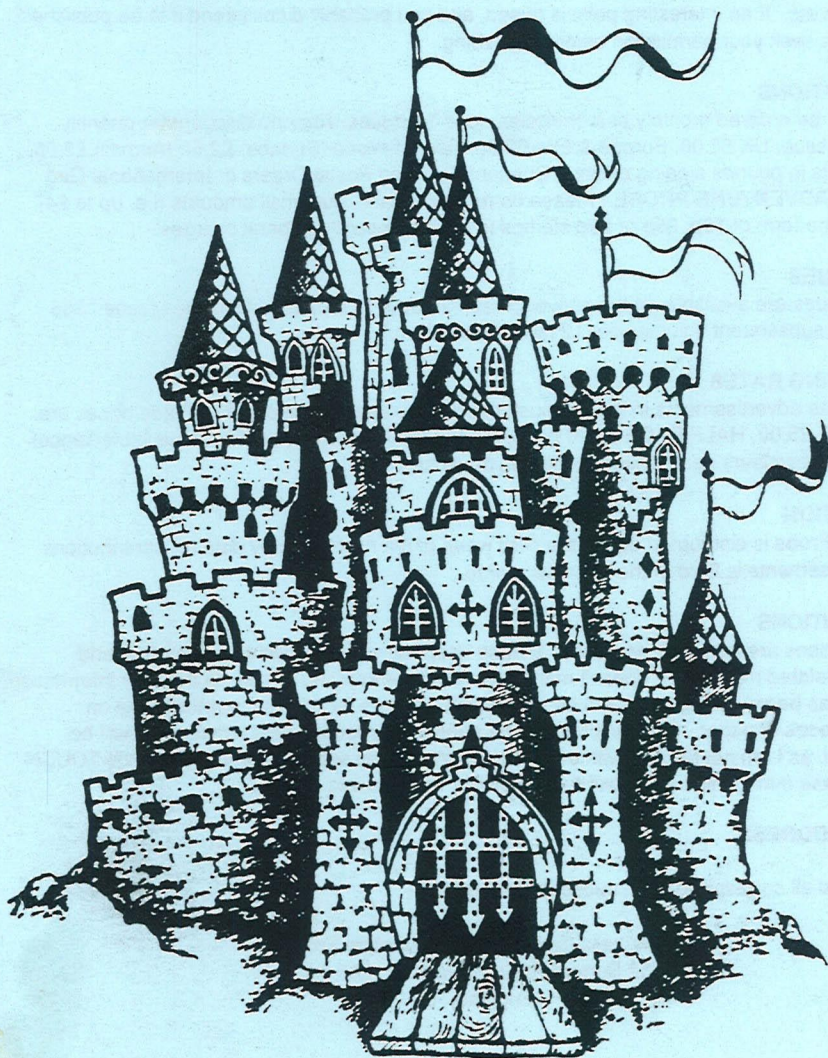


ADVENTURE PROBE

JANUARY 1996 £2.00
VOLUME 10 ISSUE 1



EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

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:-

Barbara Gibb - Editor, Adventure Probe
52 Burford Road, Liverpool, L16 6AQ
England, UK.

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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, Damian Steele, Reynir H. Stefansson, Peter Turner,
Steve Fairborthor, John Schofield, Ron Guest, Jon Scott, Ellen Mahon,
Anne Borland, Wynne Snowdon, Derek Dooley, Margo Porteous,
Mary Scott-Parker, Jill Nott, Jenny Perry, Laurence Creighton,
Harold Dixon, Roger Dowdall, Phil Richmond,
David Hebblethwaite, Keith Burnard,
David Haire, Larry Horsfield,
and Phill Ramsay.

Special thanks to :

Harold Dixon for software, and
Geoff Lynas for his usual excellent printing job.

EDITORIAL

A very happy new year to everyone. It seems ages since I was saying "Merry Christmas" so I hope it isn't too late to thank everyone who sent me a Christmas card: they really brighten up the "office". Most of them depicted snow scenes, a theme reflected by the weather. Most parts of the U.K. were covered in snow on Christmas Eve and it remained well into the new year.

Normally I would welcome the excuse (if one is needed) to stay at home, but because it was the Christmas season all the computers except the Amiga had been put away until 2nd January (to make a little room for visitors). It is also a Christmas tradition for the British television moguls, in their wisdom, take off all the good programmes, and put on so-called "specials" which, I for one, didn't think much of. (The newly-opened Sci-Fi channel was my saviour on Boxing Day - a whole day of non-stop "Lost In Space" - and on New Year's Day non-stop Tom & Jerry cartoons on the Nickelodeon channel.)

I was glad when I could begin to set up my computers, but admit that the lay-off meant that it took about a week to get back into the swing of things. If anyone is still waiting to hear from me, please let me know, as I think a few things may have gone astray.

Now, a few words about CLEAR-UP IN CLOGGIELAND, a text adventure, written for the Amiga by Harold Dixon using Phil Richmond's CAT utility.

Cloggies are fairly brave, and the one in this tale has to be very clever as well if he is to rescue his sweetheart from an evil Rendle Witch. He can befriend the local Cloggies who are wonderful characters, most of whom speak in dialect and make regular visits to the local pub. The game gets stranger and more exciting as you progress, with friendly encouragement and lots of humour. There are no colourful graphics, no ear-shattering music or sound effects, just honest words to keep you thoroughly entertained. I understand the demo version has been sent to at least one magazine, and at the time of writing not even an acknowledgement has been received. I fear Harold may get the same sort of reaction and treatment from magazines and some P.D. libraries as David Lacey (see my review of "Exorcism", Probe, Nov. '95). I think £3 is a bargain for the full version, and Probe readers can get it even cheaper (£2). Accept the Cloggie challenge and let Harold know what you think of the game - feed back will be very very welcome.

Now for something that may seem a long way off, but in fact is only 5 issues away. In June this year Probe will reach the grand old age of 10. The June issue will be the 121st, of which I will have edited 48 (how time flies when you are enjoying yourself and live only for the next issue). Why am I mentioning this now? I want to give readers plenty of time to get their thinking-caps on and let me know what they would like to see in the 10th Birthday magazine. Please send in your ideas *now*, and if you can contribute with an article, picture, quiz, etc. I will be most grateful. It is never too early to start organizing the special issue.

Just one more reminder. In case you have lost the slip of paper, my new telephone number is 0151 280 5616. The old number will only be operative until the end of January, later than intended because I forgot to advise British Telecom. The Telephone Helpline page has also been amended for this issue, so you now have a permanent record of the new number.

'til next month, happy adventuring,

BARBARA A.F.I.O. Hon. Member

LETTERS

From Craxus of ?

Having read through the letters section of the December Probe several times, I thought that I would like to take the time and effort necessary to put a few thoughts together with regards to the letter from Tinkerbell.

Firstly, I thought the tone adopted was somewhat harsh, and I am sure he/she could have made his/her points in a much less abrasive manner.

Having said that, (and checked through my back issues of Probe), perhaps it is true to say that such does not seem to be Tinkerbell's style.

Secondly, having read the letter, I then re-read the Convention Reports, and found (as I did first time) the report in question failed to capture my interest (perhaps because of its length), and I gave up on it.

I found it a relief that I was not the only one to make heavy weather of it.

Perhaps Tinkerbell was going too far when he names the author of the report in his letter, but it seemed to me (and still does) that Tinkerbell was attacking the content of the report, rather than maligning the author.

The grammatical point(s) made by Tinkerbell are quite true and valid, and will remain so no matter how much his/her other remarks are attacked and disagreed with.

Moving on slightly, I found myself unsure of the comments made by Barbara about Tinkerbell's letter.

Barbara said that she: "disagreed with almost every word". Does that then mean that she disagreed with the compliments which Tinkerbell offered to Wynne Snowdon and Ellen Mahon?

Personally, I found the assertion that the author of "Unconventional News" may be in need of psychiatric treatment particularly obnoxious.

However, no reference to this was made in the comment, most of which was devoted to the "specific reader" who, it was claimed, was the subject of Tinkerbell's letter (even though Tinkerbell had something to say about each report).

Perhaps the reason for this omission in the comment could be that all Probe readers are equal, but some are – quite obviously – more equal than others.

*

The length of a contribution doesn't disqualify it from published in full – just that it may have to wait until a suitable space can be found to ensure it isn't abridged. With such a varied readership, different readers need and enjoy different information. As someone who didn't attend the Convention, I was interested in *everything* that was reported.

I estimate that two thirds of Tinkerbell's letter referred to Peter, the rest to Wynne, Ellen and the author of "Unconventional News". Is that equal? (Barbara)

From Anne Borland of Canvey Island

What a sad fairy Tinkerbell is: he/she/it sits cosily at home criticizing under a nom-de-plume the efforts of one of the few people who attended and supported the Convention. Perhaps we ought to give T. the B.O.F.T.Y. Award (Boring Old Fart (oops, Fairy) Of The Year) by way of a consolation prize as it's obviously feeling a bit spiteful and petulant.

Peter Clark is one of the kindest, mildest, nicest men it's possible to meet and if our Editor (who is prone to censorship) had fallen asleep over his report, it would never have been published. Nuff said.

From Jenny Perry of Hampton

An open letter to Tinkerbell.

If I was your Fairy Godmother, I would bestow two gifts upon you. The first would be a large dollop of tolerance, the second would be the honesty to reveal your real name.

From Margo Porteous of Spondon

I'm sure you will get many comments about that letter from Tinkerbell, but I feel I must say something. I don't care what he or she says. I enjoyed Peter Clark's report and hope he continues to write them and not let a spiteful letter stop other peoples pleasure.

From Mary Scott-Parker of Birchwood

I've never thought vituperation had any place within the pages of Probe, which is why I was so dismayed to see Tinkerbell's unpleasant attack on Peter Clark in December's issue.

At first, I was inclined to think that the anonymous letter writer was Peter himself, having a little joke at his own expense, but the letter was just too unsavoury for that.

Writing as one who has always looked forward to, and enjoyed, Peter's input into Probe, I sincerely hope that he will continue to contribute his articles, which I have never found boring, dull - or remotely self-indulgent [although most writers are self-indulgent to a certain extent].

All of us who contribute to Probe on a regular bases, do so to help Barbara fill up Probe's pages, in what we fondly hope to be an entertaining way, but I'm sure we do not expect every single reader to be enthralled.

I have looked back through my Probes for 1995 and can find no creative input from Tinkerbell, other than the [to my mind] totally unnecessary attack on Peter and a similar attack on Anne Borland because she dared to criticise the Personal Column [in her own name, I might add]. His [why do I think it's a "he"??] advice to Anne was ".....don't be selfish - just because you don't like one section doesn't mean that the rest of us should have to be deprived of it".

I think Tinkerbell should take his/her own advice - either suffer in silence or offer constructive [as opposed to destructive] criticism under his/her OWN name. Failing that, I suggest he/she receives the same treatment as that meted out to that other, spookily similar, winged pest, the Cockroach, and that is a prolonged squirt of insect repellent.

From Ron Guest of Gunthorpe

Has Cockroach returned disguised as Tinkerbell? Whether Peter Clark's report was completely boring or brilliant repartee is unimportant. Using the phrases "hideous", "self-indulgent" and "vapid" is at the least very unkind and at the worst personally insulting. In the cut and thrust of professional journalism this would be par for the course, but in the small community of a magazine like Adventure Probe it is very unfair and could be quite damaging to the magazine, which I feel sure was not Tinkerbell's intention.

I am not against a bit of constructive criticism but it should be tempered with humility (should that be humanity?), otherwise it could put prospective contributors off. After all, not everyone has the thick skin, brilliantly penetrating insight and rapier-like wit combined with modesty, of the Dead Warg.

From Jill Nott of Letchworth

I was saddened to see that the December Probe gave space to a coward's unnecessary attack on a fellow contributor.

I find it distasteful that someone should want to write in such arrogant, mischievous terms and puzzling that he or she be allowed to do so under the cloak of anonymity or, indeed, at all.

The unnamed author has not livened up the pages of Probe, his/her stated intention. Rather (s)he has introduced destruction with comments that aptly match the Tinkerbell character created by J.M. Barrie – pathetic, puerile and ill-tempered.

Please, Barbara, use your blue pencil more freely in future so that Probe can return to what I have admired and looked forward to in three years of subscribing – a friendly magazine written by adventuring enthusiasts for fellow enthusiasts.

Looking forward to reading Peter's 1996 convention report.

*

Indeed, Jill, my new year resolution is to ensure that Tinkerbell stays in Never Never Land as far as Probe is concerned. The above letters are from the readers who actually put ink to paper; I also received some 'phone calls from readers, all making similar comments. (Barbara)

From Jon Scott of Kilfennan

May I, through the pages of Probe, apologize to Martin Freemantle for my unfounded remarks on his Megapoints game.

If I'd known it was by Martin, I wouldn't have said what I did. It's about time someone wrote a decent prison cell game – why not pop TATTOO on the B-side of a future game, Martin?

*

Over to you, Martin. Have you any plans for Tattoo? (Barbara)

From The Darkest Knight (aka David Haire) of Elyzium Software, 50 Chadswell Heights, Lichfield, Staffordshire, WS13 6BH

The main reason that I am writing is to "advertise" for playtesters. I have two adventures ready for playtesting, and I am looking for people willing to undertake this massive task. Both adventures have been written using PAW, and will run on a Spectrum (or any other computer under emulation). They have also been modified to run on a SAM Coupe or SAM Elite..... Anyway, a few details about the adventures.

The first is called SMUGGLER'S HAUNT, and is a 128K adventure. You play the part of William Wilson, Ghosthunter, and you basically have to solve the mystery surrounding an old and decrepit mansion. With over a hundred locations and far too many messages, this is a "biggy". I hope it's not also a "buggy". This adventure is the first in a series of two adventures, the second of which will be released when I eventually get round to it.

The second adventure that is ready for playtesting is call *TRUEFAITH*. This is the first part in the Enlightenment trilogy. This adventure will be familiar to a few SAM Coupe owning adventurers, as it was originally released (on SAM only) in 1994. Whilst working on the second part of the trilogy, HEART OF GLASS, I realized that certain parts of *TRUEFAITH* would need rewriting to fit in with the revised plot. Therefore, I rewrote the entire adventure using PAW. The new version of *TRUEFAITH* is a two-part 48K adventure, with the second part being "password-protected". There are somewhere in the region of 50 location per part, and slightly fewer messages than in SMUGGLER'S HAUNT.

This is the basic plot. If anyone is interested, could they write to me at the above address, letting me know which format they would like to playtest on (Spectrum cassette, Spectrum DISCIPLE/+D disk, SAM Coupe disk) and what information they would like (solution, hints, map, anything else that springs to mind).

Obviously, I will only need a few playtesters per adventure, but should I be inundated with offers, I will hang on to the names of the rest and contact them when the next adventure is ready, to see if they are still interested.

When these adventures are released, they should retail at the inflation-beating price of £3.00 for the cassette version, or £5 for either disk version.

Right, that's the advertising out of the way. Now back to the serious stuff.

I have also enclosed a variety of solutions and hints that I managed to download from the internet. All of them concern PC games.

To end, may I congratulate the editor and all of the contributors for making Adventure Probe such an interesting read every month.

★

I hope readers respond well to David's request. Playtesting is challenging, interesting and very rewarding work. I am delighted to hear that the adventures will run on more than one computer, this should increase the sales base, and, I hope, encourage David to write the planned sequel to Smuggler's Haunt. David, you can put me down for a copy of the Spectrum cassette versions of *TrueFaith* and Smuggler's Haunt when they are available.

The solutions are very detailed and will be useful when I'm asked for help. I'm not in a position to cover PC games myself, and so I'm always grateful for *any* information about *any* PC games. (Barbara)



Maim, Grabbit & Pounce - Attorneys at Lore

Without Prejudice

Dear Sir/Madam,

S.R. 1536

Re: Classified Advertisement, Adventure Probe Magazine

It has come to our attention that an advertisement seeking the whereabouts of our client Mr. Bilbo Baggins, late of Bag End, Hobbiton, The Shire and the Last Homely House, Rivendell and now residing at an unknown location somewhere in the West, has been placed in your magazine.

