

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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Copies can be ordered monthly or in multiples up to 12 issues: sorry no discount for quantity. Prices per issue: UK £2.00, Europe & Eire £2.50, Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to **ADVENTURE PROBE**. Please do **not** send cash, but small amounts (i.e. up to £4) may be in the form of 19p, 25p or 29p stamps to save on poundage/bank charges.

BACK ISSUES

All back issues are available, at the above prices. Volume 1 comprises 19 issues (June 1986 - Dec 1987), subsequent volumes are 12 issues Jan - Dec.

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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HALL OF FAME

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

Dorothy Millard, Edwina Brown, Alan Hoskins, Mary Scott-Parker, Anna Scott-Parker,
George E Hoyle, David Hebblethwaite, Jack Lockerby, Keith Burnard,
John Schofield, Steve Clay, John Wilson, Jenny Perry,
Peter Clark, Ellen Mahon, Joan Williams,
Jon Scott, Phil Reynolds and
Wynne Snowdon

Special thanks to :

Peter Clark and Larry Horsfield for software and
Geoff Lynas for his usual excellent printing job,
and for sorting out the cover pictures.



EDITORIAL

First, I'm sure you will all wish to know how Joan is progressing. Mixed news I'm afraid. Despite good early signs, the operation wasn't successful and the decision was made to amputate her leg on 9th November. The hospital doesn't know how long she will have remain in hospital, but she is receiving the very best medical attention, and the quality of life for her will greatly improve with time. Joan is a great battler as the last five years have proved, and no doubt she will make a good recovery. I understand the jokes are already flying around, so hop to it and get all your good wishes to her asap.

I'm writing this on Saturday, 25th November so there is still two days to go to the deadline on our WANTED poster. So far I've had two replies, which will be published next month.

Next, a word about Die Feuerfaust by Larry Horsfield. I admit I was apprehensive when I saw the title, which translates to The Fist of Fire, the magical object you spend 4 exciting parts seeking in order to return it to its rightful place. Having played it all the way through I now know that my fears were groundless; the only German words used are genuine place names and the spells. Surely we can manage to type the first five letters of the towns and cities visited, and the spells are simply called after the German words for the English equivalent and not strange at all, in fact I found them a lot easier to remember and type than some I've come across in other adventures. If our overseas readers can cope with strange English words, a few unfamiliar words shouldn't cause any problem, and in fact I think they add to the atmosphere of this excellent adventure.

This issue has lots for you to do away from the computer. I am aware that some of you have to pack away your computer(s) for the festive season, and even I have to decide which to leave up and which to store away to make a little more space in the living-room. Also included is the 1995 index which I hope you all find helpful. It took me days to compile, type up and fit onto the pages. I'm sorry it took 5 pages but I couldn't squeeze it onto 4 so the start of the serialized solution has been delayed until the next issue.

January's issue will also have Dot Vaughan's idea of what some readers look like – some, I think, aren't too far from the truth, Jean Child's "A Day In The Life Of A Fisherman", John Schofield's "Who-Dun-Its" series will resume, the Quest News series will start, plus lots of reviews now I should have time to write them. Future issues will be just as exciting, with the occasional competition which are already being planned.

May you all have a wonderful Christmas and Prosperous New Year.

Happy adventuring,

Barbara

A.F.I.O. Hon.Member



LETTERS

From Alan Hoskins of Hassocks

Many thanks for your speedy service on volume 5 of Probe. Unfortunately I have had to return issue 5 as the gremlins have crept in. Pages 17, 18, 31 and 32 appear to have dropped through an interdimensional wormhole and are now being printed in E.T. magazine (highlights this month – best landing sites if you're planning a vacation on Earth, how to build and transport a ziggurat and 10 ways to frighten a gullible native). Pages 7 and 8, on the other hand, enjoyed their appearance in vol. 5 issue 7 so much that they nipped back through a time warp to make a guest appearance as the same pages in issue 5. This would give rise to a whole new publishing campaign: Adventure Probe – so good, we print it twice!

I hope you don't mind my weak attempts at humour. Truth to tell, I'm having so much fun reading back (and current) issues of Probe that I think the infectious enthusiasm and general good humour is rubbing off.

*

Maybe it is against my better judgement to publish Alan's letter – everyone will now expect similar exciting back issues. However, some readers may be worried about complaining about mistakes they notice. I can assure you that no complaint is taken personally, and although mistakes are made, frequently, I waste no time in trying to put things right. (Barbara)

From George E Hoyle of Doncaster

I am writing to thank all the readers who voted me Best New Author at this year's Adventurers' Convention. I was totally surprised when I received the First Place certificate through the post. It is now proudly displayed on the wall above my Spectrum.

People usually make speech's when receiving awards, but since I wasn't at the convention I would like to make my speech in the pages of Probe.

"My first thank you goes to John Wilson of Zenobi Software for his valuable work and also to the unsung heroes, the playtesters, for their insight and helpful advice. Thanks also goes to the Balrog for allowing me the honour of sending him on one last mission to find the "smallest room". And lastly, I would like to thank everyone who bought my games. I am glad you had as much fun playing them as I had writing them. Next thing I know I'll be getting fan mail!!"

*

An "Oscar-winner's speech indeed, George. An award voted by the people who actually buy and play the games is worth more than one given by a small group of so-called experts, let's hope another one will follow next year – but don't be upset if you are still considered "new" – "The Four Symbols" by The Grue is still picking up well-deserved awards many years after its first release. (Barbara)



From Jon Scott of Londonderry

Well, another year goes by and I've missed yet another Convention. And, yes, travel does play a big part in my case as I don't just have Scotland and the fabulous English infrastructure to traverse but also the Irish Sea (I suppose I could be adventurous and swim it, but I have to put a lot of effort in backstroke from one end of the local swimming pool to the other and so I don't think this would be a feasible approach to crossing that body of water). However, it sounds like a wonderful time and, while I can only gaze enviously over at the people who made it *this* year, I hopefully won't have the same need to be green next year. In fact, the only constraint on my getting to the '95 convention was, no, not money, but a Geography Field Trip! And so, when I could easily blame my University, I won't. Next year's calendar is favourably free and I would envisage joining you all at Brum; and so I plead with anyone who gave the Convention a miss this year not to make the same mistake next year. And hopefully next year's Megapoints Competition will be something more original than escaping from a prison cell . . . I wouldn't mind writing it . . .

And before I hear cries of, "Think again", I'll just say that it's only a suggestion, and that originality helps once in a while. So what is this unknown game beginning in a prison cell? We had classics such as *Spectre of Castle Coris* in the past, and even one of Delbert's (paste) gems, so why this nameless tale of incarceration? Or is that only the beginning? Or the end of the begi . . . oh dear, I'm beginning to wax lyrical, a bit like Mr. Churchill. Congratulations must go to Mr. Ramsay for scooping the best game of '95. I can't wait to play it on my Speccy.

It was wonderful to have several pages devoted to Mandy's Question and Answer session but, even though she describes one of my favourites (the Jade Stone) as "growing whiskers", it hasn't dated as much as the arcade games or arcade adventures of the era (apart from Head Over Heels which is an all time great as far as arcade adventures go). In fact, some of the old PAWed games are as crisp today as they were then and the vociferous cry of *Come back, Linda Wright!* has never ceased, for like so many other former adventure writers, she has been lost to us, seemingly forever.

So I applaud all the writers, of both today and yesterday, who have provided us with so many hours of enjoyment. I've done my best to contribute to this, but Laurence Creighton, Jack Lockerby and others consistently produce games which I am totally absorbed in. I only hope that my own games have the same effect, on other adventurers.

I still remember bleak forecasts from as far back as 1990 prophesying the imminent end of adventuring, but we still battle on victoriously, and we will indefinitely. So I think the sweet pang of success, not only to the writers out there but especially to the players who have supported those writers, cannot be denied. And we will continue as we have for the last five years of "claimed moribund" until the last remaining writer says "Enough is enough". But with the strong will that is so obviously extant, I can assure you all that will be NEVER! Long live adventuring, while the arcade games are dead!"

*

I thought the Megapoints game by Martin Freemantle was superb. As I had the privilege of playtesting it, I can assure you it is not like any other prison escape adventure I have played, and would indeed make a marvellous beginning or end to a longer game. Anything could be beyond the door you open to complete the mini-adventure - freedom if it is the end of the game, or the start of another series of puzzles if the beginning, and I hope readers will join

me in urging Martin to expand the game into a full-length adventure. One last point – I think Martin's working title was Megapoints, but he eventually called it "Tattoo", a tattoo being one of the objects you find during the game. and which, together with the turban, was all I, as the nameless character, was wearing for a good half of the game.

I don't know how the votes were cast for the awards. I thought Jon's latest game, LOOSE ENDS, was excellent, and I got carried along as Grimwood hunted down his enemy. Perhaps it was released just too late to be included in the awards, I wonder if a list of games released between certain dates may help? But then I don't always hear about every game released, and would appreciate readers keeping the rest of us informed of any they know about.

If Jon (or anyone else) would like to write the game for the next Megapoints, just get in touch with the organizers (either Vicky Jackson or Larry Horsfield); it is never too soon to start thinking about the '96 convention.

Although the adventure scene has struggled along for the last five years, I have noticed that the decline has been greater during the last 6 months than at any other time. I'll continue to produce Probe for as long as I have subscribers, but they are getting less and those who do subscribe are contributing less. This situation will probably continue, but I prefer to look on the bright side. I know there are some excellent games in the pipeline, and they should get us off to a good start for 1996. (Barbara)

From Jack Lockerby of Canterbury

I would like to thank all the kind "Probers" who enjoyed "Civil Service 2" enough to vote it into 2nd place at the recent convention. And a big thanks also to all who voted me the 2nd best adventure writer of 1995. Seems there is still life left in the old dog yet!

*

I'm looking forward to playing Civil Service 2 in the new year. Jack's fans will be pleased to know that his latest game is due for release very soon. (Barbara)

From David Hebblethwaite of Huddersfield

I hope you are reading this letter, if you are it means that I have remembered to enclose it!

Seriously though, I have just read Damian Steele's article on Virtual Reality all the way through for the first time, and I'd like to reply to some of the points raised in it.

The use of VR in medicine as described in the first part of the article is undoubtedly a good thing, but I find the possibility of total immersion in VR quite horrific.

If the article was written some time ago then presumably it was written before all the interest in the Internet. In fact, I'm not sure, but I think there already is a VR system available for domestic use.

Personally, I don't think there will be "VR junkies". Computers are already being replaced by more powerful machines and eventually the less powerful ones start to die out (but not completely). This has already happened with 8-bit machines, and perhaps now it's happening to 16-bit machines. It takes a long time to happen, but it happens. So just how far can technology develop before it becomes too expensive for domestic users to buy?

A recent Telepoll in Ceefax's Newsround pages asked "Are you bored with video games?" The results were interesting – 51% of callers said YES, they were. A close result, but does it mean that this is the beginning of the end of video games? And if so, what will replace them?

I feel that some of the suggestions made in Damian's article are not really practical. For example, why fight a "virtual war"? How much would it cost? Wouldn't it be easier not to fight a war at all?

Anyway, please find enclosed the latest Pablo Pickaxe story (which has an unusual setting – for the benefit of the readers I will NOT reveal here), and a rather sinister quiz (collection of brain-teasers, which is intended to be a Christmas special).

All that remains is for me to tell you that Pablo 5, which has just been written, is based on a popular folk tale, and that the start at Pablo 6 has met the reaction "Stanley Unwin wa' a real person". Make of that what you will.

★

Did anyone else see a recent news item showing a VR trip through L.S. Lowry's paintings? Also, am I the only one who is disappointed in VR5 on Sky One? I saw the first episode, and thought it had great potential, but having seen a couple more, and read the synopsis of the others, I've come to the conclusion that the storylines have drifted into the same "social" themes you get in other series.

Pablo Pickaxe will be resuming his adventures in Probe in the new year, and the Quiz mentioned by David is in this issue. (Barbara)

From Tinkerbell to all Probers

I read through the November issue of Probe and decided that it was time I livened up these hallowed pages by expressing my feelings re: the convention reports.

Now, it goes very much against the grain, but I'd like to compliment Ellen Mahon and Wynne Snowden for their concise and humorous accounts, which were informal, informative and readable. As for the unnamed author of "Unconventional News", all I can say is that the piece was mercifully brief and exhibited a sense of humour best described as quirky. Perhaps the author is in need of psychiatric treatment.

But Peter Clark's report was amazing. He has the incredible ability to write whole paragraphs which are totally devoid of any interest, information or relevance. (I would suggest, incidentally, that a copy of Peter's report be forwarded to the Society for the Combat of Insomnia. I am sure that they will find it of use.) Peter, quantity is no substitute for quality: and please remember not to misuse the exclamation mark. If a sentence isn't funny without an exclamation mark, it isn't made funny by the addition of one. It's like hanging a sign saying: "You must laugh at this point, because I'm being ever so amusing." But you aren't. And I, for one, found your so-called report hideously protracted, self-indulgent, and not to put too fine a point on it, vapid.

★

I must point out that I have only published this letter after consulting some of the readers as to me it looks like an unfunny, unwarranted, and vicious attack on a specific reader. I disagree with almost every word, and it contradicts my own mailbag and telephone messages. Even before the convention had taken place readers who could not attend were eagerly asking me if I knew whether Peter was going and was he going to write one of his reports. I suspect there are certain things he could not put into print, but what he said was thoroughly absorbing and entertaining.

I don't know what Tinkerbell's real intentions are, but I won't be publishing anything in a similar vein from *anyone*. (Barbara)

IMPORTANT NOTICE

PHILIP REYNOLDS of THE ADVENTURE WORKSHOP would like it to be known that he is **NOT** the Philip Reynolds who is the Technical Editor of a magazine called "Emulate". He has no connection with the organisation who publish "Emulate" magazine and in no way condones the actions of the above organisation in providing copies of copyrighted material free with its publications.

THE ADVENTURE WORKSHOP would also like to announce the withdrawal of several games from its Amstrad and Commodore Catalogues. Due to reasons of his own and not explained me, Mr. John Wilson of ZENOBI SOFTWARE has cancelled all his agreements with The Adventure Workshop to publish Amstrad and Commodore versions of some of his games therefore from the 1st January 1996 the following titles will no longer be available from The Adventure Workshop:-

For the Amstrad:

Black Fountain

Sharpes Deeds

Agatha's Folly

Cloud 99

Jade Stone

Leopold the Minstrel

Phoenix

Violator of Voodoo

Dr. Jekyll & Mr. Hyde

Larry the Lemming

Snow Joke

For the Commodore:

Arnold the Adventurer

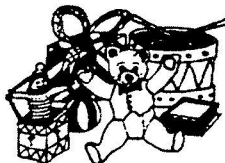
Very Big Cave Adventure

Bugsy

Bored of the Rings

THE ADVENTURE WORKSHOP would to like to apologise to its customers for the above action which is beyond its control.

