

# ADVENTURE PROBE

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## EVERYTHING YOU NEED TO KNOW ABOUT

# ADVENTURE PROBE

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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.

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

### **DISTRIBUTION**

Adventure Probe is distributed during the third week of the month. Copy date for contributions and advertisements is 23rd of the previous month.

### **CONTRIBUTIONS**

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



### **POSTAL ADDRESS**

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

Barbara Gibb - Editor, Adventure Probe  
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## HALL OF FAME

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

Dorothy Millard, Harry X, Steve McLaren, John Schofield, Phill Ramsay, Jack Lockerby,  
Phil Glover, Ellen Mahon, Reynir H.Stefansson, Martin Bela, Phil Reynolds,  
Jon Scott, Jenny Perry, Ron Guest, Paul Avis and Frank Fridd.

*Special thanks to :*

Wendy Down for the cover picture and  
Geoff Lynas for his usual excellent printing job.

## EDITORIAL

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First, a word about Joan Pancott, Mary's latest "victim" in her series of interviews. At the moment she is in hospital and will have the operation on her knee on Thursday, 12th October. We all hope the operation is successful and wish Joan all the best for the future.

Barbara Bassingthwaight would like to send her thanks to the anonymous reader who not only sent her a manual for her A1200, but one for Wordworth as well. There was no letter inside the envelope and the postmark was illegible. If the generous reader contacts Barbara or the Probe office they will receive a personal thank you and a refund of costs.

John Schofield has decided the subject of his next series of guide will be "Who-Dun-Its". The first one, Murder, He Said by Jack Lockerby, is in this issue. Further guides will include The Raven, The Lamberley Mystery, The Case of the Beheaded Smuggler, Investigations, Sherlock Holmes - A Matter of Evil, and Homicide Hotel, and maybe more. These are all Spectrum games, so if you feel you can write one for a game that is specifically for your computer (other than a Spectrum), please send it in. Who-dun-its are some of the most interesting, yet least completed, style of adventure, and make excellent reading even if you don't want to play the game.

So, hands up all who noticed but were too polite to mention the fact that the Zenobi adverts were identical in the last issue! I honestly thought I had selected an Amiga *and* a PC list. Also, I'm sorry if the presentation of this issue looks messier than usual but I had great trouble fitting everything together.

For the second month running the Review section is light on 8-bit reviews. However, Zenobi's new release, Emerald Elf, will definitely be reviewed in the next magazine, and I'm planning at least one C64 and some Amstrad reviews. The lack of reviews this month does *not* mean the Spectrum, C64, Amstrad, etc. are dead! It is just a lull before the Christmas rush; I know there are some excellent games getting the final spit and polish treatment before being released to what I hope are enthusiastic buyers. In the meantime, 8-bit owners haven't been overlooked in other sections, and don't forget that quite often a *is/will* be available for other computers.

I was staggered when a well known author sent me the total sales figures for his excellent (in my opinion) adventures. Every time a publisher ceases trading, or author stops writing, players pledge their continued support, yet the sales figures get worse! So, are 8-bit games players really such a small and dwindling group, or do they have plenty of good intentions but no money to pay to small price of keeping the authors and publishers at least breaking even for all their hard work? Gone are the days when up to 6 adventures for the 8-bit would appear each month, now it averages two to three (including conversions) so surely it isn't asking much for players to spend £3 to £5 per month for something that is longer lasting than a pint of beer or a box of chocolates. End of sermon. One final plea, Christmas specials (brain-teasers, pictures, stories, quizzes) are urgently needed.

One last point, I sent to Topologika Software for a copy of Avon and Murdac and when it came a few days later I noticed that they have changed their address. Obviously my order had been re-directed, but in case the Useful Addresses isn't amended in time, here is their new address : Islington Wharf, Church Hill, Penryn, Falmouth, Cornwall, TR10 8AT (Tel/fax 0326 377711). Til next month, happy adventuring,

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

## LETTERS

---

### From Neil Currie of Boquhanran .....

..... I am writing about the review of Arthur: The Quest for Excalibur.

I'm afraid this game is a pirate copy of the Infocom adventure. If you type VERSION during the game you will get full information about the game and author (Bob Bates)

\*

Thank you for the warning, Neil. I loaded my copy and indeed it stated Infocom, copyright 1989, and the author. I forwarded the supplied review copy to Joan in good faith, not being aware that it wasn't PD or Shareware. In fact, I understand CU Amiga reviewed it on their PD pages in November '94. Is there a foolproof way of knowing, unless it is clearly stated at the beginning of a game and not hidden away in obscure inputs or documents that you have to go all round the houses to access? (Barbara)

### From Martin Bela of Alvaston .....

I think Harold Dixon must be psychic. I was putting the finishing touches to a crossword puzzle for Probe when I read his letter in last month's issue. The last (and first!) one I did for Probe was in the October '93 issue. I thought it was about time I did another one. By the way, did anyone complete the first one? Number two should be a little easier. I've not got a crossword compiler, so each one takes me about 2 to 3 weeks to complete. I then design and print out the grid using Stop Press (a DTP package) so that (hopefully) the reduced photocopy is reasonably clear. Anyway, the third Adventure Title crossword is already in the pipeline, so I'm hoping to have that ready for the December issue (between sessions of Final Demand and Hitchhiker's Guide to the Galaxy).

I've been playing Valhalla 2 on a friend's Amiga, and I'm stuck on level one. Does anyone know how to make a cake? I've found the tin, the flour, and the eggs, but I can't find a liquid of any sort to add to it. There's also a sphere that appears on an altar then disappears again as you approach it. How do I get that?

Whilst I'm asking for help. I'm stuck on Incentive's first Freescape game, Driller (on the CPC). I've cleared 17 sectors of gas, thus producing a switch in Obsidian, but I still can't get into the last sector, Trachyte. It looks as though there should be a switch in Basalt, but I can't find a way of producing one.

My address is below if anyone can help with either of these games...TTFN.

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

\*

Thank you for the crossword. It will be in the November magazine - if not, definitely the Christmas issue. The grid is very clear and I'll ensure it is reproduced as large as space will allow.

Look in the HINTS section of this issue for help with Valhalla 2.

I hope a reader can help you with Driller. (Barbara)

## From Steve Clay of Ellesmere Port .....

The time has arrived when I can no longer gather enough Amiga related material to fill a page, in fact it is extremely difficult to find anything new anywhere. There is simply not enough new software being produced. The Amiga scene is at present very depressed and there seems to be no light at the end of the tunnel with software companies making like the proverbial rats in that tale of sinking ships. The whole thing is very similar to that of the Spectrum of a few years ago.

The One magazine has continued this month by putting a full game on the coverdisks (Trolls by way, an excellent platform romp!) but the inside pages, while not quite as bad, bear a close resemblance to Crash once tapes started appearing on the cover. This, along with Amiga Action putting a full game on a recent issue, would seem to point towards the start of the magazine wars, and the public will benefit with games for the price of a magazine but, as with the Spectrum magazines, you can't expect this to last long as the various magazines will begin to fold.

The One is already using the old trick of four-page previews and reviews. The September edition of the One has 64 pages and 11 of these are hints and tips along with four 4-page reviews and two 4-page previews, you quickly see that the struggle is on to provide anything worth reading. The use of full games may save the magazines for a bit longer but it is all leading to the end of the Amiga.

The Escom buy-out seems to have been more for the Amiga name than anything useful for Amiga users. Many Amiga users love their machines, yet before long I think most will be having a good look at the PC market. I'm lucky, I can't justify buying a PC so the option isn't open to me. Anyway, I am still writing a graphic adventure on the Amiga and I have several ideas for other games.

The only real hope for Amiga users is the quality of some, definitely not all, PD products. The skills of the PD authors seems to be 18 month-2 years behind the commercial market, but as that market dwindles, then the PD boys and girls will catch up. As with the Spectrum, it may well be home grown authors who keep the Amiga users happy. Oh yes, the only news I could find was that Flight of the Amazon Queen WILL be released. I assume from this that there was a doubt over its release that I was unaware of.

I am now in a position to review any Amiga, Spectrum (emulated) or Spectrum games that you need reviewing. I'll send you any news I come across as and when I learn of it. Many thanks for the Lords of Time help you have printed so far.

★

First, a huge vote of thanks to Steve for all he has done to promote the Amiga within the pages of Probe. All his hard work is much appreciated, some of it retrospectively since I got an Amiga for Heather. I'll do my best to send him some games for review to fill in his newly acquired spare time! I do hope Steve is correct about quality home grown games for the Amiga, I rarely play anything else on my various computers. What do the readers think? Can they recommend any home-grown games?

I understand a reviewer found a huge bug in the Amiga version of Flight of the Amazon Queen which put back the release date to September. It is now October, and I'm still waiting for my copy from Special Reserve. This happens almost every time I try to buy commercial software, and is the reason why I buy so little. More on Lords of Time next month. (Barbara)

## From Steve McLaren of Margate .....

Thank you for the help with Mummy's Crypt, I shall remember to look behind and under items. I am really enjoying this adventure and I have three more LC games (plus another game) to look forward to playing in the winter months ahead.

I'm also enjoying DEATHGATE, a graphical adventure which is very good indeed and I would recommend this to anyone who likes fantasy adventures. The other adventure which I really enjoyed was Lands of Lore, an R.P.G. and now out on the budget label for £12.99. I would say to anyone go and get the game.

\*

Always glad to help. I think you are very lucky to have so many LC games still to play. Some of us are (im)patiently waiting for his latest, Beyond El Dorado which I understand will probably be released very soon.

See Kings and Queens of the Castle for a list of games Steve can help readers with. (Barbara)

## REVIEWS

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### THE ASSASSINS' GUILD

Written by Phill Ramsay

Reviewed by Ellen Mahon on an Amstrad CPC

In this adventure you play the part of an apprentice assassin. (An unarmed apprentice assassin, I might add!) You have just passed your first year exams. Before being allowed to progress to the second year of your apprenticeship, the Grand Assassin, deciding that your practical skills need assessing, sets you a test.

He informs you that a third year apprentice (in order that he can become a fully accredited assassin) has been sent to assassinate King Kyros of Kranger's daughter, the Princess Helena. In order to ensure entry to your second year's apprenticeship, you are told that you must assassinate the assassin that is to assassinate her! (Try saying that after a few pints at the local.) So, with a dark sense of foreboding, (and still unarmed – that'd make life just too easy, wouldn't it, Phill?) you accept the challenge and leave the Guild.

Your mission begins outside the gates of the Guild, which, in accordance with tradition, have been locked and barred against you. Only when (or, indeed, if!) you complete your assignment successfully will you be allowed back inside the Guild. Your only exit leads North, so, armed (!?) with only your cloak – which is a sign of your occupation and therefore may NOT be removed – you set off down an ordinary path.

After exploring an area of pasture land I came to the South bank of the river Kranger, where I was told that a construction was visible to the North. Trying to examine the construction I was told, "Don't you think it would be a good idea to get a little closer to it? You see, then you might be near enough to see what it is. How many adventures have you played?" (Sheesh!)

Moving closer – just like I'd been told to do – I discovered that the construction was a Toll bridge, complete with a less than friendly dwarf on duty. As I didn't have the toll required to cross the bridge, I decided I'd get past the dwarf (and across the bridge) by other means. Did I say the dwarf was less than friendly? I did? Well, that's 'cos he certainly was! After several attempts (and several failures) to cross the bridge I thought perhaps I'd better try to find the payment needed after all. Sneaky devils, these dwarves – not to mention certain programmers.

After trying to get some information from a talking sign, I made my way to the Gloomy Forest, where my actions seemed to cause offence to the Elves who lived there. (They turned out to be even less friendly than the dwarf. Ah well, such is life, I suppose.)

Resurrected again, I did some careful searching, and came upon the toll needed for crossing the bridge. I also discovered an object that was "just out of my reach" – aargghh, isn't that always the way? Unable to get the object, I started the journey back to the bridge. The journey was far from uneventful, however, I was attacked (from behind) and relieved of all of my belongings.

Searching for my "lost" possessions I stumbled upon the means of obtaining the item that had previously been beyond me. (If only the recovery of my belongings had been as easy. Finding them took me just a little longer.)

After yet another encounter with those bi\*\*\*\* Elves – and yet another resurrection I finally arrived back at the bridge. Even after I'd paid the toll, crossing the bridge wasn't easy – c'mon Phill, give us a break!

Across the bridge (at last) I found there was a rock face to the North, and the banks of the river Kranger continued to the East. Examining the rock face I was told that it was quite unclimbable. Not being one to take anything on face value – and having played Phill's games before – I decided to try to climb it anyway. The response had me in stitches!

Entering a dwarven mine I made myself inconspicuous, and was able to listen in on a meeting of the Dwarven Union. (Aptly named D.U.N.G. for short.) I was even able to meet the King of the dwarves, who seemed to like the method I used to cross the bridge. In fact, he liked it so much that he removed the ring he was wearing, and gave it to me!

Leaving the mine, I made my way along the banks of the river, trying (and failing!) to avoid further attacks from the dwellers of the Gloomy Forest. (Boy those Elves sure know how to hold a grudge, don't they?)

Soon I came upon a city, and discovered it was quite a Metropolis. The Royal Arcade housed quite a number of businesses, including a public house, where the landlord refused my request for a beer – and after all I'd been through too! There was a wine maker, and a surgery, complete with a drunken physician, seems the landlord was more than willing to serve him. There was also a baker's, jeweller's, carpenter's and a Thieves' Guild. I also talked to a news vendor – who told me that he had heard all about my quest, and that he'd be more than willing to help me, for a price.

Trying to come up with the said price, I inadvertently gained access into the Thieves' Guild, where I met up with a thief (well, who do you expect to meet up with in a Thieves' Guild, but a thief?) who seemed more than pleased when I took time out to talk to him. The information I received from the vendor (after he'd been paid) allowed me to reach the end of part one.

I began part two standing just inside the palace gates, which had been locked behind me. Moving North I found myself in an East/West passage.

Guards were on duty at both ends of the passage. Careful searching in part one of the game made sure that I was able to pass at least one of them! Visiting the palace library proved to be more than useful. Unfortunately, as I wasn't a member of the "Privy Council" I wasn't allowed to make use of the "Edgar Allan" that I found whilst searching their chamber. Oh well.

My first meeting with the Princess in the King's gardens didn't go too well – in fact, she wasn't at all pleased to see me – I found myself wondering if I really wanted to save her from the assassin. Being a bit of a vandal in the gardens helped me to see what it would be like, being a King.

The dungeon level of the palace proved to be a very dangerous place to explore. Not only were there vast numbers of guards to deal with – thanks (?) Phill – but the (armed) assassin was also lying in wait for me. I'd not been down in the dungeons for long before we had a brief meeting. (Brief for me, that is.)

A locked cell proved to be a "no go" area for me, as, try as I might – and believe me I did try – I just couldn't lay my hands on the key to the door, despite Phill's assurance that a key DID exist. (Wind up Ellen time again, eh, Phill?)

When I found a way of fooling the (numerous) guards I came across a friendly (what a turn up for the books, a friendly) Elf, who was in need of my assistance. Also in residence in the dungeons was the dwarf I'd encountered on the bridge. The least said about our second meeting, the better.

Climbing a flight of stairs I found myself in the king's apartments. I also managed to find a secret passage. A great deal of caution was needed whilst exploring, as there's a nasty surprise waiting for the unwary adventurer – me, in case you were wondering. (Flippin' eck, who'd be an apprentice assassin?)

In the final stages of the game time was also against me – thanks again, Phill – and by the time I'd retraced my steps to get an item that I'd left behind, it was too late. Princess Helena was no more! Resurrection time (yet) again.

Assassins' Guild was one of the first games I bought for the 6128 I've just acquired, I couldn't wait for the Spectrum conversion[\*]. I thoroughly enjoyed playing it. It rates as one of the best games I've played all year. It's certainly one of the funniest. Whilst the game had me pulling my hair more than once, the level of humour more than made up for the level of frustration. (Thank goodness for the ramsave and resurrection routines – they were both sorely overworked whilst I was playing the game!)

