

ADVENTURE PROBE

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VOLUME 10 ISSUE 9



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ADVENTURE PROBE

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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.

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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HALL OF FAME

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

Pauline Thompson, Dorothy Millard, Frank Fridd, Mary Scott-Parker, Peter Clark,
Karen Tyers, Jonathan Scott, Reynir H. Stefansson, Ellen Mahon,
David Hebblethwaite, Edwina Brown, Ray Richardson,
Ron Guest, Phil Glover, Wynne Snowdon,
Larry Horsfield, Phil Reynolds
and Martin Bela



Special thanks to :
The Grue! and Ray Richardson for software
and Geoff Lynas for his usual excellent printing work

EDITORIAL

The postal strikes have caused a few problem with this issue. as they did with the previous issues. It seems some readers on the mainland didn't receive their magazine for 5 to 7 days after I'd posted them, and this has meant that some letters, personal messages, etc. were late arriving at the Probe office. I tried to included as much as possible, leaving some sections until the last minute, so if you don't see your particular contribution here, it will be in the October issue. If you have a letter or other contribution you would like to be in the next issue, it will be a great help if you could send it in as soon as possible.

Mary has written about a problem I ran into several years ago - see Cumberland Rambling in the letters section. I've always tried to ensure that important details such as addresses and telephone numbers are legible by printing them in a larger font. Unfortunately the publishing process reduces it to about 70% of the original, making everything in 12 point rather small. It won't be any trouble to produce the original A4 masters for the entire magazine in 13 point. It means less on each page, and I can't afford to increase the number of pages to 60 every month. Letters on this subject will be very welcome, and if I consider there are enough in favour, I could produce the November issue in the larger print and again ask for comments. The alternative is to get a decent printer. I've tired to save up for one but unfortunately other things have had to take priority. Maybe in the new year I will be in a better financial position. In the meantime, if anyone can recommend a good quality, reasonably priced printer to work with my Atari, I will be pleased to hear from them.

The 10th Birthday Competition was very popular, and I've announced the winners on page 42 in this issue. I've also published the answers. Checking the entry forms was very difficult and when you see the answers you will notice that I have accepted more than one answer to some questions. This proves my belief, which I have stated several times recently, that different adventurers look at puzzles from different angles. Until I started to check the entry forms I honestly thought there was only one answer per square. Of course, there *is* only one logical answer to some, but it soon became obvious that your ingenious minds had come up with excellent alternative answers to others. I've received many request for "more of the same" so if anyone can compile a few (doesn't have to be as many as 42), or knows of some already in existence, please let me know. Printing all the extra answers meant I didn't have space for the answer to Martin's Crossword #3 and David's 'Elio, 'Elio....2 brainteasers, but I promise they will be in the next magazine.

I know some readers are having a lot of trouble getting a working copy of various games published by some of the biggest software producers. These companies don't seem to care about image, customer satisfaction, or even have a specific department for dealing with customers general complaints. Numerous letters and telephone calls are initially ignored, then, if you are lucky, a promise to look at the problem. Many enquiries later you *may* get the promise of action or a replacement which doesn't arrive. I'm beginning to wonder what a buyer has to do to get large software houses to live up to the standards set by the smaller one-man operations. Letters for publication on this subject will be appreciated.

See you all next month.

Happy adventuring.

Barbara

LETTERS

Some more replies to Dot Vaughan's "No Insults Intended 2"

From Dorothy Millard of Croydon, Australia

How I wished I looked like Dot Vaughan envisioned me in her "No Insults Intended" section in the July edition of Probe. Unfortunately I am not tall and slim (although I have lost some weight lately), but I do have blue eyes. The other part is pretty spot on though.

I cannot let this opportunity go by without saying how much I have enjoyed the "No Insults Intended" section. Thanks Dot.

From John Schofield of Skelmanthorpe

I was very flattered to be one of Dot Vaughan's potted profiles. I only wish I was still in my late 20's - I was actually slim in those days - then I gave up smoking! The rest sounds reasonable, but I'd much rather be fell-walking or climbing a Munro than being in a pub.

P.S. For Dot's information, I shall be 55 next!

From Reynir H. Stefansson of Reydarfirdi, Iceland

I am tall, blonde and hunky - NOT! My hair (light/medium brown - goes well with my reddish beard, eh?) used to be short, but is now at shoulder-length, and my eyes are blue-grey. Social? Yes - from a distance!

From Larry Horsfield of Charlton

My reply to Dot Vaughan's "No Insults Intended" in the July issue of Probe is a bit late due to me needing to calm down a bit first (only kidding). Dot's attempt to guess what I looked like caused great mirth amongst the Hamilton Halls Gang, especially Jenny Perry, Dot's profile of whom was very flattering. Don't worry, Jenny, I will have my revenge (on YOU, not Dot!).

You were well out with the age, Dot, about 20 years to be precise - I am 43. My hair is short but dark brown with not one single grey one, but you were right about it thinning. My eyes ARE grey, well sort of grey/blue with brown flecks. I don't have a beard but have done in the past and you are dead right with the very tall (6'1"), straight and slim. I do indeed like things to be neat and tidy. I do like my own company, but not ALL the time, and I do enjoy walking.... well, I ain't got much choice as I don't drive! Is someone now going to be brave enough to send in a profile of Dorothy?

With reference to Phill Ramsay's letter complaining about hints and tips on his games being published in Probe, I think he is being a bit over-sensitive. A lot of adventure players don't like writing or phoning for help and look to Probe to help them when they get stuck in an adventure game. I personally have no objection to Barbara printing any hints'n'tips, getting-you-starteds or solutions to any of my adventures (providing she doesn't publish a full solution too soon after any game is released. of course).

From Ron Guest of Gunthorpe

Re Phill Ramsay's letter objecting to HINTS & TIPS. I cannot quite see the difference between the hints and tips section and "contacting Phil Reynolds or Probe for a hint or clue", to which Phil Ramsay has no objection. Neither can I quite grasp how it affects his copyright.

Although not an exact parallel, authors may take months or even years to write a novel which I may read in a day, if it were mandatory to spend as long reading as it took the author to write, such books would remain unread.

I can't recall having played any Phill Ramsay's games but have played and completed about four hundred adventures, some entirely unaided, some "with a little help from my friends" (that sounds a good idea for a song). Some problems were so devious I still don't understand them, some solutions were pathetic, some were so simple I banged my head on the wall for missing them, but having spent hours, days or months trying unsuccessful inputs the mind does get battle fatigue and ennui sets in.

I do not think most players easily forego the pleasure of working out a problem on his own, but without recourse to a few hints and tips I think fewer games would be sold, and indeed the boredom factor of being permanently stuck could well lose players altogether. Had it not been for my discovery of Probe and its helpline a few years ago, I doubt that I would personally still be playing adventures now.

The bottom line surely is not whether hints are a good thing but whether the games are worth playing. Without wanting to appear too critical of Phill, as I do understand what he is trying to say, but you would hardly want to advertise games with the proviso, "Do not buy this adventure if you are too thick to complete it unaided".

From Karen Tyers of Aine

Reading Phill Ramsay's letter in the current Probe has prompted me to put pen to paper. I have to say I was somewhat surprised, but can fully appreciate his sentiments.

However, for me, well I just write to see if I can do it! I get great satisfaction when I can pull something together and if people then want to buy and play it, that's the icing on the cake so to speak. I have no problem with hints and tips being published as long as a couple of months have elapsed, which I know you try to do anyway.

I have to confess I would be completely stumped sometimes without the hints and tips section. I tend to do my "playing" in the mornings when my teenage kids have left for school, and it's not always convenient to ring for help at that time. Most people prefer to be 'phoned during afternoon/evening. If I have got to the stage of needing help, I need it right then!

Personally I have no objections to anyone telephoning me for help if they are stuck with my games (unlikely, but you never know). In any case I like any excuse for a chat with a fellow adventurer.

Although I have been in adventuring for many years (on and off) I have never had the chance to attend the convention. However, I am going this year (already bought my ticket), so I look forward to seeing all the others there. It will be great to put some names to faces.....

Keep up the great work - may Probe live long and prosper, to coin a phrase!

From David Hebblethwaite of Huddersfield

Regarding Phill Ramsay's letter about hints and tips. This section of Probe is another source of help for adventurers, in addition to Probe's telephone/postal helpline, and the adventure publishers. It enables those adventurers who don't give help over the 'phone to help other adventurers. The hints and tips aren't always useful to everyone, but they can be just what someone is looking for, and because the hints are written down as part of the magazine, they can be referred to again and again, with no fear of them getting lost.

If Phill doesn't want hints for his games to be published, then that's his opinion, which he has every right to have (as does every other adventure author), and I can see why he would feel that way. However, I can't help thinking that if the other authors were very concerned about hints being given for their games, they would have said something by now. In fact, I'm a little surprised that Phill didn't bring this subject up before now, if he thought the amount of hints published for "Eunuch's Ball" was "particularly excessive".

If there is some concern over this matter, then perhaps, Barbara, you could only publish hints for an adventure now and again, or perhaps you could reduce the size of the Hints & Tips section.

Finally, Barbara, I've enclosed another of those lists... this one from the depths of my own (slightly) warped imagination.

*

Some adventurers play only one game at a time, refusing to start another until they have completed it, and some might dig out an old game they never finished when they see it mentioned. As I have never received a complain of this nature before I naturally assumed I was providing exactly what readers want. Many of us get stuck at different puzzles – something I find difficult may be very easy to someone else – hence the number of hints. I have deliberately kept the "reference section" separate from the rest of the magazine so readers can't accidentally see something until they choose to. However, I will cut down on hints, but if readers wish the magazine to stay at a minimum of 56 pages they will have to help me fill in with other types of contributions!

Which brings me to David's final paragraph. He has been bombarding me with lots of lists on various fascinating themes (e.g. last month's "Ten Adventurer's Surnames"), all of which will be published in future issues, so watch out for them. (Barbara)

From Ray Richardson of Grimsby

Many thanks for sending the August edition of Probe – it is certainly a good read, the balance of features being just right.

As to the question of whether I would like solutions to any of my games published in Probe or not, well, I consider it to be a form of flattery, as indeed a review of a game is. If the author is prepared to issue a solution/hints/tips himself, then I see no harm in a magazine such as yours doing it. Certainly, if you wish to say anything about any of *my* stuff, then you have my full blessing to do so.

It must be borne in mind that you are providing a service to your readers and hints, tips, solutions, etc. are a part of that service and I dare say that lots of your readers EXPECT to see this kind of thing in your magazine – I know I do. I think your guideline of 3 to 4 months from the date of the game being published is about right.

Why not include a questionnaire in a future issue of Probe asking authors/readers what they think? My own view, in a nutshell, is don't change a thing about Probe – and more power to you!

*

A review of Ray's adventure, "Back To The Future 4" is in this issue. I hope I have done it justice.

Ever since I took over as editor I have been meaning to send out a questionnaire. This is my 51st issue, and I still haven't got round to compiling one. I will give it some thought, and if anyone can suggest other questions, please let me know. (Barbara)

From Phil Glover of Hall Green

Larry's PC article was a good read, but the references to different sound cards, video chips, monitors, etc. may sound daunting. I use two PCs at work with all sorts of clobber, and it still confuses me as everything seems to change and need updating every couple of months. Independent "experts" seem to say that if you want a good PC set-up, expect to spend £2,000 plus, and expect it to be almost worthless within two years, due to the rate of change and rapid depreciation. Phew! I won't be getting a new PC unless I win the lottery! If anyone buys one, they need to ensure that it is easy to upgrade the hardware and that they get some sort of repair cover. Our two office PCs have had numerous faults which would have cost hundreds of pounds to a home user. Hardware compatibility problems are fearsome, and you really have to study manuals hard to understand even the simplest things. Oh, for the days of old computers (Spectrum or SAM) that you can just plug into the TV and get repaired easily.

From Damian Steele of Paignton.....

You were perfectly correct when you said in the July edition of Probe that certain machines will read disks from PCs if they are formatted to 720k. Both Atari's and Amiga's will do this.

What must be remembered though, is that the text saved on the disk should be in raw ASCII (American Standard Code for Information Interchange – pronounced ASKEY). This is the most basic form of text and uses a single font which is available to all the above machines. If the text is not saved in this format, the machine _may_ try to interpret it with limited success but would, without a doubt, lose all other fonts, point sizes and most, if not all, pagination and non-standard punctuation. Even so, this is not usually a great loss as I expect you would have to remove these anyway when the article is imported into the new environment.

If you are happy to accept work on disk, could you give us some pointers about screen width on your machine. My PC is using standard 80 columns.* How does this come out on your system? Would it help if we restricted text to, say 70 columns or is this OK?

* Having said that, I am using DOS Edit at the moment as it saves in ASCII format as standard. This programme has a narrow border around the edge so my display is actually 78 columns of text.

*

I didn't have any trouble importing the above ASCII file, and it is exactly as it appeared on the screen except I put Damian's name at the beginning and deleted it at the end. I don't think line lengths matter (someone may know better). I use 65 characters per line, but in ASCII mode it probably doesn't make any difference. (Barbara)

CUMBERLAND RAMBLINGS

Dear Barbara,

Either my eyes are deteriorating or the print in Probe is getting smaller! Do others find it uncomfortably small to read? How about a free magnifying glass with each issue – or failing that – a larger print size? Is it possible to make the print larger without losing too much content?

It's Star Trek's 30th Anniversary any time now and the original series is being re-released on video – three episodes per video. When the videos were first released, at the time of the 25th Anniversary, there were only two episodes per video. Britannia are offering the entire series as a video a month deal, with three free videos if you join (the commitment is to buy at least six further videos in the series).

