

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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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
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HALL OF FAME

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

Dorothy Millard, Philip Richmond, Steve McLaren, Jill Nott, Edwina Brown,
Keith Burnard, Joan Williams, Dot Vaughan, Vicky Jackson,
Anna Scott-Parker, Ron Guest, Karen Tyers, Ellen Mahon,
Martin Bela, Jenny Perry, Hilary O'Connor, Peter Clark,
Laurence Creighton, Reynir Stefansson,
David Hebblethwaite, Neil Ashmore,
Walter Pooley, Pauline Thompson,
Phil Reynolds, Wynne Snowdon
and Steve Clay.

Special thanks to :

Steve Clay for software
and Geoff Lynas for his usual excellent printing job.

EDITORIAL

First, the latest news about Joan Pancott. She went into hospital recently for some important treatment, only to be told at the very last minute that the operation had been cancelled. Despite this and other mishaps during her stay in hospital Joan has remained her cheerful and optimistic self. The one thing that these highly trained medical professionals managed to do right was put a splint on one of her thumbs (they said they didn't have time to do both!!!) and Joan is now confident that in the not too distant future she will be able to tap away on the keyboard. Despite all the problems life has thrown at Joan during the last three or four years she has never lost touch with, or her love for, adventuring. Joan, here's to a brighter future!

There are lots of names in the Hall of Fame this month, and I make no apologies for publishing three reviews of Zen. Please keep the contributions coming. I get through a vast amount of material every month, and although the computers tend to be neglected during July and August (in the northern hemisphere, at least), you may still like to put ink to paper and contribute to one or more of the sections in Probe. If you feel you can't commit yourself that far, do you have any suggestions for articles, a subject for a series, specific titles you would like featured, or even a brand new section no one has thought of during the last 10 years?

In last month's Newsdesk I mentioned a new Amiga magazine called AMIGA REVIEW. As those of you who sent for the first issue will know by now, the publication date has been put back to 1st August. The delay is due to the very late delivery of vital equipment. I sent a copy of the birthday issue of Probe to David Pettifer, the editor of Amiga Review, really just to let him know that adventures and adventurers are still around. He telephoned me (mainly, I think, to offer his sympathy concerning my own hardware problems) and we had a very interesting chat. (Something *may* develop from part of our conversation but I won't say anything until I know more.) He confirmed that Mediasoft will, sometime soon, be distributing Vulcan Software titles, and that there are indeed lots more Valhallas planned. As David (well, he called me Barbara!) seems to know the Vulcan programmers, I took the opportunity of asking him if you would kindly pass on the message that some of us thought the latest Valhalla was excellent, but future versions should contain a bit more "danger" as seasoned players found "The Fortress of Eve" a bit too easy. To get back to Amiga Review. I doubt if you will find it in newsagents as W.H.Smiths have some very restrictive practices, so if you are interested, send your £2.95 to Mediasoft, address in last month's Probe. The production team seem full of ideas and good intentions, and deserve to succeed.

Now for something else that may need our support. Vicky Jackson has sent me a very interesting article, I think it is from The Sunday Telegraph, concerning the British Film Institute's wish to preserve video and computer games. The article, written by Steve Jackson, is rather short on details but the BFI are appealing to the public to "notify it of unwanted games, and are particularly keen to find titles for the Lynx BBC Micro Intellivision" to pick out only those my own family own. As these are in fairly regular use I don't think I will be donating them yet, but maybe in a few years, if still required. They don't want you to send anything yet, but ask you to submit a list of your unwanted software to Tony Hetherington, BFI, 21 Stephen St., London, W1P 2LN. I don't want to sound mean, but please ensure no one else needs it first.

All the best,

Barbara

LETTERS

From Philip Richmond of Blackpool

I would like to thank the Probe Amiga owners who send for my "CREATIVE ADVENTURE TOOLKIT" adventure authoring utility and also Harold Dixon for his complimentary comments regarding the program in the April issue.

CAT works on the Amiga 500+, 600 and 1200 and requires 1meg. memory.

I would like to assure CAT owners that I still intend to develop the program and offer user support, answering questions and giving advice on using the program, if necessary.

If anyone has a coding problem or is struggling with implementing a certain type of puzzle just send as much info. as you can along with an SSAE and I'll do my best to provide a solution.

If you are a Registered User of CAT you will be entitled to FREE updates as and when they become available. In fact, I have just completed Version 4.7. To obtain your FREE upgrade just send a blank, formatted Amiga disk and a stamped, return envelope and I will despatch the new version to you by return of post. Ask for "The Latest Update".

Alternatively, if you don't own CAT, but would like to try out the program before deciding whether or not to purchase it, then, again, send a blank, formatted Amiga disk and a stamped return envelope and I'll send you a copy of the full program (Save disabled) FREE so you can try it out. The demo. game "Hazardous Holiday" is included on the disk and you can examine the code and see just how the game was written. Ask for "The Trial Version".

Version 4.7 is not a major update, some of the improvement are merely cosmetic, but it does fix one or two things and adds a few new features which will be quite useful.

A special version of 4.7, featuring split-screen text/graphics, clickable mouse icons and Dpaint animation support is also now available to Registered users only, for those who are more graphically oriented and wish to create their games in text/graphic format. It is FREE to REGISTERED USERS ONLY who should send a blank, formatted Amiga disk and a stamped return envelope requesting "The Special Version".

If you own an earlier version of CAT obtained through the CLR LICENSEWARE SCHEME then you should send that disk, which has its own distinctive label, as proof that you have purchased the program and I will update that disk FREE and return it.

Please write to

P. Richmond
66 Staining Road
Blackpool
Lancashire, FY3 0AD



*

I think Philip has said it all but you could check with the advertisement in this issue.

Quite a few readers have shown an interest in CAT. and I look forward to playing the results of their labours. (Barbara)

From Martin Bela of Alvaston

Touche Barbara, last month I wondered if authors could include 13 or 14 letter words in their new game titles (for the crosswords) and you quite rightly pointed out (in the editorial) that my own game only had words of four or less letters. One Brownie point to you I think! That word is Title. It's only the title that is composed of such short words, not the whole game! Anyway, my excuse is that I decided on the title shortly after I began writing the game, about five years ago; long before I did any crosswords. However, I'm currently writing a VR game for the CPC, which I hope to have finished by the end of this year, so maybe I'll think of some suitably long title words by then.

You may remember that I occasionally get a chance to play "Valhalla 2" on a friend's Amiga; well, so far I'm on level 2, and have just opened a door leading to two objects: a camera and a tuning fork. This is where I have problems. I cannot pick up either object; also, the camera doesn't look anything like a camera, it's just a jumble of lines and dots. Is this correct or has the disk been corrupted? Are these objects needed?

Is it possible to send letters on 3.5" disks? If so, what formats are acceptable? I don't know if you have a 3.5" drive on your CPC, but if you do, I can do a normal AMDOS format or several high density formats. The next time I get to the Amiga I'll see if there's a format which the CPC can use as well (if that would be of use to you).

I'd better go now as I haven't yet worked out the Smiley Faces puzzles; the Shields one took me 'til about 3.00am one morning, in bed!

*

TWO Brownie points to you, Martin, for spotting that the words in my editorial could be interpreted as meaning your adventure "The Zeta Zone" contained only four letter (or less) words. I was, of course, referring to the title, but it just goes to show how what I think I am writing and what I actually type can be so different when a single word is missed out.

I've checked my scrappy notes for Valhalla 2, level 2. Your disk is probably perfectly okay as you are not meant to pick up camera or tuning fork. You need film for the camera, then activate the camera to get a photograph to put where photographs are usually kept. You need a note to put on the tuning fork to obtain a sharp, which is needed for a Warlord.

I'm a complete dunce when it comes to using anything but a self-booting, made-for-that-particular-computer disk, although I have been know to follow simple, step-by-step instructions.

The magazine is produced on an Atari, and I know from experience that *some* PC and Amiga disks can be read by the drive (if a Double Density, 720K formatted disk?) and the files seem to require the minimum of work once loaded into the desktop publishing program I use.

I don't have a 3.5" drive for my CPC and even if I did I'm not sure the printer would work with it (I must try it one day!).

All I can suggest is that you send me something on a 3.5" disk and I will let you know if the Atari drive can read it. Perhaps some clever readers can offer advice on how to get my Atari to read files from other computers? (Barbara)

From Ron Guest of Gunthorpe

Re Frank Oliver's letter, May issue. I do not think Probe has distanced itself from hardware problems. Editors and most readers are probably more into gaming than the technology, but when readers write up with specific hardware queries someone usually tries to help. The diversity of computers used for adventures does no doubt make specific answers more difficult.

In my experience many salesmen know very little about the products and care even less. Three years ago, having received assurances from the salesman on its simplicity of use, I purchased an Amiga 600 complete with hard drive. I quickly found unless designed for H.D. installation it was not possible to install games on the hard drive. As the height of my technological achievement is changing joystick ports I returned the Amiga to the shop and purchased the 600 without H.D.

I have lately been considering a PC or an Amiga 1200 but have received hints from other people beside Frank, suggesting PCs are not all they are cracked up to be and seem to need a lot of RAM power to do the same job as an Amiga. The glossy magazines carry many technology articles, which usually seem more intent on blinding you with science, quoting disc speeds, sectors, chip numbers, etc. and giving (to the uninitiated) meaningless advice such as "buy a bit more RAM than you need".

Other readers may be interested in PCs, and as there seem a lot of second-hand PCs around, a few hints from genned-up readers on the relative merits and mysteries of the 286 - 486 - DX - SX - VGA, etc. specifically from a game-players viewpoint might be of interest to other readers.

Regarding sending letters and contributions on disc, not everyone will have the same format computer but a small instructive article on how to do it, with a request from Barbara for some contributions to be on disc where possible, would no doubt get a favourable response.

*

I'll be very pleased to publish anything that issues warnings, recommendations and advice on buying hardware.

I am even more of a novice than you, Ron, when it comes to operating a computer that requires me to tell it things I think it should know anyway. I hate having to keep using the Amiga Workbench, particularly when it requires me to swap it over and over again with the game disc, usually ending with me being told that it can't find a certain file. I think this is why most "serious" and "big-game users" say a hard drive is a must. I think it is often down to poor programming and file arrangement on the disc, but I expect the experts will say otherwise.

My reply to Martin Bela already states the little I know regarding contributions on discs. This is a subject the experts will have to help with.

Stephen Boyd's story "We All Fall Down", which finishes this month, was submitted on disc and went into the DTP without any trouble. It required absolutely NOTHING doing to it except chopping into smaller sections for publication. How did you do it, Stephen? (Barbara)

From Laurence Creighton of Cape Town

Recently, a good friend sent me a gift. It was the PC adventure called "Trinity" complete with an accompanying booklet. Never, in all my adventure-playing life have I enjoyed an adventure as much as this one. At the outset, I don't want to turn this letter into a review, but having said that, I want to say a few words about it as I feel I must tell all my adventuring friends, who have access to a PC, that this must be the ultimate of good games.

The game starts in the house, where a myriad of items can (and must) be found. After numerous phone calls you finally get a cab to get you to the airport, where a barrier at the gate will surely drive you mad. A hat in the shop at the airport almost drove me insane as I knew I had to have a hat as protection against the hot sun. I hate airports at the best of times: this game fanned those flames of discontent!

The stay in Italy was anything but relaxing, and I swear if anyone ever mentions the word "pasta" to me again I'll kill. Tourists around the Trevi fountain wouldn't let me near enough to retrieve a coin; a pasta dish in a restaurant kept sailing over my head; I couldn't get the olive oil at the abbey, and the ruby marble in Venice had me going berserk.

I found a maze which was dead easy (I know Tim Kemp will groan at that), and after a while I developed quite a good rapport with my non English-speaking bus driver, who would take me where I wanted to go provided I instructed him appropriately.

I found the bit about the Pope's condom (a popedom) hysterical, and trying to put a beard on a wise man almost had me going crazy. I finally solved the game last week, and was darn sorry it was over. Each time I solved another puzzle I felt really good (and clever). I wish I could write an adventure half as good as this one, and I strongly urge anyone with a PC to buy this game. It'll make you laugh, it'll make you weep, it'll make you THINK and it will certainly give hours, nay days, of wholesome good adventuring. More than that it is highly educational: the long narrative descriptions of the "tounisty" bits of Italy made me want to rush out and look for the nearest Alitalia office. I have been to Italy many times and I wish I could have found a guide book quite so thorough.

One criticism: I don't like white ink on white paper - it hurts the eyes. A small point, but it didn't spoil the game for me and I hope The Grue! writes more like it.

★

Praise that is very well deserved. Please see the advertisement in this issue for ordering details. (Barbara)

From Steve Clay of Eiesmere Port

Given that we adventurers spend a great deal of our gametime in dark tunnels, narrow passages and dank caves. I got to wondering just how many readers out there are pot-holers? I for one would be very hard pushed to clamber around in tunnels that a ferret would find restrictive, and personally think that pot-holers must be a touch mad to do what they do.

★

That's just one of the pleasures I get out of adventuring via a computer - I can do things I wouldn't and couldn't do with my physique. (Barbara)

From Hilary O'Connor of Sheffield

I am writing in the hope of advice from your readers. I have been playing text adventures for about 3 years, subscribing to Probe only since January of this year.

Although I still consider myself a novice I would nevertheless love to attend the convention. I am very apprehensive about this as I would be arriving Saturday morning and coming alone. I feel very daunted at the prospect of walking into a room full of adventurers who are obviously far more experienced than I.

