

ADVENTURE PROBE

JUNE 1996 £2.00
VOLUME 10 ISSUE 6

HAPPY BIRTHDAY TO ME !
HAPPY BIRTHDAY TO ME !
HAPPY BIRTHDAY DEAR PROoooBE,
HAPPY BIRTHDAY TO ME !
10 YEARS OLD TODAY, 10 YEARS OLD TODAY,
I'VE GOT THE KEY OF THE DOOR, 10 YEARS
OLD TODAY !!!!! HOORAY !!!!!



©1996

10th Birthday issue

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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:	6
REVIEWS: Clear-up In Cloggieland	12
Classix (magazine)	13
Golden Mask	15
Devil's Hand	15
Lords Of Magic	16
Sword Of Yigg	17
Merlin's Golden trove	18
Merlin's Magic Forest	19
Teenage Emergency	20
SPECIALS: Probe's 10th Birthday Poem (in code)	5
Special Offer Of Free Software	8
Prize Competition	9
Quest News #6	21
'Eilo 'Eilo 'Eilo What's All This Then 2	22
We All Fall Down	23
Dogs Galore - answers	25
ADVERTISEMENTS:	26
PERSONAL MESSAGES:	34
NEWSDESK:	35
GETTING YOU STARTED:	36
OBJECTS AND THEIR USES: Death or Glory Pt 1	38
HINTS AND TIPS:	39
SOLUTION OF THE MONTH: Civil Service 2	46
SOLVING THE MYSTERIES OF POLEARN:	48
SERIALIZED SOLUTION: King's Quest 6	54
USEFUL ADDRESSES:	55
TELEPHONE HELPLINE:	Back

HALL OF FAME

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

Dorothy Millard, Martin Bela, Jill Nott, David Hebblethwaite,
Mary Scott-Parker, Terry Taylor, Alec Carswell,
Harold Dixon, Edwina Brown, Ellen Mahon,
Jon Scott and Lilian Brand.

Special thanks to :

Margaret Crewdson for the great cover picture
(the original is in colour and I'm sorry it could not be reproduced as such) and
Geoff Lynas who works miracles every month.

EDITORIAL

Happy 10th Birthday Probe. I wonder how many of the original subscribers expected that to appear in print? It would have been nice to hear from a few of them, but I didn't expect too much, so wasn't disappointed. The few readers who did respond to my appeal for something special deserve a mention.

First, Margaret Crewdson's cover picture. I really wish I could have reproduced it in full colour but I'm afraid that would have been too costly – Probe just about breaks even every month. Anyway, I'm sure you will still appreciate the work and sentiment Margaret has put into it. The very busy but forever willing Mary Scott-Parker has written another poem, which Terry Taylor has coded as "smiley faces", a very appropriate font for the occasion. John Wilson of Zenobi Software has made a special offer to celebrate his own 10th anniversary – full details on page 8.

Laurence Creighton and Mary (yes, Mary Scott-Parker again) have sent in some puzzles for you to ponder over, and I have some really brilliant prizes donated by Edwina Brown, and Joan and Maurice Pancott. Please send in your answers on the sheet provided so that checking will be easier. (I can still remember the time it took to check the answers for the 100th Issue quiz.) I hope everyone will send in their entry forms. Don't worry if you can't answer *all* the questions, you may still solve more than anyone else!

Last December the "Elo, 'Elo" brain-teasers were very popular, and David Hebbliethwaite has sent in five more for you to puzzle over. I will give help providing you ask a question that can be answered with either YES or NO. Also included in this issue are the answers to the "Dogs Galore" quiz, and John Schofield's excellent guide to "Poleam" – believe me he has done very well to solve this adventure; as well as the regularly-featured "Quest News" and "We All Fall Down". My apologies if I have missed anyone out.

I'm sticking to my policy of not publishing anything more concerning "that review", so only two letters this month. Writers please note – Martin is looking for titles containing 13 or 14 letter words, alert readers will note that his own game contains words of no more than FOUR letters! I am very pleased to see that readers have not been put off from expressing their views on adventures they have played, and just for once the magazine doesn't have a review by myself – the readers provided more than enough for this issue, so some have been held over for the next.

Contrary to popular belief the adventure scene is still alive. The word "adventure" covers a variety of styles and I'm pleased to see that new titles and conversions are still being released, at least three readers have shown an interest in Phil Richmond's CAT program, and Vulcan Software have at last released Valhalla 3. Although I am a dedicated text-adventurer I must say that I find the Valhalla series irresistible. I am about half-way through the first level and I've had to drag myself away from it to complete this issue and attend to other commitments, but I've seen enough to know that Vulcan have done the almost impossible – improve on the almost perfect.

As I said at the beginning, Probe has survived TEN years – here's to the next TEN.

All the best everyone,

Barbara

LETTERS

From Martin Bela of Alvaston

Regarding the difficulty level of games, I think it all depends upon the personal experiences of the player. A puzzle may be obvious to one person, but completely stump another. As far as I can see, the only type of rating you could give with any degree of certainty is if a game is designed for children, or at the other extreme, if the the puzzles solutions are too absurd or illogical.

I'm glad to see that Jonathan Scott hasn't given up writing adventures. After all, you can't expect everyone to like your games. I don't suppose everyone will like *my* game "The Zeta Zone", but it won't stop me writing another. If anyone's interested, "The Zeta Zone" is *now* available from The Adventure Workshop" on 3" disc for the CPC. The game takes up both sides of the disc, in fact I had to specially format the disc to get a few more kilobytes of storage space out of it. So, even if you don't like the game, at least you can't say it's not good value for money!

Do you have any Adventure Title crosswords left, Barbara? I've not seen any in Probe for a while, so I assume you've still got a couple in your files.

By the way, if any games writers are looking for a title for their next adventure, then *please* include a 13 or 14 letter word in it, as I'm rapidly running out of such words for the crosswords.

*

I've already advised Martin that I have one crossword on file, which I had hoped to use by now, but as I've had to increase the number of pages to 60 in recent issues, I haven't been able to afford the extra cost of printing. However, I am planning to include it with the next magazine, on a separate sheet so that you can look at it without defacing your copy of Probe. ...Barbara

From Mary Scott-Parker of Nunclose.....

The big software companies are often criticised for their uncaring attitude - so I thought you might be interested in a little exchange I had with Ocean in 1987. We had just bought a Spectrum +2 blissfully unaware that they were tricky loaders. The first game we bought after the freebies had been exhausted was the compilation "THEY SOLD A MILLION" [known hereafter as TSAM].

TELEPHONE CONVERSATION -

OCEAN: Good morning, Ocean Software.

ME: Can you put me on to someone I can grumble at please?

OCEAN: Oh dear, well, me name's Clare, I suppose you'd better grumble at me.

ME: We've just bought TSAM and it won't load.

CLARE: No problem at all. Just send it back and we'll replace it.

TSAM was returned and another copy duly arrived. It wouldn't load.

TELEPHONE CONVERSATION -

ME: You know the replacement game you sent? Well, it won't load.

CLARE: Oh dear, you are having bad luck aren't you. Just send it back and we'll replace it.

TSAM 2 was returned and another copy duly arrived. It wouldn't load.

LETTER TO CLARE AT OCEAN -

Dear Clare,

The third copy of TSAM arrived this morning and also refused to load, but don't worry - I have no intention of returning it. We were obviously never meant to have it. I have a much better idea. I am going to take it out into the garden and jump up and down on it while wearing hobnailed boots.

Yours etc.

I had DEFINITELY heard the LAST of TSAM.

A few weeks later a letter arrive from Ocean.

LETTER FROM CLARE AT OCEAN -

Dear Mrs S-P,

May I take this opportunity to apologise for not replying earlier to your correspondence, reason being I have been away on holiday.

As stated in your letter it is obvious that TSAM was never meant to be. I do hope that jumping up and down all over the game relieved the frustration it had caused.

However the fact remains that you have spent £9.95 on a game that does not work. Unfortunately we cannot refund your monies as the game was not purchased from ourselves direct. Therefore, I have enclosed a copy of our price list of which I would like you to choose three titles, as compensation for your inconvenience and patience.

I hope this in some way restores your confidence in our company and I look forward to your continued support.

Awaiting your reply,

Clare.

LETTER TO CLARE AT OCEAN -

Dear Clare,

It was with considerable surprise that I received your recent letter, as I was under the impression that I had most definitely had the LAST WORD on the subject of TSAM.

Your astonishingly generous offer was obviously made while the balance of your mind was disturbed by the effects of the hot, tropical sun, in whatever far-flung corner of the galaxy you chose to take your vacation and it the offer has been rescinded in the cold, damp light of the English autumn I will quite understand it, however it still stand than any or all of the following titles would be very acceptable

NEVER ENDING STORY

WIZBALL

HEAD OVER HEELS

Yours etc.

A week or so later, a parcel containing the above three titles arrived, addressed to "The most pleasant grumbler I have ever dealt with. Kind regards, Clare."

POEM TO CLARE AT OCEAN – dispatched the same day.

Dear Clare – What more can I say,

Your generosity made my day.

Your welcome parcel has arrived,

What's more the contents all survived

And loaded up without exemption,

Unlike ONE title I could mention!

My grateful thanks for your devotion

I raise my glass and drink to OCEAN!

SPECIAL OFFER

ZENOBI SOFTWARE

is also celebrating 10 years of trading,
and by way of celebration John Wilson has kindly
offered the chance for Probe readers to get some

FREE SOFTWARE

To get your copy of
JEKYLL AND HYDE

apply to the PROBE OFFICE (*not* Zenobi Software)
and I will forward one part per month over three months –
sent out with your copy of Probe.

It is available on tape for Spectrum owners, and on disc
(including Spectrum emulator) for Atari, Amiga and PC owners.

Remember – please apply to the Probe office. NOT Zenobi Software. I know Amstrad and C64 owners are excluded from this offer, and will see what I can do for them in a future offer.

PROBE'S 10th BIRTHDAY PRIZE COMPETITION

This year's competition is in two parts.

The first is from the devious brain of Mary Scott-Parker.

All the answers contain TEN, and, of course, the clues are NOT in the correct order.

The second one has some rather strange SQUARES.

What do each of them mean? Lateral thinking an advantage. This one is courtesy of Laurence Creighton.

Put as many answers as possible on the enclosed sheet and forward it to the Probe office to arrive no later than

MONDAY, 12th AUGUST 1996

That should give everyone plenty of time to get their thinking caps on.

There are three prizes – all equally desirable.

A bagpipe-playing Scotsman about 13" (32cm) high, expertly knitted and donated by Edwina Brown.

A copy of the video of the 2nd Adventurers' Convention, donated by Joan and Maurice Pancott of WoW Software.

A dragon-handled paperknife, donated by your editor.



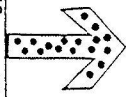


If there are more than three winners, the unlucky losers will receive a consolation prize of 1 issue of Probe, either past or future.

"TEN" QUIZ

1. TEN YESSON
2. LOVE OF TENDER
3. TENNESSEE WILLIAMS
4. TEN -----
5. TEN --- -----
6. --- TEN --- -----
7. NEWS AT TEN
8. TENNESSEE
9. --- ----- TEN -----
10. TEN DOWNING STREET
11. THE TEN COMMANDMENTS
12. TENCH
13. TENI
14. TEN LITTLE INDIANS
15. SHERPA TENSING
16. ----- --- TEN
17. ----- ---TEN-----
18. ACHILLES TENDON
19. THREE TENSORS
20. PROBE'S TENTH BIRTHDAY

ELVIS SONG - FIBROUS CORD CONNECTING CALF AND HEELBONE -
~~GIVEN TO MOSES - PORTABLE HOME - CARRERAS, PAVAROTTI AND DOMINGO~~
~~- REACHED THE SUMMIT OF EVEREST ON 29th MAY 1953 -~~
FILM ABOUT CHRISTIE MURDERS - AMERICAN PLAYRIGHT -
HOUSEKEEPER FOR HERR SESEMANN (Heidi) - MAJOR ADDRESS -
PAINFUL INFLAMATION OF A JOINT - NIGHTLY TV PROGRAMME -
MOST IMPORTANT EVENT IN THE HISTORY OF ADVENTURE FANZINES -
ENGLISH POET - AMERICAN STATE - ILLUSTRATOR OF ALICE IN WONDERLAND
- EARLY BRITISH TV SOAP - FISH - DEBBIE REYNOLDS SONG -
AGATHA CHRISTIE NOVEL.

"SQUARES" QUIZ

	a	b	c	d	e	f
1	account _____ drawn	APPLE	every things roses	bathing	R L D T O H E M	SUN
2	ge n fi e l s e	noon this	. L D	? 2 3	NICE	run
3	4 service	HOPE - 	CCCCC	robbery. 	C R A S H	ENCOUNTERS ENCOUNTERS
4	S U N	1 look	stay _____ night	R G A W H	sid block	+ 444
5	A DEAL	W O R L D S	W O R L D S a c e s u o	as fast as fast	===== read =====	g n i n g a n d
6	your money your money	the stay law	2 4 T + T 4 2	GNIKOOL	OR QUILTS OR QUILTS	
7	HANG _____ CURE		JOK-ING	glandove	DANCING	 ING 

↑ invaders ↓

REVIEWS

CLEAR-UP IN CLOGGIELAND

Written by Harold Dixon.

Reviewed by Steve Clay on an Amiga 600.

"Clear-Up in Cloggieland" - "Cloggie" for short - is a game by Harold Dixon and as his recent letter to Probe mentioned it has been written with Philip Richmond's CAT utility. This utility seems to allow you to create a reliable product which is more than can be said for the majority of adventure creators on the market.

"Cloggie" is text-only with none of the enhancements that CAT allows the author to include.

The story behind "Cloggie" has you involved in the task of rescuing your beloved who has been tampered with by one of the infamous Rendle witches, and those who know advise you to gather the four ingredients that will allow you to break the spell and bring your true love home.

From the outset I must say that "Cloggie", although written by a relative newcomer to adventure writing, is definitely pitched at those with a wealth of adventure experience. This is no beginners game and even those with moderate playing skills may well find the going tough. On several occasions I found myself on the verge of giving up and sending the game back unreviewed. However with the aid of a solution, patience and a great dollop of help from Barbara, I got going.

As stated, this is a text-only game with the location text never wandering into the "thirty adjectives to describe a tree" syndrome that often ails 16-bit text adventures. On the other hand, the examine messages have a tendency to terseness and should, perhaps, have been more informative.

The opening section of the game takes place in a small village where you will meet many of the local inhabitants wandering to and fro between the various locations. You can follow these characters, examine them and talk to them. Amongst this wandering populace is an elf, a workman - who I attempted to employ in the boulder shifting trade with little success, a woman with a neat garden and a boozy shopkeeper, who spends most of his time wandering around the village leaving his shop unattended and at the mercy of the local thieves. This could have proved a problem: had the shop contained anything worth stealing.

Once out of the village, you will find yourself at the top of a crumbling staircase that quickly becomes a crumbled staircase. Beyond this is a collection of around ten locations that include thorny beanstalks, mossy walls, a laboratory, a room that means death if you enter at the wrong time - no clue was given by the way, I found out the hard way - and a hidden passage. Not a bad selection of discoveries for such a small area.