As I love humour within an adventure – and this one's brim full of it – I found myself trying to do all manner of "silly things" throughout the game, just to see if Phill had catered for them. In most cases he had – and in such a way that had me creased up at the keyboard. (Try to "get" the dwarf, or search the drunken guard (repeatedly) to see what I mean – brilliant.)

The "laughter factor" alone, in my opinion, makes the game well worth the asking price. More of the same, please, Phill – and soon. Only this time could you give at least some of the guards a (long) holiday?

Amstrad version available from The Adventure Workshop. Price : £5 (disc only).

[\*] The Spectrum version will be ready soon – watch Probe for details.

## **DINO (P.D. arcade/platform game)**

### **Reviewed by Barbara Bassingthwaighte on an A1200**

I found this to be a brilliant platform-type game. You are a cute little green dinosaur called Dino and you have 7 lives on all levels except the final one, where you are given infinite lives (and you sure need them). You have 5 levels to explore, each one with its own charm and hazards. You are allowed to play them in any order you choose, so you can have a look at each one before you decide which one to play first. In some of them your aim is to collect certain items like jewels and coins, amongst other things, which give you extra points.

Nature level – In this level you need to collect diamonds, but eating the apples and bananas give you extra points. You must avoid bouncing balls, spikes, bees and worms. After a time I found myself transported to a new location by a sort of time warp which was very welcome.

Construction level – As the name suggests, you run up and down the scaffolding collecting sirens and spanners, jumping from girders onto more scaffolding. Beware of planes, dogs, snake-like arrows and burning oil drums.

Shoot-em-up level – I found this an easy level to start on. You start in a contained area and have to shoot bubbles from your mouth at a snake-like creature until it disappears, beware though, as it shoots out little killer balls. Once you have completed this section a piece of wall vanishes, allowing you to move into the next section which is similar to the last except you can go underground and meet the ugly creature of night. Keep out of its way as it kills you instantly. I found this level to have a variety of tasks.

Water level – In this level you have to swim underwater avoiding the fish and eels as well as keeping an eye on your air supply. Don't forget the pearl but beware of the oyster (only touch it when it's open). Once you have swum past the fish and come up the other side, you will notice you shoot up like a cork out of a bottle and can jump to the opposite bank. This is the only time you can jump high enough to reach it. If it doesn't work, go down in the water and try again. Now you can meet the deadly cactus and plant with legs!

Epileptic final level – Now what can I say about this level? It is fast and furious with infinite lives (you need them) as you die a lots as you slowly make progress. There are no killer bees to avoid, no burning oil drums to jump, in fact no hazards at all. You don't even have to collect or kill anything! Sounds easy doesn't it? Well it's the hardest one of all (I found), I'll tell you why, shall I?

Here goes. Once you pass through the gate just keep running as the construction you are on is collapsing behind you. There is no time to think or make a mistake, just to keep running and jumping. This level will turn you mental as you desperately try to keep ahead of the destruction behind you. I wish you good luck on this level.

In some of the levels you will find square yellow boxes with a white ball inside, they turn you red for a moment when you land on them. This is the position you will return to if you die, so when you see one in a new location make sure you land on it, otherwise you will go back to the last box and have to go through it all again.

This game also has a spectacular death sequence, some of them are very colourful. I think this game is well worth the money, and will keep you busy through the long cold wet winter months to come, especially the final level. As you progress some of the level get harder with more difficult puzzles to solve, but patience and perseverance is the key.

My copy was supplied by Zenobi Software : price £1.49 (one disc – Amiga A1200 ONLY)

## **MASTER OF MAGIC**

**Published by Microprose**

**Reviewed by Stephen Boyd**

Master of Magic is a game PC strategy game requiring 386 or higher and 4Mb RAM in which you play a powerful wizard in a land where magic is running riot. The entire point of the game is to defeat the other wizards in the land and become, as the title suggests, the Master of Magic. This is achieved by casting spells and forming armies.

To begin with you must select your wizard (from a pre-programmed selection of 14) or alternatively you may customise your own. You begin with 11 spell picks, which allows you to select spell books from 5 areas of magic (life, death, chaos, nature, sorcery). The number of books in each area defines the number of spells of that type in your spell library. You may also use spell picks to choose skills, which each help in a certain way. You also select a coloured flag, which all your cities will fly during the game, the number of opponents (1-4) and the difficulty (intro-impossible).

The game itself is very flexible on your involvement. For example, while you may be a wizard, you also have the task of running an ever-expanding (if you're winning) empire, and political decisions can be just as important as your magic. If you prefer not to get involved in urban development (i.e. the buildings or troops your cities produce) you have the option to delegate this responsibility to your Grand Vizier.

You begin the game with a specific number of spells dependant on how many spell books you chose in each area, and you can only get more by researching the spells further (the speed at which you do this depends on the number of research points you have - you gain research points for specific buildings, e.g. libraries, universities, wizard guilds, etc.). Of course possessing spells is useless if you don't have enough power to cast them. You gain this power from two sources: nodes (these are sources of magic, directly from the world itself) and city sources (e.g. wizard guilds) and from divine sources (shrines, temples, parthenons and cathedrals).

As already mentioned, to win you must destroy all other wizards, and this can be accomplished in two ways:

- a) The military option: you create armies and take them overland to conquer the enemy cities and eventually take over the enemy wizards tower and banish him/her to limbo.
- b) The magical option: through spell research you will eventually learn the all-powerful Spell of Mastery. This will effectively banish all enemy wizards to limbo.

It is possible to utilise both these options simultaneously, and see which works out best.

I must admit that this is a highly addictive game. I have completed it several times already, but because of the many possible options, I just keep going back for more. This review contains so little about the game, but the bare essentials (The manual is about 150 pages long - A5 size, with numerous diagrams and examples and a separate spell book to explain spells and effects). Each time you play the experience is different, as is the interaction between the enemy wizards (whose character change). The option of whether to form an alliance, declare war, exchange spells or offer a tribute.

I highly recommend this game for any who like strategy games. This is probably the best of the type I have played, due to the extreme flexibility and the numerous options (it doesn't even take very long to figure out).

Although I played the CD-ROM version, the HD version will be just as good (as the only extras on CD-ROM are the occasional "effect", which don't add any substance to the game, but merely act as wrapping).

[Special Reserve quote £27.49 for CD ROM and 3.5" disc]

## DARKSEED

### Reviewed by Damian Steele on a PC

DARKSEED looks like a game that will be liked instantly by any fans of H.R.Geiger; the graphics and general feel of the game are incredibly gothic in style.

Sadly the puzzles don't live up to the presentation. Nor, for that matter, does the storyline. Basically, you have bought an old house in which to spend some time away from the bustle and clamour of everyday life. The house was at a bargain price and you didn't even get to see it before you arrived to move in. Yes, that struck me as being very well organized, too.

Anyway, when you move in, the house is already furnished with the belongings of the previous owner; your own are meant to follow later although they never actually arrive whilst you are playing. And that's about it for the storyline. It is up to you to find out what it is that you are supposed to do, where you are supposed to do it and, most importantly, *when* you are supposed to do it.

The game takes place over the course of three game-time days, during which time you must learn (mostly by trial and error, and error, and error....) what is going on and what to do about it, or rather your character must learn. It is no good YOU knowing what to do, your character must be shown what to do every time. If, for instance, YOU know about the library book but your character doesn't, he won't discover it if you go straight to the library.

Anyway, some of the puzzles are okay, others are downright daft and stretch credibility to the limit. At one point you are thrown into a jail cell and, according to the programmers, have to get out using a hairpin to pick the old-fashioned lock. The chances of this actually working seem a little unlikely to say the least.

You are required to make a number of not too obvious connections in the game. At least for one or two of these, you ARE given clues. The clues, however, are a little cryptic. One of the main things you MUST know is how certain events in the "real" world are mirrored in the alien world; such as leaving a particular door open. Now, you may think that it is pretty easy to discover this by the fact that most players don't bother closing doors in games anyway. Unfortunately, the door I am thinking of closes on its own every time you go through it. What you are supposed to do is go through and then open it again afterwards. This is definitely one of those puzzles where you look at the solution and say "Oh, so THAT'S how you do it..... it all makes sense, now".

Despite sounding as though I really hated the game, it does have some nice ideas and there is plenty to do to keep you going. Just don't keep going for too long...

## REVENGE OF THE SPACE PIRATES

Written by Larry Horsfield

Reviewed by Phill Ramsay on an Amstrad CPC

Thinking about writing this review, the phrase "Just tell them it's a Larry Horsfield" kept coming to mind. As devotees of Larry's games will know that's more than enough to sum up the sheer quality of his games. True, it would make for my shortest review ever, but it would be succinct enough for all Larry's fans to understand that this game is typical.

But then I thought, "What about those (few) who've never played a Larry Horsfield game? Nor read my reviews (boo, hiss) of them?" And so, with this in mind, I decided to write a full-length review. To those out there for whom it is enough to say "It's a Larry Horsfield", I apologize. For anyone else, read on.

Some time ago, there was an adventure called "Magnetic Moon", in which Mike Erlin was the main character. Then, (after spending months solving the game) there came "Starship Quest", in which Mike's adventures continued.

Now, the saga rolls on with "Revenge of the Space Pirates". The story is that the Space Pirates have attacked the Magnetic Moon Psia and kidnapped the High Priestess Jaelaine. Little damage was done to the complex which was attacked, leading the Space Patrol to think that Jaelaine's kidnap was the object of the attack.

The only clue the Space Patrol has is an advertisement for a particular health gymnasium on the planet Daris, which was found when searching the body of a less than lucky pirate. But with such flimsy evidence, the Space Patrol is reluctant to launch an action against this planet - especially as they have no idea where Jaelaine may be held, if, indeed she is there.

Mike Erlin volunteers to travel to Daris to investigate, and hopefully to discover the whereabouts of Jaelaine. He is given false identity papers, and travels on a regular route to Daris to avoid arousing suspicion.

At which point the game starts. You find yourself in the customs hall of the Daris spaceport. Looking around, I noticed a desk manned by an official, so I travelled West. The fact that I knew him could, of course, only help in my quest. Before I could whisper to him that I was undercover and to keep his big mouth firmly in the closed position, he shouted my name, blew my cover, and thus ended my game before I had even started it.

Well, at least he didn't find out about the Mendusian 300% proof malt which I was smuggling....

Next time, I decided to spend a little while in the cafeteria. When I emerged, the shifts had changed, and I didn't know the officer now manning the desk; and after a brief perusal of my document, he allowed me to leave the spaceport.

I found a bus stop outside, and having been told that it was much too far to walk to the city, I waited for a bus. Once in the city, I tried to do a little looking around, but I was doomed to failure.

If I went too far to the East or West, I was told that I soon lost my way, not being familiar with the city, but fortunately, I managed to find my way back to where I had been. The shops which I saw seemed interesting, but I couldn't enter any of them. Indeed, the street seemed to be deserted. The reason for this was that it was the weekend. One of the few places which was open was a hotel, so I decided to check in and get some sleep.

The next day, it was a different story. People were bustling about, and the shops were open. It is important, too, to keep a track of what day it is, and not try to do everything in one day, because it just can't be done! To explain in more detail could easily spoil the fun (frustration), and I don't like to do that.

I managed to obtain a map, and this helped me to locate areas in the city which had otherwise been closed to me, being unfamiliar with the city. I found the suspected gymnasium and went in. Unfortunately, it was a members-only establishment, and I couldn't go upstairs. I would have joined, but the price was prohibitive, and I simply couldn't afford it.

However, you have to get inside the gym to discover certain essential pieces of information, but how can you do this if you can't sneak in, and can't afford to become a member? And no, there's no way of breaking in, either. The solution is perhaps a trifle obscure, but personally, I thought it was Larry at his best. Having got inside the gym, check everything. You may pick up one or two things which are of immense use.

Whilst visiting a local park, I managed to overhear two men talking in low voices about passwords and such, so I made a note of them. After all, you never know when things like this might come in useful.

One or two shops, you will find, will sell you important items. What items are important, and what (if any) should be left alone, I'll leave you to work out. One particular item is quite expensive, so if you've not got enough money, you'll not be able to continue in the game and on into part two.

To the south of the shopping precinct, I found a massive guard who wouldn't allow me to proceed further in that direction, insisting that it was for employees only. When I decided to show him who was boss, I was soon reloading my last saved position.

The eternal problem: how do you get past a guard who doesn't want to move? The solution isn't that difficult, and there is quite a strong hint not a hundred miles away from the guard for you to find.

Having solved that problem, I reached a loading bay. Unclimbable walls prevented my travelling further into what looked like a junk yard. However, by checking your surroundings carefully and being logical, a way into the junk yard may present itself. Or it may not.

Inside the junk yard were hundreds of defunct and derelict spaceships. Most were merely hulks, but one or two deserved closer investigation. A word of warning here. The junk yard is so vast that it's very easy to get lost. In fact, it's quite remarkably like a maze...

And if you manage to manipulate objects correctly, and recalibrate instruments accordingly, you may eventually manage to salvage a spaceship and take off towards part two. This is, of course, assuming that you know the coordinates of your destination!

Part two begins with your approaching an asteroid. You are contacted and asked for the password. If you haven't discovered this in part one, there is little point in continuing, because you'll quickly be blown out of space.

Having given the correct password, you'll be allowed to land, and, having taken certain precautions about seeming out of place, you'll be able to explore your new surroundings.

There are lots of corridors to be visited (some guarded). Most of the doors which you will find are locked, but a few are not. You may find a way to overcome the obstacle which the doors present, and again, this is a problem I'll leave to you!

There are several characters with whom you will need to interact. Some of them will be able to give you direct help or information which you will find essential, others will be able to point you in the right direction, or tell you where essential information may be discovered.

There are still others who will kill you as soon as they clap eyes on you, so you would be wise to make liberal use of the ramsave facility. Even so, there are one or two sequences where you have only X number of moves to accomplish a specific task – and being totally devious and dastardly, Larry has ensured that it will take you X moves to complete it with no distractions or dawdling allowed. So, it's perhaps an idea to make a few disc saves, too.

One thing which I found a little limited about the save routine, is that when you do a disc save, it automatically does a ramsave at the same time. So, if you're unsure about something and decide to save to disc, remember that this will effectively erase your previous ramsaved position.

You will need to perform such diverse feats as locating the physic lab, and getting into it, entering the medical centre (what could you have to do there, I wonder?), as well as finding such items as semtex and a crowbar.

And, surely, there can be no practical use for a dead cockroach?

If that's the case, what's it doing in a Larry Horsfield game?

In fact, without the cockroach, the game cannot be completed. However, I am not permitted to start giving solutions away.... and after all, why break the habit of a lifetime? Moving away from the plot and the gameplay, I have to say that the version which I played contained several bugs and lots of typing errors. However, I am assured that everything will have been corrected well before this review gets published.

The game has been converted to Amstrad format using the Amstrad PAW, and so the game is disc only, running under CPM.

The problems vary wildly in their difficulty level from fairly obvious to the convoluted and devious. In several instances, timing is the key factor, and, indeed, at one point in part one, you have to be in the right place at the right time, or you may miss a vital clue.

As with all the Mike Erlin games, there is a strong science fiction element, and if you're a fan of this genre, then the game should hold even stronger appeal for you.

I'd classify the difficulty level at advanced, although it isn't quite as difficult as some of Larry's games. Many of the problems will have quite a few experienced adventurers scratching their heads in frustration.

For adventurers who like difficult challenges, I recommend "Revenge of the Space Pirates" as more than worthwhile to buy and play. However, novices should be aware that if they try this game, they'll have to ask for lots and lots of help.

**Amstrad version available from The Adventure Workshop – price : £5 (disc only).**

**Spectrum version available from Adventure Probe – price : £2 (tape)**

**Amiga (under Spectrum emulation) version available from Adventure Probe – price : £7.50 (2 discs containing 48K versions of all 6 Larry Horsfield games)**

## THE SETTLERS

Written by Volker Wertich,

Graphics by Christoph Werner

Reviewed by Larry Horsfield on an Amiga A1200



The Settlers is basically about building a well-organized and prosperous medieval city and eventually conquering your neighbouring cities by gaining control of more than 75% of the territory and having a 75% superiority in knights. It employs the mechanics of supply and demand and you must learn the right time and place to erect buildings.