Our client, the esteemed Mr. Baggins, wishes it to be known that he is not, and never has been, of a burglarious persuasion and that any work that he carried out in the past for dwarves and other races was executed at a policy rather than operational level. Indeed, with reference to the incident inferred in the, in our humble opinion, libellous advertisement Mr. Baggins has indicated that not only is the perpetrator of this foul deed an imposter (the real Thorin being well and truly deceased - although it is said that those who visit his tomb can sometimes hear the echoing sound of a voice singing about gold), but that he (Mr. Baggins) did not commit any crime as the entrance to Smaug's cave was open at the time and so the charge of breaking and entering was (as Gimli describes it) a fit-up.

On the instructions of our client we must advise you that any further indiscretions of this nature will be met with the full force of the lore. Our client, having only recently recovered from the effects of a certain finger-fitting item, admits to having only a hazy recollection of the last three decades and suggests that even a charge of going equipped can be mitigated by the acknowledgement that he was unwittingly under the influence of magical substances at the time. We are pleased that the latest Middle Earth Community (MEC) directive specifying that all magical items (livestock excluded) must contain a list of ingredients and possible side effects) will ensure that our client and others will no longer be persecuted for acts committed while the balance of their will was disturbed.

Should you be in any further doubt that we intend to stamp out these and other nefarious claims debasing the honour of a great (if slightly eccentric) hobbit of mainly excellent character may we draw your attention to the most recent edition of the Lore Review which

carries an excellent summation of our victory against the heirs and estate of the Lord Sauron wherein the judge ruled that careless ring-bearing was a citable offence and awarded substantial damages to our client Mr. Frodo Baggins for the loss of his finger and the necessity of listening to interminable songs about it thereafter, which served only to make his hand throb and his head ache. (The judge further declared that Gollum was as much a victim as those currently filing a suit against the Dark Lord, but we regret our litigation expert has not been able to locate this unfortunate creature as yet, pointing out that the Crack of Doom was 'bloody hot').

We trust that this letter will be sufficient to prevent any further slanderous activities on your part. Should any other occurrences take place, our client, Mr. Baggins, wishes it to be made perfectly clear that he has many friends in exalted places and indeed has already received an offer from the Lord Aragorn to 'go round and do the \$&!*&#S'! legs in' which he is seriously considering.

We remain your most obedient servant

G. Wormtongue jr.,
(for and on behalf of Maim, Grabbit and Pounce)

Dear Sir,

I would like to apply for the position of burglar as advertised in Probe (October '94).

I can supply references from several county and metropolitan police forces and am used to evening work. I can provide my own tools, multi-coloured jersey, and expanding swag-bag, and am willing to work on a commission-only basis. I am a bit taller than the stipulated height but am used to working on my knees so this should present no problem. Although I do not have a pair of hairy feet at the moment, I know a man who has, and as I am razor-sharp I feel sure I can nick them off him if I get the job.

I shall definitely be leaving my present position the second week in December and should be able to start work immediately after, in time for the Xmas rush. However, I have a piece of string, some used chewing-gum and a tin whistle hidden away, and am trying to figure a way to use them to effect an earlier release.

If you approve my application but want me to start work sooner, please send a large stamped, addressed cake, enclosing hacksaw-blade and train ticket, etc.

Yours sincerely,

T. Lief

H.M.Prison
Winson Green
Birmingham

REVIEWS

BECAUSE OF A CAT

Written by Damian Steele

Reviewed by Barbara Gibb on a C64

The adventure begins the morning after a heavy drinking session. Your sleep had been disturbed by a nightmare, and you awaken with a pounding headache.

Your immediate tasks are to get dressed and clear your head. The latter is easy, and some clothing is nearby, but your shoes are locations apart. On entering the kitchen you're conscious of an awful smell. When you discover the milk is off (not the source of the bad odour) and that you have no money you know this is just one of those bad mornings that will become an adventurous day.

Discovering the source of the smell means you automatically do something that causes you problems later, then you set off to the bank's cash point. More problems here as the machine eats your card and the cashier informs you that they need the letter they sent you before they will part with any of your money. Of course, this happens to be the very item you threw away and it is now on its way to the council rubbish dump.

No money, no means of getting some unless you recover the letter, life is getting very serious. The rest of the game is a series of events culminating in you returning home with a pint of fresh milk.

This is a fairly difficult adventure, at least I found it so. Absolutely nothing wrong with that, of course, and typing HELP is beneficial especially at the council offices' reception. Nearly all inputs are verb/noun, with good use made of contractions i.e. LOIN (look in), LOBE (look behind), LOUN (look under) and LOON (look on), which makes searching for objects more interesting. Talking to characters is also informative.

Often an action rather than a compass direction takes you to another location, and sometimes you can't be sure how it fits into the general layout. My first map was very messy, but redrawing it didn't take long.

Also, I found I couldn't drop objects, so, even if I felt I didn't need a tin once it was empty, I had to put up with it cluttering my inventory.

The adventure is written on the GAC so expect some slowish responses. However, the touches of humour are worth waiting for, e.g. X DOORSTEP gets the response "One day it's going to stand up for itself and stop letting people walk all over it".

I have a feeling some adventurers may sympathize with the main character's experiences, although I still have no idea why the game is called BECAUSE OF A CAT, perhaps I missed a message about needing the milk for a cat; I thought the milk was for the breakfast cereal.

It is sold with AFTER THE PARTY which I reviewed in Probe, January '84. I don't think BECAUSE OF A CAT is a sequel because in that game you manage to avoid the surprise birthday party, an action that set the scene for the adventure.

Available for the C64 from The Adventure Workshop. Price : £2 (tape or disc) together with After The Party.

BEYOND THE DARK MIRROR

Written by R.C.D. Enterprises

Adapted by Simon Avery

Reviewed by Barbara Gibb on an Amstrad

A long time ago, when magic reigned, the land of Shaddox was under the rule of the secretive and mysterious Guild of Makers. The Guild was made up of two hundred wizards who each had to study the ancient craft of making the white power mirrors that supplied Shaddox with all its needs. Every power mirror was made from four elements, Earth, Air, Fire and Water which were held together with magic. The mirrors did not reflect the image of what stood before it, but showed a different image of a land far away through time and space. Each wizard could make only one of these mirrors, and only he could use it, for example the "Water Wizard" could, via the mirror, magically bring water to replenish the reservoirs.

Of course this idyllic situation couldn't last forever, and a certain Lord Vain began getting ideas above his station. The Elders of the Guild became angry at his treachery, bribery and coercion, and so they stripped him of his status and banished him from the Guild. As he was dragged away he screamed that he would return and rule the land. He created the Dark Mirror which showed nothing but evil which corrupted the land and put it under his control. The Guild, unable to do anything themselves, decided to send someone pure in mind and spirit and full of courage to find and destroy Lord Vain. That champion is you, in the form of the main character in this adventure.

This is a traditional text adventure, and although written on the GAC, the Amstrad version of this utility is nearly as fast as PAW on the Spectrum, so no complaints about slow responses. The location text is good, describing well the change of terrain encountered. Features include a river to cross, a well to get down, a village to search, a forest where you will meet a band of Podlings, a wood that can give you a nasty surprise if you're not well prepared, a magical singing tree, a giant, a Sandlion – have I said enough to arouse your interest?

Responses to "examine" are adequate without giving too much away, and some are light-hearted, e.g. when you give an object to the guard outside the village armoury, he puts it on his head and skips off towards the woods, singing "I'm the king of the castle de da de da de da da".

Most objects have to be searched for, and the greater part of the adventure is spent looking for five items to give to an elf you will find in a huntsman's cabin. Your reward, an eternal torch, is needed when you enter the system of caves to find and confront Lord Vain.

This is an excellent adventure for a beginner, or for a more experience player who doesn't want to spend too much time on one adventure.

Available for the Amstrad from WoW Software. Price : £2 (tape), £4 (disc)



BULBO AND THE LIZARD-KING

Written by The Balrog (John Wilson)

Reviewed by Edwina Brown on a Spectrum

This is another adventure for the boggit Bulbo Biggins, Seeker of Gold.

Bulbo was just about to sit down with a mug of cocoa and some cakes when there was a rap on the door. He recognized the knock and thought "Oh no, trouble". Sure enough, when he opened the door there stood Grand Alf. He tells Bulbo he did so well on the last quest he had another one for him.

"You must go out and defeat the evil tyrant Stratos, he's getting too big for his boots. Now go to the market place and hire a few companions to help you."

He gives Bulbo a crystal dagger and after telling the boggit where to find him if needed, he leaves.

Regretfully leaving his comfortable burrow, Bulbo sets off for the market place to begin his quest. First to hire the companions. You are allowed a party of four, and these can be sacked at any time and new ones chosen. Do not hire and fire too often though as you have limited funds. There is also a useful donkey to be found but if you take him with you he will count as a member of the party.

When Bulbo has chosen his band he is ready to start. He will have to cross deep chasms, dangerous rivers and huge lakes. He also has to vanquish foes such as bears, wolves and orcs – an enormous task for a small boggit. Will Bulbo succeed?

The program accepts fairly long sentences as well as all the usual commands. Typing PARTY will tell you who you have with you. As all the exits are not marked it is sometimes a good idea to try all compass points. There are also useful Ram Save and Ram Load commands.

If you enjoyed the humour in THE EVERYDAY TALE OF A SEEKER OF GOLD I am sure you will like this too, so be sure to add it to your collection.

Available from Zenobi Software. Price : Spectrum £2.99 (tape & 3.5" +D), £3.49 (+3 disc), Atari(e), Amiga(e), PC(e) & MAC(e) £2.99 Also available on The Balrogian Trilogy for the same price – must be a bargain!

PACMAN DELUX (P.D. arcade)

Reviewed by Barbara Bassingthwaighte on an Amiga 1200

The old and well loved Pacman (I loved it anyway), eat the pills without the ghosts catching you. Eat the power pills and you can eat the ghosts. There are plenty of bonus points to be gained by eating the cherries and strawberries.

There are three speeds – slow, medium and fast. The slow speed is a speed anyone can play, even if you are not very good with the joystick.

You get three lives and can gain more by eating the right item.

I found the game very addictive, but it does tend to crash now and again.

Available from all good P.D. libraries.



THE DUNGEONS OF MALDREAD

Written by Alan Devey

Reviewed by Barbara Gibb on an Atari under Spectrum emulation

The orphanage you left seven years ago is in trouble. There wasn't enough money to keep it running, so Sister Alice asked one of her helpers, Avril, to request your help. She journeyed all day, arriving at your one-room humble abode during a storm and was dismayed to see that you were in not position to help.

Determined to do something for Avril and the orphanage, you remember hearing that if anyone survived the challenge of the dungeons of the sorcerer Maldread untold riches would be theirs. After collecting together some useful items, you approach the entrance to Maldread's fortress. A leprechaun shows you to the dungeons, and as he leaves with a warning, the portcullis comes down. You are on your own, with many traps, monsters and secret rooms ahead.

The adventure has thirty seven locations and every one of them includes at least one puzzle. Two I particularly liked were the riddle asked by the gnome and the mathematical problem of the wizard. What do you do to a floating eyeball, an obstructive wraith, a roaring dinosaur, wriggly worms, sleeping gnome, fierce 3-headed dog, nasty werewolf, to mention just a few? As in all good games, solving one puzzle may give you something to solve another, it is getting the right sequence that is important.

I was a little disappointed with the final confrontation with Maldread - but at least I came out of it with enough treasure to save the orphanage.

Location descriptions were quite detailed which made up for what I considered a shortage of responses to the examine command. Also, the text scrolled off the screen as it filled up - I prefer the current location text to remain on screen, saves me having to constantly re-describe to see if there is something I've missed. I wasn't very keen on the default font either, but by simply typing SET2 I got one to suit my taste. Despite playing it four times, I couldn't get more than 97% and I will be pleased to hear from anyone who gets 100%.

All this may read as if I can only find fault with the game. On the contrary, I thoroughly enjoyed it. In fact I got very little sleep until I had completed it. It was quite a challenge, and I got stuck on several occasions. I liked the fact that the author hadn't wasted memory with empty locations to pad it out, but used every one for a particular purpose. It shows thoughtful planning.

Alan Devey is a new name to me so I don't know how active he is on the adventuring scene. Perhaps with the release of this game and good sales, he will be encouraged to write more.

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



HOB'S HOARD

Written by Dennis Francombe

Reviewed by Wynne Snowdon on a Spectrum

You are, besides being an adventurer, a treasure seeker looking for the vast fortune hidden by a pirate now long dead. As you travel around you talk to many locals in the village seeking clues to the whereabouts of Hob's hoard.

In many cases, the most they can do is suggest someone else you should contact for information. To do this you visit a church and graveyard, a cottage and the local pub (what again!). A fisherman is extremely helpful and, with the aid of his local knowledge, you eventually find the hiding place. To achieve your aim you must find certain compass points from a coded clue you happen upon and go deep sea diving. Unfortunately, someone found the treasure before you and it has all been removed. However, rather than waste your journey to the village, you manage to crack a local drug syndicate before, presumably, returning home. It's an ill wind

This adventure is fairly straightforward and, consequently, not generally too difficult. However, there are one or two problems which are not so easily solved. It's a fairly old theme of treasure hunting with most of the expected locations and actions included. There are few objects to find and little work is needed to locate them or decide their use.

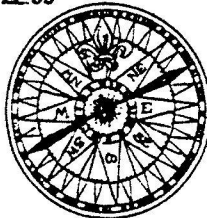
It is an interactive adventure so most of your time is spent in locating and talking to the local populace. It also, so far as possible, uses "real time" so you have to arrive at shops and the pub during opening hours or you just don't get in. This, unfortunately, involves much trekking backwards and forwards in the same locations. The text is fairly well written but I became a little bored reading it over and over.

Saves can only be made to tape. I was using a +3 machine which just doesn't like tape saves and won't load them back. Luckily I have an interface so just saved the whole game to disc when I wanted to switch off. It could prove a problem for anyone who has a temperamental machine like mine and no interface.

Dennis Francombe is one of my favourite writers but I must be honest and admit I didn't really enjoy playing HOB'S HOARD. I believe it is one of his earlier works and I missed the sheer sense of escapism I usually find with his programmes. I suppose it was just too basic when compared to his later offerings which are well researched, steeped in folk lore and flow easily - rather like reading a good book.

Having said that, a player who prefers the more down to earth adventure (rather than magic and folk lore) may find HOB'S HOARD quite enjoyable. I would judge it is probably better for those who can find their way around an adventure but are not too experienced. But, for the price, why not give it a try - you may be pleasantly surprised.

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



HILLSEA LIDO – The Seaside Management Simulator

Published by Vulcan Software Ltd

Reviewed by Larry Horsfield on an Amiga 1200

Having played a few simulation games before, e.g. Sim City 2000, I was quite looking forward to playing this game. You start off with 20 metres of promenade, 20 metres of beach, the pier theatre and 1 million credits (my designation – you aren't actually told what they are!)

There are 3 main screens or "action areas", showing the promenade, the beach and the theatre. At the bottom of the first two there are seven icons, which are:

SeaDreams Ltd: This is where you buy shops, facilities and rides, etc. to place on your promenade or beach, everything from potted shrubs to Fish and Chips shops. Note that when you select this icon and are presented with the catalogue screen, you click BELOW the picture (which will be relevant to whether you are viewing the promenade or the beach) to scroll FORWARD through the catalogue or on the salesman's hand ABOVE the picture to scroll BACKWARDS – this is not made plain in the instructions! You then select the item by clicking on the pile of money. If you wish to purchase additional land (at 20,000 per metre) you click on the pile of sand.

StockHappy Ltd: This section is where you buy your stock for the shops and stalls on your promenade. It's fairly easy to use but for some reason the maximum number of any item you can order is 72 and that is only when you are completely out of stock. If, for example, the postcard stall has 12 cards in the warehouse, you can only order 60 from the wholesaler. Once you have selected your purchases, you click on the saleslady's face to 'phone your order through. She will nod if the stock is available but they may be out of stock, in which case she shakes her head. This would appear to be a random factor in the game. When the order is accepted, a lorry drives across the bottom of the screen into your warehouse and they will be available for sale.

The Bank: This simply shows a statement of all your outgoings and current balance. The latter is also shown in the top right of the main screen.

