Five coughs before he snuffs it. This gives you plenty of time to replace the little mite. Three of those. A wise choice sir. And a couple of boxes of spare bugs? Right you are. What next? Swords! Well you couldn't choose better than the Impaler - a nice medium weight with a nasty serrated blade. Straight through a troll that would go. Three gold pieces each those sir with discount on bulk. Yes, I know Oblong down Fanny Break Lane is doing swords at two gold pieces but I have heard that his swords have a tendency towards brittleness in the damp atmosphere of caves and it's very unlikely that anyone having such a mishap is going to be in a position to complain. My swords all come with a ninety day warranty which is something you'll never get from Oblong. Three of those is it sir? The price? Call it ten gold piece. Sorry? Of course you're right I forgot to carry the one. Let's call it nine and I'll throw a leather sheath for each one. No sir, the sheath is for the sword. Ropes next I think. Best sticking to standard I think sir, although we have just received this new stuff. Bungee I think it's called. Apparently you secure one end to somewhere solid and then you can jump off the edge of a cliff or the lip of a chasm, and just before you reach the bottom this rope stops your fall and takes you back up, allowing you to view the bottom of whatever it is you are jumping into. No sir, I don't know how it knows. Perhaps it is magical? Bloody dangerous is probably a better description, sir, you are of course quite right. Standard it is then. Three at 200 foot. Right ho. Three of you off on this quest then are there? Where are you heading? Only a polite enquiry sir, no need to get worked up. So what next? No sir I have no level one spells. Level one spells are little more than party tricks and no magic user worth their salt would entertain them. I do have this though; you blow it up and when someone sits on it it makes a rude noise, my wife loves this one! Oh well, each to their own. Food? Traveller's biscuits? No I quite agree sir. Taste like cardboard and smell like cats. What do you prefer? Tinned meat is all well and good but I refuse to carry it. I have had that many people coming back saying the little key has broken off that I have refused to stock it. I prefer these little gizmos. This little box with the three buttons on gives you a choice of six meals, all dependent on which order you press them. We have a four-button model that offers you twenty four varieties and a five-button version is also available. No the fifth button just adds custard. Three of the four-button model? As you like sir. Something to carry them all in? Sorry sir, I don't do carrier bags.. Oh I see! Rucksacks! Of course! Well, I have a deluxe version that opens out into a two-man tent, the standard doubles as a one-man tent or there is the economy version. No sir, it doesn't open out into anything although you could always wear it as a hat. Right, three standard rucksacks. Well sir thank you for doing business with us and tell all your friends about Fat Willy's! "

## A MONSTROUS TALE by MARY SCOTT-PARKER

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(continued from last month)

The rehearsal in the King Dick was not going well. The director was a Ms Slaughter, who gave new meaning to the term 'Ogress's Lib' and who had taken an instant dislike to the muscle-bound pair, particularly Bronco, tearing him off a strip whenever she could.

"You," she screamed at Tuff, who was busy sprinkling salt over Manita. "What on earth do you think you're doing?"

Tuff looked round apprehensively at the bristling entity in Tweed.

"I'm eatin' 'er," he explained, flourishing the script. "It says 'ere, Flint... that's me, devours Manita... that's 'er."

Ms Slaughter retrieved her glasses, which were dangling on a long gold chain in front of her heaving bosom, and peered myopically through the thick lenses at the script.

"With his eyes, you ignoramus.... Flint devours Manita WITH HIS EYES!"

Tuff looked appealingly at Bronco.

"Flint OGLES her, you twit," hissed Bronco.

"Doesn't the name R.A.D.A. mean anything to you?" snapped Ms Slaughter.

"Course it does, it's a Japanese car, in'it?"

Bronco's opinion of the acting profession had slipped down the easy scale, from its previous position of 'money for old rope' and now nestled snugly between 'climbing Mount Everest in winter, clad only in a balaclava and socks' and 'being winched from a helicopter, onto a raft, pitching about somewhere in mid Atlantic, in a force nine gale'. He felt his heart sink

"Let's move on to page three," screamed Ms Slaughter. "And NO MORE BOOBS."

"That's a contradiction in terms," sniggered Tuff behind his claw.

"You two." She looked with loathing at Tuff and Bronco. "Go and sit at the table over there, beside Ma Handy." She indicated a table at the far end of the bar, where an old crone sat, nursing a lap dog. "And for goodness sake, try to get something right!"

Manita handed them a pint of beer each and they walked sheepishly across the room to the table. As Bronco squeezed past Ma Handy, she eyed his tight jeans appreciatively and gave his bum a friendly little pat. Bronco, startled, sat heavily on the little dog, who not unnaturally interpreted the action as a hostile gesture and bit Bronco sharply in the aforementioned part. Bronco leapt up and his glass of beer described a graceful arc across the bar, before coming to land on Manita's ample chest. As the tidal wave of cold liquid swamped her upper storey, she stepped back and clutched at the shelf behind for support. Unfortunately, the shelf being of flimsy nature, one of the brackets promptly snapped and the shelf sloped downwards, allowing a large number of glasses to follow suit and obey gravity's demands. The sound of breaking glass further alarmed the little dog, who was now thoroughly over-excited, and blaming Bronco for the apparent chaos, bit him again in the nether regions, Bronco howled with rage, picked up the dog and flung it across the room, where it came to rest in the unwilling arms of Ms Slaughter.

Her scream was of Olympic standard and had the dog been a two stone mouse or a four legged Tarantula, it couldn't have been bettered. She flung the unfortunate animal away from her. It came to rest at another table, where Paw-Lean and R-Furr were sitting with their backs to the action. The dog flew over Paw-Lean's shoulder, landing with a thud in her lap. Paw-Lean, who was in no mood to be trifled with, leapt up at once.

"HERE R-FURR. CUT THAT OUT!" she screamed and slapped him sharply across the face.

R-Furr stood up to protest and was promptly bitten by the dog, who was not at all sure of his innocence, and by now was ready to take on all comers. He stepped back unsteadily and fell into the cameraman standing just behind him. The camera and tripod toppled over and crashed to the floor, bringing most of the lights with it. Bronco, with an uncanny instinct for self preservation, grabbed Tuff by the arm and propelled him towards the door.

"I think we'll just take five" he shouted to Ms. Slaughter, who was sitting on the floor, reaching for her asthma inhaler.

Once outside the studio, they didn't stop running until they were safely back inside their cave.

"You were right," said Tuff, helping himself to a Goblin drumstick. "It IS money for old rope. I wonder when we'll get paid?"

[The above is a revised version of the story originally published in #15 of *Alternities*]

Coming soon to this magazine – The Monstrous Tale Wags Again (first edition)

## A THEORY ABOUT ADVENTURING by JO WOOD

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Are you an Adventure addict? Well, you're not alone!

Some people have been known to look down on people playing games and other such frivolities but I have been thinking about some of the really hideous puzzles we adventurers face and I have a theory.

Puzzles can be really difficult and have us tearing our hair out for days (or months!) but eventually the adventure continues until we are faced with another problem. Don't you think this is amazing training for life in general? If you can get used to having to look at a problem from lots of different angles and even occasionally thinking up ridiculous solutions, just think how adept this makes you.

If kids today grow up on adventures, I reckon they'll make brilliant adults of tomorrow because they will always question their environment – after all, everything is never as it seems, is it?! They may learn how to see different points of view and see their problems as puzzles to be solved. Perhaps just as importantly, they will also know that sometimes you just have to ask for help – we can't always solve the adventuring puzzles by ourselves, can we?

I think adventuring should be on the National Curriculum as it teaches so many skills which can be applied to the real world, and when you're fed up with the real world, just dig out an adventure and call it homework.

After all, who was it who said that "life is an adventure" – was he right or what?

(I agree, children should be encouraged, I'm sorry to say I've failed with mine. Maybe they could also be asked to look out for any spelling, punctuation and factual errors! Barbara)

## A DEAD WARG'S TALE

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I was born not far from Bag-End in a litter of twelve, our basic diet at that time was mainly Goblins and young Hobbits. As I got older, Goblins were getting scarcer and Hobbits had taken to carrying swords, so I moved to a new lair not far from the Elven King's Hall, where we and the local woodcutter joined in a few scams. I would rush out snarling ferociously at the local villagers then the woodcutter would race in with his axe and after a fierce battle chase me into the woods, then return and go round with his hat. Once he got me to follow this young lass in a red cloak through the woods to her grandma's, then at the last minute the woodcutter charged in and pretended to save the day. I thought at the time this was to impress the young lady, but I think he must have been a bit kinky as I found out later it was the grandma he had his eye on.

After each of our shows I would call in at the woodcutter's hut to get the pile of potted meat sandwiches he used to leave for me in his cupboard. I had just settled into this comfortable little way of life when the sandwiches started to disappear, and roundabout the same time this new species of beings started to wander around the area. They were all a bright shade of green and had "text adventure" written all over them. I had been warned by my mother not to eat green food, so I gave them a wide berth. Normally I also gave elves a wide berth too, as apart from being all skin and bone they had a very nasty habit of unexpectedly shooting arrows at you. Anyway, what with the disappearing sandwiches and being a bit peckish, I had my eye on this young Elf. I trailed him to the Elven King's Hall but just as I made a swift pounce he disappeared through this Magic Door, with no small surprises I fell straight in behind him. By the time I had picked myself up and dusted myself off, the Elf had vanished. In any case it didn't seem a wise move to be caught eating an Elf inside their own hall.

Try as I might I couldn't get out of that damed Magic Door, and except for a trapdoor in the wine cellar, leading into a very dodgy-looking river, I could find no other exits. I skulked around a bit then finally hid out in the dungeon next to the wine cellar. The only person about was a butler who came and went spasmodically. Most of the time he was giving a fair impression of a newt and never noticed me, so what with a few scraps from the kitchen and the odd slurp of wine it didn't seem a bad pad so I decide to settle in for the winter. My peace was short lived, the cellar door flew open, and propelled by a swift kick up the backside from the butler, a green text adventurer shot into the dungeon. I didn't want any trouble, in any case with the endless supply of wine I was beginning to be a bit "newtish" myself so I just lurked about trying to be inconspicuous. which isn't easy in a twelve foot square dungeon with some fool shining a bright lantern into your face.

The next thing I knew I was on my back with four paws sticking up in the air and a sword sticking through my throat. I said "aaaagh" and promptly died. (Violins playing off stage). Over the next few months I was resuscitated and killed countless times, it eventually settled down to a boringly standard pattern. There would be a few curses and mutters about "that \_\_\_\_\_ trapdoor" from the cellar, then the door would fly open and another adventurer would shoot into the dungeon on the end of the butler's boot, a quick stab in the throat and my paws would be in the air again.

These green adventurers came in a trickle at first, building up to a steady stream then over the years slowing down to practically none. During the years their colour changed gradually from bright green to a pasty white. I believe this was due to spending so much time in dungeons and underground mazes.