Can someone tell me why the Enterprise has no seat belts? Surely this was a dangerous oversight on the part of the designers! Time after time the poor crew members are flung around the bridge at the whim of any passing ion storm or attacking Klingon vessel – miraculously sustaining only superficial injuries! And WHO on earth (or perhaps NOT on earth!) was responsible for the hair styles! (of both sexes!)

I enjoyed Laurence Creighton's "Squares Quiz" in the 10th issue very much – any more where that came from?

Bye for now, Mary (Scott-Parker)

The size of print is governed by the size of fonts in the DTP package. I use 12 point for most of the magazine and 13 point for addresses, 'phone numbers, etc. The above is in 12 point, below in 13 point, in identical frames and the whole page has been reduced from A4 to A5 in the printing process. More about this in my editorial. (Barbara)

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REVIEWS

BACK TO THE FUTURE 4

(The Search For Doc)

Written by Ray Richardson

Reviewed by Barbara Gibb on an Amiga

Devotees of the three "Back To The Future" films will know that the hero is a teenager called Marty who, with his "mad scientist" friend Doc Brown, travels backwards and forwards in time via a DeLorean car cunningly converted into a time machine. Knowledge of these films is not essential, as it won't help you play BTTF4. I have only seen the first two films, and had no trouble understanding the storyline, which is, basically, your search for Doc Brown.

The adventure begins in the present day. Exploring the town you can visit the high school, cinema, shopping mall, bank, various stores, etc. and, most importantly, climb up to the top of the famous clock tower and look around Doc Brown's deserted house and workshop. Before you can leave this time zone you have to make a time machine by converting a DeLorean car using the parts found scattered around the town.

After "take-off" the time mechanism malfunctions, and the time machine lands in a pre-historic era. You will have to be very careful when exploring the jungle as there are quite a few sudden deaths - my advice is save to disc or memory as soon as you arrive, something I also did at the beginning of subsequent time zones. When you have found evidence that the Doc has been here you will be allowed to leave. You are also given a password to access part two on disc two.

You are now in the year 1955. Here Biff the bully is a real nuisance until you can stand up to him. After learning vital information concerning Doc Brown and picking up something to get the time machine moving again, you are off to the Wild West of 1855. Disappointingly, despite a good set of well-described locations, there is very little to do here. Once again you can leave as soon as you know the Doc has been here but left before you arrived.

Moving on to the fifth time zone, The Future of 2015, this has a few more puzzles to solve, and I found it the most interesting. Biff's future relative, Griff, beat me up until I could fight back, and I could whizz around on a hoverboard if I wished. As Marty, I even got to meet myself.

The final zone is Memphis in 1975. I don't know Memphis but assume the author has compiled an accurate map which includes such places as Gracelands, a riverboat, a zoo, several theatres, a fairground, etc. I even strolled along Beale Street, which I recognized as I am a traditional jazz fan. It is in the Coliseum that you finally meet up with Doc Brown and if you have a certain item to give to him the game will end.

The adventure is liberally illustrated with some rather blurry digitized black and white pictures captured from the feature films, plus some nice coloured pictures of lush vegetation. I'm not sure about the legality of using pictures from the films, even though the game is public domain.

Ray obviously has a good knowledge of the feature films, and has meticulously reproduced them in this adventure game.

BTF4 comes on three discs – one part per disc, two time zones per part. Disc swapping is kept to a minimum because you play each zone in turn, a bonus as I have no external drive for the Amiga 600. Passwords are given at the end of the 2nd and 4th zones, and you are prompted to change the disc, otherwise you only need to swap when saving and loading.

The author sent me a copy of this version a while ago asking if I would look at it for him. I picked out a few minor points, but my main criticism was that I thought it needed more puzzles. He has told me he intends to revise the game after noting some of my comments. In the meantime, if you enjoyed the feature films I'm sure you will find the computer game just as interesting.

Available from Zenobi Software. Price : £3 for the three disc set.

DR.DEATH'S HOUSE OF HORRORS

Written by John Olsen

Reviewed by Dorothy Millard on a PC

The sound of clanking chains and moaning assaults your ears. Why are you locked in a medieval dungeon? How did this horrible nightmare begin? You peer around the stone jail cell. There is a locked brass door on the eastern wall and a sturdy wooden dressing table (which is crushed later anyway!). Oh and I nearly forgot, walls closing in on you. If you don't act within five moves you finish up crushed between the heavy stone walls (which I was a number of times before striking the right wording to get out). Once you have successfully escaped the closing walls of the dungeon you find yourself outside a large Victorian Mansion, Dr.Death's House of Horrors Wax Museum. You pull the bell, trigger a trapdoor mechanism and are told you will never escape until you find the ten keys to freedom and learn how to use them.

Once inside the mansion you will visit places like Eighteenth Century France, an Undersea Tableau, an Old West Town, Graveyard, French Foreign Legion Outpost, etc. I found it interesting to visit the various vastly differing locations and enjoyed the scenario. It made a pleasant change from trolls, gnomes, etc. The location descriptions aren't long but the examine command is extremely well supported and I found it interesting reading about the various wax figures in each location. It took me a while to see the obvious when I became thirsty, which necessitated a couple of restarts, but once this was overcome there was plenty of time to look around and work out what needed to be done. Puzzles aren't too difficult, with plenty of clues sprinkled around, therefore "Dr.Death's House of Horrors would be suitable for less experience adventurers and those who like an evening's challenge without too much brain teasing.

"Dr.Death's House of Horrors", together with two other games, is shareware and the author requests \$A20 registration fee, for which hint sheets, maps and solutions are offered, although in my opinion the game is easy to map and with the liberal clues contained within the game, for most people no hint sheets would be necessary.

[This game will also run on an Amiga under PC emulation....Barbara]

CONQUEST AT QUENDOR

Written by The Grue!

Reviewed by Barbara Gibb on an Amiga under PC emulation

When someone was foolish enough to ask me what I do with all my computers, I told them I play text adventure games. The very foolish unwisely asked me "what is an adventure game?". As most of these innocents were pensioners with no young relatives and never seen a program run on a computer, I developed a stock answer. I told them that it is like seeing a page of a book on screen, and you can't turn over the page until you have solved a puzzle. Not strictly true, but the best I could offer.

Now I have proof that what I have been saying was closer than I thought because Grue!, between writing "proper" adventures, has come up with an interesting program. It is based on those childrens books that offer a choice of which page to turn to depending on how you think the story should continue.

The opening scene of "CONQUEST AT QUNENDOR" is a baseball game. Suddenly a storm sends everyone scurrying to the dugouts. After a bolt of lightning explodes from a cloud, it changes shape until it forms a giant hand which reaches down and picks up our heroes who at that moment were called June and Bill, but in the Land of Frobozz they are better known as Juranda and Bivotar. There they had, amongst other heroic deeds, rescued Prince Logrumethar from the enchantment of the evil warlord Grawl.

When Juranda and Bivotar wake up from their drugged sleep and look around they find themselves in a dungeon and will now meet a demon. This little devil is called Jeearr and is described as being "like a cat with no legs, just a head and a tail stuck onto a huge furry ball no whiskers tail covered with suckers". (Sounds like something Grimmy dragged in.) This creature makes many appearances, and in a high pitched squeaky voice will recite advice in the form of rhymes. It is up to you whether or not to believe it.

Soon after Jeearr's first appearance Bivotar is stung by a scorpion and you, as the reader, have to make your first decision. You are given two options (increased to three and four later in the "book"). The wrong choice leads to death, the right choice results in progress in the form of lots of text describing our heroes actions, their new surroundings, their latest predicament, and a new set of options - and so it goes on until the final page. I can't say any more because it may give you clues as to which options to pick, and therefore depriving you of the joy of reading some of Grue's! wonderful methods of killing off our heroes, and you.

This program is something some of you may run through in a short evening, slower readers may need longer. I personally prolonged it for as long as I could, sometimes deliberately making a wrong choice, and I'm a slow reader as I like to savour words and let them form a picture in my mind.

As I have said, wrong choices lead to death, correct ones lead to lots of text typical of Grue's! sense of humour and his talent for storytelling. To make it even more exciting you can save your position only once - about two-thirds of the way through the "book". (There was plenty of room on *my* game disc for this one save.)

I understand this type of program is quick and easy to produce. Although it is written using TADS it requires no programming knowledge as the only inputs understood are SAVE, RESTORE, RESTART, QUIT, and p:number. Providing you are good at storytelling, and methodical at keeping track of each page, it is very simple - so I've been told.

I'm sure I couldn't do it, but for those who can write but not program, I'm hoping that "CONQUEST AT QUENDOR" will set a trend and encourage others to have a go.

Although written on a PC, the "book" is a single file and ran perfectly on my 2 meg. Amiga 600 using PC Task and MSDOS. The only difference is that on a TV the text is white on black but I understand on a PC you will get a more colourful display. I wouldn't have been any wiser if Grue! hadn't asked me what it looked like on my screen - what I didn't get I didn't miss!

The story is perfect for children of all ages, nothing here that you wouldn't want your 10 year old child or granny to read, in fact it may just be the thing to get those reluctant relatives interested in your computer - but don't blame me if they take it over and *you* end up making the tea.

Cheaper and much more entertaining than any paperback book from W.H. Smith.

Available from Borphée Computers. Price £2.50. Please see advertisement in this issue for full details.

NOTE : If you want it for the **AMIGA** please say so very clearly so that Grue! can format the disc as 720K.

GYMNASIUM ADVENTURE

Written by John Olsen

Reviewed by Dorothy Millard on a PC

It is the end of the last period at "good-ole" Central High and you've just completed another strenuous P.E. class. Into the showers you go, hearing the school bell marking the end of the school day as you step in. You finish your shower and step back into the locker room, only to find your clothes are gone and no one is around. Your task is to find your clothes and wallet.

"Gymnasium Adventure", or remembering academia, written by John Olsen, must be one of his early programming attempts. My reasons for surmising this are twofold, firstly because of its setting in a school (this setting tends to be used mainly by teenagers) and secondly because of the way it is written and the type of problems encountered.

I have played other games written by John Olsen and I know he is capable of much more. The program has a very limited vocabulary and in fact only six verbs are needed to complete the game. Most of the objects to be found (your clothes and wallet) can be found by simply moving or opening something else. The hardest puzzle was the maths problem on the blackboard, which must be solved in order to find the combination to the locker.

This is a very simple adventure, good for an hour of fun, but don't expect anything in depth.

[This game will run on an Amiga under PC emulation.....Barbara]



EYE OF THE INCA

Written by John Olsen

Reviewed by Steve Clay on an Amiga under PC emulation

You have finally found the long lost Inca Temple. Now all you have to do is enter the Temple and unearth the largest diamond in the world known as The Eye of the Inca – (good title for a game that) – you also need to collect all the golden treasures that you can and return them to the start location. Typing SCORE here will tell how well or badly you are progressing.

The first piece of advice, and actually the only piece advice, I shall give in this review is to perform a REDESCRIBE in this first location and you will find a rock. From here you can enter the Temple via a flight of steps. There are several rooms to visit and your map should grow quickly, if it doesn't then draw faster. Whilst wandering hither and thither through the Temple you will find a few locked doors, a similar number of signs that require an Incan translation tablet before you can read them and lots of other interesting items. Anything gold would seem to be a treasure and many of these treasures are just lying around waiting to be collected by yours truly with the minimum amount of fuss. There is a maze that can be reached by using one of the golden items you find and at the end of this maze is the Forgotten room but nobody can remember why it is called that. There is a plate glass window here, beyond which you can see the Eye of the Inca, so at least you know where it is, even if you don't know how to get to it just yet.

There are lots of objects to collect and although a fairly generous carry limit has been implemented you still often find yourself unable to carry any more, so a suitable 'dumping' point needs to be found. This is not really a problem as it is unlikely that you'll leave an object where it can't be retrieved later.

There are no sudden deaths as such although getting killed is an option if you ignore the plentiful warnings that abound in responses to the EXAM command. Check out the skeleton and the statue for good examples of this. As well as the normal examine you can also look UNDER and BEHIND things and often another treasure or useful object will be revealed. The location text restricts itself to essentials and makes little effort to create an atmosphere.

You will be told there is a 'wooden door' rather than 'You see a wooden door crafted from Noggy wood by the now-extinct craftsmen of Wazak.' What you see is what you get and I for one am thankful for that. The examine command is most useful and most objects will reveal more secrets. The response time to inputs is instant as is the speed of the text appearing on screen as you move between locations.

This is the first John Olsen game I have played and since playing it I have had a look at the two Merlin games reviewed in a recent issue of Probe. There is a definite style to John's games and he seems to prefer the basic treasure hunt format. There is always a feeling, while playing these games, that each time you restart you will make progress. This fact makes them great for beginners or those who don't want to stretch their brain too much.

This game is actually a PC shareware game that can be played on an Amiga with PC Task and DOS [*]. The unexpanded A600 will run games up to approx 50K, after that an out of memory message will be printed. I understand that games that access the disk during play will not run.

[*] This game was originally written for the C64 – contact the Probe office for details.
.....Barbara

I DARE YOU

Written by Louise Wenlock

Reviewed by Wynne Snowdon on a C64

Standing in the hallway of my home, I wondered what on earth I'd let myself in for when accepting the dare. For inspiration, I searched around and found a few useful things including the first easy clue. From this I learned where the dare would take place. Going outside, I hailed a cab which took me to a big old house.

Searching the hallway, I discovered some helpful objects and a second clue. I also noticed a locked gate barring the way upstairs. Under the stairs I located a model car with some parts missing and the instructions to rebuild it. Of course, it wasn't that easy. First of all I had to find the parts but at least I now knew what to look for. This, in essence, was the task for the first part of the programme.