The game is entirely controlled by mouse, using both buttons on their own, or together ("special click"). There are various ways of playing the game, including 30 missions which set you against varying numbers and combinations of the 11 different opponents. Up to mission 9 you select the site of your castle yourself, but from 10 onwards the castle is sited for you. There are 6 levels of tutorial games, and in the 1 or 2 player modes (the latter you play against another person using another mouse) you can alter the size of the "world", the number and combination of opponents (each has different characteristics) and how much they start off with in their castle (i.e. materials, food, weapons, men, etc.) their level of intelligence and their growth rate. You can even alter the landscape ratios.

There is also a demo mode where you can just watch the computer building its city and listen to the music (if you have enough memory) and the sound effects (also dependant on memory). The music is suitably medieval and the sound effects are quite amusing, especially when two knights are fighting.

Apart from the castle, there are more than 20 different buildings, including 4 mines of coal, iron, stones and gold, corn and pig farms, a windmill, bakery, quarryman, woodcutter and three different fortifications, a guardroom holding 3 knights, a watchtower holding 6 and a garrison holding 12. Building any of these fortifications is one way to increase the size of your territory – the other is to attack the guardrooms of your neighbours and take them over by killing all of the occupants.

As mentioned, the game is also about supply and demand. The knights who make up your fighting force have to have swords and shields to fight with, and gold to provide an incentive to fight. The more gold you have the better they fight. Swords and shields are made by the armourer who needs wood (from the sawmill, supplied by the woodcutter) and steel (from the foundry, supplied from the ironmine) to make them and coal (direct from the coalmine) to fuel his forge. He also needs tools which are made by the toolmaker (who also uses wood, steel and coal), although in most cases your castle comes ready stocked with varying amounts of tools, workers, food, arms, etc.

The gold – if you can find any! – is mined in the mountains (as is coal, iron and stones) and the mineworkers must have food, either bread from the bakery, made with flour from the windmill from corn supplied from the cornfarm; or ham from pigs bred by the pigfarmer... who feed his pigs on corn from the cornfarm. Failing those they will eat fish from the lakes caught by the fisherman! The mineworkers must have food, otherwise they go on strike. Strangely, this doesn't apply to any of the other workers, as they apparently need no food at all!

Buildings are sited by clicking on the build icon at the bottom left of the main screen, selecting the type of building from the menu then presented, then clicking on the position on the ground where you want it to be. The building site is connected to a flagpost by a short stretch of path and this flagpost is the point from which you connect the paths together. Funny, but in this game the wind is always westerly! Each stretch of path between flagposts – no matter how short – is manned by a carrier whose sole purpose in life is to carry materials between the flags at either end of his stretch of path. All paths must link up to the central castle otherwise men and materials cannot get through. (I say men because – ladies take note – there are no female workers in the game whatsoever. Maybe they have to stay at home to do the cleaning and cooking?). If part of your network of paths is eaten up by a neighbour's territorial expansion, you will have to re-route the paths. When you site a building and connect it to the other paths, a builder will travel out to the site from the castle. If it is on hilly ground, a leveller will come first to level the area. After the builder arrives he will wait for the material to be delivered. He will use the wood first to build a frame then the stones to finish it. A few buildings, the forester, woodcutter, quarryman and fisherman huts, only require wood, but the rest require wood and stone. The bigger the building, the more wood and stone is needed. This is why it is best to build only guardrooms which only require 1 load of wood and stone each, rather than watch-towers or garrisons which take more materials – and time – to complete.

Finding a suitable site for buildings can be a bit tricky. To help you, if you "special-click" on the build icon, the landscape will be superimposed by symbols, depicting a hut, a castle, a mine or a flagpost, to show you what type of building can be built where. In some places the majority will be huts, where you can build only huts for foresters, woodcutters, quarrymen, fishermen, boat-builders, a windmill or a guardroom, while in other places the castle symbol, for all the larger buildings except mines (only in the mountains) will prevail. As often as not, where you wish to build one of the larger buildings is an area where you can only build huts!

To build any building you need wood and/or stones, and if you are siting your castle yourself you should place it in an area where there are mountains, a lake, woods and rocks near at hand. You may find, as I have when playing Settlers, that you may not have much of a particular ore within your territory, but a close neighbour has. The obvious way to get hold of some is to attack and try to take over his territory where he is mining the ore. By the way, when you take over an opponent's territory, the fortification you attack remains but any surrounding buildings within a certain area are burnt to the ground. Therefore if you are trying to take over mining territory, you have to build your own mines!

To find where any of the 4 kinds of ores are in the mountains, you need a geologist, a white-haired chap with pickaxe, out along a path to a flag erected in the mountains to start prospecting for you. He chips away at the rock a couple of times and if he finds ore, he does a somersault and shouts "Yippee!", something that had me creased up with laughter the first time I saw it. He then erects an ore sign, a board with a coloured disc in the colour of the ore – red for iron, black for coal, yellow for gold and white for stone – if the geologist finds no ore, he erects a blank sign. If the border of your territory runs across mountains you are prospecting, site the flagposts as close to the border as you can – the geologist will then prospect on the other side of the border and you can see what's there. Unfortunately, the ore signs will disappear after a while, so you need to make use of the information quickly. The geologist will only prospect a small area around the flag before returning to the castle.

You must, when erecting a particular type of building, ensure that tools (or weapons in the case of knights) are available for use by the occupant of that building. For example, if you

have built an armoury (where the armourer makes swords and shields) but have no hammer and tongs for him to use he cannot produce any weapons. If you have no weapons then newly built fortifications will not be manned. Likewise, if a building is occupied but no raw materials (steel, wood, coal or whatever) are available, the occupant cannot produce anything.

It is most amusing to watch the settlers at work as you build and lay down paths between the buildings. A woodcutter will leave his hut and walk around the woods, selecting a tree to fell. The sound effects are quite realistic as he chops into the trunk and the tree falls – all that's missing is the cry of "Timberrrrr!" As you scroll around your territory you will hear the sound of hammer on anvil, a saw cutting through a log, even the pigs snorting and snuffing in the pigfarm! These, incidentally, are the only animal life to appear anywhere in the game, apart from the fish caught in the lakes.

The game is quite complex in that you have to balance building and expanding your territory with the availability of raw materials. The manual supplied is adequate, but in my view it doesn't explain some aspects of the game clearly enough (maybe a fault of the translation from the original German) and I would've liked to have seen labelled diagrams explaining the meaning and purpose of the various icons. For example, it states in the section in attack that "...later it will be explained how to launch a counter-attack when a neighbour's knights attack your settlement". However, I can find no reference at all to this later in the manual. Nor is there any reference in the manual to the actual aim of the game! This is given on an amendment sheet!

The Settlers comes on 3 disks, but it can be played direct from disk 3. If playing from disk, you will only need to load disk 2 if you win (or lose) a mission. Disk 1 contains the intro. sequence (OK to watch just the once) and the hard disk install program. The game is supposed to be HD-installable, but I could never get it to work from the HD on my old A500. I don't think I had enough fastRAM. It works fine on my A1200, though. The size of your Amiga will also determine the number of sound effects and music availability, and the world size. On my A500 the limit was size 5 (which is big), on my A1200 it is 7 (enormous).

I enjoy playing The Settlers immensely, and I recommend it highly. I must admit, though, that I get really annoyed when my knights get killed in a fight – hint : save your position before attacking your neighbours. If your knights get killed you can always load it back..... typical adventurer's trick, eh!?

The Settlers is available for the Amiga and PC, price around £20. [Special Reserve quote £15.49 (Amigas) £16.99 (PC)]

Footnote : There are no cheats for The Settlers, other than obtaining a list of the level passwords, but there is available (for the Amiga) a Settlers editor, called EdSet. Using this PD utility to edit a saved position, you can alter the landscape to your own requirements, get rid of tree stumps, the useless brown rock formations and other useless objects, fill the lakes with fish, and fill the mountains with all ores, etc. You can empty an opponent's mountains and lakes of ores and fishes, fill his territory with useless objects, even imprison him in his territory so that he cannot expand any further. There is a very useful function on it called "Mega-Geologist" which will indicate the position of ALL ore deposits, either just in your territory or in the whole world, a much better way of finding ores than in the game proper. I downloaded this utility from a bulletin board via my modem, but if you don't have a modem and would like a copy, just send a blank 3.5" disk to the following address : Larry Horsfield, 40 Harvey Gardens, Charlton, London, SE7 8AJ. Please note, however, that EdSet requires WORKBENCH 2 or above (preferably WB.3) to work.

## **WONDERLAND**

**Written by Robyn Campbell**

**Reviewed by Phil Glover on a SAM**

Robyn Campbell is a new name to many SAM users, and certainly the first lady SAM adventure-writer I have heard of. In the introduction to WONDERLAND, Robyn explains how she wrote this game with her children in mind. The game features characters from the works of Lewis Carroll and popular nursery rhymes. Although aimed primarily at children, judging by the content, the game could also be ideal for people new to adventuring.

The game is quite easy to play, with no red herrings and no mazes. There isn't one main storyline to the adventure, as you simply need to explore the game, meet characters and give them things they need. Every item found will have a purpose. Whenever you meet a character, simply talk to them and they'll tell you what they need or have lost. A simple example would be when talking to Jack and Jill, who need to find a pail. Earlier in the game you may just have noticed a bucket somewhere. Most items can be found by examining things, but sometimes you'll need to give a person something in order to be given another item to use. You're limited to the amount of things you can carry, so choose a few locations as object-dumps. Don't worry, they'll still be there when you return! There are a couple of sudden death scenarios, but you can guess when these are about to happen, so use of RAMSAVE is recommended.

The game covers quite a good-sized area, with puzzles well distributed, to encourage you to play on. The later stages of the game has puzzles nearly at every turn, and point-scoring can be delightfully prolific. I had little difficulty with the parser, as good, clear English is used. The main problem I had was right at the end of the game, when a rather obscure input is needed, when you want to OPEN something, you need to UNLOCK it instead, even though no key is required. The last line won't spoil the puzzle, as you'll know exactly what needs doing, but may struggle with the wording.

Graphics initially look simple, but they suit the style of the game. They're bright and cheerful, and are numerous. As with many home-grown games, a longer time spent on the designs may have been preferred, but the screen designs can take too much time when they're being done for little reward. Text is yellow on blue, and is a plain font. Also, only one data-save can be made per disk. There are SAS routines that can be added to offer a choice of colours and fonts, as well as multiple saves. I've only seen a pre-release version of Wonderland, and the final version may have these features. Even if they aren't implemented, your enjoyment won't suffer too much.

I didn't notice any glaring bugs, and spelling was generally very good, with the exception of CATERPILLAR being spelt as CATEPILLAR. This also may have been corrected before the game is released. Descriptions are clear and easily understood, and the author seems to have given a bit of thought to making sure that the puzzles won't be obscure. I completed the game at the second attempt, but I enjoyed the game greatly, even if I was deprived of many late nights of scratching my head over tricky puzzles. I enjoyed the amusing text and bright, cheerful graphics. This is a very good game for a first adventure, and I hope Robyn and Ken decide to try their hands at another one, perhaps with a few trickier puzzles aimed at an older market. They obviously have talent and I'd risk buying any other games simply on the strength of WONDERLAND. The game is a welcome addition to the steadily increasing range of SAM adventures being written, and deserves to enjoy a modest success.

Available from F9 Software (D.R.Morgan), 18 Mill Lane, Glenburn Road, Old Skelmersdale, Lancashire, WN8 8RH. Tel. 01695 731163 Price : £4 on 3.5" disc.

# PABLO PICKAXE AND THE MAGIC EYE

## by DAVID HEBBLETHWAITE

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Pablo Pickaxe was an adventurer. He lived in the land of Ouch, within sight of the big, black castle belonging to the Evil Nasty Bad guy (boo, hiss), and he knew a wizard. This wizard gave him free magical items, and his name was Merlin. You might think it would be a good thing to know a wizard called Merlin who gave you free magical items, but this wizard was Merlin Mudpie, the worst wizard in the whole of Ouch. The objects he gave Pablo were not useful things like Magic Swords, they were useless things like Magic Sock Puppet Makers (never leave home without one).

Therefore, it wasn't surprising that when Merlin called at Pablo's house one day, that Pablo tried to pretend he wasn't in. Merlin came up to the door, knocked and shouted, "is there anybody home?"

"No," came the reply.

Merlin shrugged. "Oh, I suppose I'd better go home then", he said, and walked away from the house.

Pablo watched him go. "Phew," he said, as he came out from under the bed.

"So there you are," said Merlin, who appeared in the room as if by magic (which it was).

"Damn," muttered Pablo.

Merlin's latest "present" was something called a "Magic Eye", a big green jewel which, when held up to the light, would glow, and anyone looking at it would stare at it, mesmerized, some claiming to see something, others claiming to see nothing at all. The gullible Pablo had agreed to test it, and it was for this reason that he was in the Forest of Findus, about to walk into an Orc village. I'm a fool, he thought, and if this doesn't work, I'm going to be a dead fool.

The Orcs ran out of their houses (if stinking, dingy mud hovels filled with smelly creatures, and equally smelly substances of unknown origin can be called houses), and Pablo bravely held up the green jewel and closed his eyes, waiting to be slaughtered.

Instead, Pablo heard voices.

"It's an 'orse."

"No is no', iss a yooman wiv a sword."

"I don't see nuffink."

"It's a flamin' 'orse, I tell ya!"

Pablo crept quietly away while the Orcs were arguing. The Magic Eye seemed to be working. It actually seemed to be working. But it had been made by Merlin Mudpie, the worst wizard in the whole of Ouch....

Pablo soon came to the town of Candlewick, and here he met a young teenage girl sitting at the roadside. She was weeping and muttering, "Robbie.....Robbie....."

"What's wrong?" asked Pablo.

"Robbie's gone," sobbed the girl, "and I pray that he'll come back for good."

Pablo realized that the girl was talking about Robbie Racingcar, who had left the pop group "Fake Prat". He tried to comfort her. "There, there," he said. "I'm sure you'll be all right. Never forget, everything changes. You'll be all right. Here, look at this," and he showed her the Magic Eye.

"Robbie.....I can see Robbie! Could it be magic? Come here and relight my fire!"

Pablo saw the mad look in her eyes, and decided it was a good time to go to the Dirty Duck Inn, where he'd promised to meet his friend Otto Orangecake. Thank Heaven for promises, he thought.

The Dirty Duck Inn wasn't exactly clean, but at least the air didn't look as if it contained substances discharged from certain bodily orifices (or indeed, even more unpleasant substances). Here, Pablo met Otto and they had a drink (what it was a drink of, they would never be certain of).

"Take a look at this," said Pablo, producing the Magic Eye. Everyone in the inn crowded round to have a look.

"It's a banana," said one person.

"Don't be daft, it's a pirate ship," said another.

"It's Robbie," said a girl, who fainted.

This argument soon became a massive brawl, and as Pablo collapsed from dozens of wounds, dead, he heard those all-too-familiar words: "GAME OVER!"

Coming soon: "Pablo Pickaxe II - The Screaming Reel!"

## STAR TREK – THE SPOOF

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### SCENE ONE – BRIDGE OF THE STARSHIP ENTERPRISE

KIRK: Captain's log stardate 25431 (why I can't say July 15th 2073 I do not know). We're star trekking across the universe. Only going forward cos we can't find reverse. We're on a mission to the planet Trike, a planet populated by people with three wheels in place of legs. One of the Trikons, for that is what they are called, has escaped the planet and has reported to us that his home is under attack from an alliance of their deadly enemies; the Zittons from the planet Zit, an ugly world full of yellow topped volcanoes which constantly erupt, and the Tittons, who come from a beautiful planet, as shown in the "Hitch-hikers Guide to the Galaxy", page three. This is a strange alliance, no one in the federation can ever recall seeing a Tit with a Zit, not since Nigel Kennedy stopped playing the violin.