These text adventurers were a queer bunch, even after being killed I wasn't safe from interference. Cries of "skin the dead warg", "kick the dead warg", sometimes "eat the dead warg", rang in my ears, and even, would you credit it, some shouts of "kill the dead warg", the mind boggles! Early in the process I decided to stay dead, well what was the point of coming back when you knew you would be dead again within the hour. Most of the adventurers who got past me were fried by Smaug the dragon or bitten by the poisonous spiders, until they eventually hit on the idea of getting Bjorn the archer to join in and shoot Smaug in the belly as he flew overhead. Smaug wasn't rightly pleased, as you can imagine, and hasn't spoken to Bjorn since.

Anyway, I had once again settled down to a peaceful non-existence, until perusing a copy of Probe which some litter lout of an adventurer had carelessly dropped, I came on this diabolical letter slagging off "THE HOBBIT". My whole existence was adjudged meaningless, the slaughtered goblins and ill-used trolls were written off at a stroke of the pen. A hastily called meeting of dungeon-maze-and other dangerous place dwellers and the "Hobbit Adulation Society" was born, with perfect ideology and peerless eloquence, the epitome of modesty and restraint, using only reasoned debate with a few threats to propound our philosophy.

I forgot to mention I had managed to scoff a few adventurers, mainly the bookish type who tried to "examine the warg" instead of going straight in with the sword, these bookworm types were obviously better than swallowing a dictionary.

Having seen off attacks on "The Hobbit" and the virulent maze-haters brigade we were looking forward to a peaceful retirement and a well earned rest on our laurels, when along comes this ——— damned Mad Cat, but that's a different tail!

## POETRY CORNER

---

Once there was a maze,  
And 'cos of the haze,  
Nothing you could see,  
It was a real "B".

Then came M. Polo,  
Doin' a solo,  
Until help did come.  
Hear the beat of drum?

Maze-haters and all...  
We will make mazes fall.  
But if they don't fall,  
We'll give it our all.

'Cos they're such a chore,  
A pure, utter bore.  
MAKE 'EM OPTIONAL,  
NOT COMPULSORY.

Sorry it don't rhyme...  
(But that's not a crime),  
Maze-lovers they'll map,  
But we think they're cr\*\*p,

Let's have a ballot -  
Majority'll have it.

M.Polo (graduate of Venetian School of Naff Verse)

## THOSE BE THE DAYS, THEY BE by ANON

---

"I remember when that young lad used to write his stuff.... 'course he wouldn't be so young now. Oh but lordy yes.... in those days he was hot stuff. I can tell you. Oh ayah yes. I could tell you young pups some things. Didn't have these here Personal Massages in those days, oh no, we used to put pen to paper and reel off three letters before breakfast, none of this gobbledey-gook pornographic rubbish that you see now. We was more discreet in those days, didn't even know what these people looked like, we didn't. Just used to write our stuff and be done with it, we did. That young lad, 'course, he be the highlight of the month. His writings fair had me tittering over me porridge, they did. I remember one day when Pop had to punch me in the face, I was laughing so hard.... but it didn't stop me ya know. There was no stopping me in those days, reckless I was. Thought nothing of running through the house at the sound of the postman walking up the path.... and the letters he used to bring, what a hoot they were. I remember one year I even got one from the lad hi'self, oh ayah, what an 'onour that were, a letter direct from the 'Amster Cage. 'Course I never got no more from 'im but I framed that there one and I still got it somewhere, in with me memorabilia.... and all the others, 'course.... four. five boxes full from all sorts. 'Course I knows what they all look like now.... but lordy, in those days, writing to people from all over Country, I was.... and the magazine, well that was a thing, a real godsend in those days, jam packed with goodies to keep ya going all month. None of those there Personal Massages filling it out, oh no lordy, we all understood every word that was writ. 'Course if you weren't in the know might have been a diff'rnt story.... but we was ya see. We was the magazine in those days. You didn't have these young pups writing in with their nonsense, we wrote t'all. There was that there Green Cheese Sandwich joke. Was that nonsense. oh ayah. No.... made perfect sense. it did.... went on for ages and all.... but did we get bored with it, lordy No. 'Course I blame that new fangled telephone contraption fa what happened, ya know. People stopped writing t'each other, then what happened, someone wrote to magazine and suggested we all meet. Lordy. that be the icing on the cake, that be. Now we all talk t'each other. there be no more open letters in magazine.... no more on-going discussions on state of affairs. We're all still here, 'course, well most of us anyhow but times have changed, haven't they, the young pups write t'all now, we just watch from afar.... but I still got it, ya know, the life's not gone from the old girl yet.... p'raps I should take advantage of that there Personal Massage colam.... ya never know, that young lad might even answer me call.... I got a few laughter lines that could do with a darn good pressing!!!"

## PRODUCT REVIEW by STEVE CLAY

---

This month we take a look at another item aimed at every adventurer likely to go forth into a quest.

**The Magic Sword!** The latest release from the Magic Forge is a traditional blade that glows when trolls are near! The short 12 inch blade is well crafted and the handle has a reassuring quality and the whole thing is nicely balanced. The main difficulty I have with the magic sword is the lack of on/off switch for the "glow in the dark" facility. While I understand the value of a product that glows when a troll is near there are times when it has its drawbacks. Creeping around in a dark cave system trying to avoid capture becomes a real chore when your sword begins to glow and draws every 8 foot high lump of death your way. An equally similar result could surely be achieved by walking around playing the bagpipe wearing a sign saying "Eat Me"! Sorry, but the magic sword is fatally flawed!

## PERSONALLY YOURS by PETER CLARK

---

I opened my Probe and what did I see  
Personal Messages staring at me.  
A message to Larry from Martin, who's that?  
Concerning a titter. To you dear..... a hat!

Then Martin continues to another. My! My!  
To Jenny he writes a message Oh Fie!  
He seems to encourage a lady to try  
A change from the usual tippie to Rye!

There are witches from Stanley  
That write to Snow White  
And Grimwold and Horace  
Who are in a sad plight.

Poor Bob comes in for a great deal of stick  
When he innocently gives his roll up a lick.  
Our Sharon just grins as the insults are hurled.  
Just shows she's a quiet and calm Essex girl!

I've left out a few of the names from the list.  
There's Santa and Marco and Ellen I've missed.  
There's Mad Cat and Sue and Sonic and Anne  
There's Dougal and Viper and that Grumpy man.

It it all worth it, I hear some of you shout.  
Let's save both the pages and leave it all out.  
But each to his own is what I suggest  
Contribute to Probe in the way you know best!

The Adventure Workshop  
Adventures for the Commodore

NEW RELEASES

# SHADOWS OF THE NIGHT

by  
DOROTHY MILLARD

Brave adventurer ( well I hope you are ) you have been chosen for a very special adventure. Can you solve The Shadows of the Night?

The eccentric owner of a large mansion on the outskirts of a small village recently died. After the will has been read, the new owners decide to look over their inheritance. However, they don't get much further than the entrance when they hear strange noises. They call out but nobody answers.

Continuing on a little further they hear someone playing the piano in the music room. However, when they enter no-one is about. Moving a little further, they see shadows in the night.

The chime of the grandfather clock is the last straw and they rush out again vowing never to return.

Drinking in the nearby village pub "The Fox & Hounds", you get talking to Andy, one of the new owners of the mansion. After relating the story to you, you are dared to spend the night in the mansion. Fool that you are, you accept the dare.

Talking to old timers in the pub, you discover that the mansion contains many secret passages, as well as other secrets.

You have eight hours to discover the secrets of the mansion and what causes the "Shadows in the Night".

Available on Disc or Tape Priced £2.00

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

# The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

# PHOENIX

by

**THE TRAVELLER IN BLACK**

Your life force fades... the visions dim. All that remains are the tenuous memories. You remember a time of tranquillity and contentment in the bosom of your family. Lost forever through treachery and greed when your land was engulfed by the forces of evil.

You even remember the sound of your own screams as you were repeatedly tortured by the Abomination's insane minions.

You remember the period of Limbo that followed, the timeless waiting, the frustration and the need for revenge, before the legendary Champions of Chronos recruited you to fight in the Great Temporal Struggle.

The land of Dagda was the first rebirth and deep down you know that there are others, or will be, for such is the existence of the traveller in black now called Phoenix.

Once again you feel the cry for help, so powerful that it crosses the barriers that cannot be crossed, allowing you yet again to be summoned to a time and place not of your own.

You feel the pain of your rebirth and when you open your eyes....

Available on Disc only for CP/M+ and CP/M 2.2 Priced £4.00

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

'T'was a time of dread. The land, once so fair, now ravaged by the greatest pestilence since the time of the 'Black Wanderer' and the 'Unborn One'. Three thousand years have passed, years in which the once beautiful land has all but been destroyed.

For three thousand years nothing has been heard of the 'Mysterious Stranger' but now on a dark, wet and windy night he returns, to you, a descendent of the 'Singer of the Song'. You are a mere child, still flushed with the vigour of youth, but it is to you he comes. You who has never done anything heroic in all of your seventeen years.

The Stranger tells you that when the 'Black Wanderer' sowed the seed of the 'Unborn One', so too did he sow another seed .... the one which would lie dormant until the time was ripe for it to burst forth. As the seed lay dormant however, it matured and then mutated, it divided and became many and called itself LEGION though it was more than just one being. It was many, it was Legion and through its numbers would it gather strength. The multi-faceted evil then spawned upon the land, but it spawned far to the east, far beyond the Eagleshorn, beyond Darklen Moor, beyond the borders of the realm, in the unknown reaches of the place known as the 'Saddest Lands'.

The 'Mysterious Stranger' tells you that although the 'Silent Song' has been lost, it too has mutated. It has mutated within YOU ... into something more than what it was. But he cannot tell you what. It is for you and you alone to discover. He leads you to the giant bird Sebac, who is to carry you over the Eagleshorn to the realm of Legion and there bids you farewell. You must now set out on the giant bird in the direction of the realm of Legion and there do what you will to stop the evil spreading to the west .....

And so, Sebac sets you down on the 'Plain of the Uninvited' and with a lingering glance in your direction, soars into the blue sky and vanishes over the golden horizon.



"T'WAS A TIME OF DREAD"

#### NOTES

Use RAMSAVE and RAMLOAD to store a position to MEMORY but always use the standard SAVE and LOAD to make a more permanent record to TAPE or DISK. Also remember that DICE is the plural version and that DIE need not necessarily mean the end of the game ... hint!!

# AMIGA

With effect from this moment all the following 'SPECTRUM' games will be available for the 'AMIGA' range of machines ... albeit in the form of a 'SPECTRUM' game that has to be loaded and played through an 'emulator' programme. The 'emulator' will be supplied FREE!

