

ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

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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

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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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HALL OF FAME

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

Dorothy Millard, David Hebblethwaite, Damian Steele, Mary Scott-Parker, John Schofield, Jill Nott, John Schofield, John Yates, Jenny Perry, Barbara Bassingthwaighte, Ellen Mahon, Joan Williams, Jon Scott, Steve Clay, Phil Reynolds, Colin Steele, Jo Wood, Jean Childs and Martin Bela.

Special thanks to :

Barbara Bassingthwaighte for the cover picture and
Geoff Lynas for his usual excellent printing job.

EDITORIAL

Welcome to another issue of Probe. I'm pleased to say that most readers are staying loyal to the magazine, and continue to support it in whatever way they can, be it a subscription, contribution, or suggestion, or all three.

I received an excellent response to my pleas for material for PC, Amiga, Atari etc. The folder is bulging with reviews for the Amiga and PC, and I would like to send a special thank you to Colin Steele and Harry X who sent in maps and detailed solution respectively for Lords of Time. I'd already spend a very enjoyable three days playing this game to obtain a little more detail for Karen's Objects and Uses list, but their work will be useful when preparing material for future magazines.

Please keep your help and suggestions pouring in; I get through a huge amount of material each month, and would like to plan more than one magazine ahead. It would save a lot of frustration and worry.

The Leo's Beastly Day competition brought in 32 entries, a record, I think, and probably many more attempted it but didn't get round to posting it to the Probe office. It took me ages to check and count each one, next time I think I'll have to request the answers to be on a separate sheet of paper.

Never a dull moment. Edwina Brown wrote to me about Ice Station Zero and it looks as if she has a rogue copy – the lift buttons have changed colour! More on this next month.

With a house full of family during August, it has been even more difficult than usual to find space to set up the Spectrum, so I'm now realizing the benefits of having some adventures on disc for the Atari under Spectrum emulation as the Atari is the *only* computer permanently set up.

For some time now I've been corresponding with Dorothy Millard, as she has been trying to find out why we have been having a few problems while playing her adventure, Misty Island. The problems didn't occur during playtesting – the game worked perfectly in BASIC – they only occurring in the compiled version we were playing. It seems that when a saved position has been used to restore a position, the program becomes corrupted, which explains why objects kept appearing and disappearing.

Dorothy has asked me to pass on her apologies to everyone who have had trouble playing Misty Island, and has offered a free replacement. After discussing the situation with Phil Reynolds, who publishes the game, I've sent a revised copy to everyone who, to my knowledge, bought the game. This is in BASIC and should work perfectly. If there is anyone who has not received a replacement copy, please let me know.

That only leaves me to give you a quick reminder to complete the appropriate sections of the Adventurers Convention ticket and nomination form sent out with last month's magazine.

'til next month,

Happy adventuring,

Barbara

A.F.I.O. Hon. Member

LETTERS

From David Hebblethwaite of Huddersfield

In reply to George E Hoyle, you're not the only Spectrum owner in the country. I'm one too, and I can't afford to upgrade to another machine, and I don't really want to. The software's so expensive, I don't think it's worth it.

It's good to hear that George has written another game. I've enjoyed his others. Author's shouldn't give up on 8-bit machines. I'm sure there are plenty of people out there, like me, who'd buy new adventures for them. I don't know about other 8-bit machines, but there's nowhere in Huddersfield where I live where I can get games for my machine. Adventures are the only games I can get hold of. All you 8-bit authors out there, keep writing, please!

Having heard that my contribution is to be published, I was spurred on to write a sequel, which I've enclosed. I hope you enjoy it.

*

That's what I like, enthusiasm. The first part of David's story, "Pablo Pickaxe and the Magic Eye" will be in the next issue. Commercially published adventures haven't been released for years, and even home-based publishers are finding their orders reduced to a trickle. As a dedicated text-adventurer (something I never miss an opportunity to state) I am saddened at the demise of the 8-bit scene. I've been collecting adventures for many years, and if I never buy another I will still have enough to keep me going for the rest of my life. However, that won't stop me buying more, and encouraging authors to write more. No doubt it is harder to devise new storylines and puzzles, but it would be great if a few of the established authors could come up "just one more game".

New authors are also *very welcome*, of course! (Barbara)

From Jo Wood of Rooley Moor

I had been thinking about writing reviews of one or two PC games but on thinking about PC coverage in the mag and, considering I'm a PC owner, I've come to a strange conclusion! I hope that there will not be too many reviews etc. for PC games as there are a lot of point and click style adventures but there are also many PC magazines covering them.

I think one of the appeals of Probe is that it covers the small machines that DON'T have that sort of support any more and really generally covers text adventures. I think these deserve a niche of their own and I for one have at last been able to play some of the Spectrum adventures (e.g. The Twelve Days of Christmas) under PC emulation which I wouldn't be able to otherwise. (I have an Amstrad CPC - still!) Personally I think that is the extent to which coverage for PC should go.

I've no doubt other people will think differently but I wouldn't like to see the contents of Probe lean too much towards the PC while the 8-bits have such a strong following! What do YOU think?

*

As it is common for many readers who upgrade to a PC to decide Probe is no longer suitable for their needs, I am delighted to hear that Jo thinks it is ideal for her, and long may it remain so. I haven't quite mastered playing under emulation (on an Amiga and Atari) but if it was the only means of playing the 8-bit adventures I would certainly be very happy to do so.

As sometimes happens, after my latest appeal for contributions I was inundated with reviews from *PC* and *Amiga* owners. As most of them are for newish games, I've included as many as I could in this issue (more next month) without ousting *a//* the 8-bit reviews – the balance will be restored next month. However, I don't want readers to refrain from sending contributions just because they think I have too much for one particular machine – I *never* have *too* much of anything!

As I have mentioned before, amazingly there are many adventures for the 8-bit machines that have had little or no mention in Probe. I have been trying to play games that are new to me and Probe but not necessarily new to the adventure scene. These will be covered in future issues, plus others I haven't started yet. Even games given an airing years ago will be resurrected and given the full treatment. I'm always open to suggestions, for any computers.

Jo is one of many readers who are just discovering the delights of Spectrum text adventures. I know my bias is showing, and is probably reflected in the magazine, but I think they are the best, and will ensure Probe continues to feature 8-bit adventures.

Jo's letter contained a wonderful colour picture of a smallish knight fighting a very large dragon. If I can get a good black and white photocopy of it, it will probably appear in a future issue. (Barbara)

From Harold Dixon of Colne

Have you ever thought of featuring a crossword puzzle in the magazine each month? I think there are one or two crossword compiling programs floating about in PD that you could probably use, some of which printout the result for you. Then again, knowing the time it takes preparing the magazine, you probably won't want to go into that! If there was some way of getting a printout of the answers, maybe some kind reader might volunteer to compile the questions for you?

*

Yes, and from time to time crosswords have been published; I've published some in the Christmas specials. However, most of them have been drawn by hand, and I feel that although they looked extremely neat in their original form, by the time they have been reduced or enlarged to fit the page or pages in the magazine, they can become difficult to read in places. I have several computer programs for compiling crosswords, but they all seem to insist on a list of words which the *program* arranges – I haven't found one that will allow me to state the design of the squares and blanks.

If anyone wishes to send in a crossword as either A4 (bearing in mind it will have to be reduced to A5) or already as A5, I will be pleased to publish it. How about one or more for Christmas?

I also understand some readers may be reluctant to write in/deface their copy of the magazine, and if/when I publish crosswords I may print them as a separate sheet, like Mary's Leo's Beastly Day, which has proved to be a very very popular competition. (Barbara)

From Martin Bela of Alvaston

Firstly, I'd like to thank Mary Scott-Parker for her excellent series of Monstrous tales; more please!

Damian Steele's article on Virtual Reality reminded me of an episode of Red Dwarf where the crew were attacked by a Despair Squid. They thought they had spent the last few years playing in a VR game, and on coming out of it they had forgotten their real identities. If (or rather when) VR becomes that realistic, how will you know when you are "out" of it? You may *think* you have removed the headset etc but that could be just part of the program. Could you ever be sure?

Another episode of Red Dwarf has Lister typing-in at a computer terminal, when Cat comes in and says "You playing that dumb adventure game? I just ask Gandalf the Wizard for help....." So keep up the good work Barbara; it looks like we'll need Probe a million years from now!

One bit of bad news is that Soft Options (as listed in Probe's Useful Addresses) has now ceased trading, due to illness.

One game I would like to see help with (although I suppose it's not strictly an adventure game) is ZOMBIE by Ubisoft. I've got this game on a compilation (for the CPC), but the instructions tell you virtually nothing about what all the icons are for. Can anyone help?

Back to "proper" adventures now. I'm trying to get my brother-in-law interested in adventures, with a little success. He seems to lose interest in text-only games, preferring ones with graphics. So, can anyone tell me which (CPC) adventures have graphics please? Perhaps reviewers would also indicate this. As the saying goes, you can lead a horse to water but you can't make it float on it's back (or sommat like that).....

*

The final part of The Monstrous Tale Wags Again is in this issue. Now that Bronco and Tuff are well-established characters, I'm hoping that Mary can be persuaded to write another Monstrous tale, when the inspiration takes her.

My family are Red Dwarf fans (my daughter has almost worn out the videotapes of all six series - especially the one containing the song Tongue-tied). Simon Avery and Damian Steele have written games based on the series and Emerald Elf by George Hoyle will, I hope, soon be released by Zenobi - all using new puzzles, which I think is quite an achievement.

Sad news about Soft Options, the Useful Addresses will be amended in the next issue. I bought some Amstrad games from Soft Options and still have a credit note, which I will now destroy.

If anyone can help with ZOMBIE, please let me know and I will publish the details in the magazine.

I'm never quite sure what people mean when they refer to graphic adventures. If I review a game I try to remember to state if it is text-only, illustrated (picture and text, usually on screen at the same time), or graphic (which I take to be the icon-driven games played with a mouse or joystick with any text superimposed on a full-screen picture). I'm new to Amstrad adventuring, so please let me know if you can help Martin. Moonbase III and Ice Wizard by Barrie Eaton are two I'm playing at the moment which I would describe as illustrated, I'm sure there must be many more. (Barbara)

REVIEWS

ARTHUR – QUEST FOR THE EXCALIBUR

Reviewed by Joan Williams on an Amiga

When Barbara sent me this game and asked if I'd care to review it, my immediate reaction was "ooh, yes please", I like a new challenge. My second reaction was, "oh dear, another Arthurian legend, surely there is nothing new to encounter". On top of that little misgiving, it is a game in which you must gain points in chivalry, wisdom and experience, there is a time limit of only three days for you to accomplish all the tasks, and it is a game from the Public Domain stable. These three things generally put me off, so I prepared myself for a real slog.... the things I do to keep adventuring alive! thus it was I booted up the disc and, having no help sheet to encourage me, I set forth.

If I had known then what I know now, I could have save myself all the agonizing for without doubt, this is about the best game I've ever seen from the PD, and it has been a real joy to play. within five minutes I was totally hooked and felt bereft when I completed it. I hope you will feel the same if you are discerning enough to buy it. What makes this one so classy is a combination of puzzles, hints and an interface which is so smooth, although not unique, that I wonder how I ever managed without it before. I shall begin with the interface.

The screen layout is in two parts, the bottom half being used for command lines and text showing what is going on, as is usual in any text adventure, but the top half is where the real fun happens. This contains a choice of six windows any of which is accessed by function keys. To explain further, the function keys are F1 to F6, giving you a choice of graphics, map, inventory, score, room description or text only. So, you could if you wanted to, play it purely as a text adventure or purely as a graphic one, or even just in the map mode, (for those who hate mapping), personally I'm a text fan, but in this case, I found that switching between the graphics and map modes, I had the best of everything and this combination was fabulous, making the whole game so enjoyable.

The graphics are adequate, nothing sensational but well worth a look, especially as things happen on the screen when you do something, it would be a shame not to take advantage of all that's on offer, and once you get into the swing of things, you'll find yourself using the function keys all the time. Using F2 puts you in the map mode, and this feature is brilliant. Although I have seen it before in other games, never before have I found it so useful. A darkened square shows your current position and blank ones are previously visited locations showing available exits, if you haven't visited a location then don't expect to see a square until you have. There is also a compass on which, using the mouse, you can click onto legitimate exits or you can click onto a square on the map. Given this really nifty way of moving around you still prefer to type in your exits then you can do so, there is no conflict in this system and you can use any method you like at any time without trouble, or a combination of all of them. F4 is your score, represented in a bar chart and numbers but if you type score you will be better informed as to your ranking - you must progress from being a serf to an earl. F5 gives a room description, very useful if you need to refresh your memory without wasting a turn, and F6 is text only, which is self-explanatory.

The next thing to tell you about is another feature which is incorporated. The on-screen hints. If you are stuck at any point, all you need do is examine a crystal and follow the on-screen instructions, use the mouse to navigate through a hint menu and select the hint

that you want. At first I had reservations about this hint feature because very few of us are strong-willed enough to type HINTS OFF, (which is advisable to the clever ones who don't need help), but to us lesser mortals, the fact that you can progress from a gentle nudge in the right direction to a complete solution to the problem is rather tempting fate. However, because there are times when you need to complete a certain task before you get any more hints on a given problem the whole thing works really well. You can cheat without feeling that you are cheating which is okay by me, and the more progress you make the longer the hints list grows. You should also read the notes in the menu and everything else as well, although the impression given that this is a wordy game, in fact everything makes such interesting reading that you will be drawn in and not notice how time flies.

Another thing to mention is the password. You have to work out a way of obtaining it in order to enter the castle, but it changes every so often, so there is no way of cheating - believe me, I tried - you MUST have heard the password in order to use it. Pressing T will guide you as to when the next password change is due which can be very useful to know.

There is no ramsac facility I'm afraid, but you can save up to four times on the disc so you are strongly advised to make a playing copy of the game and use that only, just in case. I could wax lyrical over the sheer scope of the system, so user-friendly, so informative, very creative. etc. etc., but what about the game itself?

As indicated by the title, your goal is to find the Excalibur and take your rightful place on the throne. the magician Merlin is there to guide you and you begin as a lowly serf. It is St. Anne's Day-Compline, and if you didn't bother to read the aforementioned notes, I suggest you do so now. only then will you have an understanding of time and the part it plays in this adventure. Compline, for example, is from 9 p.m. to midnight.