The Theatre: This is where you book your act for the theatre, which only opens on Sunday. There are several acts of increasing cost and ticket price.

Promenade/Beach: You click on this icon to switch between viewing the beach or the promenade.

Casual Labour: Clicking on this displays, at the bottom of the main screen, various workers you can recruit on a casual basis, to work on your promenade or beach. One of these has the politically correct title of "Refuse Specialist", i.e. street or beach cleaner! Others are a Cash Collector, Advertiser (i.e. sandwichboard man – essential if you book an act for the theatre), and, for the promenade, a security man to protect the cash collector and, for the beach, a Lifeguard. When you hire any one of these, they only do the job once, or for a certain amount of time in the case of the security man and lifeguard.

Tourists: This displays information about individual tourists visiting your resort. What Vulcan have done is to put the names of everyone on their mailing list into a hat and they have selected a number of these names to be characters in Hillsea Lido. I'm not too sure if some of the people selected will be too pleased at the way Vulcan have depicted them, as the

characters come in ALL shapes and sizes - at least one of the men has a huge beergut! There are bars which show their various wants and there is also a window telling you which shop/ride they want for the beach or promenade.

The beach and promenade views show a 20 metre section (what you start with) and if you buy extra land you can click on arrows at the bottom of the screen to scroll left or right. Holidaymakers stroll along the promenade and beach and when they stop to buy or hire something, an icon will appear above them that shows their response to the service. If they are happy, it is a smiling face, a sad one if they are not. If they think they're being overcharged, a £ sign will show and if the stall has no stock a triple bar will express their dissatisfaction. The tourists will also moan if there is too much litter and the facilities are dirty.

When you start out you have enough cash to buy postcard and icecream stalls for the promenade and rubber dingy and pedalboat hires for the beach. If you click on any facility you open a window where you can set the cost of each item/ride and you must pay the person manning the facility a commission, otherwise they won't be polite to the customers. This is in addition to their weekly wages! Their state of happiness is shown by a yellow bar. Above this is a blue bar which shows the state of the facility (cleanliness for shops, safety for rides). If this gets too low you will be warned but if you don't take action (cleaning/fixing them costs 500 a time) you may get a warning from the health/safety officers who pay weekly visits (you are warned what day they will visit - not always on the same day) and you may get fined a hefty amount.

It is essential to keep the beach and promenade clear of litter and the shops and rides clean and safe, otherwise the customers will stop using them. At the end of each week wages are paid on Friday and, on Sunday, awards may be given if you have done particularly well in any category.

As with Vulcan's last release, TIMEKEEPERS, the game is on two discs and comes in a small box which fits easily into the average letter-box. The manual is only 14 pages long, containing the basic instructions for playing the game.

Compared with other simulations, HILLSEA LIDO is very easy and uncomplicated to play. However, I would've liked a bit more sophistication, i.e. the ability to automatically hire, say, a Refuse Specialist to do a sweep of the beach/promenade once a week, or booking an act for the theatre each week - I thought acts were booked for the season in real resorts - instead of having to do these things manually all the time. This became tedious after a while and I am sorry to say that I lost interest in the game after a few hours when I'd used up nearly all my money. Having said that, reviews in a couple of the Amiga magazines gave the game very good marks, so don't be put off by the fact that I didn't like the game!

While I think that Vulcan are very brave to try something like this, I think they should stick to doing what they do best - producing graphic adventures. I look forward to the third of the Valhalla series, which is due for release in the near future.

Available from Vulcan Software Ltd., Vulcan House, 72 Queen's Road, Buckland, Portsmouth, Hants. PO2 7NA Price : £12.99 including p&p.



A DAY IN THE LIFE OF A FISHERMAN

by TOM SETTLER
(aka Jean Child)

(With apologies to anyone who hasn't played "Settlers" and won't know what on earth I am on about.)

Well there I was, standing with a group of other men, all waiting for a job. "Is this the labour exchange?" I asked the man next to me.

"No," he said, "this is the main castle." George, for that was his name, went on to explain to me that unlike the labour exchange, here you qualified for a job by being next in line.

"What sort of job" I asked him as we moved further along the line. But he didn't get time to tell me as there was a commotion at the door.

A builder had just entered and was obviously fuming mad. "Damn waste of time" he bellowed. "There I was building a watch-tower when one of their builders appears and starts building a guard-room. Busting a gut I was to get mine finished before him, but I didn't." He seemed a bit choked up, but continued. "Hanging about waiting for stones, I was. I hoped and prayed they would arrive before their knight did. Then along comes the cheeky tin-can knight, laughing at me. Even winked before he entered his guard-room, and then "puff", up goes my watch-tower in flames." He stormed off into the castle shouting "I want to see the governor about these here delivery priorities."

"I don't want to be a builder" I said to George.

He shook his head. "Me neither, but we have to take what we get and it won't be long before we know." It was the turn of the man in front of George.

"Godfrey" a voice boomed out of nowhere. "You're a coal-miner." A pickaxe suddenly appeared in Godfrey's hand, and he left the castle muttering about not having wanted to get his hands dirty. "George" the voice boomed out again. "You're a wood-cutter." An axe appeared in George's hand and his eyes lit up.

"At last," he said. "I've always wanted this kind of job." There was a look of madness in his face as "DEFORESTATION!" he shouted as he jumped through the doorway.

I was next but there was a wait of several minutes before my name was called. "Tom" informed the voice. "You're a fisherman." I looked down at the fishing-rod in my hands. "Hurry up" commanded the voice and I left the castle. "Take the path to the right," called the voice as I hesitated.

I was out in the big wide world and what a strange place it was. I casually walked down the path to the right of the castle. A man was standing at the side of the path, looking first one way and then the other. "Are you trying to cross this path or are you just practising the green cross code?" I asked him.

"I'm looking for supplies" he answered, still turning his head from side to side. "I'm a carrier. I form a link in the system of transportation. Where are you headed?"

I looked at the rod in my hands and thought that if he stopped turning his head and looked at me, he'd know. "I'm looking for somewhere to fish."

"Oh, lucky you" he said. "Take the second path on the left." Before I had time to thank him, he headed back towards the castle to pick up some stones that were beginning their journey to some new site.

I continued my journey, taking the second path on the left, and passed other carriers. Apart from confirming my directions, each just kept turning their heads from side to side. I noticed a few trees here and there, and soon I entered a whole forest of them. I passed the wood-cutter's hut but saw no sign of George. On a path at the other side of the forest, a carrier told me to take the next path to the right. Soon after this turning I passed a garrison and then I noticed that the path became steeper and presently there were mountains to the left of me.

"Have I got to climb those?" I asked the next carrier that I passed.

"No," he said "take the third path to the right. But hurry up, those miners are starving."

I came to a coal mine and there was the miner pacing up and down outside. "I'll have a bag of chips with mine" he called to me. I stopped and was about to speak to him when he shouted "Hurry up with the fish." I decided that now was not a good time to stop and chat.

Further along the path I met a carrier carrying gold. It was nearly as big as he was. "That looks heavy" I said.

"It is," he replied. "I'd rather be going in the other direction carrying the gold ore."

"Or what?" I asked.

"That's all we need," he said. "A comedian! Would you mind stepping to one side and letting me pass with this gold?"

Before I reached the point where I turned away from the mountains, I passed the goldsmith. He stood in the doorway with his hands on his hips. "You got a cushy job," he called. "Shame it won't be for long."

"Why?" I asked him, a trifle concerned.

Just then a geologist appeared and, a few feet from us, began hitting the path with his hammer. "Yahoo!" he shouted, and stuck a sign in the path with a big white circle on it. He then turned and moved away from us.

"Typical," said the goldsmith. "Put down a new path so someone can come and dig it up."

"He seems happy in his work though," I ventured.

"You have to have a ology to get that job," said the goldsmith.

"Why did you say my job won't be for long?" I asked again.

"Right on the front line, you are. And your knights have no gold in their hut, so they won't be putting up much of a fight."

"Can you give them any?" I requested. "This is my first job."

"Sorry." He shrugged his shoulders. "There's a big order on from the garrison, and I'm right out of coal now."

I continued my journey, turning away from the mountains, and my heart as heavy as the gold. "Maybe," I thought to myself, "if I catch a lot of fish, the coal-miners will produce more coal for the goldsmith, and he'll send some gold to my knights." Soon I noticed a vast expanse of water in the distance.

As I approached the water, I noticed my hut and decided to check it out first. There was nothing in there, so I left the hut and went to the water's edge to start fishing. Cast out, reel in, cast out, reel in – nothing. I kept trying for a while and then went back to the hut to see if anything had changed. It was still empty so I went back to my fishing. After a couple of attempts at casting, A FISH. I had caught my first fish and was well chuffed with myself. I dropped it by the flag outside my hut and went inside again. "Go on," I told myself, "go and do it again." Just as I started to fish again, a carrier arrived to collect my fish.

"Poor you" he said as he hurried away. "Your first and last fish." He indicated to my right. I turned and was devastated to see three enemy knights about to attack our knights' hut. Two of them were Lieutenants and one was a Captain. The first of our knights to emerge from the hut in defence was a Corporal. He fought bravely and managed to dispose of the Captain and one of the Lieutenants before meeting his end at the hands of the other Lieutenant.

"That's not bad," I thought to myself. "Two down, one to go." A sudden tug on my line made me turn away. As I reeled in my fish I found myself feeling a little more confident, but as I turned back my heart plummeted through my boots. The knight's hut was surrounded by the enemy. There were at least six Lieutenants, a couple of Corporals and another Captain.

I dropped the fish outside my hut and went inside. I hate to admit this, but I was too scared to come out. I knew I should carry on fishing for as long as I could, but Suddenly my mind was made up for me. My hut burst into flames around me and I had to struggle, coughing and choking, to the outside. The knights' hut now bore the enemy flag, the path had disappeared, and my fish, my lovely fish, gone.

I hurried to the nearest path that still belonged to us, and began my journey back to the castle. One good thing was the sound of the goldsmith, who was busy refining the gold ore that was piling up outside. There was also a lot of refined gold waiting to be collected. I'd have loved to have picked one up in order to help, but I knew I would have the union after me if I did. My spirits were lifted even more when I saw our knights hastening from the garrison, obviously out to re-take our lost knights' hut. "Go lads, go!" I shouted after them, and wished that I could go back and watch the excitement. Of course, they didn't answer. Knights don't mix with workers.

Soon I came across a man with a tiny tree under his arm, which he "popped" into the ground. I noticed that there were a few of these tiny trees around, along with a lot of tree stumps. Then I noticed George's hut and realized that I was at the "forest", but where were the big trees? "I can't keep up with them" cried the forester. "As soon as my trees reach full size, that George appears and cuts them down." He appeared very disgruntled.

"Surely," I said "he's only doing his job. It's natural."

"Is that natural?" he asked, pointing to one of the tree stumps on which were etched the letters "R.I.P."

I hurried along, unable to answer that question, and before long arrived back at the castle. I was alarmed to find a fight going on at the castle door, but my mind was soon put at ease when the carrier there explained that they were "pushing their luck". Apparently, we had a large army of knights inside and they had "no chance". I stood and watched the fight with interest and also because I couldn't get past them to get inside anyway. Eventually the fight finished as the enemy knight slithered into the ground to go to wherever dead enemy knights go to. I re-entered the castle.

I was directed to the waiting-room for fishermen. There was a man already in there. "Hello" I greeted him.

"Hello yourself," he said. "Did you catch anything?"

"I caught two but the second one disappeared. What about you?" I asked.

"I didn't catch anything. I fell asleep inside the hut." He yawned. "When I awoke the hut was on fire."

"The enemy?" I enquired.

"No, the player. He must have decided that I was a waste of space."

Suddenly a sign flashed above the door. It said "Vacancy - report to main gate". "Your turn," I said, and turned to my colleague, but he was asleep. I left the waiting-room and soon found myself on my journey to another lake, this time to the left of the castle.

Most of the journey was uneventful, but as I reached a garrison I could hear movement from within. They were being called to action. "Pew, Pew, Barney Magrew, Cuthbert, Dibble, Grub." As I passed the garrison they filed out behind me. I stopped so as to let them pass, but when I received a short, sharp kick I decided to keep going. It was embarrassing to be holding up an army of soldiers, and I was glad when I saw the lake and was able to disappear into my hut. When I came out of the hut the knights had gone, but the sound of clashing swords told me that they weren't far away. I settled down to fish and looked around at my new surroundings. Right across the middle of the lake was a row of poles and on the other side of the lake was an enemy fisherman's hut. The fisherman was walking around the lake coming in this direction. He stopped a few feet from me and started to fish.

"Hey!" I called. "You can't fish here. This is our land."

"You don't own the water," he replied. "Besides, our need is greater than yours." He explained to me that "the tide had turned". He said he was important as he was their only fisherman and that they were out of food.

"Why don't they build more fishermans' huts?" I asked.

"We've got no wood."

"Why doesn't your wood-cutter chop some?" I suggested.

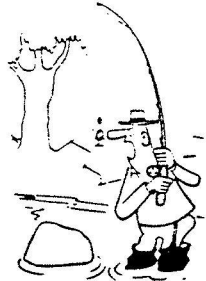
"He's stuck in the castle because he hasn't got a hut," the man explained.

"Why don't they build him one?" I enquired.

"We've got no wood."

I gazed into the lake, deep in thought. I wondered how the battle was progressing. Moments later, my question was answered by flames coming from the hut across the lake. The poles in the lake had disappeared. "Look," I cried, but the enemy fisherman was already on his way to the enemy castle.

Soon the glorious knights appeared playfully arguing about whose turn it was to put the kettle on. "Who won?" I needlessly called to them. Of course they didn't answer me as I was a mere fisherman. "Hey!" I shouted as they passed. "If it wasn't for us workers feeding the miners, you'd have no weapons or gold. Who won?" I repeated. One of the knights made a sign to me with his fingers. I think he was indicating a victory. I think.