*Kirk turns to viewscreen.*

SPOCK: Clingons captain!

KIRK: You mean w're under attack?

SPOCK: No, I mean you nose needs wiping.

KIRK: Scotty.

SCOTTY: Yes captain.

KIRK: Handkerchief please Scotty.

*Scotty holds handkerchief for Kirk to blow his nose, and then holds it for Kirk to inspect.*

KIRK: Yes, I see what you mean Spock.

Lt.UHURU: *(listening in her headphones)* Oh no!

SPOCK: Problems Uhuru?

Lt.UHURU: Yes, it's Simon Bates on the radio again. Surely he's too old to still be on Radio One?

SPOCK: *(offended)* He's two years younger than I am Uhuru.

Lt.UHURU: Oh I'm sorry Mr.Spock – how old are you?

SPOCK: Two hundred and fifty three.

SULU: We're entering a comet storm captain, it's going to be turbulent.

KIRK: Stations everyone.

*The storm starts. Kirk sits still in the middle calmly drinking a cup of tea while everyone else is thrown around, some going in the opposite direction to the others.*

## SCENE TWO – THE MEDICAL BAY

*Doctor McCoy is operating on an injured Trikon. He has a pile of innards in his hands and he is scratching his head with a bone. Kirk and Spock enter the room.*

KIRK: Any problems with the alien, Bones?

McCoy: It's hopeless Jim. He's got an acute inflammation of the sporaxic mandantic tibia complicated by anodes in his lower analytical.

SPOCK: But surely that's any easy operation to perform?

McCoy: Oh I've cured that Spock. I've sown him up. its just that I've got all this left over and I don't know where it goes.

KIRK: They don't belong to him, that's my breakfast. There was more than this. I had a big black pudding. where has it gone?

*They slowly realize where the pudding must be.*

SPOCK: You've sown it into the patient?

McCoy: Er. Yes.

SPOCK: Not .... *(pointing to the alien's groin area)*

McCoy: No.

*The alien wakes up.*

KIRK: *(talking into wall communicator)* Send Scotty to the sick bay. *(turns to Spock and McCoy)* He can speak the Trikon language, he'll be able to ask him for information.

*Soon Scotty enters the room.*

KIRK: Go ahead Mr.Scott. Talk to the Trikon.

SCOTTY: *(to alien)* Blik blobble biscin bacle babble bospit bananarama borgit.

TRIKON: *(in a thick Yorkshire accent)* What the bleedin' 'ell is 'e on about?

SCOTTY: I thought you were a Trikon.

TRIKON: Me Mam and Dad are. I was born in Bradford.

KIRK: Well that makes it easier. Does anyone speak Yorkshire?

SPOCK: I know a smattering of the language captain.

KIRK: Do your best Mr.Spock.

SPOCK: *(in broad Yorkshire)* Now then sithee. Tell us about this invasion.

TRIKON: Well we've been invaded by an alliance of the Tritons and the Zittons. Nobody has ever seen a Tit with a Zit before .....

KIRK: Yes, I've said that joke already.

TRIKON: *(disappointed)* Oh. Well our only hope is to link up with the Trikon resistance. If we can get to them we have a chance to save the planet.

KIRK: Then let's not waste any time. To the transporter room everybody. Scotty go on ahead and get things organized.

SCOTTY: Ay ay captain.

### **SCENE THREE – ON THE PLANET, 4 MINUTES LATER.**

*The landing party consists of Mr. Spock, Dr. McCoy, Lt. Uhuru and the Trikon.*

McCOY: *(speaking to ship through his communicator)* We've landed safely on the planet, there's life Jim but not as we know it.....

*McCoy is interrupted by a chorus from the others of "Not as we know it. Not as we know it".*

McCOY: Oh do shut up!

SPOCK: We're moving up a mountain to try and make contact with the resistance.

*The Trikon seems to be in some discomfort.*

McCOY: *(to Trikon)* Are you all right?

TRIKON: Yes. I've just got this constant craving for black pudding.

*Spock and McCoy look at each other embarrassed.*

Lt.UHURU: *(looking through binoculars)* There is something coming towards us Mr.Spock. My god it's ugly, it looks just like *(insert your own description here)* and its tiny.

SPOCK: You have your binoculars the wrong way round lieutenant.

*A second Trikon appears from behind the mountain.*

SPOCK: Are you the resistance leader?

2nd TRIKON: *(in a French accent)* Yes. Now listen very carefully, I will say this only once.

1st TRIKON: *(whispering to Spock)* The only training film we had was an old episode of "Allo 'Allo".

2nd TRIKON: I have a cunning plan.

SPOCK: *(mimicking the accent)* A cunning plan?

2nd TRIKON: Yes. Here is a sketch of the city. The Zits control the perimeter while the Tits are holding the centre. If we can force the Zits out we have the Tits surrounded. Then we can persuade them to withdraw.

SPOCK: Let me see if I've got this right. We squeeze out the Zits and then we ease out the

Tits (*uses his hands to describe the action*). Sounds like a good plan.

*The two Trikons talk together.*

2nd TRIKON: Blik blobble babble blik bop. Biscin babble bospit bananarama borgit. Backle bobble babble biobble intin shiko Zits an Tits foppie dupa.

*1st Trikon nods and walks over to the crew.*

Lt.UHURU: What did he say?

1st TRIKON: I haven't a clue.

SPOCK: All right, let's move out and meet up with the rest of the resistance, and we'll attack tonight.

#### **SCENE FOUR – AFTER THE BATTLE**

*Uhuru is leading Spock by the hand, he is obviously injured and his ears are lopsided. McCoy is following.*

McCOY: (*talking to ship through communicator*) McCoy to base, come in base.

*We see a split screen of the planet and the Enterprise bridge.*

KIRK: Go ahead doctor.

McCOY: Mission accomplished. The Trikons have got their planet back. The invaders have been repelled.

SCOTTY: Any casualties?

McCOY: Yes. Spock has injuries to his left leg and both ears. KIRK: Well that doesn't sound too bad.

McCOY: It's worse than that, he's deaf Jim.

*The crew start to chorus "Deaf Jim, deaf Jim".*

McCOY: Oh no, not again. Shut up, will you.

SCOTTY: (*to Kirk*) Those ears were always an easy target Captain.

KIRK: Yes, if only his mother had picked him up like any other baby. OK Bones, return to ship.

ALL: Beam us up Scotty.

#### **SCENE FIVE – BRIDGE OF SHIP**

*Everyone including the two Trikon are here.*

KIRK: Another mission accomplished. Well done everyone.

ALL EXCEPT SPOCK: Thank you captain.

SPOCK: Pardon?

KIRK: Captain's log stardate (*he does a summary*)

SPOCK: Pardon?

THE END



# Convention News 9

The next morning, I sat in the living-room which Terana shared with her father. It had been a long, and very pleasurable night. Draffan entered, sat heavily upon a chair and eyed me moodily.

"Why is it you Humans attach such importance to what is, after all, a perfectly natural and unremarkable act?" he demanded of me. "I can see what will happen now. You'll be impossibly cheerful for the next few days," he concluded, a trace of bitterness in his voice. If I didn't know Draffan better, I would have sworn that he was jealous.

At that instant, Terana entered. Smiling sweetly, she kissed me and asked if there was anything I would like.

Draffan swore under his breath. "If you two are going to start acting like love-stricken rabbits, I'll sit in the bar," he complained gruffly, standing and suiting deed to word.

Terana giggled at him, yet moved away from me as she heard her father's approach.

"DOTRAN! DOTRAN! Come here quickly," shouted Draffan's voice. I knew that this must be serious, since Draffan would only call for assistance if outnumbered by around fifty to one. I raced into the bar, expecting some kind of battle, but the place was almost deserted.

Almost: in a dark corner sat, of all people, Sapleaf the Elf. He glanced cursorily at us.

"Sapleaf!" I called to him.

He glanced more closely at me. "Do I know you, friend?"

"We met at the Adventurers' Convention," I reminded him. For a second his eyes stared blankly at me, and then recognition dawned.

"Yes...but your face seems familiar from elsewhere."

"I tried to rescue you from the dungeons of Kranger. You mistook me for a guard. I have been chasing after you for weeks. Grimwald thought you were trying to deceive him. But now he half believes you to be his father, and invites you to his mines under Chudeigh."

The Elf studied me closely, digesting my speech. "Forgive me, friend," he finally muttered. "It seems that I have so few friends I do not

recognise them when they are in front of me. I trust that I did you no permanent injury?"

As I shook my head, Draffan cut in, "I think you knocked some sense into him. Humans can be a liability, at times!"

Sapleaf stared at Draffan. "An Orc - or rather, a half-Orc. You keep strange company, Human."

Draffan growled softly. I recognised the danger signal, as did Sapleaf, who moved his hands so they would be free if he needed to summon Elven magic.

I placed a restraining hand against Draffan's chest. "Draffan is a friend to me," I told Sapleaf. "And he calls Dewleaf Sword-brother."

"Sword-brother to Dewleaf?" Sapleaf echoed, approaching Draffan with something very nearly approaching a smile upon his face. "Then friend to me. How can an Elf have two such friends and not know of it?"

I asked Sapleaf to join us in a tankard of ale, but he declined with deep regret. "I must begin my journey to Chudeigh immediately." Pausing for a moment, he drew a parchment from his tunic. "I was going to visit the Forgotten Mountains in a quest to steal some of the Dragons' treasure. This map details the location of their main treasury. I give it to you in thanks."

"But I thought you were going there to battle against the dragons because..."

Sapleaf laughed. "No! I was irritated at Grimwald at the time, but mainly I didn't want anyone to suspect my real motives for visiting the Forgotten Mountains. Some Adventurers are greedy enough to rob their fellows."

Bidding us take care, Sapleaf left the hostelry, leaving me feeling more than a little foolish at having been taken in so thoroughly by his ruse.

I examined the parchment which Sapleaf had given me. Draffan glanced at it over my shoulder. "You don't fancy a trip to the Forgotten Mountains, do you?" I asked him.

"No, Dotran," he replied. "Our paths now lie in different directions. The Forgotten Mountains are dangerous, inhabited by dragons and cut-throats and all kinds of evil."

I nodded understanding.

"And I wouldn't miss it for anything," Draffan assured me.

End of Convention News.



It had been three years since Sir Ignatius Grimwood K.G. had done battle with the evil criminal, Bert Rosenberg. The final minutes of the conflict had been a fluke, Grimwood had considered, culminating in Rosenberg's timely and yet unsatisfying death. Grimwood knew the villain was a genius and to track him down was nothing compared to the intellectual challenge that the 'head-to-head' confrontation *should* have been. Grimwood regrets that he cannot rectify the irrevocable past, the vicissitudes of which have not changed his outlook on life, despite the fact that he still fears that one *diabolo* of his past, Rosenberg. For Grimwood there were a great deal of unanswered questions and, in a conversation with his colleague, Obadiah Hardy, Grimwood considered these.

"I still do not understand the reason for Rosenberg's incursion into the Peregrine Theatre that night," Grimwood had said. "And, although you have stated that he had evidently stolen something from the owner's office, the reason for his doing so is still not clear to me."

"All I know is that whatever he stole must have been very important," replied Hardy, "but it's beyond me what this was."

For a period of three weeks Grimwood had been receiving letters such as:

```
Grimwood :
Your time has come! I shall avenge my
brother, who you killed with your
virtuous claims of self-defence. Just
remember a Rosenberg never forgets!
- A well-wisher, or perhaps not so.
```

A final letter told him to watch the balconies during his performances of *Hamlet*, which would mark the first time in three years that he and Hardy would perform at the Peregrine Theatre in the town of Sandbourne. The night of the first performance had arrived and Grimwood was prepared for the revelation of the truth behind Rosenberg's earlier activities and was ready to tie up several

## Loose Ends

This game is the sequel to *Out of the Limelight* and, though there is no need to have played the previous game beforehand, it may actually help. *Loose Ends* consists of two parts, the second of which is accessed by a password provided at the end of the first.

Normal adventuring commands apply to this game, but if you are in any doubt **VOCAB** and **INFO** will provide you with further information. You will benefit immensely from conversing with the various characters you meet throughout the game and this can be facilitated by typing the character's name followed by the query or command, e.g **HARDY TELL ME ABOUT PLANTAGENET**.

If stuck, fear not! In some cases by typing **HELP** you will receive a useful clue.



THE SONG OF TALIESIN

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

THE STORY SO FAR —

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

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

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

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

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

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



## ADVENTURE

NOTES

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

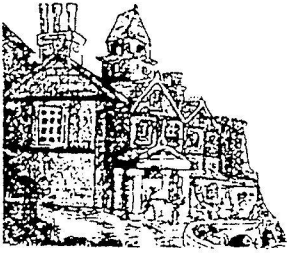
The game will recognise all the usual commands, along with such others as **LISTEN** and **SLIDE**. It is also possible to get various characters to carry out your bidding. So simply say use the format - **Say To Gwyn "Follow Me"** and if they are able to they will.

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

# ADVENTURE COMPILATION

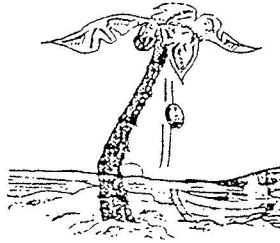
## Mansion Quest

Attempt to claim your eccentric rich uncle's treasures hidden around his mansion.



## Desert Island

Castaway on a desert island, you must find fuel for your only means of escape, a launch.



## Pyramid

Find and enter the pyramid, search for the treasure and then escape with it, and your life.



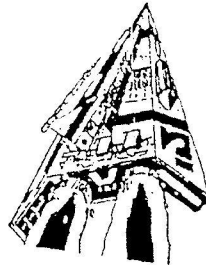
## Castle Adventure

Rescue the princess imprisoned in the castle, then go back for all the treasure.



## Mission X

Transported to a strange planet, you must find a way back to Earth.



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But this morning you awoke with a strange feeling, the feeling that this is it, this is the time you've been waiting for, today you are going to take that final step, the one that will finally put you on the map. Can you do it, can you use your skill and journalist's eye to find the exclusive story you've been waiting for.....

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## GETTING TO KNOW ..... MAURICE AND JOAN PANCOTT .....WOW

---

HELLO MAURICE AND JOAN – IT'S VERY GENEROUS OF YOU BOTH TO AGREE TO AN INTERVIEW FOR PROBE, BECAUSE I KNOW THAT THINGS ARE FAR FROM EASY FOR YOU BOTH AT THE MOMENT AND THAT YOU ARE HAVING MORE THAN YOUR FAIR SHARE OF PROBLEMS. BUT IN SPITE OF EVERYTHING, YOU BOTH MANAGE TO REMAIN CHEERFUL.

Q] FIRST OF ALL JOAN, HOW ARE THINGS HEALTHWISE? ARE YOU ABLE TO WALK AT ALL?

A] JOAN: No – I've been laid up in bed now for about 5 months, with my right leg in plaster from toe to hip. On a recent visit to hospital, I was informed that despite the enforced inactivity, the break still has not healed. Aggravated, no doubt, by the onset of osteoporosis, it is now going to mean another operation to try and effect some sort of repair.

MAURICE: We are hoping to hear in the next couple of weeks that the special prosthesis she needs, to replace the one she has in the existing knee joint, has been made and is ready for action.

Q] ARE YOU BOTH KEEN ADVENTURERS?

A] MAURICE: No, not really. Joan is the only really keen adventurer. She has played, tested and written solutions for most of the AMSTRAD adventures ever produces – and thoroughly enjoyed doing so, I might add!

JOAN: Maurice took over writing the solutions about two years ago, but only as a necessity to ensure that we had the help line for the new adventures we were then marketing. He only plays adventures when he has to!!

Q] HOW AND WHEN DID ADVENTURING TAKE HOLD?

A] JOAN: We bought our first computer – an AMSTRAD 464 in August 1984. Maurice bought the first adventure – RETURN TO EDEN – in January 1985.

MAURICE: I hoped it would give Joan a new interest after the death of her mother in December.