Eventually, the car fixed, I used it to find the key to the stair gate. This was an extremely tedious part of the programme for me. The car had to move through a range of directions all individually typed as "say <direction>" and the same in reverse to retrieve it. I didn't even have the satisfaction of working out the route.

On the upper floor, the object was to find a way out of the house and complete the dare. As with the rest of the adventure, every location had something to give up. At the very end there was, once again, a tedious routine of doing the same thing over and over with different items. At last, when I assumed all the puzzles were solved, I completed the task with a score of 92% - I don't know where the other 8% is but doubt if I'll try to find them.

There are many parts of this adventure I enjoyed but there were also those which, quite frankly, I found boring. On the credit side, the puzzles were mostly very clever and innovative, some were predictable but, in general, I was absorbed in them and this, after all, is the best of adventuring. I really had to work hard to find and use some items and this kept me happy for most of the adventure. On the debit side, I hated the tedious routines mentioned earlier. Finding the key involved typing the same command twenty times. To leave the house the same thing twelve times. Of course, this assumes you've found the twelve objects needed. I felt these routines had been included only to pad out the story.

Another thing I disliked was the absence of many exit directions. Every direction in every locations had to be input to be sure of covering the entire house. Maybe I missed one and that's where the missing 8% went. Some other writers use the same technique and I can live with it - hopefully. But, in this programme it compounded my irritation at what I considered to be unnecessary input.

In general there are those elements in "I DARE YOU" that many of you will enjoy. It's not a long adventure. Most of the work is in finding and using the many and varied items rather than visiting lots of locations. I was very happy pottering about the place until the car was fixed. Never one blessed with much patience however, I lost interest in the middle. It was rekindled once I reached the upper floor but waned again at the end. Suitable I think for a wide range of adventurers. I doubt, unfortunately, it will ever be among my top ten.

Available from The Adventure Workshop.

Price : **Amstrad** - £4 (disc only), **C64** - £2 (tape or disc), **Spectrum** - £2 (tape), £4 (disc).
Cheque/p.o. payable to P.M.Reynolds

KING OTTO'S QUEST

Written by Stephen Robertson

Reviewed by Dorothy Millard on a Spectrum

It is 3.00 pm on a dull Wednesday afternoon. King Otto (you) is pacing the throne room, he seems to be very bored. If only he was allowed out of the castle once in a while, but for security reasons he cannot. But today will be different, for you are about to step into his regal shoes and help His Royal Highness escape from his castle!

A simple plot but King Otto's Quest has heaps and heaps of very well thought out puzzles. There are only 35 locations but every one is packed with puzzles and objects to be manipulated. I had a little trouble getting started so I will give a hint - in the kitchen when you try to go east you get a message that "This place is already occupied", but keep trying to go east until you eventually succeed to finish up in the echoing room. The game will then open out allowing you to solve many puzzles presented.

Starting in the imposing throne room, I visited a chapel presided over by Cardinal Phlegm, the music room guarded by Snapper the Dog and the dungeon where you meet Thelma the Dungeon Keeper who won't let you past if she can see you. I particularly liked the fact that if you did something silly and bent your sword, it wasn't back to the start. Instead it is off to the smithy where it can be repaired, assuming you have the hammer of course! I enjoyed the puzzle in the kitchen, working out how to keep the door open, only to obtain the box to find I couldn't open it. Dressing up in a wig, red high heels and a dress, you can kiss the frog who turns into Mervyn the Magician who gives you a clue, and don't forget to look in the mirror while dressed like this. Entering the room of riddles you will meet Rorstedge the Master Inquisitor who asks you to discover his secret numbers and reveal them for a reward. Once these numbers have been revealed he will place a silver bar before you which can be used to bribe the guard. Easy you might think now to exit the castle, but no, first you must LOOK the part!

Throughout the game you become thirsty and this problem is easily solved by obtaining the cup conveniently placed in the kitchen and drinking the wine in the banqueting hall which never seems to run out. Plenty of notice is given that you are becoming thirsty so you should never have problems getting to the banqueting hall for a refill. However, over a period of time you become drunk which causes you to drop things and naturally enough your bladder becomes full requiring relief.

Written with the Quill, "King Otto's Quest" is a real gem. It doesn't have heaps of descriptive text but it does have heaps of puzzles and lots to do in each location combined with a great sense of humour. I highly recommend it.

[This is a golden-olddie, so look out for it in all the usual, and unusual, second-hand software places.....Barbara]



LASKAR'S RETURN

Written by Laurence Creighton

Reviewed by Karen Tyers on a Spectrum

I'm not sure how qualified I am to write this review, as I am one of the few people who have not played too many of Laurence's games yet. (Lucky me - I've still got loads to play!) However, that said, let's get down to it....

You are told that you are playing with your SHF receiver one night when you pick up an SOS from your old friend Laskar. It seems he was on his way to visit you when his spacecraft developed problems and a crash is imminent. Quickly you triangulate his approximate position, pack a few things and head for the airport. However, as is the way of things, the airline manages to lose your baggage so you arrive with absolutely zilch! You set off for the area you think Laskar has crashed in with one thought niggling at the back of your mind. The spacecraft is nuclear powered so can you get to Laskar and prevent a total disaster for mankind.

You start on a long path with not a lot in view. Moving to a dead-end you find a crate where you hear scratching noises.... Leaving that for the moment you travel in the opposite direction to find a beach with a signpost, a cave you can't enter because it's too dark, a hardware store and a cliff with an overhanging ledge. The owner of the hardware store tells you he can provide all services, but he has an injured hand and can only provide a limited amount of help, so it's up to you to decide what you want him to do. At the cliff base you find a convenient hanging rope. Great - except it's too greasy to climb, and if you put too much pressure on it, it falls at your feet. I struggled with the light source for the cave, and found it by accident. However, if I'd read the text and descriptions I should have twigged. I thought I'd seen all possible ways of providing light in a dark place, but this one takes the biscuit.

This is just a taster of the problems you will meet in the first ten locations!! None of the puzzles are easy and Laurence has hidden things away in the most unlikely places. Deviating from his usual style, there are a number of places where you can meet with sudden death, but there is enough warning so if you still manage to find yourself dead you have no one to blame but yourself. There are a number of useful contractions, e.g. LIND (look inside), etc. but I have added a small one of my own to this review RSP (reload saved position)!!

Back to the plot. Having negotiated the problem in the cave, I found myself at the edge of a deep fissure that is too wide to jump, and of course the rope isn't long enough to reach the other side (is it ever?) This is a point of no return, so make sure you have checked everything at least twice - we all know Laurence. One little hint which I hope will not spoil things for you - if you get to the fissure and you haven't found a code number, go back.

Okay - over the fissure you go to be faced with a small shed at the side of the path and a little further on a brick wall. There is so much to do here that I thought I was back playing RC&C [*]. I guarantee you will think you've done everything and you'll still miss something. I had a few problems getting over the wall as it kept collapsing on me but be assured there is a way over it. Beyond the wall there is a clearing and a lake with the inevitable boat. Examine the boat to find that it is in good working order. Thank you Laurence - I can use it straight away. Not so of course. it might be a good boat, but it has an outboard motor that has no fuel. RSP for the umpteenth time and find some.... The good news is that once you have the boat going you can use it as many times as you like

Cross the lake and you find yourself on an island and you don't get far before a very large monkey bars your way forward. Move back one location and find the answer to your problem. except that it is at the top of a tall tree with no footholds. Past the monkey you will find yourself faced with burning embers across the path. You can find a very convenient rope dangling, but unfortunately for you it is dangling right over the embers and you can't reach it. Okay - just climb the tree and pull it over - no chance. There is a very large snake coiled in the tree and guess who's on the menu! RSP again, and again, and again, all because I missed something earlier. Getting past this point you find yourself faced with a cliff top and you just have to find a way down. I might tell you here, jumping off the edge without some sort of help doesn't work.

Once at the bottom of the cliff you find Laskar who is obviously dying. Talk to him and he tells you that you have only 150 moves to stop the spacecraft blowing up and causing a nuclear holocaust. He hands you a remote device, tells you to be careful how you use it and promptly breathes his last. Once you leave Laskar's body you will find yourself thirsty, and I hope you have catered for this one earlier. Further along the path you find a red brick building (No, not the one from you know who), which turns out to be an abandoned stable. There is quite a bit to do in here before you can find a hole in the ground and you have to get down there in order to save mankind. Typically it is dark and you must find another source of light as the one from the cave has to stay there. Even when you find it, things are not straightforward as you will come face to face with a giant spider that has no intention of letting you past. Get rid of him and you are right at the end, you just have to work out how to stop the spacecraft blowing up.

I have rabbited on at length about this game I know, but I have to say that I think it is the hardest one Laurence has ever written. I don't think anyone will finish this without help - the phone line between my house and Terry Taylor's was red hot (thanks Terry). There were one or two minor hiccups which I think were due to sheer lack of memory, but nothing that will stop the game being completed. Laurence's wicked sense of humour shows through in a lot of places - try sawing the legs off the ladder when you find it. This is an absolutely brilliant game and I suggest you get your grubby mitts on some pennies and send for it immediately - if not sooner. In my opinion (not worth a lot but never mind) it's the best game he has written to date. Thanks Laurence - can't wait for the next one.

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

[*] Retarded Creatures & Caverns, available from Zenobi Software.

THE EDITOR'S AMBITION by WYNNE SNOWDON

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SLEEPIN' AGAIN?

Written by Peter Clark

Reviewed by Barbara Gibb on an Amstrad

While taking a well-earned stroll in the park after completing another mega adventure, you sit down on a bench and soon drift off into a dream in which you see a cricket pitch with a strange police box standing where second slip should be. Curious? Play on from here and enter a land of fantasy.

You correctly guessed, of course, that the police box is a Tardis - one of the all-time favourite methods of time travel. (I think it is a great tribute to "Dr. Who" that so many writers have adopted the idea.) Operating the Tardis is simple, but when you emerge you have no idea where you are as the destination seems to be as random as it is in the TV series.

However, it seems safe to explore the surround area, noting the lake, the circle of stones, the ice-cream van, and a man called Arthur who is reading a paper outside his allotment shed. Being over 18 I ventured into a pub called The Queen Victoria which sells very strong beer; no wonder I fell down a plughole a bit later on, but at least I had a soft landing in a haystack. Exploring the area I found a knight, King Arthur, Merlin the wizard, and a famous red dragon who has already graced the pages of Probe and the screens of adventurers playing "A Midsummer Day's Dream". Help him and you will be close to completing part one.

After reading the sign outside the hotel near the beginning of part two, you won't be surprised to find the hotel is run by a very tall, brusque man who employs a waiter from Barcelona. No rats in this game but you will meet a Pied Piper.

In a forest I came across a huge green caterpillar sitting on a mushroom beside a closed gate. As I could talk to dragons, I decided to converse with the caterpillar, and discovered I could actually help him to help me progress, then I found a stream barring my way. I couldn't get the means of crossing to the other side until I'd helped a seagull at the top of a tree. Yes, I too thought Peter had made a mistake until I discovered he was here as a result of something I'd done in "A Midsummer Day's Dream", the prequel to this adventure.

Walking along a towpath I was led to a cave, and here I may well have stayed if I hadn't prudently ramsaved before crossing the stream. Progressing, I came to a castle which reminded me of one of my favourite cartoon films, Disney's Robin Hood.

The end is now in sight, and what an ending! Thanks Peter, I agree with every word.

The text is descriptive, telling you enough to maintain your interest without being too obvious. In the land of fantasy almost anything seems acceptable, but it takes a good writer to move the action from one fantastic situation to another without the player being aware that they are not really connected.

As I have already said, this is a sequel to "A Midsummer Day's Dream", also available from WoW Software (Amstrad) and The Adventure Workshop (Spectrum). "SLEEPIN' AGAIN?" is every bit as good and entertaining, with Peter's own sense of humour coming through. I won't tell you where, find out for yourself.

Amstrad version available from WoW Software. Price : £5 (disc only). Cheque/p.o. payable to J.G.Pancott.

Spectrum version available from The Adventure Workshop. Price : £4 (tape), £5.50 (disc). Cheque/p.o. payable to P.M. Reynolds

TRUBLE WITH TROLLS

Written by George E Hoyle

Reviewed by Wynne Snowdon on a Spectrum

Your grandfather has recently died and your family, not being rich, are struggling to find money for the funeral. Your inheritance from your grandfather is a heavy wooden chest which lies in your bedroom. First things first, get all you can from the chest and your bedroom. You'll find a note from your grandfather telling you of a very large diamond which would end the financial problems of your family. This is written on the back of a map which, unfortunately, you can't decipher. Finished in the bedroom? Good, now off you go to follow up the lead you've been given.

Once you've searched around the house, where possible, you go looking for your friend Rodney. He can't decipher the map either so offers to take you to a man who can – the eccentric hermit Bloodnok. Rodney takes you to the hermit's cottage where everything that happens is like a scene from the Goon Show. When you leave, however, you can read the map.

Leaving Rodney in the village, you catch the local stage-coach to Silicone Valley. As it is the home of Trolls the driver only takes you as far as the edge of the valley. When you eventually get into the valley you need to find a way into the city. A bit of bribery helps here and also a means of disguise. En route to the castle you can pop into the local pub where you hear something of great interest. If you can pass a guard with a pounding hangover you get the information to a grateful king troll. He offers you the pick of his treasury where you see for the first time the great jewel you seek. He won't give it to you unless you get rid of a troublesome Nerk on the other side of a river. You just can't trust a king troll to keep his word.

You eventually cross the river and deal with the Nerk with surprising ease if you've managed to find all you need in other parts of the adventure. You collect the diamond and make your way home to your delighted family. There's a good adventurer eh.