<u>TITLE</u>	<u>AUTHOR</u>	<u>TITLE</u>	<u>AUTHOR</u>
Theme Park	J.Lockerby	Black Tower	Diane Rice
Crystals Of Kings	K.Burnard	Mummy's Crypt	L.Creighton
April 7th	G.Lynas	ARC	S.M'Clure/I.Smith
*Diablo	M.Cantrell	Hit	S.M'Clure/I.Smith
Ellisnore Diamond	J.Lockerby	Out Of The Lighthouse	J.Scott/S.Boyd
Marooned	L.Creighton	Project Nova	M.Cantrell
POW	G.Pitchford	Golden Pyramid	L.Creighton
Quest For The Holy Something	C.Davies	Stranded	D.Hawkins
Legacy For Alaric	Palmer P. Eldritch	Balrog And The Cat	The Balrog
Retarded Creatures & Caverns	The Balrog	Agatha's Folly	Linda Wright
Magic Isle	Palmer P.Eldritch	Kobayashi Naru	C.Wilson
Phoenix	Traveller in Black	From Out Of A Dark Night Sky	The Balrog
Violator Of Voodoo	Traveller in Black	*Jekyll And Hyde	Essential Myth
Aztec Assault	Traveller in Black	Secret Of Little Hooombe	The Balrog
Celtic Carriage	Traveller in Black	The Challenge	J.Lockerby
Behind Closed Doors (The Saga)	The Balrog	The Enchanted Cottage	J.Lockerby
The Cup	J.Lockerby	The Hammer Of Grimbold	J.Lockerby
Impact	L.Creighton	Diamond	D.Francombe
Jack And The Beanstalk	J.Lockerby	Lifboat	J.Lockerby
Davy Jones' Locker	J.Lockerby	The Golden Locket	K.Burnard
Seeker Of Gold	The Balrog	Matchmaker	J.Lockerby
The Mutant	J.Lockerby	Rudic And Slam	The Balrog
*Bored Of The Rings	Fergus McNeill	Jade Necklace	J.Lockerby
*The Big Sneeze	Fergus McNeill	Realm Of Darkness	J.Lockerby
*The Boggit	Fergus McNeill	The Witch	J.Lockerby
*Robin Of Sherlock	Fergus McNeill	Bulbo And The Lizard-King	The Balrog
Jester's Jaunt	June Rowe/P.Cardin	Jade Stone	L.Wright
Very Big Cave Adventure	St.Brides	Bugsy	St.Brides
The Darkest Road	C.Wilson	Tears Of The Moon	C.Wilson
Cloud 99	L.Wright	Opi.Stone	J.Taylor
The Escaping Habit	J.Lockerby	Kidnapped	J.Lockerby
Staff Of Power	Sue Madley	*Jack The Ripper	St.Brides

All titles cost £2.49 each, except those marked with a '\*' and these cost £2.99 each. Please note that all games come complete with a 'FREE' emulator programme with which to load and play the games on your AMIGA machine ... see notes for further explanation of this.

## NOTES

Switch on your machine and then insert the 'emulator' programme into the disk drive. When the workbench is displayed just 'double-click' on the ZENOBII icon in order to run the prog and when the 'emulator' is up and running just move the cursor to the 'status' line and hold down the RIGHT MOUSE-BUTTON to access the various menus. Select LOAD SNAPSHOT and then select the file of your choice in order to play the game. Please note that certain games will save BOTH a 'header' file and a 'bytes' file when saving your game position, so just enter your file-name and select as appropriate. Other games will use only a 'bytes' file. This all depends upon whether the game needs a 'filename' for its 'saved' positions or not. The games will all 'save' their position to an AMIGA formatted disk and reload from same.

NAME : ..... ADDRESS : .....

POST CODE : .....

AMOUNT ENCLOSED : ..... TITLES REQUIRED : .....



# USING THE QUILL

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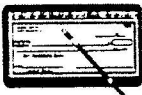
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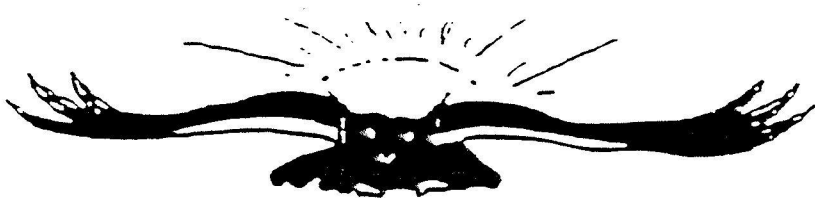


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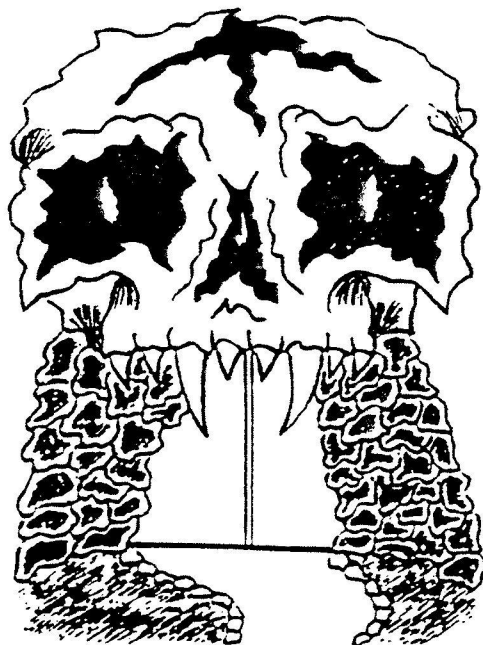
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## PROGRAMMING WITH AMOS by STEVE CLAY

---

### MUSIC :

AMOS allows you to add musical soundtracks to your programs very easily. AMOS Pro allows you to use Med Modules as well as Tracker modules. I know early versions of AMOS only allow the use of Tracker modules. These modules are available in vast quantities on PD although you may have to search far and wide to find a suitable soundtrack for an adventure as the majority are rave tunes. Of course you could always write your own module if you have a musical bent.

To use a module in your game you need to do a bit of work. It might be helpful to find the size of your module using Disc manager or Workbench or whatever so as to keep tabs on the kind of memory you are taking up and then include a routine such as the one below in your program.

Rem \*\*\* For Tracker modules

Track Load "Music",5

Rem \*\*\* Where "Music" is the filename and 5 is the memory bank number

Track Loop On: Rem \*\*\* Starts the module playing

Track Loop Off: Rem \*\*\* Stops it

Rem \*\*\* For Med Modules

Med Load "Music",5

Med Play: Rem \*\*\* Plays the module

Med Stop: Rem \*\*\* Guess!

Med Cont: Rem \*\*\* Will continue playing the module from where it was stopped.

One important note is that when using Med Modules the program will expect the MedPlayer.Library file to be on your disk. The system disk has this library and it will be included on any compiled program. Should you get a message telling you that the library is missing then you will have to copy it from your system disk. This applies only to AMOS Pro users. Instead of a continual soundtrack you could perhaps play a snippet of a tune when the player collects a treasure or perhaps when he/she nears danger. The implementation is much the same but you would do well to keep any congratulations music short and sweet.

### SAMPLES :

Samples come in many forms and once again PD is a great source for them. You can get sample disks with all sorts of things on such as speech, special effects and almost any musical instrument you can think of. I've used a sample for the siren in the BT demo. You need to reserve memory for the sample and if you look at the BT listing you'll see that as soon as it has been used the bank is erased thus

freeing memory.

You can put a number of samples into a bank using the sample bank maker with AMOS Pro. As always you need to take care on the memory used as it can be devoured rapidly with some samples. Then to play a sample from a bank you need only supply the number:

Load "Samples.Abk",5

Sam Play N: Rem \*\*\* Where N is number within your range of samples

DIY :

AMOS has a few sound FX commands built in; Boom, Shoot and Bell. You also have the ability to mask any of the four channels and alter the volume. However all that is getting too technical. Below are some sounds created as you can see with For Next loops and a bit of experimentation.

Rem \*\*\* Teleport???

Noise To 15

For N= 30 To 80: Play N,1: Next N

Rem \*\*\* Another Teleport??

Noise To 15

For N=80 To 30 Step -1: Play N,1: Next N

Rem \*\*\* Laser

For N=1 To 25: Shoot: Wait 1: Next N

Rem \*\*\* Telephone

For M=1 to 3: For L=1 to 2: For N=1 To 25

Bell: Wait 1.5: Next N

Wait 10: Next L

Wait 50: Next M

Rem \*\*\* I haven't a clue!

For N=1 to 50

W=Rnd(80)+10: X=Rnd(80)+10: Y=Rnd(80)+10: Z=Rnd(80)+10

Play 1,W,1: Play 2,X,1: Play 3,Y,1: Play 4,Z,1: Next N

## AMIGA COLUMN by STEVE CLAY

---

**This month I have an interview with Edmund Clay, PD/Shareware adventure and utility writer.**

*Q.* For the benefit of the readers could you give some details of your programming history so far?

*A.* Before GRAC I released two graphic adventures for the Amiga. They were Starbase 13 (PD) and The Lost Prince (Central Licence Register). I have recently finished another adventure, Epsilon 9, which will be released soon.

*Q.* You have released a utility, via F1 licenceware, that allows the user to create point and click graphic adventures. Do you find writing a utility easier or harder than games? And what are the main differences?

*A.* I wrote GRAC in order to make it easier to write games, but in some ways writing the utility was harder because of the need to make it 'idiot-proof'. No one is going to be very pleased if the program crashes when they do something wrong. This doesn't apply to games as much because the choices to the player are more limited.

*Q.* Are you surprised that no commercial company has released an adventure creator on the Amiga given the popularity of point and click games these days? And why do you think nobody has bothered before?

*A.* No, I'm not surprised because commercial companies like to keep their development systems to themselves. I think that there are no PD graphic adventure creators because graphic adventures are not easy games to write.

*Q.* Starbase 13 met with a good response when it appeared on the PD market. Did you consider selling it mail order or was PD the intended market? What are the plus and minus points of PD? And would you say licenceware offers a better deal?

*A.* I sent Starbase 13 to several Licenceware companies who showed an amazing lack of interest, taking up to four months to reply (or not replying at all). In the end I decided to try shareware. Although the game was popular, the shareware response was pitiful, so now I only use PD for demo versions of games.

*Q.* With Starbase 13 and Lethal Formula I notice Science Fiction seems to be an interest of yours. Where do you find your inspiration for games comes from? And how easy/difficult do you find it to create puzzles for graphic adventures?

*A.* Before I began programming I designed a science fiction role-playing game. All of my SF games have been set in that universe, and there is a lot that hasn't been in any game so far. I usually work out puzzles after I have decided on the plot and locations. I think that's obvious in Starbase 13. In later games everything is a little more inter-related. And no, it's not easy. It takes ages to work everything out. In the days of the 8-bit machines it was quite easy to write a game in a bedroom on your own. These days games have a budget comparable to some movies.

*Q.* Do you think home-produced products for the PD market will begin to dwindle, or as seems to be happening at present, the home produced market will grow? Do you feel that games released commercially tend to rely more on the trimmings than they do on the gameplay?

A. Home produced software has always been important for the Amiga and I think that will continue to be the case. This is because it is a creative tool as much as a games machine. A lot of commercial games have very poor gameplay. I don't think anyone will disagree with me on that! But there are many good games as well.

Q. What type of games do you like to play?

A. I like adventure games and strategy games. All time favourites: Monkey Island 2, Civilization, Dune 2, Frontier.

Q. Do you have any plans for further Amiga adventures?

A. Epsilon 9, the sequel to Starbase 13, will be released soon, after that GRAC 2 and a fantasy RPG which I am also working on. That will probably take most of the next year.