JOAN: I had previously been playing the "Arcade" type games and was NOT impressed, but from then on I was well and truly hooked on the true adventure game.

Q] HOW LONG HAS THE HELPLINE BEEN RUNNING?

A] JOAN: We received our first call on November 6th, 1985. We joined the Lords and Ladies of Adventure list in AMSTRAD ACTION and this generated an enormous amount of interest – and not a few help calls!

MAURICE: Joan kept quite detailed records of all calls up to September 1993, at which time the total calls recorded reached 9841. Since that time there have been many more calls – around 800 to 900, but due to health problems these calls were not recorded.

Q] DID THE FAMILY EVER COMPLAIN THAT THEY COULDN'T GET THROUGH TO YOU ON THE PHONE?

A] JOAN: Oh yes, of course! – that is until they realized that the helpline finished at 10pm, so they began to ring after that.

MAURICE: Although, occasionally even now the line can be blocked with help calls and they can't always get through when they want to.

Q] HOW AND WHEN DID WoW SOFTWARE START?

A] JOAN: WoW started up some five years ago, when we realized that there were no new commercial games coming on to the market, and we could see the demise of the AMSTRAD home computer looming up fast.

MAURICE: Yes, initially we decided to give it a trial period for three months. It took a while to get it off the ground – begging old authors to let us market their games and getting new authors interested in selling their games commercially. Eventually the business took off. Although never more than a moderate success, its best year was probably 1992 when we sold nearly 1,000 games.

JOAN: Ill health meant that more and more Maurice was taking over the marketing side of the business and since late 1993 has more or less run it on his own. I still answer the phone occasionally and I keep in contact with most of our authors, in particular with what we call our Scottish Office – Lorna Paterson, who has been a tower of strength, playtesting and supporting WoW in all areas.

Q] WoW IS A VERY CATCHY NAME, HOW DID IT ORIGINATE?

A] JOAN: It all began with Stuart Whyte, who wrote the Adventure column in Amstrad Action for a couple of years. When he first started up he thought it would be a good idea if the more senior of the "Lords and Ladies of Adventure" featured in the magazine had their own nicknames or sobriquet.

MAURICE: Between us we came up with the Witch of Wessex for Joan, based on the fact that we lived in Wessex, the Witch had an adventure-like connotation and the whole phrase had a certain alliterative quality.

JOAN: From there it was a short step to reducing it to WoW when we started up the software business. Of course, it has proved to be extremely popular as the expression appears in all sorts of ways – not the least of which is the latest WoW phrase in the toothpaste adverts! [YES, I MUST ADMIT I THOUGHT IT WAS RATHER CLEVER OF YOU BOTH TO MANAGE THAT!]

Q] WITH THE SAD DEMISE OF AMSTRAD ACTION AND WITH IT THE SEVERANCE OF THE LAST LINK WITH PURELY AMSTRAD OWNERS, ARE THINGS A BIT QUIET ON THE AMSTRAD ADVENTURE FRONT?

A] JOAN: Certainly it is sad to see AMSTRAD ACTION disappear, but I don't necessarily think it is the reason for the fall in the availability or the sale of AMSTRAD adventure games. For the past five months or so WoW has only been selling some ten games a month and I cannot see much prospect of that improving in the future.

MAURICE: I believe the main problem, not only for AMSTRAD owners, but also for the SPECTRUM, COMMODORE and other "home" computers is the increasing availability and the falling price of the PC. It is almost as cheap as that first AMSTRAD 464! All the new games are for the immense market created by the PC and that way lies the course of adventuring in the future.

THANK YOU BOTH FOR BEING SO WILLING TO TALK TO ME. I KNOW I SPEAK FOR ALL PROBERS WHEN I SAY THAT I SINCERELY HOPE YOUR HEALTH BEGINS TO IMPROVE JOAN AND THAT YOU ARE MOBILE AGAIN VERY SOON.

## PERSONAL MESSAGES

---

To Phill – A letter's coming...by horseback! Patience my man. (Laurence)

To M.Polo – Amazing, how did you know Dead Warg calls me Virulent? Are you a Peeping Tom? (Crazy Maisie)

To Ellen – I'll do that. Yes, I'll use my own set. As long as you don't intend to join up with Uncle Horace and make a music video! (Jon)

To M.Polo – This correspondence must cease, ye holey minte. (Jon)

To Snow White – What with 7 dwarves to satisfy, when do you get a day off (or should I say a night)? (The Whinger)

To Dylan – Is it true that "Bob's your uncle"? (The Whinger)

To Fry-Them-With-One-Puff – Could have done with you the other night, my cooker packed up and I couldn't warm up my meaty balls! (The Whinger)

To All, particularly the Old Zetonian – Snowy is the only person I know who would get personal with everyone. (M.Polo)

To Dylan – Well, you said it was "cool"! (M.Polo)

To Uncle Horace – The CAMERA will sure be rolling, as long as it doesn't flatten me. (M.Polo)

To Ellen – Yes, I think we should. I suppose he'll start doing his karaoke version of Annie Lennox's "Love Song for A Vampire"? (M.Polo)

To Snow White – I wouldn't dream of denying Pogkin his rights, I'm no dictator. (M.Polo)

To Dopey – It helps if you look at the side of the map which is NOT blank. (M.Polo)

To Snow White – I'll pay you a visit down at Der-rum, Der-rum, Der-rum very soon and we can fix a price for my personally guaranteed services. (Marco, the Friendly Plumber)

To Puff – You know, I wondered the same thing. Perhaps Acidspit's finally neutralized. Can't be a bad thing... (The Glumwynd)

To Ellen – Obviously the Assassin didn't try hard enough. I'll have words with him and correct the problem in Assassins' Guild 2 (Phill)

To P.C. Chuckles of Stanley – Tell me, deary, what's the going rate for your lavender? (Nemo)

To Gillian – You know, when you did that striptease, half of Co. Durham thought there'd been a total eclipse of the sun. (The Viper)

To Dylan – Nice to hear you're out and about again, man. Fancy a spin on the roundabout? (Dougal)

To Damian – Still keeping your chin, I hope. (Kasar)

To M.Polo – Your real name wouldn't be Marco Scott-Polo, would it? (The Nighthawk)

To Ellen – There are still a few patches remaining. (Reynir)

To Rudi – Yap, that's right. (Bosi)

To Miss Melvinna – Don't feel so discouraged. Nobody's perfect – not even me, as much as I hate to admit it. (Mad Cat)

To Marco Polo – You'll know – if you ever meet Ro-Wan. (Mad Cat)

To The Witch – Ro's too busy with his spells to notice, if the smell from the kitchen is anything to go by. (Mad Cat)

To Sherry and Lucky – Exactly how are you going to stay trim? (Mad Cat)

To P. C. Chuckles of Stanley – Look, no hands! See you at the Convention, eh lovey? (Nemo)

To Gillian – Now you've shown me your satin drawers, can we move onto your bras? (Slobberchops)

To Gillian – That's the way to fame. eh? Start at the bottom and erm.... work up! (The Pillar)

To The Whinger – Oh, stop moaning! Are you related to the Witch of Stanley at all? (Squiggle)

To Snow White – Don't worry, I'll keep my end up, as it were ..... (Pogkin the Dwarf)

To Puff – Sorry, sorry, sorry. But then again, it's a mistake anyone could make ....(Squiggle)

To M.Polo – No. I'm not "One of them", at least I don't think so. As to your question the answer's a definite "YES". (The Glumwynd)

To M.Polo – Oh, very droll. Doesn't that brain cell of yours get lonely? (The Viper)

To Mad Cat – Any suggestions, then, on whom we should "Democratically" censor? (Tinkerbell)

To Dylan – Erm...yes, right. You didn't oversleep and wake up confused, did you? I've heard of stranger things! (The Glumwynd)

To Dylan – I defined a nightmare ages ago – The Witch of Stanley! (Uncle Horace)

To Damian – When the movie's finished, how about a private showing (as long as you leave Conan at home) ? (Uncle Horace)

To Damian – Rather you than me! (Ellen)

To L.C. (the helicopter pilot) – Yes, I know it is, but I paid for a **WAIT** (wait being the operative word) and return! (Ellen)

To M.Polo – Maybe I'd better leave the front door open then? (Ellen)

To The Old Zetonian – Yup, he's still doing "time". Not too sure about the jelly tots – though my supply does seem to be dwindling! Nope, I ~~wasn't~~ taking liberties with him whilst he's bound and gagged. Hmmm, do you think that's why he's getting annoyed? (Snow White)

To M.Polo – Look forward to it. You'll be made MORE than welcome here – anytime! (Snowy)

To M.Polo – It would, and besides, MY dwarves already know they measure up perfectly with me. (Snow White)

To M.Polo – Naaaa, never! It must have been a misprint (Snowy "Blanc")

To Pogkin the Dwarf (and friends) – Where have you got to? Are you lost? (Snow White)

# NEWSDESK

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## **New Release from Zenobi**

September's new release is EMERALD ELF by George Hoyle, and is a spoof on Red Dwarf – review next month. It is available for the Spectrum (tape/+D) £2.99, (+3 disc) £3.49, Atari(e), Amiga(e) and PC(e) £2.99.

This release confirms that some of your favourite authors are still coming up with new adventures. I understand Jamie Murphy and Jack Lockerby have nearly finished writing their latest games, and with other games by various authors being playtested at the moment, there is still plenty to look forward to from Zenobi.

## **Forthcoming Attractions**

Peter Clark has written tell me that he has completed his latest game, TRANSPO 95, for the Amstrad, and it will be available from WoW Software – watch Probe for news of the release date. It is likely to be converted to the Spectrum and released by The Adventure Workshop – further details to follow.

Just to whet your appetite I can tell you that TRANSPO 95 involves a physics tutor who is accidentally transported 200 years into the future where the world has fallen apart through pollution, etc. People are living in the old underground network to avoid the fumes of the outside world. Your task is to try to find a way of transporting yourself back home. This you do to get into part two, but you find yourself still 200 years in the future. This time in a world that has mastered the threat of pollution and has also mastered matter transfer. You will have to work out how to use it to get around this part of the game. If you can find a way to use time travel, which is against the law here, you will be able to get back home and finish the game.

Yet more good news, Peter is now writing a sequel to A MIDSUMMER DAY'S DREAM – more details when available. If you go to the Adventurers' Convention on October 21st, you will have a chance to play the pre-release version of both games. In the meantime check out the WoW Software and Adventure Workshop catalogues for his current adventures.

## **SAM News**

Phil Glover tells me that three new SAM adventures are due for release very soon. The first one is WONDERLAND written by New Zealander, Robyn Campbell, who wrote it for her children but it will probably appeal to novice adventurers – see review in this issue.

The second one is Dennis Francombe's own conversion of his adventure GOLD SWORD OF BHAKHOR. Originally written on the GAC, Dennis is now using the Sam Adventure System to convert it to SAM. I have received a couple of letters from Dennis on this matter, and despite a few problems he is very enthusiastic and appreciates the support SAM owners are giving him. Dennis writes such lovely prose whilst telling interesting stories I just can't believe that Spectrum players haven't bought more of his games.

Adventure number three is written by David Haire and is called SMUGGLER'S HAUNT. The game is PAWEd and will run on SAM using SAM PAW, and no, unfortunately that does not mean that those of us with Spectrums can play it. A Spectrum PAWEd database can be made to work on a SAM, but to date no one has found a way of getting a SAM PAWEd game to run on a Spectrum. What a shame, all those excellent adventures being played only by SAM owners!

## Last Issue of Commodore Format

It was only a question of time, so I wasn't too surprised when Mark McDermott telephoned me to say that the October issue (#61) is the last COMMODORE FORMAT. This used to be quite a good magazine, and I still have the first 25 or so issues, but they didn't seem to want to cater for adventurers on a regular basis, so I stopped buying it. Before it ceased publication I understand Probe was mentioned, which may explain the dramatic increase in the number of enquiries and requests for help I received from C64 owners the very week I had planned to prepare this issue.

## KINGS AND QUEENS OF THE CASTLE

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STEVE MCLAREN, 6 MERE GATE, MARGATE, KENT, CT9 5TR can offer help with the following PC and AMIGA adventures.

Please ensure you give clear details of your problem and enclose an SSAE.

Text Adventures : RED MOON, LORDS OF TIME, SCAPEGHOST, INGRIDS BACK, MYTH, ZORK 1, ZORK 2, WISHBRINGER, PLANETFALL, ENCHANTER, GRUE-KNAPPED, MIDNIGHT THIEF, SPIRO LEGACY, THE FOUR SYMBOLS, PLUNDERED HEARTS, SHYMER, TRINITY, UNNKULIAN 1, DISENCHANTED, JOURNEY, DRAGON-QUEST.

Text/Graphic Adventures : ERIC THE UNREADY, GATEWAY 1, GATEWAY 2.

Graphic Adventures : KING'S QUEST 1, 2, 4, 5, 6, SPACE QUEST 1, 2, 3, 4, 5, POLICE QUEST 1, L.S.L 2, 3, CONQUEST OF CAMELOT, OPERATION STEALTH, LOOM (standard mode), FUTURE WARS, THE SECRET OF MONKEY ISLAND 1, 2, LURE OF THE TEMPTRESS, CURSE OF ENCHANTIA, THE LEGEND OF KYRANDIA, SAM 'N' MAX, STAR TREK JUDGEMENT RITES, DRAGONSPHERE.

R.P.G. : LANDS OF LORE.

## BUGS AND AMUSING RESPONSES

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### SACRED CROSS played by Barbara Gibb on a C64

My copy of this text adventure has an important bit of incorrect programming.

You will find a teleportation device which, if you examine anywhere but the lounge, gets the default message "Inspection reveals nothing".

However, if you examine it in the lounge, (the object number is the same as the location number) you get the following very useful information.

"Well, I don't know what this is doing here, must have been left over from some other adventure I suppose. Anyway, it has three buttons on it, one RED, one BLUE and one YELLOW. If you press the RED one you will be transported to the Phone Box, the BLUE one will take you to the Wood and the YELLOW one to the Bathroom (very handy this one if you get caught short or have drunk some poisoned tea!). Oh, one more thing, when you use it, it will transport itself to a completely different place than where you will go."

I think it almost qualifies for both categories of the above heading.

# OBJECTS AND THEIR USES

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## rites of Passage compiled by Barbara Gibb on a C64

- Toy Boat .....ramming device
- Small Key .....opens cupboard in skylight room
- Heavy Key .....opens door to cellar steps
- Spanner ..... unbolts plate
- Lodestone ..... attracts metal – twice
- String .....tie to something
- Metal Tube ..... funnel for ball bearings
- Tome ..... information and weight
- Black, Red, Brown & Green Potions ..... drink it to become an animal
- Spider .....good at climbing
- Cat .....playful and agile
- Dog .....agile and good at opening doors
- Frog .....good swimmer
- Plastic Bowl .....container, but limited lifespan
- Wooden Chest .....contains glowing vial
- Glowing Vial .....light source and magic potion
- Ball Bearings .....heavy and roll nicely
- Pendant .....opens the case, if power is on
- Icy Glass Ball .....contains something
- Metal Tile .....opens the box
- Net Bag .....carry a cold object in it
- Coat .....protects you from the cold
- Pole .....for vaulting

## LAST BELIEVER compiled by Barbara Gibb on a Spectrum and Amstrad

- Magic Candle .....source of wax
- Rope ..... climbing device
- Orb .....breaks into two useful objects
- Coffin .....makeshift boat
- Boots .....help you climb a tree
- Pot .....will hold water when mended
- Plant .....hungry and obstructive – kill it
- Golden Staff .....a lever, also half of a weapon when broken
- Gloves .....protect your hands
- Fire Demon .....blocking your path to the temple, put him out
- Branch .....light it to melt something
- Thick Book, Herbs and Magic Wand .....the three “magic” items
- Wild Beast .....blocking your way to the wastelands – chase it away
- Snow Statue .....a wizard holding a wand
- Berries .....poisonous – give them to something
- Hollow Rod .....a blowpipe
- Thorns .....poisoned – use with hollow rod
- Magician .....will lift the curse if he is given the right items
- Plank .....a paddle

# WANTED

A BURGLAR IS REQUIRED  
BY A PARTY OF DWARVES.