What to say about this adventure? It's pretty run-of-the-mill but quite enjoyable. The author has saved the adventurer a lot of meaningless trudging around by providing a "follow" instruction. I was grateful for this as it saved many unnecessary moves to get from A to B. The plot is a little thin in places but the problems were generally quite clever and logical to solve. I would have liked to have more difficulty in dealing with the Nerk as the adventure seemed to come to a sudden, abrupt end.

I liked the humour of the game. I mentioned the Goons earlier and some parts are definitely "Ying Tang, Ying Tang". My one real criticism would be the vagueness of some of the commands. e.g. I had to "stand on crate" to get a needed item. Try as I might I just couldn't get back off it. So there I was, stuck on this crate and nowhere to go. Help arrived in the form of a hint from Barbara. The needed command was "stand down". Now, I know this term is used in HM Forces to relieve someone from duty but I would never have considered it in the context of getting down from a crate.

All in all I think this adventure is well worth trying and worth the relatively small amount it costs. It's suitable for all levels of player so, go on, add it to your collection.

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

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The white burst of fire disappeared into my scrip. I allowed a coughing, choking breath to escape from deep inside me. I gazed at the dragon in absolute stupefaction.

"Although we do not subscribe to silly codes of honour," the dragon said to me, "we can appreciate honesty and bravery when we meet it. I accept your bargain. Now go before I change my mind."

I dropped what was left of the map, and retreated hurriedly from the dragon's cave. The air outside seemed fresh and cold and invigorating.

Still unable to believe my luck, I began the long trek back to Morana's land. I examined my scrip with great care. Although not hot to the touch, it glowed with an inner, restless, fire which seemed more brilliant and pure than anything which I had seen before.

Once more, I spent the night in the open air. The night was cold and still, and yet I did not feel the cold gnawing at me. Suddenly guessing the reason, I removed the scrip and placed it a couple of feet away. Immediately, freezing, howling wind assailed me, hinting of frost and snow. Yet once I again held the scrip, the cold weather seemed to lose all power over me.

I passed a decent enough night, and my sleep was filled with strange and wonderful dreams of past and future, of old loves and those yet to be met.

Next day, I continued on my way, pondering over the fragments of the dreams which had still been in my mind on waking. As always, they made no obvious sense, and yet I enjoyed the atten.....

"Hold it there, you," a voice suddenly squeaked at me, startling me out of my reverie.

Vexed with myself at allowing my attention to wander, and at relaxing my guard, I suddenly realised that I recognised the voice. I turned around slowly.

The Dwarf stood before me, sword in hand. I took in the oversized lump on his head, and understood that perhaps I hadn't needed to hit him with such force to knock him out.

He grinned at me, and waggled the sword in the general vicinity of my navel.

"What? Cat got your tongue?" he sneered at me. "Not so fond of your own voice now that I've got

a sword and the boot's on the other foot?"

Confused by his strangled use of metaphor, I glanced at his feet.

Foolishly, the Dwarf allowed himself to be taken in by my gaze. His eyes followed the direction of mine. The sword point wavered. I pounced.

Knocking the sword to the side, I grasped the Dwarf, who cowered away from me in terror, both hands clasped over his head to protect it. I suddenly realised just how pathetic he was, and allowed him to fall to the floor.

"You know, friend," I told him kindly, "I think you're out of your depth. Why not find a nice mountain to tunnel through?"

The Dwarf began to move away from me, but then his eyes lighted upon my scrip. They opened wide. "Dragon fire!" he breathed in awe. "Why, that'd buy a whole gold mine....maybe two!"

I laughed at the idea as I turned to continue my journey. A second later, an intense jolt of pain made me roar with anger. Glancing over my shoulder, I made out the hilt of a throw-knife protruding from my left shoulder blade. I struggled against the pain to pull the knife free, and then found myself once again under assault by the Dwarf.

Kick after kick landed on me, forcing me to my knees. I blocked the blows as well as I could with my right arm. My left dangled against my side, numb and useless.

I felt the sticky blood trickling down my back and knew that the Dwarf was hoping to overcome me as I tired from blood loss, and knew that he might just succeed. But greed overcame sound tactics.

The Dwarf made a despairing grab for my scrip, leaving himself precariously balanced. I managed a backhanded chop to the side of his neck. Amazingly, the blow landed perfectly, and the Dwarf crumpled to the floor.

I spotted the single tree about a hundred yards away, and despite the pain in my shoulder, I dragged the Dwarf once more to it, grateful to him for reminding me never to underestimate any foe.

I tore a strip from my robe to improvise a sling-cum-bandage, and set off once again in the direction of Morana's land.

Night was drawing in as her cottage came into view. Vaguely, I saw Morana running towards me, and then all became black.

To be continued....

ADVENTURING MEMORIES WHIRLING AROUND Pt.1

by JONATHAN SCOTT

Bob named his Spectrum "CLIVE" after the father of Spec-chumming, his Amstrad "ALAN" after the self-made millionaire and his PC "NUTRASWEET" because there was not a trace of sugar in it.

Throughout the years of adventuring which he enjoyed he had many memories which had the tendency to whirl around in his head in an eerie fashion. Though he hadn't touched a Spectrum or an Amstrad for many years, Bob B. Dazzler was haunted by the memories of his adventure-playing on these machines. This was not to say Bob was the only person affected by said memories – his wife, Roslyn, was well used to his screaming out, GO NORTH, OPEN GREEN DOOR WITH GREEN KEY and PUSH PANELS in his sleep. He had often rhymed off entire solutions to adventure games in a classics-teacher-like monotone. Ros had hastily scribbled them down and thrown them in front of him the next morning to demonstrate her adventuring prowess. And her that couldn't even define the INVENTORY command to save her life!

This was one of the many mysteries in Bob's life. The late 80's had brought about a breakthrough for Bob when he'd solved one of these mysteries – how to escape from the swamp in "Gnome Ranger". His first three weeks of adventuring culminated in his escape from the Goblin's Dungeon. He had never figured out why his Speccy had resembled a beermat, why you have to use those costly 3" disks with an Amstrad, why you couldn't go NORTH-NORTHEAST, NORTH-NORTHWEST, SOUTH-SOUTHEAST, etc. in adventures and why did most graphic "adventures" on his PC come on about fifty floppy disks? If there was one thing Sherlock Holmes loved, it was definitely a good mystery; if there was one thing Bob B. Dazzler definitely DID NOT love, it was a mystery. The main mystery was, of course, if he was so good at adventures why the heck was he baffled by so many real life mysteries?

Bob had originally taken to computing as a hobby in 1983 when he was made redundant from the coal mine in the Northern town he had worked in all his life. "An Englishman's home's his castle," Bob had assured his wife, some weeks after being laid off, "so I'm going to spend my redundancy money on fixing up the house."

"But you were born in Wales," Ros replied sarcastically.

"Don't be so flimmin' sarky, Ros, you know what I mean!"

"Sorry, Snookums, I'm only pulling your leg," Ros said affectionately and pecked Bob on the cheek. "Now you can get on with the dishes."

"Seamus across the road is so Irish," muttered Ros.

"Well, naturally," Ros said under her breath.

"I mean," began Bob, unaware of Ros's remark, "he accused me of being henpecked and, when I denied it, he claimed he saw me making the beds when he was doing the vacuuming. Can you believe the audacity of that man?!"

"No," said Ros before she left for work.

Bob had been shunned by many of his redundant miner "friends" because he and Ros did not conform to the stereotypical image of the busy housewife, and her unemployed husband lying on the sofa watching TV, drinking bitter and breaking wind (both ways).

But then what could one expect from the same brainless dolts who refuse to go up to the bar in their local public house because there is a notice displayed which reads: "WE REGRET THAT WE CANNOT SERVE MINORS"?

After Bob was made redundant, Ros took the initiative to go out and find herself some employment. All Bob had known was mining – academically he was a failure, unlike Ros. Before she had borne Bob two children, Ros was Assistant Personnel Manager in the local Zikov PLC factory. They were glad to take her back, even after ten years of housewifery.

Later the same day, Bob was "in town" doing the shopping in his newfound capacity as househusband with one kid attached to each hand (it was a school holiday, exactly what Bob had been dreading for some time). Bob was nearly out of breath, not surprising with the neverending stream of, "Don't touch the eggs, Kevin!", "Audrey, empty your pockets, you kleptomaniac!", "Kids, I'm not buying you any more Smarties – you've already had four packets each!" etc. Bob had ventured into the local electrical specialists' shop to collect a replacement fan for the family's Tsatsumi oven – Bob didn't intend for it to fall down the loo, besides he could blame one of the kids if Ros ever found out – when he saw for the first time a home computer. It was a petite little article and he wanted it.

The next day Bob went into town again, this time to order a new carpet to replace the one from the Dazzlers' upstairs hall since Kevin had flooded the bathroom. Bob also took his bankbook and surreptitiously withdrew £300 from his account with which he would buy what he firmly believed was all the hardware he'd ever need what a fool! (We all did it, didn't we?) Bob went to the shop, purchased a Speccy, a "data recorder", interface 1 + 2 and a "microdrive". The shop manager threw in two complimentary microdrive cartridges and a copy of "THE HOBBIT". Poor Bob! The quick actions of the manager started a hobby which lasted over twelve years and at times nearly drove him to insanity.

Bob rushed home, unconcerned about his drained bank account or what his wife would say about it. Bob spent the first hour of his new hobby trying to figure out how to connect the thing up correctly, without much luck. "I'm blowed if I need another mystery in my life," he grunted (even at this time Bob was afflicted by mysteries).

Just then the kids returned home from school, accompanied by Mrs. Jones (a busybody who had the kindness to pick the kids up but the nosiness to question Bob's ability as a househusband).

"Everything alright around the house?" asked Mrs. Jones probingly.

"Yes, now bog off," replied Bob.

"Er, cheerio!" said a dumbstruck Mrs. Jones as she left the house in haste.

"Har, har, that showed her," remarked Kevin, who had the appearance of Rambo with his school tie wrapped around his head, and looked towards his baffled dad, "What's wrong?"

"Can't get this computer connected right."

"Can I have a go then?"

"If I'm not able to do it, I don't see you working it out. Alright, do your worst."

In no time Kevin had the computer up and running. "There," he said.

"This is a brilliant start to my new hobby. What I couldn't do in an hour an eight-year-old was able to do in three minutes!"

"You didn't look at the manual. Dad."

Bob "loaded" up "THE HOBBIT" and began to explore the fantasy world. He'd never read the book, but then the longest thing he'd ever read was "The Sun".

He ignored Ros when she yelled at him for wasting so much money, neglecting his duty to make the dinner and being rude to Mrs. Jones. He was "indisposed" when the only remaining ex-miner pal of his, Del Fell from across the road, came to visit – the only reason for Del not falling out with him like "the others", he surmised, was because Del's wife, Susan, was a close friend of Ros. The last word Bob's family would hear from him tonight would be: "AAAAARRRRRRGGGGGHHHHH!" The joys of adventuring.

To be continued

MERLIN MUDPIE'S APPRENTICE

by DAVID HEBBLETHWAITE

"De-do-de-do-de-do-di-di-di-do-de-do-de-do...."

STORYTELLER'S NOTE – This story is based on the Sorcerer's Apprentice section in Fantasia. Music by Paul Dukas is not available, so you'll have to make do with the "tune" printed above. There are a few adjustments to the story. After all, these are modern times, and any self-respecting wizard wouldn't be seen dead drawing from a well. (How many dead wizards have you seen drawing water from a well? Exactly)

DH 28th October 1995

AND NOW THE STORY.....

Regular readers will know that Pablo Pickaxe spent some time in Space. He did not travel through time. All residents of Ouch are forbidden from being involved in time travel; it's too complicated. This is what happened in Ouch when Pablo was in Space, so Pablo does not actually feature in this story. (Whoops, there's another thousand readers deserted us.)

"Gimme a break, Guv, me back's killin' me."

"Shut up and carry on washing the dishes," said Merlin Mudpie, the worst wizard in Ouch, to his apprentice, Edwin Egg.

"Aw, Guv, why can't you get a dishwasher?"

"I have got one."

"Oh, good."

"He's called Edwin Egg. Now get back to work."

Edwin plunged his marigold-gloved hands back into the suds. Washing dishes was no way to learn magic. That was Edwin's view, at least. He'd often asked Merlin why he didn't get a dishwasher. Apparently he didn't like the "simulated damage" that dishwashing powders did to wine glasses. Merlin didn't have any wine glasses, but that was beside the point.

"Right. I'm going out," announced Merlin.

"Where are you goin', Guv?" asked Edwin.

"I'm going to Toaster. There's a concert on; those marvellous scary veggies, the 'Frightening Weeds'."

"Oh, lucky you," said Edwin.

"Stop moaning, and wash those dishes. By the time I get back from the 'Frightening Weeds' concert, I want the ironing done, and the carpet hoovering, and the loo cleaning. I'm really looking forward to this concert, you know. I thought the tickets were really expensive, but I got change from a hundred Ocu note. Perfect."

"How much change did you get?"

"An Ocu."

Edwin didn't want to do the chores. He didn't really mind ironing, and he'd do the hoovering if he was pushed, but cleaning the loo, no way. The in-house bog (and that's exactly what it was) was also used by Merlin's familiars, which included a Drimkin. Regular readers will know that if you show something to a Drimkin, it will assume that all other objects of its kind look exactly the same. This also applies to the uses of objects. The Drimkin was raised from birth by Merlin, and you should have seen the trouble he had trying to get it to move from a potty to a toilet.

Anyway, Edwin didn't really enjoy cleaning the loo (an example of the many faeces of Merlin Mudpie and his familiars – a bit of toilet humour there), so he decided to cast a spell to bring the appliances to help him in his task or, more likely, to do it for him. (Come on, couldn't you see that coming?)