You must quickly find a way to avoid being captured and you don't have very long so the best advice I can give you is to hide somewhere and wait. Once that initial problem is overcome you should locate Merlin to learn more and gain some spells from him. The spells are transformation spells and thus it is that you will be able to transform into various animals appropriate to the tasks. The animals in question are owl, badger, salamander, eel and turtle. Each one will help you do things that you can't. Is a tree too tall? Maybe the salamander can shin up it, or maybe the owl is better. The owl was my favourite creature, I had a great time flying all over the place, very useful if I needed to get somewhere quickly, and you can cover the whole playing area, locationwise. in a few moves. Try it, it's loads of fun.

After you have visited Merlin you should next tackle the problem of releasing a prisoner who is held somewhere in the castle, and when you have done that it's up to you to work out what to do next as any advice from me would spoil the fun and in any case, there doesn't seem to be a strict order in which you should do things, which is great. Everything that you achieve is monitored by Merlin and you gain points automatically, so now and again remember to check your status, and it goes without saying that you need to go a mighty long way before you can claim your rightful place on the throne.

Without the on-screen hints, I would say that this is a tricky adventure; as it is, it's an excellent one for everybody, a learning experience for beginners, a real challenge for the HINTS OFF brigade and a thoroughly absorbing game for the rest of us. Some of the problems are worthy of MENSA, some need careful thought and planning and some are of the common sense variety - a well balanced mixture by any standards. Locationwise it seemed huge, around 80 to map but the owl can zip around in no time at all. Occasionally the dreaded YOU ARE HUNGRY crops up and if you bear in mind that animals have to eat too you should have no worries about dying of hunger, but you should suss out a safe place

to sleep at some time. The three days worried me constantly, but as it turned out I had more than enough time and some to spare.

There is so much to this game that I seemed to have rambled on, yet have only scratched the surface, to detail everything is pointless, you really should see it for yourselves and have a play around with the function keys, check out the transformation spells, read all the notes and then ask yourselves why such a professional game like this has come into the PD library and not taken up by one of the big software houses. I guess it's because it's not a point and click clinically graphical game, but who knows! This game is a gem, a treat for Amiga users, slick as can be, no bugs, no spelling mistakes (that I saw anyway), and the whole experience of playing it has been memorable.....thanks Barbara.

Available from Zenobi Software, £1.49 including p&p (1 disc).

COLONIZATION

Reviewed by Harold Dixon on an Amiga 1200

A most excellent simulation of settlers in the new world, and set in the the late 15th century, it has all the features of addiction needed to tie you to the computer for hours on end! The way of play is so simple you don't even need to refer to the manual. You are helped as you go along and soon learn the basics of the game.

Sail over to the new world and form a colony! You are advised to make friends with the Indians, at least at first, and they will help you from time to time by presenting you with various gifts of furs, coats, sugar, etc. to help you with your expansion, sometimes you may have to upset them with your activities and are expected to compensate them, or fights! As I have already said though, it is best in the early stages to placate the natives as much as possible until you get well established. Different governors are appointed from time to time, all of which influence the outcome of things, and it may be that soon you will not be expected to pay for land taken from the natives. Sometimes the natives have a tough winter, and you are asked to help them out. Again, this could be a turning point in your game depending on your response to their requests.

From time to time reports come in of your adversaries advance in the same state of affairs. From what I have seen they seem to be of the aggressive type, stamping all over and stealing what they can, invariably the Indians respond in the way you might expect to this sort of treatment, and the result is much bloodshed. This makes you wary, and makes you see the importance of keeping the peace with the natives.

The adversaries can make an appearance and offer you a deal to split the land between your forces, or war! Not very nice people to know, but some sort of agreement may be in order at least at the start, unless you are the warlike type that likes a good fight! That depends on how you organize things. You can build up an army if you wish, with guns and veteran soldiers, build a stockade and a fort, and fight it out with the worst of them. Who knows, you might win! Or you could take the path of peace which seems easier, but I suppose takes longer – goodness knows, it eats up the hours in front of the monitor!

There are many different trades which your settlers can adopt, some are already experts in their various trades, others can be trained up. You can either pay for training, or if you are friendly with the local Indians you can send them along to be trained for free, although you don't have much choice in the trade they can learn by this method. Though, this too, is one of the reasons for keeping friendly with the Indians.

The King gets a bit demanding from time to time and wants more and more taxes. You can trade your goods with England, and make a decent living, but the taxes are an onus, and so you may be tempted not to pay them, but even that costs in the form of a sort of Boston Tea Party – much to the King's displeasure! In time of course you will want to declare independence. I haven't got that far yet, but it sounds interesting.

Get a good scout to map out the land for you, and maybe form another colony, you could build a wagon train and trade between them. As in real life, one colony could specialize in one thing, and the other in another, depending on the environment. The resultant trading could then be of advantage to both parties.

You can mine the mountains for ore and silver, and your lumberjacks can make great use of the forests, as can your farmers till the land to grow food crops, tobacco, or sugar. Animals can be caught for furs and coats, cigars, and rum made from all these raw products. Warehouses can be built to store these goodies, and a dock can be built for your fishermen. All products can be traded, both in the colonies and in England, or whatever base you choose to start from.

There are different levels to start from, and different bases to pick from, altogether a very complex, exciting and interesting adventure for anyone to encounter. Quite a stimulating and very time-consuming experience. A great challenge for anyone who loves history and adventure.

Basically you re-write history, get what you can out of the new world, train up your colonists to do the best they can and found a new country to please your tastes. It's a long and tough road, and there are so many features in this game I really can't attempt to cover them all, just give you a brief idea. But for anyone who has a taste for adventure, this one is worth adding to your collection.

Available for PC and all Amigas, prices vary, shop around. [Special Reserve quote £26.99 (PC 3.5" disc), £22.99 (all Amigas & PC CD ROM) (Barbara)]

TREASURE OF THE SANTA MARIA

Written by Laurence Creighton

Reviewed by Joan Williams on an Amiga under Spectrum emulation

More than two centuries ago a Spanish galleon disappeared in a storm off the Cornish coast. On board was a fortune in gold doubloons, a fact unknown to you when you decide to take a holiday in that area and it isn't long before you hear about the sunken treasure and decide to find it.....

Before you can even think about finding the treasure you are confronted with a classic beginning, straight out of LC's book of tricky starts. Unless you paid attention to the text you are not going very far, there are no free holidays in Cornwall, so pay your way. Finding the cottage is no problem, but it is guarded by a vicious dog, but there is a butcher's shop around so problem solved! Aaargh, having seen the dog off, wouldn't you just know that it was too easy, the key that used so much effort to obtain doesn't fit the lock. Not to worry, the blacksmith might help, but at the back of your mind a worrying smell of gas coming from inside the cottage has you in a dilemma, do you have time to get the key fixed? Whatever you decide, when you find the blacksmith, he's fast asleep and refuses to be woken up. What a brilliant start to this game, one problem after another, solve one and the next tumbles upon you, you could sweat blood in trying to get into the cottage.

Dealing with the gas leak had me totally stumped for ages, but when I finally hit on the solution, it seemed so obvious that I kicked myself.

Eventually, after a lot of effort, you should be ready to set sail in search of the treasure, but you need to select the right companion to accompany you, but the choice should be obvious if you have tackled things in the correct way. Your companion will be more than helpful, especially as he can do things for you that you can't, and his help is a crucial part of the game, without it you cannot hope to make progress.

Common sense is needed when you start running out of oxygen – and you will, believe me – and luck plays a part too. This luck factor turned out to be a real pain, it is so easy to be convinced that you have missed something or done something wrong when in fact you haven't, the luck factor is governed by chance, not my most favourite aspect of this game. If you can't cross the road it's likely to be bad luck rather than anything else.

As previously mentioned, your chosen companion is very important and you should rely heavily upon him to do anything that you can't, this is one adventure that you can't do everything for yourself so this cooperation is vital. I was forever asking him to do all manner of things, working on the basis that if he couldn't then I could, so we were both happy.

Getting your hands on the treasure will have been a nightmare of problems, which is no more than we should expect from LC, from beginning to end, he keeps us on our toes, and I can well imagine him chuckling away at the thought of we mere mortals trying to get the better of his devious mind. Perhaps not an ideal one for beginners due to the random factor, but nevertheless, a great challenge for jaded minds, buy it and judge for yourself.

Available from Zenobi Software : **Spectrum** (tape & +D 3.5"), **Atari(e)**, **Amiga(e)**, **PC(e)** £2.99. **Spectrum +3** (disc) £3.49.

★

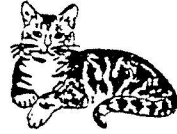
That concludes my little foray into the games penned by LC, each game has been a joy to replay, a reminder of just how much time I spent puzzling over this array of problems, and I have never yet managed to complete a game without help. The nearest I came to achieving it was with *The Well of Zol*, but that was probably a fluke. I hope I have managed to persuade at least some of the readers who have yet to tackle a Creighton game to do so now, you can only be enriched by the experience. John Wilson is always available so no one need put a seemingly impossible game away in a dark cupboard.

If I sound biased, so be it, but adventure playing has been a big part of my life since the early eighties and I know a good-*un* when I see it. Writers like LC, JACK LOCKERBY, MARTIN FREEMANTLE, STEVE CLAY are at the top of the tree, we should repay their hard work and dedication by buying their games and be truly grateful that for a couple of pounds or so we will have many, many hours of enjoyment. (Joan Williams)

★

Hear! Hear! I have enjoyed Laurence's adventures since *Lost Temple*, and know that he has been encouraged by players comments. My spies tell me that his latest, *Beyond El Dorado* (nothing to do with the ex soap opera) is as good as ever, and may be due for release very soon – so keep watching this space! (Barbara)

KYRANDIA 3 – MALCOLM'S REVENGE



Reviewed by Jenny Perry on a PC

In Kyrandia 1, Prince Brandon turned Malcolm, the evil jester, into stone for allegedly killing the King. This adventure begins with the stone Malcolm being struck by a flash of lightning and coming back to life. You play the part of Malcolm in this adventure and your goal is to destroy your diabolical reputation, prove your innocence of the King's murder and show you're a good guy underneath your unpromising exterior.

Malcolm begins the game by the castle rubbish dump, where he can find an assortment of useful items and junk. He is occasionally accompanied by Gunther, his bad conscience. His first hurdle is leaving the island of Kyrandia. This can be achieved, so I'm told, in five or six different ways. It can be difficult getting useful information from the characters you meet here, who include a boy who talks backwards, a mime artist who doesn't talk at all, a ghost who won't listen and a suspicious baths attendant.

When you finally leave Kyrandia you will arrive at a place I'd love to visit – Cat Island. This has been invaded by marauding dogs (top dogs, not underdogs) and Malcolm is enlisted into the Cat Resistance Movement by a terrorist cat called Fluffy, who is a very unfluffy dreadful ginger cat and reminds me of someone I know quite well. If you can liberate the cats you receive something to help you hitch a lift from some visiting pirates.

Trusting pirates to keep their word is never the wisest thing to do and Malcolm learns this lesson the hard way as he is dumped at the Ends of the Earth, minus all his carefully acquired possessions. This section of the game was very fiddly as it required swimming up and down a fast moving waterfall and crossing it at certain points using a small variety of objects. I fell to my death many times and was grateful that one of my objects was a life insurance policy which resurrected me each time I drowned.

Malcolm soon discovers Fish World with its harridan Queen, who insists on playing Tic Tac Toe (noughts and cross to non-Yanks) and she is a very bad loser indeed. A quick chat to her attendant leads you into searching for the underworld and holding a seance. I was completely baffled and bogged down here as you need seven people to hold the seance, so I went to the only location where there were seven people, only to find they were the wrong seven.

Later Malcolm returns to Kyrandia only to find it has been invaded by those deceitful pirates. The game takes a novel turn here as your good conscience suddenly pops up and you can choose to be guided by good, bad or a mix of the two. This sets the difficulty level of the final puzzles, with the choice of the good conscience giving you the easier options. Now Malcolm must rid Kyrandia of pirates and prove he is innocent of the King's murder.

This is a very pretty game, like the first two in the Kyrandia series, as the graphics are well drawn and appealing. Malcolm is a strong, memorable character and he visits interesting and varied locations. Mostly the puzzles are user-friendly (although Sue Roseblade may disagree with this as I made rather a lot of despairing phone calls) and if you accidentally dispose of items you need, more usually crop up somewhere. However I would *never* have thought of popping a squirrel on my head to disguise myself (but then, I'm not Bruce Forsythe) and the seance instructions could have been slightly clearer. Playing the bad guy was a novel idea and made the game more interesting.

It's a worthwhile buy, especially if you have plenty of patience and perseverance.

LOOSE ENDS

Written by Jonathan Scott and Stephen Boyd

Reviewed by Barbara Gibb on a Spectrum

It is 1889, three years since Sir Ignatius Grimwood first encountered and killed Bert Rosenberg in "Out of the Limelight". He still doesn't understand why Rosenberg attacked his friend Obadiah Hardy, but the receipt of anonymous letters during the last three weeks has renewed his interest. The latest letter advises him to watch the balconies during his performance in Hamlet at the Peregrine Theatre.

The game begins on stage on the opening night. You, as Sir Ignatius, see someone who looks remarkably like Rosenberg (who you are supposed to have killed) talking to Jeremiah Plantagenet who is now employed as an odd job man at the theatre. To your consternation, Plantagenet denies it, and so you vow to discover the truth, and tie up the loose ends.

The first half of part one of this two-parter is set in the Peregrine Theatre. You must talk to various characters throughout the game, but those of us who struggled with this in "Out of the Limelight" can be reassured, it is much simpler in "Loose Ends", no speech marks or punctuation, just the person's name followed by your request.

In fact the theatre locations gave me the most trouble but I eventually got the puzzles into a workable order, and was on my way to visit someone, who would, unknowingly, provide the means for me to visit a few other people who also had vital information. One of the informants arranged to meet me on the dockside but is kidnapped by Plantagenet and his thugs before I could talk to him so I had no choice but to follow them. Part one ended with me on my way to Italy, and in possession of the password to access part two.