THE CANDIDATE MUST BE OF A GOOD  
HEARTED AND FUN LOVING NATURE,  
BE SECRETIVE AND FAST,  
AND SHOULD BE HALF AS HIGH  
AS A MAN BUT TALLER THAN  
OURSELVES, AND SHOULD HAVE  
LARGE HAIR-COVERED FEET.

A SMALL REWARD WILL BE GIVEN  
BY ADVENTURE PROBE FOR HIS  
ADDRESS OR WHEREABOUTS  
AND NAME.

signed.....*THORIN*

(please inform the Probe office by  
Monday, 27th November 1995)

## GETTING YOU STARTED

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### **CAVES OF SKULL played by Barbara Gibb on a Spectrum – also available on Amiga(e)**

Start in front of two large iron doors. I (carrying a box), X BOX, X DOORS (note reference to door keeper), X SYMBOLS, SEARCH BUSHES (see clearing to the south), S, SEARCH GRASS, GET DAGGER, SIT (notice a vine), GET VINE, N, X TREE (see some fruit on high branch), SEARCH GRAVEL, GET PEBBLE, THROW PEBBLE AT FRUIT (good shot), GET FRUIT, CLIMB BOULDER (on ledge above the skull doors), X BRANCHES (some to the west), JUMP W (to branch – see a monkey-bird), X BIRD, GIVE FRUIT (to minkey-bird), SEARCH NEST (now have a monocle), TIE VINE TO BRANCH, D (vine to a concealed clearing – see a small hut), X HUT (see knocker), KNOCK ON DOOR, TALK to DWARF, KNOCK ON DOOR, GIVE MONOCLE. If you have examined the doors he will give you the magic word. DIG (with dagger), GET skeleton KEY, U, JUMP E (back on ledge), SEARCH ROCKS (see emerald), PRISE EMERALD (with dagger, which you lose, so ensure you have already dug in the concealed clearing), D .....

### **CRANMORE DIAMOND CAPER played by Barbara Gibb on a C64**

Start in large hotel. You have nine hours to steal the Cranmore Diamond. INV (nothing), TAKE WATCH (time is 5.5pm), EXAM TABLE (see bankroll of notes), TAKE NOTES, S, W, IN (lift), PUSH 0 (ground floor), OUT (foyer), N, W, S, W (leatherware shop), BUY GLOVES, TAKE GLOVES, E, N, N, E (large emporium), BUY ROPE, TAKE ROPE, BUY KNIFE, TAKE KNIFE, W, N, U (chemist's shop – assistant drops one of the tablets on the floor), TAKE TABLET, EXAM TABLET (strong sleeping tablet), D, S, W (police station – note the description on the wanted poster), E, S, E, S (back in foyer), E (gymnasium) .....

### **EMERALD ISLE played by Karen Tyers on a Spectrum – also available for most other computers**

UNDO PARA, U, GET PARA, D, W, W, W, GET SILVER COIN, E, E, N, GET GLUE, GET ROBE, WEAR ROBE, S, E, U, GET MANUAL, EXAM MANUAL, D, W, S, S, S, E, GIVE PARA, W, W, S, GET COPPER COIN, N, U, W (King throws gold coin at you), E, D, W, W, D, D, E, INSERT SILVER COIN (you get a season ticket), W, ENTER TRAIN, E, GET PLIERS, W, N, E, E, GET FENCE POST, W, W, SW, N, GET ANCHOR, DROP GLUE (spider goes away) .....

### **ROBIN OF SHERWOOD played by Dorothy Millard on a C64 – also available for other computers**

Start in the dungeon of Nottingham Castle. EXAMINE GRATING (about 5 ft. from the floor), STAND ON PRISONERS shoulders, EXAMINE GRATING (guard is sitting on a stool ten paces away), WAIT (you hear footsteps above you), EXAMINE GRATING (the guard's ankle is just within reach), GRAB ANKLE (he falls over and is winded), STRANGLE GUARD (he chokes to death), EXAMINE GUARD, GET SWORD, EXAMINE GRATING (secured with a bolt), UNDO BOLT WITH SWORD, PUSH GRATING (it swings open), CLIMB OUT (you are free but you drop the sword),. You are now in the guardroom. GO DOOR to the castle courtyard, GO BATTLEMENTS, GO DOOR, CLIMB UP STAIRCASE .....

### **DEEK'S DEEDS played by Barbara Gibb on a Spectrum – also available on Atari(e), Amgia(e) and PC(e)**

At the start you have to pick 5 items from the list. Choose 1 (bowler hat), 2 (riot gun), 4 (drum machine), 6 (portable 'phone), 9 (teleport). You are now in a nice green meadow. Ignore the chicken. First, you have to rescue someone before it is too late. SE, E (small clearing where a man is on the gallows), X BOWLER (clue), THROW BOWLER (like Oddjob in Goldfinger – you have somehow managed to save Fudgebow who will now tag along and be a pain in the \*\*\*\*), X TELEPORT, SAY TELEPORT (transported to a terrible empty location – note the number Parsley the lion roars), SAY TELEPORT (back in the nice green meadow), DROP TELEPORT, S (mystic stone circle). Do not take the space blanket yet, instead X BLANKET (reveals entrance), D (cave), TAKE ZX, X ZX (note description), U, TAKE BLANKET, X STONE, NE (on canal bridge), D (tow path), N, D (near bridge), X BRIDGE, X KEYSTONE, TAKE KEY. Ensure Fudgebow is with you, then SWIM CANAL to outside a watermill. U (flour silo), E (parlour – note fire), WAIT, WAIT .....

### **DREAMWEB played by Barbara Gibb on an Amiga**

The game begins in Eden's flat. Find, examine and pick up the WALLET (brown oblong left of the mouse mat) on the desk. Exit right into a kitchen cum living-room. Examine and open the MICROWAVE to the bottom right of picture. Pick up the KEY that you find inside. Walk to, examine and pick up (page 2) the CARTRIDGE on the crate behind the sofa. Press the BUTTON on the wall by the doors and enter the lift. Examine the CONTROL PANEL. Use the panel to automatically go down and the doors re-open. Exit left to the garage. Walk to the CAR and examine and pick up the SCREWDRIVER which seems to be on top of the engine. Pick up the WRENCH on the storage unit immediately behind you. Walk through the doors at the bottom right-hand corner of the picture, and then walk along the road to exit left.

You are now on the TRAVEL OPTION SCREEN. Click on the right-hand arrow to select YOUR FLAT, ensure TRAVEL is shown at the bottom left corner of the picture and then click on – you are now in a lift. Exit left then top left to move through the lobby. Walk to the doors on the left and examine the KEYPAD. Use the keypad by clicking on the appropriate individual numbers (see Diary of a Madman) then the green button to enter the whole number – door opens and you can now exit left into the bedroom .....

### **ICE STATION ZERO played by Barbara Gibb on a Spectrum – also available for the Atari(e), Amiga(e) & PC(e)**

Start outside a small snow-covered tent at the western edge of an immense ice field. I (wearing kagool and gloves), IN (to tent), TAKE PICK, TAKE SKIS, TAKE GOGGLES, OUT, WEAR SKIS, WEAR GOGGLES, N (see team of huskies and sledge), SEARCH SLEDGE, TAKE GUN, UNTIE DOGS (they run off, clearing a way north), N, E, S, S (sheltered crag). By now a pack of wolves will be stalking you. FIRE GUN (to scatter them, but not for long), FIRE GUN (scatter again), JUMP (onto floating ice). The wolves will follow, so if/when they get too close fire the gun again. E, JUMP (bank of river), N (below glacier), CLIMB GLACIER (need pick), E, CLIMB GLACIER, E, E, E .....

### **ESCAPE FROM KHOSHIMA played by Frank Fridd on an Amstrad**

Start by barracks. W, S, W, S (guards mess), TAKE CIGARETTES, E, TAKE CAN (of pitch), W, N, W, N, N, E, N (empty guard room), E, GIVE CIGARETTES (soldier will give key), W, TAKE MEAT, S, E, E (hospital) .....

## HINTS AND TIPS

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### **BOUNTY HUNTER played on a Spectrum, C64, Amstrad, Atari(e), Amiga(e) and PC(e)**

The 22 VIROIDS can be killed in any order.

**COLD ROCK** – Wait at the side of Swanfleet until a giant Shellback trundles past, then climb on its back. Leave Cold Rock the same way after killing the Viroid.

**MYLAKS HOLE** – You must wear the rubber cape to get up Storm Steps, the old woman inside Moonholm has this. To get it you must first cover the hole in her roof, use the mat found outside the hut at Warholm. then give her the Kraken Whiffet....

### **CHAMELEON KEY played by Barbara Gibb on a Spectrum – also available on Amiga(e)**

There aren't many things you can look behind in a desert.

A photograph can be very revealing!

Be friendly to the computer – try saying hello to begin an informative conversation.

If something is too heavy to move, lighten the load.

Look around the secret store-room.

A schoolboy in a Chameleon suit isn't quite correct, as the robot on Thearon 9 very well knows.

After collecting an object from Thearon 9, teleport to Spod.

### **DRAGONSPHERE played by Steve McLaren on a PC**

In courtyard – talk to everyone there.

In Siathan Ni Patan – to get past the octopus, throw shieldstone in the pool and do not forget to pick up the Tentacles. When you see the Wise Shifter, listen to him very carefully about the Soptus Ecliptus.

When grabbed by the creeper they will ask you three questions : answer 1) RED 2) LEG 3) BEEF STEW.

To heal Lianie – use doll then put spirit bundle on Lianie, talk to Lianie, Thou art a rose but no for no rose as fair did ever grow in any land. Use doll to heal Lianie.

You're gonna have to play the Caliph's game 4 times to get some important items and beat him.

### **KING'S QUEST 5 played by Steve McLaren on an Amiga**

Want to get rid of the ol' bear? – throw a fish then you can get the honeycomb, and there is something in the haystack.

In the Forest of Eyes – throw two emeralds on the ground, use honeycomb, throw emerald in honey, catch elf.

If you can't get passed a snake – is it a Rattle Snake?

## **END IS NIGH played by Barbara Gibb on an Amiga(e), also available on Amstrad, Spectrum, Atari(e) and PC(e)**

### Part Two – Intersellar Zone

At the start find the bridge and stop the ship from hurtling into oblivion – you have 5 moves before this will happen so don't be sidetracked.

In the Info. Centre examine the display and note the colour mentioned – this is a random choice of four. Press the correct button and examine the display again for an important password.

You need a token to enter Living Quarter No.53

The temporary aging oil (you need the flask from part one to carry it in) is just that. It will last for ONE move so make sure you use it at the right location.

Get the 31 year old male clone to follow you.

Put the silver wafer from the vending machine into the robot then activate it. It will only operate for 4 moves, but fortunately you don't have far to go.

Neither you nor brute force will open the cupboard in the emergency bunker.

The spacesuit will adjust to your size. Part Three – Subterranean Zone

Give the fluorescent tubing to the seahorses so that they can see.

Play the flute to get one of the medallions.

Lightning bolts will charge the cell if you have the courage to stand in the same place for long enough – now you can "free" a vital object.

Neptune mutters to himself when in a huff.

Using the key releases a medallion.

When the ghost of the Warrior of the Oceans appears, tell him about the starfish. Neptune will be so grateful to have his pet back he will release the mermaid who you *must follow without delay*. When you catch up with the mermaid, ask her to follow you and lead her to where you should have left the batteries. If you give them to her she will hide them "where no one would dare to venture" so be careful how you get them back.

## **L.A.ADVENTURE played by Barbara Gibb on a C64**

To get the pieces of tomato to give to the chef, BUY HAMBURGER and then examine it.

## **SACRED CROSS played by Barbara Gibb on a C64**

First, go to the Vicarage and TALK TO the vicar. He gives you part of the cross – your task is to find the other pieces so that he can exorcise the ghost.

Ignore the telephone – there is no one to call. Cupboards are the "walk-in" type.

Search the waste-bin in the lounge for a clue where to find a piece of the cross.

Use the crowbar to remove the panel from the bath.

You need the mousetrap and cheese from the 3-drawer cabinet.

See "Bugs and Amusing Responses" in this issue.

**GOLDEN LOCKET played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)**

Oil the lock of the hut at the mining side. Remove the key to ensure the watcher can't lock you inside.

Do not take the fool's gold.

Use the poker to lever the lid of the trunk. Read the words on the lid.

To cross the desert you'll need the route, compass and canteen.

As the prickles prevent you taking the paper, just read it for a very useful clue.

At the stage-coach – turn the tap on the barrel and fill the canteen.

There is a hammer somewhere inside the stage-coach.

It isn't called a ghost town without reason so pay your respects at a grave.

Steal something from the jail in Tinsas.

You need a hammer to remove some nails and a saw to cut a bench. Now make a ladder so that you can get a good look at the moose's head.

**K240 played by Larry Horsfield on an Amiga A1200**

If you're running low on funds, press Enter, type LOADSADOSH and press Enter again to get 100,000 credits. You can do this as many times as you like!

**LAND OF THE PURPLE SEA played by the author, Dorothy Millard, on a C64**

HELP will tell you where you need to use magic.

Keep slipping back? – grind the shells and get them in the bucket. Throw them on the ground to give you grip.

Want to visit the island? – WAIT until the tide goes out, then you can cross and obtain a light source.

Try ducking when the winged creature attacks.

Use the table as a makeshift raft.

Use magic in the shimmering cavern. Did you check the table?

Mix the herbs from the rockface (green) and bottom of the hill (purple), if pricked by a thorn.

Use the rope to cross the river one way and the log to cross from the other side.

If you can't carry the log maybe you need a rest, or perhaps you're carrying too much.

If you can't see what's on the ledge, try climbing a rock to obtain the plant.

The shovel is leaning against a tree in the forest.

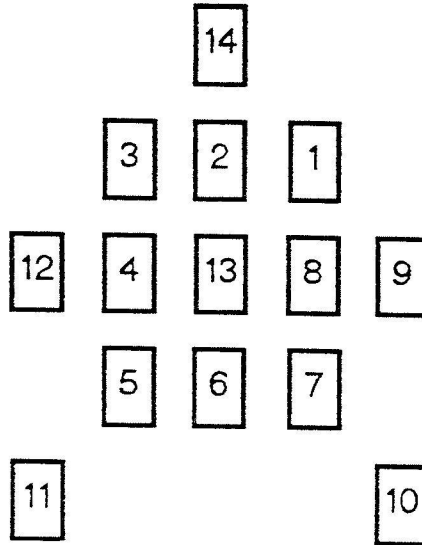
Lost in the dense forest? Keep trying, there is more than one way out. Movement in some parts of the forest is random!

Hit the snake with a stick then look under it for something to open the door.

Dig in the depression for a lens and in the hillside for a tunnel.

## 7th GUEST played by Jenny Perry on a PC

CARD PUZZLE (in the bedroom) – click on the cards in the order below.



## FOR PETE'S SAKE played by Ellen Mahon on a Spectrum – also available on Amstrad, Atari(e), Amiga(e) and PC(e)

### Part One

To make the magician do whatever you ask – propose to him.

Choose the watch as your engagement present.

Use the jam on the doors of the nightclub, to stop them from closing.

Examine the body of the referee, and search the tracksuit to find a red card.

Search the body of the salesman to find a key – give it to the butcher.

### Part Two

Move the rock to find some wellies – you have to wear them to get them.

Climb the tree, and wait until the bike arrives, then swing to knock him off his bike. Climb onto the bike and go north.

Examine the skull and then push it.

Search the rubble – twice.

Use the butter to remove the bucket from the vicar's wife head.

Melt the candle to find the fuse for the explosives.

Throw the briefcase into the pool.

**MAGNETIC MOON played by Barbara Gibb on a Spectrum – also available for Amiga(e) and Amstrad**

Part 1 – Search for the source of power

When the wrecked freighter blocks your way, tie the short rope to the rope/grapnel to make it long enough to enable you to climb into the port.