The iron was to do the ironing (isn't logic brilliant?), the vacuum cleaner was to do the hoovering and (gasp!) the toilet brush and duck (yes, duck) were to clean the in-house bog. Edwin muttered a quiet "Don't you just love being in control?", and fell asleep.

The stars will do my bidding. I will make them dance for me. I will make them do the waltz. I will make them do the foxtrot. I will make them do the charleston. I will make them do the samba. I will make them do the lambada. I will even make them do the twist. They will appear on Come Dancing with Rosemarie Rhubarb next year, and if they do not win, I.... What am I saying? They are going to win. After all, I control them.

The stars will do my bidding. I will make them crash against the cliffs. I will make them for whirlpools. I will make them rise in great tsunamis. They will appear in the Holiday programme, and if they do not perform, I.... what am I saying? They are going to perform. After all, I control them.

Why will I do all these things?

Oh, heck, I don't know. Thanks a lot, you've just ended my dream. Thanks a lot....

Edwin woke up. Something was wrong. Then it hit him. Hard. He tripped over the hoover's wire, and hit the floor. The bare floor. The hoover was buzzing merrily, having hoovered up the carpet.

The ironing board looked like a net – a bunch of holes joined together by bits of ironing board. Everything was burnt, with iron-shaped holes. The place looked as if an iron and a hoover had been brought to life by magic and had wrecked the house. Which of course they had.

Edwin stopped. The toilet brush and duck (yes, duck).

He raced upstairs and into the bathroom. Ants scuttled out of the room. A copy of the Goblin Gazette was on the floor (sorry about that, folks). The whole scene brought new meaning to the term kami-khazi (more toilet humour).

Edwin was worried....Well, wouldn't you be? I suppose something ought to happen. Hmm.

I know. How would you like Merlin to come back? OK, if you insist.....

Suddenly, Merlin returned (happy?). Edwin said, "Oh, Guv, thank the stars you're back!"

"Can't do that," replied Merlin. "It'd take too long. There are too many."

"Can you do anything about this Guv?"

"About what?"

"Can't you see this damage?"

"What, 'simulated damage' from dishwasher powders? No."

"No, Guv, look."

"Oh, that. No, there's nothing I can do. I'm the worst wizard in the whole of Ouch, remember?"

"Why have you got an apprentice, then?"

"Have I got an apprentice?"

"Yeah, Guv, me!"

"Oh yes, I remember. I'm fed up of housework."

"What do we do about this, though?"

"We'll just have to call.... SPELLBUSTERS!"

"Sorry, the Spellbusters are not in at the moment, but if you'd like to leave a message....."

"Damn answer machines. I can't be doing with them."

"So what now, Guv?"

"We'd better call Superheroes Direct."

"The Silver Crusader's gone off to deal with some creature causing havoc in the Messy Mountains. The only free superheroes at the moment are the 'Power Strangers'. I'll try to do something myself," said Merlin, firmly.

At the end of it all, the place looked as if a bomb had been dropped on it. Or it would have done if there were bombs in Ouch. But there weren't. So it didn't. At least everything was back to normal. Or what passes for normal in Ouch. (Don't ask me how he did it. I don't know. What do you think I am? Don't answer that.)

"Have you learnt anything from this?" asked Merlin.

"Yeah, Guv," replied Edwin.

"What?"

"Can't remember, Guv."

"You're a man after my own heart then."

And so we leave Ouch for the time being. Don't worry. Pablo Pickaxe will be in the next story. (Tell that thousand readers to come back.)

Coming soon : "Goodbye Mr. Chips"

ADVENTURING DAZE by PAULINE THOMPSON

Some twelve years ago my husband and I were forced to give up our exciting, rewarding, time consuming and dearly loved hobby of competitive ballroom dancing. This was due to an injury to his foot which, although it healed up perfectly well, was never afterwards strong enough to sustain the pressure and punishment required for "real" dancing.

In order to partially fill the huge void left in my life I threw myself into entering the tiebreaker type of consumer competitions and in due time I began to win some very acceptable prizes. One of these was a Spectrum computer (which has since died on me) and another was an Amstrad 6128 with monitor. At first I wasn't quite sure what to do with these and then a friend loaned me an adventure game for the Spectrum and I became hooked.

Now, whilst I am an ardent participant, I have never – to put it mildly – had quite the success with this hobby as with the other two. To enter consumer competitions you need a knack for lateral thinking; when adventuring I have more of a knack for being brain dead.

I **have** finished four games completely alone and unaided (good, eh?) and these were of the type I really love. They followed a sequence, were nicely worked out, were easily mapped and the answers to problems were completely logical. When having to ask for help, however, I often find that the solution is one which would have never occurred to me. I really admire those of you who are able to twist your mind around in the manner sometimes required – but I am sure there are far more rabbits like me than foxes like you!

I would like to make a heartfelt plea to all you lovely game writers (without whom this letter would never have been written anyway) on behalf of all rabbits, **please** let your problems be solved logically. I'm not asking for them to necessarily be easy but just give us the opportunity to work them out if we really try.

Listed below are one or two other things I find really frustrating:

1. When settling down with great anticipation to a new game it is utterly disappointing to find you can't get out of the first location. I do appeal to all writers to let us get at least a little way into the game before being stuck.
2. Not being able to carry more than three or four items at a time. I inevitably find I am carrying the wrong things and have to retrace my steps constantly.
3. Being whisked around to random locations or in other ways being prevented from making a proper map. I get totally confused (it isn't very difficult to confuse me!)
4. Random attacks and killings – usually just when I am making a bit of progress.
5. Racing against time. This panics me and I can't think at all – laterally or in any other direction.

After all the above I would just like to add that I do so admire all those who give their time, skill and devotion to producing the games which give us so many hours of pleasure. What would we do without you?

PC AUTHORIZING SYSTEMS FOR TEXT ADVENTURE

by DAMIAN STEELE

For those who have a PC (*) and would like to write text adventures, there are a number of different games authoring systems available.

(*) Some of the software is also available for other platforms.

TADS

The most commonly available and perhaps the most widely known is TADS. (Given a glowing review by The Grue! Vol 10 Iss 6 May '96) As this system has been covered already I will offer no more than my agreement with the man himself that it IS a very good system for those who have the skill, time and patience to learn its intricacies.

ADVWRITE

The ADventure WRITE system was written by Craig Blakeway back in 1987 when you were doing well if you had a 286 with twin 5 1/4 inch floppy drives. It is designed to make adventure game writing easy and, surprisingly enough, it does.

The main interface is a menu system with sub-menus for the addition of locations, objects etc. It is fully documented with clear, and in most cases, comprehensive instructions in the form of a separate manual. As there is no on-line help, this manual should be printed out first. (Or merely read through by those with a photographic memory. You do have a photographic memory, don't you? {Peanut gallery: Yes, but I've run out of film.})

The system caters for upto 120 objects, 200 locations and 200 events -most people would probably refer to these events as flags; flags being used to mark when a particular event has taken place such as a door being opened.

There are a few drawbacks to this system such as the maximum size of the final game. Games can be no bigger than 360k (which was the max size of a floppy diskette at the time) but a pretty good game can still be produced. Synonyms cannot be implemented, as single word references to objects must be stated when the object is created. Features of rooms which can be examined have to be created as unmovable objects in the locations in which they appear. The lack of additional synonyms for verbs means that game authors need to list acceptable commands in the start-up text.

But there are many things going for this system such as its ease of use, clear step-by-step instructions and the fact that there are no limitations placed on the distribution of the final game other than mentioning the fact that ADVWRITE was used to create it.

I quite liked this system and found it similar in a lot of ways to using the Quill. I would say that it is ideal for first time or "green" authors to give them experience in game writing before moving onto a more advanced system.

Availability:

I have not seen this programme being distributed recently and will therefore supply it on request and receipt of any suitably formatted PC disk along with an SSAE. (File size - 206k)

Send to: Flat 2 4b Fenton, Southfield Rise, Paignton, Devon, TQ3 2NF

ALAN

ALAN is a specially designed language for creating both interactive fiction and/or text adventures.

The packages contains a compiler to take source code to an intermediate state and an interpreter to move it on to an executable form.

The supplied text states that it was :

"...designed to give the maximum functionality from as little code writing as possible.

The system provides default behaviour for many things (which the author can override if desired).

The system directly supports locations, objects, actors and concepts natural to the domain of interactive fiction.

The author can extend the allowable input of the player and connect actions to that input."

It is further suggested that ALAN is a 'safe' language in the sense that internal checking whilst compiling makes it almost impossible to produce an unstable game which could crash or behave in an erratic fashion.

The language is declarative and close to normal english. Both fuses and daemons are supported and it is object-inspired. There is, however, no form of object inheritance. (Inheritance was covered in The Grue!'s piece.)

The version I reference here is 2.4 and will run on Sun/UNIX, Amigas, PCs (both MSDOS and OS/2) and VAX/VMS systems. The complete distribution package contains the compiler, the documentation, a 100+ page manual in plain text and postscript versions, some examples and the interpreter with debugging support.

The interpreter can be redistributed with the game so there doesn't appear to be any limitation of sale or distribution of finished games.

Availability:

The ALAN system is marked as request-ware and therefore the only way to get a copy is via E-mail by sending a single line message:

SEND INFO to alan-request@softlab.se

ADVSYS

This ADventure SYStem written back in the mid eighties was widely released and distributed on a number of magazine cover disks. The latest version I have seen so far is 1.3 although it is the previous version (1.2) which appears to be more prolific.

The package originally consisted of LaTeX and ASCII documentation, C source code for the compiler and interpreter, the source code for a number of adventures and a demonstration library.

The language is similar to LISP and is object oriented. There is no distinction made between locations, actors and objects unless this is specifically programmed into the game by the author. Having said that, actors, fuses and daemons can be implemented fairly easily.

Advsys is not particularly easy to get to grips with and only authors with previous programming experience are recommended to try it.

Availability:

Limited to shareware catalogues, BBS's or boot sales.

ADL

This Adventure Design Language was written by Ross Cunniff and Tim Brengle. The package was posted to comp.sources.games and consisted of ASCII documentation and C source for a compiler, interpreter and a debugger. There were also several sample adventures of varying complexity which illustrate different features of ADL.

The language is declarative and semi object oriented. It includes the concept of methods (Methods, as I'm sure we all know ;) are procedures that are attached to objects) but doesn't include inheritance. It treats actors, locations and objects separately and both fuses and daemons are supported.

The documentation is very good and contains a full language reference. There is also a standard library which offers a firm foundation for games writing.

This is another system where previous programming experience would be a significant advantage but is not, perhaps, essential.

Check with the authors for authors for distribution rights.

Availability: ADL is not widely available so I'd recommend contacting:

Ross Cunniff 636 La Grande, #7 Sunnyvale CA 94087 USA

OASYS

I am told that OASYS was originally meant to stand for Object-oriented Adventure System, but it failed to completely live up to its name. The distributed package contained documentation, C source code for the compiler and interpreter as well as MS-DOS binaries for both. The source code is missing a necessary file but this can be obtained from its author Russell Wallace.

Oasys is declarative and not really object oriented in the now accepted sense. The parser is limited in that it forces the player to include the adjective along with the noun in his/her command - so "Take the red book" must be input even when no other books are present. There is provision to include actors and players can issue commands to them.

This is not a system for an inexperienced games author unless there is previous programming experience.

There don't seem to be any restrictions on the distribution of compiled games, but I would suggest checking this when contacting the author.

Availability:

Russell Wallace can be contacted via E-mail as: RWALLACE@VAX1.TCD.IE.

INFORM

This programme was written by Graham Nelson at Oxford University and is a compiler for Infocom type story files.

Written in ANSI C it is freely available (but not Public Domain) and is capable of producing both version -3 and version -5 files. The main difference being their size. Version -5 files can be twice as large producing games which are Trinity (*) sized instead of, say, Zork 1 sized.

(*) This refers to the original Infocom game and not The Grue!'s excellent new game of the same name. (Sink drainage hole stopper)

The documentation contains a description of INFORM as well as a specification for the story files. There is also a wealth of other information about game design. This is not limited to INFORM but covers many aspects of game authoring.

Also in the package are two sample games (including their source code) and heavily commented run-time libraries.

Rights to the game produced with INFORM remain with the games author and there don't appear to be any restrictions to distribution.

Availability: Scarce. Try the IF-archive FTP site. (Details below.)

Credits:

Some of the above was based on information supplied by Nathan Torkington and I would like to thank him for his assistance. He has recommended an FTP site which contains most of the above mentioned software as well as other source info., games, utilities and sundry info..

It is: FTP.GMD.DE:/if-archive

Net surfers could try sites containing the : authoring-systems.faq for more info.

TROUBLE WITH QUILL by LAURENCE CREIGHTON

I felt I must pass on to authors who use the Quill, a shortcoming in its programming which gave me hours of grief. Before I proceed I want to give full credit for finding this "bug" to Terry Taylor who slaved over this problem for ages - and solved it, with not a little help from the doyen of adventuring, John Wilson. Thanks guys.

I don't know too much about the PAWS, but I dare say this problem may be applicable there too - but I say that with my tongue in my cheek ...

The problem itself is you cannot swap an object if it isn't actually in the location where you are at. It doesn't say you can't in the Quill manual but that doesn't mean you can!

In my latest game, there are two forms of an inanimate object. One form changes to the other under a certain set of conditions, but to do this I had to have two entries in the status table: one entry to control the swap if the player was actually there, and another entry in case the player had wandered out of the area. And there is the rub...

I thought "swap object 1" for "object 2" would work whether or not you were in that location. Bong. Wrong! Authors beware: if you want to swap an object that is NOT actually PRESENT, then use the destroy and place commands - DESTROY the first object and PLACE the new object (or form of the object) in the location concerned. (It is not essential to first CREATE the second form).