PERSONAL MESSAGES

- To M.Polo – Would you like me to squeeze one for you? (Nell Gwynne)
- To Eve – Stand well back – I don't know how big this thing gets. (Adam)
- To Robin – Can't you guess why all your men are merry? (Made Marion)
- To Tonto – Do you want to borrow some money? (The Loan Arranger)
- To Rudolph – What happened to you last night? (Donna)
- To Donna – I never come in the rain, dear. (Rudolph)
- To Witch of Stanley – Your dinner's in the coven. (Ms L Toe)
- To All – Why is phonetic not spelled the way it sounds? (Ms LToe)
- To All – How do you spell incorrectly? Eesily! (Ms LToe)
- To All – Be alert! Probe needs lerts. (Ms LToe)
- To Babs – You deserve a pat on the back. (Buttercup and Ermintrude)
- To All – I often feel **Happy** – That's when I smile
I even feel **Bashful** – once in a while.
Each night I feel **Sleepy** – When I get into bed
And when I feel **Dopey** – it does in my head.
I sometimes feel **Sneezy** – and reach for a tissue,
When I feel **Grumpy** – I often take issue.
Doc always comes last – he's the hardest, you see
To fit in a rhyme about 7 you pee. (S'no White)
- To Marco Polo – pulled any crackers this Christmas? (Sir Jestive)
- To All – There's Mad Cat and Marco
Glumwynd and all 'em
All obsessed with this thing
Called a Personal Column.
It could be alive,
How it shrinks and it grows,
But who is responsible – Nobody knows.
What is its potential?
How big will it get?
When I get my hands on
It'll grow bigger yet! (Sir Jestive)
- To Ellen – Have you unearthed the secret message yet? (The Helicopter Pilot)
- To Joan Williams – Hope you enjoyed the walk up and down the garden path.....(L.C.)
- To M.Polo – Get pushin' then, ASAP! (Uncle Horace)
- To Damian – I don't know, you just can't get the staff nowadays, can you? (Uncle Horace)
- To Jon – Of course he can't, and if you REALLY want to sing in the snow (?!?) just say the word and I'll be only too happy to save you the wait. I'll send you some from over here – I certainly don't want it! (Ellen)

To Damian – On the wages (ha!) he pays, it's no wonder! (Keep smiling) (Ellen)

To Jon (again) – How's about you and me doing a "turn" at next year's Convention? (Ellen)

To Jon (yet again!) – P'haps we could give The Beatles a miss. Do you know any of Daniel O'Donnell's stuff? (Ellen)

To Gail – Have Rascal and Pawsey made friends yet? (Ellen)

To Pete – What happened to "Come Back With The Wind"??? (Ellen)

To M.Polo – Thanks. Pity you weren't there to receive yours – or were you?? (Ellen)

To M.Polo – My favourite vampire in the "Interview", was the leader of the Theatre Group. (Ellen)

To Marco (the over friendly plumber) – Better hurry up – else my sprocket will freeze over. (Snowy)

To M.Polo – Ohhhh, I don't know. It depends on the Paddy, don't you think? (Snow White)

To Jon – My father's fine (at least he was the last time I saw him – mind you as I don't like to spend too much time away from my dwarves, that was some time ago), thanks for asking. Oh, I nearly forgot, his name is "Daddy White". (Snow White)

To the Whinger – Very good, in fact I've pencilled you into my diary to receive "special service" for the next three leap years. That suit you OK? (Snow White)

To M.Polo – Erm, I think there may be a problem, I'm looking at the right side of the map – but I STILL can't find Oxfam! (Dopey)

To Ellen – Sure am, I just hope I don't electrocute myself. Let's boogie! (M.Polo)

To Snowy – Too right I won't want to go, as long as we have privacy. (M.Polo)

To Snow White – I'm glad to hear that. I was beginning to worry there. But how well? (M.Polo)

To Snowy "Blanc" – I thought snow. I don't have to be cold twice. (M.Polo)

To Crazy Maisie – Well, I've proven you wrong, ain't I? Success is mine and the luscious Snow White has better taste than your awful Dead Warg! (M.Polo)

To The Glumwynd and The Viper – I meant how rude! (M.Polo)

To Rudi – And there I thought you put HER on the leash in case she wandered off and got lost. (Wynne)

To Ellen – You could always put an arrow on each corner house. But I suppose at the half way house you'd forget if you were coming or going. (Wynne)

To The Witch – I can't even find Newcastle dental hospital – how do you expect me to find the one in Birmingham? (Wynne)

To The Witch – But I CAN find the eye hospital – any use? (Wynne)

To Kevin – Oh you are naughty – but I like you. How about a kiss then. (Petra)

To Ellen – Thank you for the lovely surprise. It really brought tears, to my eyes. When next I write to my favourite (Snow White) I'll let her know that everything's all right, that all is well and working fine and I'm still waiting – patiently – in line. (The Whinger)

To Ellen – It could have been worse – it could have been an ejaculation. (Watcher)

To Ellen – Glad you enjoyed it. (Triapteryx)

To Vicci – Sorry to put you to the extra trouble, but ~~thanx~~ very much. (Phill)

To Chuckles – I hear that you've been doctored. I'll bet you were speechless. What bliss for us all eh? (Nemo)

To Kev – I can more than believe it, believe me. I'll bet Ellen wanted to turn left into the "Unchartered Wilderness" in the hopes that "here there be (hairy) monsters. (F.C.D.)

To Gillian – I wasn't mentioning your ~~ass-ets~~, just your nipplettes. (Viper)

To M.Polo – Not so nude – you should have seen the messages which were censored out. (Viper)

To The Whinger – Of course you'd need (lots and lots of) help. You're just so far below my league, you'd have to outnumber me 20,000 to one just to be assured of losing. (Squiggle)

To The Whinger – I deduce, then, from your message to Ellen, you're a once-every-four-year creature. I'm assuming, of course, that you're in the mood, and haven't got a headache. (The Glumwynd)

To M.S-P – Never having (to my knowledge) experienced your gobble. I am forced to ask how am I expected to distinguish between the nonsensical things you write, and the gibberish which M.Polo (or should that be M. Scott-Polo) writes? (Nighthawk)

To Crazy Maisie – Maisie, you're not only crazy, but highly confused.

If you think my little miners are being abused,

The only "treatment" they ALL get from me,
Is plenty of the old T.L.C.

I wonder, are you suffering from jealousy????

Their days in the mine are pretty long,
But each morning they leave home with a song,
And, the smiles on their faces say it all,
Thanks to me, their life is a ball,
They certainly don't care they're not tall.

You say you know what M. Polo thinks – are you a gypsy?

Naaa, more than likely, you've hit the bottle, and are (more than) tipsy.

But, don't worry Maisie, your insults won't stick,

'Cos my skin has grown pretty thick,

Tell me, why so bitter, did someone just give you the flick? (Snow White)

To Tinkerbell – I'm violently anti-censorship – and, boy, do I mean *violently!* (Mad Cat)

To Peter Clark – As if it wasn't enough that the Yanks have lounges – bleedin' lounge lizards they are! (Mad Cat)

To Marco Polo – No, he's the (supposedly) human part here. (Mad Cat)

To Sherry and Lucky – At LAST I have found someone lazier than me! (Mad Cat)

To Witchy – Catnip? Oi dunno. (Mad Cat)

To The Witch of Stanley – Catnip? Hmmm. (Ro-Wan)

To Witchy – oops.... (Mad Cat)

To Rudi – YAPYAPYAPYAHOO!!! (Bosi)

CLEAR-UP IN CLOGGIELAND

A new text adventure by **HAROLD DIXON**
for the **AMIGA**,
written with the utility **CAT**

(Creative Adventure Toolkit by Phil Richmond)

CRISIS ! One of the infamous Rendle Witches has snatched your sweetheart on the eve of your wedding! A secret spell has been cast putting her in a deep coma, and she has been secreted in the old Dark Satanic Mill over the Bibble River deep in Cloggieland. Wise men feel that the only way to free her is to gather **FOUR** special elements from all over Cloggieland, blend them together and work the spell that will awaken her.

Meet the inhabitants of Cloggieland.

Visit a mysterious building.

See what is in the biggest tree.

Destroy the dark forcefield.

Kill a dragon.

Make the potion.

Defeat the Witch.

Save your sweetheart.

but

BEWARE OF THE IMP



A demo. version of this adventure is available from P.D. libraries.

The full version is currently available from

Mr. H. Dixon, 62 Windsor Street, Colne, Lancs. BB8 9LD, Price £3.

SPECIAL OFFER TO PROBE READERS

The full version may be purchased for **£2** - available **ONLY** from

Adventure Probe, 52 Burford Road, Liverpool, L16 6AQ, U.K. until 30th June 1996.

ADVENTURE

THE EMERALD ELF

We all have different ways of 'relaxing', some of us like to read, some of us like paint and even one or two us like to play adventure-games. However the vast majority like nothing more than to settle down in front of their television and watch their favourite programme(s). Our tastes all vary and what appeals to one can be sheer rubbish to another - but that is what makes the human-race so interesting. This game is a 'tribute' to one man's favourite programme.

George E. Hoyle was/is a great fan of the series 'RED DWARF' and it is on this that he has loosely based this game. Do not be misled, this is not a 'spoon' of the series, nor is it an attempt to duplicate it - it is simply a genuine tribute to something that George has a great love for - so don't expect to uncover some great 'depth' or 'meaning' in the game. Just sit back and enjoy a light-hearted romp through some of George's favourite scenes from the first series of the programme.

THE STORY SO FAR ...

Due to 'circumstances' beyond even your control you find yourself awakening from a rather long (to say the least) doze - not only that but you appear to be the only human 'life-form' in the nearby vicinity. As is usual in these sort of situations there is one slight light on the horizon ... if that is what you can call it. Everything on board seems to be in working-order and with a bit of luck and some kind of 'guidance' perhaps you can just find your way home again



Spectrum 48K/128K+2

NOTES

This game will recognise all the usual commands such as EXAMINE, LOOK, GET, DROP etc, however you will also be able to converse with any characters that you may encounter on your travels. To do just that simply type the command(s) in the following format SAY TO FRED "WHERE IS THE CAT?" and if the command is understood then an answer will be forthcoming. The game will also allow you to save your 'position' to RAM but please use the standard save routine(s) in order to make a more permanent record on TAPE or DISK. Typing the word INVENTORY (or the abbreviation I) will not only display your present score but also list any items you have in your possession at the time.

HINTS

Remember, even 'identical twins' can fall out and come to blows - so just follow and wait. Not all obvious things are immediately visible at first, so make sure you do a good search. Trouble with the 'directions' then just try using RIGHT, LEFT, FORWARD and BACKWARDS.

Zenobi Software

ADVENTURES

CIVIL SERVICE - II

Amidst all the various rooms containing the dusty files and aging manuscripts, that such an organisation seems intent on storing until the end of time, there must also be one tiny room where the 'rule-maker' must dwell. And it is in this small isolated space that the clerk bearing this title puts pen to paper and inscribes the rules that govern all who work, or wish to work, for the CIVIL SERVICE and as everybody knows - rules must be obeyed!

True to form, this 'being' has now taken it upon themselves.. to 'change' those rules and in effect to 'move the goalposts'.

Such was the success rate of the applicants with the original entrance test that a new test has now been drawn up that is felt will present an even stiffer challenge for anybody daring to gain entrance into the CIVIL SERVICE. Not only that, but the 'powers-that-be' have also insisted that the 'rule-maker' devise a further series of tests for those wishing to reach the higher echelons.

**Spectrum 48K/128K+2**THE STORY SO FAR

With the above in mind, each applicant will be placed in an 'enclosed-environment' where he or she will be confronted with a series of 'mind-boggling' problems. Some requiring not only a superior intellect but also an ability to 'twist' the obvious to suit the solution. Only those applicants with a good service record, a superior mind and a public school education will be allowed to participate .. unless you can think of some other means of 'qualification' that could gain you the access you desire. YOU, or whoever endeavours to undertake the tasks laid before them, will need to utilise all the mental abilities of a 'Grand Chessmaster' whilst pondering the problems laid before the applicant.

Temper your judgement with some devious thinking and YOU might just get lucky. Though it is advised that a modicum of common-sense will go a long way in helping you through the tests.

NOTES

When you encounter one of the various invigilators just 'SAY HELLO' in order to find out what you have to do and once you have solved that particular problems just repeat this action - if they are still around to be talked to!!!

Some useful abbreviations are as follows ... QU for QUIT, HE for HELP, DR for DROP and EX for EXAMINE. Use the usual 'SAVE' and 'LOAD' routines to store a record of your game position, though be warned that it is possible that the likes of 'RAMSAVE' etc may have been dismantled to make your task even harder .. devious sods these 'rule-makers' !!!!!

HINT It may sound the same but it is spelt differently and means TWO separate things.

ADVENTURE

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

VIOLATOR OF VOODOO

by **THE TRAVELLER IN BLACK**

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

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

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

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

Once again you are dispatched to Terra VII in its final years prior to 'THE CATAclysm', this time to combat the forces of Primal Darkness in the Caribbean. Once again you cross the barriers that cannot be crossed and arrive at a time and place not of your own.

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

JACK AND THE BEANSTALK

by

JACK LOCKERBY

What more can be said about this tale, surely everybody knows what must be done to succeed in this game.... but if not, just ask Mum as I am sure she will know what you have to do.

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

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

The Adventure Workshop

Adventures for the Spectrum

NEW RELEASES

THE ASSASSINS' GUILD

by Phillip Ramsay

You are an assassin. Well, that's perhaps stretching the truth slightly. You are an apprentice assassin. Having successfully passed your first year exams, the Grand Assassin decided that your practical skills need assessing before you may be allowed to progress to the second year of your apprenticeship.

Being of an ironic disposition, the Grand Assassin chose an unusual form of test for you. It is not that he dislikes you more than any other apprentice, but every year someone is given the short straw, and this year it's you.

Your mission is more ironic than most. The Grand Assassin informs you that a Third Year apprentice has, as his final test before becoming a fully accredited assassin, to assassinate princess Helena, daughter of King Kyros of Kranger.

To ensure entry to your second year of apprenticeship, you must, you are informed, save the life of princess Helena and assassinate the assassin who is to assassinate her. You must pit your puny skills against a cold-blooded, ruthless colleague who has considerable advantages over you.

With a sense of dark foreboding, you accept the mission and leave the Guild....

**NOW AVAILABLE FOR THE SPECTRUM on TAPE £4.00 and +3 DISC £5.50
also available for the AMSTRAD CPC on DISC £5.00 for CPM+ ONLY**

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Quest News One

Several weeks passed before Draffan and I managed to find a captain willing to risk the crossing of the Boiling Sea. On a fine, clear day, the Tarantula cast off from the port of Spartas.

The sea which we crossed was a savage affair, constantly heaving and churning as though eternally agitated by undersea volcanic eruptions.

Throughout the two weeks it took us to cross the Boiling Sea, the crew pointedly ignored us; although they obviously held Draffan in fear and awe. This was perhaps a good thing, since it turned out that Draffan (and he later told me, all Orcs) was an exceptionally poor sailor. He spent the majority of the crossing doubled over the ship's side throwing up.

I resisted my impulse to make jokes at Draffan's expense. This was not so much out of sensitivity for his plight as in the knowledge that at the first sign I found his predicament amusing I would have found myself dumped over the ship's side into the sea.

However, Draffan accepted his waldy stoically, resisting his urge to attack any who came near him, contenting himself with growling darkly and growling threateningly.

At last the port of Revenna was sighted, and hours later we were rowed ashore. We hired a room at the local inn, securing space for our few belongings for as long as our quest might take.

Despite still feeling queasy, Draffan agreed to accompany me in a stroll around the town. We wandered through nondescript passages, along cobbled streets, mingling with traders, sailors, travellers and the general populace.

As we moved towards the less affluent section of the port, we passed under an arch; a noise made me glance to one side, just as a heavy blow to the head knocked me unconscious.

I groaned in pain as I came around. Nearby, I could hear Draffan's ragged breathing. He was still unconscious, I guessed. Rubbing my head, my hands came into contact with a blindfold, which explained why everything seemed so dark. I was about to rip it from my face when a soft, melodious voice spoke:

"I wouldn't do that, stranger. The blindfold is for your protection, not ours. The rule is simple - any not of our fellowship who may identify us

must die - there are no exceptions."

My brain began functioning again, and my hands dropped to my sides. I understood now where I was. "I didn't realise the Thieves' Guild took such an interest in travellers," I observed.

"Don't insult my intelligence," the voice snapped back. "There can be only one reason for a Human and a Half-Orc to risk the crossing of the Boiling Sea. You mean to undertake a quest. The rewards must be substantial for you to have come this far. We'll help you with supplies and directions."

I was relieved that the specifics of our quest were still secret. If the Guild discovered that we meant to rob the Dragons of their gold, our lives would indeed be in danger. The Dragons' reprisals would be fearsome; this would curtail the number of travellers using the port of Revenna, which in turn would reduce the opportunity for the lifting of purses.

"And what is the price of this assistance?" I asked, attempting to calculate how far from me Draffan might be.

"Your friend took quite a bit of knocking out," the voice resumed, "but he has a thick skull. Shall we say ten percent of whatever treasure you find? If you agree, we'll give you a license which will prevent you being molested by the undesirable criminal elements around Revenna."

I pretended to consider the offer. "But half would belong to Draffan. I cannot accept for him. If you can convince him, then I'll agree."

There was a moment's silence. "Very well," the voice continued. "It's fair that a creature should speak for itself." And then to another: "Bring the Half-Orc around."

I concealed my grin as I heard the splash of a bucket of water, and then a deep, reverberating growl, which told me Draffan was in a black humour. "Dotran," his gravelly voice demanded, "are you harmed?"

I shook my head. "Don't remove the blind-" I began, but a sudden cacophony made me grimace.

Draffan's growls and roars drowned out the screams of the assembled thieves. I realised there was no longer any need to retain the blindfold. I removed it and saw Draffan surrounded by perhaps a dozen thieves. One by one they fell under his assault. I remained where I was, not going to his aid lest he mistake me for yet another foe.

"You hadn't planned on staying long in Revenna, had you?" he enquired.

PABLO PICKAXE II : THE SCREAMING REEL

by DAVID HEBBLETHWAITE

"All right, I'll try it."

"Good."

The first voice belonged to Pablo Pickaxe, adventurer. The second voice belonged to Merlin Mudpie, the worst wizard in the whole of the land of Ouch. Merlin was trying out his new magical "gadget". Pablo was failing to find a hiding place. The nearest one was under his bed, but there was a monster under his bed, so he had nowhere to hide. Before he could change his mind, Pablo asked, "So what does it do, exactly?" He was looking at the roll of film in Merlin's hand.