I would also like to thank all those people who voted for THE ADVENTURE WORKSHOP in the recent awards and gave us the award **BEST SOFTWARE HOUSE** for 1995.



REVIEWS

ALIEN BASH 2 (Amiga PD)

Reviewed by Steve Clay on an Amiga A600

The storyline behind this one-level shoot 'em up is simple. Wander around the scrolling lanscape shoot the bad guys, rescue the good guys and collect the coins and power ups. Alien Bash 2 is a demo of what the developers hope will be an eight level game when it is finished. If they hope to make money from this game then they may well have to fend off a lawsuit from the Bitmap Brothers as this game is, without any doubt in my mind, an unashamed rip off of the Bitmap's Chaos Engine.

You begin the game with three lives and I feel you could really do with five as the game is definitely on the difficult side. Those who haven't played or seen the Chaos Engine the viewpoint is above and behind, similar to the Sperm Legacy or the Zelda games. You control a big(fish) sprite that can travel in all eight directions, although travelling diagonally gets a bit tricky and the screen seems to jerk slightly when you try this. Firing diagonally is quite a skill that needs mastering.

The bad guys in Alien Bash 2 come in several guises. There are small creatures that crawl around near trees and bushes and only dangerous in two situations. The first danger is if they touch you, as this inflicts some damage. The second danger these things - (actually in my head I call them space weevils as they bear a passing resemblance to the creature Lister ate in one of the episodes of Red Dwarf) - represent is when they stop moving. It is advisable at this point to shoot them or retire a safe distance as when the 'Weevil' stops it is not long before the 'Weevil' explodes.

There are several pools of water dotted around the game area and from these fish leap and spit things at your player, and as with most of the enemy found in computer games, they are very accurate. The fish are quite difficult to hit without taking a few hits to yourself. The main enemy are what look like 'Trolls'. These wander around and are fairly quickly onto the attack. They need a few hits before they are killed off. Some of the 'Trolls' leave a skull behind which adds points to your total if you collect them.

The most lethal enemy are ones that don't move. These are statues that fire in all eight directions and are very difficult to get at. The 'Weevils' and the 'Trolls' enter the game area via openings in the shrubs and doorways in the walls. These can be sealed by shooting the openings several times. If you don't seal them then more and more will pour out, giving you even less chance.

The programmers have done an excellent job, that is assuming that they haven't gone the whole hog and pinched the code as well as the idea. The presentation is very good throughout with only the in-game status panel being a problem. This is too small and it is difficult to make out some of the data held there. The aliens and the main sprite move convincingly and the scrolling is very smooth, except when moving diagonally. The difficulty is pitched high an early lesson I learned was to set the autofire switch on the joystick to 'ON'.

All in all if you liked the Chaos Engine or you like tough shoot 'em ups then this is for you.

My copy was supplied by Zenobi Software. Price : £1.49 (one disc)

BEYOND EL DORADO

Written by Laurence Creighton

Reviewed by Joan Williams on an Amiga under Spectrum emulation

Amongst the bills, letters and junk mail in your post one day is a letter from an old Tribal Chief. He has heard of your aptitude in solving adventures and he writes a letter of plea to you...

He tells you that the heirloom of his tribe, The Golden Key of Kief, has been missing for aeons. This key, he states, would unlock the door of a vast treasure room, which would bring great wealth to an impoverished people. You accept the challenge with your wits and total inventory ...

So there you have it, the very latest challenge from the old tribal chief himself.. LC, and what a challenge this game has proved to be. Whatever the scenario, you can always be assured of one fact, the word easy is not in his vocabulary, and despite the whole fistful of games that he has written, his ability to frustrate and mislead is undiminished.

You begin at the crossroads with nothing to stop you from travelling in any direction, so wander around and start mapping and collecting objects on your way, talk to the characters in order to learn of what it is that they require before you even begin to tackle the problems.

The witchdoctor wants a dead spider for instance, but first you have to find one, and in order to do that you will need to go through a whole heap of machinations before you obtain it. As with the beggar, what he wants is something that involves a lot of searching for but you need to find it pretty quickly as eventually he gets fed up and vanishes into thin air, thus preventing any chance of finishing the game. There is also a dog to contend with, a problem which had me completely baffled, the solution being an example of LC leading us up the garden path and back again, and if it wasn't for a frantic call to Barbara, I suspect I would still be trying to solve it. (Thanks Barbie [*]).

The three problems that I have mentioned are the core of the beginning of the game, but there are lots of things you have to work out and some much needed objects are so well hidden that you doubt their existence and some visible objects have to be manipulated before they are of use. The only advice I shall give you is the one I always give when writing a review of LC games, examine, search, lind, lin and lund everything in sight and more than once, and even three times could be useful.

Once the initial problems have been overcome, the game opens up a little more but a word of warning, you should make a permanent save more often than you might generally do rather than rely on the ramsave option, as there are a couple of locations that once you have accessed you will not be able to return, and you will almost certainly regret it. Eventually you will find a canoe, which will enable you to cross a lake, once you have fixed it that is, a tricky problem this, you only have a couple of moves to solve it before the wretched thing sinks, never to be seen again. However, a help sheet is in the area so you won't be floundering totally but be prepared to fiddle about before you reach the right conclusion. (In other words, ramsave before you start, work out the answer, then ramload.)

Cross the lake and head east to yet another set of teasers. A river prevents further progress, and an insecure-looking ledge is above you. Luckily there is a dangling creeper all ready for your attention, and you have no problem climbing it, you do have a problem however of getting down again without breaking your legs.

There is a boulder on the ledge which could be useful but you don't have a lot of time to think about it as the precarious ledge is gradually becoming even more precarious so you will have to act fast. As before, RS and RL will save your sanity. The word sneaky sprang to mind when I worked out this problem, but with hindsight I should have known better than to try the obvious first..

Once across the river you will be stopped in your tracks outside a temple by a guard who refuses you access unless you give him a bribe. I will bet a pound to a penny that you will not have the required object in your inventory and will have to backtrack in order to get it. If you didn't heed my advice about making a permanent save, be it on your own heads!!!

Inside the temple, (I hope you have got a light), more headscratching problems to contend with, not the least being a MAZE, not a big one I grant you, but one that requires sorting out in order to tackle a problem of access through a golden door. Dropping objects as you go will help but you will need to make sure that you retain certain things as they are needed elsewhere. Once through the door you are almost there, having gone through the mill, so to speak, you should not find the ending as difficult as the beginning but I'm speaking with hindsight again.

I seem to have moved fairly rapidly through the locations in this review, but I hope I haven't given the impression that this game is a doddie for experienced players because it certainly isn't. Yes, I managed to complete it by myself after Barbara helped me over the dog problem [*], but I really had to stick at it and had many moments of going nowhere for a long time and had to backtrack more than once, due to being without an object which I had discarded at the wrong time. The carrying allowance is never generous with LC, an integral part of his games has always been about making decisions re which objects to keep or discard, so I cannot nor do not complain. This one is for anyone who likes a challenge but then I think that all of LC's games have been challenged so it shouldn't deter any of his fans from tackling it or anyone else for that matter. Pure text adventuring at its best and I can't wait for the next one.

Available from Zenobi Software. **Spectrum** (tape and +D 3.5"), **Atari(e), Amiga(e), PC(e) & MAC(e)** £2.99. **Spectrum +3** disc £3.49. It is also included on the compilation **Loads of Laurence** Vol.1 – see NEWSDESK for details.

[*] I can't claim to have solved it myself – Terry Taylor helped me so that I could help others – Barbara

IN THE DEAD OF NIGHT

Written by Trecision.



Reviewed by Steve Clay on an Amiga 600.

Sam Svarosky is a dishonest trader and precious stone collector to boot. Mr Svarosky is intent on becoming the owner of the Visnu gem. Unfortunately for Sam the present owner is unwilling to let him have it. The present owner is the famous actress Diana Stevens. Sam employs a dodgy private investigator, Tom Scool, to take whatever methods required to 'obtain' the stone. Diana Stevens is currently staying in her mountainside chalet with the cast of her latest film. The author of the novel from which the film script was developed has been invited by Diana to come and stay with them at her chalet.

Tom Scool decides that by kidnapping the author and pretending to be him he can gain access to the chalet, give Diana a shot of his world famous truth serum, after which she will give him the combination to the safe and he can make off with the gem. Alas, before he has time to put his dastardly plan into action, Diana is bumped off. Tom is now entrusted to try to discover who killed Diana Stevens...

This convoluted storyline was gleaned from the document file. This is written in English by the Italian author and given the twists in the plot he has handled things well.

"In The Dead Of Night" is a three disk public domain graphic adventure. The game begins with a view of the cable car and snow falling. The cable car is struck by a bolt of lightning and the scene cuts to an outside view of the chalet. At a window you can see the silhouette of a woman who is then struck from behind and she falls...

The animation of this short but sweet introduction is superb and fortunately the graphics match the animation. After this there is a title screen and one mouse click later and the game is loaded. You play the part of Tom Scool and you are in your room when there is a knock on the door (actually it is a 'TOC' on the door) either way the chap in charge of the chalet asks for your help in investigating as the local police will not be able to reach the chalet until the cable car is repaired. He leaves and you are free to investigate your room.

The point and click interface is well implemented and quickly becomes instinctive. You move the pointer over an object and if it can be operated or examined, the name of the object appears in the command line after the currently selected action. To alter the action part of the command line you hold down the right button and a row of verbs appears, holding the right button down move the pointer onto the required action and release. A left click will then process the action. You move between rooms by opening doors and clicking on them. If you try to enter a room of one of the guests you are told it is polite to knock, so you must USE door. Upon being asked to enter you can question the guest in that room about the other guests or the corpse. Some questions will bring up other topics that you can ask about. The room housing the corpse can be examined although there is barely a crumb of evidence to be found. Any other room can be examined as long as there is nobody in it as the guests are not willing to allow you to 'ransack their room'. Also trying to examine the guests will bring you little joy.

Most of the game seems to revolve around questioning the various guests with little in the way of puzzles. There seems to be no restriction on the number of questions you can ask the guests. When conversing with a character his/her portrait is shown and the mouth is animated as if they are answering your question.

The PD version is a restricted version and you are requested to send 10 US Dollars for the complete disk 1. This along with the PD disks 2 & 3 will give you a complete game.

The artwork throughout the game is of a very high standard and the author has a real talent for computer art. Graphics don't of course make a game and "In The Dead Of Night" does seem to lack a bit of meat. The constant questioning of the guests becomes a tad boring after a while. Fans of detective games should lap it up and there is the fact that it looks good. The author states that he has tried to mimic the style of "Cruise for a Corpse" so if you liked that then this has to be worth a try. One last word though. If you are lacking a hard drive or an external drive then the disk swapping may well drive you mad. Without my external drive I doubt I would have been able to review it.

My copy was supplied by Zenobi Software. Price : £3.00 (set of 3 discs)

GEMZ (PD arcade)

Author: Tony Hosier

Reviewed by Steve Clay on an Amiga 600

Over the years the public domain sector has regularly supplied us with good quality puzzle games. The PD versions of Tetris and Columns are as good as the commercial offerings. Many original puzzle games have cropped up as well and Gemz makes use of the traditional simple idea coupled with bright, clear graphics and high quality presentation.

The game screen has four sections; The right half of the screen has a design similar to that on the left with a few differences. It is these differences you have to match up on the left hand side of the screen. This is achieved by clicking on a gem. This, depending on the skill level selected will change that gem and those around it. The simple idea then is to match the left side with the right.

The top of the screen house all the information you need while playing. This includes the number of moves you have taken as well as the minimum moves the computer took to set the puzzle. Also included in this part of the screen is the time remaining and this is calculated by giving you 30 seconds for each move the computer took. There are three options available in this section of the screen – you can click on a P for pause, X for exit and U for undo. The pause option blanks out the screen until you click on the left button. so no pausing to work out your moves. The undo option will take back as many of your moves as you require but each click on the undo will add one to the moves taken, which in turn effects your score as you receive points in relation to the level you are on and the number of seconds remaining.

The fourth section of the screen is a column between the two main screens that shows the order in which the gems change. Now simply clicking on a number of gems until they matched a pattern wouldn't make much of a game and of course there has to be a catch. You can alter the sequence of the gems on the main option screen and this adds another dimension to the game as you will become familiar with the original sequence. So once you start getting too good change the sequence and become a novice once more.

There are three levels – Tricky (beginner!), Hard and Harder. On each level the gems change through a sequence. Click on a green gem it becomes blue, click on the blue it becomes lilac etc. On the tricky level the gem you click on jumps two colours while those vertically and horizontally adjacent will shift up one colour. On the hard level the gem you click on again moves along two colours and all gems in the surrounding eight positions move along one. On the harder level the target gem moves up three, the four adjacent move two and those four diagonally adjacent move one. This gives arise to some steaming headaches as you try to figure out why everything has gone potty. Added to this is the fact that when a gem reaches the end of the sequence it doesn't loop back it just vanishes and the gems above it move downwards.

Gems is a cutback version in that you get to play only 15 screens at any one time. This however is only a slight drawback as you can restart again when you reach the end of your allotted goes.

Overall a good puzzle game that will keep your brain ticking over nicely.

My copy was supplied by Zenobi Software. Price : £1.49 (one disc)



ERIK THE VIKING

Reviewed by Edwina Brown on a Spectrum

This is an adventure of a famous warrior who lived a thousand years ago. He owned a large farm in Norway. It was beside the North Sea and there he lived happily with his family and servants.

Now every summer Erik's sons sailed off in their ship, the Golden Dragon, to trade with the Skraelings or steal their gold. They could never persuade Erik to go with them as he thought he had seen enough strange lands.

One day in Spring he decided to check his land to make sure all his sheep had been brought in for shearing. Following the river which flowed past his home he at last reached the snow-capped mountains to the east. It had been a long walk so he decided to sit down for a rest.

Dozing beneath the fir trees he had a strange vision. An army of creatures swarmed over his farm and dragged everyone away. Before she was caught his wife had managed to hide a few treasures but could not escape herself. While this was happening Erik seemed paralysed. Then he woke up determined to find and rescue his wife and family.

