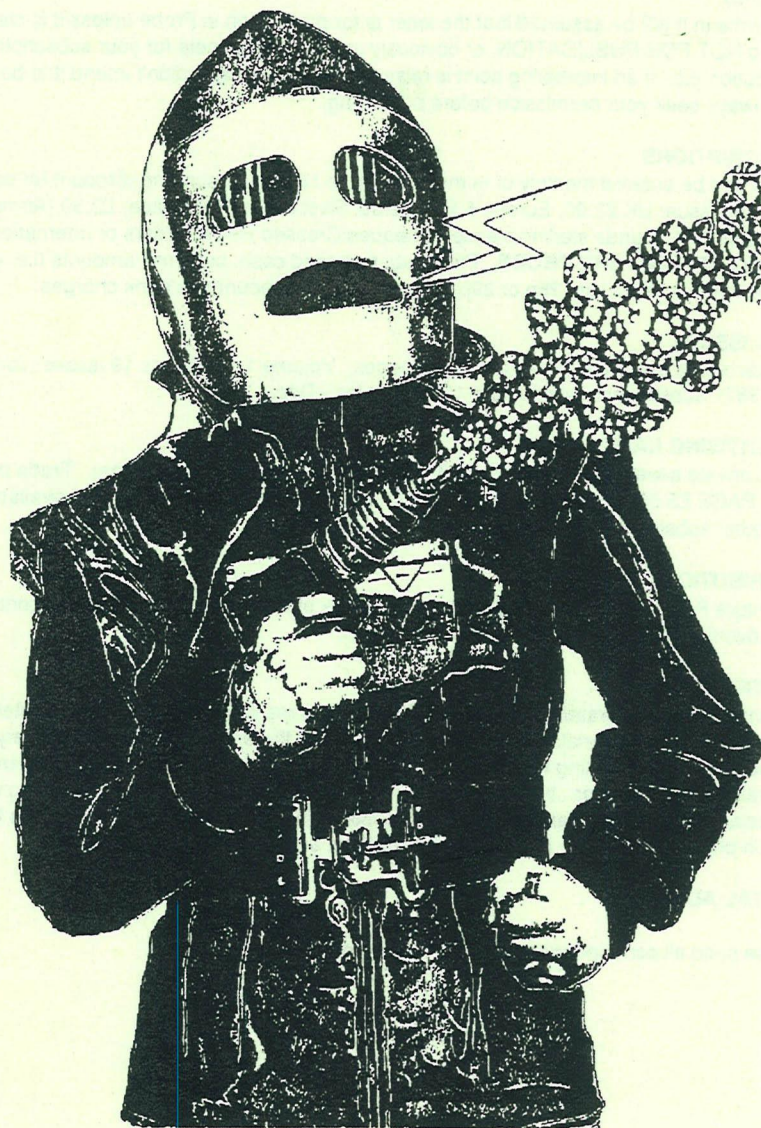


# ADVENTURE PROBE

MARCH 1996 £2.00

VOLUME 10 ISSUE 3



EVERYTHING YOU NEED TO KNOW ABOUT

# ADVENTURE PROBE

## COPYRIGHT

Copyright on anything which does not carry the writer's name belongs to Adventure Probe. Copyright on all other items remains with the writer as Adventure Probe does not pay for contributions.

## 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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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.

# CONTENTS

---

EDITORIAL: .....	4
LETTERS: .....	5
REVIEWS: A Promotional Prospect .....	7
Trinity .....	8
Red Alert .....	9
Secret Elf Squad .....	11
Tears of the Moon .....	12
Obstickle .....	12
Project X .....	13
O Zone .....	13
Micro Mutant .....	13
Twin Kingdom Valley .....	14
SPECIALS: Quest News 3 .....	15
Getting To Know – Geoff Lynas .....	16
We All Fall Down .....	20
Number/Initial Quiz .....	23
Doorways .....	34
PERSONAL MESSAGES: .....	36
NEWSDESK / HELP WANTED / IN TOUCH: .....	37
OBJECTS AND THEIR USES: .....	38
GETTING YOU STARTED: .....	40
HINTS AND TIPS: .....	42
GUIDE TO WHO-DUN-ITS: Homicide Hotel .....	50
SERIALIZED SOLUTION: Indiana Jones and the Last Crusade .....	53
SOLUTIONS OF THE MONTH: Aunt Velma's Coming To Tea / Snow Joke .....	54
USEFUL ADDRESSES: .....	55
TELEPHONE HELPLINE: .....	Back



---

## HALL OF FAME

---

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

Ellen Mahon, Dorothy Millard, John Schofield,  
Walter Pooley, Ron Guest, Edwina Brown,  
Kenneth Pedersen, Jack Lockerby,  
Jon Scott, David Hebblethwaite,  
Jenny Perry and  
Keith Burnard.

Special thanks to :

Geoff Lynas for his usual excellent printing job.

## EDITORIAL

---

First, the latest news about Joan who is making a very slow but steady recovery from her operation. She is still confined to her bed and receiving physiotherapy twice a week. All the best, Joan, from everyone at Probe. I hope you will soon be back at your computer.

I haven't received many new contributions this month. I'd become accustomed to an overflowing folder of material, but it is now looking decidedly slimmer since the new year but I have managed to scrape together enough to publish what I consider a balanced magazine this month, Reviews and letters in particular will be most welcome as they are a good gauge regarding the state of the adventure scene. Also, as ever, suggestions as to which games to feature.

No one has sent me any of the games I understood could be found on the Internet, but a very kind soul has supplied a few other text adventures that run fine on the Amiga under PC emulation. Like all selections the games varied from the very playable to the "have I found a bug or am I being stupid" type. Still, the best will satisfy me for a while. I still need readers' help in tracking down text adventures, for ALL computers. Do you know where they are hiding?

I would like to think that there are lots of Amiga owners who still want to play text adventures, but alas, the poor response to the "Clear-up in Cloggieland" special offer seems to prove otherwise. Thank goodness some authors are still prepared to write text adventures for the 8-bit machines, so far I have little evidence that there is anything better. I'm glad I have lots of stock-piled games for all my "obsolete" computers, and it is nice to see that some of the best of the older games are still being played. Notably, "Twin Kingdom Valley", which Ron has reviewed in this issue.

I played T.K.V. many years ago on my BBC B, and yes, I did complete it. It taught me a great deal about adventuring, especially patience – it took about 10 minutes to save a position. I can also remember my astonishment when, after instructing it to PUT ALL IN HOLDALL, the said container promptly burst into flames, reducing itself and all my hard-earned possessions to ashes. Since then I have never put an open flame into a container, at least not without saving my position first.

We all learn from our mistakes, and I hope you are all gaining more experience by playing many of the really good adventures that writers and publishers go to a lot of trouble to make available. Long may they continue to do so.

'Til next month,

Happy adventuring,

**Barbara**

A.F.I.O. Hon. Member

## LETTERS

---

**From Jonathan Scott of Londonderry .....**

I have struggled for almost seven years now writing adventures (or co-writing them more recently) with little, if any, thanks.

The "Knight Life" review is the last straw. Although I merely converted the game, I did have some input into its development, and I DID spend a month converting the game.

Jenny's comments may be valid, but the insulting nature in which they were placed ("puerile", "grow up") were certainly not. I have decided to call it a day – my present game (with Zenobi for playtesting) will be my last. I don't mind constructive criticism, but the latest in a long series of nonchalant responses to games which I was involved in has sunk any chance of my continuing adventure writing.

Why should I spend time and money writing games which are thus regarded? Fortunately, some if FEW people have enjoyed the games and to them I give my deepest and most profuse apologies.

I was looking forward to working on a number of new games, but now I shall simply dedicate my time to other pursuits.

Stephen may continue writing games, but that's up to him. Personally, I wouldn't blame him after this latest review. And after the low returns from games....

Most of all I blame the PIRATES who I know full well have copied games, thus reducing the publisher's sales, and causing the stagnancy of the market.

Finally, I hope this year's convention goes well, for I for one won't be there.

\*

Well, Jon, you begin by blaming Jenny and her comments about "Knight Life", and then go on to mention pirates and the buying players. Jenny's review was only *one* player's views of *one* game, and I can't believe that her comments were strong enough to be the sole reason for such a drastic reaction.

I haven't got far into "Knight Life" yet, so I don't know much about it. Jenny complained about the lack of specific responses to "examine", something I would also have mentioned if I'd reviewed the game – to me, adventuring *is* examining, searching, talking to, etc. to learn more. Also, I'm not easily offended, but I know that descriptions such as "slag on a nag" wouldn't endear me to the game. This character is called Jenny, a name I wouldn't have expected to find in an Arthurian game, that is until I checked the origin of the name. It is the pet-form of Jennifer, a form (especially Cornish) of Guinevere. Is this a coincidence, I wonder? There *is* a character called Guinevere – she runs the local pub.

I seem to remember that in my own review of "Loose Ends" (Probe, Sept. '95) I was quite disparaging about "Out of the Limelight", but complimentary about its sequel. Not everyone likes every game written; I don't like Scott Adams' games but I know many adventurers think they are the greatest ever written.

The pages of Probe are open to anyone who wishes to comment by letter or their own review of "Knight Life". (Barbara)

## **From Jack Lockerby of Canterbury .....**

Yes Dot, I am an old man but not I might add a dirty one. If you call 5'9" tall then I'm tall. I'm definitely not slim but then again I'm not fat. My hair is more white than grey and my eyes are blue but fading fast! Being married to the same Scotswoman for over 50 years has ensured that my place in heaven is secure. My clothes are a mess because I tend to garden in whatever clothes I have on when the notion to go out hits me. My wife taps on the window – "Come in and change – I bought you those trousers/shirt/socks/shoes/pullover only a few years ago!"

I'm not efficient, like John Wilson I tend to keep things in shoe boxes and even then I can seldom put my finger on any particular item at any given time.

Intolerant!! When you have 4 children (39 – 48), 11 grandchildren (2 – 26) and 3 great grandchildren (2 – 6) then you have to be tolerant and don't think that when your kids have all moved away that you can settle down to a quiet life – those of you with children living away will know what I mean.

So, there you are Dot. At least you got the eyes and the ageing right and by the way, I've never sported a beard.

\*

I was hoping to have a few more profiles of readers to publish but I haven't received any. (Barbara)

## **From Ron Guest of Gunthorpe .....**

### **GONE TO THE ~~Ø~~ BOGS**

Re Cockroach's special use of Probe. He obviously will not be able to utilize the pages on which the Tinkerbell and Cockroach letters appear, as these are full of c\*\*p already. In any case, I cannot believe that Probe pages would be a suitable size for Cockroach, a big a\*\*e like this must surely need a full page of the Times.

For the rest of us, Barbara has been a busy bee, last month producing a great sixty page magazine, it is getting longer and stronger than Andrex. Barbara must be stronger still and have a giant sense of humour to bother to print Cockroach's petty and pathetic letter. He only insults himself with such childish remarks. I would have put his letter in the butcher's bin with the rest of the tripe.

\*

Oh dear, more insults, but at least these are presented in an interesting style.

The sixty pages happened because I simply could not squeeze all I had promised and wanted to publish onto 56 pages. To be honest, I try to keep them down to 56 as the 14 sheets are easier to staple – that extra sheet seems to cause problems, and I spend a great deal of time removing twisted staples. (Barbara)

# REVIEWS

---

## A PROMOTIONAL PROSPECT

**Written by Sharon Harwood**

**Reviewed by Phill Ramsay on an Amstrad**

You have always wanted to be a top journalist. You have made sacrifices, worked hard, to be rewarded only by being relatively well known in your home town by virtue of working on a local newspaper. You yearn for the day to dawn when the breakthrough will come, but it never seems to happen.

Until you awake today, with a strange feeling that today is the day when you will take the ultimate step, and that this day will be the beginning of the rest of your life.... That you'll get the exclusive story that you've been waiting for....

At this point the game begins, and you find yourself at your desk in the offices of The Daily Tribune. Your boss suddenly yells for you, and then condescends to pass you a Police report, along with the information that another child has disappeared, and that makes two in the past month. You are given the job of interviewing the missing boy's parents.

Now, finding your car is quite an easy task, as is getting into it, but how can you drive to your destination if you don't know where that is? But if you remember your profession, you'll find you have access to a mine of information as the game progresses.

Interviewing the missing boy's parents, you'll have to make use of your journalistic instincts, and ponder what questions you should ask. This is the only way you'll be given information which will allow you to progress further into the game, and to begin to follow the tenuous threads of the story. After all, you must prove yourself to be a first-rate investigative journalist.

You will need to visit various places as you begin piecing together fragments of information. In one or two places, you may have to bend the law or even break it, but nothing can stand in the way of your exclusive. As you move deeper into the plot, you'll find clues which will suggest that your story is much more serious and sinister than anyone else could have imagined.

If it seems that I'm being vague about the way the story develops, it is merely that I don't want to be accused of spoiling it for those who will play the game in the future.

The problems which have been set are not terribly difficult, and with a little thought, I would expect most adventurers to find this game to be solvable with little or no help. One or two might catch the unwary, like how to obtain a file, or how to gain entry to a dwelling when there doesn't seem to be a way in. Persistence, especially if you have the right object, might be the key that you need.

There are no mazes in sight, and thinking about the game, I've just realized that I didn't find one sudden death! The game playing area isn't very large, just 42 locations, but it's large enough, along with the story, to engage and keep the player's interest and attention.

In the version which I played, there were no bugs, but several typing errors. Nevertheless, by the time this gets published, they will have been corrected.

I would place the difficulty level of the game at somewhere between novice and intermediate, but more than that, I found the game quite engaging and I enjoyed playing it.

The game has been converted to Amstrad format using the Amstrad version of PAW, and is therefore available on disc only, running under CPM.

**Amstrad** version available from The Adventure Workshop. Price : £4. Cheque/p.o. payable to P.M.Reynolds

**Spectrum and Amiga(e)** versions available from Dream World Adventures. Price : £3 *except* Spectrum +3 disc version which is £2 on buyer's *own* disc. Cheque/p.o. payable to M. Freemantle

## TRINITY

**Written by Grue!**



**Reviewed by Jenny Perry on a PC**

One of the hallmarks of an outstanding game is that, however stuck you are, you never get cross with the game. I cursed my stupidity many times when I missed responding to subtle clues, but I couldn't wait to reload TRINITY "just one more time" to try the problem again.