"It's called a Screaming Reel. You hold it up and say the Magic Words, and it'll hang in mid-air, spinning by itself. Any enemies nearby will find terrifying visions being projected directly into their minds and will be too afraid to move. I think," explained Merlin.

"Well, I suppose I'd better try it out," said Pablo, taking the Reel and heading for the door.

Pablo wondered where to go. He decided to head for the Hogwash Hills, find a village, find a tavern, and drink till he couldn't get up. However, this was not to be! (Cue dramatic music.) He was ambushed by a group of soldiers from the army of the Evil Nasty Bad Guy (boo, hiss). There were four soldiers in the group, and as Pablo held up the Screaming Reel and said, "The Magic Words" (sorry about that), a different image was projected into the minds of each.

The first saw two Orc bands performing, "Beast 17" and "Bleugh". It's impossible to describe exactly what he saw, but it was almost as bad as what he heard.

The second saw an episode of "Mrs. Lentil", a "comedy programme". Mrs. Lentil had less intelligence than the average Crystal Maze captain, and all the charisma of a toilet. Come to think of it, she didn't even have that.

The third saw an old game show called "Booty Hunt". The show itself was hosted by Kenneth Kendalmintcake, a retired town crier, and Wincey Weatherballoon, who looked after the maps, and it was an entertaining show. The bad part was the voice of Anneka Anglemeasurer, who followed the clues. It was high-pitched, and extremely annoying. She started to sing.

The fourth saw an episode of "Power Strangers", which is best left undescribed (if you don't understand this joke, you don't want to, believe me).

The four soldiers were terrified. The Reel seemed to work, but then it was bound to, because that's what the Story says it should do.

Pablo arrived in the town of Toaster, where he saw a group of boys waving their arms about. He rushed over to see what was going on, but when he heard shouts of "We need 10cm model dinosaur power now," and, "My rubber monster will kill you all," he realized they were playing a game of "Power Strangers". Pablo was fed up with all this talk of "Power Strangers", and so he used the Reel to project the image into their minds of the show being axed. They couldn't even scream.

Pablo walked down a street when he was hit on the head. As he recovered, he saw two mean-looking characters standing over him. One said, "Give us your money."

"I haven't got any money," said Pablo.

"Er.....right. Give us your sword."

"I haven't got a sword."

"Er.....give us that then," said one of the men, pointing to the Reel.

"Okay," said Pablo. He held up the Reel and used it to project images of Loyd Lemon into their minds. This it did, but it also projected the images into Pablo's mind, and he ran for his life. He didn't stop for 24 hours. Then he had to stop, because he'd fallen down a pit!

{Coming soon : PABLO PICKAXE – 24 HOURS FROM TOASTER}

PRODUCT REVIEW

by STEVE CLAY

THE GOOD CAVERN GUIDE!

At last the fourth edition of the Good Cavern Guide is here. The current edition has been updated to include maps of some of the more recent finds in the world of adventure, including a map of level one of Shemar's Keep. The directions on how to reach each adventure site are clear and concise.

There is a thorough review of all the latest teleports that are being used. Everyone's favourite is there.

The "Rumour" section. In case you don't know, this is a collection of tales (two dozen) each hinting at undiscovered cave systems, dungeons, etc. and what can be found within. Every rumour has a map of sorts and any adventurer worth their salt will be itching to try to find one of these "Rumours" and bring back enough information to see it included as a full blown adventure site in the next edition.

No adventurer should be without this book. But you don't need me to tell you that!

GOVERNMENT HEALTH WARNING

Mazes can be detrimental to your health and, indeed, your sanity.

Mazes can kill!

{Issued by the Department of Heritage -
to be included on all new games featuring
mazes.}



GETTING TO KNOW REYNIR STEFANSSON

M] HI REYN - I CAN CALL YOU REYN, CAN'T I?

R] G'day, Mary.

M] THAT'S AN AUSTRALIAN ACCENT! THIS IS SUPPOSED TO BE A SERIOUS INTERVIEW!

R] Serious - what does that mean again?

M] IT MEANS OH WELL, NEVER MIND, LET'S FORGET SERIOUS AND STICK WITH ERM SOMETHING ELSE. TELL ME ABOUT YOURSELF?

R] I could tell you everything about shyness - except that I'm much too shy to do that!

M] IF ANYONE ASKED ME ABOUT ICELAND, I WOULD SAY IT'S A LAND OF VOLCANOES, GLACIERS, HOT SPRINGS AND GEOTHERMAL ENERGY PROVIDING FREE CENTRAL HEATING - IS THAT CLOSE TO THE TRUTH?

R] You're certainly within epsilon of it. Most of Iceland's housing is heated geothermally. The rest [which includes us] has mainly electric heating.

M] WHERE DO YOU LIVE IN ICELAND?

R] QTH 65.02° N, 14.22° W, aka IP25VA, which makes it a rather insignificant village by the end of the longest of East Iceland's fjords.

M] DOES ICELAND FEEL CLOSEST TO SCANDINAVIA?

R] Officially, at least, but there is a lot of Gaelic blood as a reminder of the Irish slaves. Gaelic "ambeht" [slaves] became Icelandic "ambatt" [female slave]

M] IT'S NO SECRET THAT WE BRITS ARE LAZY WHEN IT COMES TO LEARNING LANGUAGES - HOW COME YOUR ENGLISH IS SO GOOD? IS ENGLISH TAUGHT IN SCHOOLS IN ICELAND?

R] Yep, starting with the seventh grade.

M] HOW OLD ARE YOU? [A] 14 [B] 42 [C] SOME OTHER AGE

R] I'm aged 30 and 3/4.

M] WELL, MY THIRD GUESS WAS CLOSE!

M] HAVE YOU EVER VISITED BRITAIN?

R] No, nay, never.

M] DO I DETECT "A WILD ROVER", OR IS THE IDEA JUST SO AWFUL?

R] It's a "Wild Rover", awright. [MICHAEL BARRYMORE FAN, IS SEE!] There are two Icelandic texts to that tune.

M] HOW DID YOU BECOME INTERESTED IN COMPUTER ADVENTURING? WERE YOUR ANCESTORS AMONGST THE NORWEGIAN ADVENTURERS WHO DISCOVERED ICELAND 1000 YEARS AGO?

R] Mum sat down several years ago and did a bit of tracing. She got a trace to beyond the settling age, so I guess that settles that. As to my computer adventuring, they didn't bore me as much as the killmups did.

M] ERM....KILLEMUPS???

R] Yeahh.....it's the kind of game which is all about killing, slaying, goring, slaughtering and generally mass-murdering your opponents. Nice diversions, I'll give 'em that, but no way a replacement for, or even a patch on, hacking and programming.

M] OH, YOU MEAN KILL'EM'UPS, AS IN SHOOT'EM'UPS!! SORRY FOR BEING SO DENSE, I THOUGHT IT MUST BE SOME STRANGE ICELANDIC CUSTOM THAT I'D NEVER HEARD OF!

M] HOW ON EARTH DID YOU FIND ADVENTURE PROBE?

R] Gordon Bennet and glory be! I think I just stumbled over it in some magazine or other. Can't tell which, but I'm sure it's still in one of the stacks. I joined the AP crowd in 1990, so I think it would be "Your Commodore".

M] WHAT KIND OF ADVENTURES DO YOU PLAY?

R] The last adventure I played wasn't. It was an RPG: LARN. I played it through while chasing a bug in the screen handling routines. Yes, I found the bug - in the compiler. Apart from that, I play [and get smack-dab-stuck in] any adventure I come across.

M] WHAT'S THE COMPUTER/COMPUTER MAGAZINE SCENE LIKE IN ICELAND?

R] There's one computer magazine. several BBSes and a bunch of Internet access providers around to take care of us. Computationally. I live on a diet of SimTel and Usenet CD-ROMs.

M] WHAT WOULD SURPRISE US ABOUT LIFE IN ICELAND?

R] Everything. We Icelanders are a reserved lot and slow to make friends, but they then become extra family members. We go overboard in all we do, be it drinking or chasing fads. As an aside, my idea of heavy drinking is a beer every 1-2 months.

M] I THINK YOU'D PROBABLY FIND THAT MOST BRITS WOULD GO ALONG WITH THAT.

M] DO YOU HAVE BRITISH AND AMERICAN TV PROGRAMMES? ANY FAVOURITES?

R] Yea, and no kidding: The only entertainment that isn't imported is the political circus - and it would be a lot better if it was!

M] I THINK WE'D AGREE WITH THAT SENTIMENT TOO - ESPECIALLY IF IT WAS IN ICELANDIC?

R] My two favourite shows are, strangely enough, both American: "Rescue 911" and "America's Funniest Home Videos".

M] WE HAVE SOMETHING SIMILAR - IT'S CALLED "YOU'VE BEEN FRAMED".

R] Hoo-boy! Jeremy Beadle sure characterises British TV!

M] DO YOU THINK SO? WE THINK OF HIM AS BEING THE TYPICAL BRITISH MALE - SENSITIVE, SUBTLE, SOPHISTICATED AND SOMETHING OF AN INTROVERT - PROBABLY VERY ROMANTIC TOO.

R] About as subtle as a Scud missile, I've heard. [OOOOOH! I LIKE A MAN WITH OOMPH!] But then it might be a case of "Send three and four-pence, we are going to a dance". [I THINK THEY'RE ABOUT 5 BOB NOW]

M] DO YOU HAVE ADVENTUROUS HOBBIES?

R] Photography, radio, reading, electronics, computing all rather sedate stuff. Well, I'm mighty near hopelessly lazy.

M] A TV NEWSFLASH WARNS THAT THE EARTH WILL BE DESTROYED IN 24 HOURS BY AN APPROACHING ASTEROID. HOW WOULD YOU SPEND THE LAST DAY?

R] I'd never see that bulletin, because my parents borrowed my telly after theirs developed a rather drab monochrome outlook on life [probably spent too many years in this two-bit village].

M] GREAT PARENTS YOU HAVE - THE EARTH'S ABOUT TO END AND THEY DON'T TELL YOU?!

R] Why should they? It's not very likely I could do anything about it, were the world to end, so worrying about it would be a doggone thing.

M] WHO SAID ANYTHING ABOUT WORRYING - I WAS THINKING MORE ALONG THE LINES OF A RELAXING PASTIME, LIKE ERM.....SCRABBLE - AT LEAST YOU COULD GO WEARING A SMILE!

R] The less I know, the more chance I'd leave with a smile.

M] WHAT'S YOUR IDEA OF A GOOD NIGHT OUT? [OR A GOOD NIGHT IN FOR THAT MATTER]

R] I've never built me an idea of a good night [out], but biking in fair weather under a midsummer night sun comes close.

M] WHAT'S ICELAND'S NATIONAL/MOST POPULAR SPORT?

R] The national sport is Glíma [wrestling], which has remained unchanged up here for who-knows-how-many centuries. Most-hyped sport: Soccer [I rarely watch sports which have an odd number of balls]. Most popular [with me, at least]: Torfaera [hill scrambles], in which the objective is to climb steep hills in purpose-built or customized four-wheel-drives without rolling or tumbling back down. If you want to know how steep is steep, a 45 [1:1, 100%] slope is considered shallow.

M] WHO IS POPULAR IN THE MUSIC CHARTS IN ICELAND? ANY PERSONAL FAVOURITES?

R] I look so rarely at the charts, that I haven't even got the foggiest. My own chart features Johann Sebastian Bach, Enya, Jean-Michael Jarre, Mark Knopfler, Joe Satriani [MOI AUSSI - SEE THAT, SLIPPED INTO FRENCH THERE WITHOUT EVEN THINKING - WHO SAID WE BRITS WERE LAZY!] and quite a few others.

M] THANKS FOR YOUR TIME, REYNIR, I'VE ENJOYED OUR LITTLE CHAT. YES, I WILL HAVE A CUP OF NESQUIK, THANK YOU - UNLESS YOU HAVE SOME HORLICKS [DON'T YOU EVER WONDER WHO CAME UP WITH A NAME LIKE THAT FOR A DRINK?]

R] At least you're not asking for Pocari Sweat (that's a Japanese "lemonade" which I have never had the honour of tasting).

M] HAD A THIMBLEFUL ONCE - WOKE UP THREE DAYS LATER WEARING A PAIR OF RUGBY SOCKS AND A LAMP-SHADE. I WOULDN'T CARE BUT IT WASN'T EVEN MY SIZE! [COLOUR DID NOTHING FOR ME EITHER!]

Reynir was talking to Mary Scott-Parker.

NO INSULTS INTENDED

by DOT VAUGHAN

I expect that like a lot of other Adventurers I have a vivid imagination and frequently have mind images, often embarrassing when an innocent remark leads to fits of laughter, i.e. it's raining cats and dogs produces an instant picture of Corgies, Alsatians and Tabby cats streaming past the window.

Anyway, over the last few years my mind, if not my body, has been active. One often hears a voice and forms a mental image of that person and so it is with names (for me anyway) so I thought I would take the risk and reveal my mind's crazy reasoning!!!

I can get away with it only because I have never met any of you yet! Probably won't dare now, either!

Barbara Gibb

Tall, well built, short brown hair, dark brown eyes and middle-aged.

Usually efficient but can be scatter-brained at times, doesn't worry too much about housework, as long as the family are fed. Like it or lump it attitude. Always finds the time somehow.

Jack Lockerby

Ageing, tall, slim, grey hair, small beard and blue eyes.

Immaculately groomed, strict morals, efficient and likes things just so. Intolerant of others failings and does not suffer fools gladly. Has a softer side but hides it well.

Sharon Harwood

Late 20's, medium length medium brown hair, light brown eyes, short with medium build.

Mundane housewife with unusual hobby, outgoing but can be reserved at times. Never gets ahead with her work, slightly disorganized except with her computer work. Very easy going.

Sue Roseblade

Nearing middle-age, fairly tall, slim, short straight dark brown hair with brown eyes.

Well groomed, orderly, popular and outgoing, quite organized but easily thrown off keel and fairly sensitive.

Mandy Rodrigues

Short, curly light brown hair, green eyes, slightly overweight and in her early 40's.

Slightly windswept, down to earth, seems to take everything in her stride but worries to herself, always puts others first, sensitive and very even tempered. Always commits herself totally to whatever she takes on.

Damian Steele

Early 20's, tall, slim, unkempt fair hair, light blue eyes.

Always on the go, never has quite enough time, a bit of a dreamer but manages to get by with a smile and a bit of charm. Unmaterialistic except for computers.

Mary Scott-Parker

Late middle-aged, medium height, cuddly, curly fair hair going grey, twinkly blue eyes.

Good sense of humour and easy going, very motherly, takes waifs and strays under her wing, always organized with a well run household, makes others pull their weight and won't be put upon.

Jenny Perry

Aged about 25, short, very slim, long straight blond hair with brown eyes.

Very shy, lacks confidence, has not yet found her niche, always strives to give her best but never quite matches up to her own ideal, over sensitive and never confides her true feelings.

Barbara Bassingthwaite

Tall, well built, short grey hair, penetrating blue eyes, in her early 60's.

Forthright, no nonsense brisk almost brusque manner, rules her family with a rod of iron, can be stubborn, slightly overwhelming but well respected, has a heart of gold and will do anything for somebody she likes.

Steve Clay

Mid 30's, fairly tall, brown hair, brown eyes and slim build.

Does a fairly mundane job, accepted by everyone. does not like to draw attention to himself and prefers the quiet life. A family man who puts himself last, very considerate of others and quite studious.

Simon Avery

Early 30's, tall, well built, short fair hair, green eyes and wears steel-rimmed glasses.

Well groomed, dapper. Has a demanding job, travels a lot, straightforward open guy but always keeps a bit of himself private. Never sits around vegetating. Likes sports as much as computing.

Jonathan Scott

Early 20's, medium height, chunky, overlong brown hair and brown eyes.

Wicked sense of humour, likes having fun, he's one of the lads and likes his freedom, likes to spend his money on himself (hopefully at the pub) reality gets in the way of life. He can be a bit insensitive of others feelings and needs. Has the tendency to immerse himself in whatever he is doing to the exclusion of everything else including mundane things like eating and sleeping. He needs someone to push him all the time. Very popular with both sexes.