I would also appreciate it if any of your readers could give me directions from the Coach Station to the Hotel.

★

I sent Hilary a copy of Probe for November 1993 so that she could read Wynne Snowdon's hilarious report of her first experience of the convention.

I'm sure that soon after arriving at the venue Hilary will be taken over by the general excitement of the day and forget that, minutes earlier, she didn't know anyone. Adventurers are a very friendly lot, and love to talk about their favourite hobby, and authors are usually "twisting your arm" to get you to try their latest masterpiece. I have only attended one convention, the first, so perhaps a few readers could write in and allay Hilary's trepidation and help with the directions need once she arrives in Birmingham. I seem to remember quite a few references to the high prices charged by the hotel for food and drinks, so if anyone has any advice to pass on, please do so. (Barbara)

From Keith Burnard of Hounslow

To all Amiga users! Re my review on "Lost On Parrot Island" (Probe, May '96). I have since purchased the full game from Frank Otto. The price was 15 US\$ (this worked out at £11.63). After just over a week I received 2 disks in a plain envelope. There was no correspondence included, but as the disks were not damaged, no harm was done.

After installing them I started to play the game. About half an hour later I had finished it (much to my surprise). The numerous characters I thought I would be meeting were in fact two people! There wasn't even 50 locations as promised and NO self-running sequences. The numerous objects to find or use were approximately 12 (twelve). The game was very easy, and finding and getting the objects was also ~~too~~ easy. The puzzles were not all logical and most of the objects you had found and used could be found again at their original locations. Other bugs included the character walking out of the location, up the side of the screen and appearing somewhere else.

The author could have corrected all these error and with more work and ideas, may have ended up with a reasonable game. Unfortunately he sent the game as it stands and in my opinion I definitely wouldn't recommend anyone buying it. You would be better off getting 4 text adventures. At least you know you will have many puzzles and hours of gameplay for your money. Well, as they say "You live and learn". (Blowed if I know who said it though.)

★

John Pomfret wrote "We live and learn, but not the wiser grow". I think he is wrong, but a player does risk their money as they have no way of knowing if they will get value for money (Barbara)

REVIEWS

ADVENTURE 550

(Amiga Enhanced Version)

Reviewed by Dorothy Millard on an Amiga

This enhanced version of the original Crowther and Woods adventure has been around for a while, but with more and more people now using machines like the Amiga perhaps they will also be looking towards some of the "Golden Oldies".

After loading Adventure 550, the first thing I noticed was the speech, which slowed everything down significantly. Fortunately it is possible to turn this off by typing QUIET, and I played the rest of the game in this mode.

All the puzzles and characters encountered in the original version, like the axe-throwing dwarf, the pirate who steals your treasure, a troll barring your passage across the bridge and a bear chained to the wall are here, plus many new puzzles. The original mazes of twisty tunnels all different and twisty tunnels all alike are joined by two new mazes in the ice tunnels and catacombs. You encounter another "Y2" room, the safe in the Peelgrunt room, caskets of rare opals in the ice chambers, quicksand, a volcano, the basilisk, and many more besides.

As in the earlier version light can be a problem so it is essential that the lamp is conserved by switching it off at every opportunity. However, when it runs out this time it is inadvisable to replenish it with the batteries, as the coins are needed as a treasure. Instead there are some magic words to use.

Old favourites like the Swiss Cheese Room and Bedquilt have some random exits and there is now a magic mushroom which regrows from time to time to make you stronger. The snake is still attacked by the bird and the dragon can still be killed with your bare hands but now there is an ogre and slime to deal with as well.

You must search to discover Witt's Treasure Room, pieces of eight on the beach and a ruby yacht. Meeting a skeleton holding a sapphire sceptre and sitting on a throne in the royal audience hall you are given a random magic word to add to your list.

So, from the start at the end of the road in a strange valley outside a small brick building, to the end in the depths of the earth in a brightly lit treasure room, there are 25 treasures to be found and deposited, many, many puzzles to solve and magic words to find, before eventually completing the game.

I would recommend this game, even if the unenhanced version has been played, as there are many extra puzzles to be solved, and if you haven't played the original it's time you tried the "one that started it all!"

As this program takes a lot of mapping, especially the four mazes, I am willing to copy the map (4 A4 pages) for anyone who is interested.

[I hope readers will take Dorothy up on her kind offer, and even if you don't want the maps she will still be pleased to hear from you to discuss adventures and other interesting subjects, so write to her at 12 Venetian Court, Croydon, Vic. 3136, Australia. Letters usually take about 5 days each way, but I have received one in 3 daysBarbara]

THE CURSE OF NIMUE

Written by Karen Tyers

Reviewed by Joan Williams on an Amiga under Spectrum emulation

Merlin has been imprisoned by the evil witch Nimue, (pronounced "nimway" so our illustrious editor diplomatically informed me. [*]). You have been transported so that that you can bring back his magical artefacts in order for him to be set free and you to return home.

I knew as soon as I loaded this game that it was going to be a real treat, after all, Karen Tyers was inspired to write it after playing "The Crystal Cavern" by Harry Capeling [**], a game I remember enjoying very much. Therefore this review will be an absolute pleasure to write and before I get down to the nitty gritty, let me just say that if you long for a good old-fashioned adventure game with no violence, no smut and no unnecessary sudden deaths, then this one should be on top of your list.

You begin on a well worn trail, a toad is in view and you are able to travel east or west. There aren't many things you can do with a toad, so just find the right place to indulge yourself in the time honoured fashion. (Don't look for a prince though.) there are plenty of objects to discover and every location should be searched thoroughly, sometimes more than once. The good news is that you can carry as many objects as you like, the bad news is that there is one location that you can't carry anything at all so you will have to think hard about crossing a bridge and getting objects across as well.

Most of the problems will be familiar to veteran players but that doesn't mean that the game is a doddle, it is so well done that you get carried along, unable to switch off the computer until you have solved just one more puzzle.

There is so much to see and do and it would take up too much space in Probe if I were to list everything, so, I'll just say that you should take note of anything that you are told and the verb FEEL is very useful on occasions. Also you really must get into the habit of looking in, under and behind things. A gargoyle, a Troll, a toad, a pack of rats are some of the things to deal with as you progress steadily towards the end of part one.

The mapping couldn't be easier and each location is very well described - the text, by the way, should be read carefully as some objects are so well hidden that they are easily missed, then you realized that the clues were in the text all the time. Should you come a cropper by your own stupidity, then you are given the option of resurrection and are returned to your last position - you don't even have to start from the beginning again.

When you finally locate Merlin at the end of part one, he will ask you for his artefacts, and I hope I'm not spoiling it for you by telling you that you should have five to hand over to him. IF, and only IF, you finish this part with 50 points, is it safe to proceed to part two. Anything less than 50, then you have missed something, so may I suggest that you make a permanent save BEFORE you hand over the artefacts: trust me, I found out the hard way!

I seem to have galloped through this first part without saying much about the tasks you have to perform, but that is intentional because there is such a variety that to single out one or two things would do the game an injustice. This is what I call a "working" adventure, each step of the way has been carefully thought out and every object has a purpose, no location is padding, and no problem is unsolvable with a bit of common-sense and maybe a bit of head scratching. Save your position as requested then load part two.....

This second part begins at the bottom of a hill and your inventory is carried over from part one. Thus it is that if you find your self without a much needed object, then you must have left it behind, so you will have to reload part one again and find what you need.

It isn't long before Nimue makes an appearance, flatly refusing you access other than up a hill, so up you go and there you will find the means of dealing with the old crone, and having sorted her out, you will be able to enter a smithy or a temple, depending on which way you choose to go. The smithy requires a bit of logical thinking and a fair old bit of effort as there is more than one task to perform. The temple also has to be treated with respect as there is quite a bit of important work to be done there as well. Do everything correctly and your reward will be a maze, located in a dark catacomb, so a source of light will be required, and I promise you there is one somewhere – nicely hidden away.

The maze can be negotiated by dropping objects so don't despair, but a word of warning, once you return to ground level and move out of the temple, you will lose your light source and will be unable to return to the catacombs to re-search for an overlooked item.

A little further on you will be confronted with the problem of crossing a lake. All the clues are there, so think naturally, this really isn't a complicated game. Across the lake is a Knight who will request certain items from you, so if you haven't got them, tough luck, you will have to find them as he will not let you go any further until he is given his rightful property.

One tricky problem is a stone circle, but if you made a note of a conversation from part one, it shouldn't be too difficult, however I say this with hindsight, and there are other things you need to do before you enter the circle.

The aim of this second part is to locate a Crystal Goblet and return it to Merlin, which is fine, but did I mention that all the time you have been busily working your way through this adventure that you have been made aware of the fact that you are covered in warts? Once you have given Merlin the goblet, you still have to keep on going until you find the cure for this affliction, so you are transported back to your home, where you must overcome a few more problems before you can finally sit back and relax.

This is one cracking little game, as gentle as can be, most of the problems are straightforward and some are just teasing enough to challenge the old hands. The whole atmosphere created by the author lifts it to the level of "I can't switch off yet", which is pure magic. I was really sorry when I had completed it, I wanted it to go on forever..... Nice one, Karen. Thanks!

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

[*] This is how it sounded to me over the telephone, but I have just checked and understand the correct pronunciation is NIM-U-AY. Sorry about that, I must be getting hard of hearing in my old age.....Barbara

[**] Available from The Adventure Workshop. Price : **Amstrad and Spectrum £2.00 (tape), £4.00 (disc).** Cheque/postal order payable to P.M.Reynolds.

DISCWORLD

Reviewed by Peter Clark on a PC

This is a very large adventure, which, if playing the floppy disk version, requires over 53meg of hard drive space. It is divided into four parts.

The main task of the entire game is for you, Rincewind, an apprentice wizard, to find and destroy the dragon which has been terrorizing the local neighbourhood. You start the game in the Unseen University and after visiting the Chancellor in his office you will be told to collect various objects which together make a dragon detector. These can be found within the bounds of Ankh-Morpork but your first real problem seems to be finding out how to get out of the University grounds into the town of Ankh-Morpork.

You will also have to find your suitcase which follows you everywhere and holds most of your possessions. Having collected together all the required items, return with them to the Chancellor's office. You will steal the detector and this part of the game ends when you have found the dragon and stolen the treasure from him.

Part Two requires you to discover the six people who control the dragon. To complete this part of the game you will have to open up L-Space which is a mirror image of Discworld. Access is gained, eventually, through the University Library. I found this part of the game the most tedious as there is so much running back and forth from L-Space to the real Discworld. Having discovered who the six people are, you must get a gold item from each of them and give all six to the dragon in his lair. The dragon turns nasty and tells you that he will take his revenge on everyone, including you.

In Part Three it is necessary that you become a hero so that you can kill the dragon. Your first task is to find out who to talk to to find just what you need. This part of the game is very large and again involves a lot of running back and forth, this time between Ankh-Morpork and the outside world. Having done this you will find that everyone has gathered in the town square and is waiting for you to fulfil your task, i.e. rid them of the dragon.

Part Four is the shortest of the game, and was all over almost immediately as there are only a few actions to take before the dragon is disposed of.

This is really a huge game and I found that the puzzles were less than logical. Sue Roseblade helped me a great deal and I was lucky enough to find a hint sheet in a PC magazine. Without help of some sort I feel that it would be impossible to finish the game. I played Discworld using the floppy disk version and so had subtitles rather than speech. I found the constant animated sections a real pain, especially in the part where L-Space was used. The floppy disk version is also bugged and requires a patch from the manufacturer.

This was a game that I was looking forward to playing as I had seen a demo. of it but I'm afraid that it did not come up to my expectations and I must admit that I breathed a sigh of relief when the final screen appeared. However, that is just my opinion and if you like a real marathon of a game then by all means try it.

[Shop around for the best price. Special Reserve quote £28.99 and it is worth keeping an eye on the In Touch section in Probe.....Barbara]

HALLOWEEN

Reviewed by Dorothy Millard on a PC

The blurb at the start states "You are about to start an incredible adventure. You have entered a frightening land full of scary things". Actually I wouldn't describe it as incredible, but I did have fun playing it. The object of the game is to find the Haunted House, which just happens to be on an island, and enter it.

"Halloween" supports save and restore, which was just as well considering the problems I had playing it. My problems started when I loaded it into my Amiga 500 using PC Task and found the game to be unplayable because it played unacceptably slow, especially the screen refresh time. Great, I thought, and loaded it into my Pentium 100 - that should fix the problem. Well, it did fix the problem of the screen refresh time, which became instantaneous as far as my eyes could see, BUT in one location, i.e. the Hallway where the spider is, I was killed every time by the spider biting me. The game told me I had been in the room too long, but of course I had only just arrived. No matter how fast I typed, I couldn't beat the Pentium and was killed. The solution was to save the game position on the Pentium, load the game into the Amiga, load the saved position, play past that location, save the game then return to the Pentium and load the saved position from the Amiga. Suffice to say that I eventually got past the spider and managed to finish the game. "Halloween" is a fairly short public domain program which was probably written some time ago for a 286 or 386 PC.

Throughout "Halloween" the examine command is well supported and most things in locations descriptions and items can be looked at. I found myself walking around carrying 50 mice (I'm not sure whether they were dead or alive, but I must have had a large pocket or something to put them all in!). With regard to the mice, there is a bug in the game so that feeding them to, you find you are still carrying them.