You begin at home on the first day of your holiday to Rome and your first task is to get to the airport. You have a list of the items to find around your house and pack but you just *can't* find your hat. Perhaps you should buy one at the airport? Calling a cab and travelling to the airport is almost a game in itself and if you ever manage to arrive there, you don't seem to be able to board your plane. The solution to this puzzle is fiendish and, I'm told, required some pretty nifty programming.

Talking of programming, there are humorous responses for anything and everything and some very detailed location descriptions. I took a little rhyme that I found somewhere far too seriously until I read it out loud. Grue has also programmed an unmappable maze – but don't let this put you off the game as there is a way to get over this. There are also numerous occasions where you have to perform actions in a certain order, and against time too, but they aren't too *gruelling* (sorry, I couldn't resist it) and a bit of hard thought or a lucky inspiration should help you along.

Grue has included deliberate parallels with Infocom's game of the same name; one example is having to keep something cool and not to let it melt. He has also re-introduced Fidget, who we first met in THE FOUR SYMBOLS, this time as a restaurateur. Looking around the restaurant, you will see a few of the items he had in his tent. I spent a very long time here and was almost able to solve the problems in here unaided – but not quite.

This is a large game with many famous Italian landmarks to visit and a lot of research has obviously been done to get the details right – all the locations are exquisitely described with the attention to detail which runs through the game and makes it stand out from the crowd.

What more can I say without giving the game away? Buy it quick – it would be cheap at twice the price.

Available for the PC from Borphee Computers, 64 County Road, Ormskirk, West Lancs. L39 1QH. Price : £6.50 including a manual on the very best parchment paper. Special offer : Trinity plus The Four Symbols for only £10.

## RED ALERT

**Written by Jonathan Scott and Stephen Boyd**

**Reviewed by Ellen Mahon on an Amstrad**

Matilda Hodgkins was more than a little upset when a sneeze (must have been a strong one) from her husband Basil destroyed their home. She informed her husband that she'd come up with a devilish plan to ensure that the Government footed the bill for their new abode – not just any old abode, mind you, Matilda had demanded one with a swimming pool. The authorities had been told that Basil had constructed a missile on his secret island, and, should her demands not be met, he'd prime it, and destroy the world!

Whilst quite willing to supply the Hodgkins with a new house, the swimming pool was a luxury that the government just couldn't afford (cost cutting again, eh?). Instead, they sent an agent to find the missile, and disarm it. Unfortunately, after recounting the tale to you, the agent met with a rather nasty accident – so, it looks like the fate of the world is in your hands now.....

Your adventure begins on some derelict land, a house lies to the east, and a village to the west. You notice a figure approaching – the local landlord – and if you don't find somewhere to hide from him, (pretty quickly, too) the adventure's over, even before it's begun.

Leaving the safety of my hiding place (after the landlord had gone) I did a quick search before setting off for the village. Exploring the village I found myself wondering if Jon and Stephen were going through a "heavy metal" stage, when they wrote the game – or when they were naming the streets at least, (Gold Street, Nickel Nook, Copper Close, Brass Street), but they admitted that Aluminium Avenue was a little on the "light side" for them.

On entering Tin Terrace I discovered a workman, who didn't seem to be doing much in the way of actual work (local council employee, obviously). He seemed quite content to stand on guard duty over an open manhole, making sure that no one (including me) was allowed into the sewer unless they were wearing a hard hat.

Leaving him to get on with his "work" I decided I'd pay a visit to the local library, where I was given an insight on the locals – not a very trustworthy lot, it seemed – as the only book I was allowed to read was firmly attached to the table it lay open upon.

A tramp I met whilst taking a breather in Potassium Park informed me that he was feeling very hungry. As I'd nothing edible on my person, (on my what?) I left him sitting in the park and continued my explorations. Making an expensive find proved to me that beggars – and tramps, it seems, can be choosers! There's no pleasing some tramps, is there? (No accounting for taste either).

Causing a commotion proved to be the way to enlist the tramp's help – like I said, there's no accounting for taste!

An environmentalist proved to me that he was an exceptionally good "mover". Thanks to him I was able to make the acquaintance of Dr. Pratt. My first (and second, third and fourth – get the picture?) meeting with said doctor brought my adventuring to an end – when he had me committed to the asylum. Sheesh, what a cheek.

Once the doctor was out of the way I released a lunatic from his padded room. Not that the guy showed me any gratitude for his freedom. In fact, his actions annoyed me that much that I wasted no time in dashing off to the local "cop shop", to inform the alert(?) police officer on

duty that a lunatic had escaped! Was he at all interested in my announcement? Was he 'eck! Careful searching pointed me as to how to deal with my "friend". One ramload later he got his just deserts.

The solution to obtaining the hard hat, needed to enter the sewer, would have been much harder for me to solve had I not done something foolish earlier on in the game – and noted the outcome of my carelessness. (Tricky problem that one, Jon and Stephen).

Entering the sewers brought me to the end of part one.

Part two began in a corridor in the sewers (ugh – the places we adventurers have to go). My hopes that there weren't any rats dwelling in the area were dashed, when, after giving a hermit what he asked for, I met up with a French speaking(?) rodent. Luckily he wasn't such a nasty chappie, after all.

South from a slimy junction found me on a platform where I found a boat, and boatman ready and waiting to take payment for my passage over a stretch of water.

Careful searching in a movie studio proved fruitful. I also discovered (too late) that it didn't pay to hang around the studios for long. It certainly didn't pay me to take my time exploring my new found surroundings, as a voice from somewhere kindly informed me that the coach would depart in 17 moves.... (I won't tell you exactly how many times the coach "departed" without me – much too embarrassing.)

After solving quite a few problems, which involved visits to a hospital, garage and a duplicating shop – not to mention becoming totally lost (more than once) in a flippin' maze – I was finally able to board the coach.

The coach driver barely gave me enough time to catch my breath, before he dumped me (quite unceremoniously!) in a car park alongside a beach. After a quick dip in the sea I arrived at a small cove. I soon made my way to a store-room where I found something that allowed access to a roof. An item I'd found in part one of the game was essential at this point. Without it I'd never have been able to deal with an obstruction on the roof top.

When I showed up in his office, Basil was less than pleased to see me. He was even less pleased when I managed to pass him. In fact he was so angry that he activate the timer on his missile.

My efforts to deactivate the missile involved quite a few ramloads – still, I didn't give up, and got there in the end. Thank goodness.

"Red Alert" proved to be a very playable adventure. The text is descriptive, and humorous – as were many of the responses to my inputs. Any adventure that can make me smile whilst playing it, is a real plus for me. (Although the response to my plea for "help" after Basil had activated the time – "You're on your own" – made me feel more like crying. Honestly, how could you?)

When I stated playing "Red Alert" Jon sent me some (sealed) hints for part one of the game (thanks Jon), none for part two though. I have to admit to peeking at one of them, and, as I said earlier, but for my carelessness, I'd have been peeking again, to solve the problem of the hat.

Forgetting the "golden rule" of adventuring – examine everything – caused me to miss the coach in part two. I'd been carrying the answer to the problem, but, by not examining it properly, hadn't realized. Silly or what?

"Red Alert" proved to be an enjoyable addition to my collection of Amstrad adventures. I hope their other games are as playable (and amusing) as this one was.

**Amstrad** version available from WoW Software. Price : £5 (disc only) Special offer - 4 PAWed games on 1 disc for £11

**Spectrum, Atari(e), Amiga(e), PC(e) and MAC(e)** versions available from Zenobi Software. Price : £2.99 except on +3 disc which is £3.49.

## **SECRET ELF SQUAD (P.D. arcade)**

### **Reviewed by Steve Clay on an Amiga**

There is, as with many arcade games, no obvious storyline behind Secret Elf Squad (SES). The player must guide his Elf around a static screen platform level and collect snowballs/spheres while avoiding the green baddies.

Once loaded, you are presented with a map of the world and you need to move the cursor over the Ibiza section of the map and press fire. This loads in a digitised picture of, I assume, Ibiza. On top of this a platform construction is laid out. The Elf moves around the screen and can fire at the baddies. When hit several times these turn into snow-covered globes - (Look I just review the games, I don't claim to understand what is going on in the authors head) - anyway once in this giant snowglobe state the baddy can then be rolled into the others, thus killing several birds with one globe-sized snowball.

SES has taken some of the elements of the old 8-bit classic Bomb Jack and added the ability to shoot at the enemy. Unfortunately all the playability has been removed. I often find myself wondering if the authors of some games actually play the games they write. SES has little in the way of selling points and this makes the bad points stand out all the more. Like Bomb Jack, you are encouraged to collect the objects in a certain order. Unlike Bomb Jack, once you have collected all the objects you are still required to kill off all the enemy.

Killing the enemy can often be made impossible if you miss a chance early on in the level. You will quickly find yourself overrun with big green nasties that take four or five hits to stop. Should you hit the baddy and then fail to hit it again very quickly then it shrugs off its injuries and comes for you again. The baddies don't follow a pattern either. Oh no, these baddies home in on you and also fire at you. If that wasn't bad enough, should you lose a life you restart where you died, as it were. This means that nine times out of ten you begin the game in the middle of the greenies that have just finished you off.

Things wouldn't be so bad if you felt you had a chance, but the odds are so stacked up against you that the urge to continue dwindles into a fast receding memory.

This is a cut down version of the game, with the full version available from the author. I try not to put people off when reviewing games, so if you like a challenging, albeit frustrating, game then at least this PD version allows you to look at the game and see if you like it. Who knows? You may find the secret to killing off the nasties.

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

## TEARS OF THE MOON

Written by Clive Wilson

### Reviewed by Edwina Brown on a Spectrum

I bought TEARS OF THE MOON because I loved the title, and played it because I loved the game.

As the adventure begins something very strange has happened. Your world had faded and you have tumbled through a time warp. Somehow you realize you are thousands of years into the future. You stand all alone in a vast emptiness. You can glimpse the future of the world and what lies ahead. How can you get back to your own time?

You are standing in a clearing; hills and trees are all gone, all that is left is fetid undergrowth. You see a strange looking animal and hear shrill sounds from the distance. It is early morning, the moon still glimmers faintly.

Moving south and search will reward you with a piece of paper. It reads "I can write no more, seek the emptiest of places and cry for me".

The sky is now an azure blue and you must be on your way.

You will find several hints in the text, so read it carefully. Most of the problems are not too difficult. Sometimes it is necessary to examine things several times to get results. If all else fails try waiting, as this may be the answer.

You are only allowed to carry five things at a time but I did not find this too much of a problem. The sudden death can be though, so save frequently.

It is a nice game, with plenty of atmosphere, so why not give it a try!

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

## OBSTIKLE (P.D. arcade)

### Reviewed by Barbara Bassingthwaighte on an Amiga 1200

The idea of the game is to collect certain objects such as presents, apples, sticks of rock and chocolate, etc. whilst avoiding many "obstickles" that drain away your energy. You are timed (which is not long enough in my opinion) and you only get one life.

In the game you have to bounce to the shelves above by way of a trampoline. It normally takes a few goes to bounce high enough to reach them. Whilst doing so, you have to avoid the ducks, snowballs, and a deadly beam that shoots out regularly.

When running along the ground and shelves you have to avoid the mines, Christmas puddings, snowballs, and the green worm, not to mention the spider who goes up and down between the shelves.

I think this is a lot to cope with when you are allowed only one life. I defy anyone to complete level one – without cheating.

Available from Zenobi Software. Price £1.49 (one disc)

## **PROJECT X – THE MICRO MAN**

### **O ZONE – MICRO MAN II**

### **THE MICRO MUTANT**

**Written by Jon Lemmon and Tim Kemp**

**Reviewed by Barbara Gibb on a Spectrum**

In PROJECT X, the first game of the trilogy, you play Professor Neil Richards, who has been experimenting with animal miniaturization. An accident occurred when a computer-controlled experiment went wrong and you received a massive dose of X-Gamma radiation. You panicked and ran out of the house to your car. Whilst speeding towards your colleague's house, a tyre burst, causing the car to crash. You black out, and when you wake up – everything is much, much bigger.....

Your first task is to escape from the car, and then find your way to and into the house of your friend where you should find the means to reverse the process. Your journey is dangerous, even a cuddly mole and a couple of mice can be your enemy. I think the authors had great fun finding unexpected uses for familiar objects such as a lolly stick, thimble, and egg cosy.

This is a Quilled and Illustrated game. The location text and messages are fairly brief, and the pictures a bit on the blocky side, but the novel storyline is interesting, if a little dated (like The Invisible Man series that is being repeated on TV at the moment). However, for a first published game, it is an excellent example of how they mastered the utilities so quickly.

In O ZONE, having been restored to his normal size, Prof. Neil Richards went mad and set up a missile base on a tropical island. You play Agent 37 (I think – I didn't get a storyline inlay with my copy of the game) who has to stop the missile destroying the Earth.

The second Micro Man game begins with you, as the agent, trapped in a laboratory. The only object to hand helps you pass the first obstacle, then you have to deal with a laser. Overcome that, and you are on your way to the island via bus and plane. More obstructions have to be overcome, many of the puzzles now seem a little dated, but they were fresh in 1986. I'm not sure why I particularly liked this one, maybe it was the reference to Freddie Laker, but more likely to be my appreciation of the irony of finishing it as small as the character was in the first game.

There are a few annoying spelling mistakes (isle instead of aisle, hanger instead of hangar) which I feel should have been noticed by a playtester, although I suspect that Compass Software did not use playtesters as you can find obvious but very minor mistakes in all of them. Basically, this is a very good game for most players.

In MICRO MUTANT you once again play Prof. Neil Richards. You have suffered a brain haemorrhage, causing the mutation that means you are now the size of an ant. Back in your laboratory, where you hoped to find a cure, you only found a monkey. After mind-linking with the animal, you succeeded in getting it to write the address of your old colleague's laboratory onto a sticky label.

The opening puzzles are the most difficult. They are also either the most fun or the most frustrating. In order to gain enough strength to do certain actions you have to power-up. This involves an arcade sequence that completely defeated me. If I hadn't known the cheat input to get my power to 250, I wouldn't have got any further into the game.