Many thanks for taking part in this interview and good luck with all your future projects.

## NEWSDESK

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### Tamworth Computer Show

This show will be held on Saturday, 2nd September at the Tamworth Assembly Rooms, Corporation Street, Tamworth. from 10 a.m. to 5 p.m. There will be over 50 stands and over 4000 visitors are expected. Some stands will cater for Spectrum and Sam Coupe owners, and "there will be some "freebie" stands filled with posters and other give-aways from companies such as Electronic Arts, cheap software and hardware, secondhand computer sales, a number of "classic" computers from Oric to the Pet (John Thomson please note), computer displays and much more."

Entrance is £1.50 on the day, and tickets (with map on request) are available in advance from D.Betts, 117 Sorrel, Amington, Tamworth, Staffs.

I have one free ticket to the first reader to apply to the Probe office.

## HELP OFFERED

---

Phil Richmond, the author of the CAT adventure toolkit for the Amiga, has kindly offered to update your copy to the latest version (4.5) which included "Hazardous Holiday" (reviewed in Probe last month). Owners should send their *original* licenceware disc and stamped addressed envelope, there will be no charge for the update. Also, if any CAT owners need help with CAT coding or need advice on using the program, he will be happy to reply to their queries/problems (please enclose an SAE). Please write to Phil Richmond, 66 Staining Road, Blackpool, Lancs. FY3 0AD.

## HELP WANTED

---

John Thomson has written to ask if anyone knows of the existance of adventure games for the Dragon, Oric, Commodore 16/+4, MSX or ZX81, and where can he get them? Please write to him at 78 Holtdale Avenue, Leeds, LS16 7SG.

## PERSONAL MESSAGES

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- To Little Walnut – It's always best to be up and coming... (Ms W)
- To Boris The Spider – You didn't think it so funny when I came after you next day with my hoover! (Sue)
- To Sharon – You think they'd even notice? (Sue)
- To Larry – Oil's well that ends well! (Sue)
- To Anne – Roger Moore, maybe More, clumping round the room. (Sue)
- To Larry – Who's Horace? Another Spider? (Sue)
- To Dorothy Miliard – Thank you for restoring my belief in Thomas Paine's principles! (Anne)
- To Larry – As you say, fight fire with f..funny messages. Jeez! (Anne)
- To Jenny – Hope you Accounted for everything. Good luck in August result, old thing. (Anne)
- To Sharon – Naughty – but nice! (Anne)
- To Sue – Thanks for the guided phone tour of your house. Wonderful descriptive prose. Not even out of breath after you'd climbed the stairs. Awesome. Swimming paying dividends. (Anne)
- To Sharon – I'm reporting you to the RSPCM. Every dog must have his day. And can I have the cat, please? (Anne)
- To Larry – Mega-MAZING! (Anne)
- To PC Bob – Nice sharing a joint wid ya. (Anne)
- To Martin – Where did you get that limp? (Anne)
- To Damian – There's a bit of a problem – the CAMERAMAN's gone on strike! (Uncle Horace)
- To Jo – Hope the thoughts are all good ones. (Ellen)
- To Jon S – You're welcome! Loved "Sods Law In Adventuring" (Ellen)
- To Celia – Got any bumps that need flattening? (Ellen)
- To Gail – Seen anything of Smudge lately? And is Rascal *still* bringing his friends home for tea? (Ellen)
- To Phill – Freed enough memory yet? (Ellen)
- To Reynir – *BARE* feet!! You sure? Aren't you afraid of frostbite?? Brrrr. (Ellen)
- To Damian – Does that mean I can go West now? Oh, and the camel was the one with the "extra" bump, Humphrey, I think he said his name was. (Ellen)
- To Custard – Thanks for the adventures. (Ellen)
- To M.Polo – I'm sure it does y'know. All that blood in the noggin can't be good for you! (Ellen)
- To Mad Cat – My taste buds are ready and waiting. (Ellen)
- To Ro-wan – Thanks for setting my mind to rest. Glad to hear that Mad Cat can (more than) take care of himself. (Ellen)
- To LC. – That helicopter pilot don't hang around for long, does he? (Ellen)
- To Peter – Made it into Part Two of "The Four Symbols" yet? I did – *ages* ago! Not that I'm bragging, mind. Me? As if!!! (Ellen)
- To Spiral Staircase – Garbled I may be – but at least I'm not twisted!! (The Witch of Stanley)
- To Squiggle – C'mon over, and I'll show you *just* how friendly I am. My broomstick and I will even straighten out your bends for you. (The Witch Of Stanley)
- To Mad Cat – Ro's potion went down a real treat! (The Witch Of Stanley)
- To The Whinger – No probs about the offer – but please leave the feeling of Happy and Bashful to me, OK! (Snow White)

To Pogkin The Dwarf – Hope to see you soon – oh, and why not bring along a friend – or twenty. (Snow White)

To Mad Cat – I think you thought wrong!?! (Snow White)

To M.Polo – You're right – it don't! Does that mean you *don't* know what a "beck" is then? (Snow White)

To Mad Cat – Does that mean you *don't* want me in the movie then? Sniff, sniff. (Dopey)

To M.Polo – I DID have, but I loaned them to Obviously – 'cos he didn't! (Dopey)

To Bosi – Woof, woof, bow, wow, wow. (Love Rudi)

To Mad Cat – Well, go nab it then – we're in the middle of our nap! (Sherry & Lucky)

To Squiggle – Fancy telling Keith that I'm not a friendly adventurer. I'm a lovable dragon really. (Fry-Them-With-One-Puff)

To The Glumwynd – Like, thanks for the compliment man. Did you say persecuted? Wow man, like where have we been trespassing? (Dylan)

To M.Polo – Wow man, like the gravitational pull is cool. Just knocks me out. (Dylan)

To Snow White – Wow man, like crazy. How was it for you? (Dylan)

To Uncle Horace – Sorry about being late, man. Like consciousness is a state of mind, and (yawn) can easily be overcome. (Dylan)

To The Viper – I'm surprise you didn't put it down to P.M.S. – Pardon my spelling. (Miss Demeanor)

To All – This is so depressing! Hasn't anyone got anything interesting to say. (Miss Melvinna)

To Mad Cat – The bazaars were pretty good, but I preferred exploring the mountains of Manchuria and Tibet, though I never got much chance, since we were in the cities – *not* the bazaars! (M.Polo)

To Pogkin the Dwarf – If you really want to join the queue, Snowy White lives at, er, I don't know – I'll ask her! (M.Polo)

To Snowy – Where do you live? I might, er, visit some day! (M.Polo)

To The Glumwynd – I don't mind, as long as you're *not* "one of them" – are you a he or she? (M.Polo)

To Ellen – Fancy doing a bit of Beatles stuff some time? I'll play the dulcimer if you sing! (M.Polo)

To The Viper – Oo-er! I'm shaking in my snakeskin boots. (M.Polo)

To Snow White (again) – Just as I thought! You have every right to love 7 UP. The question is, concerning your favourite dwarves, which one comes first? (M.Polo)

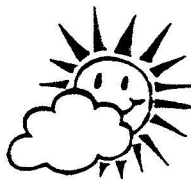
To Snow White (yet again) – Why, S\*\*\*\* meant SLITE, cos you slited, er slighted me! All is forgiven, honey! (M.Polo)

To All – I think I've caught something, and it's not a fish! (M.Polo)

To The Jester – I'm sorry I forgot your birthday, I hope you had a good one anyway. (The Weaver)

To Kasar – No, it's a tall tail. (Mad Cat)

To Tinkerbell – Death is the ultimate form of censorship. (Mad Cat)



## IN TOUCH

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**WANTED** - A copy of the PAW for the **Amstrad**, must be complete with the manual. Please contact Rafael Delgado Peiro, C/ CYESA 3, 1 DCHA, 28017 MADRID, Spain or the Probe office.

**FOR SALE FOR ATARI** - £5 each : TRINITY, HOLLYWOOD HI-JINX, LEATHER GODDESSES OF PHOBOS, PLANETFALL. £4 each : NORD AND BERT, THE UNINVITED, FISH, HOUND OF SHADOW (Not STE), MORTVILLE MANOR. £3 each : DEMON'S TOMB, SECRET OF MONKEY ISLAND (needs 1 meg), GUILD OF THIEVES. Please contact Lon Houlston, 3 Pritchett Drive, Littleover, Derby, DE23 7AX.

**FOR SALE FOR AMIGA** - *Games* : A-TRAIN (Railway/city-building sim.), ACCOLADE (Jack Nicklaus gold playing and course design sim.), ASHES OF EMPIRE (strategy sim. game, includes instructional videa), BALANCE OF POWER (similar to Ashes of Empire), DETROIT (Car company-building business sim.), DEUTEROS (Future Earth sim. A500 only), F-19 STEALTH FIGHTER (Flight sim.), FLAMES OF FREEDOM (Spy adventure strategy game), FLASHBACK (Futuristic arcade adventure game), FRONTIER (Space combat and trading sim.), F-1 GRAND PRIX (Motor racing sim. game), GUNSHIP 2000 (Helicopter flight and combat simulation), HARPOON (Nato v USSR Naval battle sim. game), HISTORYLINE 1914-18 (WW1 Strategy game), RED STORM RISING (Nuclear submarine combat sim. A500 only), SILENT SERVICE 2 (WW2 submarine combat sim. game), SPEEDBALL (aggressive futuristic handball arcade game - A500 only). All the above games are £7 each, or £6 each if buying 5 or more, £5 each if buying 10 or more.

RAILROAD TYCOON, SIM LIFE (A1200/4000 enhanced version) Both the above games include "Strategy and Secrets" manuals - £15 each or both of £25.

All games are in original boxes and some include saved games discs from previous owner!

*Utilities* : BRILLIANCE v2 (Professional paint and animation package), DELUXE PHOTOLAB (Professional paint/photo/poster utility), DIRECTORY OPUS (File management utility), GP FAX SOFTWARE (send/receive faxes via your modem (no box), HOME ACCOUNTS 2 (Professional home accounts package), Any of the above £10 each, any 3 for £25, the lot of £40.

*Hardware* : POWERPOINT MATADOR 105 (Grey Scale Scanner with OCR software) £75, QJ FOOTPEDAL (ideal for racing games) £5.

All items include 1st class p&p to any destination. UK only by Special Delivery if required. If you are interested, please contact Larry Horsfield, 40 Harvey Gardens, Charlton, London SE7 8AJ. Tel. 0181 244 4000 evenings between 7.30 p.m. and 10 p.m. Saturday 9 a.m. to 2 p.m. or Sunday between 9 a.m. to 4 p.m.