The author has tried to create an atmosphere of horror and text descriptions are reasonable, but it didn't really work, even the spooky bathroom where the toilet flushes by itself, failed to send a chill down my spine. The puzzles aren't extremely hard, my main problem encountered being finding the right wording to get into the boat, and hints are contained in a book which you are given by a character, should you need them.

SHADOWS OF THE PAST

Written by John Lemmon

Reviewed by Edwina Brown on a Spectrum

"Shadows of the Past" is the final game of the Drakon quartet. You are once again cast as Morrack, the wizard's apprentice, out to vanquish the evil Drakon. You have gone back to where you started your first quest.

The evil lord has turned Dral into an unstable wasteland and is lying in wait for you. Your master, the wizard Ashmeard, is dead, and his soul hidden by Drakon. His zombie body is imprisoned in the castle of darkness. You are the only one who can help! Drakon has sent hordes of orcs to destroy the last of your friends or turn them to the dark side of magic.

In a dream Ashmeard tells you he may be able to help and warns you that in ten days Drakon meets with the devil to join with him. You must destroy Drakon before this happens or Dral will be lost. Firstly, though, seek out Wise the owl and the Falcon Staff.

Now the orcs are hunting you and Drakon waits in the watch tower, confident that you will not reach him in time. He has set many traps and his orcs are relentless.

You are standing in the wastelands of Drai, all around are dozens of dead bodies. In their midst, fatally injured, is your old friend Stodge, the dwarf. He gives you the Falcon Staff and tells you to go into the caves quickly as Drakon's orcs are everywhere. Another arrow then hits him and he dies. Unless you make two correct moves you will join him, so think and act fast!

Enter a cave and again you have a limited number of moves. A statue will give you a warning which you must remember later in the game. You will shortly meet up with Wise again and then your adventure will really begin.

As with the other games in the series I found I could make fairly steady progress. At one point, however, I was stuck, unable to get enough power from the Falcon Staff. With help though I was able to overcome this problem.

The sound effects we have come to expect are still present and in one instance a magic word in a cave causes the screen to shake most realistically.

I enjoyed playing this game very much and I am sure you would too. So if you have not already got it, give it a try!

Available from The Adventure Workshop. Price : £2.00 (tape only). Special offer - all four Drakon adventures for £3.50 (tape only). Cheque/postal order payable to P.M.Reynolds

ZEN

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

The opening blurb for this game informs you that you are a hardy and experienced adventurer. The magician Zen summons you and offers you a chance for glory and riches.

Find the golden key that will open the gates to untold treasure.

You head off northwards to the designated playing and dying area.

My taste buds tantalised, I hurriedly Pressed Any Key, looking forward to another great game from Jack, and I wasn't disappointed.

You start in the middle of a vast forest (typical). Amongst the first things I encountered was a tree I couldn't climb without the right equipment, a native chief who needed something returned and a cabin I couldn't get into as something was blocking the door on the inside. Having overcome the problem with the cabin, I was soon on my way again and managed to locate the items necessary for climbing the tree. This is a must, as without getting right to the top of the tree, you can't proceed much further into the game. In the same first 20 locations there is also a river you can't cross because the dam isn't finished. There are lots of things you need to dig up throughout the game, so once found, don't mislay that spade!

Having solved the problem of the unfinished dam, I crossed it and what did I find on the other side? More vast forest!! However, on this side of the river there is an old man in a clearing to talk to, a cave to look around in, and a clearing with a circular pit full of snakes. Wouldn't you know that somehow you must get in and out of there safely?

There is also a giant bird to get rid of, or else it kills you and a well to climb down. but of course you need a rope. Now where to find a rope? Well it must be past that large orc on guard at the top of the mountain pass. but how to get past him? The solution had me puzzled for ages, but you will need to approach this one from another angle....

Having located a lamp, I thought I could now proceed to two more areas in this wretched forest. namely the cottage and the castle. Now the cottage presented a totally different problem as I couldn't get through the door without setting off a whole load of alarms! I could look through the door and see a man tied to a chair, but try as I might I couldn't get through that door. The only suggestion I would offer here is to look at things very carefully. Having freed the man and found something he left behind, I also found a trapdoor leading down to a cellar and a locked chest, so off to find a key I went.

Further on from the cottage I found a statue with an inscription and an ancient barrow on a mound. You will need to find something to help you translate several inscriptions including the problem of the statue and the barrow, but having done that I then entered the barrow, only to be confronted with ghostly shapes, a locked iron door, a scorpion, a skeleton with a sword and walls that close in on you! Oh dear, reload and try again. I would recommend lots of ramsaves as you will certainly need them.

I thought I would leave the barrow for the moment, and went to visit the castle but of course the portcullis was down. Having managed to open it, I entered to be confronted with several corridors and side rooms containing a priest who wants you to pray, a giant spider guarding a key, a swarm of rats protecting a nest, and some very glum orcs who wanted nothing more than some dice.

I have only briefly covered some (not all) of the things that will confront you in this excellent new game from Jack. There are only two things that irritated me. Firstly, that when you check your inventory you are told that you are wearing a pair of light shoes. However when you are up the tree you are suddenly wearing boots! Secondly, if you misspell anything when you remove it or lift it off the belt, the program adds a non-existent item to your inventory, so that whilst it reads "you are carrying nothing", it reacts as if you are, so when you feel the need to swim, you can't. [*] I had to reload a previous position several times before I realized what the problem was, so be careful what you type!

That said, these didn't spoil my enjoyment of this game. If you are an experienced player, it will still cause you to scratch your head, and if you're a novice there is still loads you can do before you need to ask for help.

I would thoroughly recommend this to everyone, Jack Lockerby at his best.

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

[*] This bug has now been corrected. If you think you need a replacement copy send your original tape or disc version to Zenobi so that John can update it for you.....Barbara



ZEN

Written by Jack Lockerby

Reviewed by Jenny Perry on a PC under Spectrum emulation

As I haven't reviewed a game for a little while, I approached this adventure with a slight sense of trepidation. Luckily I don't have anything awful to say about this one as Jack is on top form.

Your task in this game is to find and unlock the Golden Gate in order to escape the "killing fields", a type of mental and physical assault course. This bears no resemblance to the Civil Service games, with their mental bonecrunchers, as this is more of a classical adventure where you must unearth many unlikely objects and put them to use inventively so you can solve many different problems and overcome various pitfalls and perils placed in your way.

You begin on a strip of land near a fast flowing river. One of your first challenges is to cross this, which I did easily - far too easily as it turned out as I then could not return and had to restart the game. It's an action packed adventure as you must climb up a ledge, a tree (where your light shoes magically transform into stout boots!) and a chimney, climb down a well, have a little swim, and do lots and lots of digging. You also risk your neck dealing with some obstructive and downright vicious creatures including a huge black hairy spider who'll kill you on sight, some hungry rats (and guess just who is on the menu?), a distinctly unfriendly bird and a pit seething with snakes which took me ages to escape from. There are many and varied locations, which include a Red Indian settlement, an old castle, the obligatory cave and well, a ghost-ridden barrow, and a small hut. You may be able to climb into the hut through its chimney but, unsurprisingly, you can't climb back up it and the only door is blocked by a large and extremely heavy table which no amount of pushing and shoving would shift.

When you eventually locate the Golden Gate it is securely locked - you may have found the key but where on earth is the keyhole? Play this excellent adventure and find out for yourself.

Please see previous review for ordering details.

ZEN

Written by Jack Lockerby

Reviewed by Wynne Snowdon on a Spectrum

The storyline of Zen is perhaps one of the best known in adventuring. You, as a well known and highly respected adventurer, are told great wealth awaits if you can find the land of Zen. Sounds easy, doesn't it? - easier than winning the lottery anyway..... So easy you'd be forgiven for thinking someone was just trying to get you out of the way for a while - perhaps while they have a rest or do some decorating without you being under their feet. You, however, not being a suspicious sort (pretty gullible really) set forth in search of your fortune.

You soon discover there's no easy way to fulfil your desire - is there ever? You start near a forest on the south side of a river. It's around this area you should find the story within the story. You get into conversation with a native chief you just happen upon in a native village. He obviously can offer assistance. Unfortunately, he won't do so until you find and return a

tribal icon which has been stolen and used in a burial ceremony. Now it suddenly looks very much harder!

Yes, you have to go through the forest and yes, you have to cross the river. Getting through the forest on this side is simple enough. You just put one foot in front of the other and you're there. You can go for a dip in the river, do this too soon and you're doomed to failure. So, best you have a good look around the forest first. Pity you can't climb trees without the proper equipment. Never mind, find some tools in an empty cottage, dig around a bit and you'll solve this problem. Then you should find that little furry animals really can be useful when you want to cross a river without getting your feet wet. Let me give you one very important hint here. Don't throw your spade away early in the game. You'll begin to think you've dug over half of Kew Gardens by the time you've finished with it.

So by now you should be safely on the other side of the river. Did I say safe? You could get killed poking about in a strange land. You cure a sick man and find compassion brings its own reward. A rather vicious bird flies between you and something important. But how to get rid of it – well that's your problem. It killed me so often I began to get a hate complex. Of course that's pretty simple when you think of the killer rat, spider, snakes and trolls you'll also meet in a castle, in the mountains and under the ground. Overcoming most of them is sheer magic.

Did I forget to tell you earlier that some things you find are magical? Oops, forgot! Never mind, if you've persisted in reading this you know now. You'll also find that some help will be given provided you've found a book of translation for the messages dotted about the area. In fact you'll not be able to do some important things unless you can deal with the translations.

Eventually, you should find the golden gates leading to Zen. Let's have three cheers. Hip, hip, etc. Too soon. You've got to pass through them. Isn't life a bitch! Ah well, that's all I'll say about the actual gameplay. If you're interested my thoughts on the game follow after these two short line feeds.

One of my favourite games is "The House" also by Jack Lockerby. Not only because it is well written with lots of puzzles but also because of the varying locations and the mix of fact and fantasy. "Zen" falls into this category and is now a definite rival for "The House". I enjoyed doing it so much that I didn't want any help even though I started about five times because I'd missed something important earlier in the game. Unfortunately, I eventually became totally stuck and had to turn to Barbara for a helping hand – shucks, I'm a failure.

As I indicated before, the game is well written with just enough locations to keep you very busy (at least to keep your little grey cells very busy) without allowing you to become bored by too many places with nothing to do. The puzzles range from easy to b....y nigh impossible. The usual Ramsave/Ramload is available and you'd be well advised to make more permanent saves often, especially after you cross the river.

As you've probably guessed, I loved doing this game but, of course, not everyone will. It's difficult to recommend a player ability. The game is, I feel, enough of a challenge for experienced players but there is also something there for newer adventurers. After all, if they only ever take on easy games they'll never progress. Besides which, there aren't many easy games about these days.

I would recommend that you rush out and order it while stocks last. It's well worth the price in anyone's money.

Please see earlier review for ordering details.

VEIL OF DARKNESS

Reviewed by Steve McLaren on a PC

"Veil of Darkness", as you may gather, is a horror adventure. Inside the box you will find three disks and a very good, easy to understand, book. Inside the book is a short story about the village and the evil Kairn, and, of course, how to operate the adventure. It all becomes very easy to get into the gameplay.

The adventure does have overtones of an RPG but not too heavy on the RPG side. You have 3 options of combat - FULL COMBAT for those who like to have a good battle, a SIMPLIFIED COMBAT for those who like a not-too-long-a-battle like me, and then there is an EASY COMBAT for those wimps who do not like fighting at all.

After the opening intro, which I thought had very good graphics but it has been surpassed by today's standards. Nevertheless, this adventure has a very strong storyline which is more than I can say about "Dragon Lore". "Veil of Darkness" is so easy to operate with the mouse between your inventory and gameplay area sometimes it becomes frustrating when guiding the guy to the door, but once you have become accustomed to this it does get easier.

There is also quite a lot of frustration with people whom you must speak to gain knowledge of what has happened in the village. There are keywords which are underlined so you can carry on with the conversation, but this is the crafty bit - some keywords are not underlined, which I found out through Sue Medley (thanks Sue). To get anywhere in this adventure you must help out the villagers and vanquish Kairn, the evil one, to free the village of the horror that surrounds the village.

You will meet all sorts of creatures of the night from wolves to will-o'-the-wisps, and you must have the right weapon to kill each creature. I would think that most people know how to kill a werewolf from seeing all the old horror movies, but how to obtain the right weapon is another story.

The amazing idea of the adventure is that when you either enter the catacomb or hedge maze an automap appears so you can see where you have been or going to. Also you can print out these maps. The conversations also have an option to print if need be.

When you visit the tavern and chat to the punters they will give you clues on who to see, then you will be given a map of the country. At the moment you can't go too far, but once you have done a few good deeds for some of the villagers the game will open up, with more and more places to visit, until you must meet and kill the evil one, Kairn. You do learn a lot about everyone and sometimes they tell lies so you have to confront that person and kill his Zombie Son.

I thought it was a fairly large adventure with lots to do. You know how much of the adventure you have done by going by the Prophecy that is given to you. It is a help sheet - every time you do something right the Prophecy glows then fades away on the words. There is a lot of work to be done and a few sub quests that you must do for the villagers; for example there is a poor guy who gets hanged for nothing so you must release his soul by finding the true murderer.

All in all I would recommend this adventure to anyone who likes horror with an RPG element thrown in for good measure. Mine is up for sale - see the In Touch section.

The adventure will run on 286, 386, 486 requires 640K, VGA graphics and 8.5MB of free space on your hard drive.