Once I realized (after resorting to reading the inlay) that I could mutate to change my size from ant to matchbox and back again, I eventually overcame the jiffy bag problem, only to find myself in a gigantic garden. Here I met some more everyday things which I had to look upon in a new perspective. In particular, a wasp gave me a hard time until I discovered how to hide from it. If mind-linking with ants and spiders doesn't turn you off you should enjoy this one.

Unlike the previous two games, Micro Mutant is written with the PAW, plus a lot of extra programming that Jon has mastered, giving him a lot of freedom. The beginning of a forever developing and improving style that made Compass Software famous.

Although all three games are fairly old and qualify as "golden oldies", they are still very interesting, and the storylines keep them as playable today as they were ten to twelve years ago.

Originally published by Jon Lemmon's own company Compass Software, the copyright is now owned by Phil Reynolds, thereby ensuring that these, and thirteen other adventures are still available to players. According to the inlays I have, it is possible that there are Amstrad and Commodore 64 versions of these games. WoW Software publish Project X, but does anyone have other versions? If so, both Phil and I will be very pleased to hear from you.

Available for the **Spectrum** from The Adventure Workshop. Price : £2 each (tape only) or £3 for all three above games (tape only). Cheque/p.o. payable to P.M.Reynolds

**Amstrad** version of "Project X" available from WoW Software. Price : £2 (tape) £4 (disc). Cheque/p.o. payable to J.G.Pancott

## **TWIN KINGDOM VALLEY**

**Published by Bug Byte**

**Reviewed by Ron Guest on a C64**

This adventure has a veritable feast of magic, treasures, ogres, weapons, dungeons, a castle to explore, a giant and princess to rescue, not to mention the gorillas, and of course, the obligatory Inn to visit.

You start off in a cottage with, amongst other items of interest, a picture of a crystal bridge which is a clear clue to a short cut. Weapons are scattered around and will be picked up by your opponents, so ensure you are holding a weapon before using it, as they tend to slip from your grasp. A quick drink from the stream will partly renew your strength. Find the axe before climbing down the grille into the dark, have you found the flint first?

A nicely devious maze will have the maze-haters pulling their hair out, but plough on and the witch at the centre will swap you something useful. Now free the princess and lead the sickly giant to the magic water which will restore him and you to full strength, then give the giant a weapon and he will fight for you or carry your goods. Now seek out the princess' father who will give you assistance.

On now to the desert kingdom, through the castle where you find more treasures, fuel for your lamp and better weapons. Escape the dungeons and battle the guards, then out into the desert and find the Secret of Life.

Available for most computers – shop around for a copy of this great Golden Oldie.

## Quest News 3

I wondered just how far I would have to travel to meet the witch of whom the Enchanter had spoken. The rocky foothills gave way abruptly to green grass and beautiful flowers. More cautious now, understanding that this was obvious evidence of sorcery, I continued Northwards.

Shortly afterwards, I stood before an impressive cottage. Obviously, the witch's domain. There was no immediate sign of life, so I crouched behind a convenient clump of bushes both to keep the cottage in sight and myself concealed, and to decide what I should do. After all, the witch had done nothing to harm me, and I only had the Enchanter's word that she was evil. And yet, if I wished to save Draffan, what other choice did I have?

Frowning in annoyance at this dilemma, I suddenly became aware of snatches of a melody being hummed. Curiosity now replacing annoyance, I moved towards the sound.

I came to a pool about a hundred yards from the cottage. Using the convenient foliage to screen myself, I gazed around the lake. Another few notes of the melody made me glance sharply to my left - and I took in a quick breath.

The witch swam naked in the pool, still humming fragments of the melody which I had heard. She was disturbingly attractive, so much so that every fibre of my being protested against the danger of lusting after her - and yet that sensation intensified my desire.

"Are you going to crouch there all day, or are you going to kill me?" the witch suddenly asked me, looking straight at me as though the bushes did not exist. I realised then that I had been snared - the elusion of cover enough to approach with little obvious danger was just that, an illusion. Feeling stupid and naive, I stood. I knew that I had lost my element of surprise. Then I wondered if I ever had that element, against so clever an opponent.

"Isn't there some Adventuring Code against spying on ladies taking their relaxation?" she asked me.

My hand began straying towards the hilt of my sword. Now that I had met the witch, the Enchanter's words rang true.

"No, don't do that," she chided me. "At least, tell me first why you

want to kill me." She moved towards the bank where I stood. I gazed firmly at the ground, wishing to spare her blushes. However, she laughed and at the same instant stood - fully clothed - by my side.

She asked me again why I wanted to kill her. I said nothing, not knowing what I should say. The witch's eyes were entrancing, and I found it impossible to wrench my gaze away. She asked me again, and I suddenly understood that here was a woman I could trust implicitly. Not confiding in her was foolish. I began telling her of the Enchanter and of Draffan's predicament.

I concluded my story, and wondered how I had managed to enter the witch's cottage without knowing of it. I sat in a chair in a comfortable lounge, the witch opposite me.

I understood how easily the witch had forced my story from me. It was obvious that I had little chance of accomplishing my mission.

"You are more shrewd than most," the witch observed. "Most either try attacking immediately they see me, or they run when they realise that I have caught them. Chaggar, the Enchanter you met, has been trying to get me killed for longer than I care to remember."

At my look of confusion, she continued: "We are well matched: his magic and mine. Both are specific to the area which we inhabit - however, if I am destroyed, Chaggar could then claim my magic, but more importantly, prevent any access to the Forgotten Mountains. Equally, he could then negate the Wards which hold the Dragons prisoner, and release them in an insane attempt to rule the world. But I stand in his way. Indeed," the witch mused, "you could argue that the reverse is true - except that I cannot see myself as a despot. My function is to maintain the balance. No more, no less."

I struggled to comprehend what she told me. "And Draffan?" I questioned her. The witch frowned. "I cannot reverse the spell myself - my magic won't work on Chaggar's land. But there is another way...."

I groaned. "Don't tell me, all I have to do is kill Chaggar?"

The witch smiled at the thought. "And who, then, would hold my powers in check? No. To the East lives an ogre. Travel there, steal his grimoir, and you can undo the enchantment yourself."

To be continued....



## GETTING TO KNOW .....GEOFF LYNAS

---

M] HELLO GEOFF - AM I INTERRUPTING ANYTHING IMPORTANT?

G] Yes - but that's O.K! I've just finished printing, collating and stapling an amazingly entertaining newsletter called "Carleola Chat" {\*}, the latest Adventure Probe masters are waiting for me to start printing, I've finished typing in the 1995 BSPG poetry competition winners entries, ready for the anthology typesetting phase which must be done this week, I've just completed the distribution of Threads 8, finishing typesetting all of the story text for Threads 9 (so I might actually get back on schedule) and sent off a few review copies. The message I posted to the Alt.cybercafes newsgroup last Thursday (6.10.95) has finally appeared (13.10.95), and four of the local libraries have taken out subscriptions to my mag. Big problem at the moment is that although I managed to send out all of the stories in Threads 9 for illustrating in good time - they had to be changed and I have ended up with the task of illustrating three of them myself!!! NO PROBLEM SURELY FOR SUCH A TALENTED ARTIST AS YOURSELF?

M] I'LL TRY TO BE BRIEF - I KNOW YOU TYCOON-TYPES DON'T LIKE TO BE AWAY FROM THE ACTION FOR TOO LONG. WHAT VITAL NEGOTIATIONS ARE YOU IN THE MIDDLE OF? SOME TAKE-OVER BID?

G] Notwithstanding the previous answer - I am currently negotiating a business partnership with a distant relative who has some money!!! We are investigating the possibility of setting up a cybercafe in this region (NE England). As part and parcel with this I am undergoing a rapid training course to learn the intricacies of producing World Wide Web pages. When or if I master the necessary skills I hope to set up a First Rung Publication Web site including an on-line version of Threads.

M] FORGIVE ME, BUT WHAT'S A CYBERCAFE? - DO THEY SELL CYBERCOFFEE BY ANY CHANCE?

G] I'll tell you a bit more about it in a future edition of Probe [if that's all right with Barbara, of course..... *Can't wait to be enlightened..... Barbara*] when I understand more myself.

M] YOU PRODUCE A FICTION MAGAZINE CALLED "THREADS" IS IT A REWARDING OCCUPATION?

G] Thank you for bringing this up. Yes, I do produce THREADS magazine. I don't write it - aspiring SF authors from around the globe do that. I love putting the magazine together, I hate printing it and I love it when the postman shoves another pile of appreciative letters through my letterbox shortly after distribution. Even the critical ones are welcome - it's contact with the outside world (a difficult thing to maintain when working from home!). It's not financially rewarding (but we all say that - could be true?) but I don't know what I'd do with my spare time if it wasn't for Threads - probably relax or something outlandish like that.

M] WHAT OTHER THINGS DOES "LYNSOFT" DO?

G] What Lynsoft does is provide people with a short payee label for cheque-writing purposes and saves me a few pence when I put in classified adverts. It's shorter than First Rung Publications you see..... I chose the name four years ago and it seemed like a good idea at the time, despite the necessary enquiry for ladies underwear [DO YOU SUPPLY IT? IF SO I'LL HAVE A PAIR OF LARGE INTERLOCK KNICKERS WITH REINFORCED GUSSET AND A LIBERTY BODICE WITH RUBBER BUTTONS].

Seriously, the Lynsoft bit of my business takes care of all the DTP jobs I do locally; designing posters, letterheads, membership cards, business cards, compliment slips, flyers – the usual – and any photocopying I do (very cheaply).

M] RIGHT. NOW TO HIGHER THINGS – WHAT WAS YOUR FIRST COMPUTER AND WHAT DO YOU USE NOW?

G] My first computer was the mighty Acorn Atom – then I moved on to the following: [the underlined ones are the ones I still have] Spectrum 48K – Spectrum +2 – Spectrum +3 [for sale £50 + postage] – Amstrad 8256 PCW – Amstrad PC1640 – Acorn A3000 – Amiga 600 – Amstrad 7286 [for sale £250] – Amstrad NC100 – Fountain 486 Multimedia on-line PC – and Gameboy.

M] HOW WERE YOU INTRODUCED TO ADVENTURES?

G] I worked in a large open plan office with approx. 120 other people – half of whom owned either Spectrums, Commodore 64's, BBC's or QL's. We passed software around [for evaluation purposes – of course!]. I preferred the text adventures to the jiggling pixel games.

M] YOU WRITE ADVENTURES, DON'T YOU?

G] After a fashion! I started "April 7th" [Quill A] in 1984 and then put it away as I became involved in "Dungeons and Dragons" roleplaying to the exclusion of most other pastimes – very time consuming! Picked it up again in 1990 [I think] finished it [Quill C] – sent it to Zenobi – where else? Took my £30 advance [never received any more!] and discovered I was not going to make a living at it.

M] HOW MANY HAVE YOU WRITTEN?

G] One for the Spectrum [April 7th] and three for the Acorn. Only one – "The Survivors" was released – to great critical acclaim and low sales! I can't develop sequels as a profit-making venture so have to do it in my spare time – haven't got any thoughts! So, no sequels – despite being 60% complete [P.A.W.]

M] WHERE DID YOU FIND THE INSPIRATION FOR THE GAMES?

G] I've never been "inspired" in my life!

M] SHAME! YOU DON'T KNOW WHAT YOU'RE MISSING!

G] Oh, I see what you mean. We once found some inspirations when I was at college but we just left the sheet out for the cleaning lady and she took care of it!

M] DID SHE SEE MEN IN A NEW LIGHT AFTER THAT, I WONDER?

M] I KNOW YOU ARE A BUSY PERSON, BUT DO YOU STILL FIND TIME FOR ADVENTURE PLAYING?

G] Yes – just finished "Beneath a Steel Sky" [with a little help from Barbara Gibb ..... *only with the help of a reader's solution... Barbara*]. Time's at a bit of a premium, so usually I need an excuse – like being asked to review stuff, which I did for Red Herring for a few issues. I have also finished "Dune II" (I know it's not an adventure – it's a strategy game which is sort of related isn't it?) first as a Harkonnen, then as an Atreides and finally as an Ordos. Can't wait for "Command and Conquer" to be released (might be my Christmas box).

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

G] "Lords of Midnight" – but was this adventure or strategy? My big claim to fame on this one was to complete the game by sending all of my armies to Xajorkith, a city in the SE

quarter of the playing area and to just sit there. The bad guy's forces swept down from his base in the extreme North conquering and having to garrison every fortress en route. By the time they arrived at Xajorkith they were very thinly spread and a doddle to pick off. After sweating out a siege for about sixty five game days they stopped coming and I set off North to take my revenge. I moved round all of the occupied fortresses and towers and went for the enemy base which I eventually captured. I sent Morkin to the NW corner of the playing area at the beginning so that he could attract all of the "ice fear" (God where am I dredging all this up from?) I sent this solution plus a few screen shots to prove I'd done it to a nice adventuring magazine - now long gone - called "Micro Adventurer" and they published it - wow! Apparently, even Mike Singleton (who wrote the game) believed this strategy shouldn't have worked....

When the sequel, "Doomdark's Revenge" was released I lived in Derby. There was a prize for the first to finish the game - I think it was a Citadel metal figure professionally painted representing Morkin - and some other goodies. Anyway, I kept checking the local store until it finally arrived, hot from the presses. I took it home - a truly massive game, bigger than "Lords of Midnight" and that had 24,000 locations or was it 48,000? [I THOUGHT IT WAS 32,000 MYSELF] I set myself up with a pot of coffee and began the game. Five hours later, after a great stroke of good fortune I finished it. Because I had almost stumbled onto the final tricky sequence I felt I had a great chance of winning and first thing the next day contacted them. Flaming game had been released in London two months earlier, and the prize won shortly thereafter!!! [CAN YOU REMEMBER YOUR EXACT WORDS ON DISCOVERING THIS?]

M] WHAT DO YOU THINK OF THE NEW GAMES ON THE MARKET?

G] Of the 8-bit scene I've no idea, I only ever hear about them in Adventure Probe and there doesn't seem to have been a great number lately. New games for fairly high-powered PCs are very impressive.

M] ARE THE REST OF THE FAMILY ADVENTURE PLAYERS?