{I suspect quite a lot of the above is very close to the mark, perhaps some of the readers mentioned will admit to Dot's accuracy. If anyone is wondering about myself, I am short, fat and in my early 50's. My long hair is grey (only since I took over Probe) but used to be blonde, and my failing eyes are blue. The characteristics are spot on, especially about the housework.....Barbara}

NEWSDESK

THE ADVENTURE WORKSHOP

I understand that all the C64 and Amstrad versions of Zenobi Software games that were listed in the Special Notice published in the December issue of Probe will remain in the Adventure Workshop catalogue.

NEW RELEASES FROM ZENOBI SOFTWARE

KNIGHT LIFE by Stephen Boyd and Jon Scott and THE FINAL CHORUS by Jamie Murphy are now on general release. They are 128K games, and therefore will only run on the Spectrum 128K machines, and PC under emulation, price £2.99 (tape, 3.5" +D disc & PC(e) disc, £3.49 (+3 disc).

Also recently released are : THE WIZARD OF OZ by Jack Lockerby, DUNGEONS OF MALDREAD by Alan Devvey, BEYOND EL DORADO by Laurence Creighton, LOOSE ENDS by Jon Scott and Stephen Boyd, DUNGEON ROMP by Karl Bunyan, and EMERALD ELF by George Hoyle. All available on 48K/128K Spectrums, Atari(e), Amiga(e), and PC(e). Price £2.99 except +3 disc which is £3.49.

VULCAN SOFTWARE

HILLSEA LIDO is now available, price : £12.99. Please see review in this issue. VALHALLA 3 - THE FORTRESS OF EVE is due for release soon.

In the meantime VALHALLA (1) - LORD OF INFINITY and VALHALLA (2) - BEFORE THE WAR are available for only £14.99 each, and TIMEKEEPERS for £12.99. Please see inside back cover for address, or telephone 01705 670269 between 2pm and 4pm Monday to Friday. They'll accept Access/Mastercard/Visa credit cards as well as cheques and postal orders.

SPECTRUM GAMES FINDER SERVICE

I have received an advertisement and list of games currently offered by this service, most of which are arcade games and covertapes. The advert. states that the cost of the finder service is £2 plus the cost of the cassette/disc, payable only when the title has been "tracked down". The contact name and address is given as James Waddington, 11 Finsbury Drive, Wrose, Bradford, West Yorkshire. BD2 1QA. I shall be interested to hear from any reader trying this service.

LONDON MEETING OF ADVENTURERS

The next meeting is on Saturday, 2nd March. New adventurers are very welcome. For further details please telephone either Jenny (0181 9794851) or Sue (01480 380608).

THE END OF ADVENTURE CODER, LONG LIVE ADVENTURE CODER 2

The latest issue (#24) is the last to be edited by Christopher Hester. He has decided to cease publishing due to lack of contributions, and also lack of time to write material himself. Adventure Code was a fanzine for programmers, and it is a shame that Christopher has had to give up. Although I'm not a programmer, I did enjoy reading the magazine. It appears that back issues are still available for as long as stocks last. I understand a "new" A.C. will be launched soon. It will be called ADVENTURE CODER II - THE PRECEPTOR, edited by Alec Carswell. Enquiries to 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL.

HELP WANTED

Does anyone have a copy of Sid Meier's CIVILIZATION/ROME ON 640K A DAY (the official strategy guide by Prima Publishing) which they wish to sell, or do they know a store which may have a copy? Any help is much appreciated. Please contact Roger Dowdall on 01708 852799.

Does anyone know the current address of Level 9, if they are still in business? Please contact the Probe office.

Does anyone have any solutions and/or hints for PC adventures – particularly the following: DEMONIAK, ALONE IN THE DARK 1, 2 & 3. and LABYRINTH OF TIME? If so, please contact Barbara at the Probe office. Thank you.

IN TOUCH

PC SOFTWARE FOR SALE : Highest bidder gets each item, minimum £2 offer to cover postage, 3.5" disks unless stated otherwise.

LEGEND OF KYRANDIA, SIMON THE SORCERER 2 (CD-ROM), MYST (CD-ROM), SAM & MAX HIT THE ROAD (CD-ROM), THE PAWN (5.25" – can convert to 3.5"), SPACE QUEST 2, RETURN TO ZORK (CD-ROM), TREASURES OF THE SAVAGE FRONTIER, EYE OF THE BEHOLDER 3, DEATH KNIGHTS OF KRYNN, DARK QUEEN OF KRYNN, POOLS OF DARKNESS, COUNTDOWN TO DOOMSDAY, MATRIX CUBED, KING'S QUEST 5, WONDERLAND. Please contact Steven Fairbrother, 8 Lambs Road, Thornton Cleveleys, Lancs. FY5 5JJ Tel. 01253 852208

SAM COMPUTER FOR SALE : SAM ELITE, single drive, still under guarantee, complete with power unit, manuals, etc. Plus copy of DAYS OF SORCERY adventure. Reason for sale – upgrade. Price : £130 inc. p&p. Tel. Dennis on 01904 489142

FOR SALE : C64 games, magazines, tapes and books. Send SAE for list to Mr. D. Dooley, 17 Lime Street, Eccles, M30 0QB

SOFTWARE WANTED : WARGAME CONSTRUCTION KIT for C64 or Amiga 1200. Please contact Derek on 0161 9500072

ADDITIONAL SOLUTIONS

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

BEYOND EL DORADO, CLEAR-UP IN CLOGGIELAND, DIE FEUERFAUST, DUNGEONS OF MALDREAD, THE 11TH HOUR.

GETTING YOU STARTED

BULBO AND THE LIZARD KING played by Edwina Brown on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

EXAM POUCH, HIRE ELF, W, S, EXAM DONKEY, GET ROPE, EXAM PACK, N, NE, N, E, NW, READ SIGN, N, SE, EXAM DRAGON, SEARCH PACK, N, N, S, NW, ROLL BOULDER, W, N, E, E, EXAM SIGN, E, SE, HIDE, E, LIFT DONKEY, UP, E, GET ROPE, SE, NE, DROP ROPE, JUMP CHASM, SE, WAIT, UP, DOWN, GET ROPE, W, FEED WOLF, UP, MOVE ROCKS, UP, UP, S, EXAM WOLF, D, SW, E, WAIT

CURSE OF THE SERPENT'S EYE played by Barbara Gibb on a Spectrum – also available on Amiga(e) and Amstrad

Start in village square. I (carrying nothing, wearing jumpsuit and earrings), X MONOLITH (one eye missing), N, N (by derelict house), X DOOR (note bell and letterbox), LOOK THROUGH LETTERBOX (see screwdriver and hymn book), PUSH BELL (no sound), X EARRINGS (bell-shaped), REMOVE EARRINGS, POST EARRINGS THROUGH LETTERBOX, PUSH BELL (the door opens), N (small hallway), TAKE hymn BOOK (don't need screwdriver), E (kitchen), OPEN FRIDGE, LOOK IN FRIDGE, TAKE LARD, W, SEARCH STAIRS (now exit to the north), N (backyard), X TUB (see wellington boots), MOVE TUB, TAKE BOOTS, S, S, S, W (abandoned hardware store), SEARCH JUNK, TAKE car JACK, X HOLE, ENTER HOLE (you are too big), RUB LARD ON HOLE, ENTER HOLE (store-room)

CRYSTAL QUEST played by Barbara Gibb on a Spectrum

Start in the engine room. W, N, N, N, N (in lift), EXAM BUTTON (says "up"), PRESS BUTTON (to long corridor), N (main deck of spaceship), PRESS GREEN button (asked "how many times"), TWICE (ship goes into warp drive – now in orbit around the planet Sentinel Delta), S, D, S, E (your cabin), EXAM BED (find a key), TAKE KEY, UNLOCK WARDROBE (see spacesuit), DROP KEY, TAKE SUIT, W, S, S, S (transporter room), WEAR SUIT, SET COORDINATES, STAND ON (blue disk), BEAM DOWN (to planet – okay if wearing spacesuit), S, TAKE CREDITS, N, W, N (inside facial clinic), BUY TROBOTRON, BUY ROBOTRON (facial outfits – cost one credit each), S, E, S, S (laser-operated turnstile), WEAR ROBOTRON, PAY FEE (now outside a lift), E, BUY LIGHTROD (one credit), W, S (lift with three buttons), EXAM BUTTONS, PRESS FIRST (now on level 1), DROP ROBOTRON, WEAR TROBOTRON, NE, N (medical stores), TAKE OSCILLATOR

ESPIONAGE ISLAND played by Karen Tyers on a Spectrum

GET PARA, WEAR PARA, PULL LEVER, PULL CORD, DROP PARA, W, W, GET BRANCH, EXAM WRECKAGE, FEEL IN CORNER, PULL STRING, GET BEADS, E, E, S, GET MATCH, E, GIVE BEADS, GET KNIFE, S, DROP BRANCH, W, W, W, N, W, KILL GUARD, GET TORCH, GET GUN, S, READ GRAFFITTI, S, BOARD BOAT, YES, YES, GET ROPE, D, N, E, E, E, S, E

A FISTFUL OF NECRONOMICONs played by John Schofield on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

INVENTORY (nothing), WORN (jeans, boots, jumper), X JEANS, X BOOTS, X JUMPER, X CAULDRON, SEARCH CAULDRON (a notebook), X BOOK, READ BOOK, E, X RODNEY, SAY HELLO, TALK TO RODNEY, GIVE BOOK, X SHELVES, X TABLE, X TABLE CAREFULLY (initials carved on top), READ INITIALS, X INITIALS CAREFULLY (a penknife), X KNIFE, LOOK UNDER TABLE (a mousetrap), GET TRAP, X TRAP (has a small chunk of cheese), GET CHEESE CAREFULLY, X CHEESE, GIVE CHEESE, SEARCH SHELVES (bottle of potion), X POTION, MOVE SHELVES, MOVE SHELVES

SURVIVAL OF THE FITTEST played by Dorothy Millard on a C64

Start standing next to your plane. INVENTORY (you are carrying a box of matches), GET COMPASS (it's attached to something else), EXAMINE PLANE, GET CAN of water, GET large ball of STRING, GET small MAGNET, EXAMINE PLANE again, GET bottle of OXYGEN, CLIMB PLANE (you just see over the hedge a faint trail to the south), THROW WATER (to wet the place and prevent it catching fire later), S (an impenetrable hedge is here), LIGHT HEDGE (it flares and the fire finally burns out exposing a faint track to the south), S (you've no compass), MAKE COMPASS (using the string and magnet – you now have a makeshift compass)

URBAN played by Barbara Gibb on an Atari(e) – also available on Spectrum, Amiga(e), PC(e) and MAC(e)

Start in a small shabby bedroom. I (nothing), X CREDIT, X WALKMAN (leave it for the moment), X TABLE, X BOOKLET, READ BOOKLET (wise words), N, W (bathroom), X BATHROOM (find an empty limeade bottle and bar of soap), TAKE LIMEADE, X LIMEADE (returnable – you need four more), TAKE SOAP, E, N (empty bedroom), TAKE CUSHION, S, D (quiet road), E, E, E, E (see small boy), DROP CUSHION before boy throws a bottle and smashes it), LOOK, TAKE CHERRYADE, W, NW (tiny alleyway), SEARCH BINS, X RUBBISH, TAKE ORANGEADE, NE, X STOP (see litter bin), SEARCH LITTER, SEARCH RUBBISH, TAKE COLA, E, N, E (dead end alley), SEARCH ALLEY (see a sheet of corrugated iron resting against the wall), MOVE SHEET (see doorway), OPEN DOOR (moves, then sticks), RUB DOOR (with soap), IN, E, TAKE TIE, W, OUT, W, N (bouncer asks if you want to go in), SAY YES, WEAR TIE, N, SAY YES (lobby)

CASTLE ADVENTURE (W.Pooley) played by Dorothy Millard on a C64 – also available on Spectrum & Amiga(e)

Start in front of an imposing castle with the princess shouting help from the top of one of the towers.

N (onto drawbridge), N, N (inside gate), E, E (base of southeast tower), U, U (to top), GET short SWORD, EXAMINE SWORD (sharp), D, E (armoury), GET suit of ARMOUR, SEARCH ARMOURY (you discover a small alcove east), E (alcove), GET SPADE, W, W, D, W (gate tower), D (into cellar), DIG, GET piece of FLINT, U, DROP SPADE, W, DROP ARMOUR, W (base of southwest tower), EXAMINE PICTURE, U (anteroom), GET piece of steel, U (top), GET LAMP, EXAMINE LAMP (it has mystic symbols on it and a picture of Aladdin), D, D, N, N (base of northwest tower), U, READ PLAQUE, TURN PLAQUE

HINTS AND TIPS

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

You can't get the ruby from the totem pole yourself – someone else will help in this matter.

Wave the hoop for the dog to jump through.

Squeeze the oily wick to enable you to open the rusty penknife.

BOUNTY HUNTER played on a Spectrum, C64, Amstrad, Atari(e), Amiga(e), PC(e) & MAC(e)

THE ORGH DEPRESSION – There is a spaceship in a small maze. The only problem is a strange mist that turns day into night. You must carry and continually drop the branch found up a tree in the Haunted Hills (break branch). The buds glow when not being held.

SPIT HOLE – This is up the Valley of Caves. You need the baby Weaver that you find up in Gosgate Hall. Release him where the Moonbats storm out and he will trap them with his web.

GOSGATE HALL – Dig at Battlestones to uncover a shooting staff. Wait at Soljer Ford (a few times if necessary) and get the sprig. Go to Graggmoor and find the old trapping net. wait around until a bird gets trapped, then take it. Go to Gosgate Hall and release the bird. Kill the Weaver, then go up the web.

CAVES OF SKULL played by John Schofield on a Spectrum – also available on Amiga(e)

Go through the bushes, search and sit.

Feed the monkey-bird.

Use the vine to get down to the clearing.

Use the dagger for digging and prising emeralds.

In the dark, feel the walls, pull a brick and clear the dust.

The gargoyle can talk.

Tie the vine to it before throwing the brick at the button.

Before you get protection from the Basilisk, you'll have to walk backwards to pass it.

Untie the vine before throwing the brick at the Trogg. Walls and ceilings give clues.

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

Chapter One

Make a flag with the rag and wood to distract the scorpion.

Make fresh water before you drain the pond. The instructions are on the runes on the statue – you must make yourself cry into the bowl by hurting yourself with the comb.

Hold the kernel you found inside the box underneath the drips of water.

DRAGONSPHERE played by Jenny Perry on a PC

Don't use your crystal in the spirit plane – you will need it underground.

To get the soul egg – use the vortex stone to take the magic from the grapevine, then give the dates to the bird. Quickly take the soul egg and put the black stone in the nest.

INTO THE MYSTIC played by Barbara Gibb on a C64 – also available on Amstrad, C64, Atari ST/STE, Atari(e), Amiga(e), PC(e) & MAC(e)

When in the Dark Wood, ring the bell before moving to a new location to prevent being ambushed by the bandits.

The forcefield blocking the south exit in the dungeon can be broken by rolling the barrel in that direction. Kick the base of the barrel so that you, your possessions, and the base are sucked through the tunnel.

Choose the brooch as your wheel of fortune prize. The tapestry gives a hint about what to do in the cave in the mountains.

In the Great Hall, examine the steps then follow the hint and run through the now open panel before it closes.

The door at the end of the passage can be opened by pressing certain studs. The message decodes as follows : S, O and S are the 19th, 15th and 19th letters of the alphabet. If you take away 10 from each you get 9, 5, and 9, so PRESS STUDS 959.

Compare the description of the warrior's shield with that of the base of the barrel.

Put the soap in the fountain, examine the bubbles then burst them (with the brooch) until you have a toad.

LABOUR PAINS played by John Schofield on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

Part One

You should find your hairbrush in the bedroom.

Pete needs smoking out of the wardrobe. To get the gun, put the plug in the sink and then empty the fishbowl. You have to replace the fishbowl where you found it.

Towels are found in the bathroom.

To enlarge the exit, connect the phone and shout to the people you hear talking.