## OBJECTS AND THEIR USES

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### THE WESTBURY MYSTERY – compiled by Jenny Perry on a C64

Knife .....scrape mortar from bricks in cellar, and kills goldfish

Machete .....cuts clothes line and scrub

Tin Snips .....cuts shed roof

Skimmer net .....to catch goldfish

Needle and thread ..... to mend net

Hammer ..... opens coffin, removes nails from pailing

Rose ..... for shy lady in pub

Slat .... props open closet door

Matches ..... light candles in church

Mattress .....put under tree for a soft landing

Branch .....to ring bell

Container .....contains rat poison

Red curtain ..... covers animal heads in study and library

Cord}

Line} ..... put together to make long rope

Book .....replace it in the bookcase

Rag .....to clean plaque

Papers .....needed to find the address at the end

Tyre lever .....to open attic window

Goldfish ....contains key to suitcase

Whistle .....blow it in the boathouse

Oil can .....oil bolt on shed door

Wine bottle .....contains a ring

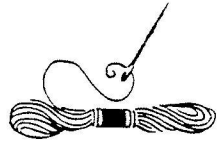
Money .....to buy book

Brooch .....offer to man in store

Spade .....digs!!

Effigy .....contains a ring

Pallings .....use as oars



## GETTING YOU STARTED

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### **39 STEPS played by John Schofield on a Spectrum (128K only) – also available on PC(e)**

Notes : The game is in real time which even starts while you're deciding whether to read the story or not! Starting an input, etc. does *not* stop the action!

EN and LE are abbreviations for Enter and Leave

T(ime) means you get your watch out of your pocket

Inventory (wearing clothes), X CLOTHES, X SUIT, X POCKETS (contains keys and watch), X SOCKS (have a vital role later), X AMERICAN (dying – you see a knife, his hands are clenched), SAY HELLO (“Julia is the key to the black book code. The book is in the .....”, he dies), X TABLE (see pipe, box of matches and newspaper), X PIPE (full of tobacco), X BOX (4 matches left), READ NEWSPAPER (General Ropier is due in London shortly), LOOK OUT OF WINDOW (two men are watching your flat), GET PIPE, GET BOX, SMOKE PIPE  
.....

### **BEYOND THE TUNNEL OF TIME played by Dorothy Millard on a C64**

Start outside a ruined castle, the Fortress at Time's End. HELP (the drawbridge comes clattering down), ENTER CASTLE, E to a Warped Hallway, EXAMINE PAINTING, N (Zap – your hat vanishes and your sword turns into a pipe), N, EXAMINE marble STATUE (a plaque says “Aphrodite will tempt you... above all remember... FOLLOW”), N, EXAMINE hat RACK, LOOK, GET war HAT, E, OPEN CHEST, LOOK (it contains lots of gold but if you try to get it the game will end), E (a closed door is here), OPEN DOOR .....

### **CLOUD 99 played by Jim Donaldson on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)**

EXAM JUNK, GET PEN, EXAM FLOOR, GET KNIFE, E, N, EXAM WASHING, GET ANORAK, WEAR ANORAK, EXAM CABINET, GET GLASSES, S, D, SW, EXAM SETTEE, GET SOCKS, WEAR SOCKS, EXAM TABLE, GET FILM, LOOK UNDER CUSHION, GET CHOKER, E, GET KETTLE, FILL KETTLE .....

### **MUTANT played by Peter Clark on an Atari ST/STE – also on Spectrum, C64, Atari(e), Amiga(e) and PC(e) but solution may vary slightly)**

You start at the Landrover. Open the bonnet and make note of the battery. Go into the car and get the oily rag then examine the seats to find a set of key, a map and some stockings. Now leave the car. Feel under the car to find a jack. Go east until you are east of the Old Gnarled Tree. You will have to climb over the tree to get there. Get the boots which you find there and examine them. Now go back to the west until you are Beneath Tall Larches. Go down to Outside a Hide and then enter the hide. Get the book and examine it – it is an Observers Book of Birds. Leave the Hide and go back up to Beneath Tall Larches. Retrace your steps west until you arrive back at the Landrover. Now go down until you arrive at The Lake. Go west twice to the Small Stream. Get the reed .....



**FLAMEOUT played by Jon Scott on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)**

UNCLASP BELT, LUND SEAT (you find a small cork lifejacket), TAKE JACKET, SOUTH, WEST, EXAMINE COUNTER (a five pound note), TAKE NOTE, LUND COUNTER (a knife), EXAMINE BODY, MOVE BODY (a row of beads is around her neck), UNDO BEADS, EAST, EXAMINE WALL, EXAMINE LEVER (there is a pin lodged in it), REMOVE PIN, PULL LEVER (thus releasing the chute), ENTER CHUTE, NORTH (the jet explodes to the south – luckily you are safe!) .....

**MISER (J.Lockerby) played on an Amstrad – also on C64, Spectrum, Atari(e), Amiga(e) and PC(e)**

You are Scrooge and must perform 12 good deeds in order to return to the human race. Go to SLEEP then after the visit by the Spirit of Christmas Present, go into the Alcove and GET the BROOM. Return to the Bedroom and UNLOCK the DOOR, go out then south and down to the front door, UNLOCK the DOOR and go out. Continue south then east to the bump in the road then go south and UNLOCK the DOOR, go in then south and GET the SCUTTLE then return to the street. Go east to the Country Road then BACK in time, continue north to the school and go in. Go into the classroom and EXAMINE the BOY, EXAMINE the BLACKBOARD then REMEMBER 1826, a girl will appear and lead the boy away, leaving behind the book. GET the BOOK then leave the school and go back to the Market Square. Go east and into the House, SEARCH the ROOM and GET the PAPER .....

**I'M INNOCENT played by Barbara Gibb on a C64**

Start locked in your bedroom. X CUPBOARD. OPEN CUPBOARD (now have a torch and ghetto blaster), X CUPBOARD again (see hooks on top outside corners), X WARDROBE, ENTER WARDROBE, X PLAYER (now have a needle), X SHELVES, TAKE LACE, X BLANKET (find and take science project), X PROJECT, X PILE (now have some books), OUT (automatically put books in pile near cupboard), USE PROJECT (see your dad hiding the remote control), DROP PROJECT, X MESS, X JUNK (find and take a toy robot plus books which you put on top of the other books), X ROBOT, OPEN FLAP .....

**VALHALLA 2 – BEFORE THE WAR played by Martin Freemantle on an Amiga**

Level 1 – Turn right and crack the floor tile, pick up the POTION OF FAITH, go up and pick up I AM INFINITY. Go to the hot coals and drink the POTION OF FAITH. Walk along the coals and go to the SCALES and pick up the BOWL next to them. Pull the lever and go through the door, pick up the EGG and go to the OVEN, put the BOWL on the OVEN and put the EGG into the BOWL. Find the JIGSAW and the SANDER and pull the lever in the wall. Pick up the CHEST KEY from the plant, now go right, past the CARPENTER and keep walking until you find the SNAIL RACE BOARD. Now go right and up and crack the floor tile, pick up the STRENGTH POTION and go back to the SANDER. Drink the STRENGTH POTION and pick up the BOULDER. Now pick up the FOUR LEAF CLOVER and drop the stones, you won't need them! Go back to the SNAIL RACE BOARD and keep going right until you find the ORACLE. Pick up the FLOUR and drop the FOUR LEAF CLOVER in its place. go through the door that has just opened, go to the room at the end and crack the two floor tiles, pick up the CARD, the COMPASS and the KEY. Go back to where you picked up the BOULDER and put the COMPASS on the MAP and pick up the ST. CHRISTOPHER and go back to the room with the SUITCASE, put the ST. CHRISTOPHER on the SUITCASE and pick up the SAFE TRAVEL POTION .....

## HINTS AND TIPS

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

Wait for the cable car and again inside it. There was something behind the sign at the gate for the attendant to repair the lever.

Give the ring from the tree to Bulbo.

Insert the coin at the toilets – if you have the I.O.U. from Bulbo, you should finish with 100%

### **CATACOMBS (B&M Clark) played by Dorothy Millard on a C64**

SAY BOO to get rid of the demon.

CAST SPELL to get rid of the Spectres, Zombies and Skeletons. These will, however, reappear after you leave the location and return. When spells run out RAISE CROSS to get rid of them – using the cross means they won't reappear.

Don't close the coffin or you will be trapped.

If you enter the pungent passage too many time you will suffocate unless you are wearing the mask.

Don't attack the spider or you won't get the legs.

If you trip on the loose stones you will lose your possessions, so remember to pick them up, wear the mask and block ears with fluff again. Note only Stelph can pick up the book, for others it has fatal consequences.

Remember to sharpen the sword before attacking the dragon.

Don't delay too long in the chilly room or you freeze.

Don't get the sword until you have the gauntlet. Note if the sword falls in the crevice you can ask Silvester to take it.

In the echo chamber duplicate the commands, e.g. to go south input GO GO SOUTH SOUTH.

You can only take one key at a time and you must return a key to the key room before taking another one.

Only Stelph can take the book of spells and it can only be read in the hall of mirrors.

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

The candle will ease the trapdoor.

The pole is not for vaulting but it will get you past the broken glass.

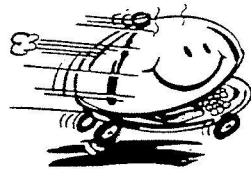
You'll need the parachute *twice*. Add I O E I to the runes for your escape back up the cliff.

You should have a gift to get rid of the Hermit. Shake his bed then light the candle. The Hermit's bed, when placed correctly, will break your fall.

On the ledge is the means to open a gate and hypnotize a snake.

## **CAPTIVE played by Mary Scott-Parker on an Amiga**

So James didn't need the BIG BUCKS eh? Well, he must be more of a hot shot player than me [who said ISN'T EVERYONE?] because I did! I was very glad of the extra cash when I got to base 2 MEEESTRE and needed to buy guns. Persevere with the landing and picking up the messages from Ratt [see Probe Sept.'93] because I'm sure you'll find it's worth it.



Level 0 – base BUTRE is only a nursery slope – a scaled down version of the other bases, to introduce the player to the mechanics of the game. Entrance TL BL TR BR. Ranged weapons are the best, forget hand to hand fighting. It's only the first few groups of miners and little trees at the beginning of the game, who need to be slapped, while you make your way to the first shop, [remember not to slap with the back two droids, or they'll slap the first two in front, who won't like it much]. To get to the shop, turn left after the first roller-wall and follow the left hand wall to the next roller-wall; the shop is behind it at the end of the corridor. Buy lots of balls and use them [and electric bolts from the power points] on the baddies. It's a bit of a nuisance picking them all up, but it's not for long. Don't throw the balls too fast, because when the baddies are all dead, you'll get a close up of the balls that missed pretty soon after – and they pack quite a wallop.

Fighting tactic – if you are in a room with a 2 x 2 space, then monsters are easier to fight. Fire – side step and turn. The monster will then step onto the square you are on and while his side is exposed, fire again and repeat the manoeuvre. The monster will keep on following you round in a tight square [he cannot side-step] and you can fire first every time.

Most important for survival [thanks James] is the use of the numeric key-pad for controlling the droids' movement. Right from the start, use the key-pad all the time and you'll get really proficient [honest] because later on when the baddies get really fast [and I do mean FAST] it's impossible to defeat them using the mouse for both fighting and manoeuvring.