G] Katherine is 15 and Chris is 12 and neither of them find text adventures terribly engaging. They have both finished "Simcity 2000" (if only that were possible - my city has 8,609,716 inhabitants and is growing at an excruciatingly slow rate - I just switch it on and leave the room now!!!), "Doom", "Dune II" and "Beneath of Steel Sky". Chris also has "FIFA Football" and is looking forward to me acquiring "Full Throttle". Mum has no time for adventures - she is a Primary School Teacher 24 hours per day! [JUST PART TIME THEN!!!]

M] WHAT IS YOUR FAVOURITE TYPE OF ADVENTURE?

G] It's hard to say - it all depends on my mood. I enjoy the "cleverness" of a well-done graphic "pointy-click" adventure - and the buzz when I complete it competes favourably with the sense of achievement of completing a text-only adventure. I'm not a purist - I can appreciate both forms for different reasons.

M] DO YOU HAVE TIME FOR OTHER FORMS OF RELAXATION - T.V. - MUSIC?

G] I don't watch a lot of T.V. A good selection would be:- The Net, Outer Limits, Home Improvement, Bramwell, Babylon 5, STNG, Deep Space 9 (what a thespian Ben Sisko is), The Chat Show, Brookside and The News. If I miss any of them it's of no consequence - I wouldn't stay in to watch something. Watching T.V. is a last resort! I listen to quite a bit of music, I have eclectic tastes again - Atlantic 252 keeps me in touch with Katherine and I like Dire Straits, Eurythmics (Annie Lennox) [I KNEW THAT], Tina Turner, M-People and Beethoven.

I'm currently being indoctrinated (by Katherine) into appreciating the finer points of Blur, Oasis, Elastica, Pulp and a host of other Indie bands too numerous and similar to mention.

M] AS THE EDITOR OF A MAGAZINE, YOU MUST BE INTERESTED IN READING - ANY FAVOURITE AUTHORS? DO YOU WRITE YOURSELF?

G] I usually find my reading time it taken up with vetting stories that have been sent in to Threads or reading magazines about the Net and computers. As a sort of rebellion I am reading a short novel at the moment which is by Ursula LeGuin - but it's crap! Loved "Lord of the Rings", Anne McCaffrey's Dragon books [and "The Ship Who Sang"] H.G.Wells and John Wyndham both take a bit of beating also Asimov, Henry Miller, Neal Asher, Robert Louis Stevenson. Some favourite books include: "Treasure Island", "A Canticle for Leibowitz", "Catch 22", a fair few of Moorcock's offerings (but I was depressed at the time), Roget (that Thesaurus is just brilliant - THE WAY HE KILLED THAT MINOTAUR!!!), books from the Sharpe's Rifles series and once upon a time Sven Hassell stuff held an appeal (morbid). I don't see how I can resist the temptation to write myself for much longer but I have so far. By that, I mean I have written loads of stuff in the past but I wouldn't dream of publishing it myself. {GO ONE - GIVE US ALL A TREAT, SEND ONE OF YOUR STORIES TO BARBARA - EH BARBARA?} *{Certainly, just send it in..... Barbara}*

M] WHAT'S YOUR IDEA OF A GOOD NIGHT OUR - OR IN?

G] Had a good night out last night - went to see Elkie Brookes. She looked positively wizened but what a voice! Finished the night off in the local alehouse in the company of some good friends. That was a pretty good night. A good night in would be when both my wife and I can let go of work (a rare occurrence) and just relax on our big settee in our cosy front room, lit by a discreet table lamp. The fire is adding its rosy glow to the scene and the light is glinting off the contents of a bottle of Glenmorangie which we are about to sample. The TV is off and the CD is adding to the ambience (sorry couldn't avoid that word) by oozing Dire Straits tracks with a setting of "Repeat all". Excellent! Oh, yes, and the kids have gone to bed....

M] ON THE OTHER HAND - I THINK MILLS AND BOON ARE STILL LOOKING FOR "WRITERS".... THANKS, GEOFF - [AND I MEAN THAT MOST SINCERELY] ESPECIALLY WITH YOU BEING SO QUICK AN' WILLING AN' ALL I'LL LOOK FORWARD TO HEARING ALL ABOUT THE CYBER-WHATSITS IN THE NEAR FUTURE.

Geoff was talking to Mary Scott-Parker. More interviews in future issues.

{\*} This is a magazine for former pupils, edited by Mary.

## SANTA'S CRISIS COMPETITION RESULT

---

Congratulations to JENNY PERRY, whose name was the first out of the hat.

The answer? Santa had lost his voice and found it when he said "A Merry Christmas.....".



## WE ALL FALL DOWN by STEPHEN BOYD

---

(continued from last month)

"How would you know her?" questioned Tonther, suddenly aware of their danger.

"Oh, I see her in Bingo every other Tuesday." Gladys smiled.

Standing up and wandering to the hole in the wall, she turned suddenly, lifting her wand and screeching (half-heartedly), "Oh evil realms of the turnip patch, cabbages and jelly bats. Swizzle, sizzle curse and crow iggle piggle poodle go. Misfilled pits, dark, dank, unclear cast a curse, feed on fear."

A large, crackling ball of energy emerged from her wand whizzing towards Behfold, before anyone could react. There was a horrible crunch as it struck. Gladys laughed, knowing her victory and vanished from the spot. Moments later the wall began rebuilding itself brick by brick, until it was whole again.

Running over to crouch beside Behfold, both Tonther and Reginond were surprised to see that he did not appear hurt, in fact he was moaning and looked as if he had fainted.

"Perhaps it didn't work." Reginond was the first to speak, "After all she was only an old woman."

"She made a hole in the wall the size of this room and put it back together, I think that she could manage a curse." said Tonther, hoping he was wrong

"We'll soon find out, he's coming round." commented Reginond.

Behfold moaned and opened his eyes to see his friends above him, gracefully floating in perfect circles. That's funny, he thought, they don't usually do that without a few barrels of ale. They were smiling, obviously pleased he was not hurt, or so he guessed.

"P.....", he gasped unable to make the greeting he had intended.

"Punctuation?" Tonther guessed.

"P....P...", was Behfolds forced response.

"Spit it out, man." demanded Reginond, believing Behfold was playing some sort of practical joke.

"Procrastinating pompous pixie," Behfold moaned, believing he understood his predicament. That damn fairy godmother had cursed him to speak in only P's.

"@\*&%" he swore.

"Watch your language," Tonther instructed him absently.

"Er... My Lord what do you mean?" questioned Reginond.

"About what?" questioned Tonther confused.

"Well you mentioned something about language," Reginond hinted.

"Yes, well Behfold should know better than to use such language." he said, knowing himself to be on high moral ground.

"But, he didn't say anything." said Reginond, confused.

"Punctuation!" gasped Behfold, suddenly understanding he could also speak in that 'language' and Tonther understood.

"Behfold," reprimanded Tonther, "I know you've been zapped, but is that any excuse to use exclamation marks?" He stared at Behfold momentarily, "I don't think so."

"&^ #~%^\$ ((^&% \$%';:~" Behfold tried.

"Well of course I do," nodded Tonther.

"Who are you talking to, my lord?" questioned Reginond, bewildered and having heard nothing, though Behfolds mouth did move.

"Behfold," snapped Tonther, "Aren't you paying attention?"

"L..er didn't quite catch what he said," Reginond responded, "What did he say?"

"He asked me if I could speak punctuation," Tonther said, slowly and loudly to ensure Reginond understood.

"Punctuation is a language?" Reginonds eyes were wide in disbelief.

"Precisely," cut in Behfold, trying his best to remember the 'P' section of the dictionary.

"And I speak it fluently." Tonther announced, proudly.

"How did Behfold learn it?" asked Reginond.

"Pixie," announced Behfold.

"Stop calling us pixies," instructed Tonther in his Lord-of-the-Manor voice.

Behfold shook his head and sighed, then had an idea. Standing he stuck four fingers in the air.

"Four," pronounced Reginond.

"Play," begged Behfold.

"Play what?" asked Reginond.

There was a long pause.

"It's charades isn't it?" shouted Tonther at last, "I'm rather good at it if I do say so myself."

"Positive." responded Behfold.

"Four words," announce Tonther, knowingly.

Sticking up one finger in the air Behfold waited, patiently.

"First word?" guessed Reginond.

Behfold began to nod, when he was interrupted.

"You haven't told us if its a book, play or song, yet," moaned Tonther.

Behfold shook his head and searched his mind for an appropriate word that began with 'p'. Trying to say fiddle-sticks it came out. "Piddle-picks."

"Naughty, naughty, Behfold, you aren't allowed to speak," scolded Tonther.

"Phew!" moaned Behfold.

"Watch those exclamation marks, or I'll have you thrown in the moat and devoured alive by my pet crocodiles," Tonther growled, threateningly.

"Those are newts, my lord, not crocodiles," commented Reginond.

"I know a crocodile when I see one, Reginond, one of the blighters tried to eat me." Tonther retorted, stubbornly.

"Yes, my liege," Reginond sighed.

After a brief pause, Tonther appeared to forget about the last few minutes of conversation and shouted, merrily, "On with the game, Behfold."

Relieved Tonther had finally remembered him, Behfold continued, and held up one finger for inspection again.

"Yes, one word," Reginond repeated, rather enjoying this game.

"No play, book or song?" Tonther asked, sullenly.

Behfold shook his head in a definite manner.

"What about a film or T.V. programme?" he questioned.

"?" screamed Behfold. He then recalled the word, "Preposterous" and decided not to waste it.

Loathing to ask the question, Reginond did so, "What is a film and Tee Vee programme?"

"I don't know," was Tonthers response, much to his friends distaste, then concluded, "Get on with it Behfold."

Cursing the day he had first met Tonther, Behfold stood up and tried to think how to "do" the word 'cursed'.

He attempted numerous crouching positions, which Tonther informed him meant hunchback, then tried to represent plagues and warts, which Tonther decided meant insane (Behfold decided that he should know).

All this time and for a while longer, Reginond sat thoughtfully and finally jumped out of his seat and shouted, "Curse".

Behfold pointed at him and signalled an extension to the word.

"Curse the foul deeds of the most evil demons of exclamation marks?" Tonther guessed.

Behfold shook his head and pointed at Reginond, hoping he would get it.

"Cursed?" Reginond guessed.

Behfold nodded, ignoring Tonthers complaints that his comparative symbolism was on the wrong side of accurate, and held up two fingers.

"Second word," screamed Tonther, apparently forgetting his complaints.

Behfold signalled a small word and the world burst into mayhem with Tonther screaming words in his ear.

"Infinitesimally small in the extreme?" he questioned.

Behfold responded in the negative.

"I believe he means a small word, like of or by," informed Reginond.

Tonther began to object until he noticed Behfolds adamant nodding, when he said, "Of course, I was about to say that." (MORE NEXT MONTH)

# NUMBER/INITIAL QUIZ by MARY SCOTT-PARKER

---

What do the initial letters stand for? e.g. : 26 L O T A = Letters Of The Alphabet

1. 1001 = A N
2. If a P P A 1000 W W C I P Y
3. 9 = P I T S S
4. 90 = D I A R A
5. 3 = W R R
6. 118 = I of A P
7. 25 = P F A F C S
8. 16 = O I A P
9. 7 = H O R
10. 252 = A R F
11. 24 = H I A D
12. 40 = D I L
13. 19 = P F A S C S
14. 40 = D I L
15. 100 = L O A C
16. 007 = J B
17. 5 = G R O T F D O C
18. 4 = G (I A P)
19. 8 = L O A S
20. 2000 = L U T S
21. 6 = W O H T E
22. 70 = Y I A L
23. 7 = L B
24. 16 = T A W D Y G

\* This quiz was originally intended for the December '95 issue, but I ran out of space. As they wouldn't all fit onto this page, I still have a few which will be published in a future issue. (Barbara)

# 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 PROBE SOFTWARE

presents

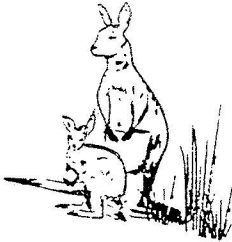
# THE GREAT AUSSIE ADVENTURE

A 2-part adventure by Dorothy Millard

## Part One

Explore Canberra and use the Pentax camera to photograph 20 tourist attractions and earn \$200 each from the local press.

Learn all about the important buildings, views and displays in the Australian capital.



## Part Two

A treasure hunt around a small seaside town. Collect 12 unusual objects and be the first to return with them to the starting point.

A real test of skill. Can you be the first to return to the pub with all the objects?

Each part is completely separate, and can be played in any order.

Available for the Commodore 64 on tape and disc  
and any Amiga (under Commodore emulation)

Price : £2.50

**Send cheque or postal order to:**

Adventure Probe  
52 Burford Road  
Liverpool  
L16 6AQ  
U.K.

**BORPHEE COMPUTERS**  
**Presents**

# TRINITY

A text only adventure for the PC

At last! It's time for your well earned vacation, Venice, Rome, The Vatican, it just has to be better than last years in Arizona.

Lets see now, suncream, travellers cheques, hat.....**HAT!!!**

Panic sets in, your plane leaves in three hours and you can't find your hat!  
You shudder as you recall last years vacation when you had to walk around wearing a purple sombrero with gaudy orange tassles, not to mention all those yanks saying "Have a nice day, GRINGO!". You've promised yourself nothing can wrong this year and now you can't find that HAT!

---

This HUGE adventure (fairly big) features DOZENS of characters to interact with (probably more than ten) and lots of exciting places to visit, including the soon to be famous Fidgets Fettucine Feastarama!

Send a cheque/PO for £6.50p to...