There is one puzzle in this section that had me well and truly off'd. It involves the sabotage of your braces and the gravitational force on your trousers. There is some inconsistent logic applied here and a distinctly unhelpful examine command. So maddening was this I phoned Barbara and asked if it was possibly a bug! Also this part of the game will require a knowledge of THRUMS, in particular what the !*@# they are!

Having done what needs to be done in this area you find yourself up a gigatree. From here, having found your way down, you can return to the village and refresh yourself, only to be transported to a stockade. You won't know you are in a stockade unless you can free yourself from the bonds that ..er.. bind you. The owners of the stockade have thoughtfully erected a scaffold around the entrance thus an aid to escape. And so things continue with you being transported by various designs to separate areas. The areas do not seem to have an obvious connection with each other.

The game is easily mapped and the location count is fairly low. The difficulty of the puzzles more than makes up for the lack of wandering around. Of the puzzles there are very few that are easy or even straightforward. Also there are some interesting verbs to be discovered and used. Harold has also made SEARCH separate to examine so that you end up searching everything you see. I have never been a fan of this but this is just a personal preference and I often feel it is a cop-out by the author.

There is a distinct lack of help in the game. There is little help given by the examine command and typing HELP is a pointless exercise. Actions that seem to be indicated by events on-screen are met with a 'Can't do that' type message. The braces are a case in point. Having just had them cut I examined the braces only to be asked 'Okay, where are they!'. This happens fairly frequently as with trying to drink the beer early on, and even attempting to give the beer to the boozy shopkeeper fall on stony ground. There are a few sudden deaths including pressing a bell more than once.

The enhancements that CAT allows could have been used to some degree. Even if it was only the occasional sample here and there. I have a pile of samples that would have been useful to Harold and one in particular would have suited the creature in the cage. Harold, if you need any samples for future games then you are welcome to contact me and we can see what we can come up with.

Overall "Cloggie" is a game for the experienced adventurer. There is a lot of promise here and it would be nice if the next offering was slightly more helpful via the responses to the players actions.

Available from Adventure Probe. Special offer : only £2 until 30th June 1996.

CLASSIX (magazine)

Reviewed by Alec Carswell

Currently, the "CLASSIX" fanzine is being created on a 486 DX2 laptop. But the editor is hoping to upgrade his system soon and produce the fanzine on a more powerful PC to help give it a little bit of a facelift.

The new fanzine was created by none other than James Waddington and quiet classy it looks to. The fanzine is A5 in size, and is sixteen pages long, costs 40p and is called "CLASSIX". I am quite sure that the picture on the front cover has been scanned in as it's a replica of the dragon that was printed on all copies of "The Hobbit" instruction booklet. Even so, it's still quite striking.

Issue 1 of "Classix" is called "Don't Look Back In Anger" and also on the cover was what I thought would've been an interview with the programmer who created "The Hobbit". I quote from the cover - "PHILIP MITCHELL - What became of the man who wrote this legendary game?"

On closer inspection I discovered to my disappointment that it was an article on the great man himself rather than an interview. All the same, the article was a very enthralling read and is quite lengthy for a fanzine being five pages long. The article was written by a Richard Hewison who has painstakingly gone to a lot of trouble to try and find out the whereabouts of the game's creator and to try and find out what he's doing now. Sadly, his research didn't prove fruitful enough but he does go on to explain his personal experiences with regards to "The Hobbit".

Richard Hewison also goes on to mention Philip Mitchell's other adventures ("Sherlock" and "Lord of the Rings"), the use of ENGLISH and character interaction. Overall the article was an enjoyable read but the publisher has got a few of the pages the wrong way round. In the copy I was sent page 6 should've been on page 4 and page 4 should've been on page 6.

There's also a game review of "Dr Destructo" and an article about companies that have ceased trading on the Spectrum. This is about how companies go into receivership and covers advertising, transferring games from one company to another, etc. and a list of such companies that no longer produce software for the Spectrum.

The thing that makes "CLASSIX" stand out from the crowd though is not its articles or reviews, its main objective is in finding games for people. The Games Finder Service has had a few successes - not bad for a service that has only just recently started up. James Waddington tells me that he's also found hardware for people!

There is a fee of course which is £2 but you don't pay any money until the item you've been looking for is found.

Prices of software advertised in the fanzine range from 10p upwards and the dearest game I saw in the latest issue was only £1.30! 25p is required to pay for the postage and packing for each title. An extensive list is published in the fanzine and is updated for each issue.

I should point out at this point that the fanzine's text is quite small and to me I felt that the editor could easily have expanded the size of the font to cover more pages but I believe that this editor enjoys giving people good value for money and at this price it is certainly well worth buying if you are just interested in buying some software or you are trying to track some down.

Overall I enjoyed this fanzine quite a lot, it was a nice refreshing change and issue 2 will be out shortly priced at only 50p. I've been told that it will have more pages, more writers, more articles and more software bargains. Personally I think that it would be a real shame to miss out and you should forward your money pronto to:- James Waddington, 11 Finsbury Drive, Wrose, Bradford, West Yorkshire, BD2 1QA.

[Alec Carswell is not a subscriber to "Probe". The above review was sent without any covering letter, pre-empting any review by myself or a reader.

I have just received issue 2 of "Classix". It has 28 pages and is marked 50p but the editorial and subscription form state the price will be £1 from issue 3, out in JulyBarbara]



THE GOLDEN MASK

Written by Jon Lemmon

Reviewed by Edwina Brown on a Spectrum

This is the second game in the Drakon quartet. As in "Demon From The Darkside" you once again play the part of Morack, the wizard Ashmeard's apprentice. At the end of that game you thought you had got rid of Drakon, but when you return to Dral your friend Wise the Owl tells you your enemy is still very much alive. Happily your other companion, Stodge the Dwarf, was also alive. However, there was bad news concerning Ashmeard. He had died and with him the knowledge of where the Golden Mask could be found.

It is now up to you to find the Mask before Drakon; if he finds it first he could once again summon great armies of demons. Without Ashmeard no one could stop the evil devouring Dral and all its inhabitants. Many of Drakon's demons are already at large and on the lookout for you, so watch your back!

If you go west as you start Wise will come to you saying time is running out. Stodge has told him to meet you here and warn you Drakon has sent five demons to seal off the mountains of the moon. He advises you to go east as you may be able to cut them off.

So, collect a couple of useful items including Wise, and set off. Explore around and climb trees as you will find many items and spells which will be invaluable to you later on. Your journey will take you through a forest and caves, to a village and lake and over mountains. You will team up with Stodge again and meet a witch, an ogre and a dragon to name just a few.

Some paths could lead you to a "sudden death" so if in doubt save the game to memory before continuing.

I liked "The Golden Mask" very much. It is a worthy follow-up to Darkside! If you have not got it already buy it as I am sure you will like it too.

Available for the **Spectrum** from The Adventure Workshop. Price : £2.00 (tape only). Special offer - all four Drakon adventures (Demon From The Darkside, The Golden Mask, The Devil's Hand and Shadows Of The Past) £3.50 (tape only). Cheque/p.o. payable to P.M.Reynolds.

THE DEVIL'S HAND

Written by Jon Lemmon

Reviewed by Edwina Brown on a Spectrum

"The Devil's Hand" is the third part of the Drakon quartet. As in "Demon From The Darkside" and "The Golden Mask", you once again play the part of the apprentice Morrack.

We are told that Drakon, helped by the Devil, escaped Morrack by disappearing into the lands of Gorgon. These are the mystic lands where the great Wizard Zorren crafted the Falcon Staff of Power. Morrack, using all his magic powers, has followed, and must battle against the dark hordes of evil in an effort to seek out and destroy Drakon before he destroys Zorren.

Unable to bring his companions he must explore this strange new land and find other friends to help him. You will, however, meet up with Wise the Owl, again, as before, he will help you. In fact at one point you would die without him.

You start next to an old sea wall. To the south a large troll is moving swiftly as if he has your scent. You only have a few moves here but once you get away from him you will find your first new companion. He is a dwarf and sound asleep. When you wake him he says his name is Gruff.

Taking him with you retrace your steps and you will find the troll has gone so you can be on your way. Now you will have to swim to an island where you meet trouble in the form of a large orc. He's a bit of a pushover and it sounds as if he meets a rather gruesome end. His sword will come in handy though. A little further on you meet an ogre, he is easily placated and you now find yourself in a long tunnel. Be sure to help a Hogshead as he gives you good advice. Ahead of you are many adventures and friends to meet as well as enemies.

As with the other two games each item in the inventory has its own little illustration. POF and PON turns the graphics off or on according to your taste, and the always useful Ramsave is available. Typing VOCAB reveals a few extra commands, such as "follow" and "stay" to control your colleagues.

Another good adventure from Jon Lemmon, so why not give it a go.

Please see "The Golden Mask" review for ordering details.

LORDS OF MAGIC

Written by Tony Kingsmill

Reviewed by Dorothy Millard

You're on your way to a vital meeting involving your company and you must be there by tomorrow. As you drive through an awful storm, you glance at your watch – 11.45pm. The rain beats harder upon the windscreen as you travel along narrow country lanes. Suddenly the lights flicker and the engine splutters. A moment later the lights flicker again before going out completely, the engine dies and the car comes to a halt. You glance out of your window as thunder explodes above you, to see nothing but rain. The last house was a good twenty miles back. "I must reach the meeting" you think as you turn the key. It's no use. You curse the car and chuck the keys across the passenger seat. You try several times again before giving up. Opening the door you step out into the rain. Suddenly you spot a telephone box, rush inside and begin to dial for help. After a moment you feel dizzy and a magical force pulls you to the ground..... Waking up in daylight in another land your adventure, to find out where you are and how to return home, begins.

In the first location, a junction on a long single lane road, you will find a magical purple stone. During your travels you will meet a ghost, a wolf, a scavenger bird and a dragon. You must eat and drink to increase your stamina but food is not hard to find. After visiting a rusty car, a church and derelict building early in the game, it will be necessary to bridge the chasm before you are able to enter the house. Once inside you will meet Zecan, wife of Izrenth. Then it is off to the tribal village where Izrenth will attack with his mighty sword. After defeating him you will find yourself back in your car with the power returned. Off you go to your meeting!

While playing this game it is well to remember that some actions are undertaken only because they add to the score. This is a relatively easy game with no really devious puzzles which whiled away a few hours very pleasantly. Most location descriptions started with "You are" and were adequate but not inspiring. On the whole I enjoyed playing "Lords of Magic".

Available from The Adventure Workshop. Price : Amstrad and Spectrum £2 (tape) £4 (disc). Cheque/p.o. payable to P.M.Reynolds

SWORD OF YIGG

Reviewed by Harold Dixon on an Amiga 1200

Way back in the eighties an American firm wrote some role-playing games called "Phantasia I", "Phantasia II", etc. They were excellent role-players, and came out on the C64, Amstrad, and PC's of that time. The method of control was just great on these adventures. They were easy to understand, a joy to control without worrying too much about what command does what. The general layout made it hard enough for one to gain power with just the right amount of activity to hold interest for many hours. The combination was just right! Later on the "Ultima" series was created. Also an excellent series, but more attention was paid to the battle sequences. This was to get more so as progression led to the "Bard's Tale" and "Eye of the Beholder" series and others, all of which were excellent in their own ways.

However, since moving over to the Amiga, although I have tried some of these newer role-players, I must confess that the newer ways of handling the battle situation wasn't as appealing to me, and I missed the old "Phantasia" series.

I am not sure whether or not it is available for the Amiga. (Indeed, I would be very interested in purchasing any second-hand copies that would run on the A1200.) This being the case, when I looked at "Sword of Yigg" I was delighted! This program seems to have all the features of the old "Phantasia" series. The command system is the same, the fighting methods the same, and the progressive rate of power and magic the same. The monsters of course are the invention of the author, but are similar to those in "Phantasia".

You must get the sword to save to day. You start off alone with 500 gold pieces, but can hire help along the way in each town you visit. You pay them wages per week. Each character has his own fee which is paid automatically. The characters vary much, and an excellent description is given of them if requested. You can examine everyone you meet, assess the enemy's strengths before battle, and in some cases deal more peaceably with them. Small animations are shown as you do battle, and a full report is given as the battle proceeds. At the end of the battle you may collect the spoils, if you are still alive!

Weapons and armour can be obtained during a battle if you, your friends, or your enemy drop them or are disarmed. There are several options of fighting methods, or you may flee. Magic spells can be used against the enemy, or may be used as a shield to safeguard yourself and your friends in many different ways. Magic potions of strength, healing, etc. can be used to boost your or your friends in certain ways during battle. Of course you may also use a variety of weapons to fight your battle. Adventure points are given after each encounter, and you are raised a level according to your abilities, as are your friends.

Weapons and armour can also be obtained in the many towns you visit on your travels. You may buy or sell armour and weaponry in the Armoury shop. It is possible also to buy better armour and/or weaponry for your friends to boost their chances of success in battle. Armour and weapons can be exchanged amongst your group at any reasonable time.

Sleep, food and drink are all available in towns for a price. These all help you to regain your strength. Magic potions and magic scrolls can also be obtained in towns, once again for a price. The scrolls are spells to memorize, and use in your future battles. The potions I have encountered so far are for healing and strength, and boy, do you need them!

There seems to be many different types of monsters in the realm. Some in the form of knights, who seem particular who they meet. Others, it is a hands down fight to the death! Many weird mythical-type monsters seem to come from nowhere to attack you, whilst others seem to appear to give you information rather than attack you. The Wizards seem to be hard nuts to crack in the early stages at least, but then I haven't got beyond the 3rd level yet. Methods of killing them vary from one to the other, just like in "Phantasia". You must work out the best way of dealing with them for yourself.

There are dungeons that you may enter, but they are sudden death, and must be strictly avoided until you gain a respectable army of friends, all with pretty high abilities. Although I have only touched them briefly so far, I can see the definite challenge in that directions!

You can save position in any town, and it really pays to do so, for you can be killed quicker than you think. The monsters do tend to crop up in the most unexpected places.

There are many role-playing adventures on the market and in PD at the moment. I have tried lots of them, and find that some of them are quite good, some of them are rubbish but none of them come as close to matching the "Phantasia" series as does "Sword of Yigg". With this program I really feel at home. It seems like I'm back in the old "Phantasia" world again. The old "Phantasia" series was about £25 per game - quite an expensive tag, even for a superb layout. This product, which in my opinion is just as good, is in PD and can be obtained for only 99p plus postage from Software 2000, 9 Wills Street, Lozells, Birmingham, B19 1PP. I am looking forward to spending many hours with this program in the future and would recommend it to anyone who is interested in the "Phantasia" way of role-playing.

[If you know of or have any of the "Phantasia" series for the A1200 please contact Harold Dixon, 62 Windsor Street, Colne, Lancs. BB8 9LD]

MERLIN'S GOLDEN TROVE

Written by John Olsen

Reviewed by Dorothy Millard on a PC

You start "Merlin's Golden Trove" standing outside an old stone castle at the edge of a dark and foreboding forest. You are here to search for the many gold treasures left by Merlin over a thousand years ago. Reading the conveniently placed sign you are told "Bring the GOLD here and say SCORE", so you head south across the drawbridge into a dusty courtyard and the adventure begins.