You can't prevent the catwalk from collapsing.

Use a girder to prop the plates long enough for you to negotiate the gangway.

You have to make a hole in the port on the west side of the freighter. Use the laser to weaken the glass, then hit it with the axe.

Follow the tracks to reach a cliff face.

Part 2 – Pirates' Lair

Search the rubbish at the south end of the tunnel.

Push the crate hard so that it moves to under the grille. Put two objects in it – you will find the crate again towards the end of this part. When in the maze of ducts you should be carrying a piece of paper. Examine the paper at each new location and move in the opposite direction to the airflow.

Use the forcer to unscrew the grille leading to the cabin on Level 2 – then replace it.

When you hear voices coming towards you outside the cabin on Level 2, pick the lock of a nearby door. If you are playing the 128K game eavesdrop on what is said – it will help you later when you visit the restaurant/rest room.

Hide in the cleaning stores until a scientist and pirate arrive. Note what the pirate does, and follow him when he leaves to see something else of interest. Quick actions can get you some recording equipment and a key. Now get back to your hiding place before the pirate returns.

**VALHALLA 1 (Lord of Infinity) played by Barbara Gibb on an Amiga**

Level 4 – The Tower

Crack the tile you're standing on at the beginning.

Ensure you light the match before turning off the grill.

Feed the Carnivore to open the two nearby chests.

Crack the tile under the "go to sleep" phrase.

Create a penny black stamp by dropping the coin on the black and sticky mark.

Play a record to get the water tap to appear.

Warm the bed with the heated bedpan.

Deal with the rude councillor by dropping the sleeping potion on the table in front of him.

Get rid of the peculiar "deadly-breathed-I'm-not-sure" creature by drinking the Potion of Words and then reading (examining) the "go to sleep" phrase.

A lever will appear when you put the teeth in the glass beside the bed.

There is a coin under a tile in the "maze of trapdoors" room..

**MUMMY'S CRYPT played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)**

If you don't want to break or spill something, PUT (object) DOWN.

Search the quarry for a useful tool.

Look behind the hut to find two items.

Talk to the old man to find out what he wants.

Look under the table in the cabin.

Fill the bottle at the stream in the grassy area, then POUR WATER on the ground in the quarry so that you can PICK (softer) GROUND with the pick to find a key. The key doesn't quite fit the chest but nevertheless will open it.

Bandage the man's foot then follow him and note what you overhear. To retrieve the bandage give him a wineskin which is behind one of the trees.

Annoy the cricketing boys by constantly talking to them.

Always protect your own hand when picking up a piece of glass.

Cut the cord binding the logs and tie it to the rope. This will help you across the chasm.

You need the mug to SCOOP up the hot stone.

Use the paper bag to wake up the bird, then prick bird with the pin before you can discover what is in the nest.

STRIKE FLINT to light the lamp.

To get the cutters from the niche, close them first.

**PROJECT X – MICROMAN played by Barbara Gibb on a Spectrum – also available on Amstrad**

Pull the belt of the scarecrow in the middle of the field.

In the haystack, go SW, SW, E, NE, E, SE, then N.

Dig when at the top of the mound of soft earth. You'll need the lighter to see where you're going from here, and the lolly stick to dig your way out.

The needle makes a good sword and the button a shield when you have to fight the mole.

**THESEUS AND THE MINOTAUR played by Barbara Gibb on a C64 – also available on Spectrum and Amstrad**

SCIRON – wear the shield as protection before you wash his feet, then KILL SCIRON (you kick him over the cliff).

PERIPHETES – wear the helmet before you kill him with the axe.

To find the MINOTAUR – go S into the Labyrinth and TIE CLEW at each location until you reach the centre. If you have already visited a location the clew will be present.

To get you started, go SW, W and W.

## **VALHALLA 2 (Before the War) played by Barbara Gibb on an Amiga**

General – ensure you crack all the breakable tiles – some may be hidden under objects.

### Level 1

The Potion of Faith will protect you against the fiery path. You'll need another one for the return trip.

To bake the cake for the birthday girl : put the bowl on the oven, then add the egg (found close by), flour (found beside the oracle) and sugar (found beyond the door by the duplicator). The maid is 21, so get the cook to ice it by giving her the nightmare spell.

Drink the Potion of Strength before moving the boulder.

Give the four-leaved clover to the oracle to open the nearby door.

To get a Safe Travel Potion : put the compass on the map then the St. Christopher medal on the suitcase. Ensure you duplicate the Potion because you will need two.

Put the picture on the jigsaw, then complete the jigsaw puzzle to open the nearby chest.

Put Georgie Snail on the Vaseline to ensure he wins.

Clean the rusty key on the sander – this will now open the door near the duplicator.

Drink the Safe Travel Potion immediately before you pass between the zappers. Grap the sugar, Potion of Lies, and the skeleton key which reopens the door so you can escape. On your next visit you should be able to open up a bypass route so that you can avoid the zappers for subsequent visits to this section.

The Carpenter : put the Confusion Spell on the table in front of him, move to his side, drink the Potion of Lies, and when he asks "Who are you?" read the "I am Infinity" phrase.

Give the jewelled box to the Green Goblin (via those zappers again) so that he opens the nearby door. Now you can find a way to bypass the zappers.

The hustler will swop the chalk for a snooker cue.

The small ball (pearl) that disappears when approached can be pushed off the table. Inspect the nearby wall and think of Stephen Hendry.

Put the teddy bear on the bed near the snail race board.

## **VELNOR'S LAIR played by Barbara Gibb on a Spectrum – also available on C64 (and maybe other computers?)**

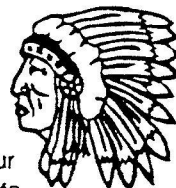
KILL TROLLS until they are dead, then feed one of them to the crocodile.

## **TEN LITTLE INDIANS played by Barbara Bassingthwaighte on a BBC – also available on many other computers**

### Figurines and where to find them

YELLOW – ticket office safe  
BLACK – in mud east of station  
VIOLET – in river by old wharf  
GREEN – in conservatory  
RED – in boiler room

PINK – in fountain  
SILVER – utility room  
BLUE – bathroom  
WHITE – in ruined arbour  
GOLD – in study wall safe  
GRAY – pull arm on suit of armour

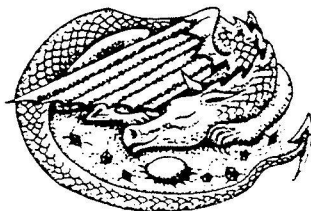


## SOLUTION OF THE MONTH

### DRAGON QUEST

Written by Jack Lockerby

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



Start at northernmost point of the kingdom. I (have cloak), X CLOAK (note response), N (dusty trail – meet weary traveller), X TRAVELLER, SAY HELLO (he would like some water), N (village compound surrounded by huts), E, NE, E, ENTER (Chief's hut), X MAN, SAY HELLO (he is willing to help but he would like some tobacco for his pipe), LEAVE, E (pool), DRINK (okay, but you don't have a container to take some to the traveller), W, W, NW, NW (edge of desert).

N (arid desert), N, W, S (see skeleton). You don't have any moves to spare at the moment so don't waste time examining anything. MOVE SKELETON, TAKE BAG, S, E, W, S (back at edge of desert), SE, SE, E, E, FILL BAG, DRINK, W, W, SW, W, S, GIVE WATER (the traveller drinks and before he goes south he gives you a pouch), X POUCH (full of tobacco), N, E, NE, E, ENTER (Chief's hut), GIVE POUCH (he gives you a tatty book), X BOOK ("Translations Made Easy"), READ BOOK, LEAVE, E, FILL BAG (as the traveller emptied it), LOOK IN POOL, TAKE SPADE, W, W, ENTER (hut), X HUT, TAKE AXE, MOVE BEDS, DIG (need spade), TAKE HELMET, X HELMET, LEAVE, SW, ENTER, MOVE BEDS, DIG (need spade), TAKE FLINT, LEAVE, W, ENTER (hut), X BEDS, TAKE RUCKSACK, X RUCKSACK (empty at the moment), LEAVE, NW, ENTER (yet another hut), MOVE BEDS (find nest), X NEST (see dormouse), TAKE DORMOUSE, PUT ALL IN RUCKSACK, LEAVE, NE, ENTER, X HUT, TAKE LANTERN, X LANTERN, LEAVE, E, ENTER, X HUT, TAKE MAP, X MAP (can't understand it at the moment), TRANSLATE MAP (need book from chief – exits will now appear at the desert locations), MOVE BEDS, DIG, TAKE STEEL, LEAVE, DROP SPADE, NW, N (see exits instead of question marks), W, N, E, DRINK, E, E, E, DRINK, E, N (at River Ozar), X NOTICE, TRANSLATE NOTICE, WAVE HANDS (ferry begins to cross the river), WAIT, ENTER (ferry), SIT (ferry crosses to the north side of river).

LEAVE, NE (outskirts of town – see wise old owl sitting on top of a notice board), X NOTICE, TRANSLATE NOTICE (a warning), X OWL (has key), TAKE DORMOUSE (from rucksack), DROP DORMOUSE (it runs away and owl chases after it, dropping the key), TAKE KEY, X KEY, LOOK BEHIND BOARD (find a small shield), TAKE SHIELD, X SHIELD (note response), E (by rock), X ROCK (see sword stuck in it), PUSH SWORD (hear faint click), PUSH SWORD (another click), PUSH SWORD (yet another click), PUSH SWORD (now free), TAKE SWORD, E (main street), N (a lawman will arrest you – if not, wander around until he does).

Now in a dingy, damp, dark cell. LIE D (on mattress – feel lump in your back), FEEL LUMP, I (now have a golden coin), CALL GUARD (who has to release you as you now have some money), S, S, ENTER (bank), SAY HELLO, CHANGE GOLD (now have 5 silver coins in a purse), LEAVE, S, S, ENTER (barber's shop), X ME, SAY HELLO, GIVE silver COIN, X ME (clean shaven – the importance of which is apparent later).

LEAVE, N, N, N, ENTER (tavern).

SAY HELLO, PUT ALL IN RUCKSACK (to give yourself some carrying space), GIVE silver COIN (to innkeeper who goes upstairs). It is now safe to X BAR, TAKE CLOTH, PUT CLOTH IN RUCKSACK (before Innkeeper can snatch it back), WAIT. WAIT, WAIT, U (landing of tavern), N, N, W (innkeeper's bedroom), LOOK UNDER BED (find chest), X CHEST, READ WRITING, TRANSLATE WRITING, PUSH DOWN LID (chest opens), X CHEST, TAKE ARMOUR, E, S, E (bedroom), X BED, X PILLOW, TAKE PILLOW, OPEN WINDOW, THROW ARMOUR OUT OF WINDOW, THROW PILLOW OUT OF WINDOW, W, S, D (okay if not carrying any of the innkeeper's property), LEAVE, E, TAKE ALL (armour and pillow), W, S, S.

ENTER (stable), SAY HELLO, GIVE COIN, WEAR ARMOUR so you can now WEAR SWORD, PUT CLOAK IN RUCKSACK, PUT PURSE IN RUCKSACK, WEAR RUCKSACK, DROP BAG, RIDE HORSE (can only be carrying one item), LEAVE, N, N, N, N. You ride for many miles to the foothills of volcano. DISMOUNT, X DEBRIS, TAKE ROPE, X ROPE (about 55 feet long), E (by fallen tree), X TREE, TAKE AXE (from rucksack), CHOP TREE, DROP AXE, TAKE BRANCH.

E (base of volcano), X VOLCANO, NW (half-way up volcano), X VOLCANO (find large locked door), X DOOR, X NOTICE, TRANSLATE NOTICE, TAKE KEY (from rucksack), UNLOCK DOOR, DROP KEY, TAKE LANTERN (from rucksack), TAKE STEEL (from rucksack), TAKE FLINT (from rucksack), LIGHT LANTERN, DROP STEEL, DROP FLINT, REMOVE SWORD (ready for action), ENTER (tunnel), E (see lion). Do not waste time, KILL LION (with sword), DROP SWORD (not needed again as you have been advised it is ineffective against the dragon).

N, SLIDE (dead unless carrying pillow), DROP PILLOW, W, N, NE (way barred by gap in floor), X TUNNEL (see hook in roof), TIE ROPE TO HOOK, THROW BRANCH ACROSS GAP, SWING ACROSS, TAKE BRANCH, PULL ROPE, TAKE ROPE, E, NW (dead end - see hole in floor), X HOLE, TIE ROPE TO BRANCH, PLACE BRANCH ACROSS HOLE, WEAR LANTERN, D (rope), TAKE SHIELD (from rucksack), TAKE CLOTH (from rucksack), POLISH SHIELD (with cloth), DROP CLOTH, X SHIELD, READ RUNES, TRANSLATE RUNES, TAKE HELMET, WEAR HELMET, CLOSE VISOR (on helmet - okay if you are clean shaven). You should already be wearing the armour, so you are now ready for battle. OPEN DOOR, N (door closes behind you), REFLECT RAYS WITH SHIELD (blinds dragon), X TREASURE (find staff), X STAFF, TAKE CLOAK (from rucksack), WEAR CLOAK, SAY HOME (transported back to palace with staff). 100%

## SERIALIZED SOLUTION

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### GOBLINS 3

#### Solution by Jenny Perry on a PC

(continued from last month)

Attach the golf club to the fishing line. Inflate a balloon, which Ooya grabs. He can then zap the tuft. Repeat the performance with the balloon. Ooya then zaps the stone to turn it into a bridge. Use the knife in the ballast and 3 bags on the nacelle. Go to Folianders land. Use fishing line on field glasses. Ooya stands on the shovel, Blount flips up and points the chair towards the cheese. Now Blount looks through the telescope. Ooya zaps the cheese. Do the same again with Blount in the shovel. Attach the worm to the line.

Go back to the clouds and go fishing. You catch a swordfish! Use field glasses on stain to meet a chilling Bizoo. Use fishing cane on corner of cloud. Now inflate the balloon for Ooya to grab. As soon as he gets it, use the knife on the cloud. Now Ooya is by the goat. He zaps the stone to make another bridge and returns to the giant. Use the knife on ballast twice to knock out the goat and send Ooya over another balloon and make the giant sneeze again. Now Ooya is by the geysers. Blount stands on front geyser while Ooya stands on the tallest one. Blount now uses the knife on the ballast so Ooya can climb into the balloon above the meteorologist. Now Blount weighs down the balloon so that Ooya can reach Bizoo, who he zaps. Now they return to Folianders land.

Use the sawfish on the column. Whoops. Blount is trapped in a cage. Ooya frees his shadow! Pop Bizoo in Colossus' face. He looks at the tooth and gets the toothpick, which he uses on the eye. Pull the hair, then go to the ear, which sends you through the eye and removes the grain of sand. Pull the hair and kick the sand, which travels down on the tear. Now go towards the left ear and meet baby buggy. Hit him and all the buggies that pop up after with the toothpick. This was fiddly as they tended to disappear quite quickly. Now pull the hair, ride on the tear and kick the sand to Blount.

Back in Folianders land, Blount picks up the sand and uses it on the machine. Look through the telescope and Colossus will activate the machine, causing a gearing to fall out. Use knife on robot, then gearing on him. Get pollen and use on Colossus. Now you are Bizoo again. Use the toothpick on the nose. Jump on the nose. then whilst the hand is rubbing it, jump there again. Now pick up the pollen. Use the pollen in the ear (obvious really, isn't it ??????) then jump on the neck. This sends you and the pollen into the ear. The pollen lodges in his nostril and you can go to the next level.

Pick up the candle. Fulbert sits on the plate while Blount looks at the vegetables. Quickly Blount dashes to the swinging chandelier and grabs the fennel. Now here comes a fiddly bit. Blount and Fulbert go through the door. Blount stands under the specs. Fulbert climbs the colonnade, dislodges the specs. and while Blount is juggling with them Fulbert dashes down to the flagstone to grab them when Blount drops them. Now Blount can use them to get the onion. Talk to Xina and quickly use the hammer on her bodyguard when he pops out. Talk to her again until she kisses you. Now the pythia covers her face and you can get her wand. Use the candle on the middle candlestick and zap it with the wand. Do this again with the left and right candlesticks in turn. Now you can visit King Bodd.