Borphee Computers  
64 County Rd  
Ormskirk  
West Lancs  
L39 1QH



This bargain includes P+P and a tatty home produced manual, **OR** really treat yourself and buy Trinity plus The Four Symbols for only £10

# THREADS 10



**DON'T MISS IT !!!**

Great stories from Neal Asher, Jessica Anderson, Paul Trembling, A.M.I.C.Oughton, Martin Deighton, Roger Keen, James Lecky, Dale Harker, Terry Grimwood & Caroline Dunford  
Poetry by Maureen Braithwaite, Catherine Mintz, J.P.V.Stewart & Andy Darlington and superb artwork from Russell Morgan, Darren Blackburn, Alan Casey, Kerry Earl & Katherine Lynas

Special Offer for Probe readers: Single issue £2 & 4-issue subscription £8

Make cheques & P.O's payable to **First Rung Publications**  
First Rung Publications, 32 Irvin Avenue, Saltburn, Cleveland. TS12 1QH  
(Overseas customers please add £1 per magazine)

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

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

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

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

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

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

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

## LABOUR PAINS

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

### NOTES:

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

# 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 'spoof' 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**

# The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

## THE SPECTRE OF CASTLE CORIS FSF ADVENTURES

NOW AVAILABLE FOR THE CPC 464 WITH DISC IN CPM 2.2 FORMAT

As seen in the "Megapoints" competition at the 1991 Adventure Probe convention and voted as second best 8bit Adventure at the 1992 Adventure convention, this is the second adventure in the series featuring Alaric Blackmoon, hero of "The Axe of Kolt". Created Duke of High Jamack by the grateful King Kelson of Hecate, Alaric decides to take some time off from his new role as Commander of the Royal Household Dragoons, and tour the towns and villages of his new demesne. En route, his horse goes lame and he finds a farm where he leaves his mount while he continues on to the next town, Corwyn, on foot. Alaric is puzzled by the farmer's reaction when he tells him where he is going and, on nearing the town, he comes across a group of people laden with all their worldly possessions, who are fleeing the town. What is this "spectre" that is terrorising the once peaceful town of Corwyn? What has happened to Baron and Baroness Coris, who live in the nearby castle? Duke Alaric decides to investigate!

Available Now on Disc only for CP/M 2.2 Priced £5.00  
and for CP/M+ Priced £6.00

## Into The Mystic by Jack Lockerby

The countryside was in uproar. Folk congregated and spoke in hushed tones. "Where had all the Magic gone?" they asked each other. So the Privy Council held a meeting as they usually do when they don't know what to do next. After a lot of passing the buck Merlin was chosen, no not to go on the quest, but chosen to find some mug, daft enough to put his life on the line. And find one he did, guess who?

NOW AVAILABLE ON TAPE FOR THE CPC 464 Priced £2.00  
Also Available on disc in CPM+ and CPM 2.2 formats at £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 Amstrad

**NEW RELEASES**

## WITCH HUNT

by **JACK LOCKERBY**

There once was an adventurer who lived in a little Highland village. One day, while out walking in the woods near his home a mist suddenly descended. He wandered about aimlessly for many hours and as darkness drew near he knew that he was hopelessly lost. Suddenly, as if by magic a small cottage appeared out of the mist. He went to the front door and knocked. An old woman appeared and invited him for food and refreshment. Once inside he noticed that the old woman had put on a blue hat. "If you want to see your loved ones again, you must do exactly what I am about to do." Whereupon, she stood up, turned round three times and VANISHED leaving the blue cap on the floor. Anxious to get home as quickly as possible our intrepid adventurer picked up the hat and place it on his head. He turned round three times and his vision blurred. On opening his eyes he found himself in a cellar.

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

## THE DOMES OF SHA

by **Jack Lockerby**

Olaxas was once a thriving agricultural planet, relying on the vast Yander forests for most of its needs. Then came the Great War. No records of events from this terrible period have ever been found and even the Elders can recall nothing. It's as though the past has been erased. The only people to survive the war were the Sha tribe. A proud people that lived and worked in the encircled valley which they named after themselves. The land surrounding them was dead and barren and for all they knew, they were the only tribe now left on Olaxas. They knew their planet was dying but some dreadful fear that no one could explain prevented them from leaving the valley. Even though they knew that if they did not move they would soon die. They called this fear the Cold Fear and none had been strong enough to bear its full force. Maybe you can. Somebody must.

NOW AVAILABLE ON TAPE FOR THE CPC 464 Priced £2.00

Also Available on disc in CPM+ and CPM 2.2 formats at £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.



# ADVENTURE PROBE SOFTWARE

presents under licence

## DIE FEUERFAUST (The Fist of Fire)

A four part text adventure  
by LARRY HORSFIELD

Journey across Germany on horseback, foot and  
er..... well, it is up to you to find out.

Help the folk you meet and they will help you.

Cast Spells. Recover the FIST OF FIRE

only £3 (payable to Adventure Probe)

for the AMIGA (under Spectrum emulation)  
and SPECTRUM (+D version)

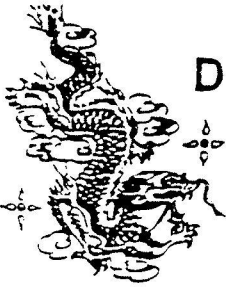
from

52 Burford Road

Liverpool L16 6AQ

U.K.

(Spectrum tape and +3 disc version available  
from The Adventure Workshop)



# DREAM WORLD ADVENTURES

10 MEDHURST CRESCENT  
GRAVESEND  
KENT  
DA12 4HL  
Tel: (0474) 359849  
Prop: Mr Martin Freemantle



Title	Tape, +D and Amiga	+3[*]	Author
Dragon Slayer	£2.50	£2.00	Martin Freemantle
Death or Glory	£2.50	£2.00	Martin Freemantle
Final Battle	£2.50	£2.00	Martin Freemantle
Curse of the Serpent's Eye	£2.50	£2.00	Martin Freemantle
Golden Figures of Death	£2.50	£2.00	Martin Freemantle
The Fabled Black Rose	£2.50	£2.00	Martin Freemantle
Settlement XIII	£2.50	£2.00	Sharon Harwood
The Chameleon Key	£2.50	£2.00	Sharon Harwood
So Little Time	£2.50	£2.00	Damian Steele

Any 3 of the above on Amiga, +3 or +D for £5.00

Any 2 of the above on one Spectrum tape £4.00

Serendipity	£3.00	£2.50	Martin Freemantle
A Promotional Prospect	£3.00	£2.50	Sharon Harwood

Both of the above on Amiga, tape or +D for £5.00, +3 £4.00

[\*] Please note - all +3 orders please send **own** +3 disk

Please make cheques payable to : M.FREEMANTLE

**WITH COMPLIMENTS**

## DOORWAYS by REYNIR H. STEFANSSON

---

There is a door to the north.

>N

The red door is closed.

>OPEN DOOR

What door?

>OPEN RED DOOR

The red door is locked.

>UNLOCK DOOR

What door?

>UNLOCK RED DOOR

With what?

>UNLOCK RED DOOR WITH KEY

With what key?

>UNLOCK RED DOOR WITH PHOSPHOR-BRONZE KEY

You unlock the red door.

>OPEN DOOR

What door?

>OPEN RED DOOR

You open the red door.

>N

You are in a room full of poisonous gas. You die. Again (y/n)?

Is the above your idea of a good time? It is?!? In that case, you'd better stop reading now and go straight to the Personals.

Is there anyone left? Good.

Some years back I wrote a short review of an adventure-writing language named Advsys. The author, David Betz, has also written XLisp and XScheme, two object-oriented programming languages. The idea behind OOP (object-oriented programming) is to organise data and routines to work with the data into self-contained objects. These routines are called methods.

Once you have an object with some methods, it becomes a 'class'. You can derive further classes (sub-classes) from that class if you need to customise one or more methods for a special purpose, or you can flesh out the data fields (the class's properties) to create a fully-blown object.

Advsys has a few pre-defined classes and subclasses. One of these is 'portal'. You use it to install doors, gates, etc. in your world. As Mr. Betz delivered it, it suffers from exactly the ailment above: Too much pedantry.

Wouldn't it be much nicer, if you could simply say:

There is a door to the north.

>N

You are in a room full of poisonous gas. You die. Again (y/n)?

Well, maybe not, but it would be a doggone lot quicker.

If you already have Advsys, you can just plonk the code below into the runtime file instead of the old 'portal' definition.

---8<---

```
(property other-side ; pointer to the other side of the portal.  
locked ; set to T if portal is locked when you come to it, else NIL  
key ; what key will open it if locked.  
autolock ; set to T if it is to lock up after you're through. else NIL  
)
```

---8<---

The new 'portal' class has only two methods: 'knock?' to see if you can get through, and 'enter' to send you through. For hysterical raisins, every thing (the subclass 'thing' is for all those keys, wands, bombs, scrolls, etc. you want the player to come across) has the property 'parent'. By checking this property, you can find out whether some thing is in the player's inventory or if it's 'somewhere out there'.

Thus, if the portal is locked and the key's parent is neither the player or the current location - bang, no way through. knock? returns NIL and you're stuck. <heh, heh>

---8<---

```
(basic-thing portal  
(method (knock? &aux opn)  
(setq opn (getp self key))  
(if (and (getp self locked)  
(not (or (- %actor (getp opn parent)) (- curloc (getp opn parent))))))  
(progn (print "You can't get through!\n") NIL)  
(progn (setp self locked NIL) T)  
)  
)  
(method (enter obj)  
(connect (getp (getp self other-side) parent) obj)  
(if (getp self autolock) (setp self locked T))  
)  
)
```

---8<---

All 'enter' does is to find out what location is the parent of the portal's other side, make that location the player's current location and, if you so desire, to lock the portal automagically on the player's heels. I suppose you can use something similar to deal with chests, cupboards and other lockable containers - if you have any.

Making these methods print customised messages for each portal is left as an exercise for the user.

## PERSONAL MESSAGES

---

To Ellen – Why didn't you ask sooner? (Jon)

To Marco Polo – Now, now. Holed Fellow, less of these "awful" insults. I'm not mad enough to get involved with Crazie Maisie. (The very nice – Dead Warg)

To Snow White – Dear, dear, I would stand rebuked at your refusal if I weren't lying down dead drunk. But prithee why then is old minty bragging of his "luscious success". (Crazie Maisie)

To Ellen – I think I will do that, definitely. (M.Polo)

To Horace – Go shove it! (M.Polo)

To Ellen – They are? Well then, er, did I not ask, er, Snowy?? (M.Polo)

To Snow White – Good. No dwarves would dare "disturb" then, eh? (M.Polo)

To Snow White – Oh definitely old-fashioned measurements. There were no metric in my days. (M.Polo)

To M.Polo – Leaf the trees alone. Thanks to yew, I'm already losing c-ash, and it's certainly no j-oak. I am knot a happy dwarf. (Uncle Horace)

To Damian – Don't worry, the end result will be well worth the wait – just don't hold your breath while waiting, okay? (Uncle Horace)

To Damian – He has – till the next time! Maybe I should buy him a couple of pairs of Steele pawed booties, what do you think? (Ellen)

To Jon – What – only **TWO** falls of snow? Sheesh. **we** should be so lucky! (Ellen)

To Jon – Okay then, but it'll have to be the "Eagles" – only 'cos I don't know the words to many of "Petewood Mac's" songs. {Not that something like that's ever stopped me before} (Ellen)

To Jon – Your mum's obviously got great taste when it comes to music – how come she's not "converted" you to D.O'D. yet though? (Ellen)

To Wynne – **YOU** try making a word out of, E,I,E,I,O,O,O. – I'm not old McDonald y'know! (Ellen)

To Reynir – Would you believe I've **STILL** not completed my "transferring" yet – and I **still** think you **deserve** a (gold) medal for staying "tuned" to the bitter end. {Have your ears recovered now?} (Ellen)

To M.Polo – Hmm, I'll believe you – millions wouldn't. Did you get any takeaways (or should that be give-a-homes, being as you were already in China?) whilst you were there? (Ellen)

To M.Polo – 'Tis a pity that Christopher Lee don't have a hairy chest, 'cos if he did, HE'D be my all time favourite vampire. (Ellen)

To Matt – Are you still burning the Uni candle at both ends? (Loobiloo)

To Mr. D – Your replies are **always** worth the wait. (Loobiloo)

To The Whinger – Can't wait for the next time. We'll have our own private millennium celebration – keep on taking the Phillean {as long as Phil don't mind, that is} (Snow White)

To Marco – the over-rated Plumber – Gee, I always figured you'd be a hot little number. (Snowy)

To Jon – Erm, that's hard to say. Y'see the last time I went visiting, mummy wasn't home – she was out doing the shopping. (Snow White)

To The Whinger – How do you blow up a headache tablet – and do you do it before, or after taking it? (Dopey)

To M.Polo – Of course it does. The only Paddy I'm not too fond of is Paddy Field. (Snowy)

To M.Polo – I have – and it wasn't – sooo, now what? (Dopey)

To Mad Cat – Your chocolate tongue was absolutely scrumptious! (The Witch Of Stanley)  
To Pippa and Petra – It's fine now, thanks, and definitely a cut above the rest. (Rudi)  
To Wynne – It surely is, it's just a pity it doesn't happen more often. (May)  
To Petra – I'm sure I shall love it, tell me, does it have poppers, buttons or a zipper? (Kevin)  
To Ellen – My eyes are now dry, 'cause now I don't cry and if you're my mate, then how about a date! {The juicy ones, that is – yum, yum}. (The Whinger)  
To Jenny – Thanks for your kind offer, which alas I had to decline. (The Whinger)  
To Gunga Din – Thanks for your help with Kyrandia. It now runs sweet. (The Whinger)

---

## NEWSDESK

---

### Latest Releases from Zenobi Software

NORMAN'S LAMENT by Jack Lockerby is this month's new release. I don't know much about it except that it could be subtitled Civil Service III, and contains some rather difficult number and word puzzles. Review in a future issues of Probe. In the meantime, get your copy, only £2.99 for the Spectrum (tape and +D), Atari(e), Amiga(e), PC(e) and MAC(e), and £3.49 for Spectrum +3 disc.

Also now available are Spectrum +3 versions of the LOADS OF LAURENCE series mentioned in the Dec. '95 issue, only £6.99 per volume. I can't give details at the moment, but I've been advised that Zenobi has plenty of new games in the pipeline. These will be released at the rate of one a month, on all the usual formats. Good news indeed, when you consider that this time last year the situation was not quite so bright.

### Simon the Sorcerer II

I understand that despite what the advertisements and packaging of the PC version say, Simon The Sorcerer II is unlikely to be released for the Amiga computer. Another nail in the coffin of yet another computer! The only action that MAY change their minds is for everyone who would like a copy of this game to contact the publishers.

---

## HELP WANTED

---

**DUNGEON MASTER** – Does anyone know where I can find the key to the door at the west end of the Dragon's chamber? I've looked everywhere I can think of but can't find it. I hope it's not in the Spider's Nest as I keep getting killed when I enter this area!