I had been on my own during part one, but at the beginning of part two I found that Simon Catchpole, brother of Goliath, the theatre's caretaker, wished to accompany me, and we were doing well until the waggon broke. After resting in a hut it was time to continue our pursuit. Despite travelling on foot, we are not far behind Plantagenet and the kidnapped Trelawney, however they were aware of our presence and did their best to eliminate us.

It took me a while to notice something hinted at in the text, so I was bogged down a bit at this point. I eventually got the timing right, and so the two of us continued our trek across the Italian mountains to a lake. With no convenient boat in sight, not even one with a hole in it, we had to use our brains and brawn. The locations beyond the lake proved to be a bit unusual, probably why Rosenberg chose it as his headquarters. Some of the loose ends were already tied, and the rest were about to be, when I finally confronted Plantagenet and Rosenberg.

As with all of Jon and Stephen's games the text is atmospheric, and I couldn't fault the period detail, correct down the a passport not needing a photograph. There are plenty of clues in the text but they don't always jump off the screen and slap you in the face - you have to work to find and understand them. After the almost unplayable "Out of the Limelight", this is a much better sequel, in fact I think it is their best game, so please give it a try, I don't think you will regret it.

Available from Zenobi Software. **Spectrum** (tape & 3.5" +D disc), **Atari(e)**, **Amiga(e)** & **PC(e)** £2.99 **Spectrum +3** (disc) £3.49

A DUNGEON ROMP

Written by Karl Bunyan

Reviewed by Barbara Gibb on a Spectrum

After losing a drinking contest with your friend Malcolm, you now have to pay the price – exploring the local dungeon. The next morning, still trying to shake off a hangover, you stand before a door in the cliff, wondering how to get past the guards. That small problem solved, you find the dungeon is as bad as you feared, and a little company is needed if you are to cross the lake and pass the traps, which I think have been set by the orcs. At first I went blundering into their rest and recreation area, a more softly, softly approach would have been less painful.

With only 17 locations, and, at a guess, 10 important objects, this is a mini-adventure, with some locations illustrated by poor quality pictures. I first saw Dungeon Romp four years ago when I playtested it, and thought then that the illustrations were too large and not up to the standard I'd expected. I still think smaller, individual pictures of the guards, halfling, orcs, werewolf, spider, etc. would have made better use of the spare memory. The graphics can, however, be turned off so that you can play the game as text-only. It is possible that the main problem players come across is getting the halfling's cooperation. This requires inputs to include speech marks, and sometimes multiple actions, something novice adventurers may find difficult at first. My advice – ensure you read "The Adventure" section of the leaflet supplied with the game as it gives examples of this type of input, and then read the rest of the leaflet for a very entertaining "the story so far". A nice hour's romp but a longer, more difficult game would have been much appreciated.

Available from Zenobi Software. **Spectrum** (tape & 3.5" +D disc), **Atari(e)**, **Amiga(e)** & **PC(e)** £2.99. **Spectrum** (+3 disc) £3.49

JACK AND THE BEANSTALK

Written by Jack Lockerby

Reviewed by Phill Ramsay on an Amstrad CPC

I would assume most adventurers are at least vaguely familiar with the story of Jack and the Beanstalk, not to mention the goose which lays the golden eggs, so I won't dwell on the storyline. It is more than enough to point out that the old fairy story is given the Jack Lockerby treatment, and the end result is quite a nice, playable adventure which isn't too taxing.

In order to prevent your mother (and yourself) from starving, you must sell the family cow (no jokes, please), climb the resultant beanstalk, take care of a dragon and outwit a giant. Now, before you start thinking that if that's all there is to it, then this game cannot represent value for money, think again, because that *isn't* all there is to it by any means.

Once up the beanstalk, there is a nasty, dark cave full of holes just waiting for you to fall down them to your death. And then there is a pogo stick to be made use of..... but isn't it a pity that you just don't know the first thing about pogoing? There is a lovely carry limit which prevents you carrying all the objects which you will need – unless, of course, you can manage to think of a way around this particular problem. But, of all the problems which were set, my favourite was the brief excursion into the world of Ali Baba.....

It will, of course, be plain to all intrepid adventurers that this is one of the easier games currently on the market. In fact, I think that the game's strongest point is the very fact that it is eminently suitable for novices to play. There are lots of problems to be solved, yet the solutions are pretty straightforward and shouldn't cause too much hair-pulling. Having said that, you have to remember that this is a Jack Lockerby game, and that things may have been hidden where you least expect them, so checking out everything in sight is a good idea.

I found the game played quite smoothly, and I have to confess that I quite enjoyed playing a game where I wasn't getting stuck every five minutes. These days, there seems to be so many difficult games around, seeing one which is at the easier end of the scale makes a pleasant change.

The game itself has been converted to Amstrad format using the Amstrad version of PAW, and so runs under CPM and is disc only. In the version which I played, there were no bugs, and very few typing errors. Those few which were noticed will have been removed by now. For less experienced adventurers, or for those who like the idea of reliving a good old fairy story, give Jack and the Beanstalk a try. I think you'll enjoy it.

Amstrad version available from Adventure Workshop. £ 4 (**disc only**)

C64 version available from Adventure Probe Software. £2 (tape or disc)

Spectrum (tape and +D 3.5" disc) £2.99. **Spectrum +3** £3.49. **Atari(e), Amiga(e) & PC(e)** £2.99. all available from Zenobi Software.

FISTFUL OF NECRONOMICONS

Written by George E Hoyle

Reviewed by Barbara Gibb on an Atari under Spectrum emulation

It is six months since Brian Woodlouse proved his metal by recovering the Wand of Flute for the High Mage in Brian : The Novice Barbarian. Now, whilst visiting his pal, Rodney Prentice, he senses another adventure is about to start. It seems Rodney is less mature than Brian, and one day he took the opportunity to read his master's Great Book, which, having a wicked sense of humour, took over Rodney's mind and forced him to cast a transportation spell, sending the book to well, that's for it to know, and you to find out!

The title hints this game is based on the film "A Fistful of Dollars", and indeed after an all too brief uplifting encounter with some blue Elves, and a Troll guarding a bridge, as most Trolls seemed destined to do, you enter a "wild west" town. The bank is shut, so is the sheriff's office, according to a huge Troll you look too young to enter the saloon and the blacksmith wants 100 gold coins before he will sell you a horse, so the hotel and store seem the likeliest places to start. I easily fooled the huge Troll into allowing me into the saloon, where I found myself playing cards with an elf, dwarf and goblin. Then it was time to venture into an old gold mine. This is where I would have stayed if I hadn't noted the return spell.

This game is difficult in parts and ridiculously easy in others. Not very large (thirty two locations) but shows promise, I just wish it had been longer. I liked the blue Elves, and thought the words for the return spell very good, but these were the bright bits in what I thought was a rather dull adventure.

Available from Zenobi Software. **Spectrum** (tape & 3.5" +D disc), **Atari(e), Amiga(e) & PC(e)** £2.99, **Spectrum +3** (disc) £3.49

STAR TREK: The Next Generation, A Final Unity

Reviewed by Stephen Boyd on a PC

A PC graphic adventure from Microprose – Requiring 486 or higher, 8 Mb RAM, SVGA graphics, 33 MHz or higher, 512K VRAM, Double-speed CD-ROM (maths-coprocessor also needed).

Quite a powerful PC needed to run this game (I'm not sure whether there will be a HD version or not). The CD-ROM is to support the voices of all the cast from the series and more, and the mini-movies, which run at important points in the game.

So does this high spec requirement make a difference? The simple answer is YES! The game looks great, it sounds great and, most importantly, it plays great.

This is the point where I would take you through the main plot of the game, maybe mention some puzzles specifically, but I won't! Why? Well, half the fun of the game is working through it, working from a position of ignorance, through numerous clues and pointers, every puzzle solved giving you more information. The plot twists and turns, and is extremely absorbing. Once you start finding clues you get an initial idea of what might be happening and as the game progresses further information will confirm or deny your "hunches".

You start aboard the Enterprise, with only your wits, your crew and a phenomenal arsenal of technology (different from starting with only the shirt on your back). If you watch the show then you'll know what to expect, a barrage of aliens, negotiation and exploration. Although the Enterprise is useful in getting where you want to go, the real puzzle-solving comes on away-team missions (where you beam down to different locations). Through the game you have a missing-person mystery to solve, you must unravel the secrets of an alien civilisation, and much more. Must you do this alone? Of course not, in the truest Star Trek fashion, you have your senior officers to advise you – and you will need advice.

On the missions, you can actually control any of the members of your party and shifting between them will give different perspectives on the situation. In this game, conversing with characters is the only way to progress and knowledge of Starfleet's Prime Directive is important (Non-interference in alien civilisations, regardless of how you view their customs). Any information on background is held in the computer (accessible from the bridge), so you need never have watched the show to play the game. Plus the great enclosed manual (I've come to rather like Microprose for that), is added help.

There are numerous possibilities in the game, as you control the ship. You can continue along the original plot-line or veer off-course and try, single-handedly, to destroy the Romulan Empire (not recommended for those who want to survive more than five minutes). This brings up the subject of space-battles. Negotiation will nearly always be able to prevent you ever needing to power-up your phasers or arm your photon torpedoes (unless you want to fight – of course). But if you dislike the violent scene, you can delegate responsibility of the battle to Lieutenant Worf and sit back to watch.

Those aspects described above are the bare essentials of being a Starfleet captain, but give an idea of what's involved. If you love the series, you'll adore this game. If you like an involved plot, this game is also for you. If puzzles are more your thing, then...well...you'll find this one's got plenty. In fact, the only people who won't like this particular game are those who prefer using two buttons to "blast the aliens to bits" and those who (for some inexplicable and incomprehensible reason) dislike space on principle, after all, "Space, what's so good about that?"

There are only one hundred million stars and infinite possibilities, I think I'll check my stamp collection instead". Even if you've never seen Star Trek: The Next Generation (where have you been?) or don't particularly like it (is there something wrong with you?) this game might still be for you.

SIMON THE SORCERER 2

Played by Jenny Perry on a PC

Sordid, the evil wizard who Simon despatched in his first adventures, is back!

He is now a ghost and believes he can return to life, but only in the body of the person who killed him. With the help of his apprentice, Runt, he sends the wardrobe into our dimension for Simon, who obligingly steps in. Fortunately for Simon, Runt isn't a particularly talented apprentice and the wardrobe misses its intended destination and materializes outside Calypso's shop. Calypso, for those who haven't played the first game, is a bumbling but kind old wizard.

The game begins with Simon demanding to be sent straight back home, which can't be done as the wardrobe is powered by Mucosade (first in a long line of dreadful puns) and it has run out. Before Simon can obtain more Mucosade he must perform tasks including evicting the 3 bears, avoiding a large hairy spider, winning a magic competition, assembling a native dance troupe and calming a howling baby.

He meets some of his old friends on his travels; the lonely swampling has become a high-powered fast food tycoon but is still a little sad and the two demons Simon helped out in the previous game are also back, as obstructive and unpleasant as ever. As soon as Simon finds the Mucosade he is captured by pirates and enslaved. It gets quite Monty Pythonesque here as a dead parrot is the key to leaving the pirate ship in one piece.

Much much later Simon returns to Calypso with the Mucosade only to discover that Sordid has kidnapped Calypso's niece and he refuses to help Simon until he has rescued her. So Simon makes another journey and lands up near a Goblin camp. He can't pass the goblins unless he can knock them out and happily finds a plant nearby which produces a knockout juice, but only when fed. Being a cat lover, I was extremely reluctant to feed this plant but the cat survives unscathed, I'm pleased to say.

After many quests including feeding some woodworm and curing the deaf, dumb and blind witches, Simon can enter Sordid's castle. What happens there sets the stage nicely for Simon 3.

One of the things I find most difficult on most graphic adventures is mapping them out; Simon 2 has solved this by doing the map for you – just click on where you want to travel to. It was refreshing to listen to Simon's crisp British insolence as opposed to the helpful American drawl we usually hear and I appreciated the groansome puns.

Most of the puzzles were logical (eventually) but one on the island completely defeated me. This involves a fierce dog and countless messages telling you that you really don't want to talk to it or call it with your whistle. Now if you were sensible, would you *really* think of picking it up? That aside, this is a well-constructed, humorous game which was a pleasure to play.

[Special Reserve quote £26.99 (PC CD ROM), £24.99 (PC 3.5" disc), £23.99 (A1200), £21.99 (all other Amigas)]

TIMERUNNERS – SPACE STONE and

TIMERUNNERS 2 – GALAXY EMPOROR

Reviewed by Steve Clay on an Amiga 600.

The two Timerunner PD games are completely separate but I have chosen to review them together as many points raised apply to both of the games. Initially I had difficulty loading the game as I didn't have a joystick connected and the 'Select language' menu gave no clue regarding the need for one. However once a joystick was inserted and I had selected English we were off and running. It is worth pointing out that having a mouse and joystick connected is vital. The second game requires a click on the mouse before you reach the language menu which is identical to the first game.

So now I knew what language I would be reading I sat back and waited and waited and waited. Both of these games give you plenty of time to get annoyed as you wait a seemingly endless loading sequence. During loading a picture of the character you play appears on screen, other than that there is only the orange glow of the floppy light to keep you amused. At last something happens! You get a screen that flips through the programming credits; such was my eagerness to get into the game that I didn't even note these names down. A couple of presses on the fire button and off we go again on another spell of loading. My vocabulary at this stage was becoming choice. Suddenly the screen is filled with two boxes. Would I like to see the video manual or start the game? I think we'll just get on with it chaps, eh? So I select Start Game and I am treated to the Video Manual anyway. This requires a screen to be loaded along with numerous pieces of text as you converse with the robot. This is in the first game, the intro to the second isn't quite so long. The problem here is that you can't just leave it to load as you need to select a reply to the robot from time to time. At last I am told my task. The game is about to begin! Once it has loaded that is. And on the seventh day the game loaded...

At last my chap appears on screen. The graphics used in the game are of an excellent standard and the animation is some of the best I've seen. The main sprite is big and wanders around very convincingly. My first action involves walking across the screen and hitting a tribesman. I move off the edge of the screen and guess what happens next? The next screen loads in! You only need to complete two or three simple actions to leave a screen and the time playing is far outweighed by the time spent waiting for each screen to load. This situation is far worse in the second game where walking across the screen is often the only thing you have to do.