THE SUMMONER

Written by Asa Margetts

Reviewed by Steve Clay on an Amiga

You are in an office somewhere in a tower block. Also in this tower block is The Summoner. Who is the Summoner? Why does he insist on wandering around a tower block butchering people? Who cares? Your task is the obvious one of leaving the building and hitting the road out of town as quickly as you can.

Well that should be your task except you seem to play a character who is so far short of the shilling that you decide to locate and destroy The Summoner.

The introduction is quite good and there are messages on-screen that keep you informed when it seems as though the machine may have given up. One strange thing about the introduction is the appearance of a large graphical postman who waves a letter at you. Quite what an employee of the Royal Mail has to do with tower block stalking madmen I am at a loss to explain. Unless it was a subtle (very subtle) hint about registering for the full version. (More on that later).

The screen is mostly taken up with the graphical representation of your current location. Below this is a horizontal menu that holds several options, below the bar is a small window for text messages. Everything is mouse controlled with the one exception when you need to type a passcode. The control method is straightforward, you move the pointer over an item on screen and left click to receive either a text description or a close up graphic. Clicking on drawers will search them with a graphic revealing what you found if anything. Clicking on one of the many notices pinned to the wall will tell you that The Summoner is a chap who likes to leave lots of messages about himself, mostly in his preferred ink known as 'Victims Blood'.

The option bar comes into play when there is an object to interact with on screen. In the hall you'll see a book, this enables the READ option on the menu bar. If there is a conveyable object in the room then TAKE will become available. Movement between the locations is achieved by clicking on a door. If the door is unlocked you will move into the next location.

Given that this is a graphic adventure it has to be said that the graphics are very poor indeed. The opening location is as good as it gets. The hallway outside the first location is very dull but not in a way that creates any atmosphere and the rooms beyond this mostly descend into childish scrawls. One room that hid behind a locked door was so confusing that it was hard to tell what was what. I clicked on a white rectangle that turned out to be a door and I found myself outside of the tower block. There is also a dead body to be seen and it really is badly drawn.

The graphics would not have been such a let down had the puzzles been up to much, but I can tell you that in this six-location version there are two puzzles and one of these involves picking up an object and clicking on a door. The other puzzle is the passcode mentioned earlier.

The idea behind shareware is to show the potential purchaser what a good game can be had for a small fee. I would be very surprised if the author of this game has had many people sending the £5 fee he asks for the full version, which, and I quote here, "Contains a few more rooms and puzzles!" The only thing going for the game is that the control method works.

Quest News 7

Early the next morning, I set off for the Forgotten Mountains. Despite spending the previous night in Morana's bed, my heart was heavy. I trudged on towards the mountains, depressed and lonely. It suddenly came home to me just how much I had come to depend on Draffan in the last few weeks, and I felt an intense sense of culpability in that it was my greedy fascination at the prospect of stealing the dragons' treasure which had prompted Draffan's decision to accompany me. Had I left well alone, he would probably still be by my side, telling unlikely stories, occasionally unveiling some previously untold aspect of his adventuring history.

And how I missed his infernal sense of the ridiculous.

The grimoir had attempted to cheer me that morning by enquiring slyly if I found Morana's touch as pleasurable as it did. I replied by offering to glue some more of its pages together, after which it maintained a sulky silence. I concluded that the grimoir's sense of humour was as oblique as Draffan's.

As my thoughts returned to my friend, I penetrated more and more deeply into the wilderness and almost without noticing, crossed into the Forgotten Mountains. The plain was scorched and barren as far as the eye could see.

And yet, towards the end of the day, I spotted a lone, solitary tree. Confused by this incongruity, I headed for it.

As I approached, I noticed a creature sitting at the base of the tree watching my approach. As I came nearer, it stood, and I found myself face to face with a dirty, crude, common Dwarf.

We greeted each other cautiously. I was asked what I sought here, which I thought was a stupid question, but what can one expect of Dwarves?

"Which direction will lead me most quickly to the indigenous dragons?" I queried.

The Dwarf knit his brows, and then smiled. "Well, I can't quite remember - but for a gold Crown...."

He got no further. I suppose it was a combination of my

dejection, coupled with depression and fear for Draffan, and general anger at everything which presented another obstacle to my being able to release him from the spell which held



him. The Dwarf stopped speaking abruptly, his whole being as still as if he, too, had been turned to stone. The only thing about him which seemed to be alive was his eyes. They flicked from my face to the dagger which I held at his throat. The fear which appeared in his eyes told me that he knew I was in no mood to be toyed with.

I pressed the dagger slightly, causing a bead of blood to appear at his throat.

"I don't appear to have any gold Crowns, friend," I told him. "But in my experience, my dagger is just as useful - if not more so - at getting people to jog their memories."

The Dwarf's Adam's apple bobbed up and down as he swallowed in fear. "Yes, adventurer," he pleaded with me. "Travel for another two days to the North West, and you'll be surrounded by Dragons."

I grinned at him, and his fear intensified. "You're not going to kill me, are you, friend?" he asked.

So quickly that my actions seemed blurred even to me, I brought the dagger's hilt down on the Dwarf's head and he crumpled to the floor. I checked that he was merely stunned, and then moved him under the protective shade of the tree.

I began walking in the direction which the Dwarf had indicated. Night was soon upon me, so I slept in the open. Next day I continued onwards, now climbing rocky outcroppings. The Mountains themselves appeared before me shrouded in mist, and I recalled the last time that I had observed them....

Suddenly, all went dark. I crouched into a defensive posture and then looked up into the sky.

What I saw made me freeze in stupefaction. The Dragon was gold and blue and red and a truly beautiful and awesome creature. I hoped it hadn't seen me.



WE ALL FALL DOWN by STEPHEN BOYD

(continued from last month)

Behfold, Tonther and Reginond moved through a dark passage, the walls were smooth, as were the floor and the ceiling. They had been walking for about five minutes, turning no corners and seeing no signs of life.

"Could it be a trap?" Tonther asked Reginond.

"Perhaps, my lord," Reginond began, "but my instincts tell me not, for if the seers wished us incarcerated they could do so at whim."

Behfold remained silent, apparently absorbed in the blank walls and the darkness ahead.

Suddenly, without warning, the scene changed to that of a large hall with a ceiling so high that it could not be seen. Sitting around them were twelve people, dressed in numerous colours. Three wore white, with gold thread making complex patterns over their robes. Three others wore unadorned black robes. Three purple robes wearers also sat covered with diamonds and blue sapphires, symbols embroidered with silver thread. The final three sat on stone seats (the rest sat cross-legged on the floor) wore robes of many-changing colours.

The room was silent for many minutes as the three absorbed the room and people. Finally Tonther could not contain himself any longer and whispered, loudly, "Are these the seers, Reginond?"

"Indeed we are," responded the white robes.

"Um..." Tonther paused, "Hello?"

"Yes, greetings Lord Tonther," responded the black robes, who smiled, revealing white teeth against the robes of jet-black.

Tonther paused, waiting to be prompted into speech by someone, but when it became obvious no-one would, he began, "Lovely weather this season, isn't it," he paused briefly to consider, then continued, "Lady Shackleworth claims that Thurwok is the best season, but the again she claims that blue and yellow squirrels steal into her house at night and make off with her underwear..."

Tonthers monologue was cut short when the purple robes began to laugh heartily. The seers on the seats smiled and said, "You are everything we have heard you were, Lord Tonther." His hands moved to an open gesture, "Welcome to our shrine, how may we aid you."

Tonther was rather pleased that his reputation of being the centre of intellectual conversation had spread here to the shrine.

"Well," he began, "there was Behfold here," he pointed, "perfectly polite, well most of the time, he had a bit of a thing for pretty young women, though. Then the fairy Gladys came along, Zap...punctuation - we came on a quest, here we are," he finished, obviously pleased with his presentation of the facts.

The black robes shot a questioning glance at Reginond, while the other seers nodded politely to Tonther. Reginond stepped forward and, politely, filled in the detail Tonther had missed. making his Lord believe that he had delegated this responsibility to Reginond.

After a brief pause the seers nodded and said, "We believe we can cure this curse. Gladys never was much good at them. If you," he nodded at Behfold, "would step inside the pattern circle, we may begin".

"?" Behfold said, he couldn't see any circle at all.

"Of course," the multi-coloured seer smiled, he clicked his fingers and pointed to the patterned circle which had just appeared.

Behfold obliged and stepped in. Simultaneously all seers (except those in the seats) stood up, one of the black and one of the white robes moved to stand within the pattern. The other seers robed in those colours move to stand beside the seated seers, the two black robes on their right, the white robes on their left. Each of these removed a shining, silver, bell from the folds of their robes and remained, waiting.

Reginond and Tonther were somehow moved (by magic, Tonther was pleased to admit) away from the circle and the seers.

The purple robes then began to dance around the circle, chanting as they did so. These chants modulated from a language neither Tonther or Reginond could understand to speaking punctuation (in a dialect even Tonther found confusing). Their voices began low and grew slowly to deafening yells, when suddenly the watchers felt a shuddering of the air as the seven bells rang simultaneously.

From the roof blue and yellow fire engulfed the pattern circle, but neither the purple robes (who continued dancing, without chanting) or the ones bearing the bells seemed concerned.

Suddenly it was at an end, Behfold lay sprawled on the floor and only one seer remained, smiling.

Behfold opened his eyes and saw the roof of his usual room in Big-building Keep. Had it all been a dream?

"No, of course not," complained Tonther, "Do I look like Sue-Ellen and all that lark?"

"What?" asked Behfold. Then was surprised when he realised he could speak.

"Yippee!" shouted Tonther.

"Erm, sire?" Reginond began, entering the room, "I believe this is The End."

"Already?" asked Tonther, obviously saddened, "Will we be back again, in an adventure of extraordinary daring and cunning?"

"I should hope so," interrupted Behfold, "I didn't get many lines in this one."

"Don't complain," Tonther said, "Many imaginary characters are out of work these days, be grateful."

"Yes," began Reginond, confused yet again, "Who knows if and when we will return."

He stopped, obviously waiting for something, then sighed and said, "My Lord, I believe you get the final line."

"I know that," snapped Tonther, "I was making a dramatic pause."

He then whispered something in Reginonds ear and said aloud, "Let's go full circle, Reginond, I believe you were telling me of Tinsel Town?"

"Yes, my liege." Reginond bowed. "Here is my full report....."

The End

NO INSULTS INTENDED 2 by DOT VAUGHAN

Thanks to all those who gave me such a positive response to "No Insults Intended" (Probe, January '96) either through Probe or personally. It was nice to hear that I was almost right about some of you. I have been asked to give profiles on other Probers, so here is a new selection, with more to follow later.

As only two Probe readers have ever set eyes on me, to date anyway, I am thinking about running a competition which could be judged at the next convention (assuming ill health does not keep me away this year as well). So come on put your vision caps on.

PHIL REYNOLDS

Medium height, neat brown hair, brown eyes, medium build, in his late thirties.

Easy going, good natured with a quiet sense of humour. Rather shy but can be passionate about certain subjects.

Fond of children and animals.

ELLEN MAHON

Late middle-age, slightly overweight, light brown hair going grey. Blue eyes, glasses.

Relaxed and laid back, always laughing, believes life is for living and enjoying. Doesn't worry too much about day to day routine, will always come up smiling.

PETER CLARK

Early thirties, over-long dark brown hair, brown eyes, bearded and wears glasses.

Appears serious and studious but has a wicked sense of humour which could include practical jokes. Likes to be different and can shock those who don't know him.

REYNIR STEFANSSON

Now I know I should say tall, blonde and hunky, but I don't see him like that.

Medium height, tubby, shortish light brown hair with brown eyes. Very practical, like it or lump it attitude, takes life as it comes. Likes a challenge in all aspects of his life. Very social person.

WYNNE SNOWDON

Early sixties, short grey hair that was blondish, pale blue eyes. Tall and well built.

Everything has a place and everything in its place is her motto. Likes strict routine and is very logical in her approach to life. Has a well developed sense of humour and when she lets go she really lets go.

PHILL RAMSAY

Late 20's, tall, slim, reddish blonde hair, green/blue eyes. Small moustache.

Very precise and exact, likes things to run smoothly at home and at work, can get stressed very easily with a quick temper.

GEOFF LYNAS

Late 40's, short, slim, light brown hair with hazel eyes.

Generous nature, lives life in the slow lane, likes a quiet life and will go to almost any lengths to avoid a confrontation which can annoy others.

DOROTHY MILLARD

Early 50's, tall and slim with long dark hair and blue eyes.

Doesn't like to stand out in a crowd, but will always make her views known when it's important. Liked by most people but doesn't always believe it.

EDWINA BROWN

Early thirties, short, plump, medium length very dark curly brown hair with dark brown eyes.

Very bubbly and bouncing, always the centre of attention, always making people laugh. Very good with children. Always on the go. Puts everything in to what she is doing.

LARRY HORSFIELD

Early sixties, short salt and pepper hair which is thinning, grey eyes and bearded, very tall and straight and slim.

Has very rigid morals and will take no nonsense from anyone.

Likes things to be neat and tidy. Likes his own company and enjoys walking.

WALTER POOLEY

Late sixties, balding white hair, pale blue eyes. Short and overweight.

Impatient with people but loves gardening. Likes to live a quiet sedate life but isn't always allowed to. Likes reading and other studious pursuits.

JOHN SCHOFIELD

Late 20's, very slim and lanky, longish fair hair which is always slightly untidy, tawny eyes.

Fairly relaxed but can be irritated by small things that don't really matter.