Give the hand to Bodd and the gun to Tibo. Use the onion on Man the intrepid and grab the axe whilst he recovers from its effects. Use fennel on Fil. Now here's a *really* fiddly bit. Fulbert climbs the javelin and Blount rushes to the chandelier. If you get the timing right you will land up near the cage.

Talk to the butterfly - it's Wynona. King Bodd now tells you what he wants. Here's another fiddly bit. Use the wand on the buffoon. Now Fulbert sticks his head into the cockroach hole (yuk) and Blount gives the dish to the Buffoon. If you time this nicely, Tibo will then use the gun on the slipper and you can pick it up. Use the wand on the candlesticks in turn and the coin on the mouth.

Travel back to the Queen and give her the slipper. Use the axe in the pot and hide behind the fireplace. Fulbert slides up the candleholder when the axe is thrown. Pick up the skull and take it back to the King.

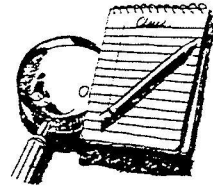
(more next month)

# GUIDE TO "WHO-DUN-ITS" by JOHN SCHOFIELD

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## **MURDER, HE SAID – written by Jack Lockerby, available for 128K Spectrum and PC(e).**

Philip Stowe has been found murdered at Dundee Manor and it is up to you, Inspector Vance, to solve the case by questioning people present at the manor, gathering evidence and, finally, arresting your suspect(s).



As with several other games of this type, there is an element of "being in the right place at the right time" in it. The characters at the manor move around from time to time and it is possible to FOLLOW them – this is vital on one occasion..

I feel that this is one of Jack's best, and it's a shame that 48K owners have not had the opportunity to play it – it would be very difficult to split into two halves.

Checking your INVENTORY, you are carrying the Casebook provided by the desk-sergeant and wearing a suit which has enough pockets to carry six objects if you wish to make use of them. READ the CASEBOOK, X INDEX and FILE ON (character) will give all information initially known about the ten characters at the Manor (including the victim). X or SEARCH the DESK reveals a bunch of keys and a bleeper. GET these – one of the keys is your car key. The bleeper is to communicate with other police officers. SWITCH ON BLEEPER (the batteries are everlasting!). To get to the Manor, go OUT, S, S, S, D, IN (your car), START CAR with the keys and you drive there.

N, N, E, E, N, E finds Alfred who is preparing a site for a rose bed. QUESTION ALFRED at this time only brings the response that he's too busy. Now go W, S, W, W, U into the Porch where a policeman is on duty. TALK to PC who explains that he will take any items you need lab. reports on. X DOOR to see a doorbell RING BELL for Alfred to show you through to the Major in his study. Major Dundee tells you that the Medical Examiner has taken the body from the Music Room and his report will come as soon as possible. The Major leaves to go to his wife. If you now go OUT, E, E, E, U, W you encounter Geraldine rushing out of a room here. IN to Philip's Room which looks as if someone has been searching for something, LOOK UNDER BED to find and take a wallet X WALLET, GET CERTIFICATE, READ CERTIFICATE to learn that Emma Frost (the cook) is Emily Dundee's mother. OUT, E, D, W, IN takes you to the scene of the crime (the Music Room), X CARPET to see some bloodstains and also some auburn hairs. GET CARPET, CALL PC (on the bleeper), GIVE CARPET, he takes it on his motorbike to return with a report (it always takes 15 turns for him to return to the Porch and for the report to be on the table in the Front Hall – so you need to allow this time to elapse before using the bleeper again or before you can expect to read the report), GET HAIRS, OUT, W, N, Emma emerges from the dining room. If you go N, N, U, U, S, S, N (a peculiarity of room exits makes this necessary), IN follows Emma to Alfred's Room where she is rummaging through Alfred's belongings. She then rushes past you carrying a small bundle. FOLLOW EMMA to the Ground Floor where you hear the washing machine start up. Go E into the Laundry where you now have a chance to QUESTION EMMA. She says she slept all night from 11–30 pm onwards after going to the pub with Alfred. SHOW CERTIFICATE TO EMMA, she admits to being Emily's mother. Go OUT, S, S, W, W, IN to the Drawing Room where Peter and Geraldine are present. QUESTION PETER, he was in bed at 10–30 pm although he did hear someone playing the piano just after midnight. QUESTION GERALDINE, she tells you that Philip's affair with Emily was just to gain access to the Dundee

money. She and Philip were going away together once he had the Major's money. Philip was alive and well when she left him in the Music Room last night. SHOW WALLET TO GERALDINE, she says it belongs to Philip. Now go OUT, U, E, E, E, Oliver will pass you somewhere here going for a drink. N, N, E into Oliver's Room. While he's out X BED, LIFT MATTRESS to find his diary, GET DIARY, READ DIARY, you find out that he is determined not to let Emily marry and has arranged to stay at the Manor at the same time as the Stowes. REPLACE DIARY, OUT, W into Elizabeth's Room where she and the Major are present. QUESTION ELIZABETH, she's not well and knows nothing about the murder. QUESTION MAJOR, he and his wife slept all night. He found the body in the Music Room after waking at 7-00 pm. Cook was already up and preparing breakfast. SHOW CERTIFICATE TO MAJOR, OUT, E back in Oliver's Room. If he has not returned R (redescribe) until he appears together with a tumbler and empty bottle. QUESTION OLIVER, he slept all night from 11-30 pm although he did hear somebody come down the servants' stairs at about 12-30 am. GET TUMBLER, OUT, S, E to Emily in her room. QUESTION EMILY, she went to bed early, although she did hear Philip and Geraldine arguing in the Music Room at 11-00 pm when she went down for a drink. SHOW CERTIFICATE TO EMILY, she already knows that Emily is her mother and the Major is her father. DROP CERTIFICATE, SHOW WALLET TO EMILY, she gave it to Philip. DROP WALLET, CALL PC, GIVE HAIRS, OUT, W to the Major's Room. X PAINTING, you see the numbers 54726, MOVE PAINTING to reveal a safe, X SAFE, TURN DIAL TO 54726, OPEN SAFE, X SAFE, GET ALL FROM SAFE, READ STATEMENT, the Major has made a withdrawal of £20,000 cash a few days ago. READ LETTER, it is a blackmail letter from Philip concerning Emily's birth, CLOSE SAFE, RESET SAFE, REPLACE PAINTING, N, N, SHOW STATEMENT TO MAJOR, he drew the money out to give to Philip, SHOW LETTER TO MAJOR, he denies murdering Philip because of blackmail. SHOW LETTER TO ELIZABETH, it is a complete surprise to her although she never liked Philip. CALL PC, GIVE STATEMENT, OUT, S, E, SHOW LETTER TO EMILY, she is shocked and surprised, but doesn't believe the Major is the murderer, OUT, N, N, D, S, S, S. Emma emerges from the kitchen, saying she has a headache, N, N, N, U, U, S. You hear two people talking very quietly in Emma's room. HOLD TUMBLER TO WALL, LISTEN, you overhear Alfred saying he has hidden a wig and another item. DROP TUMBLER, IN, you surprise them and both leave. You must now FOLLOW ALFRED, you lose him on the garden path. E, this is where you met Alfred - there is now a newly planted rose bush. N, IN, the greenhouse, SEARCH GRAVEL to find a key (but only after overhearing Emma and Alfred), GET KEY, OUT, S, S, at the potting shed. UNLOCK DOOR, DROP KEY, IN, GET ALL (spade and ladder), OUT, N, DIG (only if Alfred is not here after following him). You find a wig. DROP SPADE, GET WIG, X WIG, auburn with some reddish stains on it. W, S, W, W, U, RING BELL to be admitted to the Front Hall where some reports are now ready for you. GET MEDICAL REPORT, READ MEDICAL REPORT, the victim died at 1-00 am and was shot by a .38 revolver. GET CARPET REPORT, READ CARPET REPORT, bloodstains are from the same group as those of the deceased. GET HAIR REPORT, READ HAIR REPORT, there is a residue of gum on the root part, some of the hairs may not be human hairs. N, N, W, N to the kitchen and Emma. SHOW LETTER TO EMMA, SHOW WIG TO EMMA, she admits it is hers. CALL PC, GIVE WIG, OUT, E, back at Laundry, X MACHINE, it has stopped, OPEN DOOR, X MACHINE, GET SHIRT, X SHIRT, there are still bloodstains on it. CLOSE DOOR, OUT, W, SHOW SHIRT TO EMMA, it is Alfred's, OUT, S, E to the Library - George is here. QUESTION GEORGE, he was asleep all night, SHOW LETTER TO GEORGE, CALL PC, GIVE SHIRT (if you stay in here, the 'phone rings, GET PHONE, ANSWER PHONE, the Chief Constable is letting George leave, DROP PHONE), OUT, S, S, GET WIG REPORT, READ WIG REPORT, made of human and horse dyed auburn. Bloodstains match that of victim. Several grey hairs were found inside the wig. N, W, W, IN,

back in the Drawing Room. SHOW LETTER TO GERALDINE (this is essential) she says Philip wrote it and she posted it. He received one sum from the Major and was pressing him for more. OUT, U, E, E. E. E. E. CALL PC, GIVE LETTER, IN (Philip's room), DROP LADDER, CLIMB LADDER, LOOK ON TOP WARDROBE, GET GUN, D, X GUN, a .38 revolver fitted with a silencer. One round has been discharged. OUT, W, W, N, N, N, U, S, IN (Emma's Room), SEARCH ROOM, you find a ball of wool, GET WOOL, X WOOL, it has a label, READ LABEL, coloured Oxford Blue, CALL PC, GIVE WOOL, OUT, N, D, D, OPEN DOOR, OUT, X ALCOVE, you pull out a dustbin, EMPTY DUSTBIN, you find some gloves, X GLOVES, made from blue wool. W, W, W (outside garage), OPEN DOORS, IN, Alfred is hiding here. QUESTION ALFRED, he confirms Emma's story, going to bed just before midnight and waking at 6-00 am. SHOW GLOVES TO ALFRED, they look like Emma's, CALL PC, GIVE GLOVES, X ROVER, it is Philip's, and you see a briefcase, GET CASE, OPEN CASE, X CASE, full of £50 banknotes. X FORD, it is Peter's car, OUT, E, E, E, OPEN DOOR, IN, S, S, S, S, back in the Front Hall. GET SHIRT REPORT, READ SHIRT REPORT, traces of blood are of the same group as the deceased, GET GLOVE REPORT, READ GLOVE REPORT, they are hand-knitted (with the same wool found in Emma's Room), N, W, W, IN (the drawing room - Geraldine has left now), SEARCH SETTEE, you find a note, READ NOTE, it is from Philip to Geraldine to meet in the Music Room after the others have gone to bed. OUT, U, E, IN (Geraldine's room - she is now here), SHOW NOTE TO GERALDINE, she confirms her relationship with Philip and gives their reason for blackmail. She thought he had accidentally shot himself. SHOW GUN TO GERALDINE, Philip showed it to her recently, CALL PC, GIVE GUN, ARREST GERALDINE, you go to the Chief Constable's Office and he approves your arrest for her part in blackmail. Now return to the Manor. OUT, S, S, D, IN, START CAR, N, N, U, RING BELL. Wait for the Gun Report to arrive. GET GUN REPORT, READ GUN REPORT, two sets of fingerprints belong to Geraldine and the deceased. A small piece of blue wood was also found on butt identical to Emma's wool. N, E, E, IN (Morning Room - Emily is here), SHOW NOTE TO EMILY, she had guessed something was going on between Philip and Geraldine. OUT, U, W, W, W, N, N, W (Elizabeth's Room), SHOW CASE TO MAJOR, he gave the money to Philip yesterday. CALL PC, GIVE CASE, OUT, N, D, OPEN DOOR, OUT, W, W, W, IN (Garage again), ARREST ALFRED (You return to the Chief Constable's Office again where he again approves your arrest as an accessory to the murder), OUT, S, S, D, IN, START CAR, N, N, U, GIVE NOTE (to the policeman), RING BELL, N, N, N, W (Dining Room), ARREST EMMA, she confesses and explains what happened in the Music Room last night. You again return to the Chief Constable for his congratulations. SCORE : 250 points.

### Scoring Actions

X DESK at start to find keys and bleeper - 5, LOOK UNDER BED to find wallet - 5, X CARPET to find hairs - 5, LIFT MATTRESS to find diary - 5, LISTEN to Emma and Alfred using tumbler - 15, SEARCH GRAVEL to find key - 5, DIG to find the wig - 15, GET GUN when on the ladder - 5, SEARCH ROOM to find the wool - 5, X ALCOVE to find the dustbin - 5, EMPTY DUSTBIN to find the gloves - 5, SEARCH SETTEE to find the note - 5.

### Giving Items of Evidence to Policeman

GIVE CARPET - 20, GIVE HAIR - 20, GIVE WIG - 20, GIVE SHIRT - 20, GIVE GLOVES - 20, GIVE GUN - 20 - all these produce reports. Additionally GIVE SUITCASE - 5, GIVE LETTER - 5, GIVE NOTE - 5, GIVE STATEMENT - 5, GIVE WOOL - 5 are just taken to the police station.

Finally ARREST GERALDINE - 5, ARREST ALFRED - 10, ARREST EMMA - 10 to give a grand total of 250.

## USEFUL ADDRESSES

**Adventure Probe** - 52 Burford Road, Liverpool L16 6AQ

**Adventure Coder** - 17 Hill Foot, Shipley, West Yorkshire. BD18 4EP

**Adventure Workshop** - 36 Grasmere Road, Royton, Oldham, OL2 6SR

**Amster Productions** - 81 Uplands, Welwyn Garden City, Herts. AL8 7EH

**Binary Zone PD** - 34 Portland Road, Droitwich, Worcs. WR9 7QW

**Borphee Computers** - 64 County Road, Ormskirk, L39 1QH

**Dream World Adventures** - 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL

**Elyzium Software** - 50 Chadswell Heights, Lichfield, Staffs. WS13 6BH

**Fictitious Froshire** - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ

**First Rung Publications** - 32 Irvin Avenue, Saltburn, Cleveland. TS12 1QH

**Format Productions** - 34 Bourton Road, Gloucester, GL4 0LE

**Jack Lockerby** - 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL

**Jean Childs** - 24 Waverley Road, Bagshot, Surrey, GU19 5JL

**Laurence Creighton** - 306 Mount Curtis, 307 Main Road, Sea Point,  
8001 Cape Town, South Africa

**Moonshine PD** - 19A Kenyon Avenue, Garden Village, Wrexham, Clwyd, LL11 2SP

**Motivations/SAFE** - 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL

**Peter Hague** - 32 Chancet Wood Drive, Meadow Head, Sheffield, S8 7TR

**Round Corner Software Library** - Hamlyn's Cottage, Old Exeter Road,  
Chudleigh, S.Devon, TQ13 0DX

**Special Reserve** - P.O. Box 847, Harlow, Essex, CM21 9PH

**Spectrum Software Hire(Softsell)** - 32 Dursley Road, Trowbridge, Wilts, BA14 0NX

**Spectrum U.K.** - 28 Rockingham Drive, Melton Mowbray, Leics, LE13 0LQ

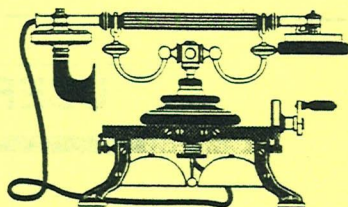
**SynTax** - 9 Warwick Road, Sidcup, Kent, DA14 6JL

**Topologika** - Islington Wharf, Church Hill Penryn, Falmouth, Cornwall, TR10 8AT

**WoW Software** - 78 Radipole Lane, Weymouth, Dorset, DT4 9RS

**Zenobi Software** - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

# TELEPHONE HELPLINE



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

## THE ULTIMATE INFOCOM HELPLINE

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

Ring **GRUE** on **01695 573141** between 7.30pm and 9.00pm Monday-Friday

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