The graphics are so good, the forest in particular, that I feel this is probably a demo of the artists work. The lady or gentleman concerned has a very definite talent and should be proud of his or her work. (The fact that I can't bring myself to sit through the loading again to find out who the graphics person is should tell you something!) There is, however, no excuse for such laboured disk loading and miniscule gameplay. There seems to be no relief for hard drive users as there is no install procedure on the disk and no document file that I could find. There is a continue option and this does seem unlimited and helps to a small degree but given that the game ends and loads in a menu screen asking if you want to play again and then reloads the game at the point you lost your final life means that you need to wait upon the disk again. Overall excellent graphics but as games both of these products go belly up.

Supplied by Zenobi Software, price £1.49 each (1 disc per game), sold separately.

THE MONSTROUS TALE WAGS AGAIN

[Any play on words is pun-intentional]

by MARY SCOTT-PARKER

(continued from last month)

Bronco peeped out from behind the pillar which concealed him, and scanned the long queue outside the Cave-Inn. Tuff was there, talking to a young Ogress, whose face was partly concealed by a woolly Balaciava of lurid hue. As Bronco watched, she hitched up her skirt and appeared to be showing Tuff her thigh.

"Right, that's it!" muttered Bronco, and stepping out from behind the pillar he confronted the pair.

"I know what your game is!" he announced accusingly to the startled Ogress. She looked up at him with puzzled eyes.

"Bronco!" said Tuff, shocked. "What are you doing here?"

"I've come to expose this.....this.....creature for what she really is."

"What do you mean?"

Bronco turned to the Ogress. "It's the oldest game in the world isn't it.....the one that you play?"

The puzzled look was replaced by a smile of enlightenment.

"Oh, you mean 'Happy Families'. Do you play as well?"

It was Bronco's turn to look puzzled. He was just forming a suitably succinct question when a monstrously overweight Ogress, also sporting a garish, home-knitted Balaciava, emerged from a nearby confectionery cave and handed a bag of humbugs to the girl.

"There you are Trix, do your chest good.....Hello! who's this?". She cast an appreciative eye over Bronco, who was just beginning to think that staying at home might have been a better idea.

"He's my mate, Bronco," explained Tuff.

"How fortunate," boomed Ma Ogre, linking Bronco's arm. "You'll make up the numbers nicely."

"What d'ya mean?" stammered Bronco, trying without conspicuous success to extricate his arm from the vice-like grip.

"Happy Families," said Trix. "I was just explaining to your friend and showing him my bruises, that my mum 'ere went mad when she saw the ad I put in Pent-Cave for a joke.....gave me a real belting she did. Said I was asking for trouble. Said she was coming with me to act as chaperone like. We thought it would be nice to go back to our place for cocoa and a game of 'Happy Families'."

"No need for that, Trix pet. Maybe I was a bit too hasty," said Ma Ogre, the glint in her eye suggesting that the evening was beginning to look up. "I can see that your friend is a real gent. Off you two go and have a good time. You don't want me hanging around and spoiling things. I'll be all right now that I've got someone to er...play with."

Tuff stole a glance at Bronco's stunned face. His eyes had glazed over with shock and he was apparently having trouble speaking.

"Yes," said Ma Ogre, leading Bronco firmly away from the Cave-Inn, where a gravelly-voiced singer was straining his vocal chords and probably some other bits as well with a raunchy version of 'What's New Pussy-Cat'. "I make a lovely cup of cocoa and I've got some spare Balaclavas somewhere. I'm sure I'll have one in your size, although fitting it over that enormous horn might be a bit tricky. Oh yes, what fun we're going to have! You just can't beat 'Happy Families' can you?"

THE END(?)

IT'S A RIP-OFF A Tale of Commercial Exploitation by LARRY HORSFIELD

A couple of months ago I visited a branch of Ryman's near where I work in Central London, in order to buy a couple of felt tip pens. As I was queuing up to pay for them, my eyes alighted on a shelf behind the cash point on which were stacked boxes of blank computer discs. Of course, you can get blank discs far cheaper via mail order, so I wasn't going to buy any. However, my eyes went wide when I saw two boxes of Maxell CF2 3" discs, the size used in Amstrad 6128's and Spectrum +3's. I have been using a +3 (Barbara's actually) to finish off my adventure "Die Feuerfaust" (quick plug) and knowing how rare 3" discs are now, had a look at the price tag.....and was amazed to see that each box was marked up at £4.99!

When it was my turn to pay I told the girl at the cash register that I would like to purchase both boxes. She took them off the shelf and rung up £4.99 twice, but then stopped. "Hang on a minute," she said, then walked away and disappeared around the corner. She re-emerged a few seconds later and said "Sorry, these discs are £4.99 EACH - how many do you want?" Naturally, I replied "None at that price - £4.99 each, are you sure? All the other discs are sold in boxes, not individually." Again, the young lady disappeared and this time came back accompanied by the manager of the shop, who I knew slightly. He explained that as 3" discs were like gold dust, they were priced accordingly. I retorted that for that price I'd expect them to be gold-plated! He then offered to sell me them for £2.99 each - as he "knew" me - but I told him that even at that price it was daylight robbery and I told him that he wouldn't sell any, even at £2.99. He said that he had a couple of customers who were happy to pay that price. I replied that they must have more money than sense and, after paying for my pens, left the shop.

I had occasion to revisit the shop earlier this week and noticed that the two boxes of discs were still on the shelf, now marked "£4.99 each". As I paid for my purchases, I asked the girl (it was the same one) if they'd sold any. She told me that they'd had several people ask about them, but none would buy any. I told her that they never would - at that price.....IT'S A RIP-OFF !!

LEO'S BEASTLY DAY COMPETITION WINNER AND SOLUTION

Congratulations to LORNA PATERSON, who won with an accepted total of 99 (it would have been 100 except all my books (and that is what counts) has KY as a collective noun i.e. more than one (Scottish) cow.

There was a remarkable number of entrants for this very popular competition. Some of you tried to con me into accepting some rather dodgy answers. ALLY-BUT (a red herring in "naturally but"), and GNU (backwards in "jungle") were instantly crossed out, but good try, good try! Steve Clay came up with OO and KA, which he insists are birds, but my books don't agree. Also, MAN, BEAST and ANIMAL were excluded as being too vague. However, before anyone thinks they have been hard done by, none of the disputed words would have affected the result. Believe me, the list below is genuine. Lorna should have received her £5 book token by now. Well done, EVERYONE. (Barbara)



1. BEE
2. HERON
3. COW
4. BEAR
5. CARP
6. ANT
7. CAMEL
8. GOA
9. GOAT
10. HOUND
11. BULL
12. GNAT
13. NEWT
14. EEL
15. BUG
16. DOG
17. HORSE
18. BADGER
19. CAT
20. CHICK ***
21. CHICKEN
22. TOAD
23. GROUSE
24. SNAIL
25. SABLE
26. BOA
27. OWL
28. MOUSE

29. SEAL
30. SEALION
31. LION
32. OTTER
33. MARE
34. LING
35. MOTH
36. MOLLY
37. COD
38. ERMINE
39. BUTT
40. APE
41. EFT
42. REE
43. ZEBRA
44. WASP
45. ASP
46. SWIFT
47. ADDER
48. HEN
49. DAW
50. IZARD
51. RABBIT
52. HARE
53. AI
54. GOOSE
55. DOE
56. LARK

57. ID
58. EAGLE
59. RAT
60. PONY
61. PANDA
62. PANTHER
63. SOW
64. THRUSH
65. SEAL
66. DUCK
67. NIT
68. SHREW
69. KID
70. TIT
71. IDE
72. HOG
73. WOLF
74. GRUB
75. KEA
76. PIG
77. EWE
78. TAKIN
79. GANDER
80. FERRET
81. DAB
82. ASS
83. RAM
84. DOVE

85. LOUSE
86. SHEEP
87. SWALLOW
88. FROG
89. SWAN
90. FLY
91. ROOK
92. SAI
93. FOX
94. OX
95. GULL
96. CLAM
97. LAMB
98. BAT
99. GED
100. OCTOPUS
101. SQUID
102. CROW
103. MOOSE
104. MOKE
105. PARR
106. PARROT

*** vague, but offered by quite a lot of readers

Convention News 8



Draffan and I recovered quickly. I was surprised that Draffan accepted the Elves' actions with calm resignation, explaining that he would have acted similarly if the situation had been reversed. On checking through the sack, we discovered Elf cloaks, food and drink.

I commented on the outsize nature of Draffan's cloak, and Draffan grumpily knocked me from my feet, as a gesture of friendship.

The next day, to our amazement, we crested a hill and saw Spartas before us.

An hour later we passed through the city gates and into the port. The overpowering stench of fresh fish assailed us. Draffan sniffed appreciatively. We decided to split up and see if either of us could ferret out information regarding Sapleaf.

Agreeing to meet later at the local hostelry, 'The Bugged Sextant', we parted company. I soon discovered that Sapleaf had indeed been here enquiring about buying passage across the Bowling Sea, but none could recall whether he had come to terms with any ship's captain.

Hoping that Draffan would have more positive news to impart to me, I returned to the hostelry. As I approached the door, I heard the smashing of wood against stone. With a sudden sense of trepidation, I glanced within.

Most of the crude wooden furniture had been reduced to little more than matchwood. A pile of unconscious locals littered the floor at strategic locations. My friend Draffan stood in the centre of the room, holding the last of the hostelry's 'regulars' up in the air so they were eye to eye. The local's feet waggled ineffectually as Draffan swiped him with a massive fist.

"Now, who is it who thinks I'm an ugly git?" he demanded. As he was holding the local by the throat, he received no answer. Becoming bored, Draffan threw the local against a convenient wall, and then headed for the bar. A large bottle rested innocently there.

"Dotran," he called enthusiastically as he caught sight of me. "Come and have a drink. The company was a bit coarse, but we've sorted that out."

Gingerly, I approached him. "So I see," I replied as a squadron of guards rushed in. I didn't envy them their

task. They surrounded Draffan. The captain, a short man, seemed to suffer a sudden nervousness of disposition on seeing him. "You must pay for this damage, and a fine of two crowns for public disorder. If not, you will leave me no option but to arrest you," he informed Draffan in a quivering voice.

Draffan turned his eyes upon the captain. I could see that Draffan was amused by the notion of being arrested. And yet, Draffan had a soft spot for men who took their duty seriously despite the odds being against them.

Sighing in resignation, Draffan slapped several coins upon the counter. "That should cover it - and buy a round for your men," he said.

The soldiers, who had been eyeing the unconscious locals nervously, suddenly seemed in better spirits.

"You see, Captain," Draffan explained, "I have a respect for the law and those who uphold it."

The captain smiled his relief, and was about to reply when the owner of the hostelry appeared behind the bar. He quickly scooped up the coins Draffan had put there.

"Now, sirs, I'd be obliged if you found somewhere else to drink," he said, looking pointedly at Draffan, who growled softly. Seeing a spell in the local jail becoming again a distinct possibility, I took Draffan's arm and gently pulled him in the direction of the door.

As we reached it, a young woman appeared from a passage behind the bar. I recognised her instantly, from the dungeons of Kranger. Her eyes opened wide in recognition.

"Father," she protested, "you cannot throw these good people out!"

"Good people," he spluttered. "LOOK at this place, girl!"

"But father," she insisted, "it was they who rescued me from the dungeons of Kranger."

The owner's face changed abruptly. I nodded confirmation of what he had heard, and the next instant found him wringing my hand and insisting that we grace his establishment with our presence. From somewhere behind her father, I noticed the young woman smiling at me.

We were ushered into their private apartments. As her father moved away, the young woman whispered to me, "Come to my bedchamber tonight, when all are asleep."

More than a little surprised, I nodded, ignoring Draffan's exasperated sigh.

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When you arrived on Psia, the Space Patrol informed you that the raid caught the meagre defenses unawares, as they never dreamt that the Space Pirates would be ruthless enough to mount a revenge raid upon the moon. They have concluded that the raid was carried out for one purpose only - that of kidnapping Jaelaine - as surprisingly little damage was done to the installation or to the underground city where the Psian people live. However a number of Federation personnel and Psians lost their lives, something for which the Space Patrol intended persuading the Space Pirates for, as well as rescuing Jaelaine.

Once again, the Space Pirates managed to elude the two small ships that chased them as they made their getaway from Psia, and it is not known where they took Jaelaine. However, two of the Space Pirates lost their lives during the raid, one of whom took his own life after being wounded and subsequently captured. As a matter of routine the bodies were searched and the only clue the Space Patrol found was a cigarette lighter one of the pirates had in his pocket. This lighter had on it an advertising slogan for a fitness gymnasium in the chief city of the planet Daris, a planet several parsecs from Earth in a sparsely populated section of the galaxy. Other information that a tattoo on the arms of both the pirates revealed was that they were part of a galaxy-wide terrorist organisation known as "The Brotherhood of Space".

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Crystals Of Kings	K.Burnard	Mummy's Crypt	L.Creighton
April 7th	G.Lynas	ARC	S.McClure/I.Smith
*Diablo	M.Cantrell	Hit	S.McClure/I.Smith
Ellisnore Diamond	J.Lockerby	Out Of The Limelight	J.Scott/S.Boyd
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Quest For The Holy Something	C.Davies	Stranded	D.Hawkins
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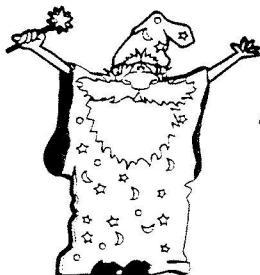
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A] O.K. so it's a little bit on the shady side in here, but light bulbs are a bit difficult to get hold of in this part of the caverns. Besides, I don't need a light on to see what I'm going to eat.....Mary!

Q] WELL, AS I CAN'T SEE YOU - PERHAPS YOU COULD BEGIN BY DESCRIBING YOURSELF..... CUTE AND FLUFFY, PERHAPS?

A] You must be psycho.....I mean psychic, you've almost described me perfectly. If I could describe myself with one word it would be cuddly! Yes, I love to cuddle my food before I eat it!

Q] WHAT WAS YOUR FIRST EXPERIENCE WITH COMPUTERS?