Enjoys sports, pubs and music. Gets bored very quickly but can be patient if he really enjoys something.

a recipe for disaster

Matilda Hodgkins, the Violator of Vindaloo, has made many a disgustingly gooey stew. But Matilda has never surpassed her efforts to write an adventure game. By this, one can only mean that her best attempts at doing something catastrophically wrong were done when she set out to program what began as a hopeful, essentially a brilliant idea, but what ended up as a complete and utter mess.

"Here's one I prepared earlier," was the dreaded war-cry that her grown-up sons, Basil Junior and Percival, had long since been subjected to. But never did they feel such pain as when Matilda dragged them into her "green-room" to be placed on front of her rubber-keyed Spectrum to play **Revenge of the Hobbit-Slayers**. The title itself, a nostalgic blast from the past, inspired Basil to an amazing extent, but Percival was blinded by the unusual screen-load of text. As an introduction to adventuring, it was the worst death-blow Matilda could have dealt because Percival has never touched a computer since.

Basil soon discovered that his worst nightmares had been realized, that his mother had written a game that could even replace **Soho *** Quest** in terms of its crudity! The idea of a return to the days of **The Hobbit**, long since forgotten, had been wasted - squandered by a woman whose life was dedicated to cataclysm. This was what Basil was "greeted" with as he pressed any key . . .

You are in a small stabel which is full up with hay and sheep dung. A door lies to the East whereas a whole in the wall would take you off North.

You can also see: a horses shoe, a candel and a axe. A ghoust sits at the end of the stabel.

"What do you want here? says the ghoust misterously as he waves his hands at you. "You donot belong hear adventuror I shall bannish you for-ever!"

With a flick of its tale the ghoust brings you to a clatter on the ground. His hand reaches for a gun wwhich is on a shelf behind the ghoust.

You must act quickley or die.

What now?

Matilda's game had a grave number of errors and all too common were they. It was not the first time Basil had encountered such a poorly written game. He could have told many horror stories from the past. But Basil was able to outline to his mother the many problems which existed, not that she took much notice of them!

- ① Matilda's game suffered, first of all, from a lack of imagination. Everything that was in the game had been seen before. There was no thought put into the puzzles which were totally unoriginal.
- ② The game had not been playtested, which meant that it was packed with spelling mistakes and grammatical errors. As a result, the only conclusion a player could make from a "gander" at the game was that the author was totally illiterate! It also does not help when you do not know if you should **examine stable**, **examine stabel** or even **exammine stabel**!
- ③ Objects were strewn about in the most illogical and haphazard manner. Okay, you could argue that she may have been commenting on the litter problems of the Dark Ages, but the items lying around were quite valuable and would have been likely to have been nicked anyway!
- ④ Come to think of it, many of the messages were illogical. What's all this about a ghost's tail, hands and, of all things, a **gun**???. However, this sort of thing (though not necessarily as extreme) often crops up in badly thought out games. The moral of this is that authors should think out their messages carefully!
- ⑤ Most of the location descriptions were pretty dry, unexciting and generally unappealing. She should have put a bit of spice into the thing! But did she? No!
- ⑥ It was simply too easy to get killed in the game. Apart from a few signposted deaths and "in one move you will die" type of scenario, most deaths were unannounced and gave the player no time to prepare. I would argue that the author should not be so trigger-happy by killing off his characters under any circumstances!
- ⑦ There were not only three mazes in the game, but you could not drop any objects in any of them because, "*John Major comes along and steals it, a bit like he does with taxes*". Making a point is all very well, as long as it doesn't spoil the game (ahem!).



WoW SOL ADVENTURES FO

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The Assassins' Guild Two

by Phillip Ramsay

You feel uneasy as you enter the Grand Assassin's study, certain somehow that his summons bodes ill for you. At his smile, your feeling strengthens.

"Ah," he says to you. "Last year, I recall I gave you a rather difficult task to perform. This year, I thought I'd try to redress the balance by giving you an easier one."

You begin to stammer your thanks, grateful for the fact that your new assignment will not be too strenuous.

The Grand Assassin waves your thanks away. "I've spoken with your tutors, and they are all unanimous in their praise of your dedication to your studies and your constant hard work. In light of this, I thought you'd like to take a break and see something of the countryside." The Grand Assassin takes a parchment from his desk and passes it to you. It bears his personal seal.

"Take this letter to my brother. His home is to the South of the Guild. Oh, and, whatever you do, don't open it, and DONT LOSE IT!"

You take the letter and leave the study, with a familiar sense of foreboding suddenly settling in the pit of your stomach.

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NEW RELEASES

The Enchanted Cottage

by JACK LOCKERBY

The old Sorcerer chuckled quietly to himself as he walked along the forest trail. With one hand on your shoulder and the other stroking his long white beard, he pauses to speak to you. "Niki, this is your very last chance to become an official Sorcerer. You have been on a Government sponsored training course for the past five years and SIE who must be obeyed says enough is enough. So we are going to put you in The Enchanted Cottage for a spell, if you'll pardon the pun. Escape and you will be given a position in the Civil Service with an index linked pension. No reward could be higher, Good Luck!!

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By DIANE RICE

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

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PERSONAL MESSAGES

- To Petra – Just you keep those legs and poppers intact 'til I get there. (The Pink Panther)
A very BIG thank you to Phil Proudley for your very generous gift. My mind is still boggled. (Dot)
- To Rudi – That's because when she's around we never hear any. (Wynne)
- To Ellen – Yeh! Just where are you going to find a nice hairy key to open it. And just what do you expect to find inside! (Wynne)
- To Ellen – Must have been a real barnstormer then. (Wynne)
- To Snow White – So you're a nurse who doesn't care. Well what can you do about my feet? 'cause they sure pong in the heat. I've tried this and that to no avail. I even soak them in a pail, take them out and rub them dry, but they still smell "oh my oh my". (The Whinger)
- To Dopey – VINEGAR..... as I like getting pickled. Regarding the rest of your replies. I can only say I think they were BRILLIANT. I'm completely GOB-SMACKED!! (The Whinger)
- To Ellen – Don't you think your bats enough already. (Wynne)
- To Rudi – Might as well. After all she turns milk off. (Wynne)
- To Grumpy – Parole?or did the cake I sent pass the metal detectors? (The Old Zetonian)
- To The Witch – Sorry, my maths aint up to your standard. Pity you can't use them 3. You'd be the 2 3 win. Wouldn't that be 2deful. (Wynne)
- To Uncle Horace – More than I'm worth? I'll have you know that I drive an open-top bush, and when I eat my own cooking I certainly am evergreen. (M.Polo)
- To Ellen – I'm glad of that, otherwise I would have a real hole in my life. I won't neither! (M.Polo)
- To Snowy – Wouldn't you like to know. I'll be here, don't fret. (M.Polo)
- To Snow White – Oh, I thought it was the bloody ruler! (M.Polo)
- To Wynne – What would she know about good music anyway. She can't even find the right keys in adventuring never mind singing. (Rudi)
- To Ellen – It's slow going. as are the roads of his future. (Reynir)
- To Witchy – What, me worry? I'm Cool cat, y'know! (Mad Cat)
- To The Witch of Stanley – I would have sent you some bats' wings if I had any, but the bats that live here are wingless. That makes them slow fliers, 'tis true, though they still outfly the Korn shells. (Ro-Wan)
- To Rudi – Were it not for certain bylaws, I would. (Ro-Wan)
- To Kevin – Just whose legs are you referring to then! (Petra)
- To Kevin – The only thing you'll be popping is off. (Petra)
- To M.Polo – What do you mean, "Who's written the script?" ME of course, who did you think it was? I'm a dwarf of many talents. (Uncle Horace)
- To Damian – Do you have this much trouble making Conan tow the line? (Uncle Horace)
- To Damian – I don't know about his "talents", I reckon he's just too mean t pay a scriptwriter, I think he's also doing the directing. Mind boggling, ain't it? (Ellen)
- To Damian (again) – I don't think Kevin's much of an "adventurer", I asked him if he's take me down to Brum, but he said the same as Wynne (or words to that effect). It's no wonder my navigating skills aren't improving – no one will let me practise them. (Ellen)
- To L.C. – My Specky's screen STILL flashes every two moves whilst I'm playing (I was going to say "solving" there, but I knew you'd only have laughed!) B.E.D. – I wonder why. (Ellen)
- To Jon – That's fine by me – I like to "Take It Easy" too. (Ellen) To M.Polo – It sure is. Never watch "Eastenders", I'm a Corrie and Brookie fan myself. (Ellen)
- To M.Polo – Hope Paddy (Fields) didn't get to read your last message. It might just have BUGGED him a little. (Ellen)

To M.Polo – Surely is – hope they all turn out to be good (fortune) ones. Should see you alright for a while, shouldn't they? (Ellen)

To Marco – It probably does, but as I still don't know just what it is you're "flashing" (be it in the pan, or wherever), I can't really say, can I? (Snowy)

To Jon – You've not gone all "coy" on me now, have you? (Snow White)

To M.Polo – I'm afraid I can't, as my compass isn't well, it's sick. I think it's got the 'flu or something, as every time I take it out, the little arrow keeps getting the shivers and shakes. (Dopey)

To Matt – I've heard of a wolf in sheep's clothing before – but never a bull....(Loobiloo)

To Ro-Wan – What's happened to my "smileys"?? (The Witch of Stanley)

NEWSDESK

Next Release from Zenobi Software

TEN GREEN BOTTLES by Karen Tyers is due for release at the *beginning of August* Prices are the usual £2.99 for the Spectrum tape and +D disc, Atari(e), Amiga(e), PC(e) and MAC(e) versions, and £3.49 for the Spectrum +3 version. It sounds a very intriguing game, so get your order in *early next month*.

Don't forget this month's new release, TROUBLE WITH TROLLS by George E Hoyle, prices are the same as for Ten Green Bottles.

Please see inside back page for address.

New Release from WoW Software

SLEEPIN' AGAIN by Peter Clark is now ready. It is a two-part, traditional text adventure taking you into the land of fantasy with lots of interesting characters to meet and puzzles to solve. Available *now* for the Amstrad, price £5 on *disc* only. Please see inside back page for address.

The 1996 Adventurer Convention

I understand ticket sales have been good and these will be sent out 2 to 3 weeks before the convention. If anyone would like further information please telephone Vicky on 0181 715524.

Adventure Coder II

In the January '96 issue I mentioned that Chris Hestor has ceased editing the original Adventure Coder, and that Alec Carswell was planning to continue the good work in his magazine, Adventure Coder II.

Alec has asked me to tell readers that the original magazines are still available at £1.25 each (cheque/p.o. payable to Alec Carswell) from 16 Montgomery Avenue, Beith, Ayrshire, Scotland, KA15 1EL. He is also offering second-hand 3.5" blank discs for 20p each *plus* postage and packing – minimum order 50 discs.

Alec is also appealing for contributions for Adventure Coder II and will be very pleased to hear from writers and programmers.

IN TOUCH

WANTED – Old **Commodore** adventure tapes, preferably with graphics. Suitable for 7/8 year old children. Please telephone Pauline on 01206 793311.

FOR SALE – **Commodore 64 128** Keyboard, dataset, 1541 disk drive, MPS 1200 Printer plus various software including word processor, adventure games, etc. in lockable storage box. £200 ono. Please telephone Dot on 01703 736939.

FOR SALE – **Software for Amiga 500** : FAST FOOD DIZZY £4, KWIK SNAX DIZZY £4, LITTLE PUFF £4, CADAVER £4, GODS £4, MONKEY ISLAND £7, MONKEY ISLAND 2 £7, INDIANA JONES AND THE LAST CRUSADE £7 plus HINT BOOK £1 – all plus postage and packaging. Please telephone Anna on 016974 72253.

FOR SALE – **Amiga software** : LOST TREASURES OF INFOCOM (20 Infocom adventure on disc with manual and hint book) £10 plus postage, ZORK ZERO (boxed) £2 plus postage. Please telephone Ron on 0115 9663675.

FOR SALE – **PC software** : VEIL OF DARKNESS (on 3.5" disc, runs on 286, 386, 486, req. 640K, vga graphics), DRAGONSPHERE (on CD Rom, runs on 386, 486, req. 16mhz or higher, 2MB ram), DRAGON LORE (on CD Rom, req. 486, 33mhz or higher, min. 4MB ram with 585 base memory, vga), SPACE HULK (CD Rom, req. 386 or higher, 580K base memory, vga, 4MB ram). I will accept any reasonable offers for the above adventures. £5+ on the CD-ROM adventures or I will swap any adventure for other adventures that I have not played. Prices include postage. Please contact Steve McLaren, 6 Mere Gate, Margate, Kent, CT9 5TS or telephone 01843 299819.

FOR SALE – **Amiga 500 software** : All 3.5" floppy disk originals with instructions, etc. CIVILIZATION, MIDWINTER, DEUTEROS, CELTIC LEGENDS, EYE OF THE BEHOLDER, EYE OF THE BEHOLDER 2, DUNGEON MASTER + CHAOS STRIKES BACK, POPULOUS, SIM CITY, BALANCE OF POWER 1990, GUILD OF THIEVES, THE PAWN, FISH, BATTLE CHESS, IMPERIUM, MOONBASE, CONFLICT:EUROPE, CENTURION:DEFENDER OF ROME, LASER SQUAD, HITCH-HIKER'S GUIDE TO THE GALAXY, STORM ACROSS EUROPE, MULTI-PLAYER SOCCER MANAGER, PHOTON PAINT 2.0, LEGEND OF FAERGHAIL, CORPORATION.