I have just saved you from buying a dozen bottles of Panadol. Happy adventuring, and thanks again Terry and John.

MY LIFE AS A COMPUTER ADVENTURE GAME WRITER by FRANK FRIDD

It was 1982 and home computing was on everyone's lips with the coming of the ZX81 and Vic 20. More powerful computers were coming on the market and my wife and daughter persuaded me that we should have a computer.

After looking around we decided to buy a Dragon 32. At the printers where I worked they started to print "Your Computer" magazine and in that magazine started to appear listings for the Dragon. After getting the computer home and reading the instructions half a dozen times the family managed to type in a listing called "Holiday '82". After watching the programme play itself for a couple of hours we were able to stop the programme and find out what we copied wrong and got it to run properly. From that moment I was hooked.

Directly I found a new listing it was typed into the computer, learning all the time, until I started to "improve" the programmes by adding instructions within the listing if they were not in it already. On the Dragon it was very easy to use the "draw" command so I had programmed a couple of games including a rudimentary sports simulation which has finished up as a public domain game called "Bat & Trap". To play the games you had to press a key on the keyboard which activated an object on the screen.

About the time I was looking for an idea for a new game I was reading "The Colditz Story" and "Latter Days of Colditz" and the wife suggested that these would be an idea for a game. So "Colditz Escape" was born. I programmed it the same way as the other games using a spot on the screen within a map of the castle. After amassing a certain number of points you were able to try to escape and it was a matter of luck whether you escaped by pressing a key at the right time.

When I had nearly finished the programming there appeared in "Your Computer" a series of articles about writing your own adventure on the computer which included ideas on the parser. From this I devised the parser that I have used in all my adventure games. I was just going to rewrite "Colditz Escape" when something happened that changed everything. It was Christmas 1984 and my wife bought an Amstrad 464 for me.

A new machine and a new version of basic to learn. When I thought that I had learned enough I converted "Bat & Trap" and the parser routine to the new format. It was then time to start writing "Colditz Escape" again, but this time as a text-only adventure using my improved knowledge. Little did I know that it would be over six years before the game was finally completed. By this time I had discovered Adventure Probe and Mandy Rodrigues found someone to review the game and published it in Probe. I put the game on the market and managed to sell six copies. After a while I had a 'phone call from Joan Pancott offering to sell it through WoW Software, which I gladly accepted.

For the next year or so I tinkered about with various ideas including improving and enlarging "Bat & Trap" which I placed in public domain. Then while on the 'phone to Mandy I spoke about an idea for an adventure game and with her encouragement I started to write "Sound of Him". Over a year later WoW Software started to sell it for me. In 1994 I wrote "House Sitter". It only took a few months to finish and it showed, so I let it be known that I would place it in public domain. Barbara Gibb was now the editor of Adventure Probe and with her encouragement started to write "Where is Zeus". It is now finished and WoW Software will be selling it [*]

I have now written four adventure games and I don't know whether I shall write any more. I know that four games are not many compared with some other writers, but their imagination is much more superior than mine.

[*] "Where is Zeus?" will be reviewed next month.....Barbara

SPECIAL OFFER FOR AMSTRAD AND C64 OWNERS

As promised in the 10th Birthday issue (June '96) I haven't forgotten readers who could not take advantage of the "Dr. Jekyll and Mr. Hyde" FREE offer.

I am very pleased to offer the following :

For Amstrad owners

BOOK OF THE DEAD (2 parts)

(tape only)

For C64 owners

BORED OF THE RINGS (3 parts)

(tape or disc)

For a FREE copy please apply to the Probe office as soon as possible.

It will be enclosed with your next magazine.

NEWSDESK

New Release for the Amiga

I am very pleased to announce the release of EXPLORING ITMUS by Harold Dixon, as mentioned in last month's editorial.

Whilst exploring the strange planet of ITMUS you will meet a variety of helpful citizens and the Baron who want his realm free of monsters. The game has about 90 locations, lots of puzzles to solve, 70 objects to obtain and use, and many characters (e.g. Arnie the Barbarian, Larry the Salesman).

Only £2.50 (not public domain) from the Probe office

The Adventure Workshop

Adventures for the Spectrum

NEW RELEASES

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 DON'T LOSE IT!"

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

This Two Part Adventure Is Available Now On 3" Disc Priced £5.50 and Tape Priced £4.00

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

The Adventure Workshop

Adventures for the Spectrum

NEW RELEASES

SLEEPIN' AGAIN

A Two Part Text Adventure
by PETER CLARK

You have, yet again, just completed one of your Mega adventures and, after a short well deserved rest, have decided to start another. Remembering that you had inspiration for one of your other games whilst day dreaming, you make your way to a local park and make yourself comfortable on one of the benches. Your eyes slowly close as you drift off to dreamland!

Available Now on Disc Priced £5.50 and Tape Priced £4.00

HADES

by PHILLIP RAMSAY

You are Tralus. For as long as you can remember, you loved Perina, the beautiful daughter of a local landowner. Only one cloud blighted this idyllic time: your rival for Perina's affections, Grakus. When Perina came of age, both you and Grakus proposed marriage. After careful consideration, Perina chose you, and became your betrothed. However, Grakus was a vindictive fellow. He decided that if he could not have Perina, then no one would. He poisoned her, and then framed you for her murder. Found guilty you were sentenced to death. The priests bound you, and carried out the sentence by throwing you down an ancient deep well, knowing that if the fall did not kill you, you would die of thirst, since the well was dry. You survived the fall, and for hours lay in agony. You resigned yourself to death, when Hades, god of the Underworld, appeared to you. 'Mortal,' he said, 'I sympathise with the injustice which you have suffered. However, I will not interfere with affairs in the Overworld unless you prove yourself.'

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

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

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

Die Feuerfaust

A Four Part Fantasy Text Adventure Written By Larry Horsfield

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

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

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

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

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PERSONAL MESSAGES

To Matt – Nope, I don't think so. Well, not unless the "bull" has a white woolly coat and bleats a lot. (Loobiloo)

To M.Polo – Nah, it's called "Hop-a-long-Horace", and stars my good self (of course!), Gold(ie) Prawn and Jeff Gold(bum). (Uncle Horace)

To Damian – Has Conan received his dinner date yet? (Uncle Horace)

To Damian – Guess what? I've FINALLY won on the Lottery – a whole tenner! (Ellen)

To Pete – Wonder if the cat (in the thicket) is feeling better now? (Ellen)

To M.Polo – Ohhh, PLEASE don't mention spiders – I'm terrified of them. (Ellen)

To M.Polo – I dread to ask what it was you "rifted" at your competitions. (Ellen)

To Jon – Nah – I've got good taste y'see – just like you. (Ellen)

To Wynne – I'm not really sure, but I think it could have something to do with a little Dust(y) in the bedroom. (Ellen)

To Wynne – Well, she's more than worth it. (Gilly)

To Jon – Thanks to you Ellen's music tastes are improving no end. (Gilly)

To Jon – Ohhhh, I just LOVE the Irish accent – send shivers down my spine. (Snow White)

To Marco (T.O.C.P.) – Censured? What, even to me? Aw, I'm more than disappointed in you. (Snowy)

To M.Polo – I can't 'cos Grumpy's run off with my compass. Sooo, what should I do now? (Dopey)

To Ro-Wan – Thanks for your offer. Have you got a big enough Jiffy bag? (Witchy)

To Petra – Hmm, does that mean your poppers are now popping by themselves? (Kevin)

To The Pink Panther – Listen matey, just you keep your sticky paws off Petra, or else! She's mine, and mine alone. (Kevin)

To Jon – How's it going, matey? (Dusty)

To Wynne – You're right about needing "big ears" to listen to you-know-who's constant wafflings. Doesn't she ever stop to take a breath? (Dusty)

To The Witch of Stanley – As far as I can see, all the smileys have gone AWOL. Do not worry, we will get our back... (Ro-Wan)

To Damian Steele – Microsoft has mesmerised all the computer journalists into believing that the world's biggest computer virus is in fact the world's best operating system. (Ro-Wan)

To The Witch of Stanley – Not so, but mine has the nasty habit of dropping me off, so I must re-boot it. It seems something is bugging it, but I do not yet know what. (Ro-Wan)

To Witchy – No, not then, 'coz that's when I get those hunger pangs. I guess I'd better have a nice chat with that Doktor I. Pavlov. (Mad Cat)

To Snowy – Oops, I meant CENSORED, not CENSURED. Pardon my poor English! (Marco, the Overwrought Plumber)

To Uncle Horace – Now, now, my cooking isn't that bad. Only THREE people have ever died at my hands when I was cooking dinner – one was my bank manager, another one of my creditors, and the other my ex-wife's solicitor! (M.Polo)

To Ellen – I know the feeling, but I'm still mint-cool. (M.Polo)

To Snowy – ALL WIGHT, I'll be down to your *Island of De-Rum*, O E-Rum pretty soon. I'm a real MAN, not like those Dogs! I'll be round next Wednesday. (M.Polo)

To Petra – I hope this Kevin isn't leading you astray with all the talk about legs and "poppers". (The Pink Panther)

To Snow White – Is it a 30cm ruler? Sounds as if it's too short. (M.Polo)

To Wynne – Leave Ellen's navy-gashun alone! (M.Polo)

To The Wolf – Hiya there, Grrrrr. Me Tiger, you.....? (Gilly)

To Wynne – I heard you had a little trouble with a Ghoul – not to mention a Vampire and a (friendly?) Dwarf called Krinweld. Perhaps the best hint I can give is *don't* ask Ellen! (Phill)

To Ellen – No it isn't. And anyway, I *mean* Nov 1st 2001. (Phill)

To The Wolf – Have I ever told you you've got a *lovely* voice? (Tiger)

To Damian – Hello there. How're things? (Kasar)

To Phill – It's easy-peasy *really*. (Ellen)

To the Wolf – I *love* the feel of you against my chest.... (Tiger)

To Ellen – But, inside, a hairy heart may be beating with passion (or is that pass on?). (Wynne)

To Ellen – Is that why they're getting a room ready in the family belfry. (Wynne)

To Ellen – No. But sometimes the beads stick together. (Wynne)

To Kevin – You know of course that self praise is no recommendation. (Petra)

To Kevin – Believe me, I know what I mean. My "ifs" and "buts" are all in place. (Petra)

To Dusty – She said they were big ears. Tell the truth, they're ear defenders. Now why would you need them? (Wynne)

To Grumpy – Tell Dopey they were electric currants...er, currents. (The Old Zetonian)

To Ellen – Sorry for the delay but I've been away (not taken I add). Anyway, my legs are alright, but cause a problem when marching as I end up standing on the spot. (The Whinger)

To Snow White – Thank you for your helpful tip, my feet are fine now they've had a dip, in something strong that made them hiss! The remedy being horse's – that is, couldn't try sandals as there aren't any toads around my neck of the woods. (The Whinger)

To Dopey – Nice try but I'm not falling for that one, my gob didn't cry, but yours will if I.... well if I.... Oh what the hell, why don't you take a long jump off a short pier (get my drift). (The Whinger)

HELP WANTED – Can anyone tell me how to get my STAR LC10 colour printer to print out from PAW? It recognizes it but just won't print! Please contact Karen Tyers. Bay Horse Farmhouse. Aldwark. Aline. York. YO6 2NB. Tel. 01347 838667

PROBE'S 10th BIRTHDAY COMPETITION WINNERS

I am please to announce the winners of the "TEN/SQUARES" competition set in the June 1996 issue. They are, in alphabetical order,

ISLA DONALDSON who wins the Scotsman doll

JILL NOTT who wins the video of the 2nd Convention

KENNETH WEBB who wins the dragon paperknife.

My congratulations to the winners and everyone else who took part. This was a very popular competition. Many of you have asked for more "squares" type puzzles. If anyone has something similar please let me know.

ANSWERS TO THE 10th BIRTHDAY COMPETITION

"TEN" quiz - 1) TENNYSON 2) LOVE ME TENDER 3) TENNESSEE WILLIAMS 4) TEN RILLINGTON PLACE 5) TENNIS ELBOW 6) THE TENDER TRAP 7) NEWS AT TEN 8) TENNESSEE 9) SIR JOHN TENNIEL 10) TEN DOWNING STREET 11) THE TEN COMMANDMENTS 12) TENCH 13) TENT 14) TEN LITTLE INDIANS (I also accepted the original title) 15) SHERPA TENZING (also accepted NORGAY and TENSING) 16) EMERGENCY WARD TEN 17) FRAULEIN ROTTENMEIER 18) ACHILLES TENDON 19) THREE TENORS 20) PROBE'S TENTH BIRTHDAY.