A] My first experience with computers was actually with my brother's. He had a strange idea that computers were fun, and at the time I thought computers were fairly useless. He kept pestering me about a game he'd bought but couldn't do. God, it looked so boring, just a lot of text - it meant nothing to me. Anyway, eventually I bought myself a VIC20, so that I could play SPACE INVADERS and other arcade games. One day I bought a game called WAXWORKS, not realizing at the time it was an adventure game. My life was about to be drastically changed forever.

Q] YOUR LOVE AFFAIR WITH INFOCOM GAMES IS WELL KNOWN - WAS IT LOVE AT FIRST BITE? HOW DID IT ALL START?

A] It was love at first bite, to coin a phrase. I loved everything about them. They were for me the first adventure games that were written as if they could easily be a novel. Their puzzles were always very imaginative and for once we had games with a sense of humour. Best of all, they had a parser that would seem to handle any input you cared to throw at them, no matter how obscure it seemed. They even put a lot of care and thought into the packaging, especially the earlier games like Starcross and Suspended.

I was fortunate enough to come across a shop that had one Infocom title and I bought it, not realizing at the time what delights awaited me. Once I had completed that, I went on an info-binge, ordering Infocom titles like crazy - playing them over and over. I became obsessed with the games, the company, in fact everything Infocom. I became so desperate to play the new games as they came out, I used to order them direct, as there was normally a delay between release dates in the U.S.A. and over here.

Q] DO YOU HAVE AN ALL-TIME FAVOURITE ADVENTURE?

A] My favourite adventure is Infocom's TRINITY. Even though I have played some excellent games since, this is still by far the best text adventure I've ever played. It is a brilliant, well written game based on the first atomic bomb test. But it's the way this unusual storyline is pulled off - it's a superb blend of fact and fantasy.

Q] WHAT'S THE LONGEST TIME YOU'VE STRUGGLED WITH A PUZZLE BEFORE SOLVING IT OR GIVING UP ON IT?

A] I don't actually remember the longest time I spent on a particular puzzle, but I DO remember the longest time I spent on a game - it was Infocom's SUSPENDED.

Not being a great science fiction fan, I always found this type of game more difficult. Normally an Infocom game would take me 2-3 evenings, but SUSPENDED took me nearly 6 months to complete. It was a game I just couldn't come to grips with. I was damned if I was going to let one Infocom game beat me, and it was a huge relief when I had completed it. It's also the only Infocom game I've never replayed.

Q] IF YOU GAVE UP ON IT, TO WHOM DID YOU TURN FOR HELP?

A] When I first started playing adventures there wasn't really anyone to turn to for help - not like today when solutions are printed in magazines almost the minute the game is released. Then in about 1982-83 I came across my first adventure fanzine - The Guiding Light. It was a great source of relief to realize that there were other people like me out there - and they got stuck also!

Q] AS A PERSON WHO ISN'T VERY KEEN ON TEXT-ONLY ADVENTURES I WAS DELIGHTED TO SEE INFOCOM PRODUCE A GAME LIKE JOURNEY. I THOUGHT IT WAS BRILLIANT AND WOULD HAVE BEEN HAPPY TO HAVE BOUGHT AND PLAYED MANY MORE LIKE IT. DID THEY PRODUCE ANY MORE ALONG THESE LINES?

A] Yes, JOURNEY was a great game and was only the first part in what was going to be a trilogy. Unfortunately, as things turned out, the other two parts were never completed. I'm glad they never did finish them, because Activision would have carried on with the project and would have made a mess of them, like they did with RETURN TO ZORK, which was nothing like ZORK or the underground empire.

Q] WHAT HAS HAPPENED TO INFOCOM? HAVE THEY "GONE AWAY"?

A] Infocom has gone for good, although Activision, who bought them out, still retains the right to use the name Infocom. Most of the people who worked for Infocom left when Activision took over. Dave Lebling is writing business software now, Brian Moriarty was working for LucasArts last time I heard, Steve Meretzky and Bob Bates formed Legend Software, although Steve Meretzky has now left and formed his own company, Boffo Games.

Q] YOUR OWN GAME "THE FOUR SYMBOLS" WAS VERY WELL RECEIVED, ARE THERE ANY PLANS FOR A FOLLOW-UP?

A] THE FOUR SYMBOLS was very well received, much to my surprise, but considering the ending to the game there are no plans for a follow-up. Having said that, I have had thoughts of doing a prequel to it. At the moment I'm doing the final playtesting on my new game TRINITY. This is not a spoof on Infocom's game, although you might think it from the title.

Q] ARE YOU STILL ADVENTURING? WHAT GAMES ARE YOU CURRENTLY PLAYING?

A] Yes, I'm still playing adventures, when I can find the time. The most recent games I've played are DEATHGATE and FULL THROTTLE. DEATHGATE especially is a very good game and is the nearest I've come to an Infocom-type adventure in recent times.

Q] WHAT DO YOU THINK OF THE CURRENT ADVENTURE SCENE?

A] The current adventure scene is not looking too good, especially for text adventures. I think they have just about had it now, even homegrown authors are not selling many copies now. Soon they will find it hard to justify the time and effort to produce one. Even writing one because you enjoy doing it can become pointless if nobody wants to play it. The thing that saddens me is that there are a lot of homegrown authors who will not be able to compete with the multi-media games that software houses can produce - not because they don't have the talent, but because they don't have the resources or the finance to write that sort of game

- and let's face it - that is the type of game people seem to want these days. The text adventure is not completely dead, but it's probably not far from it. Still, I've just about finished my new game and will probably write the prequel to THE FOUR SYMBOLS, but can't say for sure if I will do any more after that.

Q] DOES THE POSTMAN GIVE YOU ODD LOOKS WHEN HE DELIVERS MAIL TO YOUR CAVE - OR DOES HE JUST DROP THE MAIL QUICKLY AND RUN FOR IT?

A] We must be the only place to have a new postman deliver the mail every day. Honestly, you want to have a look at the collection of postman's hats I've managed to obtain since I started eating them! Soon the post office is going to start wondering where all the postmen are vanishing to? [I THOUGHT I HADN'T SEEN POSTMAN PAT AROUND LATELY!]

Yes, Pat made a 1st class meal! But that cat was another matter! Took me at least two days to get rid of the fur balls!

WELL GRUE, IT'S BEEN REALLY NICE TALKING TO YOU AND.....WHAT ON EARTH ARE YOU DOING WITH THAT PEPPER POT - STOP IT - YOU'LL MAKE ME SNEEZE, AND AS FOR SQUIRTING ME WITH KETCHUP.....WHAT A SAUCE!!!

The Grue was talking to M. S-P. Next month - Maurice and Joan Pancott

THE AGONY AND THE ECSTASY OF WRITING AN ADVENTURE (Or how to drive yourself-and-all-around- you mad!)

by LAURENCE CREIGHTON

Okay, I've strung together a new adventure. What do I mean by "strung together"? Well, I can get from one end of the game to the other. The text is, at this point, minimal, and all sorts of objects are being carried (with the sky the limit.....)

I then concentrate on one puzzle at a time. I decide whether a puzzle needs an object, and if so where should it be concealed - if at all. *Everyone* searches and examines, so I have to dream up more roguish ideas, but always bearing in mind that it mustn't be outrageous so as to make the game unplayable.

Right, the adventure has been written, both on paper and in bits and bytes, and each puzzles "works". Diligently I write down what flag has been used for what, and the value I have allocated for it. I usually use a sheet of A3 paper and draw columns. These columns I number from 1 to 29 and this gives me (or it should) a clear picture of what is going on. I use a smaller sheet of paper for flags 5 to 8 which are auto-decremented.

Finally I polish up the text, both the messages and locations, and the next thing I have to do is shrug off my 40 or 50 objects and place them where they should be - or have them not yet created. Having done that, I put the whole caboodle through the press - at this stage to obtain the improved typeface and the beloved Ram Save. Now I can see "on-screen" what my masterpiece will look like.

After about 15 minutes of interchanging tapes (budding writers will know what I mean) but for the raised-eyebrow-sorts it goes like this:- You have the Quilled database on-screen. Now you have to load in the Press. Then you take out the Press and insert another tape - this time

a compressed dictionary. You then wait the mandatory 90 seconds or so for compression. Out comes that tape and in goes the typeface tape. Out comes the typeface tape and in goes the Press.....again. This time to load in the Text bit. Ultimately you get an OK message and you type B for Basic. You then have to type in various pokes to keep the Press happy. Out comes the Press and in goes a blank tape and you go ahead and save it all as a block of bytes. Again you get the OK signal and you switch off the tape. With fingers and toes crossed you invoke the machine code with a Randomize USR 25000. "It all works" I tell the world at large and settle back to "test" your creation. Even God needed 7 days to sort out his handiwork, believe me adventure-testing needs much, much more. The hard part is that I know what to do; I have to anticipate player outputs. I have to place myself in the mind of a player and anticipate what they will think. I usually let old Andy play it through and I insist that he thinks "aloud". A thought which he may very well have discarded may be a good one which I hadn't anticipated.

Right, I optimistically go north and come to a locked door. A cold sweat forms on my brow and upon my upper lip as I realize that the key therefore has been accidentally placed BEYOND the door. I look with disdain at the screen and keyboard and type quit. Go back to the Quilled database and rectify the key situation. Redo the whole gamut and start over. This time I can go into the room using the now-created key.....but. But what? I can't get out 'cause I've forgotten to put a command somewhere to do so. Redo. Now to cross the river further on. Clever puzzle this one, and as a "section" in writing, worked to a "T". But testing it as would Terry Taylor, I found I could get over the river anyway - without resorting to madcap adventuring. Redo.

I finally get to the end of the game, and find the object of my quest. I retrace my steps (through a maze - Tim Kemp be warned) and come across the soul to whom I have to give it. He sort of stays "on stage" for a fleeting glimpse and goes, never to be seen again. I'd used flag 8 for one turn instead of 5. Redo. Try again to give the object to the hapless soul, and I get the infamous "you can't". Redo, and find that I allocated the same flag and value to two different actions. Redo!

At long last the game works from beginning to end. I can do what should be do-able, and you can't do what can't be not-do-able (sic). Now I scour the game for spelling and grammatical errors (oh for a spelling checker, like on my word processor), perfect the punctuation and generally polish it all up, and then when I'm absolutely satisfied with the text and messages and the "feel" of the game, and not a moment before, do I compress it finally. Only then do I add the sound and light FX, and add the introductory page which gives the storyline. Add the usual abbreviations and once more save, compress and patch.

No one (other than other writers) knows the magic of the words "It's a wrap" when you have finally got it all stored on tape and no further work is requireduntil the playtesters have torn it to shreds and found spelling mistakes, exits that can't be accessed and conversely gone in a direction where one didn't exist - right through a wall.

Finally it's all done, the planning, the writing and the correcting. Then to sit back, and read where people get stuck and enjoy the "getting you started" page. I find it all very rewarding, if not financially then certainly in the feeling that I have given something back to the adventuring fraternity. But most important of all: if it wasn't for adventure-writing, the likes of Babs, Ellen, Phill, John W, Joan D, Joan W, Sue, Marion, Tim et al probably wouldn't be my friends today. They are worth much more than money. Don't read anything into that J.W.

AMIGA COLUMN by STEVE CLAY

Timekeepers, mentioned in a previous issue, is currently appearing as an exclusive demo on most of the glossy magazines. From the demo you quickly realise that Timekeepers is an overhead Lemmings. You control a team of soldiers who have to find four explosive devices that have been planted throughout history. Vulcan are releasing this game mail order only and will be releasing extra levels via a data disk in the near future. On to the game.

You have a collection of icons that make your soldiers do different things as with Lemmings. You can make an individual soldier head off in a different direction to his comrades, or via the spanner icon you can have one of your team operate something. The icon system is quickly adapted to and you can start plotting your way around each puzzle. Vulcan have used the trademark murky colours that made the Valhalla games stand out. There is some speech in the game but not to the extent found in the previous offerings. This is one you will either love or hate. From the demo I played it was easy to see that fans of Lemmings would love it, and given that Lemmings was one of the most popular games ever I see no reason why Timekeepers should not sell well.

Also on cover disks is the Speris Legacy. The demo of this has put me off buying it as all you seem to do is run around talking to people. The scrolling is fast and the colours bright even on the non-AGA versions. The reviews talk of complex puzzles and how good the game is but I think I'll wait for a few more reviews to appear and look for feedback in the various help pages.

The One magazine has reappeared on the shelves of newsagents despite having been closed down. The issue on sale at the time of going to press has the phrase 'Maverick edition' on the cover. Having not bought the magazine I don't know what is behind this.

There is much grumbling within the computer press following Amiga Action's decision to put a full price game on their coverdisks. This broke an agreement by Amiga publications not to enter into this practice. The game was never released in the UK but this hasn't stopped other publishers from complaining. It is felt that putting full price games on the front of magazines is the best way to kill the Amiga software industry. An industry that is shrinking in size monthly with more and more companies saying goodbye to the Amiga. The way in which the 8 bit market went after tapes featuring full games started to appear is used as an example of what to expect if the Amiga magazines go the same way.

I have noticed that a couple of our local newsagents have stopped selling Amiga magazines and I notice that the Amiga section in Special Reserve is shrinking all the time, so much so, that I can't see myself renewing my membership this time around.

An interesting product has been released by Fourth Level. The Zip drive is a new concept in floppy drives and is closer to a slow hard drive. Instead of magnetic media the Zip uses a laser to write to a special disk. Each disk is expected to cost around £10 but each Zip disk will hold the equivalent of 100 floppy disks. It would be nice if some of the more disk-greedy graphic adventures could be supplied on a Zip disk. No more swapping!! The chances of that are small. The unit costs £180 and if bought from Fourth Level direct you receive a software bundle that includes a new file system that software journalists are already asking to be included as the new standard on future Amiga's.

I've just received the Tandy catalogue and they seem to be getting rid of their old Amiga stocks. £149 will buy either an A1200 or CD32 or an A600HD, and A500's are going for £50!!! Most of the items are ex-demo but you still get a guarantee!