Along the way you will meet a mouse, frog, cat, hound, dragon and snake. You will visit places like the Great Hall, Musician's Gallery, Merlin's Study, Torture Chamber and Catacombs, not forgetting the burial pit where if you don't have the right equipment you will stay and probably be buried! One hint I will give for playing this game is to make sure you try up and down in addition to other directions, as I nearly missed something because they weren't in the location description.

Collecting the treasures is relatively simple and once all thirty (yes, thirty!) gold objects have been collected and returned to outside the castle the game will end. I found the puzzles to be relatively simple, making the game suitable for newer players or those, who like me, occasionally like something less taxing that can be completed in an evening.

Locations descriptions are fairly short but the response to the examine command was good. I think there was minimal playtesting however, as there are a few typos which have slipped through and also an entrance into the dark area which I think shouldn't be there, as it doesn't check to see if a light is carried and it is not logical to enter from this point.

This is a shareware game and the author requests a \$A20 registration fee when registering along with his other games "Merlin's Magic Forest" and "Son of Ali Baba". For this money you also receive hints sheets. However, I found hint sheets were not necessary on this occasions as the game was relatively easy anyway and hints are scattered throughout the game for the more difficult puzzles. The scenario wasn't original but the game gave me an enjoyable evening's entertainment.

[This adventure and "Merlin's Magic Forest" also runs on the Amiga {and maybe other computers} under PC emulationBarbara]

MERLIN'S MAGIC FOREST

Written by John Olsen

Reviewed by Dorothy Millard on a PC

There is a clap of thunder, a cloud of yellow smoke and you find yourself transported back to ancient England. The game commences with you standing in a forest clearing by a rundown wooden hut. On entering the hut you find the body of Merlin lying on a table. Examining the body reveals a parchment and a wand, and reading the parchment reveals more of your quest. You must find five items to release Merlin from a spell and put them in the conveniently placed cauldron. They are a dead rat, a poison mushroom, grave mold, a spider web and rat blood.

There are only twenty-five locations and five of these are the forest maze, for which directions are given and which is easy to map anyway by dropping objects to make each location "different". During the game you will meet the ghost of a Saxon Warrior, a spider which bites you before you can get its web, a Cave Gremlin, a rat and bats. The puzzles are relatively straightforward consisting of crossing a river (clues are given), obtaining light, and trees that close in on you, in addition to the aforementioned characters.

Once the various items have been collected, put into the cauldron and stirred with the magic wand the game is virtually complete. You say Merlin's name, there is a clap of thunder and a cloud of white smoke. When the smoke clears Merlin stands in front of you, smiling, and thanks you for setting him free. As your reward he shows you the location of his gold treasure - that must be Merlin's Golden Trove, as there is heaps and heaps of gold treasure in that game.

"Merlin's Magic Forest" is a simple shareware game for which the author requests \$A20 registration, together with "Merlin's Golden Trove" and "Son of Ali Baba". For your registration fee he offers maps, hints and solutions, but I don't think the majority of people would need them.

TEENAGE EMERGENCY

Written by Alan Devey

Reviewed by David Hebblethwaite on a Spectrum

Now, how difficult can it be to walk to school? Surely it would be one of the easiest thing in the world for a thirteen-year-old suburban schoolboy to do. I go to school, so you'd think that I'd know. Not so - I live "oop North" in the country, and I go to school in a taxi. And if it came to a choice between that and putting up with the things young Aubrey (the hero) has to put up with in this adventure, I'd take the taxi any day.

So where do we start? In the living room, at home. A quick glance around reveals a note from Mother. "Feed the dog and get to school on time or you're dead meat boy." Oo-er. The first thing to do is get out of the house, but the door's blocked by snow. Problem. And of course, you have to get dressed. There are many objects to find in the first locations, but you can only carry five. Some sort of container is needed. And there is one... if you can find it (I couldn't find it without help). You'll need to get out of the house, which involves doing something rather unpleasant and mean to the family dog. And then it's off outside...

First up is a busy road, far too busy to cross. The method used to get across is a little unorthodox, but if you've paid attention to the messages you'll be fine. After you cross the road the game really opens up, and there are plenty of surreal situations to contend with. I won't go into too much detail here, but what do you do to an obstructive statue, a gangster pigeon, an alligator and the aforementioned dog, not to mention all the others? There are also three riddles to puzzle over, and a MAZE!!! (small, with a purpose - don't worry).

"Teenage Emergency" is Alan's second adventure, and no doubt you'll want to know how it compares with "Dungeons of Maldread". Well, "Emergency" has several things that "Maldread" doesn't. It has a HELP command, more locations, a title and list of exits for each location, and you can also look in/under/behind things. It is also without that awful font from "Dungeons of Maldread". "Emergency" is also more funny and surreal. Now, I don't mind a bit of surreality in adventures, as long as the puzzles aren't too obscure. I'm happy to report that this game has plenty of clues to point you in the right direction, without giving the answers away.

In the final analysis, this is a good, funny, arduous adventure that's just as good as "Dungeons of Maldread". even though they have completely different storylines. It proved to be harder than it appeared at first, and I think it will give most adventurers a run for their money. Well worth the asking price, and great fun to play! Get it now and get stuck.

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

Special offer for Spectrum +3 owners : send your own blank 3" disc and only £2.49 or choose two titles and have them both on the same disc for £1 less than their combined price.



Quest News 6

The witch, Morana, frowned again as she examined the grimoir. She had been as fascinated - if not more so - as I at a talking grimoir. The grimoir itself had suddenly gone unaccountably shy, refusing to allow itself to be inspected for damage until it had looked inside Morana's library to see how she treated her other books.

"How would you like strangers opening you up and looking at all your secret places?" the grimoir demanded of us. It made me think of the whole situation in a different light. I still found it difficult to accept the grimoir as a living entity in its own right. What it saw in the library must have convinced it, however, because it allowed Morana to examine its pages, and even sighed in pleasure as she worked carefully to remove a finger mark or other evidence of the ogre's misuse.

"What lovely gentle fingers you've got," the grimoir observed, almost purring in delight. "It's a pleasure to be touched by them. Dotran, you must try it sometime." It enthused. I caught Morana's glance and noted the amusement in her expression. I smiled at her, and then recalled how Draffan would have blustered at my fondness for the opposite sex. My smile faded as abruptly as it had appeared.

Morana's eyes softened. "I know you long to restore your friend. The grimoir has the spell you need."

"Nope, I don't," the grimoir disagreed. "Oh, the pages are still there," it confirmed before Morana could gainsay it, "but they're so badly stuck together that I can't read what's on them. I suppose it's a bit like when a Human's had a knock on the head and can't remember some things. It's like that w' me. If I can't open the page then I can't remember what's on it."

Morana turned the pages more quickly.

"Careful, careful," the grimoir remonstrated in fear as she approached the stuck pages. "Don't rip me!"

Morana cautiously examined the pages; she shook her head sadly, and then her eyes met mine.

"It's bad," she concluded. "The pages are so completely glued together that there's only one magic I know of powerful enough to free



them and at the same time leave them undamaged."

I rubbed my forehead, knowing that I would not like what I was about to hear. "And tell me, what is this magic?" I demanded, against my better judgement.

Morana smiled. "Dragon fire from the dragons indigenous to the Forgotten Mountains," she informed me.

"Superb," I threw back at her. "I come on a quest to steal their treasure, and end up having to ask for their help to restore my comrade. Why should the dragons aid me with their magic?"

Morana bent once again to examine the grimoir, which seemed oblivious to this discussion, but was in fact enraptured by Morana's gentle treatment.

"That is a very good question," Morana murmured. "And no doubt the owl sages would be able to provide you with an instant answer, but I am no sage. All I can tell you is that you will have plenty of time to ponder the answer to your question on your way to the Forgotten Mountains."

I stared at her. "But I have not yet decided what I shall do," I reprimanded her.

She smiled sweetly at me. "No? You mean you will not take the only chance there is to rescue your friend? Of course you will go."

I sighed heavily. "I suppose that I must," I conceded. "I have no alternative."

Morana's expression became unreadable. "Life always has alternatives," she informed me. "You have another option. Kill me, and Chaggar will keep his promise to release your friend."

I stared hard at her. It was a much easier course of action.

"But if you do that, you must be aware that you condemn the entire adventuring world to eternal slavery under Chaggar. Could you live with yourself if you bought Draffan's freedom at that price?"

I gazed out of the window for several minutes without seeing anything of the beautiful scenery which lay outside.

Finally, I turned back to face Morana. "And if I were to free him by killing you, what would Draffan have to say of my actions?" I asked. "No, there is no alternative. I leave for the Forgotten Mountains tomorrow."

To Be Continued....



'ELLO, 'ELLO, 'ELLO, WHAT'S ALL THIS THEN 2

by DAVID HEBBLETHWAITE

Welcome back. I understand that the editor of this wonderful periodical received "lots" of calls after my quiz in the Christmas issue (especially about the boy on the escalator), so I have taken it upon myself to compile a second collection. And here it is. I hope you have just as much fun, if not more, tackling this set of teasers. If you've forgotten how it works, here's a quick reminder...

WHAT TO DO – Read one of the five tales related below, and try to work out just what is happening. If you do this correctly, you should be able to answer the question after each tale. Once you have the answers, why not try them out on your family and friends? Gather together a group of eager vict...sorry, participants, ask them the questions, and try to get them to figure out the situations. Remember, they are *only* to ask you questions that can be answered with YES or NO. Of course, this is all assuming that you can work out the puzzles yourself!

One more thing. If you can think of any puzzles like these, please send them to me! I would be more than happy to receive them. My address is : David Hebblethwaite, 29 Oldfield, Monley, Huddersfield, West Yorkshire, HD7 2RL. Happy puzzling.

1. In the town of Sable, which is painted black, there lived a black dog named lucky. He was standing at a crossroads. On that day a storm had caused the street lights to fail, and so they were not working. A car with two broken headlights drove towards the dog, but managed to turn in time to avoid hitting him.

GIVEN THE ABOVE, CAN YOU EXPLAIN HOW LUCKY LIVED UP TO HIS NAME?

2. Look over there – no, over there. You can see eleven men, on their hands and knees, crawling in a straight line across a school playground.

YES, THAT'S ALL YOU'RE GETTING. WHAT ARE THESE MEN DOING?

3. There was a call from the river police. Something odd had been seen by the bridge. Two detectives, Bobbs and Davis, were sent to investigate. They found a man slumped in a telephone box. He had lost so much blood that he was dead. The receiver was off the hook, hanging by its cord. Two panes of glass on either side of the kiosk had been smashed.

WHO WAS THE DEAD MAN. AND HOW DID HE COME TO DIE?

4. In the town of Dead Man's Handle in the old West, in a pub called the Green Cactus, a stranger walked into the saloon, approached the bar and asked the bartender for a glass of water. The bartender then drew his gun and pointed it at the man. And if all this is strange to you, you'll be thoroughly confused when you learn that the stranger thanked the bartender, smiled, and walked off into the night.

YOU MAY WELL BE CONFUSED BY THIS ONE, BUT CAN YOU EXPLAIN THESE EVENTS?

5. Imagine your local High Street. It is Saturday morning. There's a man lying in the road between two stationary cars. And no, he isn't dead.

SO WHAT'S HE DOING THERE?

(Answers in a future issue, but if you can't wait until then you may telephone or write for YES or NO replies to your suggestionsBarbara)

WE ALL FALL DOWN by STEPHEN BOYD

(continued from last month)

"Wake up," shouted Tonther, shaking Behfold, "We're here."

Behfold woke with a start and tried to speak, but suddenly realised that he was still incapable of that in the real world and sighed.

"Looks like he had an important dream, which appears to link intricately to the plot, but was in fact used as a diversion, because there was nothing more interesting going on," commented Tonther, calmly.

Behfold looked at Tonther, wondering how he did that sort of thing and saw Reginond open his mouth to ask Tonther something but appeared to think better of it.

"We are at the shrine, sire," Reginond reminded Tonther.

"Yes," smiled Tonther, "five minutes and you'll be fit as a harp." This was to Behfold, who hoped that, for once, Tonther was right.

"Well?" inquired Tonther.

"Nothing sire," Reginond informed him, understanding, for once, Tonthers ill feeling.

"We have been standing here for six and a half hours and rung that bloody bell, gods knows how many times and those seer people just completely ignore us," Tonther shouted harshly, as he had done every half hour since their arrival.

"Perhaps they are in meditation and are high upon the celestial plane, above our ability to reach them?" Reginond suggested.

"Planar physics?" Behfold inquired wandering over to join them, having miraculously remained conscious since his rude awakening.

As Reginond tried to access that area of his mind which held his knowledge on "Dimensional planes and sub-planes, the physical and energetic values in transference dependant on the rate of flow of magik - not magic- between them", he viewed again the shrine they had travelled, perhaps in futility, to find. It was a two storey building with no obvious windows or doors, but a single bell placed at each of the buildings seven sides. In the centre a tall, thin, spire reached upward into the sky, farther than the eye could see. Although the structure was beautiful in its ancient magnificence, the remarkable thing was that it did not seem to have been constructed, it looked as if the earth itself had lovingly formed it from the depth of its being.

Reginond was brought from his thoughts by a penetrating stare from Tonther, who was apparently awaiting to see if he could elaborate on the statement made by Behfold.

"Yes," began Reginond and continued. "If the seers had sent their consciousness to another plane, the enthalpy change from ours to their present location would either be positive or negative. As the seers enter, most prominently, what are commonly known as the 'higher' states, then I would assume that - from the equation which states that magik is equal to the square root of the planar enthalpy divided by the centre mass of the prominent magik body in the universe - methods of informing them of our presence are energetically favourable".

"Yippée!" screamed Tonther. "the enthalpy is favourable, lets get 'em!"

Although it was obvious that Tonther didn't know what enthalpy meant, Reginond continued, "However the activation energy required to establish the link initially would be incredibly high, as such communications require a purged rupture through demonic space. The process is therefore thermodemonically unviable."

"Demons?" asked Tonther, an inane (more than usual) grin spread across his face.

"My lord, we have no time for such flights of fancy on your part. If we can not have the wisdom and magical abilities of the seers soon, I fear Behfold's condition will become permanent," Reginond scowled.

Tonther seemed taken aback, but continued, more helpfully (he was the Lord, after all), "May I assume that magic is the only key?"

"Yes," responded Reginond, then he sighed, "But I fear the only people capable of such power are either long dead or sitting within the shrine, contemplating a higher plane." He paused and laughed, "Or unless you're a god".

"Aha!" screamed Tonther, excitedly, then bit his tongue in shame, hoping no-one had noticed his misdemeanour and was about to speak when Reginond cut in.

"I am afraid, my liege, that you are not a god."

"I didn't say I was a god," complained Tonther.

"Then what did you mean by shouting 'aha'?"

"I was about to explain when you interrupted. How rude you have become, Reginond."

"I apologise, sire, but the stress of the situation is affecting me," he bowed apologetically, "Pray, continue."

"How did you guess that I was going to suggest we petition a god for aid?" questioned Tonther.

"What?" questioned Reginond.

"You said pray, and that's what I was thinking of," Tonther considered a moment and then shouted, happily, "You're psychic, Reginond. Superkillywotsit, you know the thing that nice woman, Mary Poppet, sings?"

Confused by the entire situation, Reginond asked, "Mary Poppet?"

"You know," Tonther explained, "The one with the ducky umbrella and the funny friends?"