PC software : All 3.5" floppy disk originals with instructions, etc. STAR WARS CHESS, X-WING, HERO QUEST, A-TRAIN, ULTIMA UNDERWORLD 2, LOST TREASURES OF INFOCOM 1.

Due to my desperate need of cupboard/shelf space, I'm hoping to unload any or all of the above software. No prices are listed as I hope anybody interested will make a reasonable offer. Everything in excellent condition. Please contact Neil Ashmore, 5 Park Crescent, Furness Vale, Stockport, Cheshire, SK12 7PU.

OBJECTS AND THEIR USES

DEATH OR GLORY Pt.2 compiled by Barbara Gibb on a Spectrum – also available on Amiga(e) and Amstrad

Lamplight source when switched on
Ice pickbreaks ice
Snowshoesuseful footwear
Knifecutting tool
Shoveldigging tool – used more than once
Wooden keyopens trapdoor
Smockworn at start
Bootsworn at start
Glass balltroll's eye
Robintalking bird, tells you your task
Axechopping tool
Bottlewill hold water
Cacticontains water
Vinemakeshift rope
Meerkatburrowing creature that likes to eat scorpions
Scorpionsitting on rope
Ropestronger than the vine
Jacketwarm clothing
Medusacan turn you to stone, protect yourself, then behead her
Stone brainreturn it to the troll
Medusa's headthrow it at something
Cloth bagreflects images, can be worn
Sackcatches something when strategically placed
Trollawaken him and he will take you somewhere
Pistollethal weapon
Sharonaold crone, loves vodka, spills it everywhere!
Lydiaold crone, loves mirrors which will be the death of her
Slip of paperclue
Charred remains of Sharonacontains something useful
Tooth on chainprotects you when worn
Ringopens a door
Wolveskill you if encountered
Goblinskill you if encountered

GETTING YOU STARTED

DEVIL'S HAND played by Edwina Brown on a Spectrum

GET FLASK, S, FIGHT TROLL, D, CLOSE TRAPDOOR, E, GET GOLD, WAKE DWARF, SAY TO DWARF FOLLOW ME, W, OPEN TRAPDOOR, U, NW, N, CLIMB WALL, D, GET ROPE, SWIM N, E, PUSH ORC, D, GET SWORD, EXAM CRACK, EXAM OGRE, GIVE GOLD, NW, GET RUNE, N, N, N, E, FILL FLASK, W, EXAM FLOWER, GIVE WATER, GET KEY, E, FILL FLASK, W, N, EXAM HOGSHEAD, GIVE WATER, S, E, FILL FLASK

MERLIN'S MAGIC FOREST played by Dorothy Millard on a PC – also plays under emulation on the Amiga

Start in a forest clearing by a rundown wooden hut. INVENTORY (carrying nothing), W (into hut), EXAMINE Merlin's BODY, GET WAND, EXAMINE WAND (it is engraved with the words "stepping stones"), GET PARCHMENT, EXAMINE PARCHMENT (it tells of five items needed to release Merlin from the spell), DROP PARCHMENT, E, E (into forest), EXAMINE TREE (NEWS is carved on it – note this is your way through the forest), CLIMB TREE, GET silver VIAL, EXAMINE VIAL (it has a spider embossed on the bottom and contains a magic potion), D, N, E, W, S (to west bank of the river), N (by waterfall), READ MESSAGE (SADOR was here), GET PINK mushroom (note – don't eat this one as it is poison), S, W, W, S, W, W (into hut), PUT PINK MUSHROOM IN CAULDRON

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

Start on derelict land being chased by the landowner. E (inside old bleak house), HIDE (you hide under the stairs until the man goes away), U (you fall into a dark cellar), FEEL AROUND, FEEL FLOOR (find and pick up a pair of shears), FEEL WALLS (find a ladder), PROP LADDER, U (ladder), W, W (Brass Street), S, X STEP (now have a lemonade bottle), X BOTTLE (empty, fitted with a cap), E, E (hill overlooking canal), SEARCH GRASS (now have a box of chocolates), S, E (on a boat), X ROPE (now have a length of wire), W, N, W, W, W (posh restaurant), READ SIGN, SHOUT (given a plate of chips)

TWIN KINGDOM VALLEY played by Dorothy Millard on a C64 – also available for other computers

You start on a road. N to the Wooden Cabin (note it is here that you stash your treasures later), GET KEY, GET LAMP, GET JUG, S, W, W to Quarry, GET FLINT, E, N to Clearing, OPEN GRATING (so you can go down later), N, N, N, FILL JUG at Deep River, NW, W, N, N, W, W, W, W, W to Watersmeet, SWIM (note that you feel strangely healthy), DRINK (a strange magic reveals to you the secret of concealed doors), E, LIGHT LAMP, N into a Cave, N into a Sloping Maze, GET HOLDALL (this allows you to carry many more items), S, S (back to cave), GET DIAMONDS, FILL HOLDALL (put in everything *except* the lit lamp because if you put this in the holdall will catch fire), E through the secret door, SE to kitchen, GET GOLD KEY, SW, W, OFF LAMP, S to Narrow Fissure, E, E, E, E, S, LIGHT LAMP, S into another Cave, W to the Hall of the Forest King (you are arrested for trespassing and locked in a dungeon.... the King's personal guard demands a suitable payment to show respect for the King in return for your freedom), GIVE DIAMOND TO GUARD

URBAN RUNNER played by Jill Nott on a PC

You start in a factory. Get the fishing line from the locker and tie to the stairs. Go stairs and the man who has you trapped comes down and stops just above the wire trap. Poke his right foot with the fishing hook and get the nail file from his unconscious body. Use the nail file on the brick at the other end of the basement to find a way upstairs.

Eventual escape is through a water tank which you must empty. Get the wedge from under the bench - it is a torn out page from the pump instruction manual - and switch on the nearby light to find the factory plans on the shelves. Go to the fuse box and move the fuse to the wall panel light box. Go to the wall panel and see the code for the paper despatcher (red, red, green red). Swap the fuse to activate the paper despatcher, insert the code and get the rest of the manual. Click them together. Change the fuse to the water pump, look at the manometer and flow rate counter and turn the valves to positions indicated in the manual. When set, pull on-off lever and escape by the now empty tank

VALHALLA 3 - FORTRESS OF EVE played by Barbara Gibb on an Amiga

First, open the door to the east of the man in pain, then the door to the east of the man who makes painkillers. Find and pick up the container of sea water. Drop the sea water onto the billy can and pick up the salt. Drop the salt onto the slug and pick up the chest key. Unlock the chest (the one to the south of the man who reads signs) and take the spectacles. Go to the line of wooden seats and pick up the dog collar. Go to the ancient tomb, examine it at the "head" and then the "feet" and then drop the dog collar and spectacles onto the feet and pick up the rose petal that should appear. Drop the rose petal into the distilled water and pick up the potion. Examine the potion via the ghosts of your parents to learn it is a perfume potion. Pick up the seed on the altar beside one of the "ignorant peasants". Get as close to the dung heap as you can, drink the perfume potion, approach the dung heap and drop the seed onto it, pick up the poppy. Go to the autumn stone, pick up the bread and then drop the poppy onto the stone. Pick up the seed head and drop it on the table in front of the chemist. Pick up the morphine and drop it on the bench beside the man in pain. Pick up the door key.

Unlock the door close to the six levers. A whole new section of level one is now accessible

WHO'S AFRAID OF THE BALROG played by Barbara Gibb on an Amstrad

Start on a rocky hillside. I (magazine, mug of cocoa and wearing a pair of pyjamas), X MAGAZINE, READ MAGAZINE, X DOOR, X LINTEL, DROP MAGAZINE, DROP MUG, CLIMB LINTEL (now hanging from lintel), X LINTEL (piece of charcoal falls off), D, TAKE CHARCOAL, TAKE MAGAZINE, TAKE MUG, D, X GRASS (see postbox), X POSTBOX (see letter inside), X PYJAMAS (note pocket and cord), X POCKET (find a piece of chewing gum), CHEW GUM, TAKE CORD, TAKE GUM, STICK GUM TO CORD, PUT CORD INTO SLOT, PULL CORD, TAKE LETTER (automatically replace cord in pyjamas), X LETTER, CHANGE ADDRESS (need charcoal), DROP CHARCOAL, POST LETTER, WAIT. Repeat WAIT until you see postman trudging up the hill. U, X HILLSIDE, HIDE (behind rock), WAIT (note what happens at the door)

HINTS AND TIPS

ASSASSINS' GUILD played by Barbara Gibb on a Spectrum – also available on an Amstrad

PART ONE

To get across the river you have to give the nugget of gold to the dwarf, then make two attempts to cross the bridge before deciding to swim instead.

Try to climb the cliff for a clue to its secret.

That greedy dwarf and his friends will chase you around the mine, but if you outrun them they will give up. Now find a way of sneaking back.

PART TWO

The guard to the west of the gates wants the word you find in the mine.

The guard to the east of the gates wants the word you find in the library.

The cases in the library are very, very important.

You are not told what the spell found in the store is for, but it works its magic if said when a certain object is present.

You need a knife to dislodge something from the statue.

BERMUDA TRIANGLE played by Peter Clark on an Atari(e) – also available for Spectrum, Amiga(e), PC(e) and MAC(e)

Search The Nook to see a coin then loosen the earth with the mattock to get it.

The planks in the Builder's Yard are red herrings.

The Monolith needs affection before it will help you up.

There is a vial of liquid in the cave system maze, that will help you squeeze through a narrow gap but hurry through as its effect is short lived.

Ride down the waterfall in a barrel but examine it from the inside before you ride to discover the way out.

BESTIARY played by Barbara Gibb on an Amstrad

Give the mask to the Sorcerer then ask him about rain.

Drop the ball in the presence of the tiger. Don't forget to pick it up again.

The black cloth (belt) is a symbol of your fighting ability and will be acknowledged by the panda.

At the top of the mountain, summon the dragon. You need the whisk, a bucket of water, plus the dragon's name as given by the Sage.

Answer the dragon's riddle to get a dragon scale.

The talisman is your means of getting back to outside the city.

When thirsty in the desert, drop the scale to make a lake appear.

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

Examine the junk carefully.

Climb a tree to find a ring.

You can play a tune on the flute if you have the music magazine – look for a location where you can be “heard”.

The sphere will light on command if you are wearing something with an inner glow.

Examine a painting carefully to find a skeleton key.

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

The diamond is made by using the transmute spell on the carbon found by digging the cellar.

The silver is in the forgotten cellar whose entrance is hidden by a chest in the secret store in the SW Tower – Don't forget to replace the chest when you leave!

Search the Red Knight whose body is still at the top of the NW Tower to find the rare coins.

You have to remove the panel (with iron bar) in the treasure room to find the tiara.

The emerald is held by the Genie in the lamp.

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

AIM arrow AT EYE then SHOOT to kill the dragon.

Using the piece of wood to JUMP will eventually get you across the river.

Extract sap from the cactus.

Search the cactus to see a key – you'll need to make and use a catapult to get it though.

To make the potion you have to be able to insert 4 items into the cauldron at the same time.

Take the rough bits off the key before using it to open the door to the dark satanic mill.

The witch isn't all that brave, so threatening her with the sword will suffice.

The potion and magic word will ensure your sweetheart is revived.

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

Throw the salt at the worm.

Throw the biscuit for the parrot, then follow the parrot as it flies away.

To open the gate, go to the structure, input TYPE ONLINE then WARP TIME (decoded using the numbers on the missing and the grid on the card), followed by OPEN WINDOW. Now OFFLINE and X STRUCTURE will reveal an open window in which you can insert the gem. Go online again and type in the code. Now instruct it to close the window and open the gate.

Retrieve the eye and put it into the socket in the monolith and enter the jaws to finish the game

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

Prise the diamond from the ring with the knife, then cut a hole in the window to reach the catch.

You can either shoot the padlock, or cast a spell at it.

Ensure you know the Death spell before you battle with the Dark Gladiator. A good contact with the earth enhances the spell but you may still lose, so Ramsave first.

Note the instructions given by the "figure" when you picked up the black crystal.

Cast two spells to escape from the mound again, to complete the game.

DEMON FROM THE DARKSIDE played by Edwina Brown on a Spectrum

Throw ice into the moat to freeze it.

Go down the hole in the circular room, tie the rope to the hook and throw the hook.

In order to get the dwarf, drop all. You can retrieve them when you have him.

Cast the smoke spell when the troll attacks. Cast the teleport spell in the watchtower.

When before the horrific face, go in.

DEVIL'S HAND played by Edwina Brown on a Spectrum

At the top of the cliff, tie the rope to the hook and then throw it.

Tell the dwarf to wait and then go down the rope. Go back up with the stone and tell the dwarf to follow you.

Return to the giant and get him to follow.

Examine the boulder to find some charcoal.

Examine and climb the tree to find a tooth for the demon. He will then reward you.

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

Wear the boots to help you jump across the wide pit.

Break the bread before you give it to the blind man.

You need the hairpin to open a door.

Carve a whistle using the dagger and block of wood.

The silver key unlocks the silver box, the bronze key unlocks the bronze door.

Poison the piranha then wade across the pool.

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

You have to be wearing swimming trunks to enter the water in the Roman baths.

Wait until there is no action in the Roman arena before climbing over the fence.

GREAT AUSSIE ADVENTURE played by the author, Dorothy Millard, on a C64 – also available on Amiga(e)

PART ONE – CANBERRA

There are no red herrings – all items are necessary to complete the game.