Out in the shops now are Gloom and Alien Breed 3D. Available for the A1200 and CD32 these two are the latest attempts to produce the impossible. Namely a Doom clone on the Amiga. Both games have received glowing reviews and one brave chap thinks AB 3D is better than Doom. Personally I can't see the attraction of wandering around blasting everything that moves but I am in a minority and I am sure there are many who have been waiting for both of these products.

NEWSDESK

ROLTA on the Amiga

Both Steve Clay and I have praised this adventure despite seeing only 10 locations, and when my letter (dated 13th April) to the Australian publishers, Shadowplay Software, remained unanswered, Dorothy Millard kindly wrote, hoping that someone much nearer to Queensland would be more likely to receive a reply. Unfortunately all she got was her letter returned as it seems they are no longer at that address.

Although I am glad I didn't enclosed the registration fee when I wrote, I am very sorry to learn that the publishers can't be traced. If anyone has or knows where a **COMPLETE** version of the game can be obtained, please let me know, as I am very interested in playing the rest of the adventure.

UFO Investigation Magazine

If, like me, you were very disappointed in the poor quality of programmes broadcast during the 3-day Sci-Fi weekend on Channel 4 recently, why not treat yourself to a copy of the disk-based UFO Investigation Magazine, compiled/edited by Damian Steele and friends. Damian tells me it is mainly distributed via the Bulletin Boards and Internet, and therefore FREE to anyone who has the means of accessing it (i.e. has a PC etc.)

Issue One went out at the beginning of last month (July) and issue Two should be out by the time you read this.

Damian has agreed to me publishing the following FREE offer to Probe readers. If you can't access the free bulletin board/Internet, a copy can be obtained by sending :

- a) an appropriate 3.5" or 5.25" disc with reusable protective packing,
- b) an SSAE of sufficient quality and size for the disc's return,
- c) details of whether your PC has a hard drive referred to as drive C or not. Drive C owners will be sent a self-installing version of the disc - to :

Damian Steele
Flat 2 4b Fenton
Southfield Rise
Paignton
Devon, TQ3 2NE.

Damian can't accept any responsibility for damaged or lost discs.

The magazine relies on contributions from interested parties. If you wish to submit articles, stories, etc. it will be much appreciated - please send them to the above address.

PERSONAL MESSAGES

- To Ellen – Time is money; gotta move it young lady! (L.C. the helicopter pilot)
- To The Witch of Wessex – Hope you're back at your broomstick before too long. (The Cumberland Sausage)
- To Snow White – Is Grumpy *still* doing TIME? He wasn't on Jelly Tots was he? Take the nnoyed off him! And what's this about feeling Happy? I hope you're not taking the same liberties with Grumpy, whilst he's bound and gagged! (The Old Zetonian)
- To All – Isn't a *personal* message to *everyone* rather illogical? (The Old Zetonian)
- To Acidspit – Last heard from you in September 94. Did Kasar, Giumwynd and the Viper frighten you off? I thought you were a dragon not a chicken. (Fry-Them-With-One-Puff)
- To The Whinger – I'm very lovable towards people, and when I'm hungry I love um even more. (Fry-Them-With-One-Puff)
- To The Witch of Stanley – Stewed Squiggle? I'd be laughed out of the Guild of Big Reptiles and other Scaly Things. (Fry-Them-With-One-Puff)
- To M.Polo – In where Man? (Dylan)
- To Uncle Horace – Wow man, like who needs it? (Dylan)
- To All – To sleep, perchance to dream, man. But to dream you are awake? Wow man, like I've just defined nightmare. (Dylan)
- To Mad Cat – That appears obvious. (Miss Melvinna)
- To Jon – Keep off my turf! (M.Polo)
- To Ellen – I don't have any qualms about that. But you may – if you heard my singing you may want it to escape the house! (M.Polo)
- To Snowy – No problem. I'll be down some day. Thanks for the CLUE – so. (M.Polo)
- To Snow White – Shees. I should have known. Well, I suppose it would be pointless judging them in order of height. (M.Polo)
- To Snowy "Blanc" – Er, a few issues back, I think. (M.Polo)
- To Mad Cat – Yes. I s'pose it does. Quite. Why do deranged feliner always comes up with this techno-babbie? (M.Polo)
- To Mad Maisie – Now you are what Dead Warg would call "virulent". (M.Polo)
- To M.Polo – You sure can! Thanks. (Uncle Horace)
- To Damian – With M.Polo's help the CAMERA will soon be rolling again. (Uncle Horace)
- To Damian – And, with a bit of luck, when it "rolis", it'll flatten him!! (Ellen)
- To Jon – Mine's "Can't Buy Me Love" – and I wouldn't worry too much about going out of key. Do what I do – use your own set!! (Ellen)
- To Pete – A "duet" featuring D. O'D and yours truly, next "audio extravaganza" – promise!! (Ellen)
- To Reynir – Have you managed to conquer the "jungle" yet? (Ellen)
- To Gail – Thanks to Rudi I've forgotten what my bed feels like. (Ellen)
- To Phill – Promise you won't laugh! That flippin' Assassin got me (again!!) (Ellen)
- To M.Polo – Nope, definitely not. We'll leave that to The Dead Warg, eh? (Ellen)
- To Mad Cat – I'd watch it, if I were you. Ro might just add you to his next potion. Oi' Goon, indeed!! (The Witch of Stanley)
- To M.Polo – Pogkin can have as many "becks" as he wants – so there! (Snow White)
- To Marco – the friendly plumber – You can "see to" my sprocket anytime. I'm sure we can come to some arrangement regards the price, after all, I'm pretty friendly too! (Snow White)
- To Mad Cat – There's no purrhaps about it – you did. (Snow White)
- To The Whinger – Why, he feels VERY (very!) Happy, of course!! (Snow White)

To Mad Cat – YEAH!!!! Fame at last! Tell your mum I'm on my way. (Dopey)
To M.Polo – Where about's is Oxfam? I've looked on my map – but I can't find it anywhere.
(Dopey)
To Pete – I'd bin the next Jiffy bag from Stanley, if I were you. (Dopey)
To Mad Cat – Typical male! Leaving all of the hard work to the female of the species. (Sherry
and Lucky)
To Bosi – Yup, it's a dog's life, innit??? (Love Rudi)

IN TOUCH

WANTED FOR AMIGA 500 : To swap or buy – any Level 9 adventure games. Please contact the Probe office and I will forward the details.

WANTED FOR C64 : FREEZE MACHINE MK 5. Please contact the Probe office with details.

FOR SALE : For **C64** – Mini Office II, Word Processor, Database, Spreadsheet, Label Printer, Graphics and Communications package. Original boxed copy on TAPE – including instruction manual £7.50. For **Spectrum** – Original tape copy of Gilsoft's Quill complete with instruction booklet and Illustrator instruction booklet £4. For **Amstrad CPC** – Original, cased, tape copy of Incentive Software's Graphic Adventure Creator. Includes Lenslok and instruction manual £5. For **BBC B** – Original, cased, 5.25" disc copy of Incentive Software's Graphic Adventure Creator. Includes instruction manual £5. All prices include postage and packing. Cheques/postal orders payable to D.STEELE to Flat 2 4b Fenton, Southfield Rise, Paignton, Devon, TQ3 2NE.

AMIGA GAMES FOR SALE: £7 each or 3 for £18. Tank Platoon (Tank simulator); Dune 2 (Strategy/RPG); Cannon Fodder (Arcade); A-Train (Railway sim); F1 Gran Prix (Microprose racing sim); The Greatest compilation (includes: Lure of the Temptress, Jimmy White Snooker and Dune); Abandoned Places (RPG); Chaos Engine (Shoot 'em up).

£5 each or 3 for £12.50. Perfect General (War game); Streetfighter 2 (Beat 'em up); EPIC (Space strategy); Powermonger World War 1 edition (Includes Powermonger, wargame); Goal (Football); Mad compilation(3 platform games: James Pond 2, ?, ?); Midwinter (Strategy/RPG NOT 1200!!); Harpoon (Naval strategy); Premiere (Good platform game); Keef the thief (Adventure/RPG).

£3.50 each or 4 for £10 Stormlord (Platform); Kampfgruppe (Tank battle); R-Type (Shoot 'em up); Full metal planete (Strategy); Carrier command(Strategy); Joan of Arc (Strategy/RPG); Armourgeddon (Space battle); Count Duckula (Kids platform game).

AMIGA GAMES WANTED: Jewels of Darkness Trilogy and Loom. Will swap one for one any £7 game or any 2 £3.50 games. Otherwise state the full amount you require. All prices include P&P. If possible state alternatives. Contact Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY (Cheques payable to S.J Clay)

ADDITIONAL SOLUTIONS

The following solutions have been added to the files recently.

ARTHUR – QUEST FOR EXCALIBUR, BEYOND THE DARK MIRROR, BILLY BARKER INVESTIGATES, COSMOS (full solution), CRYSTAL THEFT, DREAMWEB, DUNGEON ROMP, EXORCISM, HEART OF CHINA, INDIANA JONES AND THE LAST CRUSADE, KINGS QUEST 1 (PC, later version), POWER CURSE, SIMON THE SORCERER 2, VIDEOWORLD.

OBJECTS AND THEIR USES

LORDS OF TIME compiled by Karen Tyers – available for various computers.

Please note : numbers in brackets refer to zone(s) object used

Found in Start Location

Hourglassvaluable treasure

Found in Living-room

Candleprovides temporary light (2 onwards)

Matchboxlights candle, also petrol (2)

Found in Zone 1 – The Present

Rucksackwear to carry more objects (all)

Ropetie planks (1)

Tin Openeropen cat food (2)

Jewellery Boxvaluable treasure

Spearstops tiger attacking (2)

Pickbreaks ice (2)

Plankstie with rope to cross stream (1)

Cat Foodfeed sabre-toothed tiger (2)

Looking Glassgive to Narcissus (1)

Metronomevaluable treasure

Valerianwave at willow tree (1)

Lodestoneattracts keys under shed, also valuable treasure (1)

Keysunlocks shed, cages and bars (1, 9)

Axechop willow tree (1)

Shoveldigging tool (4, 5 9)

Teardrophourglass treasure (9)

Silver Coinexchange for goat (7)

Full Petrol Canpour and light to scare mammoth (2)

Fireflypermanent light source (3, 4, 5, 6, 8, 9)

Mushroom Ringeat to see Tooth Fairy (1)

Found in Zone 2 – The Ice Age

Fur Coatwear to keep warm and give to Viking guard (2, 4)

Tuskhourglass treasure (9)

Bonegive to silver fox (2)

Toothgive to Tooth Fairy – accept 2nd offer (1)

Icicle.....freezes lake (2)

Candelabravaluable treasure

Swordgive to prince (5)

Found in Zone 3 – The Stone Age

Leaveswave at brontosaurus (3)

Mirrorwave at brontosaurus, also drop by caveman (3)

Dinosaur Egghourglass treasure (9)

Stone Potvaluable treasure

Pebblethrow at skeleton (3)

Clubthrow at caveman (3)

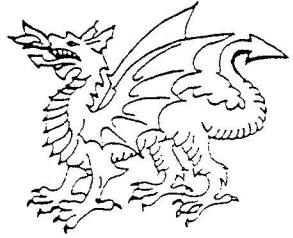
Onyx Figurinevaluable treasure



- Gold Nuggetgive for ale (5)
- Wheelvaluable treasure
- Found in Zone 4 – The Viking Era**
- Lurblow when find Pete (4)
- Parchmentread for clue about Pete (4)
- Olive Branchhourglass treasure (9)

Found in Zone 5 – The Tudor Era

- Milestoneabandon hope (9)
- Alegive to messenger (5)
- Foodgive to dragon (5)
- Dragon's Winghourglass treasure (9)
- Frogkiss it (5)
- Princefights the Black Knight (5)
- Gauntletprotect hand from hot white star (7)
- Armour.....protection from Black Knight (5)
- Coffervaluable treasure



Found in Zone 6 – The Medieval Era

- Drinking Hornvaluable treasure, also fill with water (8)
- Sweetmeatsgive to hunting dogs (6)
- Playing Cardsshuffle (6)
- Joker Cardgive to jester (6)
- Bellring to summon jester (6)
- Bellied Caphourglass treasure (9)
- Ringvaluable treasure
- Crownvaluable treasure
- Lutevaluable treasure, also play to open panel (6)
- Water of Strengthdrink for strength to pull grate (8)

Found in Zone 7 – The Future

- Galactic Groatcarry to enter starship (7)
- Fallen Starvaluable treasure
- Emeraldvaluable treasure
- Mattresscarry for happy landings! (7)
- Rocketfires grapnel (7)
- Lightsabrefight cyberman (7)
- Phialvaluable treasure
- Screwdriveropen robot (7)
- Rubyvaluable treasure, also magnifies (7)
- Silicon Chiphourglass treasure (9)



Found in Zone 8 – The Roman Era

- Winged Sandalswear to escape from arena (8)
- Bucklehourglass treasure (9)
- Weighted Netthrow at lion (8)
- Tridentthrow at lion (8)

Found in Zone 9 – The Far Future

- Bottle of Poisonpoison flower (9)
- Box with Evil Eyehourglass treasure (9)
- Cloakwear for invisibility (9)

GETTING YOU STARTED

BILLY BARKER INVESTIGATES played by Dorothy Millard on a C64 – also available on Amstrad

Start at the shipping warehouse by a high stack of crates. EXAMINE CRATES, E, N, N, E, N, GET SCREWDRIVER, EXAMINE SCREWDRIVER, E, E, U steps, E, E, E, N into cubicle. READ SIGNS, GET BUCKET, GET coat HANGER, LOBE TOILET (you find a ball of string), LOIN TOILET (see a cigarette filter), FLUSH TOILET (it's still there – leave it), S, W, W, EXAMINE WINDOW (see security guards – don't enter while they are present), W, D steps, W, W, S, W, S, W, N. GET MOUSE remains, N, W (to Bay 1 of service area), EXAMINE SHELVES (see package), OPEN BOX (using the screwdriver – you find a can of oil), EXAMINE OIL, S into Bay 2), EXAMINE PIT, D to bottom of pit

DRUIDS MOON played by Barbara Gibb on a Spectrum – also available on Amstrad

Start in the bedroom of a pub in the village of Avenbury. INV (*carrying* nothing). WEARING (pendant, shoes, trousers, shirt and ring), EXAM. PENDANT (has a curious design), OPEN WARDROBE (locked), SEARCH POCKETS (find silver key), TURN small KEY (in wardrobe), LOOK, TAKE SUITCASE, EXAM SUITCASE, OPEN SUITCASE (need small key again – contents fall out of suitcase), LOOK (see lots of things but you only need one), DROP KEY, DROP SUITCASE, TAKE TORCH, OPEN DRAWER, LOOK, TAKE HIPFLASK (which is empty), LOOK UNDER BED, TAKE MONEY, EXAM MONEY (note details), N (landing), D, D (hallway), EXAM TELEPHONE, TAKE RECEIVER, TAKE TEN PENCE, INSERT COIN, PRESS BUTTONS, DROP RECEIVER, TAKE STICK, S, E, TAKE bread KNIFE, W, N, W (country road), U (hillside – hear rustling), LISTEN CAREFULLY, LOOK (see man), TALK TO MAN (he offers you something which he puts on the ground), LOOK (see a parchment), TAKE PARCHMENT, READ PARCHMENT (more curious symbols), U, N (by altar in circle of standing stones), EXAM ALTAR, LIE ON ALTAR

SIMON THE SORCERER 2 played by Jill Nott on a PC

You start the game outside Calypso's shop.