Knowing he would get no peace, Reginond lied, "Of course," then paused to consider Tonther's idea, then finished, "Your idea is interesting, but we are not clerics or priests and would not be in such high favour as to earn such rewards."

Apparently forgetting all about Mary Poppet and duck umbrellas (whatever an umbrella was) Reginond saw Tonther drag Behfold out of earshot and whisper frantically. Initially, Behfold seemed reluctant, but after much shoving on Tonthers part, he agreed.

They returned to Reginond, Tonther smiling and he said, "Reginond, Behfold and I believe we can summon down the aid of Thox-Li."

"Thox-Li?" questioned Reginond.

"God of punctuation and digital watches," Tonther said, apparently amazed that Reginond had never heard of him, then shouted, "Everyone quiet." The camp went still.

"My lord," Reginond began, wondering what a digital watch was and beyond surprise that there was a god of punctuation.

"Shh," Tonther hissed, then continued his preparations.

Upon the dusty ground he drew a question mark, an asterix and winced, visibly, as he finished with an exclamation mark. These symbols were arranged in a triangular shape.

He stood upon the question mark and pointed to Behfold, who drew a circle on the ground in between these symbols, sat cross-legged and began to chant, "'*??!@# {[,\$.@'", meaning "Thox-Li hear and grant us".

Tonther started to hum and waved his hands, melodramatically, in the air and continued this for about thirty seconds, then spoke in a booming voice, "Thox-Li, god of silence, I call you, I request you, I ask you to listen to our need." He then went silent and closed his eyes, Behfold chanting in monotone, the only sound.

After what seemed an age, but was only about a minute Tonthers eyes snapped open and he jumped upon the asterix, the question mark glowed, then vanished.

Tonther continued, "I ask your omnipotence to call the seers of the seven bells back to this, our mortal, world to aid us in our need."

He repeated this twice more, replacing omnipotence with omniscience and omniprevalence, respectively.

There was an ominous silence and Tonther stepped upon the exclamation mark. A blinding light shone, briefly, in the sky and the silence was shattered by the simultaneous ringing of the seven bells outside the shrine. One wall melted away and a voice said, "Come."

Tonther quickly pulled Behfold up and dragged him onwards, motioning for Reginond to follow and the soldiers to stay. Reginond followed Tonther, obediently, into the, now open, shrine.

TO BE CONCLUDED NEXT MONTH

DOGS GALORE

The answers to the puzzle published in the April '96 issue.

Jack and Kerry met at a fight in *LABRADOR*. Jack was a *BOXER*, the bantamweight champion of North Eastern Canada, and Kerry had a ring-side seat. After the fight they went back to Kerry's flat to get better acquainted. *KERRY BLUE* down Jack's ear and whispered in a *HUSKY* voice, "Be an angel *JACK, RUSSELL* us up some food while I go and slip into something more comfortable."

Jack was a lousy cook, but so as not to disa *POINTER* he went into the kitchen and took a *PEKE* inside the fridge. The only thing in there was a large, white *COLLIE*. He lifted it out.

Kerry returned in a negligee, an *AFGHAN* flung round her shoulders.

"That'll do well with cheese sauce," she said. Removing some cookery cards from a *BULLDOG* clip she threw one over to Jack. "Here's the recipe. You'll need to put in some cream, but first you'll have to *WHIPPET*."



THE TAXMAN COMETH

At last the Taxman has made his way to the Amiga.

This is a true AMIGA game and not an emulation!

A text adventure in the classic tradition with enough brain-blending puzzles to keep you busy for hours!



- * Can you deal with Phoebe's staircase?
- * Or how about a determined dwarf?
- * Try out the infamous moving blocks!
- * Work your way out of Halfpint's dumbwaiter!
- * All this and more awaits!

The Taxman Cometh is available for the Amiga
for only **£3.00** (including p&p) from

Steve Clay,
17 Stanlaw Road,
Ellesmere Port,
South Wirral,
L65 0EY

(Cheques/p.o. payable to S.J.Clay)

ZENOBI LICENCEWARE for the ATARI ST/STE

THE ADVENTURER by D Gray
BORDER WARFARE by Neil Clark/Gerry Tonner
CORTIZONE (2 disks) by High Voltage
THE DARKEST ROAD by Clive Wilson
WHIPLASH & WAGONWHEEL (2 disks) by Clive Wilson
END-DAY 2240 by Dave Blower
SOULDRINKER by Tower Software
THE JADE STONE by Linda Wright
THE MAGIC SHOP by Jason Taylor
NEW ARRIVAL by Jason Taylor

The following adventures are all written and/or programmed by Jack Lockerby

THE DARK TOWER
DAVY JONES' LOCKER
Dr. JEKYLL & Mr. HYDE
THE ELLISNORE DIAMOND
THE ENCHANTED COTTAGE
INTO THE MYSTIC
THE LIFEBOAT
THE MINES OF LITHIAD
TREASURE ISLAND
HAMMER OF GRIMMOLD, THE MUTANT, THE DOMES OF SHA (3 on one disk)
THE THIEF and THE CHALLENGE (2 on one disk)

PRICE : single disk £2.49 double disk £2.99 including postage in U.K.
(please add £1 per item if overseas)

Available from

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

or

Adventure Probe Software, 52 Burford Road, Liverpool L16 6AQ



WoW SO ADVENTURES FC

NEW ADVENTURES

	<u>AUTHOR</u>	<u>CASSETTE</u>	<u>DISC</u>
SIMPLY MAGIC	M & J TREWHELLA	£2	£4
CRISPIN CRUNCHY	M & J TREWHELLA	£2	£4
TIME	M & J TREWHELLA	£2	£4
ORB QUEST (Four Parts)	P & T STITT	£5	£7
THE TALISMAN OF POWER	CHRIS BURY	£2	£4
POWER CURSE (Two Parts)	ADRIAN CONN	£3	£5
ADVENTURES OF ZEBEDEE GONIG	DARREN THOMAS	£2	£4
JUSTICE (Two Parts)	ANGELA SWINBOURNE	£3	£5
BEYOND THE DARK MIRROR	RCD ENTERPRISES	£2	£4
WHO'S AFRAID OF THE BALROG?	MARLON	£2	£4
ESCAPE FROM PRISON PLANET (Two Parts)	PETER CLARK	DISC ONLY	£5
HOUNDS OF HELL (Two Parts)	PETER CLARK	DISC ONLY	£5
A MIDSUMMER DAY'S DREAM (Two Parts)	PETER CLARK	DISC ONLY	£5
RAIDERS OF THE LOST TOMB (Two Parts)	PETER CLARK	DISC ONLY	£5
TRANSP0 95 (Two Parts)	PETER CLARK	DISC ONLY	£5
(All Above Games - 464 or 6128 or PCW)	2, 3 or 4 GAMES ON 1 DISK	£7, £9 or £11	
"DREAM" - Parts 1 & 2 - "PIRATE PROBLEMS"	PETER CLARK	GAC Tape - £3	
"DREAM" - Parts 3 & 4 - "WONDERLAND"	PETER CLARK	GAC Tape - £3	
RAIDERS OF THE LOST TOMB (Two Parts)	PETER CLARK	GAC Tape - £3	
THE ANGELICUS SAGA (Two Parts)	M & MJ CREWDSON	£3	£5
THE ANGELICUS ANSWER	M & MJ CREWDSON	£2	£4
THE ANGELICUS SAGA & ANGELICUS ANSWER	M & MJ CREWDSON	2 GAMES ON 1 DISC	£6
HELVERA - MISTRESS OF THE PARK	BOB ADAMS	£2	£4
GRUE-KNAPPED	BOB ADAMS	£2	£4
HELVERA & GRUE-KNAPPED	BOB ADAMS	2 GAMES ON 1 DISC	£5
MAGICIAN'S APPRENTICE	SIMON AVERY	£2	£4
PRISON BLUES	SIMON AVERY	£2	£4
TOTAL REALITY DELUSION	SIMON AVERY	£2	£4
DANGER! ADVENTURER AT WORK!	SIMON AVERY	£2	£4
DANGER! ADVENTURER AT WORK TWO!	SIMON AVERY	£2	£4
GERBIL RIOT OF '67	SIMON AVERY	£2	£4
DANCES WITH BUNNY RABBITS	SIMON AVERY	£2	£4
Choose any one of the above Simon Avery games on disc at £4 and Add one or more games at £1 each	For Example:-	6 GAMES ON 1 DISC	£9
A THIEF'S TALE (Three Parts)	SIMON AVERY	£4	£6
A THIEF'S TALE + Any 3 Simon Avery Games		4 GAMES ON 1 DISC	£9
A Day in the Life of a TUPPERWARE SALESMAN + GRIMWOLD'S BIG ADVENTURE - FREE!	GRIMWOLD	£3	£5
MERLIN (Two Parts)	MICHAEL HUNT	£3	£5
PRE-HISTORY	MICHAEL HUNT	£2	£4
YARKON BLUES	JASON DAVIS	£2	£4
YARKON BLUES II (Two Parts)	JASON DAVIS	£3	£5
THE SMIRKING HORROR	JASON DAVIS	£2	£4
HELP Inc.	JASON DAVIS	£2	£4
YARKON BLUES I & II & SMIRK & HELP	JASON DAVIS	4 GAMES ON 1 DISC	£8
OUT OF THE LIMELIGHT (PAW)	J SCOTT & S BOYD	DISC ONLY	£4
KNIGHT LIFE (PAW)	STEPHEN BOYD	DISC ONLY	£4

Zenobi Software ADVENTURES

LEOPOLD THE MINSTREL

Most people want to become 'train-drivers', or 'bus-conductors' or even 'firemen' but all that **LEOPOLD** had ever wanted to be was a plain and simple **MINSTREL** ... thank goodness he was 'musically' bent.

Throughout his childhood and most formative years, he had listened with great glee to the ballads and tunes of the local minstrels ... enthralled by each and every note, and by the 'stories' contained within them ... but none so fascinated him as did the oldest minstrel of them all - **OLD SAM**.

One day, with his fists clenched in tight little balls and his heart pumping fit to bust, he knocked on **Old Sam's** door and waited tensely for him to answer. "What do you want?" grumbled Sam and Leopold's heart skipped a beat. "To become a minstrel like you" said Leopold, his voice barely carrying the short distance between his mouth and Sam's ears. "Hmm," wheezed Sam, "That sounds a daunting task to say the least!" Then taking him by the arm, lead Leopold into the dark confines of the small cottage Sam called home.

For the next few months **Old Sam** did his best to impart his knowledge of the ancient art into Leopold's little head ... albeit with a certain amount of failure at times! However **Leopold** was eager to learn and learn he did. There were moments when it all seemed too much for him to take in, but **Leopold** was no quitter and **Sam** was a patient soul, and so between them both they managed to get most things sorted out.

Then one morning 'tragedy' struck and **Old Sam's** most precious possession, his trusty old lute, met with an unfortunate accident. None are too sure what exactly took place, some say the cat knocked it off the top of the dressing-table, whilst others say that **Old Sam** himself sat upon it, but whatever it was that caused the damage it meant that the lute was in dire need of repair.

Normally such a task would have been undertaken by **Old Sam** himself, but a recent spell of abnormally cold weather had left him with a harsh bout of the 'sniffles' and coupled with the fact that his eyes were watering fit-to-flood there was no way he was able to. So it was that **Leopold** found himself entrusted with the task of getting the lute repaired.



NOTES Guide **Leopold** on his journey to get the lute repaired and remember that failure to do just that could result in the 'apprenticeship' being cancelled .. or even worse, if anything could be regarded as worse than that!!!

This game will recognise all of the usual commands such as **EXAMINE**, **SEARCH**, **LOOK** and even **QUIT**. However only resort to using the latter if you feel that the 'task' is more than even **YOU** and **LEOPOLD** combined can handle.

Use the commands **RAMSAVE** and **RAMLOAD** to store and recall a 'saved' position. This will enable you to make a temporary record of your progress - to **RAM** (Memory) - but in order to make a more permanent record always use the standard **SAVE** and **LOAD** inputs.

HINTS If you cannot win, just **CHEAT!** Imagination is a very powerful ally! Steal it!

Zenobi Software ADVENTURES

DIARID

This is the story of how **DIARID** rescues his beloved **GRADNE** from the **CASTLE OF MISTS**.

The wild wind rattles the rafters and the old man draws his tattered cloak tighter about his frail figure. His audience settle down in mute anticipation, clutching their cups of rough potheen and edging forward in order to hear better.

"T'was when time was new-born and **PINN MACCOMBAL** had led the **PIANNA** to overcome the 'Dark Forces' that threatened our land. That was the time when the Fenian hero, **DIARID**, whispered in the ear of **Pinn MacCombal** that after long service in the cause of **ERIN**, he would fain return to the house of his mother, where his betrothed, the fair and lithesome **GRADNE**, awaited him"

As the voice drones on - and the woodsmoke from the open fire swirls across the room, you are drawn mystically into the tale and find yourself acknowledging your chieftain's permission to return home. Joyously you set forth



Spectrum 48K/128K+2

NOTES

Once more **DENNIS F. FRANCOMBE** allows you to enter his 'world' of romance and intrigue, a place where 'truth' and 'wisdom' will conquer all ... with a bit of 'luck' thrown in!

This tale comes in two parts ... In **part one** you will journey through such places as the '**LOST LANDS**' and the '**SEA OF SERPENTS**', whilst encountering such characters as the **weard** and the **bear**. You will finally get to meet the illustrious **BRAN** .. without whom your passage in **part two** would be nigh on impossible. Please note that you will need to utilise **BRAN** and his abilities to their utmost in order to complete the task-in-hand and thereby complete the game ... so treat him well!

The game will recognise all the '**standard**' commands, however it will also accept such 'complex' ones as **SEARCH DUST**, **GET BOOTS AND WEAR THEM**. However in most cases a simple **VERB/NOUN** input will suffice. Use **RMSAVE** and **RMLoad** to store/recall a game 'position' to and from **MEMORY** but always use the normal **SAVE** and **LOAD** for a more permanent record.

Some useful words are ... **SPREAD**, **CROSS**, **GREET**, **RAISE**, **CRUSH**, **EMPTY**, **FASTEN** and **PUMP**.

Use the command **SAY TO (Character) "GO WEST"** in order to converse with them .. or whatever!

HINTS : No spade, then try using your shield ... Remove boots before going paddling!!!
If all seems 'lost' then just call on **Bran** ... Hungry, then just spread the cloth.



The Adventure Workshop

Adventures for the Spectrum

NEW RELEASES

THE SPHERE OF Q'LI

by PHILLIP RAMSAY

One fine, summer's weekend, you were indulging in one of your favourite hobbies, walking through the country. On a whim, you took an unfamiliar path, and were soon in an area of grassland which you did not recognise. Pausing to get your bearings, you continue - and fall flat as your foot trips on something sticking out from the ground - a piece of rock. Closer inspection reveals that the ground immediately behind the rock is very soft. Carefully you rip the grasses away, and have soon uncovered an entrance to a cave. You attempt to explore it, but it is so dark inside that daylight quickly fades into pitch blackness.