Please contact Phil Reynolds, 36 Grasmere Road, Royton, Oldham, OL2 6SR  
(Tel. 0161 652 7565)

---

## IN TOUCH

---

**FOR SALE** : Boxed C64 games with book – LORD OF THE RINGS, ERIK THE VIKING, JEWELS OF DARKNESS, JINXTER (disc). £2 each or offers.

Please contact Ron Guest, 10 Riverdale Park, Gunthorpe, Notts. NG14 7EY  
(Tel. 0115 966 3675)

## OBJECTS AND THEIR USES

---

**THE WELL OF ZOL compiled by Jenny Perry on a PC(e) – also available on Spectrum, Atari(e), Amiga(e) and MAC(e)**

- Axe .....chop chest three times with it  
Bird .....pluck the feather, feed it to the dog, then throw at trap  
Boots .....wear them to get a grip on slime  
Boulder .....throw at the statue  
Bulb .....for the lamp  
Candle .....rub on trapdoor, then melt to find something inside  
Coin .....give to the woodsman  
Creeper .....tie to wineskin  
Feather .....give to Zolad  
Flint .....strike it – somewhere – to light the candle  
Floorboard .....make a bridge  
Foam rubber .....lay under ledge  
Fuse .....insert in hole  
Key .....needs straightening, unlocks gate  
Lamp .....light source  
Logs .....use to make a raft  
Paddle .....for raft  
Parachute .....jump off cliff with it  
Plaster .....mends a tear  
Pole .....hooks sheet of corrugated iron  
Scythe .....cut grass, cut rope, then give to farmer  
Sledgehammer .....straighten key with it, then break boulder  
Soap .....give to hermit  
Spade .....to fish coin from water  
Wineskin .....fill with fungus



**MELTDOWN compiled by Jenny Perry on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)**

- Apron .....protects you from radiation  
Bandage .....wet it and clean the window  
Box .....stand on it to enter plane  
Briefcase .....put steak in it  
Bucket .....contains something!  
Can .....Spray clip  
Card .....to enter restricted zone and aeroplane  
Chair .....to get over tree trunk  
Chimney .....goes across the chasm  
Coin .....for turnstile  
Colander .....to strain the mud  
Crowbar .....to prise the grating  
Fan .....dries the tar  
Geiger counter .....wear it  
Gloves .....wear them  
Glowstick .....gives light for a few moves  
Iron .....you can make a crowbar with this  
Key .....unlocks freezer  
Knob .....for microwave  
Paper .....contains last bit of combination for safe  
Pencil .....use to get the key out of the tar  
Plastic spade .....dig!  
Rope .....for climbing  
Rump steak .....for hungry dog  
Scissors .....cut the bandage  
Shears .....cut the hedge  
Trowel .....dig!  
Ticket .....for cablecar  
Tongs .....to get paper, gloves and rods.



## GETTING YOU STARTED

---

### **BECAUSE OF A CAT** played by Dorothy Millard on a C64

Start in bedroom with your head pounding. GET CLOTHES (you put them on), EXAMINE CLOTHES (jeans and T-shirt), EXAMINE BED, LOUN BED (you find and put on a shoe), LOUN BED again (you retrieve a glass tumbler), E, N into the smallest room, LOBE LOO (you find your cashcard), S, E into bathroom, EXAMINE SHOWER, USE SHOWER (later after breakfast), EXAMINE SELF (a reflection), HELP, EXAMINE MIRROR, LOBE MIRROR (see cabinet), EXAMINE CABINET, LOIN CABINET (you find a tin of hangover cure), DRINK HANGOVER CURE (you mix it with water in the glass tumbler and force it down..... after a while you feel better..... you go down to the kitchen for breakfast) .....

### **DEMON'S TOMB** played by Barbara Gibb on an Amiga

You are in the tomb passage with the closed entrance/exit guarded by a fire: you are carrying a lit torch and a notebook. TURN OFF TORCH, TAKE sleeping BAG, N (round chamber see hole), PUT BAG INTO HOLE (stops draught which was accelerating the fire), DROP TORCH (for the moment), E (alcove chamber), TAKE PLAQUE, W, W (burial chamber), OPEN COFFIN, PUT PLAQUE INTO COFFIN, E, N (inscription chamber), TAKE BIRO, TAKE BAG (with sandwich inside), S, TAKE BUCKET AND TORCH, W, PUT NOTEBOOK INTO BAG, TIE KNOT IN BAG .....

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

Start in the entrance hall by the front door which you can't open. I (nothing), EXAMINE SIDETABLE (find pad of writing paper - forget about the drawer), EXAMINE PAD (faint impression), EXAMINE CARPET, LIFT CARPET, TAKE SILVER KEY, N, W (living room), EXAMINE CHAIRS, TAKE CUSHION, EXAMINE CHAIR (this time you see a pencil), TAKE PENCIL, DROP CUSHION (needed later) E, S, RUB PENCIL (on writing pad - note numbers), DROP PENCIL, W (study), EXAMINE DIAL (of safe) .....

### **THE FINAL CHORUS** played by John Schofield on a Spectrum [(128K only) - also available on PC(e)]

INVENTORY (a scabbard, worn), X SCABBARD (the hilt of a sword is visible), W, X SMIDGIN (old and wrinkled and in a trance. A message stuck on his back sways a spell has been cast by Nugget the Wizard, underlining the message were several runes), X RUNES (magical), DRAW SWORD (it's a magical singing sword called Johnnie), X SWORD (covered in runes - it's an expert on them), SAY TO SWORD "READ RUNES ON SMIDGIN" (the important bit says "keep spell away from damp"), GET SMIDGIN (you pick him up), W, X RIVER (you see a fishing net), GET NET, X NET (weighted), X TREE (centuries old and dead), PUSH TREE (it only wobbles), X SAPLINGS (long and sturdy), CUT SAPLING (need sword - you now have a sapling), THROW SMIDGIN IN RIVER (the spell is broken, he leaps out and says Nugget must be here for the Ceremony). You both go to the Elven Gates where he tells you to get a disguise for your ears. He wraps a squirrel's tail around his head. X GATES (enormous), X SMIDGIN (as well as wearing the tail, he has a set of dice), TAKE TAIL FROM SMIDGIN (you snatch it from him - but he has another), X TAIL, WEAR TAIL (Smidgin chants a few words, the gates open and you both step inside), S (the gates are closed again), SAY TO SMIDGIN "OPEN GATES" (the words only work once), X TREE (the bark is peeling) .....

**GET ME TO THE CHURCH ON TIME** played by Edwina Brown on a Spectrum – also available on Atari(e), Amiga(e), PC(e), MAC(e) and Amstrad

X CUPBOARD, GET PILLS, X PILLS, SWALLOW PILLS, X TOILET, GET BRICK, W, W, X BOOKS, GET BOOK, X BOOK, OPEN BOOK, GET DYNAMITE, E, N, X ROBIN, S, NE, SW, D, E, X TV, X SOFA, LOOK BEHIND SOFA, GET HEAD, X HEAD, W, X STAIRS, X TABLE, X RADIATOR, FEEL BEHIND RADIATOR, GET LEAFLET, X LEAFLET, DIAL 367 8198, WEAR HEAD, S, S, X VAN, X WEEDS, GET HOSE, X HOSE, N, N, W .....

**THE ISLAND** played by Barbara Gibb on a Spectrum – also available on an Amstrad

Start on main deck of ancient steam ship. I (wearing jeans and shirt), N (paint locker), TAKE DINGHY, S, W (aft well deck), DROP DINGHY, E, D (corridor), S (captain's cabin), X PHOTO (hinged), SWING PHOTO (brass key falls to floor), TAKE BRASS KEY, N, N (mate's cabin), LOOK UNDER PILE, TAKE BELT, S, W, S (your cabin), TAKE CARD, X CARD, N, N (heads), PUSH BUTTON (this does not seem important in this version), S, W, S (cook's galley), TAKE CAN, X CAN, N, E, E, E (messdeck), X CAGE (see parrot), OPEN CAGE (parrot flies out and perches on your shoulder), SAY PARROT "HELLO" (must use speech marks for the correct reply). SAY PARROT "NAME". W, U, W (aft well deck). DROP ALL. E, D, W, W, W, W (store-room). MOVE JUNK, TAKE MOTOR (must not be carrying anything else) .....

**LOST DRAGON** played by Edwina Brown on a Spectrum

N, N, PRESS 5, W, W, N, GET TWINE, S, E, E, S, PRESS 4, W, W, N, GET ROPE, S, E, E, E, E, OPEN WINDOW, E, D, DROP TWINE, TIE ROPE, D, X WALL, TIE ROPE, S, GET BOX, W, W, SEARCH RUBBISH, GET PIPE, W, DROP BOX, CLIMB ON BOX, GET LEVER, GET BOX, E, E, E, N, DROP BOX, DROP PIPE, UP, DROP LEVER, D, GET PIPE, UP, DROP PIPE, D, GET BOX, UP, DROP BOX, D, S, W, N, N, E, E, E, E, GET COFFEE .....

**PIGGERY JOKERY** played by Barbara Gibb on an Amiga

You are Peregrine, a piglet. Start at edge of wood. READ SIGN, X FENCE. Walter the woodpecker should be here. X WALTER, TALK TO WALTER, TALK TO WALTER, E (eastern edge of wood), X FENCE, X POOL, SEARCH POOL, TAKE WORM, X WORM, W, GIVE WORM TO WALTER (he makes an opening in the fence), W, TAKE CHAIN, X CHAIN, E, N (inside the wood – see Sasha the squirrel), X SASHA, TALK TO SASHA, GIVE CHAIN TO SASHA, I (now have a hazelnut), X NUT, E, (twisty pathway), PULL CREEPER, TAKE CREEPER, X CREEPER, E (gorse bushes), SEARCH THICKET (see firefly) .....



**SIMPLY MAGIC** played by Barbara Gibb on an Amstrad

Start in Labyrinth, which is actually only two separate locations. I (nothing), S (Room of Wishes), N, N, N (Room of Unhappiness), CRY, GET BOX (from ledge), OPEN BOX (find a handkerchief and a pearl), DROP BOX, GET PEARL, GET HANDKERCHIEF, E, S (Room of Wisdom), EXAM MAN, PULL BEARD, PULL BEARD, KISS MAN {last three inputs are not essential}, GIVE PEARL (to man, who gives you a bottle of potion), GET POTION, EXAM POTION, DRINK POTION, W (Room of Gravity) .....

## HINTS AND TIPS

---

### **ALONE IN THE DARK 1 played by Damian Steele on a PC**

Push the clock to reveal something useful.

The fake book belongs on a bookshelf.

Use the curvy dagger to kill the library monster.

Throw something heavy at the armour to destroy it.

The creature in the bath CANNOT be killed.

Use the mirrors to kill the creatures at the head of the stairs.

Fire an arrow down the hall of paintings – it's very much kill or be killed.

Find the match of the cavalry sword to reveal a hidden stairway.

Save BEFORE going across the hidden bridge as you can't return.



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

#### Part One

When you return to the market stalls, buy a hammer from the Toolmaker and an axe and chainmail from the Armourer.

When you have chopped the logs you can help the old lady get into her cottage. You should now be in a position to persuade the blacksmith to help you help the Sawyer to cut some planks.

Some people want everything done for them! The ferryman isn't satisfied with just the hammer and planks, so it's back to the forge to trade something for some nails.

#### Part Two

Throw the spear at the bushes that aren't being moved by the wind.

When you have both the spear and the bow and arrow, return to the huge oak tree and knock again. SAY "YES" when asked if hunters have gone, then show him the weapons to prove it.

Fire the arrow at the partridge.

To get some seeds, shake the seed pod hard.

#### Part Three

The tub of grease and sparker can be found in the small alcove.

LOOK N at the unsafe north end of the mine tunnel.

You'll need the bar in order to reach the pickaxe.

#### Part Four

Climb into the embrasure but you'll need some grease to aid your exit onto a ledge.

You need something to prevent your greasy hands from slipping on the drainpipe.

**BALLYHOO played by Peter Clark on an Amstrad – also available on many other computers**

Inhale the contents of the balloon before talking to Harry.

Buy whatever food the hawkler shows you.

Wearing the gorilla suit could be useful. The radio dial should be set to 1170.

**BOUNTY HUNTER – available on Spectrum, C64, Amstrad, Atari(e), Amiga(e), PC(e) and MAC(e)**

**FELL HOLLOW** – The Viroid is in a small cave. Go to the Deadwood Forest and wait until a Fellbeast circles overhead. Enter the log and you will be transported to the beast's nest. Examine the nest to see some logs hanging over the side. Push a log from the nest and just before the Fellbeast retrieves it, you must grab his claw.

**TARG HELLHOLES** – On Moonstone Targ there is a boulder. Push or roll it to the Hellholes and then push it over the hissing steam.

**RONE GAP** – Just jump the gap.

**OROMES MONOLITH** – In. Break pipe.

**CASTLE ADVENTURE (Walter Pooley) played by Barbara Gibb on a C64 – also available on Spectrum and Amiga(e)**

To find the shield, turn the plaque *twice* in the anteroom in the NW Tower.

The broadsword is in the room at the top of the West Gate Tower.

To light the lamp you need the steel and flint.

Search the armoury in the SE Tower to find a suit of armour.

The short sword is at the top of the SE Tower.

You need the shield and short sword to kill the dragon and lion.

You need the shield, broadsword and armour to kill the Black Knight.

You need the shield, battleaxe and armour to kill the Red Knight.

**CRYSTAL QUEST played by Barbara Gibb on a Spectrum**

Planet Orion

PRESS GREEN, ONCE, to go into orbit around this planet.

Get the spade from the prison guards' dormitory.

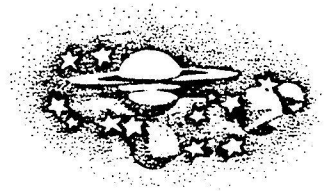
Planet Trigula

PRESS RED, ONCE, to go into orbit.

There is a flint in a massive cavern. Cut a vine with it.

To reach a grassy knoll – tie the vine to a palm tree.

Dig where the ground has been recently dug over to find a yellow crystal.