CALYPSO'S NEIGHBOURHOOD – Talk to everyone you meet. Re-enter the shop and get the baseball bat and dye. Go to

CASTLE – Guards want a money bribe to let you in. Question them about the monetary system and note what they say.

TOWN SQUARE – Watch morris dancers break their stick. Give baseball bat and stand back and watch the fun. Bat ko's accordion player so dancers need new trainer and put up poster in

STREET OF TRADERS – Get the poster. Help ironmonger with monetary questions (answers 5, 1, 3) to be given crowbar, and visit jokeshop. After talking about stink bombs, you will be able to pick up jokebook. Leave pet shop and fat man till later.

DOCKS – Help Goldilocks by prying open a crate and pick up her wig and dinghy. Meet UM Bongo to discover he is looking for a dance troupe to lead. Give him the poster

FLOOK played by Peter Clark on an Amstrad

From the start: Play a game on the computer and a large bug crashes through the skylight and eats it. Climb up the bug onto the roof then go east and jump down into the Rose Garden. Examine the roses and get the mouse. Go north to the Farmhouse Lawn and west into the Greenhouse. Drop the mouse to scare of the (elephant-sized) Geranium. Go north and examine the bench. Get the box and go back to the Lawn. Drop the box and then go north. Examine the door. Knock door three times and when it is answered, push the door and enter. Go north to the Study where you will find out the start of your task.

Go east and stand on the platform. Wait until you are killed and find yourself in a white cell. Read the paper and you are taken to Heaven on a cloud. LIVE to come back to life on the lawn

FORGOTTEN PAST played by Dorothy Millard on a C64 – also available on Amstrad and Spectrum

You start on an unfamiliar shore. EXAMINE DUNE (you find the remains of a rowing boat but nothing useful), GET SHOVEL, EXAMINE SHOVEL, GET MAP, EXAMINE MAP, DROP MAP, W, GET sea SHELL, EXAMINE SHELL, DROP SHELL (it's a red herring), W, U cliffs, S, S, S, S to south of volcano, U to top, EXAMINE ASHES, LOOK, GET JUG, EXAMINE JUG, D, E, N, N, N, W, S to pool, FILL JUG (with water), N, E, E, E, E, N to a patch of white flowers. GET FLOWERS, EXAMINE FLOWERS, LOOK, GET TONGS, EXAMINE TONGS, S, S, E, DROP SHOVEL, E, N to cliff top (a sword is here stuck in the ground), EXAMINE SWORD, PULL SWORD

HEART OF CHINA played by Phil Reynolds on a PC

You start on the dockside surveying the wreckage of your boat. Leave the dock and travel to the town, enter the bar and go left to the bar. Talk to Ho the barman using responses 3, 1, 1 and 1. A goon will interrupt your conversation, respond to the goon using answers 1 and 2, then Zhao Chi will interrupt, talk with Chi using responses 1, 2 and 1. Chi will agree to help, but will not fly in your plane. You need to persuade Chi that it is safe to fly, so leave the bar and pick up the piece of paper that is blowing about the street, re-enter the bar and use the paper on Lucky to make a paper plane, use the plane on Chi to show him that a plane can fly and he will join you. Leave the bar and enter the shop, talk to the shopkeeper then switch to Chi and talk to the shopkeeper, switch back to Lucky and talk to the shopkeeper again and he will eventually agree to make you some healing herbs but first he needs some seagull droppings

LOOSE ENDS played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)

You start on stage during a performance of Hamlet. WAIT, W, S (dressing room – note what Giles says), I (carrying skull), SLEEP (autodrop the skull – leave it for the moment), X MIRROR (you need a shave), X WASHBASIN, X HOLDER (full of shaving cream, also see a shaving-brush), X TILES (see razor-blade), TAKE BRUSH, PUT CREAM ON BRUSH, TAKE BLADE, SHAVE, DROP ALL (not absolutely necessary as you autodrop the brush and blade when you leave the room), OPEN WARDROBE, X WARDROBE, CHANGE CLOTHES, CLOSE WARDROBE, X CLOTHES, X POCKETS (empty), N, E (stage), X GOLIATH (the caretaker – see he is carrying a helm), ASK GOLIATH FOR HELM, X HELM, NE (green room – note what Hardy says), TAKE GAUNTLETS, SW, W, S (back in dressing room)

HINTS AND TIPS

CASTLE OF TERROR played by Barbara Gibb on a C64

Part One

Ask for HELP from the VILLAGERS to get a coin needed to get the man in the Duck inn to talk. Wait around for the villagers to buy you a drink.

There are *two* mills – one has two items of importance, the other has one.

Part Two

In the library you have to depress the skull and take a book to find and safely enter a passage leading to a secret chamber. Take the treasure, and put a book on the shelf to reopen the passage.

To defeat the knights – EPOR WORHT.

To clear the spider's web – BULC GNIWS

You need to carry the cross (which radiates *sunlight*) to protect yourself from Dracula.

To release the girl, you have to UNTIE her using the *dagger!*

You have to cool the pot of boiling oil before you can move it.

CIVIL SERVICE 2 played by Mystick Maggot on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)

Don't get side-tracked by the package. square up to the gypsy but the Syiph is a Myth and you need Rhythm for your first tryst with number 9.

Now off to school, but it's a clever man who can solve this. ask your dad for a clue. Then with a good head of steam and a full tank, take a cruise past the Venetian coast in a frigate, don't forget to wear your stetson (a one-gallon size). Now it's ship-ahoy and shout Eureka, then with a different band the blacksmith plays music by ear. 96 plus 125 is a simple sum.

Now for the hard part. This is a cheapo restaurant. pay a penny-piece for a meal, then time for another lesson but there is a setback, no water at the manor and you're bitten by an ant, and it's poisonous.

MAGIC TREASURE ADVENTURE played by Barbara Gibb on a Spectrum

Part Two – Castle Adventure

Drinking the glass of port increases your strength.

The torch is in the drawer of the desk in the study.

Open the panel to find some bullets.

Wear the glasses in the library to help you discover a secret room.

You'll need to extend, drop and descend the ladder to return to the drawbridge. Typing SCORE should double it to £8000 if you have collected all four treasures.

The umbrella, sandwich and rope are red herrings.

CONVENTION BLUE played by Barbara Gibb on a C64

To fall through the floor of the Ensuite, you need the handle and the pole to push the switch high on the wall of the hidden room.

Use a rock to smash a window in the shed, then wear the gloves before trying to enter.

Throw a rock at a tree to find a treasure.

Use the net to get a treasure from the swimming pool.

CORYA: WARRIOR SAGE played by Barbara Gibb on a C64 – also available on Spectrum

To get the golden key – wear the gauntlet, then lower the crystal into the well of acid.

To kill the dragon – cast shield to protect yourself, then cast fire *three times*

To get over the quicksand – PLACE TAPESTRY, then go south.

DAVY JONES LOCKER played by Peter Clark on an Atari – also available on Amstrad, C64, Atari(e), Amiga(e) and PC(e)

Sick Squid is nearly as much as seven.

Make a note of the answers to the questions on the computer in the Locker Room. You need them later to get to the top of the hill by the Palm Tree.

In the airlock, press the red then the blue button before going west into the sea. Head north quickly until you get to the beach as you can't breathe under water.

Palm trees can be handy!

DAY OF THE TENTACLE played by Damian Steele on a PC

Need a tentacle costume? Try changing the design of the flag.

Want to win the best human competition? Send the fake barf, the noodles, the laugh box and the horse's teeth into the future.

The judges don't like your human hair? Use the fork on it to make it more appealing.

Your cell mates won't leave? Bring in a "skunk" and they'll do a bunk.

EUNUCH'S BALL played by Barbara Gibb on an Amstrad

Buy the paperback and magazine with the £10 note.

Frighten the duck with the cat.

In the "silver key house", pull the books in the library. Forget about the umbrella rack, lectern, typewriter, vial and microwave oven, stereo unit, coffee table, long table, bath, and small bed.

Use the knife to lever the culvert.

In the "brass key house", hide in the wardrobe and then become a Peeping Tom, then a bit of "tie up and tickle" is required. Before you leave the house, visit another bedroom and a secret room.

In the "black key house", visit the kitchen then venture down the grim passage – ensure you have a password, and some presents for the women.

FISHER KING Pt.2 played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)

After greeting Ciarissant, board the barge, examine it and the woman – she is someone you know. Try to get the lance, then give her the mirror (hope you picked it up after giving it to the Enchantress) – The Loathly Damsel is transformed to her true self – Blancheflor.

You have to be high ranking (80% at least) to enter the chapel. LISTEN and get the Sangrael (repeat input until you have it).

Fill the Sangrael with blood and SAY TO ANFORTAS DRINK BLOOD to complete adventure.

HEROES OF KARN played on a C64

Ask Beren to – get and then set the songbird on serpent.

" " " attack dragon with sword.

" " " open the clam.

" " " give meat to falcon, then take falcon and set it on the bat.

Ask Ishar to – get and then wave wand – more than once.

" " " read the scroll.

" " " attack Vampire with cross.

Ask Haldir to – play lyre (to put spider to sleep).

Ask Khadim to – attack Pirate with dagger (to obtain a map).

Give Anton the gypsy the silver coin for useful information.

Drink the white potion to become invulnerable to fire.

Water is an important commodity – hope you've paid your water rates! Use it to water the ashes, attack the witch and water the plant (twice).

Use the spear when attacking the Hydra.

Use the acid when attacking the Knight.

KENTILLA played by Dorothy Millard on a C64 – also available on Spectrum plus other computers(?)

Before commencing the adventure it is necessary to bear in mind the following:

1. The Urga-Mauls are enemies and must all be killed when you meet them. One of the Urga carries some velmista (examine Urga after he's dead). Eat the velmista for an instant cure of your wounds, but it is not necessary as there are other ways. Also, you never know which Urga-Mail carries it, and you are on a time limit to rescue Timandra.
2. The Cavezats are your friends.
3. You must reach Timandra *before* she dies in the ropes, so the best sequence is Caves, Plains, Carawood, Swamp of Caradoom (to free Timandra), Tylon's Castle, Beach, and Black Tower.
4. If you don't kill the rattling quarg on first meeting it, then it will wander off, wasting valuable time while you locate it.
5. The time limit feature is relaxed after you have freed Timandra.

KYRANDIA 2 – HAND OF FATE played by Damian Steele on a PC

How to solve the firefly puzzle

To finish this puzzle you will need to click on all of the fireflies in the correct order.

To find this order click on any firefly. The fly should beep and flash. A second fly should beep and flash.

Click on any other fly except the two mentioned above. This time you should find that one of the first two beeps and flashes again.

Repeat the above choosing a fly which hasn't been used yet. Again you should find that one of the original two flies beeps. This is the fly which begins the sequence.

Now make a note of the colour of that fly and click on it. It will beep and flash to acknowledge your click. Then it will beep and flash again followed by one other fly. Make a note of this second fly.

Now click on the first then the second fly. They will beep and flash and so will a third.

Repeat the sequence, each time making a note of the colour order until you have been through all the flies. You will be told when the sequence is finished.

Remember, the colour code sequence is different for each game and is referred to more than once.

KYRANDIA 3 – MALCOLM'S REVENGE played by Jenny Perry on a PC

You can reach the cellar via the hole in the toyshop (thanks Sue Medley).

Pop the crystal mouse on each individual cat in the ruins to obtain a weather picture. Put the gems on the altar to obtain the same pictures. Match the gems to the cats at the colossus.

Make a fishing rod/coin box opener with the nut on a string and a bent nail.

Mix the eels with the sesame seeds for fertilized seeds. This makes a larger plant when you add water.

Put some fertilized seeds on the bricks in the cellar, then water them to smash the bricks. (thanks Sue Roseblade).

SONG OF TALIESIN Pt.2 played by John Schofield on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)

There's something under the rocks.

The fungus in sunlight becomes an aid to retrieving the key. Try it on the dagger first and then on the wool.

Your failure with the dagger will create some imps. After following them, check the floor, the steps, the shapes and the cracks.

After the imps have eaten, you'll have to stand on the steps.

Hug Gwydian and use a spell to escape The Crack of Doom.

Have a good look at Gwydian's horn!

After unlocking the door, you should be able to make a sort of lamp with the basket.

L.A. ADVENTURE Pt.2 played by Barbara Gibb on a C64

Blind man – steal the paper from him.

Bar – clean the screen with a piece of cloth ripped from the photo booth curtain.

Restaurant – give the tomatoes to the cook then help him further by becoming a temporary waiter; you can now go south from the kitchen.

Playground – go on the roundabout to find two planks of wood.

Jeweller – you have to fill his van with oil before he will buy the ring.

Ice Rink – if you have the iceskates you can go SE to the entrance to the Baseball Stadium.

Baseball Stadium – SCAN CARD to enter the stadium. You can push the seat in the stand to find something useful. Providing you have the baseball bat you can try to hit the ball three times. Now take the ball.

Lady and dog by lake – throw the baseball for the dog to chase.

Sports centre – talk to the instructor, then SIGN *** **** (the stars being the name you see when you read the graffiti (note spelling) using the bottle) in a certain location.