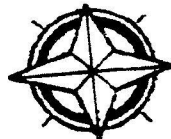
You, of course, play the part of Erik and the game begins on the mountainside. The task ahead of you is formidable and you will have to visit over two hundred locations before you finally reach your goal. There are many strange lands populated with wizards, giants and dragons.

Each location has a well-designed picture flanked on either side by a drawing of a Viking, probably Erik. If you prefer to play text-only typing WORDS will bring this about, PICTURES and the graphics return.

Objects are visible when entering a location or after a brief search. Finding a use for them is often a little more difficult. I enjoyed puzzling it out though, and getting further and further into the game.

You also receive a small booklet with the game, which beside giving details on how to play it, includes extracts from three other of Erik's adventures. There is a list of twenty four words provided, which can be very useful.

This adventure is available for most computers.



GIDDY (P.D. arcade)

Reviewed by Barbara Bassingthwaite on an Amiga 1200

This is an arcade/adventure-type game, very similar to Dizzy. You go around collecting objects to help you along the way, like putting out the fire with the bucket of water. As you progress you go to Mars and meet some bouncing Martians, then on to the Arctic to avoid some ice skating penguins (who are very quick). Avoid spiders, snakes, birds and bouncing balls as they all sap your energy - but you can regain some stamina by eating the radishes and other foods lying around. I did find the controls a bit sluggish sometimes when trying to use an object. You have five lives and guess what? You are a large egg - surprise, surprise!

A good playable game with good graphics, you can't lose at this price. Only £1.49 from Zenobi Software.

An Adventurous Christmas

by Jon Scott

What makes an adventurous Christmas? A "fly on the wall" look at a largely unknown regional meeting somewhere in the Outer Hebrides lets us see what doesn't!

December 1994: The Reunion

HAMISH: *So what are you buying your family this year, McTavish?*

McTAVISH: *Well, that depends on what they buy me. I mean, ya can hardly expect me to go all out and buy . . . but wait a mo, even though they may not buy me any adventures, I could solve all my problems.*

HAMISH: *No, you're not going to bury them under the patio are you?*

McTAVISH: *Certainly not, they'd never give me peace.*

HAMISH: *Peace?*

McTAVISH: *Yes, they'd be tapping away under the patio and I'd never complete The Hobbit. Not that I would anyway.*

HAMISH: *Are you still playing that? Surely not. I finished it over a decade ago.*

McTAVISH: *Oh. Well, why didn't you tell me?*

HAMISH: *I thought you were working on a new game, not playing them.*

McTAVISH: *I posted it to Tartan Tam, but he never replied.*

HAMISH: *That's because the carrier pigeon couldn't find its way out of a paper bag if it had a map.*

McTAVISH: *Well, I don't know anyone stupid enough to map a paper bag . . .*

(The door swings open and a gentleman and a lady enter.)

HAMISH: *Oh hello there, Lorna and Basil.*

LAURA: *The name's Laura, not Lorna. You still mistake me for that lady you met at the 1951 convention.*

HAMISH: *Well, there are striking similarities. You're both Scots, not Sassenach, Black-pudding eating, snot . . .*

McTAVISH: *Shhh, Hamish! We're in mixed company.*

HAMISH: *Sorry, Basil, I didn't see you there!*

McTAVISH: *Well, that's a first.*

BASIL: *I do hope you are not referring to my weight again.*

McTAVISH: *What weight?*

LAURA: *I think you should admit your mistakes while you're ahead, McT.*

BASIL: *He will. Anyway, how's the adventuring going? I had terrible trouble getting my yacht moored in the harbour. The water level is getting ever so lower.*

HAMISH: *You should tryng waiting until the tide is in.*

BASIL: *Erm, yes. We never learnt that at Cambridge. How is The Assassins' Guild progressing?*

HAMISH: *Oh, fairly well. I hear Phill won the best author at the Convention.*

LAURA: *What Convention?*

BASIL: *I think he means the one in Birmingham.*

McTAVISH: *Oo-er, that's in England, isn't it?*

HAMISH: *Yes, it is, believe it or not.*

LAURA: *I've just finished playing Loose Ends on the old speccy. Need a good stock of games for Chrimble.*

BASIL: *I'd be lucky if I get playing any. The wife never shuts up.*

McTAVISH: *I had an idea about that.*

HAMISH: *Yes, you were going to bury . . .*

LAURA: *Going to Bury. Isn't that near you, Basil?*

BASIL: *No, it's miles away.*

McTAVISH: *I wasn't going to **bury** anyone under the patio. We don't have a patio. Just a front step.*

HAMISH: *I thought your hero was Ed East.*

LAURA: *Fred West?*

BASIL: *Enough said about that the better.*

McTAVISH: *Now, this is getting off the point. I was thinking, How do you get peace at Christmas?*

HAMISH: *You could lock yourself away and play games till your eyes pop out.*

LAURA: *Nah, nah. That would be anti-social.*

BASIL: *Yes, I always need a good drink of brandy with the lads at Christmas.*

McTAVISH: *Women's drink.*

HAMISH: *Beats the stuff you drink.*

McTAVISH: *Erm, the less said . . .*

LAURA: *Even better would be buying lots of presents for them and then they wouldn't disturb you.*

BASIL: *You don't know my wife. She always wants about half of hers refunded.*

HAMISH: *That's because you have no taste.*

LAURA: *Not as bad as my husband. He's useless and so I have to show him how to use **all** the presents.*

McTAVISH: *That might not work. But . . .*

HAMISH: *. . . you could bury . . .*

LAURA }
 BASIL } *Shut up!*
 McTAVISH }

HAMISH: *Only a suggestion.*

LAURA: *Not a very tasteful one.*

BASIL: *Then what **could** we do?*

McTAVISH: *Och, I suppose there's one way.*

HAMISH: *What?*

McTAVISH: *Why don't we get them all so drunk that they cannot possibly disturb us.*

HAMISH: *None of us have little kids, do we?*
LAURA: *No, mine are all grown-up.*
BASIL: *Same here.*
McTAVISH: *Yup. Then we should give it a go.*
HAMISH: *Yes, all right, but I don't like the idea of giving them free drink!*

June 1995: The Mid-Year Get-together

LAURA: *So?*
BASIL: *So what?*
LAURA: *Did it work?*
BASIL: *Did what work?*
LAURA: *You remember?*
BASIL: *No, I don't.*
LAURA: *Remember we decided to get our families so drunk that they would not disturb our adventuring?*
BASIL: *Well, yes . . . but, erm . . .*
LAURA: *Have you been drinking?*
BASIL: *I haven't touched a drop since Christmas.*
LAURA: *But you're absolutely blotto.*
BASIL: *Well, saying my family were getting free drink (funded by the Adventurers' Association), I thought I would join them. I think I took quite a bit too much and I still haven't sobered up.*
LAURA: *Oh dear. What about Hamish and McTavish?*
BASIL: *Er, I hear there was a drunken revel here at Christmas and they've all emigrated to Ibiza.*
LAURA: *What? Why?*
BASIL: *Cheap booze!*

December 1995: The Chance Encounter in Glasgow

LAURA: *Is that you, McTavish?*
McTAVISH: *Er . . . yes . . . I think so, anyway.*
HAMISH: *Hi there, Laura! What's up?*
LAURA: *You too, Hamish?*
McTAVISH: *We're just back for Ibiza. It was wonderful, but we ran out of cash.*
HAMISH: *Says much about my life savings.*
LAURA: *I think our plan backfired.*
BASIL: *Well, if it isn't . . .*
McTAVISH: *Hi, Baz! How's Matilda?*
BASIL: *Fine. Still recovering from excessive sherry. So you're all back.*
McTAVISH: *Yes, we certainly are. Rather hung-over, though.*
HAMISH: *We never heard how your family reacted to the plan?*
LAURA: *I've driven them to drink. Every last one. It's awful. Now I get peace to play adventures, **but** there's no money to buy any new ones!*
McTAVISH: *So the moral of the story is, I s'pose, put up with your family at Christmas or you may never play another adventure!*
LAURA: *I never will anyway . . .*

GETTING TO KNOW LARRY HORSFIELD

M] I CAN SEE YOU'RE A BUSY FELLA SO I WON'T KEEP YOU LONG. HOW DID YOU GET STARTED IN ADVENTURING?

L] In mid-1986 I bought an Acorn Electron computer. With the computer was a games pack containing a tape entitled SPHINX ADVENTURE, which I loaded and started to play - I was soon well and truly hooked!

M] WHAT TYPE OF ADVENTURES ARE YOU PLAYING AT THE MOMENT?

L] I must admit that after years of writing games rather than playing them, I find that I no longer have as much patience as I did before - if I get stuck I immediately seek help from some source! Of late I have been playing a lot of strategy-type games such as SETTLERS, K240, SIM CITY, etc., but I did enjoy immensely the VALHALLA games from Vulcan, and I have just got INDIANA JONES AND THE FATE OF ATLANTIS.

M] WHAT ADVENTURES WOULD YOU TAKE TO A DESERT ISLAND?

L] None. I would just take a copy of PAW so that I could write them!

M] BUT THAT MEANS YOU WOULD KNOW ALL THE ANSWERS!

M] ANY PET NIGGLES IN ADVENTURES?

L] Yes - illogical mapping. I have tried to play a few of the Infocom games, but I hate it when you go, say, North to a certain location and have to come back SE, etc. I found it increasingly frustrating to have to keep on rubbing out bits of the map I was drawing, so I gave up.

M] WHAT'S THE ATTRACTION OF WRITING ADVENTURES?

L] Well, it ain't the money! No, I enjoy thinking up original puzzles and storylines. Having said that I gave up a while back due to "writer's block", which was brought on by problems at home. I also got a lot of enjoyment from the feedback from customers who would 'phone me for help. Some of the things they did to try to solve puzzles were unbelievable, but often very logical as well. I got a lot of ideas from them as well as making a lot of friends.

M] ANY EXAMPLES OF THE THINGS THEY DID TO TRY TO SOLVE PUZZLES?

L] Well, in STARSHIP QUEST part 3 you have to take some wood through a waterfall and if you don't protect it with something it will (obviously) get wet. As you need the wood to make a fire, this isn't a good idea, and once the wood is wet, it stays wet! One player - a chap called Jack Higham - fell into this trap, but tried a novel way of getting out of it. On top of a nearby hill is a wall of fire (it'll take too long to explain what it's for!) and Jack tried to dry out the wood by dropping it next to the wall of flame. Of course, nothing happened, but Jack, quite rightly, complained that the heat from the wall of flame should have dried out the wet wood. I agreed with him and reprogrammed the game to allow the player to dry out the wet wood by the wall of flame!

This was easy in the 128K version, but it took quite a bit of jiggery-pokery to get it into the 48K version!

M] JIGGERY-POKERY COMES IN VERY HANDY AT TIMES - ALMOST AS USEFUL AS SCRATCH!

M] HOW MANY ADVENTURES HAVE YOU WRITTEN?

L] Seven altogether, including one which I started a couple of years ago and have just dug out and finished, due to old FSF customers badgering me for a new game! {*}

M] ANY FAVOURITES?

L] Yes, my personal favourite is AXE OF KOLT, as this was the only one of my games to be given 10/10 and megagame status by Mike Gerrard in Your Sinclair.

M] HOW MANY ADVENTURERS' CONVENTIONS HAVE YOU ORGANIZED NOW?

L] This convention (last October's) will be the 6th that Vicky Jackson and I have organized. Vicky books the hall and deals with the financial side of things, while I send out all the tickets and other paperwork. May I say that contrary to what certain people have intimated in the past, Vicky and I make no money whatsoever out of the convention. The ticket price is enough to cover the cost of the hall (based on a minimum of 50 people attending) and any excess is used for the deposit for the next convention - we have just about broken even on the last couple of conventions.

M] HOW MANY PEOPLE ATTEND AS A RULE?

L] Unfortunately, numbers have declined since the 2nd convention in 1991, when we had nearly 200 people, and the last couple of years the number has been around the 50 mark. There are, of course, a "hard-core" of about 25-30 people who ALWAYS attend the convention, this includes most of the "Hamilton Halls Gang" who meet every three months in London.

M] IS THERE A TYPICAL ADVENTURER?

L] No, they come in all shapes and sizes (literally!) and I don't think you can tell an adventurer just by looking at him or her. This, naturally, does not apply in the case of The Grue!

M] YES, THE FUR IS A BIT OF A GIVE-AWAY - AND THE CLAWS - AND ALL THOSE TEETH!

M] IF YOU BECAME SERIOUSLY RICH [AFTER WINNING THE LOTTERY FOR EXAMPLE] WHAT IS THE FIRST THING YOU WOULD BUY?

L] Well.... apart from a couple of decent players for Charlton Athletic, I'd buy a BIG house in which I would have my own computer room, equipped with the latest Pentium PC.... and my humble Spectrum +3. To keep the wife happy I'd have to build a reptile house in which to keep her geckos, snakes and lizards, and there would have to be a sound-proofed disco for my daughter and a football pitch for the boys!

M] YOU ARE ABOUT TO BECOME SHIPWRECKED AND WASHED UP ON A DESERT ISLAND, BUT LUCKILY THE SHIP'S COMPUTER PREDICTS THIS AND OFFERS TO CREATE THE ANDROID OF YOUR DREAMS TO KEEP YOU COMPANY. WHAT INSTRUCTIONS DO YOU GIVE IT?

L] None. I much prefer the real thing!

M] SOME ANDROIDS ARE PRETTY REALISTIC THESE DAYS, YOU KNOW - THERE'S NOTHING THEY CAN'T DO - [SO I'M TOLD!]

M] WOULD YOU APPEAR ON A TV PROGRAMME SUCH AS "BLIND DATE" OR "TRUE CONFESSIONS"?

L] No way.... unless they paid me enough, that is! Seriously, if I were to go on a TV programme, it would have to be a quiz programme. I enjoy watching them and often answer more questions than the contestants [Big-head!]

M] WHAT'S YOUR IDEA OF THE PERFECT EVENING?

L] Spend an evening with my favourite person... but I'm not going to say who that is - as I would be in trouble with the wife!

M] DON'T TELL ME - IT'S THAT GIRL FROM "BAYWATCH" ISN'T IT? HONESTLY, I JUST DON'T KNOW WHAT MEN SEE IN HER - IT CAN'T BE THE BIG BOOBS, THE LONG LEGS, THE HOURGLASS FIGURE, THE POUTING LIPS AND THE LONG, BLOND HAIR CAN IT?NAAH, COURSE NOT! THOSE THINGS AREN'T IMPORTANT.... ARE THEY?

M] DO YOU HAVE TIME FOR "NORMAL" PASTIMES?