To join the first tour to Black Mountains Nature Reserve and Telecom Tower, first talk to the people who are waiting for the bus in the city centre, then let the tour operator know about the problem. If you then go immediately to the city centre you will be able to join the tour unnoticed.

If you are stuck at the top of the Telecom Tower, write a message on the postcard then throw it over the edge.

When your ticket is blown away, check the slabs near the lake.

PART TWO – TREASURE HUNT

There are no red herrings – all items are necessary to complete the game.

The only item needed from the pub at the start is the beer mat.

Search and examine have different outcomes.

You can carry only two items when swimming the river – be careful that the branch, bark, matches, piece of paper and watch don't get wet.

Don't drop the watch as it is breakable.

HERMITAGE played by Edwina Brown on a Spectrum – also available for the Amstrad and C64

Get the bottle and blanket from your room.

Move the furniture in the Archbishop's office to find his body. Examine the body and get the dagger.

Examine broken seats and get crucifix.

Get the bible from the pulpit and fill the bottle at the font.

Wet the blanket in the river.

PIGGERY JOKERY played by Barbara Gibb on an Amiga

Search the thicket to find a knife.

Take the mole out of the hole then give him the eyeglasses.

Give the daisy chain to Sasha the squirrel.

To carry the phial safely, put it into the bag.

Pour the acid on the trap to free the badger.

Lead the Beast to a dangerous place.

Put the honeysuckle into the stump.

Put the nut into the whistle then blow it to save Doris the deer.



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

Retrieve the chest from the bottom of the lagoon.

Lengthen the cord on the gun before firing it.

NOCTROPOLIS played by Jill Nott on a PC

You *must* talk to the Sunspire guard until he mentions Jenkins of Cygnus. This will set the flags for things to happen there.

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

Part One

Put the severed head in the pouch, then ensure her sisters don't see you when you FLY NE to escape.

"Kill" the monster to release Andromeda.

Part Two

Empty the dish of Elysium water before filling it with water from the river Lethe.

Place the dish of Lethe water somewhere where the dogs will find it and drink it and so become lethargic.

Return the helmet to Hades in exchange for the pouch and Medusa's head.

Awaken Hypros in the arbour – what you find there will help you get past Cerberus.

UTES OF PASSAGE played by Barbara Gibb on a C64

Vault over the chasm using the long pole.

Examine the crack *twice*.

Take a bowl of hot water to the Icicle Room.

You need the net to collect the ice ball. Dig the bag into something then break the ball to reveal a tile.

You need the lodestone to collect the ball bearings from the box.

To complete the game insert the tube in the west door, then pour the ball bearings into the cup to raise the rod.

SIMPLY MAGIC played by Barbara Gibb on an Amstrad

Put the peg on your nose before entering the room of Plumes.

Do not enter Hell whilst carrying the block of ice.

Tickle the clown with the feather and catch the tears in the bowl.

In the room of Bewilderment, do the opposite to what you really want to do.

It doesn't tell you that the lute is broken, but before you can play it you have to PUT HAIRS IN LUTE.

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

Part One

Be very quiet when searching the bedroom. Use the key to unlock the back door.

CALL FLEETWIND to end part one.

Part Two

Examine Sue closely, then wash her. If you have the soap, scissors, comb, brush, dress and shoes she will now look beautiful. Now take her to Stefan.

Spin the oddments of wool into a ball.

Use a crate to help you climb into the drying yard of the dyeworks.

SHADOWS OF THE NIGHT played by the author, Dorothy Millard, on a C64

You need a lit torch and a map before entering the secret passages. Without the map there is no exit.

Keep an eye on the location as they change according to circumstances throughout the game.

Sometimes more than just a verb/noun input is required, i.e. CLIMB THROUGH WINDOW, FEEL UNDER DESK, LOOK IN MIRROR, GET RUSTY KEY.

The game recognizes the full word, therefore it isn't possible to use abbreviations except for the standard directions, etc.

You will not be able to exit the mansion until you have found and photographed all five items of evidence.

You can't exit through the front door, you must find another way.

SMASHED played by Barbara Gibb on a C64, also available on the Amstrad and Spectrum

You need to make a donation to the Orphan Fund before you can borrow the book.

Inject Crank with truth serum, and then hypnotize him.

SEARCH LATRINE to see a ticking bomb, search again to see the hole in the roof. Attach a chain to the chopper, then fly it over the camp. Tell the colonel to attach the chain to the latrine.

TRAP SPRINGER played by Barbara Gibb on a C64

Use the wedge to prevent a door closing.

To release the container – melt the wax with a hot blade.

Find an exit *before* you take a prop.

If you won't fit in a hole, put some of the objects you are carrying through first.

The hieroglyphs give you a clue about how to deal with the statue of the serpent:



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

Part Two

- Push barrel to empty water – you must be wearing boots.
- Roll barrel and after looking at hive enter barrel.
- Look at statue and remember what ice flowers said.
- In bees tower stop rolling barrel.
- Enter hive and examine pillar, it is T-shaped so take it.
- Look at ground by Xmas tree and you will find two presents.

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

- Go down the hill to escape the car.
- When the aircraft appears go SW, SE, SW, E, HIDE and WAIT.
- There's something useful amongst the quarry rubble.
- If you're kitted out properly, you'll be admitted to the Rambler's Rest.
- Help both the roadmender and the man with the flat tyre.
- When the road is finished, wait twice for the surveyor and then visit the roadmender.

TIME THIEF played by Barbara Gibb on a C64

Part 1

- When you get and examine the pebble there is a hint that it is something else. INV informs you that the "pebble is described as "something that might just be a pebble, so DROP PEBBLE and TAKE ? – "?" being what you think it really is.
- When the rhododendrons won't allow you to go NW cut them twice with the scythe.
- Climb up the felled tree and to In to a second floor bedroom. Examine the spell sheet and do what it asks for a sense of magic.

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

- Buy the magazines from Amie. You don't really need them but you are given something else which you need to help Tipple.
- Use the magnet to get the keys and insert them to operate the combine harvester.
- You need the film and projector to scare away the crows.
- Open the can of Monad and apply the cream to the spectacles to obtain a lens.
- Insert the empty can into the bank to get a cheque which has to be embedded by the machine in the Sleaze Place.

TRANSPO '95 played by Barbara Gibb on an Amstrad – also available on a Spectrum

PART ONE

Stay away from the scrap-yard.

Search the debris in the museum for a light source.

Wait very patiently for the man in the entrance hall to be sure you are a friend, then if you talk to him at length he will give you some advice and a coin.

When you lose the coin, search for it as you will need it when approached by someone.

In the store-room, the locker is "hiding" two objects.

Dig away the fallen masonry to access the office.

In the solar generator room, look then feel in a hole.

WIZARD OF OZ (Jack Lockerby) played by David Hebblethwaite on a Spectrum

To solve the Mayor's puzzle, add up each set of numbers.

What works on the cupboard will work on the lion.

Be sure to note down what the Wicked Witch of the West says to summon the winged monkeys.

The wake-up potion is not for Dorothy.

YELLOW PERIL played by Barbara Gibb on a C64

Move the mine tub in the dusty tunnel and ENTER OPENING.

How to deal with the Yellow Ghost is on page 2 of the magic book.

FRAHW PMATS backwards to find a ruby!

Drop the fish to kill the yellow rat – he won't nibble through your rope again!

Use the dynamite at the bottom of the damp well – don't hang around though.

ZEN played on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

Use the chain to climb "the especially large tree" and saw all the branches you can find.

You need the axe to make a club, your means of dealing with the orc guarding the pass. Does an orc have eyes in the back of its head?

The *large* rock is not the only one found in that particular location.

Remember David and Goliath when you come to deal with the bird on the mountain ledge.

Look into the cottage carefully if you want to learn some of its secrets.

The old man will appreciate some amber liquid. After helping him, check your inventory, and then look for the object that fell onto the floor. Be very careful when leaving.

GUIDE TO WHO-DUN-ITS by JOHN SCHOFIELD

MURDER HUNT

(Central Solutions)

Solution by John Schofield on a Spectrum

This adventure was on the flip side of LAST WILL AND TESTAMENT on one of the old Doubleplay tapes, and is a game to load up when you've half an hour to spare to try to solve a simple case of murder. It only lasts 100 turns at most - whether successful or not - and if you've got one right, you've still another seventeen to go before you've exhausted all possibilities! Of course, if you're unlucky, you may keep getting the same murder to solve as they are entirely random.

When mapping out the house/manor, you should become aware of a few errors in the programming - i.e. you can go north from the Morning Room to the Study, but not back south, connections in the Basement are confusing in places, and not all exits are given in the text.

There are six possible suspects - The Duchess, The Duke, The Butler, The Cloak, The Nanny and The Maid - and five possible murder weapons - The Pistol, Meat Hook, Knife, Poker and a Coil of Rope. The corpse is always to be found in the Guests' Bathroom, but gives no clue as to what weapon has been used. The Policeman is in the Main Hall waiting for you to arrest the guilty party, and the other characters appear at random at certain locations but they play no part in the game. All you have to do is find clues, followed by the murder weapon, followed by some evidence, and finally arrest your choice in the Main Hall.

I have divided the guide below into two parts because no evidence will be found unless you are carrying the murder weapon.

A. FINDING CLUES AND THE MURDER WEAPON

Type in HELP at the start to be told mirrors and rugs can hide things. Now look for a paper containing a clue. Go to the Lounge. BEHIND MIRROR may reveal the paper. If not go to the Study UNDER RUG will probably find it, but if this also fails W, SE, E, S, S to the East Patio will definitely find it. GET PAPER, READ PAPER give one of two locations to find a key a) "Look in something fragile" b) "Look in something a joustier might need". If a), go to the Morning Room and IN JAR will reveal the key. If b), return to the Main Hall IN ARMOUR will produce the key. GET KEY, READ TAG and go to the Library which has a safe. UNLOCK SAFE, OPEN SAFE will reveal The Quill and possibly a Pistol.

The Quill is a red herring, apart from the fact that it's been used to create the game. GET PISTOL if here, and pass on to B.1.

If the pistol is not in the safe, then that's not the murder weapon and you have to look elsewhere - but always eliminate this first.

Go to the Kitchen in the Basement and OPEN CUPBOARD. This may or may not reveal a note. GET NOTE, READ NOTE to give one of two messages, a) "Don't get drunk there" or b) "Where's the beef?". If a), go to the Wine Cellar where there will be a message on the wall READ MESSAGE "The weapon is where you wash it". Return to the Kitchen and IN SINK will find a Knife. GET KNIFE and pass on to B.3. If b), go to the Meat Store and GET MEAT HOOK you'll find there – then pass on to B.2.

If you've drawn a blank with the kitchen cupboard, this eliminates the knife or meat hook as the murder weapon – so now go right up to the second floor to the Nursery. UNDER BED her may produce the message "What goes tick tock and can be opened?". If so, return downstairs to the Dark Corridor with the Grandfather clock OPEN CLOCK to see a door OPEN DOOR to enter a Secret Cupboard under the stairs where you find a rope. GET ROPE and pass on to B.4.

If all has failed so far, your final option is to return to the Main Hall and OPEN CHEST which will produce the message "Look where there might be a fire". Go back down into the Basement and go to the Boiler Room where you should find a Poker. GET POKER and go to B.5.

B. FINDING EVIDENCE AND ARRESTING THE MURDERER

1. Having found the Pistol in the safe, your task is now to find a box of shells, and their location will point to the murderer. It will help to know that only three of the six suspects use this weapon – The Duchess, The Duke and The Butler.

Go up to the Master Bedroom and if the shells are there on the Duchess' dressing table GET SHELLS, return to the Policeman in the Main Hall and ARREST DUCHESS to complete the game with 100%.

Failing this, go east into the Private Bathroom where you find the Duke's gown. IN POCKETS may produce the shells. GET SHELLS, return to the Main Hall and ARREST DUKE.

If both of these fail, go up to the Butler's Bedroom where you find his waistcoat. IN POCKETS will find the shells GET SHELLS, descend to the Main Hall and ARREST BUTLER.

2. If you have found the Meat Hook, your next task is to look for bloodstains (finding particles of meat is a non-essential extra with this weapon only). The location of the bloodstains should make the murderer's identity fairly obvious. In this case, there are, again, only three possible suspects – The Butler, The Cook and The Maid.

Go up to The Butler's Bedroom and OPEN DRAWER to find his tie and gloves. GET TIE, EXAM TIE to see the bloodstains. Go east into his Bathroom and IN TOILET to see particles of meat. Go down to the Main Hall and ARREST BUTLER.

If his tie is okay, go into The Cook's Bedroom and OPEN WARDROBE to find her dress. GET DRESS, EXAM DRESS. If you've found bloodstains, go into the Servants' Bathroom and IN TOILET to see the meat particles. Now descend to the Main Hall and ARREST COOK.

If The Cook is innocent, go to The Maid's Bedroom and OPEN WARDROBE to find her apron. GET APRON, EXAM APRON to see the bloodstains. Visit the Servants' Bathroom to IN TOILET for the particles of meat before going down to the Main Hall to ARREST MAID.

3. If you have the Knife as the murder weapon, you are again looking for bloodstains. This time there are four possible suspects – The Butler, the Cook, The Nanny and The Maid.

As with the Meat Hook, go to the Butler's Bedroom and OPEN DRAWER to find his tie and gloves. GET GLOVES, EXAM GLOVES and if you see the bloodstains, do down to the Main Hall and ARREST BUTLER.