Maps are available for all bases including the space station in Mission 1, so far I haven't found any for Mission 2 [get out the graph paper and take early retirement!] Captive is HUGE. If Dungeon Master and Eye of the Beholder are porta-kabins then Captive is the Empire State Building – climbing endlessly up into the sky, because apparently after Mission 6 or thereabouts, the game goes random. Has anyone Boldly Gone that far?

Level 1 – base PELPHI. Entrance LR LL TL TR. Tindron heads have impaired vision so sell them as soon as possible and replace them with Human ones for the time being. There's a shop that sells parts at the end of this level, through the room with the generators. Sell the rest of the Human parts and buy Tindron ones. Near the end of the level, there are two grids that close walls behind you. The release switches are in an alcove in the next room, press the bricks in the empty cubby-holes. Make sure you find them before blowing the generators. Pick up all used weapons and other items in alcoves – they are useful for blowing mines if there isn't a power point near, or for marking paths.

Level 2 base MEEESTRE. Entrance TL TR BL BR. The first priority on Meeestre is to buy guns. The shop selling them is on a fairly monster-free route – so go there first. Up the first ladder – over the grid – up the next ladder – over the grid – and up the next ladder – over the grid – turn left, pass under the next ladder and the shop is on the right. Release switches for the grids are in cubby-holes behind the beam lock – password EGINHAM, oh, and mind the dogs.

## **CONVENTION BLUES played by Barbara Gibb on a C64**

The back door key is in the bushes by the fence.

The front door key is in the brim of the hat in the closet.

The patio door key is in the couch in the TV room.

The gate key is underneath the plant pot on the patio.

The study door key is in the desk drawer in the study!

The wardrobe key is on the table in the master bedroom.

Throw the stick to get the dog to move.

There is a staircase leading to the cellar behind the dresser in the servants' quarters.

Give the mouldy cheese to the rat in the cellar.

You can't prevent being locked in the study the first time you open the desk drawer, so you'll have to find a secret exit. You should now explore and find the means of disabling the booby-trap and so find the torch (but no batteries!).



## **ESCAPE FROM MARS played by Dorothy Millard on a C64**

The timepiece tells you how much time you have left before you run out of oxygen, but it isn't necessary to carry it as you get plenty of warning. When you are low on oxygen just return to the Engine room and your oxybottle will be automatically recharged.

It isn't possible to take the injector pump through the trapdoor, you must find another way.

The maze of halls is random, just keep trying until you get where you want to be – it doesn't take long.

The ship will be too heavy to take off if you take the gold bars.

Note in order to catch the Martian in the nets you must type TAKE MARTIAN and not use the word "get".

## **FISHER KING Pt.2 played by Barbara Gibb on a Spectrum – also available on Amiga(e)**

At the start, go east and north to the pool. Hide in the bushes and wait until the stag runs off pursued by Garsales. Follow them to the clearing and secure the stag to a tree using the leash.

Find Morganna at the grassy knoll and note what she says.

Listen to the charcoal burner.

Wear the ring before trying to enter the hut to the east of the clearing.

You have to twist and turn the bronze ring.

At the Tomb, rub the ring to defeat the Marble Knight. Note the position he takes.

Rescue the Hermit to receive a useful item.

You can only cross the bridge if you are riding the sure-footed mule.

**INTO THE MYSTIC played by Barbara Gibb on an Atari STE – also available on Amstrad, C64, Spectrum, Atari(e), Amiga(e) and PC(e)**

Don't alert the Orcs until you are ready to deal with them. First, tear your smock and dip the cloth in the oil floating on the moat. Next, squeeze the cloth so that oil lubricates the stiff hinges on the door of the Keep House. When the Orcs chase you they are carrying torches, not a wise thing to do considering the gas present in the courtyard. You'll be safe if you remembered to close the Keep door behind you.

Search the rubble in the courtyard to find an unlit torch, which you can light from the Orcs' camp fire in the clearing. You can search the ashes when they are cold – follow the hint on the stone to find a coin.

Find the large cavern in the Shadow Woods to find 2 important objects.

In the Leper Colony, search the grass for something that will scare off the robbers – always use it before you move when exploring the Dark Woods.

**MISTY ISLAND played by the author, Dorothy Millard, on a C64**

The wreckage will only be found after the storm.

You can WAIT for any length of time between 1 and 60 minutes, to speed things along.

When the "you're hungry" messages appear you still have plenty of time. Start to worry when the "you are very hungry messages" appear.

**PRE-HISTORY played by Ellen Mahon on an Amstrad – also available on C64 and Spectrum**

Examine the path to discover a "hidden" hunting pit. To avoid falling in – walk around it.

Peel the bark, and collect the kindling from the trees in the glade.

To hold the attention of the chamois, keep calling him.

Give the mother figure to the Flathead female, and then follow her.

After your boat-trip examine the rocks on the shore, and then move them.

Lost in the woods? Climb a tree to see your way out.

Be very diligent when examining the bodies in the compound.

**SPIRO LEGACY Pt.1 played by John Schofield on a Spectrum 128K only – also available on Amstrad**

Your car key is in the Dressing Table

The letters tell you where to drive to.

Stand on the toilet see what's wrong with the cistern.

To make the boat watertight, check the barrel in the kitchen.

You should find a curtain to protect you from the bees.

There's something in the cannon but you'll need to be strong and hang a weight on the barrel to push it down.

## **RETURN TO ZORK played by Damian Steele on a PC**

To get rid of the vulture throw a rock at him.

Dig up the bonding plant with your knife or it will die.

Cut the vines with your knife and use them to make a raft with the wooden planks.

Don't pick up the mice – they'll kill you.

Pour your drink into the plant pot when toasting Boos.

Give the tickets to the waif.

Wash the waif's gift with soap and water.

Warm your hands before milking the cow.

The filing cabinet holds a lot of useful information.

Don't attack people or the game will end.

## **SETTLEMENT 13 Pt.2 played by Barbara Gibb on a Spectrum – also available on Amiga(e)**

Examine the houses in the residential area north of the roundabout until you find one you can enter. Go up to the bedroom and find the diary which will give you vital information.

Pick the padlock and enter the garden shed.

Useful things are stored under sinks.

Go to the school and examine the blackboard for a clue to where the settlers have fled.

Look up in a classroom to see a trapdoor. You will need something to climb onto in order to reach it, and a tool to force it open.

The library has more than books and magazines.

Look behind the bar in the pub.

Search the refrigerator in the supermarket.

Look through the fence on the country road. You'll need to cut it in order to approach the water tank, which by the way is dry.

Search the barn and tap the walls, then be a bit more forceful.

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

The bees won't attack you if they think you are a wizard.

"Fill" the dry well with water so that the box rises to the top.

Clean the plaque with the bubbling liquid that surrounds the sinking cylinder – then examine it, read it, and then carry out the instructions thereon.

The metal hand want one of your magical objects. Use another magical object to destroy the sheet of glass, and kill the monster with another. Reflect the lightning from the staff with the shield.

Whilst carrying the staff, examine the mirror to see you way home.

**SONG OF TALIESIN Pt.1 played by John Schofield on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)**

Listen to Arwan – the word he doesn't say is on the table.  
The means of moving the crystal is in the wall.  
The crystal will help Aranrod.  
Sweep the leaves then shout for help.  
Edgar will help you out, then return the favour using a rope.  
Objects are to be found on the bed, in the straw and on the donkey.  
The HG spell should help you enter Wynac's house.  
To help Gwyn, check inside the quiver.

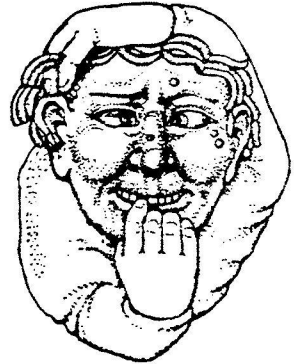
**VALHALLA 1 played by Barbara Gibb on an Amiga**

**Level 2**

The money-hungry Sharman will only accept a gold bar – obtained by putting the money spider on the altar of affluence.  
The book found in the same room as the four silver keys gives a good clue as to which is the correct one to take.  
The chest in the room to the east of the "sword in the stone" room is opened by pulling the lever in the "weather-vane" room.  
When you have all four wind charms you can just see that they have a vague N, S, E, or W compass direction engraved on them. You know if you are correct when each changes to a bright star and halo.

**Level 3**

Put fluffy the cuddly teddy bear on the coffin to the SE of the four shrubs to obtain a key.  
Put the Royal Seal on the Royal Note.  
The mirror will reverse something.  
The River-keeper in the Singer's Crypt will respond to the good luck horseshoe. When you cross the river and pull the lever a bridge will appear to the east of the 4 evil faces.  
Put the recipe on the appropriate tomb to get some dough.  
Bake the dough to get the Bread of Plenty – a very important object.  
To find a blank canvas, put the wand on the Wizard's Tomb, then the crystal into the mouth of one of the evil faces – if you choose the wrong mouth you lose the crystal, so SAVE your position before trying.



I'M SCARED!!

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

### **Level 14 continued**

- 08.18 Open gate with Possessor key
- 10.22 Enter haze [teleports to 04.22]
- 04.22 Face North and push button, go Ex3, S, Ex2, N, Ex2, S to 11.21
- 11.21 Push nose, teleports to 10.24, but weapons remain. Retrieve them
- 08.24 Push nose, turn to face West
- 08.24 Use level 21 [or higher] Glyph scroll on Glyph
- 07.24 Face South and press little button
- 05.24 Enter haze [teleports to 05.26]
- 05.26 Face East and remove trap
- 08.26 Open door
- 05.28 Open door
- 02.19 Face S, Step on studs
- 02.18 Face S, Step on studs
- 02.17 Face N, Step on studs
- 03.18 Face West and press little button [DON'T press this before studs]
- 03.20 Tablet of Dvergar [gain a level]
- 01.10 Z key [to door at 11.28]
- 11.28 Open gate with Z key
- 13.18 Face West and press little button
- 10.19 Get Possessor key
- 13.28 Face North and press square button
- 17.28 Dispel magic haze
- 23.26 Face West and press square button
- 28.25 Open door with Possessor key
- 27.28 3rd Skull crown
- 28.19 Face West and press little button
- 26.19 False wall, face West and proceed
- 21.11 Put Skull crowns into skull panel
- 24.11 Darkness key [to door at 09.12]
- 09.12 Open door with Darkness key
- 09.14 Go down stairs [to 30.02.15]

### **Level 15**

- 33.03 False wall, face North and proceed
- 36.18 Open door with Soul key [after killing Soutaker]
- 41.19 Enter haze [teleports to 35.23]
- 34.24 Octa key + Soulfreezer + Gore Skull [fires random spells]
- 30.02 Go up stairs

### **Level 14**

- 09.10 Go up stairs

### **Level 13**

- 16.02 Steps on studs

### **Level 16**

- 01.01 Put orb into alcove

### Level 13

14.02 Go down stairs

**Level 21** is under water and is much easier to do if all the party have Helms of Triton, which are Helms of water breathing. There are potions and rings of water breathing lying around on the level, but they don't last very long. I found it best to multiply the Helms so that each had one. There are 4 locked doors in a corridor, each needing a Black Pearl key, these are obtained by putting 4 pearls into oyster shells, in each of the four quarters of the map. These task can be done in any order, but if the party doesn't have 4 Helms of Triton, then start in the SE corner. This solution assumes that the party has 4 Helms and ignores most of the Potions of Underwater Breathing.