L] I read a lot of the time and I get through a couple of books (at least) a week. This is mostly Sci-Fi and Fantasy, my favourite authors being: David Eddings, Raymond E. Feist, Anne McCaffrey and Katherine Kurtz, among others. I also enjoy authors such as Terry Pratchett, James Herriot, P.C. Docherty, Ellis Peters, Candice Robb, Anne Grainger, Alexander Kent and Dudley Pope (whatever became of him? No new "Ramage" novels for years!) I also enjoy music, everything from Classical to Heavy Rock (but not Jazz or Soul), my favourite bands being Queen, Led Zeppelin, Rainbow, Yes, Deep Purple and (dare I say it) Status Quo!

M] OF COURSE YOU DARE - YOU CAN SAY IT AGAIN, IF YOU LIKE.

L] O.K. Status Quo!

M] I'M A BIG QUO FAN MYSELF, DON'T WE HAVE GREAT TASTE?!

L] I first saw them 25 years ago at a pop festival near Clacton. They were well down the running order.

M] YES, THEY'VE COME A LONG WAY SINCE BUTLINS AT MINEHEAD. EVEN PRINCE CHARLES LIKES THEM [NOT SURE IF THAT'S A RECOMMENDATION OR NOT ACTUALLY!]

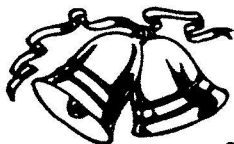
L] I used to have rather unusual pastimes such as civil aviation (O.K. plane-spotting to you!) and military model-making. In my misspent youth, I was a biker, as the Hamilton Halls Gang can tell you from the photos I showed them! I am a great soccer fan, being a supporter of Charlton Athletic F.C. - our house is 100 yards from their stadium! I am also a bit of a "Trekker", enjoying "Star Trek - The Next Generation" and its spin-offs. Enough said?!

M] I WAS A FAN OF THE ORIGINAL "STAR TREK" EVEN BEFORE IT CAME TO BRITAIN - WE LIVED IN CANADA FOR A SHORT TIME IN THE MID-SIXTIES - AND WHEN WE RETURNED TO BRITAIN I WAS UPSET TO LEAVE IT BEHIND - FORTUNATELY IT CROSSED THE ATLANTIC AT THE SAME TIME!

WELL LARRY, I'LL PUSH OFF NOW, I CAN SEE YOU'RE BUSY. YOUR SECRETARY IS SHARPENING HER PENCIL AND GIVING ME DIRTY LOOKS. DOES SHE WANT TO SIT ON YOUR KNEE AGAIN FOR MORE DICTATION?

{*} "Die Feuerfaust" - see advertisements in this issueBarbara

Another Probe(ing) interview by Mary Scott-Parker next month.



NOT ANOTHER DANGED BLIND ALLEY

by JON SCOTT

"I used to be a cartographer in my prime, and by that I don't mean I drove a cart adhering only to the fundamental concepts of said vehicle. No, I was a mapmaker by trade, and although few people cared tuppence for my efforts, I had a pride that could be equated to that of a young bird just learning how to take to the skies. Aye, I was respected among my profession and those to whom I plied my maps, but anyone who saw me daily regarded me as an eccentric old man. Perhaps they were wise, and I was foolish. Now I'm so old I think I was no different then, but I was much younger (well, relatively) back then," said the old gentleman humbly as he took another breath of opium through the outlet pipe in the den.

Grimwood sat back and sighed. This was what a once great cartographer had come to, and it made the Thespian curious. He had ventured into such a disreputable establishment to find his estranged colleague, Obadiah Hardy, who was suffering from morphinism after being attacked by a criminal many years ago.

"Crichton's the name," continued the venerable gentleman, "but it's not a name anyone would associate with maps, I fear. No one in your society, except perhaps Lord Maple, the Earl of Maple-Friars. Do you know him?"

Grimwood nodded to affirm Crichton's supposition.

"Well, I mapped the grounds of Maple's manorial home many years ago which was, I'd say, a departure from my usual line of work (valleys and the like). I wouldn't have done it, only Lady Maple batted an eyelid or two at me, made me weak in the knees – that's my problem, I could never say no to a lady. You see, Maple (if you'll forgive me fer not appendin' his title, but it's ever so wearisome to do so), Maple wanted a map on one of the walls of his drawing-room to impress guests, so to speak. So I'd draw it on canvas and it'd be pieced together and framed and mounted on the wall with a glass front. It was one way fer a nobody mapmaker to get recognized socially – why the Queen herself might see my handiwork!

Maple paid me two hundred quid upfront and demanded that I gets the job done in time for the visit of Comte de Rochford and that nice Countess as always wears the revealing dresses, at least she did then. So I got to puttin' it all down on canvas. A month passed and I had a fair bit of land mapped out and the assistant Maple had lumbered me with was becoming more and more of a hindrance – the butler's son who must have been irritating not only the butler, but also the staff and Maple himself. So I fakes a note from the boy to Young Miss Maple full of adoring words and the next thing I knows he's courting her (well, more surreptitiously than overtly – no one knows – and there was also the fact their ages COMBINED weren't even the age of a citizen) so he walks in and tells me he can't help no more. Ha ha! Wait 'til Maple discovers this Romeo and Julia, or is it Julie-Anne? relationship, I thinks.

Then I had to map Maple's hedge maze and there was nothing overlookin' it so all there was to do was to map it from within. Shouldn't be much trouble, methinks, but I was deadly wrong. Mazes are awful, no doubt, and at that time I didn't know the 'right-hand rule' so I gets meself lost. All the paths looked the same (essential, I s'pose) and I even finds a skellington, if you'll pardon me presence tense, 'cos I was never no good at grammar!

As for those danged blind alleys!!!

While I was gone, Maple had called the local constabulary (yes, all three policemen!) out to look for me, thinkin' I'd absconded with the pre-paid wages and wosn't going to finish the job. That wretch really thought a lot of me. So Maple confiscated my original maps (from my room in his servants' quarters), and commissioned another cartographer to finish the maps.

So this new bloke found me while he was mapping the maze and led me to freedom. Maple says, "What kind of a cartographer are you? Getting lost in a simple hedge maze?" I tried to argue, but it made no difference - the blackguard sent me packing. My stay in that hedge maze has haunted me ever since, it's caused me to rely on this cursed habit and I still wake up in a cold sweat, yelling NOT ANOTHER DANGED BLIND ALLEY!"

SANTA'S CRISIS by KEITH BURNARD

Can you find it? Santa couldn't. A frantic look through his sacks was in vain. Old Rudolph couldn't find it.

"What am I to do?" thought Santa. "I don't think faxing my factory will turn out fruitful. Oh my! What am I to do? I mustn't quit now. Is it in a zoo? No, I didn't go to a zoo."

By now Santa was starting to panic.

Santa sat down and thought long and hard. At last Santa found a solution. "If I said A Merry Christmas I would find it," thought Santa. "Thank God for that!"

Can you?

Keith has kindly offered a £5 gift voucher to the first correct entry picked out of Santa's sack on Thursday, 15th February '96.

Please send your answer to Keith Burnard,

206 Cranford Lane,
Hounslow,
Middlesex, TW5 9JD.
U.K.



'ELLO, 'ELLO, 'ELLO, WHAT'S ALL THIS THEN?

by DAVID HEBBLETHWAITE

Here's something a little different to keep you scratching your head over the festive season (and maybe a long time after) – 5 strange tales of mystery, murder (well, one of them) and suspense.

DIRECTIONS – Read the story and try to work out just what's going on. There's a question after each story that needs an answer – can you work it out?

After you've finished, who not try them out on your family and friends? Get together a group of eager participants, read them one of the stories, and ask them the question. They are all allowed to ask questions that can be answered with YES or NO, but that's all!

It's not as impossible as it seems (or so I'm told).

Oh, by the way, the first question is the easiest, and they get progressively harder. HAVE FUN.

1. Welcome to the railway station. It's in London, and it's quite large. Over there is a woman wearing a fur coat, walking up and down. Look: she's stopped. She's looking in her handbag, and she's come out with a coin. She's putting the coin in a slot. She's frowning. Now she's looking in her handbag for another coin. She's going to put that in the slot as well. No, wait; she's just taken off her coat. She's folded it over her arm, and now she's putting the coin in the slot. She's just grunted in disgust. Now she's walking away, quickly.

WHAT WAS THE WOMAN DOING?

2. Wally Wellington left his flat in the land of Ouch for a stroll in the country. He was walking near to the edge of the Forest of Findus, near to a hamlet, when he went through a gate and found several lumps of coal and a carrot on the ground.

TO THIS DAY HE DOESN'T KNOW WHY THEY WERE THERE, BUT CAN YOU WORK IT OUT?

3. PC Plod was on traffic duty. He was standing on the pavement, near a tower block, when a young boy stamped down the front steps, angry, and went down the road. PC Plod didn't take much notice, but when the boy came round the block behind him and started to walk round the square for a second time, he took more notice. The boy was still sulking and had his head down.

The boy walked round the square another three times when, during a lull in the traffic, PC Plod went over to the boy, knelt down next to him and asked him what he was doing.

WHAT WAS THE BOY'S EXPLANATION?



4. There's a young man. He's drawing. Nothing unusual about that, you might say, but wait. The young man has leaned forward and stopped drawing. He's running a few steps. Now he's drawing again.

Again he's leaning forward, and now he's stopped drawing again. He runs forward again. He does this again and again for a while, and then he stands still.

WHAT'S HE DOING?

5. (THE ONE WITH MURDER IN IT!)

It is the rush hour in Los Angeles. It is Friday 13 May, and number 13, the 17.13 from the Library has made its last stop before it goes on to the freeway and heads for the suburbs.

Now, this bus only has room for 12 standing passengers, BUT, on that day, an extra passenger managed to climb aboard and the bus moved on with 13 standing passengers.

An argument broke out, which involved the twelve legal standing passengers, the extra passenger, and the man in charge of the bus. He stopped collecting fares, and tried to persuade the 13th passenger to jump off the bus while it was still moving slowly. Tempers rose, and the two men started to fight. The man in charge of the bus hit the gatecrasher on the head and the 13th passenger fell – dead.

The man was found guilty of murder one and was sentenced to death in the electric chair.

His appeal failed and he was taken from Death Row, given the last rites and strapped into the chair. The switch was thrown. Nothing happened. The chair was checked but was found to be in perfect working order. The switch was thrown again. Again, nothing happened.

The man was taken to another prison, and was strapped to the chair there. The switch was thrown. Nothing happened – he even smiled, weakly.

The authorities eventually ran out of chairs, and the guilty party was paroled because he was considered to have suffered enough for his crime.

WHAT WAS IT THAT SAVED THE MAN?

[I'll publish the answers in a future issue. In the meantime, if you would like to know if you're correct, I'm willing to say YES or NO over the telephone or by mail.....Barbara]



THE GOOD PROVIDER by WYNNE SNOWDON

A happy go lucky cannibal returned home from the hunt one evening with the usual missionary for the pot. His wife, who was somewhat of a gourmet, looked at the result of his hunt and immediately flew into an uncontrollable temper. "Missionaries, missionaries, I'm sick of cooking missionaries. Tomorrow you bring something different or else!" With that she gave him the cold shoulder and went off to bed. Next day the cannibal set off to find the evening meal – but what could he find that would satisfy his wife? Trekking through the jungle he spied a huge boa constrictor and had a sudden brainstorm. So, he wasn't a good provider eh? He'd show her!

He searched the forest looking in, under and behind trees until he found a suitable forked stick. Returning to the location of the boa constrictor he quickly trapped it with the stick and, with one chopping motion of his sharp knife severed its head. So far, so good. Leaving the boa constrictor to be collected later, he set off once again to scour the jungle.

After a short time he came across a village where, he noticed, all the adults were only about three feet tall. He lay in ambush until one of them wandered from the camp and, using his trusty blowpipe, quickly and quietly killed him. He picked up the small man and carried him homewards. Stopping on the way, he collected the boa constrictor and returned to his hut in the early evening.

Entering his hut, he threw the small man and the boa constrictor onto the floor. His wife looked at his offerings and, in her usual sarcastic manner said "Just what am I expected to do with these you stupid man?"

To which the cannibal replied, "I thought we might have snake and pygmy pie for a change!"

PROVING A POINT by WYNNE SNOWDON

A North American Indian married three squaws who lived together in the same tepee. One squaw had a bed made from horsehide. the second had a bed made from cowhide. for the third, his favourite squaw, he imported a bed made from hippopotamus hide.

In the fullness of time the squaw with the horsehide bed had a son, the squaw with the cowhide bed had a son and the squaw with the hippopotamus hide bed had twin sons.

This proves conclusively that the sons of the squaw on the hippopotamus are equal to the sons of the squaws on the two adjacent hides.

THE ORC-NEYS

by Mary
Scott-Parker

I travelled to the ORC-neys,
Where I chanced to meet an ORC.
Quite a decent chappie
Who seemed inclined to talk.

I told him I liked music,
Beethoven and Bach.
He said he liked ORC-hestral
Manoeuvres in the dark.

I told him I liked drama.
He preferred the Muppets.
His favourite was Miss Piggy
The p'ORC'iest of puppets.

I said I'm fond of Austen Dickens,
Writers of experience.
He said he liked graffiti
And read at his convenience.

I said I liked the cinema,
Gable Valentino.
He preferred the pictures
In the Dandy and the Beano.

I told him I cooked Cordon Bleu,
And Gourmet Haute Cuisine.
He said he ate p'ORC' scratchings
And drank from a latrine.

I said I liked the theatre,
Was a patron of the arts.
He said he boozed in all the pubs
And liked a game of darts.

The afternoon passed quickly,
In such pleasant company.
Until his stomach rumbled
And he said "It's time for tea".

He then produced a pepperpot,
And a knife and fork.
So I had to cut his head off....
You just can't trust an ORC!



WHITE QUIZ by MARY SCOTT-PARKER

All the answers contain the word "white".