MIDSUMMER DAY'S DREAM Pt.2 played by John Schofield on a Spectrum (128K only) – also available on Amstrad (tape and disc)

The walls will provide a heavy object to throw at the switch – but it takes practice before you succeed.

Pick a flower. Be careful opening the bedroom door and then remember what card you hold.

Get the middle word the tap makes to cross the stream.

Don't bother wearing the hat – what's inside it is important.

There's something for the owl inside the doll.

Licking the rock will get you on the table.

MORDON'S QUEST played by Dorothy Millard on a C64 – also available on other computers

In the Time Chamber the destinations are randomly generated when you push/press the plate.

TWO EXITS NORTH

- 1) Shingle Beach (giving access to Marine Area)
- 2) Chalk Hollow (giving access to Roman Area)

TWO EXITS SOUTH

- 3) Large Cave (giving access to Jungle Area)
- 4) Ante-room (giving access to Futuristic Area)

REALM OF DARKNESS played by Barbara Gibb on a C64 – also available on Atari ST/STE, Spectrum, Atari(e), Amiga(e) and PC(e)

Near the beginning, climb a tree and look out to sea. Now do some adventuring whilst the flotsam is drifting ashore, including capturing some bees and finding a way over the boulder so you can reach the wreckage?

Don't try to get the tusk or enter the scorched cavern unless you are invisible.

Ensure you use the knife to obtain the key for the safe and the amethyst from the tree *before* you cut the reed.

The prospector's hammer is used twice.

You need the bracelet's strength to open the poacher's trap and push a boulder.

To get the bone – ASK PERCY THROWER.

Don't sift the ashes in the log cabin unless you have protection on hand. To recover an object taken by the thief when you dropped it, you can drop the tea chest, climb in chest and go south, southwest and northwest to the treasury. Now providing you have the card you can go north to the secret room and pick up the stolen object.

SAM AND MAX played by John Yates on a PC

Lose on the cone to gain in the Lost and Found.

Let Max sort out the fuse box.

Snuckey will open your jar, but don't leave without a Bigfooted pedicure item.

Play a fishy five iron to build a bridge.

Hand + retriever + magnet + yarn – ring.

Let Max loose on the mammoth problem.

He'll also need some twine to perform dinosaur dentistry.

To get the snow storm sealed, pick an item to bend.

SETTLERS played by Larry Horsfield on an Amiga A1200

On the main options screen, enter the mission password as PASSIVE. This will take you direct to mission 30 and from here you can click on the arrow down to all of the other missions.

VERY BIG CAVE ADVENTURE played by Barbara Gibb on a Spectrum – also available on C64, Atari(e), Amiga(e) and PC(e)

Part One – In the Parser Cave : WAIT until the troll starts to eat the cornflakes, and WAIT again until he drops the packet. Pick up the packet and examine it to see "a Sophisticated Parser, only given away in family size packets". DROP grey PELLET (from Gotham City Library) and WATER PELLET (need bottle of water) so that, overloaded by excessive verbal input, the parser overheats and explodes, vapourizing the troll and the art critic.

Part Two – Closed Iron Gate : To open. DROP BROKEN PLATE (found in French Cheese Room).

SOLUTION OF THE MONTH

A SERPENTINE TALE

Written by Diane Rice

Solution by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e) & PC(e)

ST (story) or B (begin adventure), TAKE CHEST (contents fall out), TAKE BOX, X BOX (contains snuff), You don't need the rest of the objects), HELP (familiar figure appears and drops a scroll), TAKE SCROLL, X SCROLL (6 clues), LOOK N (see object floating in sea), X OBJECT (looks like large tyre!), FEEL OBJECT (cold and slimy), WAIT, WAIT (serpent smashes your boat), SWIM (need chest for bouyancy), SWIM (serpent rears up), X SERPENT, GRAB TONGUE (now inside serpent), It is dark so WAIT five times until it opens it mouth, SEARCH DEBRIS, TAKE NET, Serpent closes its mouth, Again WAIT five times then TAKE POT and JUMP OUT before its mouth closes again, Serpent is still around so THROW BOX of snuff to temporarily blind it, SWIM N to rocks and hide until serpent goes away, X ROCKS, TAKE GUANO (need lobster pot) then LOOK to see a fisherman in his boat, SHOUT so that he picks you up and takes you to the beach, ASK KAAL (the fisherman), He has lost his net, GIVE NET (he thanks you and advises you to go to his friend Tooman the farmer,

U (cliff crumbles so you can't return), W, N, SW (farmyard), IN, X FARMER, ASK FARMER (he doesn't have time to answer questions at the moment, but he says his wife is at the church and you should make yourself useful around the place), OUT, NE, W (inside barn), X PLOUGH (has broken share), E, S, E, E, IN (inside church), X LADY (Tooman's wife, Rhona), X PRODUCE, TAKE PRODUCE (mouse tells you off, Rhona sees it and goes off to look for a mousetrap), TAKE PAPER, READ PAPER, DROP PAPER, TAKE LADDER, OUT, N (village square), IN INN, X CUSTOMERS (blacksmith, lady and storekeeper), X BLACKSMITH (Jasum), X LADY (Merion of Rose Cottage), X STOREKEEPER (Borden), X LANDLORD (Dran), X BAR, L(ook) until customers leave – they will now be back at home or work), OUT, NE, X ROSES, GIVE POT (now have gold coin), SW, W, S, W, N, W (back at barn), TAKE PLOUGH (you automatically drop everything you were carrying), E, S, E, E, N, E (Smithy), Jasum should be here, ASK JASUM (if the plough is present he says he can fix it but he needs some iron), W, IN INN, TAKE GLASSES, TAKE BOTTLES (landlord asks you to take them into the back yard), GO YARD (see ~~new~~ barrels), DROP BOTTLES, X BARRELS, TAKE HOOP, S, OUT, E, Jasum takes the hoop and repairs the plough, TAKE PLOUGH,

W, S, W, W, S (recently-harvested wheat field), DROP PLOUGH (for later), N, N, W (barn), TAKE LADDER, E, SW, S, IN (stable), TAKE HARNESS, OUT, N, NW (orchard), X TREES (see apple), CLIMB LADDER, Apple falls to ground and Rhona repossesses the ladder, TAKE APPLE, NE (end of lane), If you open the gate Bess the horse will escape and you will never capture her, CLIMB GATE, GIVE APPLE, X BESS and TAKE ROPE (you are now leading her), OPEN GATE, W, S, S, S (wheat field where you left the plough), HARNESS BESS, ATTACH HARNESS to plough, PLOUGH FIELD, PLOUGH FIELD (Tooman takes Bess back to her field), , N, N, W, TAKE SCROLL, TAKE GOLD, TAKE MATTOCK, EMPTY SACK and TAKE SACK, E, SW, IN (farmhouse kitchen), ASK FARMER (if you have scroll Tooman hints about circle of stones and the field you have just ploughed), OUT, NE, S, S (ploughed field), DIG (need mattock), DROP MATTOCK, X SKULL, TAKE SKULL (using the sack so that you don't touch the skull), X TREASURE, TAKE TREASURE (hand passes through it).

N, E, E, N, IN INN, BUY DRINK (for Jasum – you now have a *silver* coin), OUT, IN STORE, BUY LANTERN (must have silver coin). Now you are back in the village square. X LANTERN. SE. E. S (stone circle). X STONES. X ALTAR. If it is *after* you have ploughed the field it is late in the day and the sinking sun casts your shadow across the altar. SLEEP. You wake up as the sun's first ray's strike the altar. X ALTAR (see gorse bush), E, U (top of hill near barrow), X BUSH (see hole), CRAWL IN (dark if you don't have the lantern). Now inside barrow. X COFFIN (see headless skeleton), PLACE SKULL, TAKE TORQUE, X TORQUE(serpent!), SEARCH POTTERY, TAKE TWEEZERS, CRAWL OUT, DROP LANTERN, D, W, N, W, NW, IN INN. If it is closed repeat L(ook) and IN INN until you enter. X FLOOR and TAKE BRONZE (need tweezers), DROP TWEEZERS, OUT, IN STORE (reduced his sale goods to one bronze coin), X SPELL BUY SPELL (need bronze coin), SE, E (at megalith), X MEGALITH (note serpent), I (you should only have Torque. Spell and Scroll plus normal attire [worn]), READ SCROLL, DROP SCROLL, WEAR TORQUE, OPEN CONTAINER, REMOVE ATTIRE, DROP ATTIRE, STRIKE STONE. You feel yourself tossed and buffeted by a strange force until... You find yourself near the city of Hiarken, your original goal. Well done! You made it! Now all you have to do is find some more clothes! You have scored 200 out of 200.

IMPORTANT – re. last month's solution of the month – THE FOURTH PROTOCOL

Joan Pancott kindly telephoned to say that PART THREE of the **AMSTRAD** version is completely different. I hope to publish full details in a future issue of Probe. (Barbara)

SERIALIZED SOLUTION

GOBLINS 3

Solution by Jenny Perry on a PC

(continued from last month)

Here you **start off as a giant!** Get the dolmen, millstone and stone. Stand on the lever of the trap. As Chump you **stand on the meat** to flip Blount up to the roof where he moves the roof and chats to the Princess. Now go and put the dolmen in the thorns and talk to the knight. Use the millstone in the basin and the sponge in the fire. Now you can use the fork on the meat. Go to the Inn, put the spoon on the stone and the sugar on the spoon and flip Chump up to the paprika. Quickly click on Chump, the paprika, then Blount who uses the meat on it. This is an intricate manoeuvre. Go back to the country. Put the coin in the ear, the memorandum in the basin, the fork in the nostril and the meat on the fork. Now you own a small dragon. Talk to the captain and Korin and use the stone on her. Go and look in the magic knob!

Now you control Wynona, who is having problems of her own. Get the wick from the small beast and the powder from the keg. Talk to Metahualpa. Pick up the wand and use on flint. Use the wand again on the helmet to free it from the skull. Use the flint on the tree to obtain bird lime, which you use in the helmet. Use the flint on the pipes (you vandal!) then the tubes in the hole. Use the powder, wick, bird lime and flint on the tube. Use it on the door. Repeat this performance for the wall, brick and beam. Now use the flint on the tube to make another pipe and give it to the Inca. When the condor swoops down take control of Oozo and ride the condor to retrieve the Spellbook. Lift the rock and zap the bamboo, also the skull.

Use the bamboo to make large sticks of dynamite and the hair for the wicks. Blow up everything else mentioned in the castle. Wynona chats to Fourbalus, who transforms her into a butterfly.

Now you are Blount again. Go to see the customer. Chump stands on his hand while Blount puts sugar in his (the customer's) hand. Chump is now flipped up and can get leash. Use the plunger on the pedestal, and the leash on the plunger. As Blount climb the leash and talk to Othello. Give him the coin, unlock the door and pop the dragon inside. Get the bill, give the key back to Othello and retrieve your coin. Give the bill to the captain and you can travel on to the next level.

This is actually 3 levels in 1, which interlock. Talk to the mummy then mend her roof with your umbrella. Use the hot water bottle on the egg. Pull the lever to bring down a cannonball. Go to the grocer's shop, use the coin and letter on him. Get the egg and key. Use the key on the lamp to become a werewolf (don't worry – you change back to normal in sunlight). Push the cupboard to the floor and jump on it from the cornice. Get the hammer from the opening and use it on the travel box. Get the decoy. Bounce about on the sofa, then bounce on the spring and use the hammer on the gidouille to get its horn. Also get the spaghetti. Now go back to town, knock on the alchemist's door and chat until he gets fed up with you and lets you in. Follow the instructions about which hand to use for what. Mix the growing potion. First pop water in kettle, use lighter on heater and spaghetti on water. Pop cooked spaghetti in mixture. Use horn in ashtray, lighter on horn and burnt horn in mixer. Use hot water bottle on egg, shell on mortar, pestle on shell and crushed shell on mixer. Turn the mixer on and use potion on snake. Aaaah. Now make another lot of potion and pop it in a bottle.

Go back to town and use the elixir on the bird, plant and bud. Go to the grocer's. Blount lifts the nightstand while Fulbert flicks the soap with his tail. Fulbert presses the switch and Blount goes down the trap to obtain the bone. Now go back to town. Blount stand on the cannonball while Fulbert flips the lever, shooting Blount up to the rooftops. Fulbert will bridge the gap between the houses while Blount collects the shoe sole. Fulbert now slides up the stem and scares the lady into dropping her letter. Blount uses it with the mirror – twice – to reveal the lost recipe for flying potion. Now for a really fiddly bit, the lady is holding a flower you want. Fulbert slides up the stem again and scares her again, causing her to drop the flower. Quickly before it goes down the drain Blount catches it. This is easier said than done.

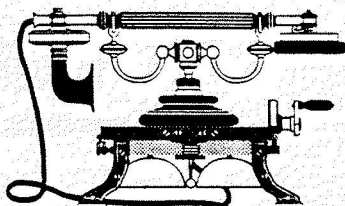
Back to the alchemist's. To concoct the speed potion fill the kettle, use shoe sole on water and lighter on heater. Pop boiled sole in mixer. The floriane goes in the still, lighter on burner and extract in mixer. Use the bone on the mortar, the pestle on the bone and the powder in the mixer. Whip it all up and get your potion. Now go to town. This bit is *very* fiddly. Go to the bell (Fulbert bridges the gap again). Use decoy on bell, speed potion on yourself and make a mad dash for Jeff. Tap him on the shoulder *before* the female bird flies off. Now make another dash downstairs and grab that feather before it goes down the drain.

Yes, it's back to the lab to make the third potion. Use the memorandum in the still, the lighter on the burner and the tears in the mixer. (If you get this bit wrong you have a useless potion and a very fiddly disposal problem – yes I did make a small slip up). Put feather in ashtray, lighter on feather and ashes in mixer. Now put soap in water, use coin with fan, quickly pick up the key, dip it in the water and use with fan to make bubble. Put your potion in a bottle and you're up in the clouds for the next level. (more next month)

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- 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
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- Peter Hague** - 32 Chancet Wood Drive, Meadow Head, Sheffield, S8 7TR
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GRIMWOLD (Simon Avery)	01626 824322	Any reasonable time but not after 10pm Amstrad
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