You leave your discovery, and make your way to the nearest village where you buy a torch. Thus provisioned against any misfortune which might befall you, you return to the entrance to the cave. You enter the cave.....and a sudden rock-fall leaves you spitting dust, and closes your exit. You attempt to move, and are stunned when an entity appears before you, apparently amused by the predicament into which you have landed yourself. "Greetings, mortal," the entity intones. The words form in your mind as an insistent whisper. "If you wish to escape death, you must undertake a quest. Find the four Arcs of the Sphere of Q'Li and reactivate it. Then - and only then - summon me by name. No questions, no arguments: GO." The figure waves a hand, and you are somewhere else....your only escape lies in completing the quest....

Available Now on Disc Priced £4.00 and Tape Priced £2.00

LOST IN THE AMAZON

by DOROTHY MILLARD

You are the lone survivor of an expedition to South America to find the famed Golden Condor. Your plane has crashed in the jungle and you are completely lost. You will need to find your way through the jungle without dying of thirst, deal with the natives, cross the river and make your way to the flat-topped pyramid. Can you conquer the sand trap and find the Golden Condor?

Available Now on Disc Priced £4.00 and Tape Priced £2.00

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

AZTEC ASSAULT

by THE TRAVELLER IN BLACK

Your life force fades... the visions dim. All that remains are the tenuous memories. You remember the time of serene tranquillity and contentment in the bosom of your family. Lost forever through treachery and greed when your land was engulfed by the forces of evil. You even remember the sounds of your own screams as you were repeatedly tortured by the Abomination's insane minions. You remember the period of Limbo that followed, the timeless waiting, the frustration and the need for revenge, before the legendary Time Crusaders of Chronos recruited you to fight in the Great Temporal Struggle. The island of Santa Barbaro was the last rebirth and you know there are many others, or will be, for such is the existence of the traveller in black now called Phoenix.

Once again you are dispatched to Terra VII in its final years prior to the Cataclysm, to fight the forces of Primal Darkness that have been unleashed at Tenochtitlan. Again you cross the barriers that cannot be crossed, and experience the familiar pain of rebirth. Once more, you are a stranger on a strange stage, with DEATH waiting to make an entrance.

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

THE BLACK TOWER

A Two Part Adventure

By DIANE RICE

The Morjan Crystal an ancient artefact of great power, which once protected the land, has been turned to evil uses and is being used to create famine, devastating storms and pestilence across the land. You have been tasked to seek out the crystal and destroy it before the land is utterly destroyed by its power. The Crystal is believed to be housed in a impregnable tower on the far side of the kingdom. You must travel there and by some means effect entry to THE BLACK TOWER and there destroy the Crystal. The task is not easy as the crystal will be using its powers to prevent you from destroying it. It will take great skill and cunning to complete the task ahead. Good Luck!

Available Now on Disc Priced £5.00 and Tape Priced £3.00

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

PERSONAL MESSAGES

To Ellen – No, I ain't. I'd rather "Take it easy". (Jon)

To Snow White – Oo-er! (Jon)

To M.Polo – Well, more than you're worth, that's fir sure! (Uncle Horace)

To Damian – I wonder if Steven Spielberg has this much trouble when he's shooting a movie. Bet his crew are a cut above the rest. (Uncle Horace)

To Damian – Asked Wynne if we could have a "trial run" before October, but for some strange reason she said "NO!" Sheesh, some people. (Ellen)

To Reynir – Hope the road to recovery for Legolas won't be too long, or too bumpy. (Ellen)

To Nancy, Lorna, Ronnie and Danny – Thanks for the cards. They were a lovely surprise. (Ellen)

To Wynne and Rudi – The trouble with you two is that you just don't appreciate good singing when you hear it! (Ellen)

To Wynne – Oops, my mistake, still you know me, I'm always on the lookout for a nice hairy chest. (Ellen)

To Mad Cat – Yup, you surely do. (Ellen)

To Phill – Hope you've given the guards a nice L-O-N-G holiday this time around. They certainly deserve it, after all the work they did in Assassins' Guild 1. (Ellen)

To Wynne – Glad 2 hear it. It's not often U R lost 4 words. Hope that when U do think of 1 U can't put it down, 'cos then I'll know that the 2 things I wish 4, B4U and I do battle sometimes R granted. (Ellen)

To The Whinger – My legs are fine thanks, it's my feet that are the problem – both left! How are yours doing? (Ellen)

To M.Polo – Don't worry, I won't. Hope you won't either. (Ellen)

To Wynne – I'll have you know that I found my last barn quite easily, thank you very much – and, what's more I didn't even know I'd lost it. (Ellen)

To Wynne – Hmmm, come to think of it, that wouldn't be a bad idea, 'cos then I'd be able to pick up some wings of bats to add to future potions. (The Witch of Stanley)

To Ro-Wan – I think you should – and sooner, rather than later. (The Witch of Stanley)

To Mad Cat – Getting worried yet? (The Witch of Stanley)

To Wynne – Wouldn't it be great if we could turn her off? (Rudi)

To Ro-Wan – Maybe you should send Bosi out to search for M.C.? (Rudi)

To Matt – Ohhh, I've never seen an electromagnetic field before. Where can I find one and what colour's the grass? (Dopey)

To Matt – Glad you enjoyed it. Hope you blew the candle out before you set off. (Loobiloo)

To M.Polo – What! I'll be there? Or should that have read "I'll be there"? If so, then I'd much rather you'd be here. 'cos that's where I'll be. (Snowy)

To M.Polo – You're measuring up fine, it's my ruler that's not. (Snow White)

To Petra – Glad they're silky. There's nothing worse than hairy legs, and believe me I should know. (Kevin)

To Petra – Poppers at the bottom, poppers at the top. With poppers in a double (breasted) row, I'll be un-popping poppers till I drop. (Kevin)

To Uncle Horace – At least you're not G-rowan-ing because I'm wrenching one of your teeth out. I've a book, all right, one which is might flighty. Movie? Yes, let's shoot, but who's written the script? (M.Polo)

To Ellen – One person's heaven is another's hell. (Eastenders?) (M.Polo)

To Ellen – Oops, there was me thinking he's his ANT. (M.Polo)

To Ellen – I did most greatly enjoy them and, as for fortune cookies, I brought back FIFTEEN CASES of 'em. Good, eh? (M.Polo)

To Snowy – It brings a new dimension to "flash in the pan" – (Marco, the Over-concentrating Plumber. Plumbing the Depths that no other Plumber has plumbed before).

To Dopey – I suggest you try a compass as well? (M.Polo)

NEWSDESK

NEWS FROM ZENOBI SOFTWARE

The latest release is "THE TROUBLE WITH TROLLS" by George E Hoyle. It is the further exploits of Brian, first met in "Brian, the Novice Barbarian" and later in "Fistful of Necromomicons". Price : Spectrum (tape & 3.5" +D disc), Atari(e), Amiga(e), PC(e) and MAC(e) – £2.99, Spectrum 3" +3 disc – £3.49.

I've just received news of Three Special Offers to celebrate ZENOBI'S tenth birthday.

- 1) Buy THREE, pay for two games – buy 3 games at one time and only pay for 2 of them.
- 2) Exchange TWO for ONE – send any 2 old games (any publisher) and get 1 new game in return.
- 3) ONE POUND OFF – buy any title and only pay the listed price less one pound. Unlimited offer. Can you afford to miss any of those offers?

NEWS FROM VULCAN SOFTWARE

At last, "VALHALLA AND THE FORTRESS OF EVE" is now available for the Amiga. I didn't think the previous two could be improved, but "Valhalla 3" is now mouse controlled, requires less clicks, and the screen gives you a side-on view (more in my editorial). Price : £17.99. – see inside back cover for the address.

NEW MAGAZINE FOR AMIGA OWNERS

According to the leaflet AMIGA REVIEW is edited by David Pettifer and will cover all aspects of the Amiga. The first issue, out now, will contain news, an interview with Vulcan Software, articles on various subjects including, DTP, multi-user games, adventures, Internet, how to install a hard drive, and lots of reviews. It is only £2.95 incl. postage. (cheque/p.o. payable to David Pettifer), and is available from MediaSoft of 22 Brook Road, Shanklin, Isle of Wight, PO37 7LU

GETTING YOU STARTED

THE ASSASSINS' GUILD played by Barbara Gibb on a Spectrum (128K only) – also available for the Amstrad

Start outside gates. I (cloak, worn and which you can not remove), N, W (grassland), SEARCH FLOWERS, TAKE SCROLL, READ SCROLL (advertisement), N, N, N (by toll bridge), X DWARF, TALK TO DWARF, S, S, S, E, E, SEARCH PATH, TAKE STONE, X STONE, E, E, N, N, N, E (bleak bank), SEARCH MUD, TAKE SCYTHE, X SCYTHE, SHARPEN SCYTHE (need stone), S, X WOOD, SEARCH OAK, TAKE NUGGET, S, SEARCH VEGETATION, CUT VEGETATION (need sharpened scythe), TAKE LANTERN, X LANTERN (already lit), W, W, W, S, W (as you enter your possessions are stolen), E, N, N (centre of forest), X WOOD, SEARCH BEHIND MAHOGANY (find stolen items plus an axe), TAKE ALL EXCEPT AXE (if you take the axe you will be killed), S, S, W, W, N, N, N, GIVE NUGGET TO DWARF (the greedy dwarf wants more, but there isn't any more to be found)

GOLDEN MASK played by Edwina Brown on a Spectrum

W, GET OWL, EXAM BODY, GET HOOD, WEAR HOOD, GET BOTTLE, EXAM BOTTLE, BREAK BOTTLE, GET CORK, E, E, EXAM STATUE, READ SYMBOLS, SAY MECLA, GET TORCH, GET TELEPORT SPELL, EXAM TELEPORT SPELL, W, SE, U, U, CLIMB TREE, EXAM BRANCH, EXAM KNOT HOLE, ENTER HOLE, SE, GET FLINT, EXAM FLINT, USE FLINT, LIGHT TORCH, S, W, S, EXAM BOAT, ENTER BOAT, REPAIR BOAT, ENTER BOAT, CROSS LAKE

MERLIN'S GOLDEN TROVE played by Dorothy Millard on a PC – also on Amiga(e) and others(?)

Start outside the castle. INVENTORY (you are carrying nothing), READ SIGN (says "Bring gold here and say SCORE"), S, S (across the drawbridge into a dusty courtyard), E, S, GET SHOVEL, EXAMINE SHOVEL, DIG (you find a gold ring), GET RING, EXAMINE RING (note it is covered in magic symbols), S (into horse stall), GET dead FLIES, EXAMINE FLIES (leave the twig), DIG, GET gold FEATHER, EXAMINE FEATHER, N, N (to northeastern corner of yard), DIG, GET golden APPLE, EXAMINE CATAPULT (see a gold bar), GET BAR, EXAMINE BAR, W (by drawbridge), DIG, GET golden ORB, EXAMINE ORB, N, N (to outside castle), DROP ORB, DROP APPLE, DROP FEATHER, DROP BAR (keep the shovel and ring for now), SCORE (18%), D (into moat), GET FROG (note you must be carrying the flies)

WHY IS THE WORLD ROUND ANYWAY....? played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

Start in own bedroom. I (nothing), E (field), TALK TO FARMER (wants you to get rid of the crows), E, E (note car racing past), S, S, S, X bottle BANK (note details), S (brewery), TALK TO TIPPLE (has the wrong deeds), W (deserted lab), TAKE MAGNET, W (shack), TALK TO JO (wants a second-hand moleculariser), W (news-stand), TALK TO ARNIE (has magazines), N (optician), TAKE SPECS, N (street), X GRATING (see keys), X MAGNET, SWITCH ON MAGNET (now have keys), DROP MAGNET, N (battery shop), X SHELVES (now have a beam generator), You are at a dead end so GO BEDROOM for a quick return to the start location.

S, E (chicken coop), X NESTS (now have a nucleosonic tin protoniser and opener), E, TALK TO WIND, E, S

PHILOSOPHER'S QUEST (enhanced version) played by Barbara Gibb on an Atari STFM/STE (based on a solution by David Lacey)

Start in a shop – told you can take only TWO items from the shop – but you need three! Note what ~~all~~ the items are, even those you don't take with you. TAKE CUSHION, TAKE AQUALUNG, TAKE KEYS, THROW KEYS (out of shop), S (it is dark), TAKE ALL (told you pick up keys, lamp and oilskin), ON (lamp – see you are at the north end of a long straight passage), E (note slab for later), D (Piccaddilly Circus), N (murky passage), TAKE BISCUIT, S, U, N, S, OFF (lamp to conserve battery – most important), S (east of cliff), DROP CUSHION (under ledge for later), W, W (beach at base of cliff), DROP AQUALUNG, W, W, W, NW (bungalow entrance), DROP BISCUIT (vital for later), N (kitchen), TAKE ALL (kettle and cup), UNLOCK DOOR (need keys), E (larder), FILL KETTLE (with water), TAKE TEABAG, W, BOIL KETTLE (makes lights go out), ON (lamp), MAKE TEA (need cup, teabag and kettle of boiling water), N (lady asks if you can find her dog), S, OFF (lamp), SE, E, E, E, DROP ALL, TAKE COFFIN, W, W, U (plank above pivot), W (in bucket), DROP COFFIN, E, D, E, TAKE BATH, W, U

TEENAGE EMERGENCY played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e).

Start in the living room/lounge. I (dressing gown), X TABLE, READ NOTE, X STAIRS (see cupboard), OPEN CUPBOARD, TAKE RUCKSACK, X RUCKSACK, LOOK IN RUCKSACK (empty), U, W (own bedroom), X DESK (find timetable), READ TIMETABLE (geography and PE), X BED, LIFT MATTRESS, TAKE OPENER, LOOK UNDER BED, TAKE CATAPULT, E, X BASKET, CLIMB INTO BASKET, SEARCH WASHING, TAKE PE KIT, CLIMB OUT BASKET, N (bathroom), OPEN CABINET, TAKE HAIRDRYER, X HAIRDRYER (note description), PUT ALL INTO RUCKSACK, LOOK UNDER BASIN (see a shelf), X SHELF, TAKE BOOK, X BOOK (geography – needed for school), S, E (main bedroom), OPEN WARDROBE, TAKE HANGER, SEARCH DRESSER, TAKE birth CERTIFICATE, X TABLE, X CARD (note details), W, S (can't), D, X SOFA, LOOK BEHIND SOFA

ZORK NEMESIS played by Jill Nott on a PC

PART ONE – THE TEMPLE

You start in the ruins outside. Enter and explore the temple. There is little to pick up but plenty to see. Make a note of everything. In the main temple area there are four sarcophagi containing the four main characters Sartorius, Kaine, Sophia and Marveaux. Click on them to hear how Nemesis caught them and killed the lovers Alexandria and Lucien, and click on the head shapes above to learn the signs for the four.

In the Lab. read the scroll and the book to learn the relationships: Marveaux – Saturnex – fire – lead. Kaine – Murtz – earth – iron. Sophia – Venusnv – copper – water. Sartorius – Juperon – tin – air.

Explore the library and read everything you can and explore outside, picking up the pointer from the sundial. This is used to find fire. Your map in the booklet shows where all the elements are hidden.