Part Two

Find a pillow then tell the patient that Pete hit him with a melon. Catch the eye on the pillow and insert it.

Find Del amongst the bodies, rip the pillow and tickle him with the feather.

Pete's forgery book is amongst the masonry. Give the newspaper to the clerk, then give the hanky to Turnip. Find Turnip's sanity test in the cabinet and forge it. Wait beside Turnip for the result of your actions.

When you've told Frank the good news, take his plunger to unblock the toilet and take the poster to the matron.

LORDS OF TIME played by Barbara Gibb on an Amiga – also available for most computers

Zone 1

Examine the compost heap to find and lose a silver coin. Examine the compost heap again to see a mushroom ring. Eat a mushroom and LOOK to see a Tooth Fairy. Give her the tiger tooth to be offered the silver coin. It isn't enough, so say NO. She then increases her offer to include a firefly. This is your permanent light source, so say YES.

Zone 5

Examine the dragon for a clue, and accept his offer of a ride. Ensure either you or the prince has the sword before fighting the Black Knight.

Dig (with shovel) your way out of the dungeon to return to the clock.

MAGNETIC MOON (48K version) played by Barbara Gibb on an Amiga(e) – also available on Spectrum and Amstrad

Note: 128K version differs slightly – details in a future issue

Part 2

Record the pirate's voice on the dictaphone.

Find two cylinders in the sickbay.

To make everyone except you unconscious – cut a hole in the pipe (with the laser cutter) in the air re-cycling centre, PUT (empty) BOX ON HEAD and open the valve on the green cylinder. Now open the valve on the other cylinder and insert it into the hole in the pipe.

Find the unconscious Ryrzq. Pull him along to outside the scientist's room, then press his hand onto the panel and press play on the dictaphone.

Use Ryrzq's body to keep a door open.

The scientist's notebook contains important computer commands.

You have to read more than one page of the notepad found in the main control room.

Before you attempt to shutdown and escape the pirates' base, ensure you have picked up the glue, tin of polish, cloth, green cylinder, and helmet.

TIME THIEF played by Barbara Gibb on a C64

Part One

– general – it is possible to DROP ALL and TAKE ALL.

Go up the pillar for an important item, examine the cairn for another.

You can't enter the hut until you know why you need the foresters' help.

Make the spider drunk so she will help you later.

As you can't *carry* any objects into or out of the crumbling tunnel system it is difficult to map. Ramsave your position before going Down and note your successful route. It is not the reverse on the return journey (when you give up check Amazing Escapes in next issue)

Close the hole (automatically use the flagstone) before examining the stuff in the cellar otherwise one of the rats steals something (usually the map which I still can't understand).

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

Climb into the trunk and kick the bottom to access a secret chamber.

You need an oily key to open the cupboard. Insert the lamp to see what is inside.

To finish, CUT BANDAGES and GIVE CHALICE to the mummy.

NOCTROPOLIS played by Damian Steele on a PC

Can't enter the cathedral? – eiyograg eht lliK

Just arrived in the city and don't know where to go? – relies repap eht ot klaT

Can't find the ticket stub? – aera gnivil eht ni elbat eht enimaxE

Can't leave the shop? – nioc revlis eht esU

Can't open the manhole cover? – tsoppmal eht morf gniliar a esU

Can't kill the gargoyle? gnikcohs eb nac gniliar a dna eriw ,yticirctele fo noitanibmoc ehT

SACRED CROSS played by Barbara Gibb on a C64

The ghostly mists will transport you through space :

the one south of the wine rack goes to a computer room

the one south of the old cabinet goes to the bedroom

the one south of the stairs under the bath goes to the toilet.

Examine the blackscreen – you'll need the screwdriver to carry out this advice.

Fix the mousetrap using a screw and screwdriver.

Set the mended mousetrap at the end of the passageway, also need the cheese.

The bathroom cabinet is worth opening.

You need a key to open the cupboard in the master bedroom.

Teleport device – see Bugs and Amusing Responses in Probe, Oct. '95.

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

Level 4

Put the tarot card on the Psychic's shrine.

A crystal ball, placed on black silk, will open two chests.

The thimble, put on the embroidery, will yield a needle, which is the nearest thing to a pin that you're going to find.

The voodoo doll is the "key" to opening the door leading to The Maze. I advise you to save your position immediately after passing the voodoo doll. Ensure you have increased your current stamina, and have the Drink of Light Feet which gives you exactly the right number of moves to "float" over the traps by the levers, so you can't afford to backtrack or go along the wrong path – see Amazing Escapes next month for more details.

POWER CURSE played by Barbara Gibb on an Amstrad

Part One

Dig under the boulder with the spade to reach the summit of the mountain.

The tattoo indicates that the cripple is not a friend.

USE the CALCULATOR to help you get the answer to the crow's question.

Twist the branch after chasing the crow away.

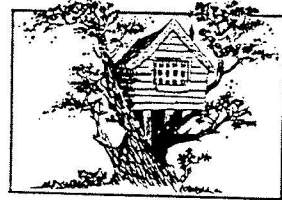
Hit the torch if it flickers.

Search some leaves to find one of the three crystals.

Give money, the password, and ask for help from the beggar to hear some useful information.

Don't go west from the beggar location.

Climb the tree to find a "house". Examine the picture for a clue.



Part Two

Examine the walls of the tunnel to find one that is not quite as solid as the rest.

If you try to help the prisoner you will be rewarded.

You'll need the handle again to open the door leading to the laboratory.

Give something to the mad scientist to receive a clue. Note how he is dress before you deal

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

Level 2

Find then fill 4 tankards with ale and put one in front of each of the 4 soldiers. One tankard is in front of you at the start, another on an altar near the dangerous green stuff, another on the table in front of the soldiers and the fourth is in the same room as the ale.

After drinking, the soldiers want something to eat. There are 5 chicken legs, of which you only need 4. Two are at the end of the narrow path to the south and east of the soldier's room, another is under a tile in the passageway where cracking tiles also reveals some sapphires, another is under a tile to the south of the warlords' room. Replace the tankards (from left the right) with the chicken legs to get a chest key.

A chest key is under the tile immediately in front of you at the start of this level – use this to open the chest in the ale room.

The skull key under the tile in the ale room opens the room just beyond the north end of the green dangerous stuff.

Level 3

Cement mixer – pick up the pebbles and put them in the grinder. Put the newly-made sand in the cement mixer, together with the bag of cement. Put the guttering {*} between the mixer and the water tank, operate the water tap then the mixer. Use the cement to fill the hole in the start location to prevent the ghost appearing when you open the west door.

{*} in the chest beyond the purple gungy stuff.

SNOW QUEEN played by Edwina Brown on a Spectrum – also available on C64, Atari(e), Amiga(e), PC(e) and MAC(e)

In the cottage – eat a cherry.

Be sure to examine the wooden soldiers thoroughly (they must both be present).

Take books, one at a time, to seat at bottom of garden, to read.

Draw water from the well and bathe eyes three times.

An opal is in the nest.

The old lady will help you if you shout.

To escape from the garden, examine the old lady after having had a sleep.

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

Part One

To play Space Invaders, repeatedly input LEFT, RIGHT, FIRE until you win (as boring as the arcade game itself!)

Enter the Mother Ship to find a Venusian Moon Crystal.

The red key can be found in the avant-garde room. This opens the pillar-box.

Treasures to be dropped in the Wellie House : bars of silver, chippendale table, emerald tiara, nailfile, goblet, moon crystal, paintings.

Found in part one – needed in part two : utility belt, lamp, bottle, rod, food.

Part Two

The "coarse" word is the means for getting the emerald out of the small chamber – now try to find where you dropped it. Say that "coarse" word again to be back in the small chamber, but this time you should be carrying the lamp.

You can't use the "coarse" word to get the brick out so go to the alcove and work it out from there.

Treasures to be dropped in the Wellie House : emerald, decanter, diamond, glass table, ming vase, pearl, platinum brick, snuffbox, six golden eggs, gold chain.

ZORK 2 played by Dorothy Millard on a C64 – also available for most computers

In the oddly-angled room things are not always as they seem and the exact direction to go is not constant. Try East first then West. Either way, you should find a club. Go SE, NE, NW, SW and watch the room descriptions carefully as you do this, the little diamonds on the floor should get brighter with each move you make. You are actually "running the bases" here. When you have done it successfully there will be a noise in the distance and you should try to go either North or South.

The lizard wants the candy.

Throw the club at the aquarium to break the glass.

In the wizard's workshop put the spheres on the stands.

THESEUS AND THE MINOTAUR played by Barbara Gibb on a C64 – also available on the Spectrum

Characters and Creatures

Part One

Oracle – give the lamb at the Temple of Apollo

Procrustes – throw the spear at him

Phaia – kill with the axe

Sciron – wear shield, wash his feet then kill him (kick him over cliff)

Periphetes – wear the helmet then kill him with the axe

Lion – kill with the club

Sinis – ignore him but don't linger in his presence

Cercyon – wrestle him

Aegeus – drink the wine whilst carrying the sword in his presence

Ferryman – give him coin – but he won't wait forever to take you back

Cerberus – give the drugged carcass

Pirithius – release him by pouring the acid on the rock

Guard – give him the tablet

Captain – give him the bag of gold

Part Two

Guard – disguise yourself as the harbour master to pass him

Hecale – give her food

Apollo – give him the ordinary sword

Zombie – kill with the blessed sword

Gorgon – wear the shield then kill with blessed sword

Lion – kill with the axe

Chimera – throw the bar at it

Kraken – kill with the Gorgon's head

Harpies – fire arrow at them – need the bow of course

Centaur – wear the lionskin to pass them

Ariadne – free he, then later kiss her

Minotaur – kill with the dagger



Centaur and Cerberus

VIOLATOR OF VOODOO played by Edwina Brown on a Spectrum – also available on Amstrad, Atari(e), Amiga(e), PC(e) and MAC(e)

Find Mambo and say "Hello" then she will tell you what to do.

Soak the bag in the bowl found in Odette's hut.

Cut seaweed to get bladderwrack needed to cross the swamp.

Pull the thorns from the the doll before giving it to Mulatto Zombie.

The paper to make the cone is in Zandor's hut.

Say to houngan "Hello" then examine the altar and pray to Ayizan.

Move the rubble to get the sledgehammer.

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

THE CASE OF THE BEHEADED SMUGGLER

Written by Patrick Walsh

Available on Spectrum, Atari(e), Amiga(e), PC(e), MAC(e) and Amstrad.

This two part 48K adventure is another case for Sherlock Holmes who is asked to investigate a threatening letter received by Mr. George Wathley, a tea importer and smuggler. His nephew, Victor Wathley, has hired Holmes and you journey to Horsham, only to arrive too late because you find George Wathley dead at his home.

In Part One you can FIND and QUESTION characters and in Part Two ACCUSE characters.

Part One (starts at 2.00 pm)

INVENTORY (a business card and some money), X CARD (George Wathley's), DROP CARD, COUNT MONEY (you have £55). At this point Watson finds a button in Wathley's hand and a note attached to his body. He says he's been dead for over an hour. X BODY (soaked in blood), X HEAD (has a contorted expression), X VICTOR (wearing a Burberry coat), QUESTION VICTOR (he was with you this morning!), TALK TO VICTOR (his uncle keeps a diary somewhere), X PATH (you see cigarette ash and tracks leading away in the snow), X ASH (from tobacco unique to Izmir in Turkey), X TRACKS (made by someone running), X NOTE (has two crossed swords like the note found on the body of Nathaniel Johnson), X BUTTON (brass), S, S (to end of the path), X PATH (you find a large key). GET KEY, X GATES (you see a piece of cloth), X CLOTH (tweed or woollen material), N, N (Victor runs off to fetch the police), E (in the entrance hall), X STICK (has a ivory tip), X TIP (worn away and loose), PULL TIP (a bullet falls out), GET BULLET, X BULLET (for a revolver), W (returning here you are in time to see Victory return with P.C. Gibson who you warn not to move the body), E, U (upstairs corridor), X LADDER (eaten away by woodworm), {U or CLIMB LADDER is a sad way to end the game!}, X LANTERNS, N (to Wathley's bedroom), X WARDROBE, X BUST, X LAMP, OPEN WARDROBE (inside is a coat), TAKE OUT COAT, DROP COAT, X COAT (has an inside pocket), LOOK IN POCKET (inside is a key and some tickets), TAKE OUT TICKETS, X TICKETS (for "The Tempest" at Hyde Park), DROP TICKETS, TAKE OUT KEY, X KEY (small and bent), GET LAMP, S, D, S (lounge), X MATCHES, LIGHT LAMP (the matches only need to be present), X ASHTRAY (contains ash from Izmir and Wills "Three Castles" tobacco), X PIANO (an early Steiner), TALK TO WATSON (he feels there's a secret passage somewhere), E (study), GET ENVELOPE, X ENVELOPE ("To Miss), X NOTEPAD (the last page has been ripped out), X DESK (locked), UNLOCK DESK (need small key from the coat), OPEN DESK (inside is a pen, gun and cigarette packet), TALK TO WATSON (the gun is like his service revolver), GET GUN, LOAD GUN (with bullet from the walking stick), X PEN, GET PACKET, X PACKET (Wills "Three Castles"), W, N, W (back at the body). Between 3.04 and 3.24 you should find Josiah Breckton, an accountant, here. X BRECKTON (wears a black coat and woollen gloves), QUESTION BRECKTON (Wathley was a member of the Fellowship of Swords and had been stealing from them), TALK TO BRECKTON - if you're carrying the gun this brings forth a little more information. He tells you he has been sent here to review the account books which Wathley took from the office. E, E (dining room). Watson hears noises on the other side of a locked door. X DAGGER, UNLOCK DOOR (need key from the path), DROP KEY, DROP KEY, OPEN DOOR, N (to the kitchen where Annie Cox, the cook, and Lucy Stoner, the maid, have been locked in), X ANNIE,

X LUCY, TALK TO ANNIE (they've been locked in since one o'clock), TALK TO LUCY (she heard Mr. Wathley talking to someone, came to help Annie and was locked in with her), QUESTION ANNIE (Wathley hasn't eaten much for days), QUESTION LUCY (he's been in an awful mood for days), X FIREPLACE (the fire is out after 3.15 – you notice a singed letter), GET LETTER, READ LETTER (it is from De Sauvet, Jewellers, London, saying they have been unable to value the necklace), DROP LETTER, S, S (library), READ NEWSPAPER, X PANELS (oak), TAP PANELS (one sounds hollow), PUSH PANEL (a dark passage to the east is revealed), E, GET DIARY, READ DIARY – Wathley has made fake ledgers for Breckton to inspect and has hidden the real ones. He has stolen a diamond necklace which he hasn't managed to dispose of. Stealing from the Fellowship results in the same fate as Nathaniel Johnson and he feels they are closing in on him. TALK TO WATSON (he wonders if the murderer was looking for the diary), W (the wall swings back), W, W, PLAY PIANO (you just hear a dull thud), LIFT LID (you find a diamond necklace), GET NECKLACE, X NECKLACE (genuine diamonds), N, DROP MONEY, N (reception room), X GLASS (smell of port), X GOBLET (engraved "G.W. best wishes N.J."), TALK TO WATSON (he thinks George Wathley invited someone over for drinks and that person killed him), OPEN WINDOW (makes an exit), N (outside). There are five more locations north of here, but none of practical interest. X POT (made of lead), PUSH POT (you uncover a hatch with a handle), LIFT HATCH, D (into a cellar), X CHEST (locked with a padlock), SHOOT PADLOCK (you need the loaded gun, and carry the lit lamp to make sure of your aim – no lamp and it is random as to whether you hit the padlock! – you blast the padlock to pieces), DROP GUN, OPEN CHEST, LOOK IN CHEST (you see Wathley's ledger and a rope), TAKE OUT LEDGER, TAKE OUT ROPE, READ LEDGER (you see that Wathley's office address is 26 Albert Docks, London, and the Fellowship of Swords is at 137 Tottenham Court Road), U, S, S, U, THROW ROPE (it catches onto something in the attic), CLIMB ROPE (to get into the attic), X MATTRESS (you crash through the ceiling into Wathley's bedroom), X DEBRIS (no importance – what a waste of time!), S, D. GET MONEY, W, S, S (back at gates), TALK TO WATSON (the last train leaves at 9.30 pm), OPEN GATES (Watson helps you), S, S (to the station). Part One complete.