1. SPURS HOME GROUND
2. STAR OF JAWS
3. OFFICIAL GOVERNMENT REPORT
4. AMERICAN ACTRESS, "QUEEN OF THE SILENT SERIALS"
5. TERMITE
6. BING CROSBY'S DREAM
7. AN EXPENSIVE AND UNNECESSARY ITEM
8. HUGE CHALK PICTURE ON A BERKSHIRE HILLSIDE
9. LOST HIS GLOVES IN WONDERLAND
10. TURPS SUBSTITUTE
11. ONE OF JACK LONDON'S CANINE HEROES
12. GOVERNMENTAL ADMINISTRATION OF THE U.K.
13. JAMES CAGNEY MOVIE
14. FAINT STAR OF ENORMOUS DENSITY
15. FISH
16. BELUGA
17. SELF-APPOINTED T.V. CENSOR
18. DESTRUCTIVE BRITISH BUTTERFLY
19. PROCUL HAREM SONG
20. WILKIE COLLINS NOVEL
21. DISNEY'S FIRST FULL-LENGTH CARTOON
22. COMPUTER SNOOKER GAME
23. U.S. PRESIDENT'S OFFICIAL WASHINGTON RESIDENCE
24. BRITISH SPORTS STADIUM
25. ANCIENT FACE PAINT
26. BLUE BIRDS OVER THESE TOMORROW?
27. BEATLE ALBUM
28. MAIN INGREDIENT OF MERINGUES
29. RECORDING BY CREAM
30. WHO GAVE EDMUND TURKISH DELIGHT IN NARNIA?



MUSICAL INSTRUMENTS

composed by MARY SCOTT-PARKER

Joe met Ina on a liner. She looked very smart in an pleated skirt, with a bunch ofs at her waist. Hearing her like voice, he rushed to meet her and fell over a of oil on deck.

"Would you like to go to the ?" he said.

"No, I'd rather hear the" she replied.

Before they went, Joe said longingly at the bar, and said if he didn't have a he would get a chill in his

They decided to play cards instead.

Ina said to Joe impatiently, "To take the trick, you'll have to" adding, "when you should play a high card, why do you always ?"

He said, "You are a"

She replied, ". sticks, let's go and have an ice-cream Have you got enough ?"

He whispered in her like ear and the kissed her tly, as a of his affection. She, however, hit him on a prominent He d nonchalantly as he walked away.

Standing on the deck he had a and watched the sailors while he idled away his time leaning over the rails.

HOMOPHONES by JACK LOCKERBY

HOMOPHONES are words that are pronounced the same but are spelt differently. E.G. SON – SUN. Find two homophones for each pair in the list below.

- | | |
|--------------------------------|------------------------------|
| 1. ASKEW : GRASS | 9. MAKE WELL : PART OF FOOT |
| 2. WEDGE : DOORPOST | 10. MOISTURE : DESERVED |
| 3. HABITUAL ROUTINE : COMPOSED | 11. BRACE : LIKEWISE |
| 4. PROCURE : BESIDE | 12. FLOW FREELY : SMALL HOLE |
| 5. SKINS : GORSE | 13. WHARF : OPENER |
| 6. PEEL : FRUIT | 14. QUOTE : LOCATION |
| 7. STANDARD : YOUNG SALMON | |
| 8. LINES : FLOWERS | |



GRID QUIZ by JACK LOCKERBY

Study the grid below and then find a nine letter word to each of the following meanings by taking one letter from each line and in order.

1. To go round.
2. With neck uncovered.
3. To know again:-
4. Mutually planned.
5. Elected body.
6. Remarked.
7. Racing vehicle on ice.
8. To remove the flesh from.
9. Lessen.

B	E	C	R	C	E	D	C	C
E	O	O	O	X	I	X	E	O
M	C	T	B	R	M	C	C	N
E	S	O	O	C	M	C	A	M
U	G	R	L	I	L	N	E	E
U	L	N	N	T	E	R	N	E
T	I	A	T	A	T	A	T	I
S	T	T	E	E	E	T	G	T
D	D	E	E	E	E	E	H	E

WORDSEARCH by JEAN CHILDS

In the 19 x 15 grid below there are at least 20 words associated with the magazine - one word has 13 letters!

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

HIDDEN SAYINGS by JACK LOCKERBY

Two sayings have been fused together. Try to unravel them. All the letters are in the correct order.

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

CURIOUS BOOK TITLES by STEVE CLAY

- "OVEREATING" by Gaynor Stone
- "CATARACT REMOVAL" by Seymour Clearly
- "RUSTY BEDSPRINGS" by I. P. Knightly
- "OVER THE CLIFF" by Eileen Dover
- "BODY PARTS" by Tony Head
- "DOG TRAINING" by A. Barker
- "CHINESE COMPOST" by Hu Flung Dung

NUMBER QUIZ by MARY SCOTT-PARKER

The answers are all numbers in one form or another – find the total.

1. No deductions for tax, etc.
2. Fruity couple?
3. "LOOK OUT!" (on a golf course)
4. Teeth straightener.
5. Yankee coin
6. German refusal
7. Unnaturally pale.
8. Numerical record of competitive sport.
9. The German – anticipate with horror?



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NEW RELEASES

Die Feuerfaust

A Four Part Fantasy Text Adventure Written By Larry Horsfield

One summer's day, you are urgently summonsed to the King's audience chamber, where you find him in the company of his Foreign Minister, Baron Mescarl, and four foreigners dressed in black armour, who you are told are Teutonic Knights from Germania. Prinz Eugen of Lubeck, explains that they are a deputation from the Hanseatic League, a confederation of city states that have co-existed peacefully for hundreds of years and have become one of the most powerful trading nations in the world. Now that peace is under threat due to the recent theft of the symbol of unity of the league, a metal gauntlet from the suit of armour worn by the founder of the League, known as Die Feuerfaust - The Fist of Fire - was stolen by persons unknown from where it rested in the Town Hall in Lubeck, the capital city of the League.

Each of the city states suspects the other of being behind the theft, but why any of them should want to steal it is beyond belief. Nevertheless, the theft has caused long-forgotten enmities to resurface and it is these that are in danger of escalating into civil war. Your exploits in seeking and finding the lost Axe of Kolt have become legend in Germania, and the Teutonic Knights, have decided to seek your aid in finding the and restoring Die Feuerfaust to its rightful place and thus preventing the threatened civil war. King Kelson tells you it will be your choice whether to accept the quest, but your desire for some adventure causes you to agree to help the Knights. They offer to escort you across the Baltic to Lubeck, but you decline, saying you will make your own way, as you have to visit a friend first. The Knights are puzzled by this, but take their leave and return to Lubeck immediately.

You then set forth to visit this friend, none other than Magor the Sorcerer, who helped you at the start of your quest to find the lost Axe of Kolt. You ask Magor if, by arcane means, he can enable you to speak the Germanic language. Magor is able to do this and he teaches you something of the geography of Germania. After bidding Magor farewell, you ride to the coast and take passage on a merchant ship bound for Lubeck, a voyage heading southwest that will take about five days. The weather when the ship sets sail is good but as you approach Germania a violent storm hits the ship and drives it south, way off course, and directly towards the rugged coast. Realising that the ship is being blown relentlessly towards some rocks, the captain orders everyone to take to the boats. As this is happening, the ship hits some submerged rocks and starts to sink. You are thrown into the water and only survive by clinging onto one of the ship's spars.

The next thing that you know is when you are wake up on a sandy beach, although there is no sign of the spar you tied yourself to. Your head hurts and it takes a while to clear. Then you turn around to see where you have been washed up.....

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THE CUP

by Jack Lockerby

You have attended the annual "Liar's Club" dinner and prize giving. It had been a great night, with each speaker trying to top the previous raconteur with wild and improbable tales. But the best by far had been Paddy Murphy and his tale of animals in the wild, his flaming red hair waving wildly as he recounted his adventures. You arrived home in a merry state and were soon fast asleep. Just before dawn you are awoken by a horrendous scream from the foot of the bed and glancing down you see, to your horror, a mass of red hair and a back covered in claw marks. You attempt to assist but are told to save yourself from the lion..... determined to get to the bottom of the mystery you quickly dress and step outside your front door.....

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THE CHALLENGE

by Jack Lockerby

You are Yarulla, skilled hunter and trapper. The old chief of the tribe has just died and all the villagers have gathered together to choose his successor. normally the eldest son would be automatic choice, but Pacheo was both a coward and a bully and nobody liked him. So when a voice cried out "Pacheo for Chief!", several voices replied "Challenge!" Not surprisingly one of them was your own, for Pacheo had sworn to banish you from the tribe when he was chief. The elders went into a huddle and after some long deliberation decided that you would be the one to challenge Pacheo.....what next?

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ADVENTURES

THE SONG OF TALIESIN

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

THE STORY SO FAR —

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

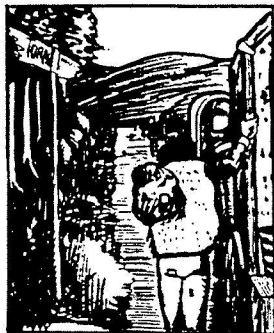
People drew closer to the fire, not for warmth but more for comfort, and the brightness of the flames flickered in the eyes of those that were closest. A small plume of smoke spiralled up from the centre of the blaze and then blended effortlessly with the dark night sky above.

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

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

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

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



ADVENTURE

NOTES

Use the commands **RANSAVE** and **RANLOAD** 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 Book**' and regain your true form once again.

"I'm nine months pregnant, Pete," Julia Brief remarked while tucking into a jar of *Chips Ahoy's* celebrated pickled eggs, "and I think the baby's on its way."

"Gordon Bennett! Flaming Nora!" was her husband's reply. "Are you sure?" Julia nodded her head and Pete went into panic-stations mode. "Where's the hot water, Julia?" exclaimed the alarmed Pete.

"What the deuce do you want hot water for, Pete? Surely you're not going to deliver the baby yourself? I think it would be better just going to hospital," said Julia.

"No, I need it to get my car started. It never works with cold water in the engine," answered Pete truthfully. "And I haven't had it out since I got my revenge on that pensioner's husband by hurling a water-melon at the old sod and driving off."

"You haven't had it out since I got pregnant, you mean. Oh, sorry, you're talking about your car. Anyway, I used up *all* the water for my bath this morning. After all, I'm not as slim as I used to be," Julia commented, but Pete was on his way out the door. "Where are you off to, Snookums?"

"Use up all the water, eh? Insult my virility, eh? Call me stupid pet names, eh? Well, as far as I'm concerned, you can go to hospital yourself, 'cos you obviously don't need my help!" yelled the by now enraged Pete. Pete left the room and, unable to find the door (he was blinded with anger), hid under the carpet or 'someplace'.

"I couldn't get along without you," Julia assured the hidden Pete, but it was to no avail. Their marriage, for an eighth time, was doomed. She realized she had no choice but to 'go it alone', only hoping that she wouldn't be overcome by her . . .

LABOUR PAINS

Unfortunately, for Julia, the trauma of these events are so overpowering that she needs your help to guide her on her way to the local hospital. It is important to note that Julia must be prepared for hospital - that is, she should collect the sort of things she would need for a stay in hospital and store them safely in an overnight bag or something of the like. Having never been to this particular hospital, Julia also needs to provide the 'officiating doctor' with details of her medical status and so on. A visit to the surgery of Dr. Thrust, her own GP, would be beneficial.

NOTES:

- The game is in two parts, access to the second requiring the input of a password
- The last command can be repeated using the **AGAIN** command
- Details of other available facilities can be found by typing **VOCAB** and **INFO**.

PERSONAL MESSAGES

To Nighthawk – You seem to be casting aspersions which insinuate that I am the purveyor of copious amounts of anonymous gobbledegook in a certain column! Now I'll not deny scribbling the odd ream or two of gobbledegook – in fact some would say my gobble is gookier than most – but I do not hide my real identity (except when I use a pseudonym, of course). (M.S-P)

To Ellen – Polo may be in mint condition, but he can't stop me singin' in the rain – or the snow if I wait much longer. (Jon)

To Snow White – Certainly. By the way, how's your father? Is it Gordon White or Barry White, or perhaps the King of whatever kingdom you reside in? (Jon)

To Damian – Any idea how to get in touch with Barry Norman? (Uncle Horace)

To Damian – He's a bit premature, ain't he? (Ellen)

To Gail and Phill – Had a great weekend. Thanks a million. (Ellen)

To Wynne – It don't matter what direction I said, 'cos you know you ALWAYS go the opposite way! (Ellen)

To Wynne – Now we're even. Next year though, it'll be two to one – in my favour! (Ellen)

To M.Polo – Everything's plugged in, and ready to go – are you? (Ellen)

To Vicky – Just had our first snow fall of the winter (brrr). The ploughs were out in force! (Ellen)

To Reynir – You didn't send the 'orrible white stuff down, did you? (Ellen)

To M.Polo – My door is always open, and I'm sure that once you come (in) you won't ever want to go. (Snowy)

To M.Polo – Why, OF COURSE you do! I'm surprised that you had to ask. (Snow White)

To M.Polo – No, ice suppose you don't. But, flake my word for it – it was. (Snowy "Blanc")

To Pete – Make sure you're a good King – especially to the "little people" (Snow White)

To Custard, Bosi and Tess – Happy Christmas. (Love Rudi)

To Wynne – That she does, and did you know that the only time I'm allowed off the leash, is when she's in sight of the house! (Rudi)

To Phill – Ellen may have been the one holding your map, but I was the one following it. (That's how we actually made it to your front door) (Kevin)

To The Viper – Phew, glad about that, for a minute there I thought that I'd lost one of of my (very valuable) assets!!! (Gillian)

To Pigpen – How's the menagerie? (Cowpat)

To The Whisperer – Can you shout any louder? (Peril)

To Uncle Horace – Yes, I know, I know. But in my century the Lumiere Bros. hadn't invented the cinema ... er, but who invented the camera? Any takers? In short, I'll push. (M.Polo)

To Ellen – Well, I think we'd all perish if a vampire displayed amorous attentions, unless it was Hurwie's twenty-year-old French lass from that documentary film with the vampirous interview. (M.Polo)

To Ellen – Well done on the prize. You deserve it. (M.Polo again)

To The Glumwynd and The Viper – How nude! (M.Polo)

To Snow White – Nor can my spanner! (Marco, the over-friendly plumber)

To Snow White – Erm, well if you were trying to sell turf how would you like some Paddy standing on it? (M.Polo)

To Dopey – No problem. It's a good thing Ferdinand Magellan told me, though! A pleasant Portuguese person. (M.Polo)

To Squiggle – No, I'm not related to the Witch of Stanley but I'd consider a pact if it meant seeing you squirm! (The Whinger)

To Snow White – Well if that's the case, what's my chance of receiving your special service every leap year on the 29th Feb. (The Whinger)

To Glumwynd – Glad you asked that. My meaty balls now smaller and very red! But fit into my attire much easier. (The Whinger)

To PC Chuckles of Stanley – My last message didn't appear. I suspect I'm the victim of censorship. Bloody Tinkerbell. (Nemo)

To PC Chuckles of Stanley – How did you manage to win the megapoints? Were you inspired, or did you cheat? And have you got more megabytes for your PC yet? Be honest, as you get older, you need more memory. (Nemo)

To Peter – I love the way you expect everyone to put you first, first, first. Is it arrogance or conceit? (H.R. Puff n' Stuff)

PERSONAL VERSE

Marco Polo's a bit of a mint
 He thinks our Snow White is a bint.
 He's tried rhyme and rhythm
 But she's seen right through him
 His hole's that big there's no need to squint.