"SQUARES" quiz - 1a) ACCOUNT OVERDRAWN 1b) APPLE TURNOVER (also accepted Derek Dooley's AUSTRALIAN APPLE) 1c) EVERYTHING COMING UP ROSES 1d) TOPLESS BATHING 1e) (A)ROUND THE WORLD 1f) RISING SUN / SUNRISE / SUN UP 2a) MIXED FEELINGS 2b) THIS AFTERNOON 2c) GROWING OLD 2d) TWO INTO THREE WON'T GO / WON OVER / ANSWER A QUESTION WITH A QUESTION / QUESTION THE ANSWER 2e) NICE SPOT 2f) RUN OUTSIDE / RUN OUT OF SPACE / OUTFRAN 3a) RING FOR SERVICE / QUEUE (HERE) FOR SERVICE / QUEUE THIS SIDE FOR SERVICE 3b) HOPELESS CASE / HOPE CHEST 3c) HIGH SEAS 3d) DAYLIGHT ROBBERY 3e) CRASH LANDING 3f) CLOSE ENCOUNTERS 4a) SUNDOWN / SUNSET / SETTING SUN 4b) LOOK AFTER NUMBER ONE / JUST ONE LOOK 4c) STAY OVERNIGHT 4d) GATHER AROUND / GATHERING / GATHER IN A CIRCLE 4e) A CHIP OFF THE OLD BLOCK 4f) PLUS FOURS 5a) A CROOKED DEAL 5b) WORLDS APART 5c) CURVACEOUS 5d) TWICE AS FAST 5e) READ BETWEEN THE LINE 5f) PACING UP AND DOWN 6a) DOUBLE YOUR MONEY 6b) STAY WITHIN THE LAW 6c) TWO FOR TEA AND TEA FOR TWO 6d) LOOKING BACK(WARDS) 6e) DOUBLE OR QUILTS 6f) POINTS IN THE RIGHT DIRECTION / SPOTTED TURNING RIGHT / SPOTTED GOING RIGHT / POINTS THIS WAY / ALL POINTS EAST / EAST 17 / RIGHT SPOTS/ MEASLES WARD THIS WAY (from Brian Busby and myself) 7a) HANGOVER CURE 7b) SPACE INVADERS / INVADERS FROM OUTER SPACE 7c) JOKING APART 7d) HAND IN GLOVE 7e) LINE DANCING / SQUARE DANCING 7f) BOXING MATCH.

GETTING YOU STARTED

AURAL QUEST played by Dorothy Millard on a Spectrum

Start as the Strangers' Tour Manager atop a ladder in your apartment which you are decorating. D (your foot is wedged in the paint pot), REMOVE POT, INVENTORY (you are carrying a brush), DROP BRUSH, LIFT COVERS (you see a desk and telephone), ANSWER TELEPHONE (you receive instructions to go to Nice, New York, Stockholm, Tokyo and Brisbane to collect promoters' payments), OPEN DESK, GET PASSPORT (leave the toolkit for now), W (into accountant's office), GET travellers CHEQUES, GET TICKET, S (exhibition hall), GET PHRASEBOOK, NW (to Heathrow airport), FLY NICE

PRISONER OF ICE played by Jill Nott on a PC

You start aboard a submarine which has two crates containing frozen prisoners in cold storage in the hold. Talk to Captain, then to Driscoll the navigation officer, and learn about Hamsun, a scientist rescued from the South Pole and now in the sub's sick bay. The sub is attacked and damaged, you follow Captain into hold. There a Prisoner has thawed out. You find Jones dying, the Captain is taken and you shut the door on the prisoner. Grab fire extinguisher and put out hold fires, return to the bridge and get key, tape recorder and code book from drawer. Talk to Driscoll, learn Wayne is with Hamsun so go to sleeping quarters. Pick up axe, talk to Wayne, then pick up St. Christopher medal. Wayne goes to bridge, use medal to hypnotize Hamsun and record his ramblings - they contain incantations to dispel Prisoners. Return to bridge, prisoner breaks in and kills Wayne. Use tape recorder to dispel prisoner. The sub is in trouble so you need to get SOS out via radio. Driscoll tells you Stanley in engine room knows frequency. He gives you an intercom. Go engine room and find Stanley trapped under a girder which must be winched up. Press started button, intercom Driscoll who operates winch and frees Stanley who eventually tells you radio frequency

QUEST FOR THE HOLY SNAIL played by Edwina Brown on a Spectrum - also available for Amstrad, Atari(e), Amiga(e), PC(e) and MAC(e)

S, X GORDO, S, X BED, GET PILLOW, TEAR PILLOW, GET CARD, X CARD, X FIREPLACE, X CHIMNEY, FEEL UP CHIMNEY, GET STRING, X STRING, N, GIVE STRING TO GORDO, N, E, N, BUY LAMP, X LAMP, S, W, W, X STONE, PULL SWORD, OIL SWORD, PULL SWORD, E, S, S, GET SHEETS, OPEN WINDOW, TIE SHEETS, TIE ROPE TO BED, THROW ROPE OUT OF WINDOW, CLIMB DOWN ROPE, X SWORD, X LAKE, THROW SWORD INTO LAKE, GET COIN, U



TROUBLE WITH TROLLS played by Karen Tyers on a Spectrum - also available for Atari(e), Amiga(e), PC(e) and MAC(e)

CLOSE DOOR, X DOOR, UNHOOK BAG, OPEN BAG, UNLOCK CHEST, OPEN CHEST, LOOK IN CHEST, GET ALL FROM CHEST (now have shield and sword), X SHIELD, X SWORD, LOOK UNDER BED (find purse), LIFT CHEST, X BOTTOM, SEARCH BOTTOM, X PAPER, READ MAP, W

HINTS AND TIPS

COSMIC ADVENTURE played by John Schofield on a Spectrum

The following are some of the notes at the end of John's solution, continued from last month.

7. Not all the Asteroid/Debris locations in space cause damage to your ship. the solution avoids all that do. If your ship is damaged, LAND at Station Alpha K1 and ACCEPT the cost of 5 credits to repair it. Repeated damage will eventually destroy the ship (random).

8. An alternative solution to the Satellite mission is BUY HARPOON on UTI for 8 credits and then FIRE HARPOON at the Satellite location (orbiting ZHARTREK). You return to your Home Base on VION automatically and gain the 50 credits.

DAVY JONES LOCKER available on a Spectrum, C64, Amstrad, Atari ST/STE, Atari(e), Amiga(e), PC(e) and MAC(e)

Wear the scales to breath under water.

Before entering the Giant Shell ensure your dog(fish) is with you.

Mount the seahorse to get passed the sargasso weed.

Dig in the sand at the culvert.

You can only go onto the conveyor belt if you are carrying the glowing triangle.

DEVIL'S HAND played by Edwina Brown on a Spectrum

Tell Dwarf to wait again at dead body and use charcoal.

Get torch from gash in wall and light it from crack.

Search Orc's body, get and wear his cloak, then get shield.

Take Dwarf and Giant to woods and then tell Giant to wait.

To get egg from chest without being killed by Orcs, go south twice, north twice then south twice again.

When you get the egg, break it to release Wise, then take him with you.

Collect Giant and find large boulder near mountains of Zol.

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

Kill the werewolf with the dagger.

Poison then cure yourself after being scratched by the werewolf.

Don't enter the amphitheatre without the garlic.

Kill Maldread (the vampire) with the splinter and hammer.

ERIC THE UNREADY played by Steve McLaren on a PC

After rescuing the Pig you are gonna have to Kiss the Pig (yech). When you go to the barn to wash up the cows stampede instead.

In the Ice Cream Shoppee the guy is so cold so be a good knight and light him a fire – he will give you something in return for the good deed.

EXORCISM played by Barbara Gibb on an Amiga

There is a pencil on the chair in the living-room.

Throw the crucifix at the mist to go east from the bare room.

The horseshoe is a magnet. Tie some string to it to get something out of a hole.

Stand on the stool to open the cupboard in the kitchen.

Carry to garlic to get passed the vampire.

FLAMEOUT played by Jonathan Scott on a Spectrum – also available for Atari(e), Amiga(e), PC(e) and MAC(e)

Cut the undergrowth with the knife to free the bow and gain passage to the east.

Give the beads to the old man after you have talked to him.

The word you should say is ARROW, provided you examined the tree to the south of the old chap, and he'll help you get it.

At the gorge EXAMINE GORGE to find a ladder, then fire the arrow at the target.

Use the sapling to visit the island.

LIND (look behind) the obelisk for a useful object.

FROM OUT OF A DARK NIGHT SKY played by Edwina Brown on a Spectrum – also available for Atari(e), Amiga(e), PC(e) and MAC(e)

Feel dashboard twice to find keys and open bonnet.

Search grass twice for sewer entrance and bucket.

Throw bucket over ditch and onto road. Jump by willow to get back to road.

Feel around in darkness by stairs.

GOLDEN MASK played by Edwina Brown on a Spectrum

Examine giant, type SE, then call Sid.

Examine window in Demon encampment then examine Stodge.

Examine high ledge then throw rope.

You'll find the battleaxe in the stream.

When you meet the Demon guards go E then kill them.

Enter tomb to find the holy water and drink it.

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

PART ONE – CANBERRA

The container you need is under the seat where the couple are engrossed in each other.

You will find a hat in the restaurant.

Ride the train to meet the owner of the kiosk.

PART TWO – TREASURE HUNT

To light a fire you will need the *dry* bark, branch and matches.

To obtain the small heavy object you must melt the candle in the mug over the fire.

The shelter deserves close inspection.

Use the remains of the glue and a plastic cup full of water to make some “goo”, then use the “goo” and some fern fronds to repair the bucket.

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

Move boulder with staff.

Light candle before entering cave.

When in second cavern – read bible.

Kill man with dagger.

Get book from hole in wall.

KNIGHT LIFE played by John Schofield on a Spectrum (128K only) – also available for PC(e), MAC(e) and Amstrad

The EPONA SCROLL is found in the hay.

The customer wants his drink on a tray.

Call Morgana to tell her about the girl.

It's essential to tell Jenny and Lancelot about your quest.

Start a fight to investigate the shield.

There are two objects to find on the road by Nelly.

The ring can be found amongst the twigs.

MISTY ISLAND played by Barbara Gibb on a C64

Poke the nest with the pole.

At exactly 11.47 you should see a causeway to the east. Part of it has been washed away so you need to attract the attention of a passing ship.

Give the ring to the sailors to pay for your passage to the nearest port to complete the adventure.

NORMAN'S LAMENT played by David Hebblethwaite on a Spectrum – also available for Atari(e), Amgia(e), PC(e) and MAC(e)

The word you want in the triangular building is PROFESSIONALISM.

Stuck in the blue room? Look at where the letters are in the room, how they are arranged, what colour the background is, and remember the pairs are not in the correct order.

The phrase you want in the cipher building was in the December '95 issue of Probe, but not in the form it needs to be in. It was in the correct form in a later issue of Probe.

Examine the walls in the compass building.

PANIC BENEATH THE SEA played by Peter Clark on an Amstrad

Part One

If the villain appears at any time blow the whistle on him.

There is a rope in the branches of a tree.

Digging in the Small Clearing will prove useful.

Part Two

Make sure that you have some repellent as sharks can be a problem.

The tapestry hides another exit.

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

Part Two

Hermes will provide transport back to Ethiopia where you will marry Andromeda.

When Phineus arrives, Athene will help you with some good advice. Turn Phineus and his guard to stone.

When you return to Seriphos, go to your mother in the Temple of Athene.

After dealing with Polydectes, return to the Temple and give the pouch to Athene.

PHILOSOPHER'S QUEST (enhanced version) – available for BBC, CPC, PCW, IBM, Nimbus, Atari and Archimedes

The amulet is a treasure, but it is also the key to open the portcullis.

Remember the objects *found* in the shop when you find the Tower of Babel.

When the smoke in the Garden of Eden tempts you, picking it up the same number of times as there are deadly sins will be rewarding.

The Ancient Manner will tell you a long story so make sure it isn't your lamp that is lighting the cave.

To get the albatross from around your neck, seek out someone who will listen to a story, try ME.

PIGGERY JOKERY played by Barbara Gibb on an Amiga

Cut the sack with the talon to free the rabbit.

The farmer's jacket will save Francis the fox from the huntsmen.

To put out the forest fire – push the dam until it breaks.

Throw the creeper to save Ronnie the rat from drowning.

Give the earphones to the bat.

SEABASE DELTA played by Barbara Gibb on a Spectrum – also available for various other computers

To renew your travel card you need the pen and ink to forge the signature on the form.

To get the object (a large key) from the table in the food-farm at Station Charlie you have to be wearing the "sure-grip" flippers. The key unlocks the floor panel in Lift 2.

The bearing and elevation numbers for the Tigerfish missile can be found on the thermometer and the sign in the east-west corridor at Station Beta. The Tigerfish lands on the old wreck, so go out and inspect the damage.

Lever the cannon with the piece of wood.

SIMPLY MAGIC played by Barbara Gibb on an Amstrad

Put the rose petal, star dust, bat and ice in the cauldron. Before you can take the cauldron to the room of Hell Fire you will have to deal with the witch – work out the anagram on the parchment.

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

Part Two

Spin cascade hair to make silken cord.

Tie cord to hook in cavity and slide down. Go back for cord to get into palace.

Swim to island and climb tree.

When Santa asks you a question say "Kay". The next answer is "Jack Frost".

TEARS OF THE MOON played by Edwina Brown on a Spectrum – also available on Atari(e), Amiga(e), PC(e), MAC(e)

Get oilcan out of boot. Leave it in a hot place for a while.

You can open the chest if you can oil it.

To get balloon out of room, deflate it.

To get vibrounit, BREAK BOX. Throw it at the forcefield.

Too weak to walk? CRAWL, then inflate balloon. Swim through mud.

Get book from floor and read it. Be sure to wear visor. SAY <title of book> to get passed the sentinel.

THERE'S A BOMB UNDER PARLIAMENT played by Peter Clark on an Atari(e), also available for Spectrum, Amiga(e), PC(e) and MAC(e)

Nails can be used to pick locks if they're hammered back into shape.

Walking the plank can stop you being alarmed.

The nail can be picked up if an attractive device is used.

The camera is in more than one part. It is useful even after the film has been removed.

Try looking in the pantry for something to aid your cable climbing skills.

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

Hide the chisel, dynamite, detonator, knife and torch in your stockings and the rest in the bush.

The chest is covering something and is your protection against the blast. Remove a brick to make a hole.

On the dovecot, lie down and peep over the wall. You must have torn your coat in the mill.

Find your way to Sir Gordon Greene and show him the book and plans.