FIRE (MARVEAUX) – slide the maps in the library left, right, right, left to expose a door. Set the dial on the door to the Marveaux's sign to open it. Next insert the pointer in the hole on the sundial and spin it until the dial covers the lead sign

OBJECTS AND THEIR USES

DEATH OR GLORY Pt.1 compiled by Barbara Gibb on a Spectrum – also available on Amiga(e) and Amstrad

- Daggercutting tool and weapon
- Small plankpaddle
- Netfor fishing in the pond
- Logmakeshift boat
- Flintfor lighting lamp
- Bottlecontains oil
- Bear trapfor catching something, but not a bear
- Keyopens chest
- Fuse wirewet when found, useful when dry
- Black crowhungry, will reward you
- Lamplight source when full and lit
- Scarecrowtied to post with wire, clothed!
- Smockworn at start of game
- Bootsworn at start of game
- Forkdigging tool
- Wormfood for something
- Ropefor climbing up and down
- Kegcontains gunpowder
- Jacketneeded in part two
- Man (dead)has a useful item
- Booktranslator
- Cyclopsin the labyrinth, beware of him
- Lump of dirtdry when found
- Lump of mudwet dirt, useful weapon
- Zombie guardblocks your way, catch him
- Spearlethal weapon when poisoned
- Swamp monsterblocks bridge, has to be killed
- Black goblinwill kill you if you don't kill him
- Torchkeeps rats away
- Sacks of grainred herring
- Cratesbreak to get plank
- Chestcontains keg



HINTS AND TIPS

AXE OF KOLT played by Barbara Gibb on an Amiga(e) – also available on Spectrum (48K version) and Amstrad

Part Three

There is another trap by the gold doors – LOOK U to see the danger. Use something long to push to door open.

You need a bronze key to unlock the bronze doors.

You need the pickaxe to break the brick wall.

Dig the earth with a spade to find a slab of rock. Give the slab a really hard push and go north to exit Kolt's tomb.

You can't avoid being captured when you enter Domreil.

Put your goggles in the drainage channel then WAIT for the end of part three.

BESTIARY played by Barbara Gibb on an Amstrad

You need the scroll when you dive into the water near the seahorse.

The monkey will steal one of your objects – usually one you need. It will imitate you, so drop something.

You need your elder sister's cloak to keep warm.

The penguin will indicate where you can find the mask. Go NE, N and NW to return to a warmer climate.

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

The only time you can die is if you try to leave a location when a Viroid is present.

The route through the Orgh Maze is N, NW, SW. – after you have killed the Viroid in the ship, S is a quick return.

The fresh water pool containing the Gillworm is NW of the Misty Area. From Moonholm go E, E, E, NW. You have to squeeze the handblower before you can move in this area.

To dig up the staff at Battlegrounds you need the spade found in the fort on the plateau.

The white dust will get washed off you in a few places so it is essential that once you have rolled in it you wear the cape for protection. Only remove it once you are safely up the steps and approaching the fort.

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

After removing the disk, return to Rommer – a message about an SOS should now appear.

Read the file to learn how to control Triton.

Triton will restore the power, if asked.

THE CALLING played by Barbara Gibb on a Spectrum – also available on the Amstrad

Check out the car before approaching the house.

Read the diary in the study, then explore the house and gardens.

Give the cook something so that she will allow you to enter the pantry.

You have one move to kill the gardener before he throws you out of the lodge.

Tip number five on the piece of paper is a very good clue.

The beast will attack as soon as you enter its domain so ensure you have something lethal for it to eat.

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

The princess is wearing the medallion. drop it and the princess in the Inner Chamber (Treasure Room)

The gold is in a casket in the small bare room on the other side of the crack in the dungeon.

The pearls are in the ground at the battleaxe location.

The crown is in the cave where you are dazzled by the glare from the walls – reduce the light to see it.

The ruby is in the bucket in the well in the courtyard east of the wizard's den. You need the wand to disperse the spell that prevents you from going east.

CLEAR-UP IN CLOGGIELAND played by Barbara Gibb on an Amiga

Offering something at the right time in the right place will be helpful.

To free the squirrel you'll need the scissors and gloves.

The Elf will be sorry he tricked you, so don't be afraid of him.

Drop something for the bird that is flying overhead.

The arrow isn't the only weapon in the store – you may get it free at the right time.

Wave the wand to disperse the forcefield.

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

Cut the weeds with the scythe.

Don't eat the carrot until you are in the rabbit burrow.

Use the honey to lead the bear to inside the church. His weight will keep the door open.

You need the wellington boots as foot protection in the catacombs.

Squirt acid at the walking suit of armour.

When you release the Trojan warrior he will smash the altar. Examine it – if you have a good luck charm it is safe to climb up.

THE DARK GLADIATOR played by Barbara Gibb on a Spectrum (128K) – also available on the Amstrad

You need only one of the two items found in the boot of your car.

Make a torch by wrapping your shirt around something.

Examine the vase for a clue about what to do at the mound.

The altar has the "secret" to some spells, you will need one to escape from the mound.

There is a knife in the derelict shop – enter via the trapdoor.

You can overcome the welded-shut gate by either cutting the wire and climbing over, or by casting the air spell.

DEMON FROM THE DARKSIDE played by Edwina Brown on a Spectrum

Climb stalagmite in fluorescent cavern.

When you find Wise again, take him.

When rats surround you call Sid, then again at wide crevasse.

Get root then exam spirit, do as he asks and you can then have root.

Use root when Wise is wounded.

Wear gloves to pick up ice stone.

DEMON'S TOMB played by Barbara Gibb on an Amiga – also on Atari (and others?)

When lost in oak wood, try dropping then picking up an object. You are looking for a reed bed.

You need the glove to get a good climbing grip to reach the top of the pinnacle.

The coin gives you a clue about what to do in the belfry.

Exit the church via the closed door!.

If you have done everything right you should find a secret tomb and Lord Thai. Give him the plaque to complete the adventure.

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

Something is underneath the body of the dinosaur.

There is a ring hidden in the chair. Wear then rub the ring to get rid of the wraith.

The cloak will protect you from fire.

Take the weight off your feet then drink the blue potion to see a panel.

The message in the "fresher passage" decodes as "vicious dogs are tamed with sound" – a clue to a later problem.

The princess likes to look at herself.

Pour acid into the pit to kill the worms.

ERIC THE UNREADY played by Steve Maclaren on a PC

Ice Cream Shoppee :

To get the earmuffs from the proprietor, make a fire.

Pitchfork of Damocles :

To get into the house you must first get the pickaxe from Fran's. Inside the house move rug, open door – you are given a key. Unlock the case with the key and take the beard.

In the bedroom, search the bones for something useful.

At the clearing house you have to show two items to prove who you are. Also you must be like a Dwarf.

At the small booth you must play the game to win a slingshot.

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

Get torch from statue and take out battery.

Put battery in scales and it will help you get money from dispenser. At travel agents you can now buy holiday.

The clothes shop is closed so use brick to break window.

Jeweller will fit diamond into ring.

THE GLADIATOR played by Barbara Gibb on a Spectrum – also available on the Amstrad

Nero has always wanted a musical instrument.

You should need some money to buy a whistle and souvenir mug.

The small key unlocks the door of the centurian's house.

Free the woman by cutting the rope with a knife.

The large key unlocks the door of Zulana's cell.

Octavia wants something to drink, then a kiss.



THE ISLAND (Ken Bond) played on a Spectrum 128K (PAWed version), also available on the Amstrad

Use the spade to open the hatch of the submarine – it breaks so ensure you have already dug something up.

The combination to the safe is marked somewhere fairly close.

The broken spade will help you move the statue.

Inside the pyramid, one creature will scare another.

Add weight to the platform before lightening it.

The key to open the chest is at the bottom of the chasm.

JESTER QUEST played by Edwina Brown on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

After pulling the Orc King's tooth, don't hang about, grab the tooth and run.

At Grizeida's door ring bell and wait until the door opens and Igor drags you in.

Wear armour to kill Gorgon.

Put rose and manifest into cauldron.

Give cake to Xel and say "follow me".

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

Part One

The bottle and biscuit are to get you through the mousehole, but get the keystone before you leave.

Smash the trapdoor with the keystone.

Part Two

Wait for Fred to follow you and tell him to get the spider. Now frighten Georgie with it and follow him until he's cornered.

After mother's arrival, go to see Pete in the waiting room and scream at him!

LANDS OF LORE played by Steve Maciaren on a PC

When you see the two thugs, attack and kill them, then you can explore the cave for some interesting items. Touch the lever to open a secret passage. Look on the walls near the pressure plate for a button, touch the button on the left to open a niche. Take thug's key and silver coins.

Take the rock from the second pressure plate, place two rocks on the first pressure plate – this will hold open the secret passage.

To open the secret passage behind the wall forget about the two pressure plates – walk up to the wall, face left, touch button, face all the way right, touch button, face forward, touch button and the wall disappears.

Use the thug's key on chest and take what you find.

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

Part One

Find Trelawney in the chess club. He knows all about the skull and will give you a doctor's not to excuse you from the next performance of Hamlet.

Keep your passport out of the reach of Plantagenet and his men – but ensure you have it before you awaken Simon.

Note the password to start part two.

MISTY ISLAND played by Barbara Gibb on a C64

You need the plank, nails and hammer to repair the bridge.

Look through the binoculars when at the top of the tall tower.

Climb the stile to reach the clifftop.

Oil the rusty gate before opening it.

You can't climb up the rope hanging from the tree. Drop the ladder underneath it, but once again, don't go up.

If you have looked through the binoculars at the right location you can GO TRACK from the rocky beach to a cave.

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

Part One

Search the straw and climb the wall of the cell – don't give up!

Use the bone to dig the earth to escape to a clifftop.

Hide until the sentry goes away.

Your possessions are in the cave. Pick them up, wear what you can, and then ensure you're not seen by the returning sentry.

At the rugged crag you will hear the sound of winds beating – it is Athene's owl. Prey to her for help. Follow her and if you carry out her instructions correctly you can defeat the Gorgon.

Part Two

Give the ball of feathers to the woman in the black barge. Search the cushions for a coin.

It is possible to fly from the grotto to the Groves of Persephone. Wait there until you see Hermes.

It is easy to enter Hades – leaving is more difficult.

At the Well of Elysium, kiss the maiden.

rites of PASSAGE played by Barbara Gibb on a C64

To find a key – TIP TABLE.

Drinking the black potion in the presence of the spider will enable you to enter the cellar to see what is blocking the cellar door.

Lift a flagstone to reveal a ladder.

Only a frog can push something to turn on the power.

The many-sided coloured rooms are the "key" to the door protected by the LCD display.

Dogs and cats jump over gaps – one will knock down the pendant, and the other can attract it if wearing the right object.

The light source is in the case in the skylight room – you need the pendant to open the case.

Put the tome on the plinth to reveal a southern exit.

SIMPLY MAGIC played by Barbara Gibb on an Amstrad

Give the pearl to the wise old man.

Drink the potion to get to the lead glove.

Take the molten rock to the ice room to release the unicorn.

Wish for water at the well.

Tie a knot in the handkerchief so that you don't forget.

Each casket holds an object – they are the answers to the riddles.

Plant and water a seed in the room of sunshine.

THIRTY NINE STEPS played by John Schofield on a Spectrum 128K – also available on PC(e) and MAC(e)

Talk to the American and put his body on your bed.

Smoke your pipe, clean it with a knife and then attempt to fill it from the jar.

Search your bed, the body and unclench his hands.

Climb on something to look on top of the wardrobe.

You have to feel under the American's wardrobe.

JULIA gives you the five vowels (in code).

Disguise yourself as the milkman to evade the two villains.

Pawn two objects at Euston.

You can only buy a Dumfries ticket if you've decoded the book.

Get out and buy a newspaper at Crewe.

Leave the Dumfries train when the sheep delay it. Wait and dig at your hiding place.

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

Find the boat davit on the poop deck and follow the operating instructions as per notice – otherwise you are in trouble at the end of the game.

When you overhear the crew discussing the meeting at the apple barrel, make for that location and hide in the now empty barrel. When it is safe, warn the captain about the mutiny.

Part Two

Co-operate with Israel Hands by steering the ship (turn wheel) until it is beached, then wait for the right moment to shoot him with the pistol.

To complete the adventure, return to the treasure cave where the Squire, Doctor and Captain are waiting for you and tell them about the ship.

SOLUTION OF THE MONTH

CIVIL SERVICE 2 – written by Jack Lockerby

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

7-Roomed Building

SAY HELLO (he will meet you in the oval room), ENTER, READ NOTICE, EXAM DOOR, CHILLI, CHILE, N, EXAM DOOR, ROAM, ROME, NE, EXAM DOOR, 15, SE, EXAM DOOR, GREASE, GREECE, S, EXAM DOOR, STERLING, STIRLING, SW, EXAM DOOR, 4, W, EXAM DOOR, WHALES, WALES, W (oval room), READ NOTICE, TYPE TRACK, TYPE SIDE, OPEN PACKAGE (a disc falls out), I (note you now have a piece of paper), EXAM PAPER (hold on to this, it is needed later), GET 5, EXAM 5 (has a value of 24), E, NW, LEAVE, N.

Crossword Building

SAY HELLO, ENTER, DROP ALL, ENTER, GET ALL (box and list), EXAM BOX, READ LIST, HELP, DROP D, N, DROP R, N, DROP A, W, DROP J, E, E, DROP C, E, DROP K, W, W, N, DROP Z, N, DROP I, N, DROP V, EXAM DOOR, S, W, W, DROP Q, E, DROP U, E, E, DROP N, E, DROP S, E, DROP Y, S, DROP X, N, N, DROP P, E, DROP H, E, DROP L, E, DROP E, N, DROP B, S, S, DROP T, N, E, DROP G, E, DROP M, S, DROP O, E, DROP F, W, S, DROP W, EXAM BOX (empty), N, N, W, W, W, W, S, W, W, W, S, S, S, LEAVE, DROP ALL (list and empty box), LEAVE, SAY HELLO (given a disc), I, EXAM 12 (has a value of 16), DROP ALL, ENTER, N, N, N, N, N (see a disc), GET 1, EXAM 1 (has a value of 26), S, S, S, S, LEAVE, GET ALL, SE.

Square Building

SAY HELLO, ENTER, HELP, SE, E, NW, SW, S, S, S, E, N, N, E, S, S, NE, N, N, NW, E, E, S, S, S, SW, E (you are given a disc), I, EXAM 7 (has a value of 16), NW, NW, NW, NW, LEAVE, SW, SW.

Elementary English Classroom

ENTER, SAY HELLO, EXAM BLACKBOARD, HELP, GALLEON, COASTER, CRUISER, STEAMER, GONDOLA, TANKER, FRIGATE, VESSELS/SHIPS (you are given a disc), I, EXAM 6 (has a value of 37), S (Trophy Room), SAY HELLO (asked to return with the Probe Challenge Cup), E.

Advanced English Classroom

EXAM BLACKBOARD, MUSIC, CIRCLE, SMITH/BLACKSMITH, EAR (you are given a disc), I, EXAM 10 (has a value of 19), E.

Gymnasium/Cloakroom

EXAM SPHERE, READ NOTICE, HELP, SHOUT EUREKA (glass sphere shatters), GET 0, EXAM 0 (has a value of 20), N, OPEN LOCKER (locked), EXAM LOCKER, W, EXAM PEGS, PULL MIDDLE PEG, EXAM COAT, GET COAT, EXAM POCKETS, EXAM LEFT POCKET, GET STRING, EXAM RIGHT POCKET, GET KEY, E, UNLOCK LOCKER, EXAM LOCKER, GET WEIGHTS, DROP ALL, GET WEIGHTS, GET STRING, DROP WEIGHTS, GET STRING, TIE STRING TO WEIGHTS, GET WEIGHTS, W, HANG WEIGHTS ON MIDDLE PEG (door remains open).