If his gloves are okay, go to The Cook's Bedroom and OPEN DRAWER to find her Apron. GET APRON, EXAM APRON and, if you see the incriminating bloodstains, go down to the Main Hall and ARREST COOK.

If the Apron is clear, go to The Nanny's Bedroom. UNDER BED will find a cloth. GET CLOTH, EXAM CLOTH and if you see bloodstains go to the Main Hall and ARREST NANNY.

Finally, if all else has failed, go The Maid's Bedroom and OPEN DRAWER to find her cap. GET CAP, EXAM CAP to see the bloodstains. Go down to the Main Hall and ARREST MAID.

4. If you've found the rope, you are looking for rope fibres to point to the murderer. The good news is that it can only be either The Duke or The Butler.

Go to the Master Bedroom and OPEN WARDROBE to find The Duke's jacket. GET JACKET, EXAM JACKET and you may see rope fibres. If so, go down to the Main Hall and ARREST DUKE.

Failing this, go up to The Butler's Bedroom and GET WAISTCOAT, EXAM WAISTCOAT to see the rope fibres. Go to the Main Hall and ARREST BUTLER.

5. The final murder weapon is the Poker, and the bad news is that all six characters could be guilty – so this is the one where the time limit could be a problem. What you are looking for in this case are rust marks.

Go to the Master Bedroom and LIFT PILLOW, EXAM PILLOW, which pillow? DUCHESS. If you see rust marks, GET PILLOW and descend to the Main Hall to ARREST DUCHESS.

If the pillow is clean OPEN WARDROBE to find The Duke's jacket, EXAM JACKET. If rust marks are present GET JACKET and go to the Main Hall to ARREST DUKE.

If this brings no success, go up to The Butler's Bedroom and OPEN DRAWER to find his gloves and tie. EXAM GLOVES and you may see rust marks. If so, GET GLOVES and go down to the Main Hall and ARREST BUTLER.

Failing this, next visit The Cook's Bedroom and OPEN WARDROBE to find her dress. EXAM DRESS for rust marks. GET DRESS if positive, go to the Main Hall and ARREST COOK.

If you've drawn a blank so far, go to The Nanny's Bedroom and OPEN WARDROBE to find a Black Frock. EXAM FROCK to see if there are rust marks. If so, GET FROCK and descend to the Main Hall to ARREST NANNY.

As a final resort, go to The Maid's Bedroom. UNDER BED will find a cloth. EXAM CLOTH for the rust marks, GET CLOTH and go down to the Main Hall to ARREST MAID.

All the objects in the Broom Cupboard, as you'll find out if you try picking them up, are red herrings.

To score 100% you must have the piece of evidence with you when you make the arrest.

SOLUTION OF THE MONTH

LYCANTHROPY

Written by Jonathan Scott

Solution by Barbara Gibb on a Spectrum

Note: I found that the first 9 inputs had to be typed accurately and without hesitation if I was to be in time to change into the wolf before I was too weak. Also, the scores are given for the first part as it is possible to complete it without gaining 125/250.

You play Aereas, a learned person who is afflicted with the ability to change into a wolf.

PART ONE

Start in your sanctuary/laboratory. X DESK, READ POPYRUS, BURN POPYRUS (so Prince Oedipus can't read the prophecy). LOOK U, PULL ROPE (summons Prince Oedipus), X PRINCE (note he has a key), PLACE ROPE BY CAGE (the end of the bell rope is near to cage), IN (cage), say to Prince LOCK DOOR (he locks it), Z or WAIT or just watch the screen until a message tells you to METAMORPHOSE INTO WOLF (before you are too weak). You change into a wolf, Prince Oedipus runs away. You sleep and when you awaken you are human, however note the hairs on the back of your hands. Your score is now 13/250.

TAKE MANDRAKE, PULL ROPE (left in reach so that you can summon the Prince. Ask him to OPEN CAGE (if the papyrus hasn't been destroyed he will read the prophecy and run away without unlocking the cage), OUT, X EAGLE, OPEN BEAK [19], TAKE HERBS (from beak), SEARCH FEATHERS [24] (now have pestle), U (rope to belfry), X DOME (see word Golem, not much of a clue but better than nothing), D, TAKE ABACUS, E (cellarage). The Prince is following you. X CASKET [29] (now have a chalice), N (vineyard), TAKE GRAPES (need chalice), NE (hilltop), X CENTAUR, TALK TO CENTAUR (wants to be human), SW, SE (emporium), X ZADOK, ASK ZADOK ABOUT CENTAUR (a wetted hypericum on tongue), NW, NE, WET JOHNS, PUT JOHNS ON TONGUE [32] (centaur turns into a boy who is now modestly hiding in the bushes), X BOY (note horse's tail), SW (vineyard), SEARCH VINES [37] (see minstrel sleeping on a toga).

The following has to be done quickly and accurately when prompted and I recommend you ramsave before you WAKE MINSTREL (note what he says) and TAKE DULCIMER before he has time to leave. You have to be quick to TAKE TOGA and go NE before the minstrel returns and reclaims his dulcimer. X DULCIMER (string missing). Do not return to the vineyard until you have repaired and played the dulcimer.

GIVE TOGA [41] (to boy who gives you horse's tail), X TAIL, TWIST TAIL, FIX DULCIMER [44] (need twisted tail), PLAY DULCIMER [46] (obol falls to the ground) TAKE OBOL, SW [52] (minstrel will immediately arrive and claim his dulcimer and give you a haversack), X HAVERSACK (empty but has a use later), X CLUSTERS (find unusual raisin), X RAISIN, DIVIDE RAISIN (now looks like 2 eyes), TAKE VINE, SE (emporium). BUY EGG [60] (need obol), X EGG (it is used in part two), ASK ZADOK ABOUT GOLEM (the name on the bell), NW, N (clay precipice), DROP RAISINS (into clay), X MANDRAKE, PULL ROOT [68] (of mandrake). A golem materializes. S (golem follows), NE (not with golem), WAVE SHOOT (golem stays), NE, SEARCH BUSHES [73] (see grave and pillar).

X PILLAR (I think it reads "One should be beady-eyed to bounce, the hour that time has stopped at should be kept to the left."), SW, WAVE SHOOT (golem will follow), E (alcove), X SUNDIAL (note number it has stopped at - it is random). E (sentinel won't let you so ask golem to) HIT GUARD [77]. You are now in Acrocorinthus of Corinth. X FLOOR (frogs), X FROGS, X PEDESTAL, X ABACUS (note shape and that it is "beady") MOVE N BEADS TO THE LEFT (N being the number the sundial had stopped at), PUT ABACUS ON PEDESTAL [80] (frogs start to bounce), E (not with golem), WAVE SHOOT, E (in homely sanctuary), X AMBROSE (ancient soothsayer), OPEN SHUTTERS [82], TELL AMBROSE ABOUT WOLF, SHOW HANDS [90] (Ambrose tells you to journey to Delphi to obtain a cure, he also gives you a drachma for the boat trip to Delphi).

W, W (seaport), U (shipmaster wants paying), GIVE DRACHMA [93]. You may now board by going U (ship is now at sea). X MAST, X CROWS NEST (see someone hiding), X PEOPLE, ASK PEOPLE. The Prince keeps them distracted while you CLIMB MAST [99]. TALK TO BOY (wants to go back to his father), ASK BOY to get INTO SACK [106] (need haversack), Z (wait - until the ship docks). The boy climbs out of the sack and leads you to his father in the Hall of Centaurs. You have righted the wrong you did in turning the boy into a human, and when you are returned to the Gulf of Corinth your score should be [110]. W, W (middle of forest - see two merchants fighting over an alabaster box which eventually falls down to a crag), X TREES (see stump), TIE VINE (the one you took in the vineyard), D (vine). Now at bottom of crag. X HOLLOW, X CRAG, PULL HANDLE [115] (sluice gates open and drain the hollow), IN (to drained hollow), TAKE PHYLACTERY, X PHYLACTERY (leather box containing scrolls), OUT, U (vine), E, N, Y [125].

Save position to load into part two.

PART TWO

Load in your saved position from the end of part one.

Start on road to Delphi. You can see a dying sacrist X SACRIST, TALK to SACRIST, GIVE GRAPES (from your chalice from part one), TALK SACRIST (asks you to fetch the healer), N, W, SW, N (by house on fire), TALK TO OWNER (he is the healer), S, S (fish-store) X ICE, TAKE ICE (too big), N, W, N (in dark grimy house), DROP EGG (the one you bought in the emporium). It breaks and the rainbow melts the ice block. S, E, S, X ICE, TAKE ICE, N, N, X HOUSE (see ladder), U (near roof), EXTINGUISH FIRE (need block of ice). The grateful healer asks you if there is anything he can do for you. Say HEAL SACRIST (need to be carrying the woundwort shoot), S, NE, E, S (the cured sacrist gives you a silver sword-hilt), N, E, X TREE, CLIMB TREE, SHAKE TREE (find arrow), TAKE ARROW, X ARROW, W, W (west side of city walls). You see a hag with a cauldron. X CAULDRON, TALK HAG, X HAGS HANDS, SHOW [your] HANDS (she says she needs 2 more items for her potion, which she will share with you). GIVE MANDRAKE (which you collected in part one), SW, W (small herb garden), X PLANTS (find valerian), TAKE SAFFRON (which was already present), E, NE, GIVE VALERIAN. The hag puts it into the cauldron which bubbles, then explodes. X DEBRIS, X HAGS HANDS, X YOUR HANDS, THROW BRICK (at soldier), N (alcove), DROP ALL EXCEPT SWORD, for safe keeping otherwise they will be confiscated when you try to enter the city. Go S and E to the sentry post.

You are arrested and locked in a cell. LISTEN to the soldiers talking (a clue). X DOOR, X SWORD (note description), PRESS Pommel (short blade shoots out), UNDO HINGES (need sword-hilt with blade protruding). BANG on DOOR (soldier comes in with whip and the door falls on him), TAKE WHIP, X DOOR, TAKE KEYS

E, UNLOCK DOOR (need keys), DROP KEYS, OPEN DOOR (Prince Oedipus emerges), X BENCH (now have a mortar), U (barracks), E, E (alleyway – see merchant you met at the end of part one), WHIP MERCHANT who runs southeast and is chased by some soldiers. DROP WHIP and go S to a sentry post where Prince Oedipus, surprisingly, deals with the one soldier left on guard.

Go W to the alcove where you left your possessions. TAKE ALL, I (you need at least the chalice containing the grapes, silver sword-hilt, arrow, mortar and pestle, saffron and phylactery). E, E, E through alleyways to where you meet a beggar. X BEGGAR, TALK TO BEGGAR. Be careful what you give him as you still need most of what you have, so GIVE PHYLACTERY. The beggar is so grateful he leads you through the alleyways to the northern part of Delphi. N (Temple to Apollo), X PYTHIA, TALK TO PYTHIA (note what she says), S, U (top of pillar), UNDO CLASP (using blade of sword-hilt), TAKE BOW.

D, E (Caves of Resplendence), CRUSH SAFFRON (need mortar and pestle – now have some orange dust), FIRE ARROW (need bow and also chalice full of grapes), X CHALICE (full of sweet wine), PUT DUST IN CHALICE and DRINK WINE to be cured of your lycanthropy and complete the adventure. [250/250]

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 Sacred Mountain.

It is now time to scale the Cliffs of Logic.

(In the Amiga version there are only 3 challenges, as opposed to 5 in the PC version)

THE FIRST CHALLENGE

USE THE HAND ICON ON THE CLIFF ETCHINGS to bring up an enlargement.

There are 4 circles in a row.

The circles must be pressed in the correct order, using the following rhyme from the manual:-

Four men standing in a row,
Third from the left and down you go,
The rest in order move you on,

The Youngest, the Oldest, and the Second Son.

(From left to right – press the 4th, 1st and 2nd)

Walk up the steps which appear.

THE SECOND CHALLENGE

USE THE HAND ICON ON THE CLIFF ETCHINGS to bring up an enlargement.

There are 26 different symbols.

Using the symbols in the manual, click on those which spell out the word SOAR.



Walk up the steps which appear.

THE THIRD CHALLENGE

USE THE HAND ICON ON THE CLIFF ETCHINGS to bring up an enlargement.

There are the same 26 symbols.

Again, using the same symbols from the manual, click on those representing the Sacred Four (TRANQUILITY, AZURE, CATERPILLAR, AIR)



Walk up the steps which appear, to the top.

(It is only necessary to complete these challenges on the first ascent of the Cliffs; thereafter, if Alexander wishes to climb the Cliffs again, he will automatically be transported to the top when he climbs the steps at the Beach)

PICK UP THE PEPPERMINT LEAF from the bush.

Walk North.

Alexander is caught as an intruder, and taken by the winged guardians to Lord Azure and Lady Aerial. Take note of the conversation. It has been prophesied that whoever succeeds in climbing the Cliffs of Logic will defeat the Minotaur. Their daughter, Celeste, has been taken to the Catacombs as a sacrifice. Alexander says he will rescue Celeste. The winged guardians escort Alexander from the court.

(If Alexander has all items needed in the Catacombs, the winged guardians will deposit him at the entrance to the Catacombs; if he does not have all the items needed, they will deposit him at the base of the Cliffs of Logic, to enable him to "make preparations". He must then find what is necessary, return to the Isle of the Sacred Mountain, and re-ascend the Cliffs – the first time he then climbs the Cliffs again, he will be ushered into the Catacombs, whether he is properly prepared or not)

NEXT MONTH – THE CATACOMBS

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