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

PART ONE

Eventually the ambushers will leave the entrance hall so you can return there and thoroughly look at the dead bodies.

In the workshop, open the box with the drill.

To go north from the platform – light the explosive and then throw it. Don't forget to retreat to safety before it explodes.

In the rest-room – Fill the bucket with water. Also climb onto the table and feel on the ledge to find something useful.

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

Give the magazine to Anjo Cantpot for a useful object.

Heat the mug of cocoa in the microwave. Close the kitchen door.

Turn the dial to change the temperature.

Bounce the ball *hard* to dislodge a plate.

In the room with numbered squares, first examine the paper from the desk and then examine the floor as soon as you enter. Now STAND ON <number> on the floor that corresponds to the first number on the paper. Examine the floor again, and stand on the number that corresponds to the next number on the paper. Continue until you have crossed the room to the alcove.

TREASURE CHEST

DUNGEON OF TORGAR played by Barbara Gibb on a Spectrum

(X PARCHMENT to see the 10 treasures ticked off when found)

- BOOK OF UNIVERSE – in library beyond the “Maze of Circles”
- CLOAK OF GOLD – in the room of solid gold
- CROWN OF KINGS – on pedestal in the Throne Room
- CUP OF DREAMS – on ledge beyond snakes
- DEMON'S EYE – in Hall of Death, guarded by Deathbeast
- JADE STATUE – in room of statues of warriors, wizards, etc.
- SHIELD OF PROTECTION – behind Wall of Light in Square Stone Chamber
- SUN STAR – on pedestal in small room
- VASE OF THE SKY – in chest on pedestal in middle of pit
- WAND OF POWER – secret room north of Wizard's Study

SPELL BOOK

ENCHANTED COTTAGE compiled by Edwina Brown – available on C64, Spectrum, Amstrad, Atari ST/STe, Atari(e), Amiga(e), PC(e) & MAC(e)

<u>Spells</u>	<u>Object to carry</u>	<u>Result</u>
HYPNOTISE	Fob watch	Sends snake to sleep
REFLECTION	Mirror	Giant falls and forms bridge
AWAKEN	Alarm clock	Wakes guide
ECHO	Ear trumpet	You are given safe combination
STEEL	Ore	Changes daisy chain to steel
OPEN	Seed	Moves rock door

ADDITIONAL SOLUTIONS

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

AURAL QUEST, CRASH LANDING, GAME WITHOUT A NAME, GRIMWOLD'S BIG ADVENTURE, JOURNEY TO DEATH, LASKAR'S RETURN, PRISONER OF ICE, SLEEPIN' AGAIN, WHY IS THE WORLD ROUND ANYWAY?

[I'm hoping to get a chance to compile a COMPLETE list of solutions and eventually publish it as a small booklet. If you have a complete solution for a game you think may fill a gap in my files please forward it as soon as possible...thank you. Barbara]

SOLUTION OF THE MONTH

CRUISE FOR A CORPSE

Solution by Phil Reynolds on a PC

You start having just woken up after being knocked unconscious, it is 8.00am. The time will advance each time that you do a correct move or find out more clues to the murderer. You can travel around the ship more quickly by using the map in your inventory. You question the characters from a list of subjects, new subjects will be added when you find out things.

Take the piece of paper next to the ashtray on the floor, unfold the piece of paper and read it. Go to the bar and show the piece of paper to the barman, he will give you Father Fabiani's prayer book. Read the prayer book and take the letter you find inside the book, read the letter then go to Father Fabiani's cabin and pull the suitcase from under the cabinet to the left of the bed. Open the suitcase to find out the father's secret vice, then close the suitcase and push it back in place. Go to the upper deck and speak to Suzanne, ask her all that you can then go to the smoking lounge and speak to Tom, ask him about everything then go to the main deck, port side bow and open the first door (the one closest to you). You witness Julio getting a slap across the face, ask Julio about everything then go to the dining room and ask Father Fabiani about everything. Return to the smoking lounge to find that Tom has left, but a piece of paper has fallen from his pocket and is under the chair where he sat. Take the piece of paper then read the piece of paper and go to the left into the bar. Suzanne will be here, ask her some more questions then proceed to Tom and Rose Logan's cabin, Tom will now be here, ask him all the new questions then go to your cabin. On the rug just above the suitcase you will find a key, take the key then return to Niklos' office.

Insert the key in the roll-top desk lock to open it and open the jewel case that is inside, examine the clasp of the bracelet (right-hand end) then take the "Thank You" note from the desk and read it. Go to the dining room and open the drawer of the left closet, examine the drawer and take the invitations then read the invitations. Proceed to the main deck, port side bow and walk down out of the screen to witness Tom and Rebecca having a meeting, then go to the bar and speak to Suzanne. Ask her all the questions about Tom then go to the rear hall and speak to Dick, ask him all the questions you can then proceed to the laundry room and search the left (guests) basket. Here you will find a necklace, open the necklace and examine the necklace then go back to the rear hall and talk to Dick. Ask him about the necklace and Agnes, now proceed to the port side toilet and take the soap. Go to the main deck, port side bow and knock on the last door (furthest from you). Open it and ask Father Fabiani about the thank you note and any new questions. Go back to your cabin, Julio will now be here, speak to Julio and ask him about the bell tower and Agnes. Proceed to Suzanne's cabin to find her drunk, go over to the left wardrobe and open it then search the cosmetic case on the bottom left of the wardrobe, take the prescription then read the prescription and go back to the bar.

Take the bottle and the glass then go to the upper deck and speak to Suzanne, she refuses to talk to you, so serve her a drink and she is more amenable. Ask her all the new questions then proceed to the Butler's cabin and ask him all the questions. Go back to the smoking lounge and speak to Tom again, ask him the questions about Agnes then proceed to the main deck, port side bow and knock on the last door (furthest from you). Open the door and ask Father Fabiani all about Agnes. After you leave walk down out of the screen and look through the porthole.

Go to Suzanne's cabin, open the right wardrobe, search the pile of laundry, then proceed to the upper deck where you'll find Rose. Speak to Rose and ask her all the questions then go to the bar and speak to Suzanne. Ask her about Tom's business and about Rose then go to Rebecca's cabin and ask her all the questions. Go to Father Fabiani's cabin and open the second from the left wardrobe, take the pocket watch from the bottom of the wardrobe then proceed to the laundry room and search the pot to acquire a key. Go to the dining room and speak to father Fabiani ask him about Rose and Rebecca then go the main deck, port side bow and speak to Julio, ask him about the pocket watch then ask him all the questions about Rebecca and Rose.

Go to Daphne's cabin and ask her all the questions you can then go to the bar, speak to Suzanne and ask about Tom, Rebecca, Rose and Daphne. Now go and see Father Fabiani in the dining room and ask him about Rebecca, Rose and Daphne. Go down to Niklos' office and ask the Butler about the poker game then go to the upper deck and search the bag next to the chair, you will be interrupted by Rose, ask her about gun advertisement then go to her cabin and open the wardrobe, search the sheets to find a letter then read the letter. Go back to the upper deck to witness Suzanne falling overboard, fliing the right-hand lifebelt to her then listen to her suspicions, go to her cabin as requested to find that it has been searched. Open the music box under the sink and examine it. Insert the small key then while the puppet is turning, block it by clicking with your left mouse button on it and you hear a click then turn the key again. A drawer will open, take the letter out of it then read the sheet of paper and go to the bar. You are called outside where you witness an attack by Rebecca on Dick which Daphne stops by throwing her purse at Rebecca. Take the purse then go to Daphne's cabin and ask her about Agnes' will.

Ask about Suzanne's investigations/suspicions then after you leave walk along the decks outside the cabins and you will be called into the cabins of Rebecca, Daphne, Fabiani and Rose to hear their suspicions of who the murderer was. Go to the rear hall and approach Dick, ask him all the questions you haven't asked then proceed to your cabin where you will find a note from Hector. Take the note then go to the Butler's cabin to find him dying, he tells you that it was not Niklos' body that you found. Now go to the alleyway outside the kitchen and enter the kitchen, (it has to be done this way, not from the map) and take the can opener from the right-hand end of the stand in the centre of the screen. Open the hatch in the floor and you go down to the cargo hold. Take crowbar leaning against the crate and use it on the small case right next to the big white one, not the one in the spotlight. Take tin and use can opener on the tin to open it and a hand grenade will pop out, use the crowbar on the loose plank near the elevator and take the reel of film from the hole. Now go to the engine room and take the screwdriver from the crate at the left of the door then go up to the smoking lounge.

Pull the film projector out and examine the projector, put the reel of film on the projector then use the screwdriver on the little screws above and below the switch to remove the cover. Operate the green switch then use the screwdriver on the little screws again to replace the cover. Press the green switch and watch the film. After watching the film go to the rear hall where Daphne will give you a note from Suzanne, go to Suzanne's cabin where you find her dead, examine the body to see that she has scrawled the initials NK. Go to the captain's cabin and take the book from the bookcase, examine the book then open it and examine the red inscription to read INCAL. Now go to Niklos' office and examine the books in the bookcase, you will automatically place the found book in bookcase. Re-arrange the books so that they form the word INCAL and a secret door opens. throw the soap through the secret door then enter.

Examine the puppet and search Mafioso the dark shape at right-hand of the screen. take the puppet then go to the smoking lounge and show the puppet to Daphne who now remembers what happened during her childhood. The game will take over from here until it's time to point your finger at the murderer once they are all assembled, pick out Dick Schmock and watch the end sequence. Game completed.

SERIALIZED SOLUTION

KING'S QUEST 6

Solution by Terry Taylor on an Amiga

(continued from last month)

USE THE MAGIC MAP ON THE WATER - travel to the Isle of the Mists.

(The Isle of the Mists will only appear on the map once Alexander has learnt of its existence from the Oracle.)

Go North-west to the Village.

(At this point, do NOT move North from the Beach, or East from the Village, or Alexander will be killed by the Druids)

PICK UP THE SCYTHER from the tree.

PICK UP THE PIECE OF COAL from the cold fire.

Return to the Beach.

USE THE MAGIC MAP ON THE WATER - travel to the Isle of the Beast.

Go to the Gazebo location.

USE THE SHIELD ON THE STONE ARCHER - the archer's arrow shatters harmlessly against the shield, and Alexander passes through the gate unscathed. The gardener disappears.

Walk to the gazebo and PICK UP A WHITE ROSE from the hedge.

(Alexander will automatically try to walk through the gazebo, but the hedges join together, blocking his path)

USE THE SCYTHER ON THE HEDGE, and the path is cleared.

Walk through into the Beast's Garden.

(Alexander is immediately confronted by the Beast. He tells Alexander that he was turned into a Beast by an evil hag; and the Alexander is now doomed to be trapped in the form of a Beast also, unless a maiden can be found who is willing to share the Beast's life in his castle. Alexander says he will seek out such a maiden. THE BEAST GIVES ALEXANDER HIS FAMILY RING, which the maiden must accept of her own free will. The Beast also tells Alexander that time is short - "count the minutes on your fingers, while fingers you have")

(This last quote is an allusion to the fact that Alexander now has a limited number of moves to find the maiden, and return with her to the Beast. If he takes too long, he develops an itch, and turns into a Beast)

Return to the Beach.

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

Go to Beauty's Cottage – Beauty will once more be in the garden.

TALK TO BEAUTY – she will not talk to strangers.

USE THE WHITE ROSE ON BEAUTY – she will now talk.

USE THE BEAST'S RING ON BEAUTY.

(Alexander tells Beauty about the Beast, and she agrees to accompany him to the Beast)

The Scene now changes to the Beast's Garden.

(Beauty agrees to stay with the Beast, whereupon the spell is broken, and the Beast changes back to human form. Beauty's clothes are transformed, and SHE GIVES ALEXANDER HER OLD CLOTHES. THE BEAST GIVES ALEXANDER HIS MIRROR which, he says, reveals the truth about a person)

(What he says about the mirror is meant to be a clue for when Alexander later meets the Lord of the Dead)

USE THE VIAL OF SACRED WATER ON THE HUNTER'S LAMP.

USE THE HUNTER'S LAMP ON THE FOUNTAIN *(Falling Water)*

(The "Make Rain" spell has now been prepared)

USE THE SPELL BOOK ON THE HUNTER'S LAMP.

(The spell has now been enchanted)

EXAMINE BEAUTY'S CLOTHES – a strand of her hair is caught in them.

(If Alexander already has the strand of hair from Cassima's ribbon, he cannot get the hair from Beauty's clothes. If he doesn't have the hair from Cassima's ribbon, then USE THE HAND ICON ON BEAUTY'S CLOTHES to obtain that hair. He can have either/or – but not both)

Return to the Gazebo location, and PICK UP A SECOND WHITE ROSE FROM THE HEDGE.
Return to the Beach.

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

Move north to the Druid's Stone Circle.

(Alexander is captured, placed in a cage, and hoisted above the fire. The fire burns Beauty's clothes *(If Alexander has not got the hair, it is now too late)*; but it also activates the "Make Rain" spell *(Remember the instructions: "Heat to boiling to activate" – but the spell must be prepared and enchanted before Alexander is caught)*. It starts to rain. The fire is extinguished, and Alexander is lowered from the cage. Remembering what the Oracle said, Alexander asks the Druid about the Realm of the Dear, and about the two restless spirits. The Druid tells Alexander that, to rescue a soul from the Realm of the Dead, the Lord of the Dead himself must be challenged – though how, he did not know. He also tells Alexander that Night Mare, the Lord of the Dead's horse, is probably the only way to reach the Realm of the Dead) *Note how, at the end of the conversation, the Druid mentions the "oak embers of the bonfire"*)

USE THE SKULL ON THE REMAINS OF THE BONFIRE to collect the red-hot oak embers.

Return to the Beach. (more next month)

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