Code Room

ENTER, EXAM BLACKBOARD, HELP, ITS, A, WISE, MAN, WHO, KNOWS, HIS, OWN, FATHER (you are given a disc), GET 3, EXAM 3 (has a value of 11), LEAVE, E, EXAM LOCKER, GET ROD, EXAM ROD, GET ALL EXCEPT KEY, W, N.

Admin. Office

SAY HELLO, 96, 125 (you are given a disc), I, EXAM 10 (has a value of 19), EXAM SAFE, S, W, LEAVE, N, SE, E.

Garden/Club/Inn

EXAM BUSH, EXAM LEAF, GET SPOT, W, NW, SW, W, EXAM DOOR, PUSH PAPER HALF WAY UNDER DOOR, PUSH ROD IN KEYHOLE, PULL PAPER, GET KEY, UNLOCK DOOR, DROP ROD, DROP KEY, ENTER, READ NOTICE, TYPE USHER, EXAM CARD, LEAVE, E, NE, N, SAY HELLO, ENTER, EXAM INN (see where the body of Blind Pew had lain), PLACE SPOT ON X (you are given a disc), I, EXAM 4 (has a value of 1), LEAVE, DROP CARD, S, S, NW.

Collective Noun Building/Trophy Room

SAY HELLO, ENTER, DROP ALL, ENTER, HELP, GET BAG, EXAM BAG, DROP MUSTER, S, DROP COLONY, E, DROP DRAUGHT, N, DROP SLOTH, E, DROP CAST, S, DROP CLUSTER, E, DROP BEVY, N, DROP CLOWDER, E, DROP WATCH, S, DROP CRY, E, DROP LABOUR, N, DROP PARLIAMENT (door opens), DROP BAG, W, W, W, N (Secret Room), GET CUP, LOOK IN CUP (see a disc), GET 2, EXAM 2 (has a value of 6), S, W, W, LEAVE, TAKE ALL, S.

Trophy Room

ENTER, S, GIVE CUP, (given a disc), I, EXAM 8 (has a value of 6), N, LEAVE, NE, SE.

30-Room Low Building

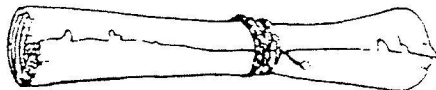
SAY HELLO, ENTER, HELP, E, E, E, SW, SE, W, SW, N, W, S, SE, S, E, NE, N, E, N, NW (puzzle solved), NW, W, W, LEAVE, SAY HELLO (you are given a disc), I, EXAM 11 (has a value of 18), SW, I (have 13 discs).

Disc Building (need 13 discs)

SAY HELLO, ENTER, READ NOTICE, HELP, DROP 1, N, DROP 4, S, NW, DROP 8, S, DROP 5, E, DROP 9, SE, DROP 0, W, DROP 11, S, DROP 3, N, W, DROP 6, SW, DROP 2, NE, S, DROP 12, E, DROP 10, N, DROP 7, NW, N, NE, LEAVE, SAY HELLO, EXAM NOTE, NW.

Safe in Admin Office

ENTER, E, N, TURN DIAL 1539, EXAM SAFE, GET KEY, S, W, LEAVE, SE, UNLOCK GATE, S.
GAME OVER - 100%



SPECIAL FEATURE BY JOHN SCHOFIELD - SOLVING THE MYSTERIES OF POLEARN

POLEARN (128K Spectrum and Atari ST)

Written by John Darby

"A Cornish Tale of Mystery and the Supernatural" is how one of the very best Spectrum adventures is described. You take the character of Marcus Thornton whose wife, Paula, has recently been killed in a plane crash. Following advice from your doctor, you decide to take a previously booked holiday in Cornwall (since the tragic accident you've been getting strange "sightings" of both Paula and your dead father). The game starts as you step off the bus at the lane to the village of Polearn, where your holiday is planned.

The adventure is in Realtime which in many games is just very annoying, but there are many occasions in POLEARN where it adds to the excitement and challenge of the situation.

There are a few special commands which are useful - PAUSE suspends time; MEMORIZE and RECALL are the ramsave/ramload inputs; TIME will give you the time of day provided you're wearing your watch or are in the presence of a clock; FAST TIME will speed things up when you've time to waste and NORMAL TIME will reverse this; G repeats the last command provided it didn't include speech; Z is wait; EX is examine. One blessing is that TIME, I(nventory), PAUSE and similar "non-action" inputs don't actually move time along as in many PAWEd games. You'll notice that time moves along in 2 minute intervals, rather than the usual one.

TIME (it's 4.00pm), I (you are wearing a watch, jacket and trousers), EX JACKET (it has a pocket). A tall man with a doberman passes. LOOK IN POCKET (it contains a letter), GET LETTER, READ LETTER (it's from "Cornish Holiday Ltd" asking you to collect the key to Fair View Cottage from Mr.Harris, the local grocer. Mrs.Harris will clean and cook for you), READ SIGNPOST ("Polearn 1/2 mile"), SW, EX HEDGES (you see a gap southeast - there's nothing to do or find there at the moment), SW, EX SIGN (it's fairly new, "Welcome to Polearn"), EX ELM (it's beyond the hedge), CAREFULLY EX SIGN (fixed by small nuts), W, EX STORE (this is Harris' shop, there is a notice in the window and the green door is closed), READ NOTICE (gives the opening hours), EX INN ("The Lobster", the oak door is closed), SE, SW, W (a young woman is sitting against a black rock), EX WOMAN, SAY TO WOMAN "HELLO" (she doesn't reply), E, U (a fisherman is here on the jetty mending a net), EX FISHERMAN (his arms are scared), GET ROPE (he won't let you), N, E, EX SHACK (its door is closed), OPEN DOOR, N, GET PAPER, READ PAPER (it's about a meeting in the lane at 11.00pm), DROP PAPER, EX BED, S, CLOSE DOOR, W, NW, OPEN GREEN DOOR, N, EX HARRIS, SAY TO HARRIS "GIVE ME KEY" (he's not too sure), SHOW LETTER TO HARRIS (he hands you a brass key and says his wife will call at 6.30 to cook dinner), EX COUNTER (there's an open book), EX BOOK ("The Norwood Builder"). It is now closing time, so he ushers you out of the shop and locks the door. W, NW, NE, N, READ SIGN ("Fair View Cottage"), UNLOCK DOOR, N, NW, UNLOCK DOOR, N, N, GET SECATEURS, S, S, GET SUGAR, EX SINK, LOOK UNDER SINK (you see a pedal), SE, EX CABINET, OPEN CABINET, LOOK IN CABINET (it's full of utensils), EMPTY CABINET to be able to MOVE CABINET (you expose a heavy door in the north wall), UNLOCK HEAVY DOOR (you don't have the correct key), E, EX MANTELPiece (see a matchbook), GET MATCHBOOK, EX PLAYER, EX CLOCK, W.

It's 6.30pm and someone knocks at the door. Z (Mrs.Harris enters). She notices the heavy door you've found and goes pale. She puts everything back into the cupboard. ASK HARRIS ABOUT HEAVY DOOR (it leads to the cellar). She goes into the kitchen. NW, SAY TO HARRIS "UNLOCK HEAVY DOOR" (she discourages you), SAY TO HARRIS "UNLOCK HEAVY DOOR" (she'll bring the key next time), ASK HARRIS ABOUT FISHERMAN (she doesn't like him, he was involved in an accident several years ago, her husband will tell you more).

SE, MEMORIZE, S, S. At random here after 6.30 you see someone looking through the right-hand window of the cottage. RECALL and keep trying again if you are unlucky. SW, NW, N, EX BICYCLE (it has a saddlebag), OPEN SADDLEBAG, LOOK IN SADDLEBAG, GET FLEXILOCK, EX FLEXILOCK (it has a combination lock), S, W (chapel), ENTER PULPIT, GET PENCIL, LEAVE PULPIT, E, SW, EX FENCE (about four feet high). You find out that it's electrified if you try to CLIMB FENCE, LOOK UNDER FENCE (there's a shallow depression under one section), NE, SE, NE, N, N, DROP ALL, NW, GET SALAD (made by Mrs.Harris), EAT SALAD, N, EX ROSES, S, SE, Z until Mrs.Harris leaves just before 8.00pm. She says she will be back at 8.30 in the morning. You've now time to stroll round more of the village and surroundings.

S, S, SW, SE, W, SW, W, W (mine entrance), READ NOTICE ("Wheal Fortitude - Extreme Danger - Keep Out"), NW, EX WALLS (covered in graffiti), SE, E, E, S, S, W, W, SE, SE, EX SHRUB (a young Tamarisk), LOOK UNDER SHRUB (you discover a grille set in the ground), EX GRILLE (set into concrete), EX CONCRETE (cracked but intact), N, N, SE, EX HUT (a huer's hut), E, EX STAIRWAY (over two hundred steps), D, E, READ NOTICE ("Danger - Shifting Sands"), E, NE, NW, S (in "The Lobster"). The fisherman is at the bar and an old man is sitting at an oval table. EX OLD MAN (he has a kindly face), SIT AT OVAL TABLE (the old man buys you a drink and invites you to his cottage tomorrow), ASK MAN ABOUT FISHERMAN (don't light a cigarette when he is around), ASK MAN ABOUT DAUGHTER (she's been a great help since his wife died - she wants to become an actress), ASK MAN ABOUT MINE (he was the manager for Elijah), ASK MAN ABOUT HOUSE (keep away from there!), ASK MAN ABOUT ELJAH (he mined tin at the Wheal Fortitude, he was found dead at the foot of the cliff stairway). The old man leaves at 9.30pm, EX LANDLORD, EX BOARD.

STAND UP, N, E, NE, SE (through the hedge), S (the cliff is 50 metres high here), SW (the cliff is 30 metres high - south is the sea and west is the harbour), N (beneath the Elm Tree), EX ELM (you can reach the lowest branch), U/CLIMB TREE, FAST TIME now until about 10.40 and then return to NORMAL TIME and MEMORIZE in case you get the next sequence wrong! At 10.50 a dark figure stops beneath the tree: at 10.54 a second figure comes. At 11.00 a car stops at the tree. READ REGISTRATION (RGX 220), Z (you hear "It's all set for tomorrow night. Allowing 45 minutes each way, it means setting out at 3.00am"). You are seen up the tree - something falls onto the lane. You must now escape. D, S, JUMP INTO HARBOUR/JUMP W (you are swimming in the harbour), SWIM, SWIM, SWIM (you reach the Jetty), N, N, NW (you meet the fisherman and the tall man who's carrying a briefcase), E, NE, GET PLIERS (this is the object you heard drop whilst in the Elm Tree), SW, W, W, NW, NE, N, N. You drag yourself to the bedroom and fall asleep - only to have a nightmare about Paula's plane crash. You wake up and hear the sound of a woman's sobbing. It is 8.00am second day.



GET UP, E (the sobbing is louder - it's coming from behind the heavy door), S, S, SW, SE, E, E, UNSCREW NUTS WITH PLIERS (the sign drops to the ground), GET SIGN, W, W, NW, NE, N, N, DROP ALL. Mrs. Harris has arrived by now. follow her NW to the kitchen, SAY TO HARRIS "GIVE ME KEY" (she throws a rusty key at your feet), GET RUSTY KEY, SE, UNLOCK HEAVY DOOR (you see steps down and a switch), DROP KEY, GET PENCIL, PRESS SWITCH DOWN (to illuminate the cellar), D, EX JUNK (you find a hurricane lamp), GET LAMP, EX LAMP (it's empty). At random, you may see the form of a woman stoop over the bureau and claw at it. EX BUREAU (elaborately carved with a drawer), EX CARVINGS (the head of a lion), EX LION (the jaws are open with a hole at the rear of its mouth), EX HOLE (it has a hexagonal sleeve), EX PENCIL (broken), INSERT PENCIL IN HOLE, TURN PENCIL (you rotate it a complete turn), TURN PENCIL (it comes to a stop), OPEN DRAWER, EX DRAWER (contains nothing), CAREFULLY EX DRAWER (you discover a small lever), PULL LEVER (the lion's head rotates and part of the front of the bureau slides out revealing a secret compartment), LOOK IN COMPARTMENT (it contains a white letter and a turquoise letter), GET ALL OUT COMPARTMENT, READ WHITE LETTER (it is actually two letters from Richard to Anne about his expedition to Brazil), READ TURQUOISE LETTER (from Richard to Anne about his return from Brazil and his accidental killing of the Thin Man. He has left provision for Anne and their child and tells her to remember the symbol of their love at her favourite place).

U, NW, GET KIPPERS (cooked by Mrs. Harris), EAT KIPPERS, SE, S, S, SW, SE, E, OPEN GREEN DOOR, N, ASK HARRIS ABOUT FISHERMAN (he tells you about a boat fire accident), ASK HARRIS ABOUT TALL MAN (a stranger related to the farmer), ASK HARRIS ABOUT OLD MAN (he was the mine manager and is blamed for an accident there), ASK HARRIS ABOUT MINE (some say it is haunted), ASK HARRIS ABOUT HOUSE (it belonged to the Forresters), ASK HARRIS ABOUT LOUISE (she was the last of the Forresters, her forebears were smugglers), ASK HARRIS ABOUT WOMAN (she seems like a nice girl but doesn't say much), OPEN DOOR, S, W, EX COTTAGE (in need of repair, but clean), KNOCK ON DOOR (the old man invites you in), S (he introduces you to the young woman who is his daughter, Julie), EX PHOTO (of a beautiful woman in her thirties), EX FIREPLACE, ASK MAN ABOUT PHOTO (it's his wife, Emma), ASK MAN ABOUT EMMA (she was an orphan brought up by her grandparents who lived in Fair View Cottage), SHOW WHITE LETTER TO MAN, SHOW TURQUOISE LETTER TO MAN (it confirms Richard was Emma's father and he asks to keep it), ASK MAN ABOUT RICHARD (he was the only son of Elijah, he was tried and convicted for murder and was hanged and buried in an unmarked grave near the mine), ASK MAN ABOUT ANNE (she was his wife's mother and used to live in Fair View Cottage, she died when Emma was born).

OPEN DOOR, N, NW, NW, SW, CRAWL UNDER FENCE (to a field with a chestnut mare), NE, CLIMB LADDER (to the Hay-loft), GET STRAW, D, GET LADDER, EX LADDER (30 feet long when extended), SW, N (under fence), NE, SE, SE, W, W (front yard of the Farm), EX VEGETABLE PLOT (someone has taken a short cut through it), EX DOUBLE DOOR (closed), OPEN DOUBLE DOOR (it's locked), EX FARMHOUSE, LEAN LADDER AGAINST OUTBUILDING, CLIMB LADDER (to the roof), EX ROOF (the felt is cracked), TEAR FELT (you make a hole big enough to squeeze through), CLIMB THROUGH HOLE, EX TRACTOR, CLIMB IN CAB, LOOK UNDER SEAT (you find a can), GET CAN, EX CAN, OPEN CAN, LOOK IN CAN (it contains paraffin), FILL LAMP WITH PARAFFIN, DROP CAN, D, U, D, GET LADDER, E, SW, S, S, W, W, DROP LADDER (at the cliff top), E, E, N, N, NE, E, NW, NE, N, N, GET MATCHBOOK, GET SIGN, GET SUGAR, DROP WHITE LETTER, NW, PRESS PEDAL, G (again), G (water gushes into the sink), DAMPEN STRAW, SE, S, SW, SE, E, SE, E (outside the fisherman's shack).