25.11 Open door

34.03 Face South and proceed through false wall

33.01 Helm of Triton [water breathing]

34.03 Face East and proceed through false wall

36.03 Open gate

37.05 Kill the guardian of the Brig. he leaves 2 Gold Octa keys

38.05 Go down stairs

### Level 22

07.03 Open gate with Gold Octa key. Don't kill the Aqua-men who thank you. They are prisoners

03.03 Open gate with Gold Octa key

04.09 Push nose [opens prison doors, don't kill prisoners]

08.10 Go up stairs

### Level 21

43.16 Potion and ring of water breathing

43.14 Pearl and coffer [contains - Dragon Rod (5 charges), Frost Wand (15 charges), Fire Wand (5 charges)]

40.15 Go down stairs

### Level 22

08.02 Go up stairs

### Level 21

21.06 Face North and proceed through false wall

19.08 Put pearl into oyster. West wall opens

18.08 Get 1st Black Pearl key

14.11 Open door

04.02 Pearl

02.07 Put pearl in oyster. North wall opens

02.08 Get 2nd Black Pearl key

14.20 Open door

13.25 Standing on this square opens door to the left. The next section is a race to get to the next doors before they close. Quickly go L, FFF, RRR, FF, LL. Grab the potion and the pearl. If you take too long you will be teleported back to the door. Just repeat the previous steps.

24.26 Pearl

09.28 Put pearl into oyster. North wall opens

09.03 Get 3rd Black Pearl key

(more next month)

# GUIDE TO GOTHIC HORROR Pt. 5

## by JOHN SCHOFIELD

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### JACK THE RIPPER

#### Part One

You start in Brady Street wearing your Savile Row suit. You quickly find that your only option is to go west and south into the Alley. Examine the gruesome shape there and take all the objects you find. It's too dark to get much information here so put both pieces of paper in your pocket to avoid losing them during the chase which follows shortly. To initiate this chase, either go back north or simply hang around for the police to arrive. Note that your face is seen when you flee. Back at your own room, get the papers from your pocket and read them to find out where you should head for when you leave here. Examine the washstand, bed and both tables to discover various objects. The ocarina and piece of fluff under the bed are red herrings. During this time, your paper will be delivered which you should read. Look in the mirror to discover that having a shave might prove an effective disguise. You can have a wash with the jug of cold water, but shaving with it is NOT a good idea. You need to pull the cord for the maid to bring you some hot water, but first put the bloody knife under the bed out of sight or she'll call the police (attempting to shave previously has the same result).

To make an escape route, open the window, get the sheets and tie them and lock the door to delay the police. Get all the other useful objects (razor, pen, bottle, knife from under the bed, and pillow). Have a shave and then *carefully* examine the knife to discover a slot. Examining the pen gives a clue that you can *insert nib in slot* to produce a bead from the knife. This bead must be taken to the end of part one – nothing can be carried when climbing down the sheets and putting the bead in your pocket doesn't work. Also, to avoid losing it en route it must be carried in the ink bottle – however, throwing the bottle out of the window is also not recommended (try throwing the knife out *after storing* your position!). The solution to all this is (after examining the bead) put the bead in the bottle, cut the pillow with the razor, put the bottle in the pillow and throw the pillow out of the window. Drop all and climb out of the window. The locked door delays the police, but not much. Get the pillow (the rose is a red herring) and then go east or climb the wall. Provided you've shaved, the policeman doesn't recognize you so hail a cab and say to cabby "Sloane Square".

In the cab you begin to suspect you've made a mistake. Try to jump out – your cab overturns – climb out to be struck by horses. The next section is a dream really – don't worry about all you have is a servant's uniform (worn). Examine the mirror to see what's going on in the room west – you get turfed out if you try to enter. Hang around until the man leaves and then go west into the room. There's lots of things to examine here, notably the canvas, small paintings, fireplace, table and desk. Read the plaques on the paintings to discover their names. You can move or look behind each one but Look Behind "Exaltation of Lucifer" reveals the dial you saw being turned in the mirror. Examine the dial to discover you might want a list of numbers. Examine the dolls on the fireplace – one is a French doll. Get this and examine it to find it's like Marie Antoinette. Shake the doll to hear a rattle and, remembering what happened to Marie, Behead French Doll and look inside it to find a small key. With this you can now unlock the desk and look inside it.

Get the red book and read it to discover the numbers you're after. Turn Dial Left 34, Turn Dial Right 98, Turn Dial Left 90, Turn Dial Left 13, Turn Dial Right 57 cracks it. Look in the cavity to find a black book. Read this to discover the date of the next murder and also to come out of your dream with the cobby shaking you. You are at 17 Sioane Square and a man with a pistol is about to shoot Lady Maybank. You only have one turn to run or jump in front of the Lady and you are shot. Providing you have the bead in the bottle (you haven't time to check!) you are told to call "Hermione", and part one ends.

## Part Two

This part always seems to me to be very unfair because of the extremely limited number of turns allotted to reach the scene of the next murder before the police arrive. If you're too late, the game just ends. Below is a "walk-through" to get there in time, but first a few inputs you can make while not trying to achieve this. After typing in HERMIONE to get things started, check your inventory, examine the bed and pillows. After getting up, examine the cabinet and get and examine the watch. After opening the cabinet, look in it, get the bottle and examine it. Try going into the bedroom opposite for the maid to put you back in bed. Note that until you've drunk the brandy, you have to keep getting back in bed because you faint. In the attic chamber, examine the table, ball, jar, crucifix and dish and curtains. In the parlour, examine the portrait and miniatures, also examine the birds, fruit and bureau to find a magazine. Get this and read it to find 7 pages of the "Life of St. Brides" to look at. In the porch, examine the door to see the white button. Going north from here gets you arrested for going out in your pyjamas!

Now the walk-through :

Hermione, Get Up, Open Cabinet, Get Bottle, Drink Brandy, W, D, N, N, Press Button, S, E (you hide here while the maid goes to see who's ringing the bell - you can now go in the bedroom while she's absent for several turns), W, S, U, W, Open Wardrobe, Get Suit, Wear Suit, E, U, Open Curtains, Exam Books, Get Book, Read Book, Trace Veritas in Water, Look in Ball (you get the location "Hanbury Street"), D, D, N, N, N, Hail Cab, Hanbury Street. You should have reached here in time and see the corpse, two brass rings and two farthings and the face of the man seen at the previous murder. You fall to the bottom of a shaft. Examine Body (It's your own), NE, Exam Candles, E, Exam Man, Exam Door, W, W, Exam Man, Exam Door, E. Lady Maybank appears and tells you to find out which man is Rendelwise to choose the correct door to go through. E, Say to Man "Does Rendelwise Lie" (this man answers "No" - the others answer "Yes). E, Lady Maybank gives you the word of power KERUGMA. Note : You must get to Hanbury Street before 6.20 i.e. in less than 35 turns.

## Part Three

KERUGMA takes you to an immense chamber. The stalactites here are too broad to climb, but south of here you can Climb Column/U and get a silver key. Keep this key with you - it unlocks all the doors/gates in the game. Back down and examine the crack to see a crystal mask. You can't get it out of the crack from here. Go north to the end of the chamber, and examine the carvings and then the arch to see a door with a keyhole. Unlock the door and go north to examine the pedestal. West, east and north of here are statues to examine holding books - read the lettering. Note that the statue north has a gold ring which you can't reach and to the east you can move the statue to reveal a cavity. Examine the cavity to get a silver egg which is open and empty at the moment. Close the egg then open it again to get a golden yolk. Back at the pedestal, Put Yolk on Pedestal and it is replaced by the crystal mask from the crack (the yolk is now in the crack). Get the mask, go north and unlock the gate.

Continue north to the crossroads – on the way, examine the bottles to see the heads of the authors of the books seen previously. To the east, west and north of the crossroads are ghouls which only allow you past when you wear a mask making you look like that particular ghoul. Go east, examine the ghoul, wear the mask and continue past to a garden with a well. Examine the well to see a way Down and examine the pedestal here. Close the egg so that it has the yolk inside then Put Egg on Pedestal. You are transported to a room with steps up. At the top is a garden containing a silver ring. Get, examine, wear and rub the ring which transports you to the top of the statue with the gold ring. Get and examine the gold ring and the glass pyramid here. It is possible to jump down from here but the pyramid will smash, so throw the gold ring down and then rub your silver ring to transport you down to the ground. Get the gold ring again and now return south to the crack, unlocking the gate on the way. Drop the gold ring in the crack and return to the pedestal. Stand on the pedestal and you swap positions with the gold ring. Go west and get the wooden mask and examine it to see which ghoul this will match. Return east and rub your ring to return to the pedestal (gold ring location). Get the gold ring and put it on the pedestal (when teleported you drop objects carried so the gold ring replaces the wooden mask you dropped in the crack). Get mask and stand on the pedestal, taking you back in the crack. Rub the ring to return to the gold ring and you now have all the objects at the pedestal. Get all (silver key, glass pyramid and wooden mask), examine the pedestal and get the gold ring. Now return to the crossroads, go west, wear the wooden mask to match the ghoul and continue west. Move the manhole cover here, drop the gold ring so you will be able to return by rubbing your silver ring and go down to a brick chamber with a stone pyramid. Examine the pyramid and the eye and Put Glass Pyramid on Stone Pyramid – you are transported to a light chamber. Rub your ring to return to the gold ring – this location which was a courtyard is now a garden with terraces which you can go up until you see a cave west. At the stone platform go down the ladder where you find the third mask – an iron one. Taking this outside to the terraces makes it disintegrated, so go up the ladder and south from the railway track. A lady takes your silver ring here. Go south again and drop the mask into the hole where it drops into the crevice where you found the wooden mask. Now return down the terraces, get the gold ring you left in the garden and examine the fountain here to see a golden ball. Get the ball, examine it and then rub it to produce a silver ball. Get the silver ball and note that it leaves a whisp of silver thistledown which dissolve in 3 turns. Also note that dropping the golden ball makes it float above your head for 9 turns. Knowing this happens is vital in operating the pedestal teleport shortly. Now return through the door and gate to the crack and drop the gold ring in it again. Return to the pedestal and put the silver ball on it. The ring appears and you notice that the silver thistledown has gone with the silver ball. Get the ring and rub the golden ball to bring the silver ball (leaving the thistledown in the crack). Drop the gold ball – it hovers (remember it will descend in 9 turns), then, before the thistledown dissolves, stand on the pedestal to take its place in the crack. Go west and get the iron mask which dropped through the hole to here.