He can lust after her if he must
 But I think she would crunch him to dust.
 Just listen to one in the know
 If you read her one liners
 She's abusing seven minors,
 No wonder the poor lad's don't grow.

(Crazy Maisie)

IN TOUCH

WANTED : Does anyone have a copy of Ween – The Prophecy (an old Coktel game) or Deathgate for the PC that they would like to sell? If so, please ring Jenny Perry on 0181 979 4851.

BUGS AND AMUSING RESPONSES

KING'S QUEST 7 played by Jenny Perry on a PC

There is a bug in the scorpion's cave.

If your blue gem disappears you will have to restart.



AMIGA NEWS by STEVE CLAY

This came to me via Larry Horsefield. Vulcan – those lovely people behind the Valhalla games and Timekeepers – have a few products in the pipeline.

First in the queue is a Sim City type game, in this case a seaside simulation. Hillside Lido is the name and the game gives you a section of promenade, a pier and a strip of beach. You have to build it up into a successful resort. By Christmas Vulcan hope to have the first data disk for Timekeepers ready. The third game will be the next Valhalla game and is set in a time after the first game. Early 1996 is the hoped for release date, whilst Hillside Lido is likely to be released by the time you read this. PC versions of the Valhalla games are also in the offing as Vulcan are negotiating with a team to do the conversions.

Dungeon Master 2 has been released for the A1200 only. The reason I mention this is that there is no mention on the box that it is 1200 only so be warned! The review I have seen is favourable and it looks good.

Some good news for the Amiga is a new launch of the A1200. I saw a preview of the new advert campaign on one of the cable channels and Tandy are the first to advertise the new Power Pack bundle. This includes an A1200 plus serious software comprising of Wordsworth, Digital Datastore, Digital organiser, Turbo-Calc spreadsheet, Personal paint, Photogenics and the games Whizz and Pinball Mania. The price? Tandy are asking £399.00.

NEWSDESK

New Releases from WoW Software

TRANSP0 95 by Peter Clark is a two-part text adventure for the Amstrad, see November Newsdesk for a few more details. It requires CPM+ run and is available on disc only, at the moment. Price : only £5. I have a copy courtesy of Peter, and I'm looking forward to playing it when I have despatched this issue to all the readers. Peter is one of the established writers who is still writing text adventures, and thoroughly deserves full support from players.

In **KNIGHT LIFE** by Stephen Boyd you play King Arthur, sent on a mission to find the Holy Socks. This involves getting four Druids to attend a shrine. Easy? Not when you have to give them each a scroll containing two verses which means you have to obtain 8 verses. I understand this is a well-written, complicated and enjoyable adventure. Written on the PAW it is available on disc only, price £4.

The Spectrum version will be released soon by Zenobi Software – watch this space for details.

New Compilations for "The Big Machines" from Zenobi Software

LOADS OF LAURENCE – VOL.1 features Beyond Eldorado, Bermuda Triangle, There's a Bomb Under Parliament, Mummy's Crypt, and Impact. **LOADS OF LAURENCE – VOL.2** features Flameout, Well of Zol, Meltdown, Lost in Time, Golden Pyramid.

The above are £5.99 each for Atari(e), Amiga(e), PC(e) and MAC(e)

GAGGLES OF GEORGE features Brian the Novice Barbarian, Fistful of Necronomicons, Balrog's Day Out and Emerald Elf and is £4.99 for Atari(e), Amiga(e), PC(e) and MAC(e).

All three are a bargain as they are £2.99 *per title* when bought separately.

OBJECTS AND THEIR USES

BRIAN – THE NOVICE BARBARIAN compiled by **Ellen Mahon** on a **Spectrum** – also available on **Atari(e)**, **Amiga(e)** and **PC(e)**

School bagnot really needed, but you score points for getting it

Woolly vestwear it to get passed mother

Drum stickgive to Roadie

Poster.....read it for a clue

Coinuse it to buy tea

Baseball capwear it backwards to appear “cool”

Sweet wrapperwrap chewing-gum up in it

Cupdrink tea / fill with milk from bottle

Notegive to monk leader

Chewing-gumgive to dwarf

Demo tapegive to dragon

Telescopic stiltneeded to cross river

Sign outside caveread it for clue about dragon

Rubygive to fat man

Bottle of milkpour into cup and give to panther

Walletuse the money inside to buy dinner, a horse, and a ticket

Mushroomseat one for a short sharp shock! / give to elf

Ticketgive to Golem guard

Horseride it to castle

Maceuse in treasury to smash the case

Mousedrop beside door to treasury, he'll find the means of opening the door

Brickpull it to find a plastic card

Plastic carduse it to unlock cell door / show it to police

Small keyunlocks the treasure door

Rolled-up carpetmeans of transportation

Glass casesmash it to get wand

Wandwave it over mouse / give to Mage



GETTING YOU STARTED

BERMUDA TRIANGLE played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

Start on board a 747 en route to New York. You have only 2 moves to X POCKET and TAKE NOTES before the captain makes an announcement (note what he says), then the plane hits turbulence, lands, and you find yourself, alone, in a field. An old man hobbles towards you – once again, note what he says, it is very important. E (asked for the flight number – see, I told you to note what the captain says), ZX 13 (note space between letters and numbers), E, E, E (outside hut), DROP NOTES, E, X FLOORBOARDS (some are loose), TAKE BOARD (would have auto-dropped anything carried), W, PLACE BOARD (over chasm), TAKE NOTES, W, W, N, W, X BLANKET, TAKE PONCHO, E, E (kitchenette), X SINK, TAKE MORTAR (and pestle), W, N (garden), TAKE SPADE, DIG, DIG, TAKE rope LADDER, S, S, E, E, D, S, E (end of path – see exotic bird), GIVE LADDER (to bird, which flies up and drops the ladder over the protrusion), WEAR PONCHO, CLIMB LADDER (freezing cold but okay if wearing poncho), SEARCH LEDGE, TAKE gold PIN, TAKE RECORDER, D LADDER, W, WALK ROUND pit, N (general store – see fire), REMOVE PONCHO, SMOTHER FIRE (with poncho). The shopkeeper thanks you – note what he says. TAKE LANTERN

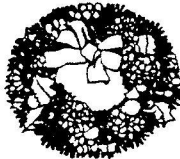
BRIAN AND THE DISHONEST POLITICIAN played by Barbara Gibb on Atari(e) – also available on Spectrum, Amiga(e) and PC(e)

Start in your own home. I (nothing), W, S (shed), X BEHIND BIKE, TAKE newspaper BAG, X BAG, N, E, E, S, W (Raynard's house), SIT ON CHAIR, TAKE SCISSORS, TALK RAYNARD (no good trying to win his vote), E, S, W (outside Lady Petunia's house), TALK to LADY (locked herself out of her home), X COTTAGE (see drainpipe), CLIMB PIPE (to top of house – see skylight), D (through skylight). You find the key, unlock the door, Lady Petunia assures Brian of her vote. One down, nine to go.

The postman should be around somewhere. When you see him, follow him until he stays in the location long enough for you to TALK to POSTMAN and GIVE newspaper BAG – one more vote

BEYOND EL DORADO played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

Start at crossroads. I (nothing), E, S (small open clearing), X TREE, X BARK (see hollow), X HOLLOW, INSERT HAND (now have an old trowel). If you had been carrying any objects you would have dropped them, so don't leave without picking them up again. N, E, IN (witchdoctor's hut), TALK DOCTOR, TAKE JAR (not yet), OUT, E, NE (see dog sleeping on a parchment which you can't get yet), LIND KENNEL (find crowbar), TAKE CROWBAR, X CROWBAR (can be used only once), SW, W, W, W, S (by cottage), LIND COTTAGE (find besom), TAKE BESOM, IN, E (bedroom). Ignore the hanger for the moment. LIND DOOR (find kerchief), TAKE KERCHIEF, WEAR KERCHIEF



HOB'S HOARD played by Ted Goring on a Spectrum – also available on Atari(e), Amiga(e) and PC(e)

Start in a sitting-room. INV, EXAM NOTEBOOK, EXAM MONEY, EXAM BUREAU (locked), EXAM FIREPLACE (see bell pull), RING BELL (Mrs. Pinniger enters), SAY GIVE KEYS TO ME (you now have the keys), UNLOCK BUREAU (see note and message), DROP KEYS, READ MESSAGE (about the game), GET NOTE, EXAM IT, READ IT (first clue to hoard), DROP IT, W (great hall), UP (gallery and Mrs. Pinniger), SAY TELL ME ABOUT THE HOARD (she tells you the best person to ask is the vicar), N (bedroom), EXAM TRAPDOOR, EXAM BED, EXAM CHAIR, GET CHAIR, DROP CHAIR UNDER TRAPDOOR, STAND ON CHAIR, OPEN TRAPDOOR, UP (attic), EXAM ATTIC (see a chest), EXAM CHEST, EXAM LID, READ MESSAGE (a coded message which you copy into your notebook), EXAM NOTEBOOK, D
.....

LOST IN TIME (Coktel) played by Jenny Perry on a PC

You start off trapped in the hold of a ship. First of all, look in your inventory, then click twice on the nearby stool and use your pliers on the nail. Examine the poster 3 times. Now go west and examine the barrels to find a lamp. Use this on the barrels by the post; then pop the sponge in the bucket of water. Now you can soak the poster so it comes off the wall. Use the lamp on the opening. Look in the cask in the brig to find oil. Go east and look at the dirty water to receive an unpleasant surprise. Now go to the pump and oil it, then pump the water out. Under the chain to the west you will find a corkscrew. Go back downstairs and use it on the knot of wood. Now look through the hole and chat to Yoruba, who will give you a knife.....

MISSION X played by Dorothy Millard on a C64 – also available on Spectrum and Amiga(e)

Start on an east/west road, S to middle of a large field (a flying saucer is here), EXAMINE SAUCER (you see an open hatch), IN (an alien hands you a metallic scroll then escorts you to a take-off couch... when you come to you are at the side of a road), READ SCROLL (you have been chosen to take part in an initiative test... you are on a distant planet simulated to look like an English village and your mission is to return to Earth), DROP SCROLL N, GET plastic BUCKET, EXAMINE BUCKET (full of pig food), S, S, S, E to pig sty, FEED PIGS (they fall asleep), EXAMINE BUCKET (at the bottom is a gold cross), DROP BUCKET, GET CROSS, EXAMINE STY (it smells). SEARCH STY, GET AEROSOL W, W to farmhouse, W into kitchen, EXAMINE STOVE, EXAMINE TABLE

O ZONE played by Edwina Brown on a Spectrum

GET GLASSES, WEAR GLASSES, EXAM DOOR, JUMP BEAMS, DROP GLASSES, E, GET COIN, W, N, EXAM CANNON, NE, PRESS BUTTON, SW, SWITCH SWITCH, E, EXAM VINES, CLIMB DOWN, DOWN, SW, E, ENTER BUS, PAY CONDUCTOR

POWER CURSE Pt. 2 played by Barbara Gibb on an Amstrad

I (nothing), TAKE TORCH, EXAM TORCH (still working), SEARCH SAND (find a handle), TAKE HANDLE, EXAM HANDLE (fallen off a door), DIG SAND, DIG SAND, DIG SAND (the third time you find a trap door), EXAM TRAP DOOR (has a hole), PUT HANDLE IN HOLE, TURN HANDLE (it is a bit stiff), TURN HANDLE HARD (door opens), I (note you still have the handle), D (dark), SWITCH ON TORCH (see you are in a tunnel), E, E, SEARCH TUNNEL
.....

HINTS AND TIPS

ANGELICUS SAGA played by Ellen Mahon on an Amstrad 464

Part Two

Moony : To get a shovel, try buying a drink at the bar.

Dig in the Hopfield.

Puff is in need of the mouthwash.

Use the bluebottle to keep the spider occupied.

Give the shovel to the wizard.

Frosty :

Use the di-icer on the wall.

Don't forget to dig in the snow.

Wear the skates to cross the lake.

Give the crab to the Eskimos.



Aqua :

Give the mirror to the mermaid.

Look under the rock to discover a paddle.

Skully :

The pirate's hiding as skeleton key.

The pirate will save you from being shot.

Wait until the pirates are drunk before using the net to capture them.

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

Part Two – Interstellar Zone

Replace the gems (sapphire, topaz, emerald and ruby) so that the engines start up again, then remember what you were advised to do after the crisis at the beginning of this part.

To get the Power Carrot you'll have to REVIRDWERCS HTIW REBMAHC KAERB – and ensure you are carrying the airtight container.

Part Three – Subterranean Zone

The electrician is afraid of water and therefore he won't follow you. However, this location is a green zone so you should know what to do.

The electrician needs the package of solder, soldering iron and coil of wire to connect the switch to the teleport.

You need the screwdriver to open the panel on the teleport.

Before you teleport ensure the electrician is returned home – give him something and ask the mermaid to guide him.

AXE OF KOLT played by Barbara Gibb on an Amiga(e) – also available on Spectrum and Amstrad

Part One

LOOK E when you see movement in the trees east of the village green – you have been warned!

Go to the Inn and buy some ale while the market traders set up their stalls.

Your first purchase at the market should be a lamp and tinderbox, then WAIT in the middle of the green for the oil vendor to arrive.

You will need something to keep you warm when you travel over the snow-covered pass in the mountains.

Part Two

You should have brought forward from part one at least the lamp, tinderbox and chainmail.

Wear the chainmail when you get the feeling of being watched.

In the cottage, remove and turn the table drawer over to find two vital objects, neither of which YOU can read.

Knock on the door in the oak tree. The dwarf really means what he says, so don't disturb him again until you have the spear and bow and arrow.

Part Three

Make good use of the abbreviation A (for AGAIN) to repeat your last input.

You start this part carrying nothing but you're wearing your ordinary clothes plus the chainmail unless discarded in part two. The chainmail is not needed, so remove it and drop it.

Skirt around the village square until you come to the SW side. Examine the square and grass here then crawl eastwards and then SE to a mining camp.

WAIT on the boards on top of the winch shaft until they give way then grab the rope and climb DOWN until you find an opening to the south. You should now be able to find something to help you to see in the dark. Now climb UP the rope until you see a ledge to the east.