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

The Trogg's lever can be extended with his spear.

Search some stones for the gold key and dig the ceiling for protection from the silk cloth.

You'll need a bone from the skeleton and a hair from a Trogg (the first one is best for your score, but be ruthless first).

The pool by the Basilisk will solve the "hand" problem.

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

Look through the letterbox, then post something that rings so that the bell will work.

Search the stairs to find a way to the backyard.

Rub the lard on the hole so that you can "slip" into the store-room of the hardware store. Climb the shelves. Read the menu for useful clues.

Search the trailer then jack it up.

Dig with the pitchfork (to find a safety pin) *before* you spring the mouse trap.

You can get the jam jar without opening the gate.

**DARKSEED played by Damian Steele on a PC**

Look very carefully around the librarian or you'll miss something.

Don't try to solve the game on your first go, take some time to explore until you know the area, then restart or you will run out of time.

Most of the stuff in the attic is junk: ignore it.

Search the garage to find a means of opening the trunk.

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

When you reach the ROC (BIRD) – use Vortex Stone to take the Magic away from the Grapes. Throw Dates at Bird, take Soul Egg, put Black Sphere in Roc's Nest.

To pass the Giant Toads – open Jar of Flies, then you can take the Crown.

**DUNGEONS OF MALDREAD played by Barbara Gibb on an Atari(e) – also available on Spectrum, Amiga(e), PC(e) and MAC(e)**

Feed the man in chains. What he gives you will enable you to get the shield.

Take the shield but not the sword east of the chained man location.

To save your life in the "dead end", push something and raise something else. Then dropping something and pulling something will be just as rewarding.

In the fountain room, you can't pick up the rucksack, but can search it. Drink here to gain extra strength.

## **DIE FEUERFAUST played by Barbara Gibb on a Spectrum – also available on an Amiga(e)**

### Part 1

On returning to the Inn you will see some rather unsavoury customers sitting at a table. More eavesdropping and action is called for.

You need three items from the tomb. Someone nearby knows about two of them.

### Part 2

Find a way to transport yourself and your horse to another city.

Explore the church in Rostock, and note important details for later.

### Part 3

Use three spells to help the townsfolk before you leave.

The market stalls are worth searching.

### Part 4

Look around when you are up a tree.

Move the debris and then sweep the floor of the village church.

As each piece of tile is placed in the pattern it will open up a bit more of the game.



## **EMERALD ELF played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)**

The airlock key is in the cupboard in the Captain's office. Ask Wally to eject the capsule.

Search the beds in the doctor's room.

The combination to Rommer's locker can be found in the power room.

The scitters just wave at you. Searching the hold finds and automatically opens a grille.

## **FOUR SYMBOLS played by Peter Clark on an Atari – also available on Spectrum, Amiga, PC and Amstrad**

Put the gravel in the tin and shake it at the robbers.

In the cemetery, look in the grave to find a corpse. Put the bronze coin on it to open the mouth and find one of the symbols. Make sure that you retrieve both of the coins before leaving.

Go behind Fidget's tent and reach under it to get the egg.

Rub the red stick and then examine and you will get a useful word.

The view from the top of the tree in the copse will provide you with the number you need to operate the arbalest.

## **GOBLIN TOWERS played by Barbara Gibb on a C64 – also available for other computers**

Treasures to be left in the cottage :-

Crystal wand, Pearl necklace, Sapphire, Emerald, Diamond, bar of Platinum and large Ruby.

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

The gunsmith only has one gun and six bullets to sell, so use them wisely.

Despite the warning given in the stones you will have to enter the Indians' camp as they have something you need – try some novel headgear.

**HAZARDOUS HOLIDAY played by Barbara Gibb on an Amiga**

The prickly "ball" will reveal something important.

You have already booked into the hotel, note your room number.

Explore the surrounding countryside. Help the fox, take a trip on the scenic railway, visit the widow of your friend, explore the golf course, and visit the shops before returning to your hotel.

The lottery ticket is important when it comes to opening something.



**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)**

Remember the writing on the tapestry when you are in the cave in the mountains. Compare the diameter of two circular objects..

The skeleton is hiding something valuable. The dragon can be bribed.

Cut the dome with the brooch and turn the switch off to complete the game.

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

Part One

You need the helm and gauntlets as protection when you break the mirror in the dressing room. When you return the helm to Goliath, he will leave the stage, giving you time to take the book.

You can't get the "rattle" from the skull.

Ensure Goliath is absent, but the char woman and skull should be present when you first enter the aisle.

Hide the skull inside something before you leave the theatre.

Tell Hardy about the cobwebs still blocking the doorway in the store-room.

You need a penny for the cab fare from the theatre to your agent's office.

**MISTY ISLAND played by Barbara Gibb on a C64**

Examine a tree in the forest to find a spade, another tree to eventually discover matches and a fishing line, the estuary mud to find a hook, and the top of the hill.

Sit on the seat to see a rabbit. Now try to trap it – it will take time.

Crawl in the windy place. Hide until the hawk goes away.

Get, examine and unwrap SOMETHING found on the shell beach.

You need the spade to get the key – this unlocks the door of the tall misty tower.

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

Zone 7

Fire the grapple-rocket to escape from the "room with no roof".

You need the lightsabre to fight the cyberman in the fencing hall.

Examine the workbench in the robot repair shop to find the screwdriver.

Typing "exits" in the tropical pool location is useful.

Zone 8

Fill the horn with water from the stone dolphin fountain.

You can successfully PULL GRATE in the hot baths only if you have drunk the water at the centre of the hedge maze in the Medieval Era (Zone 6).

Go S, S, W, W, and S along the hypocaust 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 3

Clean the mirror on the smaller statue.

Glue the diamond into the socket of the larger statue.

Examine the hull/ship of the crashed Pathfinder to see a lever.

Take Commander Giles and the beacon to a nearby safe place, then to somewhere overlooking the Stellar Queen.

Report to the Captain to complete the game.

**SIMON THE SORCERER played by Steve McLaren on a PC**

Do not be afraid of the Dragon, instead help the dragon with the cold remedy, then you can get the Fire Extinguisher. Go out of the cave, climb up the rock and use the Rope and Magnet to retrieve some Gold – do this at least 3 times.

To enter the candy house, use Repulser on Chocolate Truffle door.

At the Swampling's House I am afraid you are going to have to eat some Stew, then use Specimen Jar with the Stew.

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

Don't forget to cancel the spell out of water.

Use the last spell on the cat, then throw the book into the cauldron.

Someone will tell you where Gwyn is. Chat to Elen to complete the game.

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

Part One

Buy honey and olives in the market place. Offer honey to Hermes and olives to Athene for useful gifts.

Don't enter the clearing unless you have the sword.

Examine the rocks in the rocky cluster for a clue for you to pray to a certain god for help with the slab/coin problem.

I suggest you save your position when you arrive at the sandy shore.

Part Two

Your first task is to recover your possessions. You get what you need with the exception of the pouch, which is snatched by one of the Gorgon sisters. Look up to see which direction she goes.

Examine the column so you know whose temple you are in. Pray for instructions.

When you are weak from fumes, get some fresh air, then return to the cave to pick up the object.

**RUN, BRONWYNN, RUN played by Barbara Gibb on an Amstrad – also available on Spectrum and Amiga(e)**

Part One

The dummy on the horse should be dressed in the riding leathers and your hair.

After the horse has run through the archway, WAIT until the officer returns, then go north.

The maze of alleyways can be negotiated by decoding the piece of paper found in the fireplace.

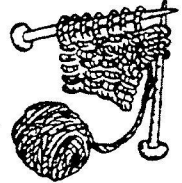
Part Two

At the start you should be carrying shoes, brush, comb, scissors, and wearing the riding leathers and boots.

Look under the bed in the woodcutter's hut.

Ask the woman "where is my horse" and then "return horse".

Note the colour of the jumper she is knitting and also the state of the curtains.



Part Three

Time your arrival at the centre of the forest so that when you move the soldiers follow but a tree falls on their leader, it will delay them slightly.

Use the river to put the hounds off your scent.

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

Place the crown then the "It's your son" phrase on the King's shrine. You should now have the Light of Valhalla (a sphere of light). To "release" it you need to place it on the table up from the door into The Lord's room, place the tape recorder at his feet and then move round to operate it. Now take the sword and use it to free Valhalla.

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

Give the golden pear to the soldier at the palace gates.

Examine the wall in the palace grounds to find the ladder to the observation post.

Get the telescope from the cupboard and examine the grounds.

Get the winding key from behind the sentry box.

Drop the mothball at the back entrance. Give the gold chain to the raven.

Examine the fountain in the marble hall. A chair will help you reach the lamp.

“Vigilum vigilorum” in the right place will give you the password to part two.

**TREASURE ISLAND (Jack Lockerby) played by Barbara Gibb on a C64 – also available on Atari ST/STE, Spectrum, Atari(e), Amiga(e), PC(e), MAC(e) and Amstrad**

Part One

Make your way to the village and call on Squire Trelawney. Show the map to him and Doctor Livesey – note what the Squire tells you to do.

The alleyways in Bristol area maze – you have to find a shop, The Spyglass Inn, Dockside and be able to return to The Old Anchor Inn.

When accosted by a crowd of cut-throats – SHOW SPOT.

Part Two

At the marsh ground HIDE when you hear the sound of men fighting – then search the dead pirate.

Pick some berries at the thicket then drop them in the grove of oaks where you see the goat droppings.

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

Level 3

Put the fly in the web to get an iggly spider, then put the spider in the molecular stabilizer to get a key which opens the chest to the west and north of the chicken on the nest.

The Vampire in the Toybox Room – from the junction, walk eastwards along the purple gunge, insert a stick so that you can operate the lever to open the nearby door. Find the lathe and sharpen the “stick thing” to make a stake. Put this on the vampire to get some teeth.

**WIZARD OF OZ (Jack Lockerby) played by Barbara Gibb on an Atari(e) – also available on Spectrum, Amiga(e), PC(e) and MAC(e)**

There is a watch and medal to be found in the fields.

Note what the Munchkins and The Good Witch of the South tell you.

Raise the flag to summon the Mayor.

Particularly note the message you get when you start to walk along the Yellow Brick Road.

# GUIDE TO WHO-DUN-ITS by JOHN SCHOFIELD

---

**HOMICIDE HOTEL** written by James Bentley

**Available for the Spectrum and Amstrad**

**Published by The Adventure Workshop**

You take the part of John Stafford, who has been called in to help the police in a baffling murder enquiry at the Hotel Majestic in Knightford, a small seaside resort.

Inspector Frank Dwyer has given you the bare facts of the case. Paul J Andrews, the film director, has been killed in his hotel bedroom at 10.15pm yesterday.

There are nine other characters at the hotel for you to question. Mr. and Mrs. Blake own the hotel. Mr. Blake stays in the office, whilst Mrs. Blake wanders, at random, from the Lobby to the Lounge and back. Carmel Imeldra is the deceased's actress wife, and the chief suspect. She wanders from her bedroom (302), down the stairs to the Reading Room, the Lounge and Games Room and back. Lady Mary Strachan is a permanent guest and stays in the Lounge. Gerald Muir may be involved with Carmel Imeldra, and he moves from the Games Room to the Lounge, Reading Room and back. Mr. and Mrs. Bennett are also guests - he is a bank manager who has had a row with the deceased. Mr. Bennett moves from the Dining Room to the Stairs and Reading Room and back. Mrs. Bennett starts in their room (201) and wanders down the corridor and back. Dr. Spencer starts in the Dining Room and moves to the Reading Room, Lounge and Lobby and back. Miss Ford stays in her room (202) and is, in fact, shot dead 3 hours into the game.

The game is played in real-time.

The following cannot be a definite solution due to the random movements of the characters, but is how the game played at the time of writing this guide.

There is a time limit to solving the case, and at 10 minutes past midnight, Carmel Imeldra is arrested and charged with murder.

The game starts at 12 noon in the hotel Lobby. INVENTORY, you have a wallet and wear a wrist watch. (EX WATCH or TIME to use this), EX WALLET, it contains £37, SAY TO MRS BLAKE "TELL ME ABOUT HOTEL", there are eight rooms - the maid is on holiday this week, SAY TO MRS BLAKE "TELL ME YOUR ALIBI", she says she went to the theatre to see Macbeth, EX DESK, has a register and pen and a telephone, N (office), EX DESK, it has a drawer, OPEN DRAWER (score 4), you find a gun, EX GUN, a small pistol, GET GUN, Blake won't let you, SAY TO BLAKE "TELL ME ABOUT GUN", it's for emergencies, SAY TO BLAKE "TELL ME YOUR ALIBI", he had a lot of work to do, and still hasn't finished, N (dining room), SAY TO BENNETT "TELL ME YOUR ALIBI", he went with his wife to the Theatre Royal in Newcastle, W (foot of stairs), S (Reading Room), SAY TO DR SPENCER "TELL ME ABOUT MURDER", it was strychnine poisoning - some was stolen from his bag upstairs, SAY TO DR SPENCER "TELL ME YOUR ALIBI", he dined at Sergio's until 9.30 or 9.45, S (Lounge), SAY TO MUIR "TELL ME ABOUT ANDREWS", he was too protective of his wife and wouldn't be surprised if she poisoned him, SAY TO MUIR "TELL ME ABOUT CARMEL", he knows her as Gertie Smith, SAY TO MUIR "TELL ME ABOUT BENNETT", he heard him arguing with the deceased. SAY TO MUIR "TELL ME YOUR ALIBI", he hasn't one - he was around the hotel all evening.