Return east and hang around until the gold ball descends onto the pedestal to teleport you back there. Get all the objects teleporting made you drop here and return north to the crossroads again. Go north and wear the iron mask which matches you with this ghoul, then continue into another garden where you climb a rope where you see the body of Mary Kelly and meet Lady Maybank again. She gives you a religious statue to help complete your task and you return to the pedestal. The golden ball is already in the crack to exchange places with so Put Statue on Pedestal and the golden ball appears. Get the golden ball to allow you to Stand on Pedestal. The walls of the crack melt away, Lady Maybank is freed and you have completed the game.

# SOLUTION OF THE MONTH

**MAJIK – written by Clive Wilson & Les Hogarth**

## **Solution by Barbara Gibb on a Spectrum**

You are Piradon. The adventure starts outside Markham Halls. Call up the verb window by choosing the top right icon. Select INV (you have magic sphere, food and coinage), VIEW SPHERE. Select EXIT to return to graphic/text mode. Selecting the appropriate icon and highlighting words (shown in capitals in this solution) go E and E to centre of village.

Go S and S to inside the tavern. EXAM DRUNKARD, SPEAK BALCHEVIK (he gives you information), BUY ALE (need coinage), GIVE BALCHEVIK TANKARD of ALE (he gives you a key and tells you to look very carefully at undergrowth beside the castle), SEARCH TAVERN (see table), EXAM TABLE (see book), GET ANCIENT TOME. [You can READ ANCIENT TOME but it doesn't help]. SPEAK BUMBLE (the innkeeper turns his back on you), SHOW BUMBLE MAGICAL SPHERE (you now have his attention), SPEAK BUMBLE GIVE PIRADON EYEGLASS (it is handed to you). VIEW EYEGLASS, [EXIT], N, N (centre of village).

E (grassland where you see Boldok the Thief), WAIT (he will steal one of your items, usually the food, and run away) WAIT until he returns then GIVE BOLDOK MAGIC SPHERE. You can now KILL BOLDOK – he shimmers and vanishes leaving your possessions plus a crystal. GET FOOD (if not already held), GET CRYSTAL, VIEW CRYSTAL (a light source). INV (you should now have food, crystal, ancient tome, eyeglass and key – if not pick them up). [EXIT], W (centre of village), SHOW CAPRIOL CRYSTAL (he will now follow you) [EXIT], E, E, S, S (Capriol shows you a cave and then runs away).

CLIMB into CAVE to a very dark tunnel. If you go north at the moment you will fall into a crevice. You need light so USE CRYSTAL [EXIT], N (way now blocked by a rockfall), EXAM ROCKFALL (see loose rock), DROP FOOD (or something), GET ROCK, BLOCK STREAM (see narrow passage), GET FOOD (or whatever you dropped), [EXIT] N (meet huge sloth called Ormorod). LOOK ORMOROD, GIVE ORMOROD ANCIENT TOME, GET SHIELD, VIEW SHIELD [EXIT], N (in sunshine), N (to waterfall), RAISE SHIELD [EXIT], E (the raised shield prevents the food from getting wet – you now see Basheeva), LOOK BASHEEVA, DROP FOOD, DROP EYEGLASS, DROP SHIELD, DROP KEY (should still have crystal). [EXIT].

Now return to where you left the magical sphere by going W, S, S, S, S, W, N, N, W, GET MAGICAL SPHERE, [EXIT] W, N, EXAM BOOTS (Waldo the Shoemaker approaches), If you hadn't bought the ale you could have bought the boots, instead ADMIRE BOOTS (you are given a pair), [EXIT], S, E, E, S, S, CLIMB into CAVE (in darkness), USE CRYSTAL, [EXIT], N, N (Ormorod blocks way again), SPEAK ORMOROD GIVE PIRADON ANCIENT TOME, now you can GIVE ORMOROD ANCIENT TOME, [EXIT] you can now go N, N, E (back at Basheeva), DROP CRYSTAL, GET FOOD, GET EYEGLASS, GET KEY, GIVE BASHEEVA FOOD (she gobbles it up and falls asleep – do not go west), [EXIT], S (edge of boiling marsh). Before you go any further WEAR FOOTWEAR, [EXIT], E (dead plain), E, E (near Castle Asha – see evil magician Tomumu), LOOK TOMUMU (don't try to fight him, you won't win), [EXIT]. Return W, then go S and E to some undergrowth that Balchevik told you about. WEAR EYEGLASS and SEARCH UNDERGROWTH (see secret entrance).



CLIMB into secret ENTRANCE to meet Dolmir and Xaxxor the Magician. At last you can use MAJIK (need magical sphere) to defeat the evil Xaxxor. You can't go north yet, WAIT – Dolmis begins to shimmer then fades – he was only a projection. [EXIT], N (to small cell and Gideon), unLOCK DOOR (need key that Balchevik gave you), [EXIT], N to where Dolmir is lying on a projection bay. EXAM BAY, PUT MAGIC SPHERE on BAY. It begins to glow, when you pick it up power surges through it [EXIT], S (back at Gideon), SPEAK GIDEON to FOLLOW PIRADON (Gideon smiles in agreement), [EXIT].

Return S, W, W, N, W, W, N (to Basheeva who is now awake), cast MAJIK (need empowered sphere, so that she falls asleep again, [EXIT], W (at waterfall), S, S, S, S, W, N, N, W, W (killed if you have killed any villager except Boldok), W, W (outside Markham Halls).

Go N. Chancellor Rigu steps forward and places the royal crown upon Gideon's head. The King is dead, long live the King. THE END

Notes:

1. Although many problems could be solved with the use of MAJIK you only use the magical sphere once before it needs recharging.
2. In the Spectrum version I could carry up to 5 items unless one was the footwear, in which case I could only carry 3 other items.

## SERIALIZED SOLUTION

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### **GOBLIINS 2 played by Jenny Perry on a PC**

You start this part holding some magic water which Tazaar has told you to give to the buffoon. Being an obedient little goblin you do this, but the buffoon is then immediately snatched by a demon. Fingus talks to Tazaar, Winkle draws an unflattering picture on the blackboard and Tazaar throw a sponge. Now it's Fingus' turn to scribble on the portrait. Winkle bounces on the armchair to catch the boomerang. Winkle gives the mug to Tazaar while Fingus quickly throws the boomerang at the falling toothpick. Winkle pokes the skeleton with the toothpick, then soaks the sponge in the water. Winkle puffs the pipe while Fingus uses the wet sponge on the smoke. Both goblins run through the door.

Now they are in the underworld – spooky stuff this. Amoniak is on his throne, gloatingly holding the buffoon. Winkle activates the !!! while Fingus stands on the eyeball in the lower right hand corner of the screen. You'll have to perform some nifty manoeuvres now! Winkle shows the mouse to the mud to tempt a crocodile out. He quickly jumps on its back and, while Amoniak's arm is sticking out, he throws the boomerang at the teeth. Amoniak drops the buffoon. Quickly Winkle activates the !!! and the eyeball lands on the fiend, knocking him out. the buffoon is now free but can the goblins escape? Here's how.

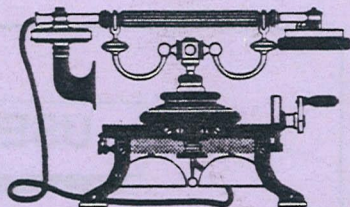
The buffoon stands on the eyeball (bottom right). Pop the wet sponge on the rock and Winkle activates the !!! As the buffoon is sailing through the air, Fingus draws on the rock. The water from the sponge keeps the drawing of a door intact just long enough for Winkle to turn the handle. You're all free. THE END

(New serialized solution next month – any suggestions?)

## USEFUL ADDRESSES

- Adventure Probe** - 52 Burford Road, Liverpool L16 6AQ
- Adventure Coder** - 17 Hill Foot, Shipley, West Yorkshire. BD18 4EP
- Adventure Workshop** - 36 Grasmere Road, Royton, Oldham, OL2 6SR
- Alchemist Research** - 62 Tithe Barn Lane, Woodhouse, Sheffield, S13 7LN
- Amster Productions** - 81 Uplands, Welwyn Garden City, Herts, AL8 7EH
- Binary Zone PD** - 34 Portland Road, Droitwich, Worcs, WR9 7QW
- Borphee Computers** - 64 County Road, Ormskirk, L39 1QH
- Dream World Adventures** - 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL
- Elyzium Software** - 50 Chadswell Heights, Lichfield, Staffs, WS13 6BH
- Fictitious Frobshire** - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ
- Format Productions** - 34 Bourton Road, Gloucester, GL4 0LE
- Jack Lockerby** - 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL
- Jean Childs** - 24 Waverley Road, Bagshot, Surrey, GU19 5JL
- Laurence Creighton** - 306 Mount Curtis, 307 Main Road, Sea Point,  
8001 Cape Town, South Africa
- Lynsoft** - 32 Irvin Avenue, Saltburn, Cleveland, TS12 1QH
- Moonshine PD** - 19A Kenyon Avenue, Garden Village, Wrexham, Clwyd, LL11 2SP
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- Peter Hague** - 32 Chancet Wood Drive, Meadow Head, Sheffield, S8 7TR
- Round Corner Software Library** - Hamlyn's Cottage, Old Exeter Road,  
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- Soft Options** - 151 Balsusney Road, Kirkcaldy, Fife. KY2 5LH
- Special Reserve** - P.O. Box 847, Harlow, Essex, CM21 9PH
- Spectrum Software Hire(Softsell)** - 32 Dursley Road, Trowbridge, Wilts, BA14 0NX
- Spectrum U.K.** - 28 Rockingham Drive, Melton Mowbray, Leics, LE13 0LQ
- SynTax** - 9 Warwick Road, Sidcup, Kent, DA14 6JL
- Topologika** - P.O.Box No.39, Stilton, Peterborough, Cambs, PE7 3RL
- WoW Software** - 78 Radipole Lane, Weymouth, Dorset, DT4 9RS
- Zenobi Software** - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX
- 8BIT** - 39 High Street, Sutton-on-the-Isle, Ely, Cambridgeshire. CB6 2RA

# TELEPHONE HELPLINE



JOAN PANCOTT	01305 784155	SUN - SAT 1pm - 10pm	Various
ISLA DONALDSON	0141 9540602	SUN - SAT Noon - 12pm	Amstrad
BARBARA BASSINGTHWAIGHTE	01935 26174	SUN - SAT 10am-10pm	Spectrum & BBC
BARBARA GIBB	0151 7226731	Afternoon & Evening	Various
SUE ROSEBLADE	01480 380608	Any day 10am to 10pm	All computers
MANDY RODRIGUES	01492 877305	Mon-Fri 10am - 9pm	Various
SHARON HARWOOD	01702 611321	Any day 10am - 7pm	Spectrum
LES MITCHELL	01482 445438	Any reasonable time	Amstrad, Commodore, Spectrum & Atari
GRIMWOLD (Simon Avery)	01626 824322	Any reasonable time but not after 10pm	Amstrad
PHIL GLOVER	0121 777 7324	Mon-Thurs 6pm - 10pm & Sun 11am - 5pm	Sam Coupe

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If you need help with an Infocom adventure then who better to help you than **A GRUE!**

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