Part Four

As in part three A to repeat your last input is very useful.

You'll have to shout three times before the jailer comes to ask what you want, and wait just as long for it to arrive.

When your stomach aches, tell the jailer and then groan *loudly*.

When he decides to enter your cell, kick him.

Before you leave the cell put the jailer in your place, but ensure he can't shout out.

Hide and wait very patiently in another cell to avoid running in a squad of Xixon warriors.

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

NIRAKS MINE – To get into Niraks mine you will need the following. The small wind vessel and ship's steering wheel both from Sheyel Harbour. Fit the wheel on the cart at Bodholm, carry the cart to the entrance to the Windy Dry. Stand on the cart making sure that the wind vessel is with you. When at the Tarpits you must walk in the tar in order to get up the slippery slope.

ARRATHOLM – If you examine the door there are two words on it. You must examine the well at Warholm. Just south of the well is a wall. Examine it to find a loose rock. Drop the rock down the well to raise the water level. Get the box and take it to Deadwood Forest. Drop the box and get the book. Read the book and then translate each word on the door and follow instructions.

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

Part One

Buy a ticket and catch a train to Downtown Chicago – ensure Louie and Muscles are with you.

Search the pockets of the hit men to find \$20.

Before entering the warehouse on the waterfront, disguise yourself, Louie and Muscles as police officers.

You need a lot of money to Hire Fergus and his boys. Now you can rob the bank.

Part Two

When a cop appears to arrest you, talk to him, then bribe him (this seems to happen almost every move, perhaps they are different police officers) between your hotel and the Police H.Q. This will cease when you have bribed the Commissioner.

Hire rooms for yourself and the boys at the Ritz Carlton Hotel. Now you can agree to meet Gentleman George McGurk there – the outcome means you can now enter Capone's territory.

Kill the gang in the Four Deuces.

Buy overalls from the garage mechanic.

Press the emergency alarm button for a maseque (need guns from cellar of Four Deuces).

CRUISE FOR A CORPSE played by Peter Clark on an Atari – also available on other computers

The piece of paper can be read if it is flattened out.

Search the laundry to find a dressing gown. There is something in the pocket.

In Suzanne's cabin the wardrobe contains a cosmetic case. There is something inside it.

There is something to be found in Tom's bed other than sheets.

To operate the projector in the Smoking Room : Put reel of film on projector – Use the screwdriver on screws to remove the hood – Press button – Replace the hood – Operate projector.

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

Read the tablet for a clue.

Wait until a shaft of sunlight shines through a hole in the rock. Wedge the rock with the knife to be transported back to small oak wood.

Go to the altar in the stone circle – this time you see some people. Examine the people and GAZE up with PEOPLE to find yourself lifted into a spacecraft.

Talk to the man to be told the secret and then give him something.

FABLED TREASURE OF KOOSAR played by Barbara Gibb on a C64 – also available on Spectrum and Amstrad

The paper from the bottle is in the nest on the ledge. A thirsty man can help you find out what is written on it.

Don't let the shopkeeper hear you entering his store-room.

The hammer, nails and floorboard are not to mend the gap in the pier.

You'll be lost at sea unless you can solve the clever clues given when you READ MAP.

To make a fire you need some driftwood and twigs.

Use your weight to get a branch from a tree in the clearing, then dip it in some oil.

FIRST PAST THE POST played by Barbara Gibb on a Spectrum – also available on Amstrad, Atari(e), Amiga(e) and PC(e)

You have to remove your shoes before you can climb the drainpipe.

Stick the tape to the skylight then smash it with the rockcake.

For a safe landing – jump onto mailsacks.

Cut the mailsacks with the scissors.

Pick the lock of the locker with the nailfile.

Buy the bike from the boy and if you get to Grabworth Street in time you should see the postman delivering letters.

Tie the string to the lamppost then open a gate at the right time so that the dog chases the postman.

Don't let the irate postman see you searching the mailbag.

Destroy the letter before you are discovered with it.

JESTER QUEST played by Edwina Brown on a Spectrum (48K & 128K), Atari(e), Amiga(e) and PC(e)

The crucifix will frighten away the Zombie. When you ring the alarm bell the guards will flee from the guardroom.

Ring the bell in Znarl's bedroom then run outside, Znarl will follow and die in the sunlight.

Stand on the stool to get the key and soda syphon.

Take the cat into the same room as the bird.

JOURNEY played by Steve McLaren on an Amiga

Before you leave Lavos make sure you have enough provisions and do accept the help of another.

Always get advice and send someone to scout, they might find something interesting.

After finding Gold twice get Praxix to Cast Elevation on you so you do not end up getting drowned.

JUNGLE BUNNY played by Barbara Gibb on a C64

RATIMICS GNIWS three times to get rid of the medicine man.

The nugget won't fit through the crack, you'll have to open the window in the crypt and jump out into the tree.

Drop the ten treasures by the hut and ensure the ming vase has a soft landing.

Type SCORE for confirmation that you have 100 points.

The treasures are:- gold bar, sapphire, ivory, broken arrow, scimitar, nugget, pyramid, scepter (sic), pillow and vase.

LORDS OF TIME played by Barbara Gibb – available on most computers

Zone 1

Wave the Valerian to get the weeping willow to talk to you. Chop it down with the axe.

Tie the 2 short planks together to form a bridge across the filthy stream.

Give the looking glass to Narcissus.

Wave the lodestone to get the keys from under the shed.

Go D from the carport to return to the clock.

Zone 2

Wear the fur coat when you feel very cold.

Shout to free the icicle which will freeze something when dropped in the correct location.

Break an ice wall with the pick.

The alpine plants are red herrings.

Use the pick to break the cube of ice to free the Snow Queen.

Return to the clock by going down the dark ice tunnel.

Zone 3

Throw the pebble at the skeleton to reveal an exit east.

Saving a cavewoman is rewarding.

The magic word for opening the door in the Invention Room is hinted at in the cartoon of Archimedes, and also really is backwards in the slogan.

Think of steam to get at the alcove.

Go D from the small recess to return to the clock.

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

Remove your boots so that you can stick the springs onto them. Wear them and bounce over the wall.

You need the telescope to push the rod off the wall.

Dip the rod into the phial to activate it, now find something to touch with it.

Hit the prop three times with the mallet, use it to ram the door three times. Replace the prop to prevent the tunnel collapsing.

To stop the dais from spinning – short the cables by inserting the tinfoil.

The hairgrip will help you get something out of the hole in the wall in the burial chamber.

To open the coffin, climb onto it and squeeze the cloth to oil the wheel so that you can turn it.

Try talking to the Mummy.

Cover the font with something before you cut the wire and shake the drape.

In the "hot passage" look up to see a lever. Use the tome to reach it to shut off the hot air. Search the holes.

Imitate the Mummy for a panel to open.

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

Part One

In Gotham City, examine the speech bubbles. You have to get to the library with the canister before the jester is captured. OPEN VALVE on canister in his presence.

There is a searchlight on the roof of the station house. When switched on, it will project a "sign" into the sky. This will give you time to collect some objects. Now WAIT in the centre of Gotham City for a lift back to the bat cave – but don't be late.

Part Two

Examine the walls of the French Cheese Room. Examine the gravel in the Building Site.

Keep getting water (need bottle) from the pool at the bottom of the eastern pit and water the weed until it is a Triffid, then kill it off (dial the anagram of "aquaprat").

Dial yourself a useful object for getting passed the great oaken door – useful, that is, once you have "revived" it!

Give the record to the monstrous hairy figure guarding the bridge across the chasm. Then retreat and say the words on the wall of the giant room. This gets rid of the creature, unfortunately, the bridge is also destroyed.

The giant is suffering from the collywobbles (! wonder who he ate to cause that?) so dial up a fizzy drink for him.

You need the jemmy to open the clam and so access the Pirate's Hall.

Save your position before opening the chest where you find it. Re-load and find a more useful place to do this.

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

Level 4

Put something appropriate on the Queen's Shrine. Place a phrase on it before you read it.

The secretary will issue a summons but you'll have to disguise yourself first and say who it is for.

The stern councillor to the left of the locked door actually has the key so convince him you want to see The Lord and he will oblige.

Top up your stamina supply (current and inventory) before and after going passed the 5 pairs of guardians.

Stand on the stool immediately in front of The Lord of Infinity, look at him, then swear allegiance. If you answer his questions correctly you will receive a key.

There is something under the tile under the lettuce.

One of the dogs has the key to re-open the door in front of The Lord.

YELLOW PERIL played by Barbara Gibb on a C64

Examine the pebbles at the east end of the golden beach.

Stroke the spotted yellow cat to find a key. Sit in the chair in the cabin. Read the bible.

Enter the "empty" grave, but ensure you take with you the means for getting out.

You need the machete to CHOP BUSHES to open up an exit north from the dead end of the trail.

Drink at the fountain – you are now half way to reading the magic book.

Search the bushes that line the narrow grassy path.

You'll catch an old black boot with the maggot. You need this to deal with the Yellow Whatsit at the end.

PROJECT X – MICROMAN played by Barbara Gibb on a Spectrum – also available on Amstrad, and C64(?)

You can climb in and out of the shed via the knothole if you're not carrying too much.

Diamond rings make good glass cutters.

Ignore the Venus Flytrap.

Light the "firework" at the heater then take it somewhere before it explodes.

The thimble makes a good diving helmet.

Due to your size, a twig will make a good bridge between the top of the rockery and the window sill.

From the vegetable rack, go U to the work surface. From there you can go S into the chest freezer and then climb out to the far side, then D to the floor.

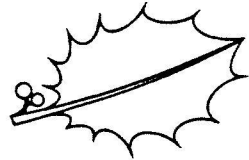
The cheese is a red herring. You need the pepper to get rid of the mice.

Wear the tinfoil to protect yourself from the heat of the fire.

SOLUTION OF THE MONTH

12 DAYS OF CHRISTMAS

Written by Diane Rice



Solution by Barbara Gibb on a Spectrum

Note: This is a massive three-part game and I would advise you to frequently save to tape/disk, especially every time you return to the courtyard with a present.

Start in a sunny courtyard with your true love reclining on a chaise-longue. I (nothing).

Partridge in a Pear Tree - X POOL (see pondweed), X WEED (reveals a net), TAKE NET, X NET, X TREE, TAKE BRANCH, GO ARCH (bridle-path, see partridge), X RUBBISH (find box, seeds, glass), X BOX (sounds like a trap), UNTIE NET (now have a ball of string), TAKE GLASS, CUT STRING, DROP BALL (of string), TIE string to BRANCH, WEDGE LID (of box with branch), TAKE SEED, LAY TRAIL (of seed, partridge is interested), HIDE (behind oak tree), WATCH PARTRIDGE, WATCH PARTRIDGE (it is now in the box), PULL STRING (partridge is trapped), TAKE BRANCH, UNTIE STRING, DROP BRANCH, TAKE STRING, TIE string to PARTRIDGE, X ARCH, X PANEL, PRESS 1. If you are carrying only the partridge you automatically enter the courtyard. TIE STRING (to pear tree so that the partridge can't fly away). You have now presented your True Love with A Partridge in a Pear Tree.

Two Turtle Doves - GO ARCH (now in a shopping precinct), N, E (pet shop), X COUNTER, X CHILD, X CHILD, W, N, X PRECINCT, TAKE 10P, S, S, IN (supermarket), X CHECKOUT, TAKE chewing GUM, BUY GUM (need 10p), NE (note Security Guard), W, X BIN (on wheels), PUSH BIN (find domino), TAKE DOMINO, X DOMINO (a double six), E, N, N, W (inside pub), X CUSTOMERS (playing dominoes), X CHAIR (see walking stick), TAKE STICK (a player prevents you), DROP DOMINO (near game), E, WAIT (in nearby doorway), WAIT (hear fight in pub), W, TAKE STICK, E, S (middle of precinct), X PRECINCT, X DRAIN (see 50p), CHEW GUM, TAKE GUM (out of mouth), STICK GUM (onto end of walking stick), INSERT STICK (into drain, you now have the 50p), S, IN (supermarket), X SIGN, E, X HOUSEHOLD (voice on Tannoy informs you that rubber gloves are only 50p). You now see a box. TAKE BOX, X BOX (contains gloves), W, BUY GLOVES (need 50p), E, X FRUIT (see bananas), TAKE BANANAS (find tarantula), OPEN BOX, WEAR GLOVES, TAKE TARANTULA (have to be wearing gloves), PUT TARANTULA (into empty box that once held the gloves). Do not drop the box - if you do the spider will escape. W, NE, N, E (pet shop), GIVE BOX (to child - she gives you the cage containing the turtle doves). As you can't take anything other than necessary items into the courtyard, you now have to get rid of the gloves. REMOVE GLOVES (can't whilst carrying something). You can't drop the cage as it breaks and the doves fly away, X COUNTER, X SIGN (see hook), HOOK CAGE, REMOVE GLOVES, DROP GLOVES, TAKE CAGE, W, S (see archway), PRESS 2 (barrier disappears, you enter the courtyard and present your True Love with Two Turtle Doves).

Three French Hens - GO ARCH (back in precinct), W (alley), PUSH BIN, PUSH BIN, PUSH BIN (it should now be under the window), E, IN, W, X FREEZERS, SEARCH FREEZERS (find red package), X RED (red herrings), SEARCH FREEZER, X WHITE (Cornish Ice Cream), SEARCH FREEZER, X BLUE (3 French Hens), TAKE BLUE. E, E, X HOUSEHOLD (find tube of glue), TAKE GLUE, W. As you have no money and there isn't any more to pick up, you will have to be very dishonest. NE. The Security Guard locks you in the Manager's office and

you have a certain number of moves before he returns with the manager. TAKE GLUE, TAKE BLUE package, TAKE PEN, X WINDOW, OPEN WINDOW, CLIMB OUT (too small for you), GLUE WINDOW, THROW GLUE (into bin in alley), THROW BLUE (also into the bin). If you throw anything else out you won't be able to retrieve it before it is found by a tramp. CLOSE WINDOW, ROLL PEN (under the door just before the Security Guard and Manager enter). As there is now no evidence they have to let you go. The Manager is looking for his pen so be quick to go IN, W, TAKE PEN, E, NE before he finds it W, (alley where tramps passes you with a grin on his face), SEARCH BIN (if you threw anything other than the glue [which I suspect is the cause of the tramp's happiness], or the blue package, you have lost it E, DROP PEN (you can't take it into the courtyard, but it will be safe here), PRESS 3 to present your True Love with Three French Hens.