Notes:

In the original version (Mental Image) you were asked to save data at the end of Part One, but Part Two is played entirely separately so nothing done or not done in Part One affects Part Two.

If you wish to play the game differently to the above and go into the kitchen before the fire is out, GET BLANKET from the cupboard upstairs and then SMOTHER FIRE with it so you can get the singed letter. The dagger and razor are red herrings although you can attempt to cut the dangling rope with them.

96 is the maximum score in Part One, although it's fairly meaningless anyway (as is your money).

Part Two (starts at 1.00 am the following day)

You are in Baker Street. INVENTORY (you have a revolver and some money), X REVOLVER (has 6 bullets), X MONEY (over £10). From part one you know two addresses to investigate, but to enter the Fellowship of Swords, you require a membership card, so first HAIL CAB (the driver asks where to?), SAY 26 ALBERT DOCKS. The journey takes 20 minutes to a pathway near George Wathley's Tea Importing business. E, E, S, D (to an opium den with a Malay attendant who has some pipes, one of which he offers), X PIPE (filled with opium), X MALAY (he also looks addicted), TALK TO MALAY (you can't understand his language), GET PIPE, S (to a brazier and another man), X MAN (wears a tweed coat and a key on a chain),

GET KEY (he grips your arm), GIVE PIPE TO MAN (he lets go), N, U, N, W, W, N, X DOOR (secured with as padlock), X PADLOCK (difficult to pick), SHOOT PADLOCK, OPEN DOOR, N (the desk west is Wathley's and there's nothing to find there), E (to John Maudsley's desk), X DESK (has a small drawer), X DRAWER (locked), UNLOCK DRAWER (with the key from the addict), DROP KEY, OPEN DRAWER (inside are a card, newspaper cutting, note and a photograph), DROP REVOLVER, GET CARD, X CARD (it's John Maudsley's membership card for the Fellowship of Swords), GET CUTTING, X CUTTING (a report of the murder of Nathaniel Johnson which was identical to that of George Wathley), GET PHOTO, X PHOTO (shows Maudsley's twenty year old daughter), GET NOTE, READ NOTE (it seems to be in code - "To have the open hand, pull door-knobs. I say my old fellow", on the back is more writing "Maudsley - Read in C"), W, S, S, HAIL CAB, SAY 137 TOTTENHAM COURT ROAD. The journey takes 40 minutes. N, KNOCK ON DOOR (a man says that this is the private residence of Henry Moran and asks for your card), GIVE CARD. He allows you into the headquarters of the Fellowship of Swords. Sir Henry Moran is here and a table with an open book and pen. TALK TO MORAN (he's busy), X BOOK (it's the visitors book; you see that on the day of the murder Maudsley made two visits, but there was sufficient time between for him to have committed the crime), SIGN BOOK (you forge Maudsley's signature, but Moran still recognizes you - you explain your presence by saying you hope to join the Fellowship. Moran says you are free to look around), N, DROP CARD, X BOX, GET BOX, X BRIEFCASE (has initials "J.M." on the front and inside you find a tobacconist's receipt), GET RECEIPT, X RECEIPT (it shows that Maudsley bought some Turkish Izmiri tobacco), X CURTAINS (they are drawn and you see a cord), PULL CORD (the curtain opens), X CURTAINS (they have revealed a door), X DOOR (there is no keyhole or handle but there is a circular mesh), SAY FELLOW (from the note). The door opens and you enter a small room with an altar. X MAN (a thug), X SWORD (the man prevents you from touching it), HIT MAN (you knock him out), GET SWORD (you carry it in its scabbard), X SWORD (you draw it to see dried blood on it), W. Your only option from here is to go U, N (into an office - you are locked in!), OPEN WINDOW (it's too high up), DROP BOX, STAND ON BOX, OPEN WINDOW, LOOK THROUGH WINDOW (you see a drainpipe), CLIMB OUT OF WINDOW (to a window ledge), D (the drainpipe to an alley), W (to Marwell Street), HAIL CAB, SAY 26 ALBERT DOCKS. It takes another 20 minutes back to the pathway. E, E, S (at the steps of the opium den, you meet a twenty year old woman), TALK TO LADY. You introduce yourself, and she tells you she is Mary Maudsley, John Maudsley's daughter. You tell her you suspect her father of the murder of George Wathley. She says her father is an opium addict and that two days ago she told him she was pregnant with George Wathley's child. He disappeared yesterday and she has come here to try to find him. D, S (John Maudsley is now here beside the brazier), ACCUSE MAUDSLEY - providing you are carrying the newspaper cutting, the sword and the tobacco receipt, he confesses and you then explain how all the strands of evidence have led you to pinpoint him as the murderer. Lestrade arrests him, but he dies in custody before being brought to trial. **GAME COMPLETE - score 100%**

Notes :

If the original from Mental Image is played you will only score a maximum of 92% (getting the key only scores 2%).

Don't be tempted to SMOKE PIPE. This loses 10% as well as destroying the pipe. ACCUSE WATSON also loses 10% and ACCUSE LADY 20%.

In both parts, because of the method of scoring (just by carrying various objects), there seems to be a delay in some of the scores registering.

SOLUTION OF THE MONTH

CLOUD 99

Written by Linda Wright

Available on Spectrum, Atari(e), Amiga(e), PC(e), MAC(e) and Amstrad.

Having gone to bed in a good mood, you awake from a strange dream in which the mischievous Jack Frost was going around causing havoc with the automated weather halls on Cloud 99, to discover that an eerie light is shining through your window. A voice calls out your name, and you dozily clamber out of bed to investigate

Start in your bedroom. E, D, SW (living room), EXAM SETTEE, TAKE SOCKS, WEAR SOCKS (to keep your feet warm when you leave the house), NE, E (outside front door - see a silver ladder), U (weatherman asks for your help), D, W, U, W (back in bedroom).

EXAM JUNK (find a pen), EXAM FLOOR (find a penknife), TAKE ALL, E, N (bathroom), EXAM WASHING (find an anorak), TAKE ANORAK, WEAR ANORAK, EXAM CABINET (see some glasses), TAKE GLASSES FROM CABINET, S, D, SW (living-room), EXAM TABLE (find a film), LOOK UNDER CUSHION (find a tarnished choker), TAKE ALL, WEAR CHOKER, E (kitchen). TAKE KETTLE, FILL KETTLE (with water). EXAM CUPBOARD (find a colander and some string), TAKE ALL FROM CUPBOARD, N, E (outside front door), S (garage - ignore the crowbar), EXAM PLANKS (see a hook), EXAM HOOK, UNSCREW HOOK, LOOK UNDER BENCH (see an aerosol can), TAKE CAN, EXAM CAN (de-icer), N, E (lawn - ignore the gnome), EXAM POND (see a key), TIE STRING TO HOOK (now have a fishing line), FISH (now have a silver key), DROP LINE (not needed again), W, U (to top of ladder), UNLOCK GATE, DROP KEY.

N (Rainbow Square), E (Cloud Bank), EXAM DESK, TAKE GREY CARD, W, U (onto hovering disc), EXAM UNIT (leave rainbow card for the moment), INSERT GREY CARD.

D (Cloud Square), N (muddy lane), TAKE MUDDY CARD, SCRAPE MUDDY CARD WITH PENKNIFE, I (now have a yellow card), S, U (onto disc), INSERT YELLOW CARD.

D (Sun Square). There should be an American Tourist here; if not R or L until he arrives. TALK TO TOURIST, GIVE FILM TO TOURIST (given some dollars), N (see Jack Frost), TALK TO JACK FROST, SPRAY CAN (Jack Frost runs away), DROP CAN, S, SW (the house of Father Time), TALK TO FATHER TIME (needs materials to mend his clocks), EXAM PEN, UNSCREW PEN, DROP REFILLS, GIVE SPRINGS TO FATHER TIME (he gives you a feather duster), NE, S (park), EXAM STREAM (looks like there is some gold dust among the sand), PAN SAND WITH COLANDER, DROP COLANDER, N, W (astronomer's house), TALK TO ASTRONOMER (his telescope is broken), EXAM GLASSES, REMOVE LENSES FROM GLASSES, DROP FRAMES, GIVE LENSES TO ASTRONOMER (he is too upset), MEND TELESCOPE (given a ticket), EXAM TICKET (as season ticket for Cloud 99 Theatre), E, E (foyer of theatre), E (need season ticket), TAKE EXTINGUISHER, LOOK UNDER STAGE, TAKE SMOKE GUN, W, W, DROP TICKET, N, N (viewing platform - see a crestfallen angel), TALK TO ANGEL (she says her halo has fallen off), REMOVE CHOKER, RUB CHOKER WITH GOLD DUST, GIVE CHOKER TO ANGEL (given some star dust), DROP GOLD DUST (from inventory if still there), S, S, U (onto disc), INSERT GREY CARD.

D (Cloud Square), SE (Hall of Mists), EXAM VAT (empty), EXAM WINDOWS (open), CLOSE WINDOWS, EXAM SMOKE GUN, ACTIVATE GUN, EXAM VAT (full), DROP GUN, NW, S (Windy Hall), EXAM FANS (covered in cobwebs), DUST FANS (need feather duster), EXAM FANS (operational), DROP DUSTER, N, SW (Rain Hall), EXAM UNIT (some holes bunged up with corks), REMOVE CORKS WITH PENKNIFE (Jack Frost steals the corks as they come out), EXAM UNIT (okay now), DROP PENKNIFE (not needed again), NE, NW (Ice Hall – must be wearing the anorak), EXTINGUISH FIRE (note there are now some hot coals – leave them for the moment), DROP EXTINGUISHER, SE, U TAKE RAINBOW CARD, INSERT RAINBOW CARD.

D (Rainbow Square – note dull water in fountain), PUT STAR DUST IN FOUNTAIN (now has rainbow-coloured water), E (Cloud Bank), CHANGE DOLLARS (into some coins), W, SE (laundrette), EXAM DISPENSER, EXAM MACHINE, INSERT COIN IN MACHINE (token pops out and disappears through the grille in the floor), POUR WATER DOWN DRAIN (need kettle of water, the water fills the drain so you grab the token), DROP KETTLE, INSERT TOKEN IN DISPENSER (now have some softener), NW, SW (hardware shop), BUY CEMENT, NE, NW (weatherman's house – more symbols will appear as you put things right), EXAM DESK, TAKE PAPER, EXAM PAPER (covered in doodles), SE, U (onto disc), INSERT GREY CARD.

D (Cloud Square), NE (Snow Hall), EXAM TANK (flakes are hard), PUT SOFTENER IN TANK, EXAM TANK (fully operational), SW, N (muddy lane blocked by large patch of mud), POUR CEMENT ON MUD (Jack Frost grabs the empty bag), N (cement really is quick-setting). You are now in a farmyard where the cockerel can only cock-a-doo. GIVE PAPER TO COCKEREL (so he can now cock-a-doodle-doo and the hens will lay eggs), W (henhouse). TAKE EGGS, E E, TAKE BUCKET, EXAM BUCKET (contains fertilizer), EXAM STRAW (find some green boots), TAKE BOOTS, EXAM BOOTS (rubber wellies), W, S, S, U (onto disc), INSERT RAINBOW CARD.

D (Rainbow Square), W ((baker's shop – ignore the bread), TALK TO BAKER, GIVE EGGS TO BAKER, R or L six times until baker gives you a cake. EXAM CAKE (full of currants), E, NE (Art Gallery), EXAM SCULPTURE (surrounded by poles), TAKE POLES, EXAM POLES (make great drumsticks), SW, U (onto disc), INSERT GREY CARD.

D (Cloud Square), E (Thunder Hall), EXAM MACHINERY, INSERT POLES (machinery now operational), W, W (inside tall tower), WEAR BOOTS, U (okay if wearing boots), EXAM CONTRAPTION, REMOVE CURRANTS FROM CAKE, PUT CURRANTS IN CONTRAPTION (now back to normal), D, E, U (onto disc), INSERT YELLOW CARD.

D (Sun Square), SE (Mother Nature's garden), TALK TO MOTHER NATURE, GIVE FERTILIZER TO MOTHER NATURE (she returns the bucket and gives you some bulbs), EXAM BULBS (200 watt), NW, NE (Sunbeam Hall), INSERT BULBS IN SOCKETS (can't reach). If the Sunbeam Fairy isn't present, wander around looking for her, GIVE BULBS TO FAIRY and then return to the Sun Square. U (onto disc), INSERT GREY CARD.

D (Cloud Square), NW (Ice Hall), TAKE hot COALS (need bucket), SE, U (onto disc), INSERT YELLOW CARD.

D (Sun Square), NW (Heat Hall – see empty furnace), PUT hot COALS IN FURNACE, DROP BUCKET, SE, U (onto disc), INSERT RAINBOW CARD.

D (Rainbow Square), NW (weather chart should show symbols for Rain, Ice, Snow, Thunder, Lightning, Fog, Wind, Sun and showers, Heatwave and Sun), W (control centre), EXAM SCREEN (show message to say all the weather halls are now operational), EXAM LEVERS, PULL LEVERS. (100%)

SERIALIZED SOLUTION

INDIANA JONES AND THE LAST CRUSADE played by Phil Reynolds on a PC

After the initial cut screen, you can go box if you want by going back into the locker room to change and climbing in the ring. Go out of the door and talk to Marcus. Ask him about the guy's situation and the new archaeologist. Then go back to the first door you saw and open it. When inside, tell the kids you have a solution for everyone and that they should get another lecturer, suggest John Reid then go through into your office. When inside your office, pick up all the junk mail, letters and papers to get the package. Open the package and there's the Grail diary! Open the window and leave by it then after the cut screen travel to Henry's house and go to the bedroom, pick up the painting of the trophy then go back to the living room and pick up the plant and table cloth to move them. Go to the leaning bookcase and push it, pick up the sticky tape on the back of the bookcase then go back to your office and open the jar on the shelf to the left of the window, use the jar of liquid on the tape to remove a small key from it then go back to your dad's house and open the chest with it, pick up the old book then leave and travel to Italy.

After the cut screen, peruse the library shelves to look for books, keep looking on the lower shelves until Mein Kampf, biplane instruction book, and a catacombs book are found. Mein Kampf is the leaning book in the section on works by the great dictators, the biplane book is green and in a how-to-do encyclopaedia-like series, the catacombs is a yellow book in a series about maps of ancient Italy. Now go find the post and red cordon and pick them up, open the computer version of the Grail diary and it will show a window and tell what plaque to look at. Go find the correct window and look at it, it says it's the correct window, now look at the correct plaque and use the post on the slab with the Roman numeral from the plaque.

Look at the book about the catacombs, the top map is the upper level which you're on and the lower map is the bottom level. The sections where it shows a closer view of Indy are the round-looking parts which connect tunnels. Find the nearest one from the one you started from and go there to pick up the skeleton's arm/hook. Now keep going until you come to the manhole, go up it and look at the wine bottle near the lovers at the left side of the screen, pick up the wine bottle and go to the fountain. Use the bottle in the fountain to fill it then return to the manhole and enter the tunnels again. Go back to the torch you should have passed along the way to get to the manhole and use the bottle on it to loosen the dried mud, pull the torch and you should fall into a passage below. Go right and choose the room on the right, keep going past the bridge into a small room and look at the inscriptions. The inscriptions will narrow the Grail choices to 2, be sure to write them down, that is very important for the end of the game.

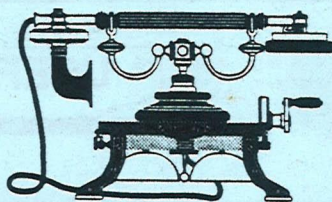
Return to the plug above the bridge and use the hook on it, use the whip on the hook to pull it from the hole and water will rush out clearing a room full of water above. Go to the room on the left and climb the ladder. Then go right to the room to the southeast where the water used to be until the plug was pulled. Continue along the passage then go north into the machine room and use the red cordon on the machine, then use the wheel to operate it. Leave and go east and north and east again to a room with statues, look at Grail book and push the statues until you form the correct combination to open the door.

(more next month)

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