SAY TO LADY MARY "TELL ME YOUR ALIBI", she was here, knitting. SAY TO LADY MARY "TELL ME ABOUT ANDREWS", he was always protecting his wife, SAY TO LADY MARY "TELL ME ABOUT MUIR", always flirting with Carmel, he probably killed her husband, SAY TO LADY MARY "TELL ME ABOUT MR BENNETT", he's alright, SAY TO CARMEL "TELL ME ABOUT ANDREWS", she's not upset and is glad he's been killed, SAY TO CARMEL "TELL ME YOUR ALIBI", she went to her producer in Islington and caught the 8.57 flight back to Teeside Airport. N, N, N (yours and Lady Mary's rooms are on this floor - nothing of interest), U, S, S, E, Miss Ford is reading a book, and only found out this morning what had happened, W, N, E (The Bennett's bedroom), SAY TO MRS BENNETT "TELL ME YOUR ALIBI", she went out with her husband to play in Newcastle, and didn't get back until about 10.30, SAY TO MRS BENNETT "TELL ME ABOUT ANDREWS", she didn't like him and wouldn't be surprised if his wife had killed him, EX WARDROBE, unlocked, OPEN WARDROBE, inside is a green gown and a brown suit, EX SUIT (score 2), you find a white ticket, EX WHITE TICKET, Newcastle intercity, EX GOWN (score 2), you find a yellow ticket, EX YELLOW TICKET, for Manchester the same day, SAY TO MRS BENNETT "TELL ME ABOUT TICKETS", she and her husband had quarrelled last night, and they went to different places (score 3), {Note : GIVE TICKETS TO (MR or MRS) BENNETT and SAY TO (MR or MRS) BENNETT "TELL ME ABOUT TICKETS" has the same results, except you need the tickets present to GIVE}, W, N, N, U, S, E (Dr. Spencer's bedroom), EX BAG, is locked, W, S, E, you are at the scene of the murder in Andrews' room, EX DRESSING TABLE, it has a drawer, OPEN DRAWER (score 2), you see a black book, READ BLACK BOOK, you find some telephone numbers - the important ones are Carmel's agent - Islington 243 and the Airport 23202, SEARCH DRAWER CAREFULLY (score 3), you find a cheque, GET CHEQUE, EX CHEQUE, for £10,000 and signed G. Smith (that's Carmel, according to Muir), W, N, N, U, S, E (Muir's room), EX BOOK (no help), W, S, E (The Blake's room), EX CABINET, unlocked, OPEN CABINET, inside is a red dress, EX DRESS (score 3), you discover a receipt, GET RECEIPT, EX RECEIPT, "Royal Casino, Redborough, in receipt of £800, signed J. Peters 9/6/87", W, N, N, D, D, D, D, SAY TO BENNETT "TELL ME ABOUT TICKETS", he confirms his wife's story that they quarrelled, and went to different places, GIVE CHEQUE TO CARMEL (score 4), she looks aghast and turns away, DROP CHEQUE, S, S, SAY TO MRS BLAKE "TELL ME ABOUT RECEIPT" (or GIVE it), she has a vice for gambling, and admits she went to the Casino on the night of the crime - unknown to her husband (score 4), DROP RECEIPT, E (Lobby). Now use the telephone to check on Carmel Imeldra, DIAL 23202 (or RING AIRPORT), Teeside Airport answers, TELL ME ABOUT 8.57 FLIGHT (score 3), Miss Imeldra was on it, DIAL 243 (or RING BENT), he answers, TELL ME ABOUT CARMEL (score 3), he confirms that she was there (To pass time, you can also dial the other numbers in Carmel's black book if you wish). Now leave the hotel to check the doctor's story. E, S, E (Sergio's Ristorante), SAY TO SERGIO "TELL ME ABOUT DR SPENCER", he was here last night and left about 8.30 (score 4). This does not agree with the doctor's story, nor the fact that strychnine was stolen from his ~~locked~~ bag. W, N, W, N (back in Blake's office), WAIT (passes 3 minutes). Repeat until a shot rings out, which sounds as if it was on the second or third floor (The time is 3.00pm). Being here proves the shot was not from Blake's gun, which is still here. This is meant to score 5%, but, unfortunately, does not register. N, W, U, U, S, S, E, Miss Ford is lying on her bed, dead, EX MISS FORD, shot through the head - the bullet was fired from the door, W, N, N, D, D, S, S, E, Mrs Blake tells you Miss Ford has been shot and asks you for help. E, S, S, E, E (Household goods area of the Supermarket), LOOK IN BAG, a bottle of Vim and some throat lozenges {all red herrings}. The bag can be used to carry objects in, but is more bother than it's worth. GET SPADE, EX SPADE, GET NAILS, EX NAILS, GET BOWL, EX BOWL.

W, W, S, S, S, S (on the Beach - there is an Island South), DIG SAND (need spade - this is random, so repeat until you are successful and uncover a pair of oars) (score 5), DROP ALL, N, N, N, W (Weapons shop), GET ALL, EX HACKSAW, EX HAMMER, EX SLEDGEHAMMER, E, S, S, S, DROP ALL, N, N, E, S (Secondhand shop), GET PLANKS, N, W, S, S, MAKE BOAT (score 8), need planks, hacksaw, hammer and nails, GET OARS, GET SLEDGEHAMMER, GET BOWL, GET BOAT, S, you are rowing south, but the boat is leaking, BAIL WATER (score 4) (need bowl), S, BAIL WATER, S, you reach the island, W, S (End of the cave), HIT OUTCROP (need sledgehammer), you need to be more forceful, HIT OUTCROP FORCEFULLY (score 6), the rock wall turns to reveal a small room, DROP SLEDGEHAMMER, S, EX CUPBOARD, it has a drawer, OPEN DRAWER (score 5), inside is a note, GET NOTE, EX NOTE, there is a message in code, but at the bottom is a clue "Nuttall's p.1083 ref. 8 pl.", N, N, E, N, BAIL WATER, N, BAIL WATER, N (Beach), DROP NOTE, S, BAIL WATER, S, BAIL WATER, S, W, S, S (Secret Room), EX WALL, you see a cavity, EX CAVITY, you find a photo, EX PHOTO, of Carmel standing over her husband's dead body, with a syringe in her hand, GET PHOTO, N, N, E, N, BAIL WATER, N, BAIL WATER, N, DROP BOAT, DROP BOWL, DROP OARS, GET WALLET, GET NOTE, N, N, N, N, N, W, W, N (Reading Room), EX SHELVES, R, to see Nuttall's Dictionary, a Biology Textbook and a Birdwatcher's Handbook, READ DICTIONARY, you see page 1083. The 8th word is ZEUGMA - the note says pl. (short for plural), so the key word to decode the note is ZEUGMAS. Arrange the alphabet with the keyword under the first six letters and then complete the unused letters, in order, after. Using this, the note reads "MY DEAR MISS IMELDRA, THE FIRST WAS JUST A TASTER. THE REAL THING IS YET TO COME, BUT HERE IS THE BEGINNING. I WANT FIFTY GRAND IN MY ROOM NUMBER THREE ZERO ONE AT MIDNIGHT TONIGHT." Room 301 is Dr. Spencer's room, so you now have all your evidence for Inspector Dwyer.

S, E, E, S, S, S, S, W (Police Station), ASK FOR DWYER, the Inspector comes and asks if you've solved the case. SAY TO DWYER "DR SPENCER IS GUILTY", he asks for your evidence, GIVE NOTE TO DWYER, he asks how it works - what does A equal, SAY TO DWYER "A EQUALS Z", and H? SAY TO DWYER "H EQUALS B", and O? SAY TO DWYER "O EQUALS K", and Y? SAY TO DWYER "Y EQUALS X", he asks for a motive, GIVE PHOTO TO DWYER, he asks why Andrews was killed, SAY TO DWYER "FOR SPENCER TO BLACKMAIL CARMEL", why Miss Ford? SAY TO DWYER "MISS FORD SAW SPENCER COMMIT THE MURDER" (score 30). He says you must be right and, on returning to the hotel, you see the Inspector arrest Dr. Spencer on a charge of double murder and blackmail.

GAME COMPLETE - SCORE 95%

As noted above, the missing 5% should be scored by proving Blake's gun was not used to murder Miss Ford (This may only apply to the Spectrum version....Barbara)

Your wallet and money are not used - you simply GET objects from the shops.

Several aspects of the game seem difficult to understand. If the doctor poisoned Andrews, how can there be a photo of Carmel at the murder scene with a syringe of poison? If Carmel didn't murder Andrews, how can the doctor blackmail her? (You're supposed to have proved she wasn't there!) There's nothing in the game whatsoever to indicate that Miss Ford saw the doctor, or anyone else, commit the murder.

(Next month : Sherlock Holmes - A Matter of Evil by David Court)

## SERIALIZED SOLUTION

---

### **INDIANA JONES/LAST CRUSADE played by Phil Reynolds on a PC**

(continued from last month)

Leave and go up the stairs leading to the third level, go to the first door you find. Before entering, tell the guard he had wrinkled pants, a stain, and for the buffoon to get out of your way. In the office, give the roast to the dog then get the trophy and open the cabinet to get the pass. Go back to second level where you gave the guy the painting and this time go into the room on the far left, go to the Mona Lisa and push it to reveal the vault.

Open the vault and go in, look at the painting then change to indywear and leave. Go to the ale place and fill the trophy with ale. Go back to the second level and change into the officer's uniform then go up to the third level and give the trophy to the big strong Nazi, punch him to knock him out then go south and tell the guard the same thing you told the other guard about the security clearance. Continue to the west end of the corridor and north into a room, pick up the key there and leave the room, return south then east and north, go to the westernmost door and use the silver key on it then go in. When you leave you will be captured and tied to chairs in the room with the knight of armour. Have Henry push the chair so the space between the two chairs is at the mark you made earlier on the carpet, then have Indy push the armour, once free, push the left statue and leave through the fireplace. Go to the motorcycle and use the motorcycle. Henry will tell you to go to Berlin to retrieve the Grail Diary. When stopped at the guard post tell the guard you are a superior officer on a top secret mission with no ID. Once in Germany, give Hitler the passcard to sign.

At the airport, have Indy ask the man about his grandchildren, then switch to Henry and steal the tickets from the man's pocket. Leave and go to the biplane or the blimp. You know what to do from the manual if you decide to use the biplane. If you go to the blimp, give the man your tickets then switch to Henry and go west to the piano player, put a coin in the man's cup and he will play a tune, drawing the radio operator from his room. Switch to Indy and open the door, go in and open the locker then pick up the wrench and push the radio to smash it. Fight the operator when he returns then leave and close the door, use the wrench in the hole and turn it then Save the game before continuing.

Climb the ladder and run from the guards. Go up the ladder in the top left then through the maze of gantries until you can go down on the right to the biplane, Henry will already be there. Fly around and dodge the attacking plane, don't let them shoot you down for a while then, after crashing, choose the expensive looking car. Give the pass to the guards at the guard posts then once outside the grail temple Save the game for the last time.

Go inside then go to Donovan and go through the three trials, if you die on the trials you will have to start over from the first. The first trial is tricky, you have to get Indy to go more south or he will get cut up. The second trial is easier, all you have to do is step on letters that spell out the word Indy keeps saying, just wait till he says the word. For the third trial, immediately position the pointer over the cave to the right and press return to go there. Once inside, you must choose the correct grail from the written version of the grail book the game comes with and use it in water. Then you can pick up the grail after rescuing your father and give it to the knight. You can also give it to Elsa and look at the seal once it is broken to use your whip to get the grail back. Be sure to give it to the knight. After that, the game ends!

(Any suggestions for new serial next month? Baraba)

# SOLUTIONS OF THE MONTH

---

## AUNT VELMA'S COMING TO TEA!

Written by "The Spud" (Scott Denyer)

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

I advise you to read the introduction.

Start in your bedroom. I (nothing), TAKE TROUSERS, WEAR TROUSERS, W, W, S, S (bathroom), X TOILET, X CISTERN, TAKE SCREWDRIVER, N, N, E, D, S, S (driveway), X GRAVEL, TAKE GARAGE KEY, NW, S (locked), UNLOCK (garage) DOOR, DROP KEY, S (inside garage), X BOX, TAKE FUSE WIRE, N, E, S, E, E, N, W (under stairs, X FUSEBOX, MEND FUSE (need fuse wire and screwdriver), DROP SCREWDRIVER, E, S, W, U, E, S (in closet), X IRONING, TAKE GLOVES, N, W, D, E (kitchen), X OVEN, WEAR GLOVES, TAKE CHICKEN, W, W, N, W, W (far end of garden), GIVE CHICKEN TO DOG, do ~~not~~ linger. N (toolshed), TAKE CROWBAR, S, E, REMOVE GLOVES, DROP GLOVES, E, S, E, E (kitchen), PRISE CUPBOARD (need crowbar). DROP CROWBAR. TAKE SMALL KEY, W, U, W, W (spare bedroom), UNLOCK WARDROBE (need small key), DROP KEY, X WARDROBE, TAKE PRESENT.

Game completed – 55/55

## SNOW JOKE

Written by "The Spud" (Scott Denyer)

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

This is a one-location mini-adventure.

You are in your car which is covered in ice.

X DOOR (frozen shut), X CAR (note passenger seat, back seat, driving seat, dashboard), X PASSENGER SEAT (find coat), TAKE COAT, X COAT, WEAR COAT (won't freeze to death), X DASHBOARD (see dials, gadgets, steering wheel, glove compartment), X steering WHEEL (see keys), X KEYS (iced in), X GLOVE COMPARTMENT (lock on front), OPEN GLOVE COMPARTMENT (locked, of course), X BACK SEAT (see panel), X PANEL (screwed down, note boot), X UNDER PASSENGER SEAT (find screwdriver), TAKE SCREWDRIVER, UNSCREW PANEL (can now see into boot), X BOOT (see blowtorch and ice), TAKE BLOWTORCH, X BLOWTORCH, X FLOOR (see small metal cup), TAKE CUP, FILL CUP WITH ICE, TAKE MATCHES (in open view), LIGHT BLOWTORCH (need matches), HEAT CUP (ice melts), HEAT CUP (water starts to boil), POUR boiling WATER OVER KEYS (in steering wheel), TAKE KEYS, UNLOCK GLOVE COMPARTMENT, X GLOVE COMPARTMENT (find small ice pick), TAKE ice PICK, LEVER DOOR, OUT.

Game completed – 50/50

## USEFUL ADDRESSES

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

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

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

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

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

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

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

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

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

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

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

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

**Laurence Creighton** - 603 Hillside Heights, Wessels Road, Green Point,  
8001 Cape Town, South Africa

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

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

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

**Round Corner Software Library** - 15 Kittersley Drive, Liverton, Newton Abbot,  
S.Devon. TQ12 6YX

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

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

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

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

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

**Vulcan Software Ltd.** - Vulcan House, 72 Queens Road, Buckland, Portsmouth,  
Hants. PO2 7NA

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

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