Four Calling Birds - GO ARCH (back in precinct), TAKE PEN (left here during previous escapade), N, N (end of precinct), X SITE (find credit card), TAKE CARD, X CARD, SIGN CARD (need pen), DROP PEN, E, BUY CAMERA, TAKE CAMERA, X CAMERA, W, DROP CARD, S, W (tea shop), E, W, LISTEN (4 calling "birds"), TAKE PHOTO (need camera), X PHOTO, E, S, PRESS 4 to present your True Love with Four Calling Birds.

Five Gold Rings - GO ARCH (busy quayside), N (chandlers), PULL CHEST (find whistle), TAKE WHISTLE, S, E, E, N (The Sailors' Rest - you overhear two sailors talking), S, W, N (dark alley), N (hallway), X CURTAIN, X RINGS, TAKE RING, X HOLE, LOOK HOLE (all hell lets loose and you now find yourself in the ship's galley), X UTENSILS (find meat cleaver), TAKE CLEAVER, E, (Boatswain asks if you have seen his whistle), GIVE WHISTLE (he gives you a shilling), U (on deck - hear pirates are nearby), W (not a good omen), E, E (sailor prevents you), LOOK (repeat until the pirates ram the ship. LOOK (see a bearded, black eye-patched, gold-eared pirate is attacking you), TRIP PIRATE (so that he falls down the companionway), D, KILL PIRATE (need meat cleaver), DROP CLEAVER, X HEAD (of pirate), TAKE RING (now have 2), U, E (captured and made to walk the plank). You should now be on a beach. X BOAT, X TREES. Now you have an idea of where you are and what you may find in the wood. E, NE, SW, E (find pig), X PIG (if you have found him before he marries the Owl and the Pussycat it should have a gold ring through its nose), BUY RING (need shilling - now have 3 gold rings), NW, NE, S (back at beach), LAUNCH BOAT (you automatically jump in), RAISE SAIL, X SAIL (see password for part two).

Load in part two and enter the password HOGWASH. You are now at a jetty.

Five Gold Rings continued - JUMP OUT of boat. The Owl and the Pussycat jump in and sail away leaving you a present. TAKE SPOON, E, N (crossroads), E, E (meet three witches), X WITCHES, X CAULDRON, STIR CAULDRON (need spoon), STIR CAULDRON (it and the spoon vanish leaving something behind), TAKE DRAGONLIG, X DRAGONLIG, SHAKE DRAGONLIG (now have 4 gold rings), W, W, N, N (end of road), X HEDGE, TAKE CONE, X CONE, S, S, W (see car), X CAR, TAKE HAT, X HAT, TAKE BELL, TIE CONE (to hat), E, N, E (field), X SEE[saw] (find hobby-horse), TAKE HORSE, RIDE HORSE (to Banbury Cross), W, S (meet a fine lady riding a white horse), X LADY, GIVE BELL (now have all 5), DISMOUNT, DROP HORSE (or be kind and return it to the field), S, PRESS 5 to present your True Love with Five Gold Rings.

Six Geese A'laying - GO ARCH (road to village), N (meet Goose Girl with five geese), SAY HELP, U, E, U (edge of cliff - see missing goose on rock on other side of gap), W, D, D, S, W, S, S, W, W (inside shed), TAKE BILLHOOK, X BILLHOOK, E, N (paddock), SEARCH GRASS, TAKE horse SHOE, CLIMB over GATE, W, N (derelict cottage), X WINDOW, TAKE NET curtain, S, E, N (front garden), SEARCH GARDEN, TAKE GLOVES, WEAR GLOVES, S, E,

E, N, N, W, W, W (by stream), X REEDS, CUT REEDS (need billhook), TAKE REEDS, E, NW (hay barn), SEARCH HAY (find twine), TAKE TWINE, X TWINE (30m long), CUT TWINE (need billhook), CUT TWINE, X TWINE (3 x 10m lengths), PLAIT TWINE, I (now have a plaited rope), DROP BILLHOOK, SE, E, S, E, U (hillside - see beehive), X HIVE (see honeycomb), WEAR GLOVES (if not already wearing them), WEAR NET, TAKE HONEY, REMOVE NET, DROP NET, REMOVE GLOVES, DROP GLOVES, D, N, N, N, CLIMB GATE (scraggy field), SEARCH FIELD, TAKE SLATE, CLIMB GATE, E (monastery), SAY HELP, GIVE SLATE, GIVE HONEY (you now have a jug of mead), W, S, S, S, E, E (inside cottage). If you have the jug of mead the old lady grabs it and rushes out, leaving something behind. TAKE NEEDLE and cotton, W, X THATCHER, GIVE REEDS, TAKE LADDER (note you can't take ladder into cottage), W, N, N, E (field, see scarecrow), X SCARECROW, TAKE SCARECROW (falls to pieces - you only need one of the items), TAKE SCARF, SEW horse SHOE (to end of scarf - need needle and cotton), DROP NEEDLE, W, S, S, U, E, U (edge of cliff), LAY LADDER (across gap), WEAR ROPE, WEAR SCARF (both hands now free), CRAWL E. The ladder falls into the valley but the goose flies to join the other five. X ROCK, REMOVE ROPE, TIE ROPE (to ring), D (to end of rope), SWING, REMOVE SCARF, THROW SCARF. If the horseshoe is sewn into the end of it it should catch onto the ladder - random so repeat THROW SCARF until it does. D (valley). You should hear a horse and cart approaching. It is some distance away, so go W and N (quarry), SEARCH ROCK, TAKE DYNAMITE, S (cart should still be approaching), WAIT or LOOK until you are offered a lift to the village. DROP DYNAMITE (for later), E, E, E, S. You meet the Goose Girl who asks you to look after the six geese. SAY YES and quickly, before she returns, PRESS 6 to present your True Love with Six Geese A'laying.

Seven Swans A'swimming - GO ARCH (back on road to village), N, W, W, CLIMB GATE, S (bottom of garden), X compost HEAP (a snake slithers out), N, CLIMB GATE, E, E, N, W (by duckpond), X POND (find seven duck eggs), TAKE EGGS, E, S, W, S, S, W (bottom of garden again), INSERT EGGS (into heap) L[ook] about 50 times until eggs hatch. You could do a little preparation for the next task, but for the purpose of this solution I have tried to keep each task separate. TAKE DUCKLINGS, E, N, N, E, S (by archway), PRESS 7 (now in courtyard), DROP DUCKLINGS who waddle off to find water. The magical properties of the fountain cause the ducklings to age one year and they are in fact now swans. You have now presented your True Love with Seven Swans A'swimming.

Eight Maids A'milking - GO ARCH (road to village), N, W, W, W (outside Duck and Fiddle hostelry), TAKE DYNAMITE (left here from when you were solving "six geese a'laying"), S (see eight maids), SAY HELP (they need bucket and stool), N, E, E, N, N, W (farmyard), N (grassy field), SAY HELP (to farmer), GIVE DYNAMITE (so farmer can get rid of the large rock - you also beat a hasty retreat to the duckpond), N, N, TAKE BOOTS (all that is left of the farmer!), S, E, S, S, W, W, N, N (vegetable garden - see stream), WEAR BOOTS, D (into stream - need to be wearing boots), TAKE BUCKET, U, REMOVE BOOTS, DROP BOOTS, S, S, W, S, SHOUT FIRE (you pick up the stool then rush out with everyone else), TAKE STOOL, S, GIVE STOOL, GIVE BUCKET, SAY HELP (they need something to milk), N, E, E, N (village green). You should see a goat which, if you have given the bucket to the maids, will run south. S, W, W (maids run out and grab the goat), TAKE BUCKET (as requested), E, E, E, S, PRESS 8. The maids take it in turn to milk the goat, so you have now presented your True Love with Eight Maids A'milking.

GO ARCH to end part two - given password. Load in part three and enter the password COWPAT.

Nine Drummers Drumming – GO ARCH (note you glimpse a movement in the pool). You are now in a clearing in a tropical forest SEARCH CLEARING, TAKE MACHETE, LISTEN (hear drums to south), S, LISTEN, SE (close to village), SE (by huts). Be careful not to alert the natives, so skirt the village by going SW, SE then W (middle), SEARCH MIDDEN, TAKE SHELL, E, NW, NE, NW (edge of jungle), E (narrow trail), X TREE (resiniferous), CUT TREE (need machete), DROP MACHETE, TAKE RESIN (need clam shell), S (you are bitten by a snake – believe it or not this is vital so don't try to avoid it), SE and E (where leeches attach themselves to your legs – but they die if your blood contains the snake venom, and you are cured in the process), E, E (to village). The natives are friendly and ask you to help them rescue their Chief, the man tied to the stake in the other village. X STILTS, TAKE KNIFE, W, W, W, NW, W, SE, SW, SE, SE (by fire), X FIRE, TAKE fire BRAND, PLACE SHELL (of resin close to hut), BURN RESIN (need fire brand – resin helps the wet hut to burn). The Matouri take the opportunity to attack. You creep to the middle of the compound. CUT ROPE (need knife). You are now in a clearing accompanied by nine drummers. DROP KNIFE, PRESS 9 to present your True Love with Nine Drummers Drumming.

Ten Pipers Piping – X POOL (see 48 small frogs), GO ARCH (road through mountain pass), N, N, N (drive-way of manor house where you see a Pipe Major and ten Pipers. He appear to be asking for the password!), N, N, N, E (kitchen), LOOK UNDER range, TAKE WHETSTONE, X WHETSTONE, W, S, S, S, W (clearing in forest), X LUMBERJACK, TALK to LUMBERJACK, GIVE WHETSTONE (note bits of wood fly everywhere), SEARCH CLEARING, TAKE WEDGE, E, E, S (near cave), X TRACK (see boulder balanced precariously on the edge – if there is any loud noise it will fall and block the pass), WEDGE BOULDER (need wedge of wood), N, W, N (back to pipers), SAY WHAT (well, the Pipe Major did say it was the password), SAY FOLLOW, S, S, S (safely through the pass), PRESS 10 to present your True Love with Ten Pipers Piping.

Eleven Ladies Dancing – X POOL (see 24 medium-sized frogs), GO ARCH (road through pass), N, N, N, N, W (chapel), X FLOOR, LIFT FLAGSTONE (reveals flight of steps), D, X COFFIN (see vampire – do not examine it), U, E, N, N, N (butler's pantry), X PANEL, MOVE PANEL (some papers fall out), TAKE PAPERS, READ PAPERS, READ PAPERS, DROP PAPERS, S, W (dining room), SEARCH SIDEBOARD, TAKE KNIFE, SEARCH SIDEBOARD, TAKE FORK, E, S, W (library), CUT CREEPER (need knife), TAKE CREEPER, MAKE CROSS (need creeper, knife and fork), E, E (ballroom), TALK LADIES, W, S, W, D, X COFFIN. If empty, PLACE CROSS on coffin. Sometimes the bat has returned to the coffin before you can do this, in which case go up to chapel and L[ook] until you hear the bat flying, then return to the crypt U, E, E, X RIVER, TICKLE TROUT, W, N (hall – cat should be here), FEED CAT (with trout – cat will now follow you), S, W, D (crypt). The cat should eat the bat when it tries to return to the coffin, which it can't enter because of the cross. L[ook] until bat appears. U, E, N, E (ballroom). The ladies are delighted. SAY FOLLOW, W, S, S, S, S, S, PRESS 11 to present your True Love with Eleven Ladies Dancing.

Twelve Lords A'leaping – X POOL (see 12 large frogs), GO ARCH (road through pass), U, N, E (cave – see hermit), X HERMIT, W, N, W, N, N, N, E (kitchen), X CHAIR (find cushion), TAKE CUSHION, W, S, S, S, E, S, E (cave), GIVE CUSHION (given potion), X POTION (do not drop it so always leave this until needed), W, S, W, PRESS 12, POUR POTION (into pool – frogs are transformed into Twelve Lords A'leaping which you present to your True Love who doesn't seem as thrilled with your efforts as you would have expected. Still, not too an unhappy ending – after all, who wants someone as demanding as the True Love of the song?! THE END

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CROWN OF RAMHOTEP	11
CRUISE FOR A CORPSE	3
CUDDLES	2
CUP (THE)	6
DAAW 2	8
DARE (THE)	2
DARKEST ROAD	6
DEADLINE	3
DEEK'S DEEDS	10

REVENGE/MOON GODDESS	8
rites of passage	2
ROBIN OF SHERWOOD	10
S*M*A*S*H*E*D	5
SCAPEGH0ST	5
SEARCH/NETHER REGIONS	5
SIMON THE SORCERER	2
SIMON THE SORCERER 2	9
SNOW QUEEN	11
SONG OF TALIESIN	6
SOUTH AMERICAN TREK	1
SPECTRE/CASTLE CORIS	6
SPIDERMAN	8
STATIONFALL	4
STUCK IN SPACE	1
SUITCASE (THE)	11
TALISMAN	3
TEMPORAL MISPLACEMENT	5
TRINITY	2
UNDERWORLD - THE VILLAGE	6
VALHALLA 2	7
VERY BIG CAVE ADVENTURE	8
WELL OF ZOL	3
WHO DONE IT	1
ZORK 3	1



OBJECTS AND THEIR USES

BRIAN/NOVICE BARBARIAN	12
CHAMELEON KEY	1
CONVENTION BLUES	5
CUP (THE)	8
KING'S QUEST 1	2
LAST BELIEVER	10
LEGACY (THE)	8
LORDS OF TIME	9
MAN ABOUT THE HOUSE	1
MICROFAIR MADNESS	2, 3
rites of passage	10
WESTBURY MYSTERY	7

SOLUTIONS

12 DAYS/CHRISTMAS	12
ALSTRAD	4
ATOMIC ISLE	5
BIRTHDAY SURPRISE	6
BLACK CRYPT	1 - 8
BLACK TOWER	2
DR.JEKYLL & MR.HYDE	6
DRACULA	4
DRAGON QUEST	10
FOURTH PROTOCOL	8
FRANKENSTEIN	3
GOBLIINS	3
GOBLIINS 2	4 - 7
GOBLINS 3	8 - 11
GODS OF WAR	1
GOLDEN FIGURES OF DEATH	11
GOLDEN WOMBAT/DESTINY	2 - 3
JACK THE RIPPER	7
MAJIK	7
MURDER, HE SAID	10
SERPENTINE TALE	9
WOLFMAN	5

MISCELLANEOUS

39 STEPS	5
FINAL DEMAND	5
GOLDEN FLEECE	11
KING'S QUEST 7	12
SACRED CROSS	10



MERRY CHRISTMAS