FAST TIME until shortly before 2.00pm. NORMAL TIME. At 2.00pm the fisherman emerges to take his rope and net to the Jetty. MEMORIZE, Z, OPEN DOOR, N, DROP STRAW, LIGHT MATCH, LIGHT STRAW, S (smoke seeps out of the shack), W (smoke pours from the shack). The fisherman jumps up, dropping the net into the Harbour and runs along the Jetty. S, GET ROPE, N. The fisherman kicks the straw out of the shack.

NW, W, NW, NW, SW, S (under the fence), EX TROUGH, LOOK UNDER TROUGH (you find a ball), GET BALL, SHOW SUGAR TO HORSE (it approaches), TIE ROPE TO HORSE, OPEN GATE (the doberman appears on the other side). MEMORIZE, SHOW BALL TO DOG (it shows an interest), THROW BALL, OPEN GATE, E (the dog is searching for the ball), OPEN IRON GATE, E, CLOSE IRON GATE (the dog hurls itself at the gate), E, SW, S, S, S, TIE ROPE TO GRILLE, SLAP HORSE (it gallops off dragging the grille behind), LIGHT MATCH, LIGHT LAMP, D, W, NW, EX TABLE, E (you see three figures at the table), U, W (you see someone on the balcony), E, E, GET STRING, EX STRING (long and strong), MOVE BOXES (you find an oil painting), GET PAINTING, EX PAINTING (it depicts a young woman seated on a grassy hillock with a tall building, sea and sky in the background, it's by Richard Forrester

and you are reminded of the woman in the photo you saw earlier), W, D, E, U, EXTINGUISH LAMP, NW, NW, TIE STRING TO LADDER, DROP ALL, GET LADDER, LOWER LADDER DOWN CLIFF, GET ALL, SE, SE, DROP PAINTING, LIGHT MATCH, LIGHT LAMP, D, W, W, EX WINDOW (you see a loop of cord and a seat), LIFT SEAT (it won't budge), PULL CORD (you hear a click), LIFT SEAT (to see an empty compartment), PULL CORD (the bottom moves revealing some steps down), D, N, N, NW, N, PLACE SIGN ACROSS GAP (it just bridges the gap), N, NW, D (the ladder is here on the Rocky Shore), NE, EX BOAT (it has no motor), SW, GET LADDER, W, LEAN LADDER AGAINST CLIFF (it reaches an opening), CLIMB LADDER, EX LADDER (it's a nylon rope ladder with two hooks), N, EX TRUNK (it's fastened with metal bands), N, NE, E, E, N, GET PENKNIFE, EX PENKNIFE (its tip is broken off), S, W, W, SW, S, S, D, GET LADDER, W, DROP LADDER (to hide it from the smugglers), E, E, U, SE, S, E, S, S, U, E, U, NE (mauve bedroom), EX MIRROR CAREFULLY, EX FRAME (you see a concealed screw), UNSCREW SCREW WITH PENKNIFE (the mirror inverts revealing a recess), EX RECESS (you see a cream letter), GET CREAM LETTER, READ CREAM LETTER (it's to Richard from Anne about her expected baby etc., below the signature is a drawing of two hands clasped), SW, D, E, U, EXTINGUISH LAMP, GET PAINTING.



N, N, N, W, W, NW (in the Mine Engine House), CAREFULLY EX WALLS (you now find a symbol identical to that in the cream letter painted on a black stone), PULL STONE (it slides out leaving a hole), EX HOLE (there's a pouch inside), GET POUCH, EX POUCH, LOOK IN POUCH (you find some gold coins), EX COINS (they must be worth a small fortune), SE, E, E, NE, E, NW, NE, N, N, NW, GET LASAGNE (which has been made by Mrs.Harris on her evening visit), EAT LASAGNE, SE, S, S, SW, SE, KNOCK ON DOOR (the old man invites you in again), S, SHOW PAINTING TO MAN ("That could well be Anne Jarvis"). SHOW CREAM LETTER TO MAN (he asks to keep it), SHOW POUCH TO MAN (this is the provision referred to in the turquoise letter). The old man will give it to Julie so that she can go to drama school. He calls her and tells her their money troubles are over. You feel a great weight has lifted from your shoulders. You then leave. NW, NE, N, N, DROP PAINTING, DROP PENKNIFE, GET SECATEURS, GET FLEXILOCK.

S, S, SW, SE, W, SW, S, S, S, LIGHT MATCH, LIGHT LAMP, D, W, W, D, N, N, NW, EXTINGUISH LAMP (to avoid being seen by the smugglers while you wait for them to appear). FAST TIME until about 2.40am. NORMAL TIME and MEMORIZE. At 2.46 there is a flash of light and two figures come into view. They have come through the mine, using the rope ladder to descend to the beach. They move east and northeast into the cave with the boat. They emerge, moving the boat towards the sea, then get into the boat and head out to sea at speed (2.58am). N, N, NE, D, W (the nylon ladder is now hanging down from the opening), DROP ALL, W, GET LADDER, E, LEAN LADDER AGAINST CLIFF, GET MATCHBOOK, GET LAMP, GET FLEXILOCK, GET SECATEURS, LIGHT MATCH, LIGHT LAMP, CLIMB LADDER (your wooden one).

N, N, NW, E, E, E, (at the Mine Entrance inside the gate), LOCK GATE WITH FLEXILOCK (this is to delay the smugglers when you trap them in the mine later – they will still eventually get through the gate at 6.20am. W, W, W, SW, S, S, D, GET LADDER, W, EXTINGUISH LAMP (again so as not to be discovered when the smugglers return), Z (now until 4.34am). The sound of a motor comes from the sea. MEMORIZE. The boat enters the cove, two figures climb out and move westward (towards you) carrying something. They halt at the foot of the cliff and bend down, then walk back eastwards towards the boat (4.40am). You have now just time to go E (there is a crate and a briefcase at the foot of the cliff), OPEN BRIEFCASE, GET SACHET FROM BRIEFCASE, CLOSE BRIEFCASE (or you will be discovered), W (the figure runs west along the shore), Z (the figure melts into the darkness – then you hear the sound of metal scraping against rock – the chest being pulled up whilst hooked onto the nylon ladder), LIGHT MATCH, LIGHT LAMP, E, LEAN LADDER AGAINST CLIFF, U, CUT LADDER WITH SECATEURS (the nylon ladder), GET LADDER, D, DROP LADDER (the nylon ladder), GET LADDER (the wooden ladder), DROP LADDER. The smugglers cannot escape this way now. OPEN SACHET, EX SACHET (it contains white powder), TASTE POWDER (it's heroin).

You must now take your evidence to the policeman's house as quickly as possible so that the smugglers are caught in the mine before they can escape – there are very few moves to spare. E, U, SE, S, S, E, S, S, U, E, E, U, N, N, N, NE, E, NW, NW, N (policeman's house), KNOCK ON DOOR (no answer), G (the door opens), SHOW SACHET TO POLICEMAN.

The policeman phones for help – his colleague will take 10 minutes to get in position at the mine. (You should have reached the policeman's house at 6.00am – so they should be in time to catch the smugglers.) You give a detailed account of the whole business. Inspector John Carter arrives and thanks you for your help. He will write and let you know the result of his investigations. You return to Fair View Cottage.

Some days later you receive a letter from the Inspector telling of the arrest of the Tall Man and the discovery of the heroin and the injured fisherman. The vehicle you got the number of was stopped and Arthur Robinson arrested and charged with fraud and drug dealing, and has supplied information leading to further arrests.

Within days you learn of the breaking of a major drug ring operating in the SW of England. You receive a police commendation and a cheque for £1000.

Richard Forrester's letter was accepted as proof of Julie's claim to the Forrester's Estate. Julie became a successful actress and was able to renovate Four Winds House, where you and she were destined to live as man and wife.

Meanwhile, you decide to combine the career of author and psychic detective.

You have completed 100% of Poleam.

NOTES

1. Red herrings : Can, Rubber, Pitchfork.
2. The policeman takes his bicycle inside at sunset (7.10pm) and it is also dark in the Stable after this time.
3. You can only enter the fisherman's shack while he is on the Jetty. The door is locked at all other times when he is not in himself.
4. At the farmyard, OPEN GATE starts the dog barking, and if you stay there you will be shot at by the farmer. If you try again he won't miss this time!
5. After being discovered up the Elm Tree, the smugglers kill you if you don't escape by jumping off the cliff. A similar fate awaits if you bump into them when they are on the way to the mine.
6. You will drown in the harbour if carrying many objects. Don't carry the matches or straw, or both will be soaked and made useless. The straw must only be DAMP to create the smoke in the fisherman's shack.
7. If you meet the fisherman after stealing his rope you could be in trouble!
8. The ladder must be lowered down the cliff because you cannot carry it along the ledge (where you bridge the gap with the sign). Dropping the ladder off the cliff smashes it.
9. After discovering the pouch at the Engine House, you get the feeling of someone standing close by, until you hand it over.
10. Any other input except SHOW/GIVE SACHET at the policeman's house (e.g. SAY TO POLICEMAN "FISHERMAN/TALL MAN IS SMUGGLER") results in the door being closed again!
11. The final messages and letter at the end vary as to how much of the game you have solved (e.g. you might not have got the car registration or you may have been too late and allowed the smugglers to escape. If you failed to find the pouch, you don't marry Julie, etc.)
12. If you have been unsuccessful, the game ends at 8.00am on the third day.
13. The lamp (when full) has a limited life of 180 turns whilst lit - i.e. 6 hours.
14. Turning the pencil too much in the bureau will break the clockwork mechanism.
15. JUMP SOUTH/SEA whilst escaping from the men usually means death on the rocks below!
16. Don't lock Mrs.Harris out of the Cottage or you won't get anything to eat if you're not there to let her in.
17. The nylon ladder can't be climbed if you are carrying objects.

A JOKE SENT IN BY DAVID HEBBLETHWAITE

Q. How many adventurers does it take to change a light bulb?

A. Four - one to examine it, one to rub it under his armpit, one to drop it onto a seesaw to try to jump up and get that apple, and one to change it and find the electricity doesn't work!

SERIALIZED SOLUTION

KING'S QUEST 6

Solution by Terry Taylor on an Amiga

USE THE MAGIC MAP ON THE WATER – travel to the Isle of the Crown.

Go to the Village, and enter the Book Shop. USE THE RARE BOOK ON THE SHOPKEEPER to obtain the spell book. Leave the Book Shop. Enter the Pawn Shop. USE THE FLUTE ON THE SHOPKEEPER, and PICK UP THE TINDERBOX in exchange. Leave the Pawn Shop. Return to the beach.

USE THE HAND ICON ON THE SPELL BOOK (at any time) to read the spells.

THE SPELLS (N.B. The various ingredients for the spells must be added in the correct order)

MAGIC PAINT SPELL

1 Cup Swamp Ooze, River Styx Water, 1 Black Horse Feather

Add Styx Water to Swamp Ooze in cup. Stir with Horse Feather. Apply to blank surface with artist's brush. Speak incantation over painting to materialise.

MAKE RAIN SPELL

Few drops Salt Water not from the sea, 1 vial Sacred Water, Falling Water

First mix Salt and Sacred water in a teapot, then add Falling Water. Speak incantation over teapot to enchant. Heat to boiling to activate.

CHARMING THE CREATURE OF THE NIGHT

1 Skull full of Hot Oak Embers, A bit of Sulphur (Brimstone), 1 Strand of a pure-hearted maiden's hair

Add Hair and Brimstone to Skull of Embers. In presence of creature, speak incantation over Skull.

USE THE MAGIC MAP ON THE WATER – to travel to the Isle of Wonder.

Move to the Swamp location. PICK UP A BOTTLE OF MILK from the milkweed bush.

Move to the Enchanted Garden. PICK UP THE TEACUP from the chair. *(The teacup will only appear once Alexander has the spell book)* PICK UP THE ROTTEN TOMATO from the base of the tomato plant. USE THE MILK BOTTLE ON THE BABY'S TEARS PLANT – this makes the other Baby's Tears plants cry with jealousy. USE THE HUNTER'S LAMP ON THE CRYING BABY'S TEARS to collect some of their tears *(Salt water not from the sea)*

Return to the swamp location. USE THE TEACUP ON THE SWAMP (close to the shore). {Alexander will not get any Swamp Ooze, but the action provokes Stick-in-the-Mud into talking, which in turn awakens Bump-on-a-Log} TALK TO BUMP-ON-A-LOG {Listen to the argument between Stick-in-the-Mud and Bump-on-a-Log. Stick-in-the-Mud has the only Swamp Ooze in the swamp. Stick-in-the-mud is always throwing swamp matter at Bump-on-a-Log, who would love to retaliate.} USE THE ROTTEN TOMATO ON BUMP-ON-A-LOG to give it to him. {Bump-on-a-Log throws the tomato at Stick-in-the-Mud, who responds by throwing some Swamp Ooze at Bump-on-a-Log} USE THE TEACUP ON THE SWAMP OOZE to collect it. Return to the beach. MORE NEXT MONTH

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
- Topologika** - 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

10TH BIRTHDAY ISSUE



JOAN PANCOTT	01305 784155	SUN - SAT 1pm - 10pm	Various
ISLA DONALDSON	0141 9540602	SUN - SAT Noon - 12pm	Amstrad
BARBARA BASSINGTHWAIGHT	01935 26174	SUN - SAT 10am-10pm	Spectrum & BBC
BARBARA GIBB	0151 280 5616	Afternoon & Evening	Various
SUE ROSEBLADE	01480 380608	Any day 10am to 10pm	All computers
MANDY RODRIGUES	01492 877305	Mon-Fri 10am - 9pm	Various
SHARON HARWOOD	01702 611321	Any day 10am - 7pm	Spectrum
LES MITCHELL	01482 445438	Any reasonable time	Amstrad, Commodore, Spectrum & Atari
GRIMWOLD (Simon Avery)	01626 824322	Any reasonable time but not after 10pm	Amstrad
PHIL GLOVER	0121 777 7324	Mon-Thurs 6pm - 10pm & Sun 11am - 5pm	Sam Coupe
JENNY PERRY	0181 9794851	Any evening except Monday before 10pm	PC & Spectrum
STEVE CLAY	0151 200 5861	Mon-Fri after 7pm Sun - any time within reason Not Saturday	PAW & AMOS
KAREN TYERS	01347 838667	Spectrum Golden Oldies Any day - 10am - 10pm	

THE ULTIMATE INFOCOM HELPLINE

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

Ring **GRUE** on 01695 573 141 between 7.30pm and 9.00pm Monday - Friday
Or write to 64 COUNTY ROAD, ORMSKIRK, WEST LANCS. L39 1QH

ADVENTURE PROBE

Telephone **0151 280 5616** Afternoons and Evenings
or write to: The Editor, 52 Burford Road, Liverpool L16 6AQ

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN