

ADVENTURE PROBE

NOVEMBER 1996 £2.00

VOLUME 10 ISSUE 11



EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

COPYRIGHT

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

LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

Copies can be ordered monthly or in multiples up to 12 issues: sorry no discount for quantity. Prices per issue: UK £2.00, Europe & Eire £2.50, Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to **ADVENTURE PROBE**. Please do **not** send cash, but small amounts (i.e. up to £4) may be in the form of 19p, 25p or 29p stamps to save on poundage/bank charges.

BACK ISSUES

All back issues are available. at the above prices. Volume 1 comprises 19 issues (June 1986 - Dec 1987), subsequent volumes are 12 issues Jan - Dec.

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

CONTENTS

EDITORIAL:	4
LETTERS:	5
REVIEWS: Adventure in Magicland	8
Die Feuerfaust	10
Immortality Rules OK	11
The Dig	12
The Golden Pyramid	13
Madcap Manor	14
SPECIALS: Pernicious News	15
Birmingham! Here We Come Again	16
Megapoints Winners	17
1996 Adventurers Convention Report	18
Birmingham! – An Alternative View From My Armchair	21
Adventuring Memories Whirling Around Pt3	22
More Alternative Song Titles	24
A Midsummer Daydream	25
ADVERTISEMENTS:	26
PERSONAL MESSAGES:	34
NEWSDESK:	36
IN TOUCH:	37
ADDITIONAL SOLUTIONS:	37
OBJECTS AND THEIR USES:	38
TREASURE CHEST:	39
GETTING YOU STARTED:	40
HINTS AND TIPS:	42
SOLUTION OF THE MONTH:	50
SERIALIZED SOLUTION:	53
USEFUL ADDRESSES:	55
TELEPHONE HELPLINE:	Back



HALL OF FAME

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

Dorothy Millard, Terry Taylor, Phill Ramsay, Laurence Creighton,
David Hebblethwaite, Peter Turner, Karen Tyers,
Edwina Brown, Peter Clark, Ellen Mahon,
Damian Steel, Vicky Lawrence,
Larry Horsfield and
Jonathan Scott

Special thanks to :

Geoff Lynas for his usual printing job

EDITORIAL

When I woke up this morning I was greeting with the sight of SNOW – not just a flurry, it is sticking, and is now quite deep as I sit here trying to type up the last page of this issue. I can't remember it snowing so early in the season, so I think we must be in for a long, long winter. Ignoring the fact that there are some the readers who will be sweltering under a hot sun, how are we adventurers going to survive the cold? Of course, the answer is by staying indoors as much as possible, and stocking up with new adventures.

The "home-grown" scene has been slow during the last few months, but nevertheless there have been some really good 8-bit adventures available, and there are more almost ready for release. I can't be as optimistic about the Amiga/Atari/PC scene, as the only definite releases for Christmas that are of interest, at least to myself, are from Vulcan Software – see Newsdesk in this issue.

However, I have been sent some oldish PD adventures for review, and this has prompted me to look through my disc boxes. What did I discover? The Jim MacBrayne adventures that I haven't had time to play. I have completed The Holy Grail (so I am now in a position to help at least one reader), and I will try to find the time to look at his other games, maybe over Christmas if the computer is free. I unearthed a lot more PD games, and will give them the once over in case there are any more forgotten gems. In the meantime, if YOU know of an interesting game, please, please, let me know.

While you are reading this I will, I hope, be at least half-way through preparing the December magazine. So, if you have any special contributions for the Christmas issue please send them in TODAY. Maybe you have a special message for the Personal Messages section, a joke, a story, a quiz, a well, adventurers are very inventive and I'm sure someone will come up with something that hasn't been done before.

I already have a few "specials", but I can always use more because this is the one time even I have to put away *some* of the computers and have to fight the family for the one or two that are left set up, or resort to other forms of entertainment such as watching rubbish on the television, doing a jigsaw, talking to the family, or best of all eating lots of chocolate. reading the Christmas issue of Probe and teasing my brain with the devious puzzles the readers send in.

By Boxing Day I will be thinking about the January issue and wondering how I am going to fill the pages. If you are one of the many readers who always intend to send something in but never quite get round to putting it on paper or disc, may I plead with you to do so NOW, so that I can plan the magazines ahead, and not worry too much about having to fill in the gaps myself, which must get very boring for the majority of readers.

My main concern at the moment is the index for the December magazine. I still don't have an Atari program that will sort *and* load into the DTP program, so it is a double typing job. It takes me as long to do the index as it does the rest of the magazine, which, of course, has to be done first otherwise the index will be incomplete.

Well, considering I thought, for the second month on the run, that I didn't have much to say I seem to have reached the bottom of the page in record time.

'Til next month, happy adventuring,

Barbara

LETTERS

From Hilary O'Connor of Sheffield

I would like to say thank you to everyone at the convention for making me so welcome.

The first person to greet me was Margo Porteous who was sitting just inside the door. Wynne Snowdon introduced herself within a short time of my arrival, and I feel I was not as sociable to her as I could have been, but that was my shyness.

I didn't do too badly in the Megapoints – 17 points which Larry said was not the bottom score (maybe he said that to make me feel less of a ninny).

All in all, I think it was a good day out and I will certainly attend again. I know this is nothing like Wynne's witty report about her first convention but I am not as witty as Wynne nor as good at expressing myself on paper.

Can I also ask if the person who took my address will send the list of Commodore adventures she has for sale? I can't remember her name but she lives in West Yorkshire.

From Karen Tyers of Aine

Just a quick line to say how much I enjoyed myself at the convention. Unfortunately finances meant I could only be there for the Saturday but it was well worth it just to see all my old friends from down south and to make a lot of new ones, now that I am becoming a northerner!

I did the usual trick that everyone attending for the first time seems to do – was within one hundred yards of the hotel at 8.00am, and took a wrong turn and eventually got there at 9.20am. I could give anyone a very good guided tour of Birmingham now! I took a friend with me who is a relative newcomer to adventuring and she wasn't put off at all! She kept saying on the way home what a great time she had and wasn't it wonderful to spend a whole day with nice people who were as completely off their trolley as she is! We're going to start saving now so that we can spend the weekend next year. Yes – everyone I spoke to was talking about next year.

Larry's Megapoints game was great fun and I can't wait to see it on release. Jonathan Scott was there with a pre-release copy of "Toddler Trouble" which also looks as if it will be great. A new game is coming from Martin Freemantle and Peter Clark has a new one being playtested and one in the pipeline as we speak. I also took a pre-release copy of "Rhyme Cryme" (my new one) which seemed to go down well so things are definitely looking good for the next few months. Can't wait – start getting your pennies together now for a winter bonanza folks.

Everyone there seemed to have a great time despite the odd mishap like my monitor giving up the ghost as soon as we got there! Fortunately it seems that it is only trouble with a connecting cable so I must away now and find my soldering iron!

Thanks to everyone for a great day.

★

More Convention Reports are elsewhere in this issue. (Barbara)

From Phill Ramsay of Blackley

I recently bought a CD ROM of graphic images. Amongst other utilities were two "browser" programs, which were classified as "Shareware". As is usual, the purchaser was allowed to evaluate the programs for a period of thirty days before either deleting them from the hard drive, or registering them.

I'm *not* going to write a review of these two programs – all I want to do is relate *my* experiences in registering them.

The first, "Thumbs plus" would cost me \$50 + \$5 shipping to register. I decided to do so using my Barclaycard. Barclaycard themselves were a little reticent about how much they would charge me for the conversion of US dollars to sterling. Apart from the vague phrase that it would only be a "nominal" fee, the person I spoke to refused to be drawn further.

However, I didn't like the idea of buying dollars and sending them through the international post – nor the trouble of getting International Money orders. Apart from anything else, I was intrigued about how "nominal" Barclaycard's charges would turn out to be.

Cerious Software (who own the rights to the program) would not accept credit card registration direct. It has to be done through the Public Domain Software Library in America. And there was, so the help file told me, a \$5 charge for credit card orders.

One other problem was that this registration had to be done by phone. But, taking into account the time differential, and the fact that I subscribe to Mercury, I was able to make this call at only 26.9p per minute. (The call itself, incidentally, lasted five minutes at the most).

So, it would cost me \$60 to register. However, when I made the call and explained I wanted the 16-bit version, I was quoted a price of \$50. I wasn't about to argue. The full version of the software arrived four days later.

When I received my Barclaycard statement, the \$50 (which I converted roughly to be £32 at the time) had been converted to £33.07. So, Barclaycard's "nominal" fee turned out to be around £1. This, to me, seems to be *more* than reasonable, when you think of the commission which banks charge.

The second program, Photovision Pro, was \$59 + \$10 international shipping to register in America. However, it *could* be registered in Britain at a cost of £44 + VAT + £3 carriage. This came to £54.70 if I registered the product in Britain.

Yet, in the USA, I calculated the product cost round £38 + £6 shipping, approximately £44.

Software Vision stated that you could register the product in the US if you wanted to.

So, I printed the USA order form, filled out my details and sent it off. Three/four weeks later, I was beginning to think my idea was not such a good one. However, the same day that my Barclaycard statement arrived, so did the software.

This time, Barclaycard had converted the \$60 to £45.26: a saving of over £9 on the cost of registering the software in Britain. If you allow my rough figure of £44, Barclaycard have only charged a little over £1 for converting US dollars to sterling. And by purchasing the product this way, I have avoided paying UK VAT.....

So, if you're considering registering software in the future, perhaps thinking in terms of your credit card might be an idea. I *can't* speak for other companies, but Barclaycard's "nominal" fee *does* seem quite reasonable.

From Peter Turner of Bexhill-on-Sea

..... I really like to read the letters from the authors of the adventure games who make such a great contribution to our enjoyment (not to mention all your hard work in producing Probe!).

Incidentally I'm 3 feet tall, ginger hair down to my waist, no teeth and a grummet in my left ear... thought you might like to know!

*

I have received many letters and telephone calls from both authors and readers asking me to continue publishing hints. As already promised, I won't publish help for any of Phill Ramsay's games, and if I receive any similar requests from authors, I will, of course, respect their wishes.

Peter's description of himself confirms my belief that the readers are aer, very varied lot. I wonder if Dot Vaughan would have guessed what he looks like? (Barbara)

From Damian Steele of Paignton

Many thanks for the latest edition of Probe. Along with my renewed subscription, I would like to send a reply to the point you made in the editorial.

I personally have no objection at all to ANY material published about my games in the line of hints 'n' tips, solutions, GYSs or similar. I look upon it as quite flattering that someone would want to do so as it means that there is a perceived need for that information.

I can't really say much about a waiting period before tips are given for new games as I haven't written a new game for quite some time now – although one of these days I WILL get around to doing something for the PC. As and when that happens, I think that a four month period would be suitable.

I have occasionally bought a game because of the hints I have seen for it as the solutions have given me an image of the game which I like. A review is one thing, but to get a real idea of the game you need to know something of its puzzles.

*

Although I try to make my own contributions to the GYS section as interesting as possible, I must admit it had never occurred to me that someone could get the flavour of a game from the hints.

When reviewing, one of the most difficult things is NOT to give too much away regarding the *answers* to puzzles in the belief that this would spoil the game for others. Some reviewers will give a subtle hint concerning their favourite puzzle(s) and stop tantalizingly short of giving the answer. Perhaps this explains why so many readers do not like to review games, and some have even told me that don't always read the review section.

When writing hints I know I tend to give outright answers because I think that when readers have got to the stage of wanting help they want the *answer*, not another cryptic puzzle to solve. However, I am probably wrong.

The subject of whether to publish hints is now closed, but perhaps readers would like to express their feelings on the *type* of hints they would like to see in Probe. (Barbara)

From Laurence Creighton of Cape Town

I feel I ought to enter the fray regarding giving help in adventures. I feel that giving help is not only important, but sometimes direfully necessary.

But let us define "help". The dictionary says "to contribute towards the success of". I feel giving an actual series of commands so that the player "paints by numbers" defeats the object of the exercise. But having said that, I know what it's like to come up against a brick wall – or a forcefield – and cannot proceed. So my feeling is a help column is not only important, but vital. But the contents thereof should be nothing more than turning the player in the right direction. A subtle prod or nudge is all that should be needed to get going again.

If anyone looks at my "helps" in my games (yes I do supply them), they'll see that they are oblique without actually saying what has to be done. If a player wants to paint by numbers, and play the game by following a solution sheet – good, the sooner they finish one game the sooner they'll buy another.....

Keep up the superb job with *Adventure Probe* Barbara, and happy adventuring to everyone.

MEN – A PERSONAL VIEW by MARY S-P

Men are different, aren't they? I mean, as I see it, they're just not NORMAL! They can lift a packet of Bran Flakes out of a cupboard, as easily as anything – but putting it back is quite a different matter. They seem, for some strange reason, to be quite incapable of reversing the action. Same with toilet seats, and shower heads – they just can't lower them.

They can take a huge, ancient, rusting heap, that would have to be helped to a scrap yard – and after a bit of grinding, welding, hammering and knocking [I may have glossed over some of the finer points there] it turns into a shining monster of a car that once belonged to the Duke of Something – yet even after 30 years of trying, they can never learn to fold a shirt.

They can navigate a strange car, on the wrong side of the road, through every country in Europe and find some remote village in thick fog, without the aid of a map or a common language, yet they can't find the laundry basket for the socks, when it's in the same house.

And men NEVER catch colds – have you noticed? It's always flu. Only women catch colds!

Men are not frightened of wasps. I mean it's inhuman to sit there calmly, not screaming and panicking, while a wasp flies round and round your head, when you know darn well it has every intention of stinging. And nettles never sting men – why is that?

A newly-cleaned bath acts like a magnet to men [however recently they might have showered] – and they can't tell the difference between an expensive cotton handkerchief and an oily old car rag.

Men understand self-assembly furniture instructions – now you're not telling me that's normal! I mean, you need a degree in Maths and the ability to decipher Mandarin Chinese for those things – but not, apparently, if you're a man. Video recorders, however, easily understood by all two-year-olds, are completely beyond them.

And you can't tell me it's normal to reverse an articulated lorry up an entry only wide enough for two bikes – just by using wing mirrors – because I won't believe you.

[Responses from men –and women – will be considered for publication. Barbara]

REVIEWS

ADVENTURE IN MAGICLAND

Written by Kevin Shelton

Reviewed by Damian Steele on a PC

"ADVENTURE IN MAGICLAND" is a compact game written by Kevin Shelton back in 1989. Both the game and the objectives are quite simple. The idea is to locate and recover two missing objects. The first object is The King's crown which has been taken by a dragon and the second is The King's son who, for some reason which is not explained, has been abducted and transformed into a mosquito. Obviously The King is not going to be particularly happy if his son is still in this state upon his return so it is up to you to find and use the magic wand which will transform him back again.

The game is played in an eight by eight grid of locations. the descriptions for these locations are usually only a simple line or two possibly accompanied by an object simply lying on the ground awaiting your attention. There are five locations which will kill you instantly should you wander into them. At first this seems somewhat harsh until you look at one of the two enclosed doc files which gives you a complete map of all locations.

Puzzles are of the "find object X. use object X" variety in 99% of cases and offer little or no challenge to anyone who has played an adventure game before.

Despite being given a reasonably long list of possible commands, the number actually needed to finish the game is extremely limited. The examine command might as well not have been included for all the support it is given. The interface is not particularly friendly but is quite adequate to get you through the game once you have stumbled upon the correct command sequence for what you want to do.

Whilst not a challenging game by any stretch of the imagination it might offer some level of enjoyment to first time or inexperienced adventure gamers.

"ADVENTURE IN MAGICLAND" is available as shareware for around 30p.

DIE FEUERFAUST (The Fist of Fire)

Written by Larry Horsfield

Played by Karen Tyers on a Spectrum

This is the follow-on to "SPECTRE OF CASTLE CORIS" and in brief the story so far is that you have been summoned by the King to meet Prinz Eugen of Lubeck. He tells you that the peace of the Hanseatic League is under threat as someone has misappropriated their symbol of unity. "DIE FEUERFAUST" (The Fist of Fire), is a metal gauntlet worn by their Founder. You are asked to travel to Lubeck to find and return this symbol to its rightful resting place. You agree immediately and set sail for Lubeck but unfortunately your ship is hit by storm and you find yourself washed up elsewhere.

Part one (Rugen) finds you on a deserted stretch of beach and your first task must surely be to find out where you are in order to travel onwards. There is a woman in a cottage who can help set you on your way, but her cottage porch has been damaged in the storm and she is reluctant to leave. Help her and you are on your way... Eventually you will find yourself in Sagard, where you will need to have several conversations with a barman and a hermit. Providing you can help the hermit with information he will supply not only a light source but also a parchment of magic spells which you will need later on. Finishing in Sagard you can travel on to Bergen where you can purchase a horse and tack. Providing you can get past the soldiers here you are at the end of the first part.

Part two (Straisund and Rostock) finds you on the road to Straisund. Here you find a woodcutter who can help you get into the town, but I suggest you find somewhere to leave your horse, as the soldiers on guard will confiscate it: In the town you can find a travel portal, and if you speak nicely to the Mother Superior of a local convent you will also find out how to use it. However, you will need your horse further on in the game, so you must find a way to get it past the soldiers and to the portal before you activate it.

Travel on to Rostock where you must again find somewhere to stable your horse to avoid losing it. This accomplished you will need to learn to control the local beasts of burden, the Zampf, and solve a puzzle on a door involving three dials. When you find the numbers, they are randomly generated, so if you restart the game as opposed to saving it, you will need to find the numbers all over again. Past this door you will find a couple of essential objects, without which you won't get much further. Retrieve your horse and get it past the guards, and this will see you at the end of part two.

Part three (Scwerin) starts north of the town. Your first task really is to sort out some soldiers in order to obtain a couple more essential things. This done, you will need to rescue two children from a burning house, find an upstairs vantage point to watch the comings and goings of the enemy, put out a massive fire and help some people to regain their health. You can then leave Scwerin, cross a river, catch yourself a Zampf and learn to ride it...

Part four (Endgame) starts at the edge of a forest. Travelling in one direction leads you straight into the Barbarian camp which of course is sudden death so another way round must be found. You can discover a deserted village with a lone hut, a large tree, a shop of sorts and a chapel. You can also find an incomplete travel portal and a locked chest.

There is also a giant spider's web to contend with. Once you have sorted out these problems, you can find a way into the camp where you need to rescue several women abducted by the Chieftain, and find Die Feuerfaust. Once you have found it, you must then return the women to their hometown and find a helpful priest who will point you in the right direction. Following the information from the priest will enable you to replace Die Feuerfaust and restore peace to the Hanseatic League.

I finished this game missing 40 points, but we all know how Larry likes to hide points away! Overall I found this game quite a struggle, not because it was extremely difficult, but because most of the action requires a lot of interaction with other people which is not really my scene.

There aren't an awful lot of objects to use considering this is a four part game. However, you really have to think about what you are doing and where, and if you miss something that you should have found by talking to a character or showing them something, then you could find yourself having to backtrack an awful lot. You must also do things in the right order or the game will come to a standstill. Lots of saves are the order of the day.

I couldn't find any "hiccups" to speak of, and if you have enjoyed Larry's other games then this is a must. If you've never played one – where have you been till now?

Spectrum (tape and +3 disc) versions available from The Adventure Workshop. Price : £3 (tape) and £5 (disc)

Amstrad (disc only) version available from The Adventure Workshop. Price : £6 (disc only) Cheque/postal order payable to P.M.Reynolds

Amiga(e) and Spectrum 3.5" +D versions available from Adventure Probe. Price : £3

IMMORTALITY RULES OK

Written by Robert Burgess

Played by Dorothy Millard on a Spectrum

Each morning when your copy of the "Daily Crucible" arrives, you immediately set about studying the latest clues in their "Treasure Hunt" Competition, with the prize of a Golden Amulet of Immortality, recently found in the Amazon Jungle. Today, on reading the clues, the answer strikes. You scan the instructions – head to this location, search for four numbers to make up a safe–deposit box combination and claim your prize.

On arriving in the small Yorkshire hamlet of Stoneham you discover a checkpoint set up in a nearby field, beside a fast flowing river separating you from the town centre. It is to here that you must return with your prize. A reporter ferries you across to the other bank and explains that each digit is cryptically hidden, and all your powers of logic and deduction would be tested. "By the way", he shouts. "Make your own way back".

And so your adventure begins on a muddy river bank. The first thing I noticed was how slow the graphics took to draw but fortunately they can be turned off. A useful vocabulary command gives a list of many words understood by the game.

During my quest for the numbers I visited the local park, the town hall, a garage, graveyard, chemist shop, the market, the post office and a shopping precinct amongst others. It is essential to examine everything closely. Despite my efforts I was unable to decipher the numbers without aid and a couple of red herrings have been thrown in just to confuse one. My problem was that I didn't recognise the numbers even when I had solved the puzzle and they were staring me in the face, but that was my problem rather than the game. For example, my reasoning was that a month is a month and I'd found another use for the clue anyway, but I forgot that it can also be a number!

A hint I will give is in the bookshop where the piece of paper is irrelevant but what is holding it up is very important. It is necessary, nay essential, that you are arrested for littering. when you will be placed in a police cell. The way out isn't too difficult, but don't be in too much of a hurry as there are a couple of things to do first.

Once you have deciphered the numbers you must find a source of light which is easy enough but the torch has no batteries. Once they have been obtained it is simple to enter the vault and open the safe–deposit box to obtain the amulet. All that remains then is to return across the river. Oh, I nearly forgot, first you must build a raft! Once across the river the press are waiting to take your photograph for tomorrow's front page...

I enjoyed playing "IMMORTALITY RULES OK" – it is an old game without heaps of text, but a good fun storyline and most things can be examined.

THE DIG

Published by Lucasarts

Reviewed by Peter Clark on a PC

I had seen a demo version of "THE DIG" on a magazine cover disk, so when the opportunity to play the full version came I jumped at the chance.

The game starts when an asteroid is discovered to be on a collision course with Earth. You are chosen as one of the astronauts to take a shuttle craft, intercept the asteroid and try to change its course by placing nuclear explosives on it. This part of the game is relatively easy and allows you to get the feel of the game. The mission is completed successfully and, with the asteroid now on a course taking it away from earth, you are able to explore it.

Now the game proper starts as the wreck of an alien spacecraft is discovered. It is not long before you find a way into the interior of the asteroid and some of your early actions result in you and your companions being taken far away cross the universe. Needless to say your task is to find a way home again.

The interior of the asteroid not only boasts a power station which you will have to get back in action before many other tasks can be attempted, but also a large tramway system. This again is inoperative and must be repaired before most of the game can be explored. Later in the game this rather slow system of travel can be superseded by a much quicker system, but that is another story.

Early in the game one of your companions is killed but a way of bringing him back to life is close at hand. Unfortunately this has rather far-reaching effects, finally causing him to die again.

Throughout the game it is important to keep in contact with each of your companions and a hand held radio is supplied for your use. Some of the problems, of which there are many, can only be solved by consultation with the others. The game includes quite a number of mechanical and geometric puzzles but I only found one which had me completely beaten and, although I was kindly given the answer by Jenny Perry, I still don't know why it worked. It is impossible to die in this game unless you are very stupid as warnings are given if you are doing something dangerous.

There are five main areas in the game including The Cathedral, The Tomb and The Museum. Each one of these contains many other locations so once the transport system is sorted out, there is plenty to explore. Although the previous residents of this world have left, there are still a few creatures left and these can be a problem in several ways. One in particular had kleptomaniac tendencies and had me playing at "Catch the Rat" for some time until the little chap was cornered in the..... Not telling!

I liked the way the game was playable in several directions at the same time and if you were stuck on one puzzle, there were others that you could tackle without the game sticking. The puzzles were hard but logical and I can recommend the game whole heartedly. I enjoyed this PC game more than I have enjoyed any for some time.

THE GOLDEN PYRAMID

Written by Laurence Creighton

Reviewed by David Hebblethwaite on a Spectrum

You have heard about the ancient Golden Pyramid, located in the middle of Africa. Being the sort of person you are, you decide to throw common sense out of the window and go to Africa to find the Pyramid. Your pilot informs you there is no landing strip in the area you're going to, so you decide to jump out of the plane with a parachute.

Correct me if I'm wrong, but I believe this is Laurence's second published adventure, but even so, it's no easier than his other games. You begin stuck up a tree, with a bird nearby who is guarding a nest. Be careful how you deal with the bird or you'll lose an important object. Once on the ground, your next challenge is a python who'll kill you if you don't act quickly.

You will eventually arrive at a village, where you can meet the Chief, who will ask you to bring him the Elixir of Life from the Golden Pyramid. Take heed of his warning or you may well find yourself stuck later on. In the village, you also need to be careful of lightning, which strikes at random and may kill you (ram saving would be useful here!).

On your way to the Pyramid at last, your troubles aren't over yet, as there are traps to be overcome, and the possibility of dying of thirst or heatstroke, not to mention the annoying breeze on the hill that can really put the "wind" up you (groan)!

Inside the Pyramid, your adventures really begin. The first problem is that you can't see, and even if you solve that, you'll have trouble breathing. Other problems to be overcome in the Pyramid include quicksand, oil and hot coals, with plenty of objects and a carry limit to stop you carrying everything you need. And don't forget the maze.....

Eventually you will find the Elixir of Life, but actually taking it is a problem in itself. It was at this point I found that I had ignored some important information early on, so learn from my mistake and keep your eyes open! Of course, you then have to get out of the Pyramid, which isn't as easy as walking through a door. It must be opened first, but how?

Once you return to the village and give the Elixir to the Chief, he thanks you and lets you keep the golden chalice as a reward. All that you need to do now is get home, but that's another story....

This seems to be a little smaller than the other LC games I've played, which is good for novices like me. But don't let them make you think this is easy, because it most definitely isn't. It's full of problems from start to finish and will keep you adventuring for ages. It's well worth the money, and it gives a real sense of satisfaction when you finish it. In short, this is another gem from the Man from Cape Town himself, Laurence Creighton!

Available from Zenobi Software. Spectrum (tape & +D disc), Atari(e), Amiga(e), PC(e) and MAC(e) £2.99, Spectrum +3 3" disc £3.99.



MADCAP MANOR

Published by Gilsoft

Reviewed by Dorothy Millard on a Spectrum

When I first loaded "MADCAP MANOR" and started mapping it, I thought it was going to be a shallow game without a lot to do. There are a number of locations without anything to do in them, but don't be deceived, this is a great game once you get into it and there is much more to do than meets the eye.

The game is set in 1933 and all seems well with your world, but you have an odd feeling that this state of bliss is about to be broken. The inlay that came with the cassette states you are Inspector Le-Gies, the famous Belgian detective and, as a house guest of Lord Stingy, you must recover a priceless ruby ring which has gone missing. At the start you are in "Puris Naturalibus" lying in a large feather bed in an ornate bedroom on the first floor of the manor, where you see an alarm clock and novel. So you wind the clock and start to read.....

Your first move is to get up and find some clothes and shortly you will meet Lord Algernon Stingy who strides up to you in something of a tizzy! As he stutters to find his words you think "where is the notable English sand-froid now"! You haven't seen Algy so upset since the butler dropped his very last bottle of Chateau de Rothschild '24. Eventually he stutters "It's a d-d-disaster my d-dear f-fellow. My other house guest, The Dowager Lady Ditchley, has had her priceless ruby ring stolen from her dressing table". He implores you to find the ring and confound the scoundrel who took it. He says you must search the estate for clues and the staff have been instructed to help you.

So off you go to explore Madcap Manor and there are around 100 locations to discover, most of which are readily accessible. When you find the secret room and read the newspaper you find there, you learn about Horatio Ian Stingy, who is the sole heir to the Stingy fortune since he disappeared up the Orinoco in search of the fabled Madingo tribe six months ago. But who is the mad relative? One word of warning here, don't let him loose or you will find dead bodies everywhere instead of servants. Where did the ring finish up? That would be telling, but I will say that it isn't where you expect.

I found the carry limit of three objects, the clothes you are wearing and anything else worn, to be a little frustrating, but not a serious problem. There is one minor "bug" with the dog food, but it didn't spoil the game. Do not drop the open tin of dog food as it isn't possible to pick it up again.

Throughout "MADCAP MANOR" it is necessary to push the bell-pushes located throughout the manor, to summon the servants, who if you ask them, will give you clues. However, once you have pushed a bell-push you will have to wait 25 moves before it will work a second time, even if it is a different bell-push. However, if you use the help facility this time is reduced. I made the mistake of exiting the front door before unlocking the back one, to discover that "Tradesmen and Intrepid Adventurers must use rear door!"

I enjoyed "MADCAP MANOR" much more than I thought I was going to at the start and would recommend it should you be able to pick up a copy. I have had my cassette version for many years, waiting for the opportunity to play it.

Pernicious News

It was *that* time again. Having scarcely recovered from my nervous breakdown after attending *last year's* org.....erm *gathering*, I wasn't sure that I could withstand hiding yet again from the amorous attentions of.....but *that* would be giving secrets away!

And so, once more taking my life (and much more besides) in my hands, I visited Cornelias, an old wizard friend of mine. Accordingly, I arrived at the hotel and was quite impressed with Cornelias' skill when all looked vacantly *through* me.

Eventually, I caught sight of several adventurers who have been referred to as *giants* of the Adventuring world.....well, *that's not* strictly true. It's just that I've heard various people call them *monsters*.

The first was Peter Bark, the only person I have ever met who has had his pockets surgically stitched in the hopes that they will heal up.

Then there was Larry Ponymead, an Adventurer with such vast experience that he can remember the time when The Archers only had an allotment.

Philip Ramspeak was *absent* this year - but I have it on good authority that he was taking advantage of Phil Reynolds' absence to rifle through the files of 'The Adventure Workshop' to delete *all* hints and tips on his games.

But don't tell Phil Reynolds!

Several 'new' faces were appraised and stored for future reference: equally, numerous 'old' ones were avoided.

No Simone Apiary this year. I *did* hear a

rumour that he is expecting a gold nugget through the post any day, and has been rooted behind his letterbox for the last six months.

No Damian Brass, either. Perhaps someone rubbed him up the wrong way.

Considering the appendicitis which turned to peritonitis and *very* nearly proved fatal, Tinkerbelle looked to have recovered well and seemed none the worse for his/her medical adventures.

Tinkerbelle made his/her way around the assembled throng, speaking to many, and occasionally smiling his/her secret smile.

No adventuring awards were presented this year, just to make things awkward - but our Tenacious Writer of Intriguing Topics (or T.W.I.T., as we tend to call him) suggested that we should award the title of 'Swiftest-footed Adventurer 1996' to *all* those intrepid Adventurers who almost fell over each other in order to *avoid* helping a fellow adventurer in distress.

Said distressed adventurer was engaged in.....shall we say *recycling* an alcoholic beverage which he had imbibed?

And I've *never* seen so many Adventurers suddenly find *urgent* business elsewhere, leaving *others* to tend to their paralytic colleague. Gentlemen, enjoy the award, and the prestige which comes with it.....after all: *You Deserve It!*

Finally, I'd like to thank all the people who attended for being sports in taking my lampooning of previous years in such good spirit. From one adventurer to all the others:

SEE YOU ALL NEXT YEAR!!!

BIRMINGHAM – HERE WE COME AGAIN

by PETER CLARK

Remembering how I took several wrong turnings on the way to the Convention last year because of the rain and poor visibility I viewed with dread the pouring rain as I once again set out from Ipswich. However, after 50 miles or so the rain stopped, the sun came out and I began to look forward to meeting old friends again. I suffered from a hold up on the M6 which forced me to crawl for the last 10 miles but shortly after 3.00pm the car, once more, turned into the Royal Angus Thistle Hotel.

The Scottish contingent had arrived the previous day and others had begun to arrive. The delicate tone of a Durham accent wafted through the Reception area as Ellen and Wynne arrived at the same time as me.

Luggage was deposited in rooms and the effects of long journeys were removed or at least eased with cups of hotel tea. Everyone then headed to the lounge where more tea was consumed and the latest news and scandal was exchanged. A decision had to be made as to where we would eat that evening and a Beefeater in the Edgbaston area was chosen.

Later in the evening, much refreshed, we all met in the lounge and ordered taxis to take us to the eating place. It turning out to be a little on the noisy side and a few of the group decided to look elsewhere for food. They eventually finished up in the sister hotel of the Royal Angus where the very first convention was held. Although the Beefeater was noisy the "gaily dressed" staff soon had our orders in front of us and the food was very good.

The rest of the evening was spent in good company in the hotel lounge over quantities of local ale. It is now some six or seven years since any of us first met and the sense of togetherness that has built up in that time is really great. It sometimes seems that we have always known each other.

The following day saw the usual rush after breakfast to the convention room with all manner of computers, cables, keyboards and a huge collection of software items. The morning settled down to periods of game playing, problem solving and, most important, the Megapoints competition. As usual I got nowhere near enough points, but, as they say, it's the playing that counts not the winning. I'll not let on who won as that will be found elsewhere in Probe as will the other new awards. At regular intervals small groups would congregate in the bar area for a quick drink and a rest from flickering screens, etc.

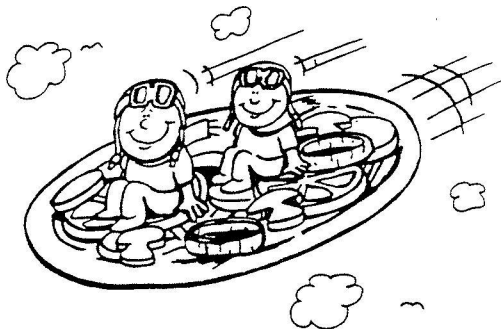
By 5.00pm everything had wound down and computers were being turned off and packed away. Another convention had come to an end. Again, we split into two groups and descended on Birmingham for an evening meal. Our group decided to eat Chinese and headed to the Dysentery, sorry, Dynasty Chinese Emporium. To say the service was slow would be an understatement. It seemed that everything was being ordered from China. Useful instruction from the Essex area enabled me to deal with a crispy duck which is something that I didn't know when I went in. The meal was great even if the water was doubtful and at least nothing was left on the table afterwards. Margo saw to that! On our return to the hotel we found that a murder evening and disco was in progress. This meant that getting to the bar took a while longer but we took charge of one side of the lounge and spent a very enjoyable rest of the evening in good company.

The following morning there was a bit of a queue for breakfast as a lot of murderers from the previous evening had stayed the night but adventurers will overcome murderers anytime. Breakfast over, goodbyes were said and arrangements for next year being talked about. Perhaps next year we can book to become murderers in the evening as well.

Most people were of good behaviour this year so there are not many things left outstanding. I would, however, like answers to the following:

- (1) How do you re-heat a Chinese meal in your bedroom?
- (2) If doves have feathers what do sheeps have?
- (3) Who opened the locked door in Dynasty?
- (4) Does tap water come in bottles?
- (5) Since when has a jester's cap been American dress?

Finally, greetings to all those who were present. I look forward to meeting you all again soon, either at Hamilton Halls in December or in Birmingham next year.

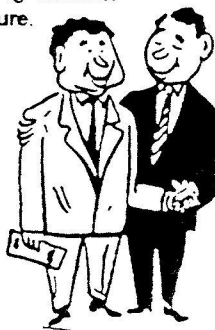


THE MEGAPOINTS COMPETITION

This year the adventure for the competition was written by Larry Horsfield. "THE FORTRESS OF FEAR" is a follow-up to "DIE FEUERFAUST" and, when completed, will be a multi-parter. Part one is based on a real fortress in Poland, and involves accessing and exploring various towers, a chapel, stables, etc.

Congratulations to everyone who took part, especially the following winners. I bet you all did much better than I did when I first saw the adventure.

- 1st JONATHAN SCOTT
- 2nd JENNY PERRY
- 3rd SHARON HARWOOD
- = MARGO PORTEOUS
- = JOHN SCHOFIELD



THE 1996 ADVENTURERS CONVENTION

A report by Larry Horsfield

Most of you will probably be aware that the Adventurers' Convention was held in Birmingham on the 19th October. This year was our seventh convention and a very good time was had by one and all – in fact, we were all of the opinion that it was the best one we'd had for some time. The attendance at this year's convention was slightly up on last year's and (as well as myself of course) the following attended:

Vicky Jackson, Jenny Perry, Martin Freemantle, Bob Adams, Sue Roseblade, Sharon Harwood, Lynn Feaver, Anne Borland, Jill Nott, David Jeenes, Margo Porteous, Peter Clark, Phil Glover, Phil Reynolds, The GRUE!, Janice Chamley, Mark Oulaghan, Wynne Snowdon, Ellen Mahon, Lorna & Danny Paterson, Mike & Margaret Crewdson, John Ferris and John Schofield. New attendees were: Karen Tyers, Nikki Jackson, Hilary O'Connor, Martin Bela, John Nicolls, Duncan T. Watson, Duncan Roberts and Jonathan Scott.

One of the problems in organising a computer convention is getting people to bring computers along on the day. In the early days of the conventions this wasn't too much of a problem as many more people attended and, as things were 8-bit orientated, computers were easier to transport. As attendances fell over the years and people upgraded to more expensive hardware, they were more reluctant to bring them along. This year there were 3 PCs, an Amstrad CPC128, a Spectrum +3 and a SAM Coupe, not forgetting the 3 Spectrum +3s used in the Megapoints game, and I would like to thank The Grue!, Sue Roseblade, Phil Glover, Phil Reynolds, Karen Tyers and Sharon Harwood for bringing their equipment long. A pat on the back for myself for bringing my PC, although "back" is a sore point (literally) because while struggling to carry two heavy shoulder bags *and* tow my PC (which was strapped to a luggage trolley) from Jenny Perry's place south of Heathrow Airport to my home in SE London on the Sunday, I strained my back and had to have 3 days off work!

We started setting up our gear in the Ariel Suite after an early breakfast on the Saturday morning and folks started to arrive very soon. Quite a few people had stayed on the Friday night and you could tell who these were by the bleary eyes. We usually have 3 Spectrum +3s for the Megapoints Competition, this year supplied by myself, Sharon Harwood and Karen Tyers, who herself brought enough equipment to open a shop! Unfortunately her monitor went on the blink and we had to swap it for one of the TVs we were going to use for the Megapoints and the only TV we had left to substitute was my old one which had a "wobbly" screen. I apologise to all those Megapoints contestants who got lumbered with this TV, some of whom had difficulty reading the text.

The Grue! arrived and set up his Pentium P133 with a whopping 17" monitor and he had his new adventure book "Conquest at Quendor" running on it, as well as "Deathgate", "Mission Critical" and "Full Throttle" at various times. Sue Roseblade had brought her 386 PC from St. Neots and I set up my Pentium P75 near the Megapoints table. As I don't actually play adventures on my PC, we tried to install one of Sue's adventure games on it, but ran into some compatibility problems and gave up. So Sue ran the game, "Prisoner of Ice", on her PC, as it was already installed on it. Vicky Jackson became completely engrossed in this adventure, aided and abetted by Jenny "The Peril" Perry who lived up to her name by nibbling Jonathan Scott's nuts.....er, I mean his PEANUTS. He'd left some near the computer and Jenny thought they'd been thoughtfully provided by the hotel – and scoffed the lot! Makes a change from her usual diet of chocolate, I suppose.

Jenny also became notorious for rummaging through people's boxes of games they intended to sell even BEFORE they'd unpacked them, The Grue! being one of the first victims of this opportunism.

Phil Reynolds was demonstrating various games from the "Adventure Workshop" catalogue on his Amstrad including (I'm pleased to say) the CPC version of "Die Feuerfaust". Similarly, Phil Glover had SAM games running on his equipment and Karen Tyers was proudly showing off her latest adventure "Rhyme Crime" on her Spectrum +3. As for my PC, I could only run what games I had installed, which are mostly strategy/simulation type games. However, these proved to be quite popular and Sharon Harwood was having great fun getting to grips with "Settlers 2", and loud shouts of triumph were heard as her knights were victorious over their foes! In fact I literally had to drag her away from the PC at the end of the convention as the hotel staff were waiting to clean the room.

I spent most of my time running the Megapoints Competition and nearly all the people attending the convention had a go. It was very interesting watching people playing my game, a specially adapted version of the first part of a new Spectrum text adventure called "The Fortress of Fear". Only Barbara had seen the game, as she playtested the Megapoints version, and I was amazed at the inputs people were trying. One of the first things you needed to do was to find the key to one of the doors, which I had hidden inside a bucket of water, which initially is at the bottom of a well. Once you'd raised the bucket (I'd thoughtfully provided a number of alternative inputs for this action, i.e. RAISE BUCKET, TURN HANDLE, TURN WINDLASS, etc), the only inputs for finding the key were SEARCH BUCKET or SEARCH WATER, which to Barbara and I were the obvious ones. You can imagine my horror when I saw that a lot of people were typing LOOK or FEEL IN WATER/BUCKET and didn't think of using the simpler input at all. Afterwards I asked them why they tried that input rather than the simpler SEARCH WATER and they replied that they normally play graphic adventures where you don't have a SEARCH command. I have now inserted the alternative LOOK/FEEL IN WATER/BUCKET inputs in the proper version of the game!

In all previous conventions we have had awards for best software and software companies, etc. In the early days the authors and games being nominated were largely from the "home-grown" market and this meant more to the voters and obviously the recipients of the awards, most of whom were in attendance at the convention, were extremely proud that their efforts were being rewarded in this fashion. However, 16-bit and PC software (i.e. commercially produced) became more prevalent, the majority of the awards were going to commercial authors and companies, none of whom were at the convention - nor did ANY of them have the courtesy to acknowledge the awards we sent them. So this year we decided not to bother with any awards, apart from the Megapoints Competition. At this point I would like to thank Sue Roseblade and her friend John Roscoe for providing the wonderful laminated certificates and also the name badges everyone wore.

I myself did the announcement of the Megapoints results and, much to everyone's relief, didn't say much else other than a thank you to everyone for attending. In past years Bob Adams has been press ganged into the MC's job (apart from last year when he didn't attend and Peter Clark stood in) and I thought that by doing the announcing myself it would give Bob a break as he was probably fed up with doing it....WRONG!!! After I'd said my bit, Bob got up and announced that there would be some further awards, these being for 100% attendance at the conventions. As Bob said, it was very surprising to learn that only FOUR people have attended every one of the seven conventions, these being myself, Vicky Jackson, Margo Porteous and Sue Roseblade.

I'd like to say a big thank you to Mike and Margaret Crewdson for thinking of these awards, which came in the form of a "Certificate for Perfect Attendance".

For those who stayed at the hotel, mostly for two nights arriving on the Friday afternoon/evening, the main difference over previous years at the Royal Angus Thistle was the number of other people in the hotel - it was packed! While sitting chatting in the lounge late Friday afternoon the place suddenly became chock-a-block with Civil Servants! There was a DSS/CSA conference going on in what seemed like all the conference rooms. Fortunately these "suits" didn't stay very long and departed rapidly.

Most interesting for us was the discovery that the hotel had started staging "Murder Mystery Evenings" (MME henceforth) and one was taking place on the Saturday evening. According to the posters in the lobby areas the MME was sold out and this became apparent early Saturday evening as the participants arrived. There seemed to be a continuous stream of rather nice-looking ladies walking through the lounge/bar area, which was a treat for us men watching them!

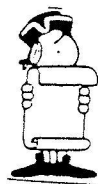
Quite a few of us conventioners expressed great interest in the MMEs, as some have taken part in this sort of event before and other have wanted to or are going to. The hotel was charging us either £29 or £35 for a room (bed and breakfast) per night and on the Sunday morning Margo Porteous showed us a flyer for the MME which she had obtained and we were stunned to discover that the charge for the MME, including a 3-course meal AND overnight accommodation, was just £40 !!!

What we are therefore intending to do for next year's convention is to have it on the same day as one of the hotel's Murder Mystery Evenings and negotiate special rates for those who wish to stay overnight (for one or two nights) and take part in the MME. I have already spoken to the hotel about this, but they do not yet have any definite dates for next year, although I was told that October has been pencilled in for MMEs next year. I was told that the maximum number of participants in an MME is 100 people, so there should be plenty of places available, but what would be extremely useful for me is to know how many Adventure Probe readers would be interested in attending next year's convention if it were coupled with a Murder Mystery Evening at the hotel. So, if you are interested in this please contact me as soon as possible, even if it is just a "maybe".

My address is:

40 Harvey Gardens, Charlton, London, SE7 8AJ Telephone No: 0181 244 4000

I'd like to once again thank all those who attended the convention and, from the way people were talking about *next* year's convention even before this year's had finished, look forward to seeing you all again in October 1997. To those Probe readers who have never attended a convention, or haven't been to one for a while, why don't you come along? There is DEFINITELY going to be one in October 1997 so why not start saving NOW!?



BIRMINGHAM! –

AN ALTERNATIVE VIEW FROM MY ARMCHAIR

I knew it was a bad idea to let Karen and Nikki drive to Birmingham on their own, with a very large map book and idiot-proof directions (ha ha) to the hotel – Aaah! I hear you cry. (I said Aaah! I hear you cry.)

I knew it was a bad idea when Karen first mentioned she was going. My fears were well justified on the Friday night, when I noticed them loading 2 televisions and a monitor onto the back seat of the car. I realised where she had been to get the televisions when her children started screaming about infringed rights, and did she know that other kids would take their mothers to court over such things.

In my bid to stop high court action against her, I was duly put in my place by the children saying that I still had a television to watch, and shouldn't I be on their side, as opposed to a woman who was putting seat belts on televisions and telling them that they should be nice and safe!! At this point I opted for the safest option and rang the doctor, but he wasn't too sympathetic – I guess he's an adventurer too.

I had a lovely peaceful Saturday, but it's amazing how these adventurers get under your skin, especially when you have to live with one! I spent most of the morning wondering whether they had packed their rucksack, rope, lamp and shovel! However at about 8.50pm I received a 'phone call from the intrepid adventurers asking for the kettle to be put on as they were ten minutes from home, so I guess they're human after all – sort of!

They were both full of themselves, but kept evading the vital question "What time did you get to Birmingham?" They eventually confessed that they drove past the hotel at 8.20am and arrived there at 9.40am!" Yes, you guessed it, they got in the wrong lane and had to drive round Birmingham city centre. I hear the gas works are lovely at this time of year.

I think at this point I should inform you, as I'm sure you're all feeling sympathy for them, that even with the aid of a map Karen can get lost in the back garden, and to be perfectly honest Nikki isn't any better. Now for those of you out there who think I'm picking on them, perhaps the next time you ring Karen you should ask her about her sense of direction. For example, bearing in mind that Karen lived in Surrey for 20 years, she managed to go from Kingston to Hampton instead of going home to Ewell. (Hampton is in the opposite direction to Ewell!)

Well anyway, back to business at hand, the convention. Larry and Jonathan were ambushed and conned into helping the girls get the things out of the car. (Who put the seat belts back on the televisions when they came home?) And with all that driving round and round and yes, you guessed it, round, they needed a cup of tea before anything else.

But seriously now folks, I hear that the convention was a great success and you never know, maybe one year you'll get me there – but to be honest the only computer I tend to play with is the one at work, and living up north, the shovel's left in the car for when the snow comes, the rope for towing the car, the rucksack for keeping extra supplies in, and the lamp – well that's for when we get a power cut. In our tiny hamlet we get lots of them, even in the summer!

Anyway I'm sure you've heard enough from me, so I'll sign off now but one last thing before I go – Larry thanks for the hug – I'll send one back for you.

Signed – THE NON-ADVENTURING ADVENTURER

ADVENTURING MEMORIES WHIRLING AROUND PT.3

by JON SCOTT

Bob B. Dazzler couldn't locate any Christmas adventure releases (well, that "covers the author's butt" anyway), so he decided to buy his beloved wife, Ros, a game that had been issued slightly before that which would give Ros a real incentive to continue adventuring. In fact, it would have her crying, "What the heck is 'Talps'?" for some time afterwards! Bob actually got a job over the Festive Period to enable him not only to pay the exorbitant £5.99 that the game cost, but also to ensure that the couple's joint bank account remained firmly in the black. So it was while dressed in a red costume with a white beard – Bob, not the costume, that is – that Bob slipped into Woolworths to purchase a copy of 'Mountains of Kel', and on the way out he encountered Frank Hawkins, who was sporting a whiter beard, and Del Fell, Ros' best friend's husband.

"Blimey, Frank, you're not working as a Santa too?" exclaimed Bob on catching sight of the octogenarian. No, that's right – he was a septuagenarian – I mean, he's not a nonagenarian now. Perish the thought.

Del squeezed one nostril as he emptied the contents of the other on the pavement, or rather on Bob's left shoe. "No, he's a gnome. He's had it since he returned from the Zambezi with that African Queen as his bride."

"Bad cess te ye, ye omadhaun!" exclaimed Frank, stroking his beard. "I'm working as a leprechaun, so I am. Begorrah, Mary and Joseph, the Three Wise Men, the Shepherds, the Bright Star, the manger, the innkeeper, the gold, frankincense and myrrh, my African Queen wants to eat me!"

"You foul-mouthed rogue!" yelled Roberta Turnip from the passing crowd. "You're a blasphemous, sacrilegious wirtschaftswunder!"

Bob was confused and perplexed. "I'm confused and perplexed," he reiterated. "What the heck is a 'vershafvoondur'?"

"Oh, the German Economic Miracle of the 50s," replied Frank. "Anyway, I think she's mixed it up with a very rude swearword in that language." Del enquired what it was, and Frank leaned over and whispered the English translation in his ear, lasting all of two minutes.

Del leapt back, visibly perturbed. "I'm visibly perturbed," he said.

Bob produced the cassette to show his friends. They surveyed it ignorantly, even suggesting that it were a mountaineering video, by the size of the box. Bob shook his head, which is something he shouldn't have done because his beard fell off. While Bob was on his hands and knees trying to distinguish it from the snow, Frank realised that by the word 'adventure', the game was referring to something he loved. He had sailed the Amazon, dined under the shade of the Acropolis, and rubbed shoulders with Eskimoes. He'd even rubbed noses with them.

"Now do you know what it is?" said an irate Bob. "It's Ros' Chrimble present."

Del chuckled. "Why don't you give her your love?"

"Nah," undertoned Bob. "She's had enough of that. We already have two children and the last thing we need is another prog."

"No, you buffoon!" snapped Frank. "What he means is why don't you let her beat you at tennis!"

"Oh."

Bob entered his home as Ros was listening to 'Every Breath You Take', her favourite song of the year that was gradually drawing to a close. Ros hated wasps and hornets, so Bob didn't understand why she was so fond of Sting. Maybe it was his incoherent logic or the fact he spent so much time in front of the computer? Whatever it was, Ros was not amused.

"Oh, you're back home, you flippin' basket," said Ros derisively. It was a Saturday and she found the fact that Bob was returning from work rather amusing. He was normally drinking beer, belching and farting in unison with his friends.

"It's awfully quiet," said Bob sensitively. "Where are the kids?"

"Oh, they're round at their friends' houses. I just wanted a peaceful Saturday afternoon for a change. And then you barged in."

Bob was not amused. "This is my home, after all."

"Oh, yes. Let's sit so comfortably by the fire, below the Christmas Tree. It's not that simple. I'm sick of your stupid adventuring. It's driving me barmy."

"So that's what it is?"

"Not any more. Remember Humpty Dumpty who they couldn't put back together again? That's your Specky now."

Bob rushed into their bedroom in shock. He stumbled out again, dazed. "There's nothing wrong with Clive. He's ——" Just then Ros lifted an empty whiskey bottle into the air (that she had hidden behind the chair) and chuckled. "You're drunk! No, Ros, you're absolutely blotto!"

"Thash right, Bob. I love you loads, despite your eccentricities. I was only taking the mickey."

"Why is 'Twin Kingdom Valley' on the Specky, by the way?"

Ros smiled demurely. "I was playing it, and it's actually quite good."

Bob was gobsmacked. He'd worked as a Santa, and spent £5.99 on a game, and she was already converted. "That's not like you. Did you like the graphics?"

"Yes, but they didn't move. I'm not used to stills in computer games."

Christmas morning came and, while Kevin and Audrey were squabbling over who was entitled to the party-hat in a cracker which had split down the centre, Ros was eagerly playing one of the Christmas gifts that Bob had brought her. Despite the fact that 'Mountains of Ket' lacked the graphics that had endeared her to 'Twin Kingdom Valley', this time Ros was well and truly hooked. She had made her way through the village and was gladly making connections that would, she believed, ensure her completion of the game. She was not quite correct, as there were plenty of other locations that lay in wait for her. But she loved every minute of it.

Later that night in bed – don't worry, the only thing that was steamy was Bob's cup of cafe-au-lait – Ros and Bob had the Speccy set up before them. Ros' eyes were square and Bob had blown his "French Letters" into balloons as he would have a quiet night.

"The awkward git," snarled Ro. "He won't let me past. What's the bleedin' password, anyway? I'm stuck."

"Why don't you call it a day.... er, a night... in that case?"

"Not on your nelly, sod you! I'm addicted – it's worse than marijuana."

Bob knocked his coffee over in the rush to jump to his feet. "Marijuana? When did you do marijuana?"

"In the 70s," replied Ros. "You were too busy working. I had a joint a day while I was pregnant."

"Maybe that's why the kids are the way they are... shees!"

Ros snickered at her husband. "Oh, Bob, do get back into bed. You look really pathetic standing there in your leather boxer shorts."

"PAH!" said Bob as he pulled the sheets over himself. "At least I don't go bra-less."

"I hope you don't wear a brassiere."

"Eh? Isn't that a brass-worker?"

"No, it stop my breasts from sagging, okay? Now shut up and let me continue with this brilliant little game or I'll make you cringe."

Bob shied away from his wife, the new adventurer. Ros had found a new pastime, and she was in her element. Bob thought he'd ceated a Frankenstein, but what he didn't realise was that Ros was just teething and that it would be a matter of time until life returned to normal once the inevitable buzz of excitement that surrounded adventuring slowly settled. She was hooked. (to be continued)

MORE ALTERNATIVE SONG TITLES by DAVID HEBBLETHWAITE

21. Two score and ten methods to depart from your paramour.
22. Winged mammal coming from the underworld.
23. Currency in exchanged for nought.
24. Long, bladed weapons belonging to the members of ten centuries.
25. Form a narrow strip of fabric of a xanthic hue into a knot, encircling the aged, acorn-bearing perennial plant with a trunk.
26. Place your concerns inside your elderly container for equipment.
27. At the time you express an aspiration for something to a stellar body.
28. Viridescent bladed vegetation belonging to one's place of origin.
29. The time I am aged one year below the retirement age for men in Britain.
30. Sounding of trumpets for the ordinary male human adult.

A MIDSUMMER DAYDREAM by ELLEN MAHON

I had a Midsummer Daydream, on a cold day in November.

And my Day In The Life Of A Tupperware Salesman, was one I'll always remember.

The Taxman Cometh, but not for me 'cos I didn't give him money,

So he set loose his Hounds Of Hell, which I didn't think was funny!

He really was a Black Knight, who gave me some Prison Blues.

And I just can't make my Colditz Escape, no matter what I do.

I'm in Total Reality Delusion, with those Gerbils and their '67 Riot.

But I had fun Dancing With Bunny Rabbit, in fact you really ought to try it.

So – Who's Afraid Of The Balrog. look Beyond The Dark Mirror and see

That he's holding a City For Random, and boy, that sure frightens me!

He needs to be shown some Justice, we'll not meet his Final Demand.

I'll get Helvera to have him Grue-Knapped, and Crispin Crunchy can lend her a hand.

Should they fail, there's always Merlin, he's Simply Magic if just given time.

And last (but not least) we've got Grimwold, as Magician's Apprentice, he'll be just fine.

He'll listen for The Sound Of Him, then from his mine he'll venture.

To save us from the Balrog, will be our Grimwolds's Big Adventure.

The Adventure Workshop

Adventures for the Amstrad

NEW RELEASES

TWELVE DAYS OF CHRISTMAS

A Three Part Text Adventure by DIANE RICE

In the Words of the Song:-

On the Twelfth day of Christmas my True Love gave to me:

Twelve Lords A'Leaping
Eleven Ladies Dancing
Ten Pipers Piping
Nine Drummers Drumming
Eight Maids A'Milking
Seven Swans A'Swimming
Six Geese A'Laying
Five Gold Rings
Four Calling Birds
Three French Hens
Two Turtle Doves
And
A Partridge in a Pair Tree

Now your True Love would like the same treatment.

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

LAND OF THE PURPLE SEA

A Text Adventure By DOROTHY MILLARD

This is a fantasy. As a scientist you've completed your experiment against all advice and now you find yourself on a lonely beach with a purple sky and sea. Even the vegetation is purple. You will meet weird creatures such as the Purple People Eater, a Purple Cat looking for his socks and a Purple Snake who isn't happy to see you. Using magic and lots of ingenuity you must find a way to return.

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 Spectrum

NEW RELEASES

WHERE IS ZEUS

A Three Part Text Adventure

Written By Frank Fridd

Zeus, ruler of the gods and sender of rain has disappeared and without him rain cannot fall to give sustenance to the land below. The grass and crops cannot grow, the river has dried up and there is no water for the animals or humans to drink and everything everywhere is slowly dying. The other gods seem helpless, so you a mere human decide to try and find him and so bring life back to the land.

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

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

The Adventure Workshop 35 Grasmere Road Royton Oldham, Lancashire OL2 6SR
Prices include p&p Please make Cheques/Postal orders payable to P M Reynolds



WoW SOURCE ADVENTURES FOR

WoW ADVENTURES

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

SOFTWARE

FOR THE 464 & 6128



FOR PETE'S SAKE (Two Parts) (PAW)	STEPHEN BOYD	DISC ONLY	£5	
+Free Game - FRED'S NIGHTMARE	STEPHEN BOYD			
ESCAPE FROM HODGKINS' MANOR (PAW)	J SCOTT & S BOYD	DISC ONLY	£4	
RED ALERT (Two Parts) (PAW)	J SCOTT & S BOYD	DISC ONLY	£5	
BEGINNING OF THE END (Two Parts) (PAW)	J SCOTT & S BOYD	DISC ONLY	£5	
THE END IS NIGH (Three Parts) (PAW)	J SCOTT & S BOYD	DISC ONLY	£6	
LABOUR PAINS (Two Parts) (PAW)	J SCOTT & S BOYD	DISC ONLY	£5	
LYCANTHROPY (Two Parts) (PAW)	J SCOTT & S BOYD	DISC ONLY	£5	
ALL PAW GAMES - 464 or 6128 or PCW		4 GAMES ON 1 DISC	£11	
THE TAXMAN COMETH (464 or 6128) (GAC)	STEVE CLAY	£2 TAPE ONLY		
TAX RETURNS (464 or 6128) (GAC)	STEVE CLAY	£2 TAPE ONLY		
THE FINAL DEMAND (464 or 6128) (GAC)	STEVE CLAY	£2 TAPE ONLY		
THE TAXMAN COMETH (PAW)	STEVE CLAY	DISC ONLY	£4	
TAX RETURNS (PAW)	STEVE CLAY	DISC ONLY	£4	
THE FINAL DEMAND (PAW)	STEVE CLAY	DISC ONLY	£4	
ALL PAW GAMES - 464 or 6128 or PCW	2 GAMES ON 1 DISC	£5	3 GAMES ON 1 DISC	£6

GAMES FOR CHILDREN

THE LAST SNOWMAN (Personalised)	M & MJ CREWDSON	£2	£4	
THE BIG TOP	RONNIE SLATER	£2	£4	
SEVEN LOST GNOMES	DOROTHY JONES	£2	£4	
THE CASE OF THE MIXED-UP SHYMER	SANDRA SHARKEY	£2	£4	
	2 GAMES ON 1 DISC	£5	3 GAMES ON 1 DISC	£6
			4 GAMES ON 1 DISC	£7

RE-RELEASED & NEW ADVENTURES

THE TRIAL OF ARNOLD BLACKWOOD	COLIN HARRIS	£2		
ARNOLD GOES TO SOMEWHERE ELSE	COLIN HARRIS	£2		
THE WISE AND FOOL OF ARNOLD BLACKWOOD	COLIN HARRIS	£2		
ANGELIQUE A GRIEF ENCOUNTER	COLIN HARRIS	£2		
BRAWN FREE	COLIN HARRIS	£2		
			5 GAMES ON 1 DISC	£8
LOST PHIRIOUS PART 1 - THE CASIOPIA	NEIL SCRIMGEOUR	£1.50		
LOST PHIRIOUS PART 2 - THE PLANETS	NEIL SCRIMGEOUR	£1.50		
LOST PHIRIOUS PART 3 - FALKRANON	NEIL SCRIMGEOUR	£1.50		
			3 GAMES ON 1 DISC	£3.50
BLACK KNIGHT (Two Parts)	MANDY RODRIGUES	£3	£5	
ATALAN	MANDY RODRIGUES	£2	£4	
			2 GAMES ON 1 DISC	£6
CITY FOR RANSOM	JOHN PACKHAM	£2	£4	
PANIC BENEATH THE SEA (Two Parts)	JOHN PACKHAM	£3	£5	
PROJECT ANNIHILATION	JOHN PACKHAM	£2	£4	
PROJECT X - MICROMAN	T KEMP/J LEMMON	£2	£4	
FLOCK (Two Parts)	DAVID OYA	£3	£5	
CRYSTAL THEFT	PAUL WILSON	£1.50	£3.50	
COLDITZ ESCAPE (Two Parts)	FRANK FRIDD	£3	£5	
THE SOUND OF HIM	FRANK FRIDD	£2	£4	
WHERE IS ZEUS? (Three Parts)	FRANK FRIDD	£3	£5	
	ALL 3 FRANK FRIDD	GAMES ON 1 DISC	£8	
VIDEOWORLD (Two Parts)	GRAHAM PARRY	£3	£5	

ALL PRICES ARE INCLUSIVE OF FIRST CLASS POSTAGE WITHIN THE UK.
PLEASE ADD £1 TO COVER ADDITIONAL POSTAGE FOR OVERSEAS MAIL

CROSSED CHEQUES/POSTAL ORDERS PAYABLE TO: JG PANCOTT

ADDRESS: 78 RADIPOLE LANE, WEYMOUTH, DORSET DT4 9RS

TELEPHONE: 01305 784155 1pm to 10 pm

ADVENTURE PROBE SOFTWARE

presents

EXPLORING ITMUS

A text adventure for the Amiga

Written by Harold Dixon

You have been commissioned by the Universal Adventurer's Club to go to the planet ITMUS to see if it is suitable for the members to explore.

Unfortunately, you crash-land and lose most of your equipment. However, you don't want to give up and like a true adventurer you set out to explore this strange land.



You will meet many citizens who will offer help at a price, encounter such creatures as the almost obligatory dragon, the most unusual kangasaurus, an unhappy spirit and the strange-talking Guardian, and lots more.

The landscape may seem fairly familiar but it holds a lot of surprises, some pleasant, some not so welcome.

Are you ready to rescue the knight's brother, ride the cloud-boat or walk along the rainbow to retrieve the pot of gold? If so, buy a copy of EXPLORING ITMUS and see how much treasure you can find and how many points you can amass.



Price : £2.50

Available under licence from :

Adventure Probe

52 Burford Road

Liverpool

L16 6AQ

U.K.

The Adventure Workshop

Adventures for the Spectrum & Amstrad

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 Mescarl, 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.....

Available on Spectrum Tape Priced £3.00 and 3.0" Disc Priced £5.00.
and on Amstrad Disc for CPM+ and CPM 2.2 Priced £6.00

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

BORPHEE COMPUTERS
Presents

TRINITY

A text only adventure for the PC

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

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

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

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

Send a cheque/PO for £6.50p to...

Borphee Computers
64 County Rd
Ormskirk
West Lancs
L39 1QH



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

The Second Pit

How cruel it seems! Our simple existence turned upside down in less than three months of arguments, tears and hatred. Is that all it is, three months since Mother died? For Eleanor and I, it has been a dreadful time. We have whispered to each other while sitting in the garden or in the security of our bedroom, "How could he do it, our kind-hearted Father? How could he bring her into our home so soon after Mother's death?"

Even now, as I lie in bed in our oak-beamed bedroom, I can hear vague snatches of our stepmother's callous voice ...

So starts *The Second Pit*, written by Andrew and Tom Craig and programmed by Sue Medley using TADS. Not a traditional puzzle-solving text adventure, *The Second Pit* is a much darker, and sometimes surreal, experience as you journey with Tom and his sister, Eleanor, from their home into a dark and threatening land, where almost everything and everyone seems to be against them, where enemy can often masquerade as friend, but real friends can turn up in the most unexpected places.

A registered copy of *The Second Pit* on PC 3½" disk costs £5.00.

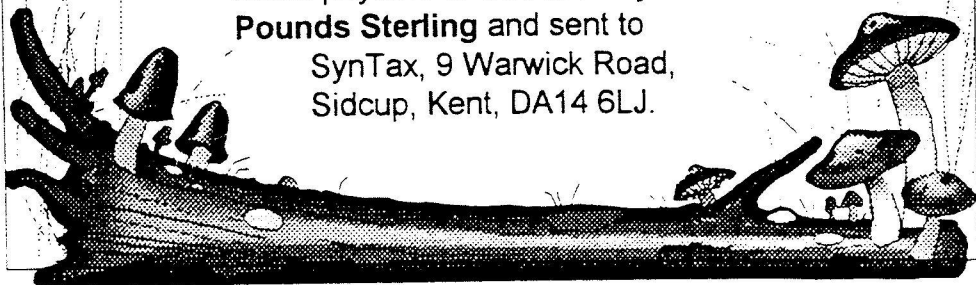
Special Offer!

Buy both *The Second Pit* AND *Oklib's Revenge* on
PC 3½" disks for £7.50

Cheques or postal orders should be
made payable to **Sue Medley** in

Pounds Sterling and sent to

SynTax, 9 Warwick Road,
Sidcup, Kent, DA14 6LJ.



PERSONAL MESSAGES

- To Margaret and Mike – I'm over the moon. (From Jenny)
- To Wynne – You didn't appreciate my collection of songs, so maybe *your* ear is getting worn out? Has Ellen played you the "Sex Pistols" album I copied for her? (Jon)
- To Ellen – Found the vacuum cleaner yet? Listen, if it's there, I didn't put it there! (Jon)
- To Jenny – I think I've gone nuts. (Jon)
- To Dusty – No problem. I'm sure you're raisin Arizona, or rather Stanley. One thing, though, did you really "wet the bed"? (Jon)
- To Loobiloo – You obviously haven't seen Cuilcagh then! (Matt)
- To Tiger – Is your *next* phone call going to include heavy breathing, too, as *we* as a growl? (The Wolf)
- To Ellen – So, that's why you got stuck every *other* minute? Wouldn't it be embarrassing if fellow Adventurers found out about the Frax? (Phill)
- To Tiger – I know what it was, you just wanted to her my *voice* again, didn't you? (The Wolf)
- To Gillian – Never mind. Gillian, I'll *not* tell anyone about shooting the Australians! Trust me. Would /lie to you? (Phill)
- To Tiger – Shopping for T-shirts with pictures of *me* on them? Don't tell me, you just want me close to your chest... (The Wolf)
- To Snow White (sic) – Oops, the gremlins got in there, didn't they? What does Whinger say? (The Trainspotter)
- To Mad Cat – What's a "DOKTOR"? A German "Dr."? (The Trainspotter)
- To Wynne and Ellen – Hope you enjoy the games you "picked up" from me on Saturday. (Pigpen)
- To Peter – Can't wait to hear from you about the Atari disc drive. Started "sleepin'" – am pulling my hair out already. (Pigpen)
- To Jonathan – Great to meet you on Saturday, hope my comments on the new one were ok. Thanks for the muscles. (Pigpen)
- To Margo – Great to meet you after all these years. (Pigpen)
- To Martin – If you change the bit about the dragon I'll go mad! Loved the hair! (Pigpen)
- To all my friends at the convention – Great day, thanks. (Pigpen)
- To Snow White – 90cm? That's an awfully big pen isn't it? (M.Polo)
- To Wynne – I guess that would make it a No Wynne situation. (M.Polo)
- To Uncle Horace – Are we talking bout Conan the Chameleon? Though he's the only chameleon who's the same every time you see him! I'll be back. (M.Polo)
- To Ellen – Did you see any ants, uncles or daddy-long-legs at that time? (M.Polo)
- To Snowy – No, I'm hardened. A hardened plumber. (Marco, the Over-anxious Plumber)
- To Snowy – Don't you mean wash your nails and paint your hair? (M.Polo)

To M.Polo – Nah, I don't think so – but I've already been in touch with The Golden Girls, and Goldfinger, unfortunately, The Man With The Golden Gun's gone and lost it! (Uncle Horace)

To M.Polo – aw, never mind, it's the winning that counts, not the prize. (And, in your case, that's a good job, ain't it?) (Ellen)

To M.Polo – Nope, no worries 'bout stars – my favourite being, Daniel O'Donnell. (Ellen)

To Jon – I most certainly did. (Ellen)

To Gilly and Jon – Techno who?? (Ellen)

To Wynne – I was far too busy planning our route to the Convention to worry about housekeeping. (Ellen)

To Damian – Drove by The Royal Angus twice on our homeward journey – not my fault – I wasn't doing the driving. (Ellen)

To Wynne – Not to mention the spinning of wheels! (May)

To Wynne – You surely did, and you were quite right too. (Gilly)

To Jon – Yup, and when we do, she'll have no-no-no-no-no probs with the lyrics, will she? (Gilly)

To Jon – That's good to hear, mucker. (Dusty)

To Wynne – Oh my goodness! And how long have you known her now? (Dusty)

To The Old Zetonian – Sheesh, the party that I was invited to join, in the cottage, didn't have much doing for it. (Grumpy)

To The Old Zetonian – First you send Grumpy a cake, then he gets an invite to a party – flippin' 'eck, what about me? (Dopey)

To M.Polo – I would, if I could just find Snowy, that is. (Dopey)

To Jon – O'Really? Well, that sounds even better to me. (Snow White)

To Marco (T.O.P.) – I did, and it has. (Snowy)

To The Old Zetonian – Ain't the streets of Brum a-mazing? (Snow White)

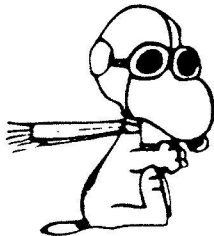
To The Pink Panther – Sorry, no can do. My balls haven't any fur. (Kevin)

To Petra – Tell me where and when, and I'll have a doctor on standby. (Kevin)

To Matt – Bet it didn't look half as sheepish as you did, when you realized your mistake. (Loobiloo)

To Phill – Think I'll stick to my original guess of 1963. (Loobiloo)

To The Old Zetonian – You don't look very "old" to me. (Bashful)



NEWSDESK

NEXT LONDON MEETING FOR ADVENTURERS

The next meeting will be on Saturday, 7th December at the usual venue, Hamilton Halls. Everyone, especially first-timers, are welcome. For further details please telephone Jenny Perry on 0181 979 4851.

MORE SETTLERS 2 FOR THE PC

Larry tells me that the publishers will soon be releasing an add-on of 10 new missions plus an editor. You lucky PC-owners!

NEW RELEASES FROM ZENOBI SOFTWARE

This month you can get Jonathan Scott's TODDLER TROUBLE, a 2-part sequel to FOR PETE'S SAKE and LABOUR PAINS, also 2-parters. TODDLER TROUBLE is available for £2.99 for the Spectrum (tape & +D disc), Atari(e), Amiga(e), PC(e) and MAC(e), and £3.99 for the Spectrum +3 3" disc version. I will review Toddler Trouble in the next issue, but I would like to state now that I found it very playable with a delightful reference to the Flintstones, and quirky guest appearances by some of Julia's friends and relatives, briefly encountered whilst she chases after her errant two year old son Kevin.

Also out this month is part one of MUTINY, an epic 128K 2-part adventure by that prolific author Jonathan Scott. By the time you have solved part one you will be able to buy part two, which will be available from the beginning of next month. As this is a Spectrum 128K game it is only available for 128K Spectrums, PC(e) and MAC(e), at the usual prices per part. The full game will be reviewed in the next issue.

NEW RELEASES FROM THE ADVENTURE WORKSHOP

Both WHERE IS ZEUS? by Frank Fridd and SLEEPIN' AGAIN by Peter Clark (published for the Amstrad by WoW Software) have now been converted to the Spectrum format - see advertisement in this issue for details.

LAND OF THE PURPLE SEA by Dorothy Millard is now available for the Amstrad - see advertisement in this issue. The Spectrum and C64 versions are also available from The Adventure Workshop.

Just in time for the festive season, Diane Rice's brilliant TWELVE DAYS OF CHRISTMAS has been converted to the Amstrad format - see advertisement in this issue. (The original Spectrum, Atari(e), Amiga(e), PC(e) and MAC(e) versions are available from Zenobi Software - usual prices.)

PCW PLUS CEASING PUBLICATION

I understand from Brian Watson of 8BIT that Future Publishing have stated that PCW Plus will no longer be published. As Amstrad Action and Commodore Format have also ceased during the last few years, 8BIT hope to fill the gap by giving PCW owners and other 8-bit users their full support.

If you are interested and would like further details, you could send an SAE to 8BIT, Harrowden, 39 High Street, Sutton-in-the-Isle, Ely, Cambs. CB6 2RA.

SOME SAD NEWS FOR PC OWNERS

Vulcan Software have put on hold their plans to bring out PC versions of their VALHALLA series. They are being a bit cagey about the reason but I get the impression they are having trouble finding programmers who are capable of converting VALHALLA to the PC. They haven't entirely abandoned the idea of PC versions, but it looks very unlikely that they will be releasing anything for the PC in the foreseeable future. If you are unhappy about this, why not pledge your support and write to Vulcan - see inside back cover for the address.

.....AND SOME GOOD NEWS FOR AMIGA OWNERS

Amiga owners can look forward to some new releases in time for Christmas - i.e. a puzzle game and a flight simulation, with more Valhallas in the pipeline but no release dates fixed. You can order, paying by credit card, by telephoning Vulcan on 01705 670269.

IN TOUCH

WANTED URGENTLY - A working C64. Seller preferably within 80 miles/2 hours drive, but I will pay postage if necessary.

Please contact Jenny Wheeler, 115 Hythe Crescent, Seaford, East Sussex, BN25 3TZ, Tel. 0323 896169.

FOR SALE - C64 SOFTWARE. On disc : LORDS OF TIME. On tape : SNOWBALL, RETURN TO EDEN, COLOSSAL ADVENTURE, ADVENTURE QUEST, DUNGEON ADVENTURE, RED MOON, PRICE OF MAGIC, WORM OF PARADISE. All £2 each including postage.

Please contact Colin Steele, Flat 3, Peabody Estate, John Fisher Street, London E1 8JZ.

FOR SALE - PC SOFTWARE. LURE OF THE TEMPRESS, CURSE OF ENCHANTIA, LEISURE SUIT LARRY 1. All on 3.5" disc, £5 each.

Please contact Philip Reynolds, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR. Tel 0161 652 7565 after 8.00pm.

ADDITIONAL SOLUTIONS

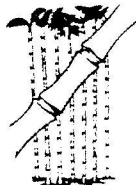
The following solutions have been added to the files recently. Subscribers may purchase a solution (providing the adventure has been released for at least 6 months) at a cost of one 31p stamp each, plus a 1st or 2nd class stamp for return postage, regardless of the number of solutions ordered.

PARANORMAL PALACE, SHERLOCK HOLMES CONSULTING DETECTIVE, SIR RAMIC HOBBS AND THE HIGH LEVEL GORILLA, SON OF ALI BABA, SUITCASE (THE), TEARS OF THE MOON, WHERE IS ZEUS?

OBJECTS AND THEIR USES

LASKAR'S CRYSTALS played by Alf Baldwin on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

- Adventurers knifeneeded to cut a creeper
- Matchesto light a fuse
- Teapotred herring
- Coinallows you to keep the tomahawk a little longer, later you can trade it for some batteries
- Bambooenables you to hold out a talisman in front of you
- Tin hatprotects your head from a nut
- Spadedigging in the mound of soil and in mud on river bank
- Boot belongs to Indian Squaw, sharpen tomahawk on the sole before returning it
- Dead Birdmeal for a vulture
- Wooden handlepart of tomahawk
- Poison dartdisposes of crocodile
- Brass keyred herring
- Saplingchop one down with tomahawk, long enough to bridge stream
- Syringecontains antidote to spider poison
- Creepertie it to the coconut
- Coconutfill it with water from the stream to water the plant
- Plantproduces berries when it has grown
- Berrygives you extra strength for a short time to enable you to carry more items
- Rocksthrow them into the stream to form stepping-stones
- Pile of leavescushions fall of stick of dynamite
- Umbrellanote names on label
- Strutbreak one off to act as crowbar to lever off panel from aircraft wreck, later it will come in handy for prising out nails
- Lampto see in caves, needs batteries
- Hair-gripuse it to pick a lock
- Jarcontains curare, dip the arrow head in it
- Talismanprotection from smoke and flames
- Dynamiteto blast a way through fallen rocks
- Bow and arrowto shoot vulture, break off one of its talons
- Talonscratch where the voice tells you
- Chalicedon't be greedy, just take a sip of the potion
- Silver crystalbelongs to Laskar
- Tapermade of wax, good substitute for oil
- Straw matconceals entrance to tunnel
- Violet crystalsecond of Laskar's crystals



TREASURE CHEST

PHILOSOPHER'S QUEST played by Barbara Gibb – available for most computers

There are 13 treasures to be collected and left in the Shop – not necessarily in the following order!

1. ANCIENT TREATISE BY SOCRATES
2. "DANGER MAN" TROPHY
3. EXQUISITE IVORY TUSK
4. FINE SILVER CHAIN
5. GOLD TOOTH
6. INLAID SLIPPER
7. LARGE STUFFED ALBATROSS
8. PILE OF GARNET
9. PLATINUM-EDGED PORTRAIT
10. RUBY AMULET
11. STUFFED, JEWELLED PLATYPUS
12. TREASURE CHEST
13. VALUABLE CHEQUE

PYRAMID OF DOOM played by Walter Pooley on a Spectrum – also available for other computers

There are 14 treasures to be found, the first 13 to be stored in the Hieroglyphics Room.

1. TAPESTRY – found in the Burial Chamber
2. DIAMOND NECKLACE – SAW TABLE in the Dining Room
3. GOLD NECKLACE – LOOK ASHES in the Sitting Room
4. GOLD TOOTH – In skull, LOOK SKULL to find them
5. BLACK PEARL – FEED OYSTER, need camel jerky
6. GOLD SCARAB – In Dressing Room
7. PLATINUM CROWN – In chest in Throne Room
8. JADE CARVING – LOOK RUBBISH in Prison Cell
9. GOLD PIN – LOOK EXPLORER in Prison Cell
10. SAPPHIRE – Found on Narrow Ledge above acid pool
11. PLATINUM BLOCK – On top of Pyramid
12. GOLD COIN – FEEL in Hall of Mirrors to find it
13. EMERALD BRACELET – In coffer in the treasure Room, WEAR GLOVE, both keys required
14. RUBY – LOOK FIRE in Sitting Room to find a lump of coal, GET COAL, WASH COAL (need full canteen of water) to find ruby.

Note: The RUBY is the only treasure that you don't drop in the Hieroglyphics Room, you THROW RUBY into the pool of acid when standing on the Narrow Ledge to destroy the Iron Statue of the Pharaoh.

GETTING YOU STARTED

BOOK OF THE DEAD played by Barbara Gibb on an Amstrad – also available on C64 and Spectrum

Note : you have to be cured before reaching the limit of 50 moves.

Start inside an egg. BREAK SHELL, TAKE KNIFE, S (see sheep grazing), SHEAR SHEEP (now have a dirty fleece), DROP KNIFE, S, S (shore of small lake), WASH FLEECE (clean but too heavy to lift), E (note channel), N, LIFT WEIGHTS (you become stronger), S, TAKE BOULDER (water gushes along the channel, draining the lake), SW (see a mangonel), PUT BOULDER (in mangonel), FIRE MANGONEL (boulder hits a passing bird), N (back at the now empty lake), TAKE dead IBIS (also now have the sacred ankh it had in its beak), N, W (inside temple), PRAY (Aman-Ra makes the sun hotter in exchange for the ankh), E, S, TAKE FLEECE (which has been dried by the hot sun), S, THROW FLEECE

EYE OF VARTAN played by Richard Batey on a Spectrum

S, S, S, DROP JAVELIN, W, SW, OPEN DOOR, ENTER, STEAL AXE, STEAL FLUTE, LEAVE, N, GET STAFF, E, S, PICK HEMLOCK, N, E, E, S, E, ENTER CAVE, STRIKE BEAR (5%), EXPLORE CAVE, GET DIAMOND, N, N, W, N, W, W, S, S, D, W, CRAWL THROUGH, E, E, CLIMB ROCK, SE, GATHER ACORNS, S, DROP ACORNS (2%), S, OPEN DOOR, ENTER HUT, GET BOW, LEAVE, S, THROW ROPE, CLIMB ROPE, E, LEAP, ENTER NICHE, CLIMB STEPS, LEVER STONE, DROP STAFF, GET BOTTLE, W, CLIMB STEPS, THROW BOTTLE (10%)
.....

GAME WITHOUT A NAME played by Dorothy Millard on a Spectrum (e) – also available on Spectrum, Atari(e), PC(e) and MAC(e)

Start in a dungeon. TALK TO GUARD (he tells you about a trapdoor in the floor), EXAMINE RING, PULL RING (you reveal a hidden tunnel leading down), D (the stupid guard says you can't, then changes his mind – into tunnel where there is a big blue monster), PUSH SWITCH (a green fluorescent light comes on allowing you to see – note don't go east as it is a dark location and you will only die), N (to dead end in the tunnel where there is a hole in the ceiling), U (note don't go north to dead end as you will be mugged and die), EXAMINE GAME, E (to city centre), TALK TO CENTAUR, S (into park), E, CLIMB TREE

SIR RAMIC HOBBS AND THE HIGH LEVEL GORILLA played by Barbara Gibb on an Atari and Amiga

Start in a Smelly Cave. READ AGREEMENT (your task), READ MANUAL (playing instructions), W (ledge), TAKE FENCE, N, U, E (tunnel), EXAMINE BAT, TAKE BAT, DROP FENCE (to form a bridge across the gap). You are now in a workshop. OPEN POCKET (of overalls), LOOK (see length of wire and chalk), TAKE WIRE, EXAMINE WIRE, E (in cab of locomotive), TAKE SQUARE PEG, TURN KNOB, PUSH STICK, PULL LEVER (to operate locomotive). You are now back at the tunnel entrance. D, S, E (back at smelly cave), TAKE SWORD, TAKE ROUND PEG, TAKE FLUTE, E (bear lair, west), PUT SQUARE PEG INTO ROUND HOLE, TURN SQUARE PEG (lights go out and a Grue chases the bear), E, E (see boat out of reach), W, S, E, E (golden pond, north)

PARANORMAL PALACE played by Barbara Gibb on an Amiga

Start on the Central Promenade. I (a banknote), X BANKNOTE (£20), S (cafeteria), TALK TO CHEF, E (amusement arcade), X BANDIT, TALK TO ATTENDANT, GIVE BANKNOTE, TAKE COINS, INSERT COIN, PULL HANDLE (now have a stack of coins), L (see keys), TAKE KEYS, X KEYS, W (cafeteria), BUY SANDWICH (need coins), W (funfair), TALK TO OPERATOR, GIVE COIN, I (now have a wallet), X WALLET (see a pension book), S (gift stall), TALK TO VENDOR, GIVE COIN (you win a luminous frisbee), SE (terraced houses), TAKE PROP (pensioner appears and very reasonably accuses you of stealing it)

SLEEPIN' AGAIN played by Barbara Gibb on an Amstrad – also available on a Spectrum

Start on a bench. I (nothing), STAND, LOOK UNDER BENCH (you see £1 coin), TAKE COIN, X BOX, ENTER BOX (larger on inside than the outside), X CONTROLS (see a wheel), TURN WHEEL (door closes and the Tardis takes off). When you wake up TAKE sonic SCREWDRIVER.

LEAVE TARDIS (now beside a lake), E (forest), SEARCH CREEPERS, TAKE CARD, X CARD (a spade!), E (at ring of boulders and a tree), CLIMB CLIFF (this action dislodges something), L, TAKE STONE, U (tree), X BOULDERS (see that the one in the middle is an Ace of Diamonds), THROW STONE AT ACE (a drawer opens), D, X DRAWER, LOOK IN DRAWER (now have a key), W, W, W, TALK TO LADY (in van), GIVE KEY TO LADY (she gives you an ice cream), S (Arthur's allotment), TALK TO ARTHUR

SON OF ALI BABA played by Dorothy Millard on a PC – also works on Amiga(e)

Start in the throne room where you are told by the king that an evil magician by the name of Roxor has placed his daughter under a spell and you must bring back piece of the Roc egg shell. E (waiting room), READ PLAQUE (magic words "SESAME" and "AWAY"), E (palace steps), N (bazaar), EXAMINE TABLES, GET silver COIN, W (to gates of Baghdad where you meet a Seer), EXAMINE SEER, GIVE COIN (tells you about the pools in the desert), W (city walls), N (into desert), E, N (to ravine), SAY SESAME (a large piece of sandstone moves aside revealing a cave to the east), E (into secret cave of Ali Baba), GET bag of GOLD, EXAMINE GOLD (leave the magic lamp for now), W, S, W, S, E, E, E (into shop of Hassan the Weaver), GIVE GOLD (he offers you either some worn canvas sails or an old magic cloak), TAKE SAILS

WHERE IS ZEUS? played by Barbara Gibb on an Amstrad – also available on Spectrum

Start on a jetty. I (£5 note), LOOK UNDER JETTY (see a can of penetrating oil), TAKE CAN, N, N, N, N, READ SIGN (hump in the road), WAKE POLICEMAN (note response). He falls asleep again. WAKE POLICEMAN, TAKE TORCH. Do *not* wake him a third time. S, S, S, S, E (see a dark cave to the east), SWITCH ON TORCH, E, EXAMINE ROCKS, TAKE TRIDENT, EXAMINE TRIDENT, W, SWITCH OFF TORCH, DROP TORCH (not needed again and the battery is expiring anyway), W, N, N, N, N, N, READ PLAQUE (must be a clue!) W

HINTS AND TIPS

THE BASE played by Peter Clark on an Amstrad – also available for the Spectrum

Part Two

In the Secretary's Office – swing the picture to find the safe. Open it this way :

TURN DIAL LEFT 7, TURN DIAL LEFT 6, TURN DIAL RIGHT 8, TURN DIAL RIGHT 9. These numbers are found from the calendar in the office. Wife's Birthday – 7th June (6) 1989.

Use the pills from the Surgery with the meat found in the Kitchen to get you past the dogs.

BEYOND ELDORADO played by Peter Clark on an Atari(e) – also available on Spectrum, Amiga(e), PC(e) and MAC(e)

The guard to the Shrine is fond of gems.

Turning a ladder will enable you to use it after it breaks.

Dip the rod in water to activate it.

Play football to dam that stream.

Don't hang about on the ledge or you will have a nasty fall.

Break the figurine to find the object of your search but you'll have to be a bit of a pyromaniac with the hay to get a tool to break it with.

The brew in the witch-doctor's pot can strengthen things.

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

You must hold the donkey's rope when you steal the spade.

After sacking the Elf hire the Archer, Dwarf and Giant.

Ask the Archer for help on meeting the bear.

Climb the steep shale carefully.

The Giant will help you build a boat.

Ask the Dwarf for help to frighten the spider.

COSMIC ADVENTURE played by John Schofield on a Spectrum

Strengthen your robot by finding the crystals in the mines on Zo or by giving some food from the bar to the man in the tavern on UTI.

Water from YEJ will help the scientist in the hut on ZHARTREK protect you from the satellite's radiation.

With protection, you can get the satellite – otherwise you'll have to harpoon it.

You must have a lit torch to explore on FIORUS.

Metal from GJUNO will get you a cheap skeleton key on IOPIC

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

General – Read all signs, notices, etc.

Part One

The rats will chase something.

The blotter on the desk is very interesting.

You need the bar to open the boot of the car.

Search then move the bodies in the mortuary.

Give the bookworm something to read.

Part Two

Use a rock to move Nimue. The same rock can be used again to help you read a sign.

Flattening two objects is a do-it-yourself job. You will need the hammer, bellows, wax, gauntlet, bar, tongs and horseshoe.

CUSTERD'S QUEST played by Edwina Brown on a Spectrum

Get into the wardrobe – it contains a surprise.

Take the box of Turkish delight down the rabbit hole then go W, N, and E.

Wait in the Toll's shop and he will give you some mud.

Throw the mud at the Troll at the toll bridge.

The first time you meet the Dungeon Master answer A, then B and lastly C.

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

Part One

Search the debris at the landslide.

Keep warm by wearing the jerkin.

Dig the snow with the shield to reveal the entrance to a cave.

Greet Bran then release him – he will be useful companion in part two.

Part Two

Note what the carter does when you greet him.

The barbarian will allow you to enter the citadel if you tell him the word on the tree where you found the shield.

The smithy will straighten the handle if you give him something to wear.

You need the pitchfork to get the raised bucket.

Your shield and sword will be returned to you when you leave the citadel – you will have to find a way of re-entering with them.

DANGER! ADVENTURER AT WORK 2 played by Peter Clark on an Amstrad – also available on C64 and Spectrum

Say wizzle to go to Hell and back.

Nobby will give you a passport if you agree with him.

The Controller wants a rabbit and a mug.

You'll have to hotwire the car to get it going.

DEVIL'S HAND played by Edwina Brown on a Spectrum

When surrounded by spiders, say Grit.

Drakon is back so ask Grit for help again.

To complete the adventure, get staff, break it, and go east.

ESPIONAGE ISLAND played by Edwina Brown on a Spectrum – also available for other computers

Drop the branch to cross the crevasse.

The way through the swamp is :- S, E, W, N.

In mining ground, enter tie rope, to rock, tie rope, to truck.

In the truck, push button, press the pedal and then go down.

Do not go down when first in rock tunnel – there is a cell with no escape.

Switch switch in the Control Hut, go east, remove bulb, insert explosive into light then go west. In the metal platform, shine torch into hole.

Kill the Colonel in the office then open the cupboard.

The combination of the safe is 2709.

Remove the jacket in the heliport.

Press the lever in the helicopter, then go east.

EXORCISM played by Barbara Gibb on an Amiga

You must LIFT TILES in the kitchen to find an important piece of paper.

Note the details in the file before confronting Belial.

GOLDEN MASK played by Edwina Brown on a Spectrum

Kill the demons to enter the shack.

In the dark room examine the panel then push it.

When you find the stick don't throw it yet as it is a boomerang and will kill you.

In the cellar you can't get the broom so break it and then throw toad at Ella.

Cast teleport spell to get back to large burnt area. Dig there to find tunnel (must be carrying torch).

GORY STORY played by Barbara Gibb on an Amiga

The jackdaw will always steal the brass key. Use the boomerang to get it back.

Fill the goblet with holy water from the font.

You need the boathook to reach the lantern.

The holy water will get rid of the gardener.

To keep the rottweiler quiet give him the bones from the bottom of the well.

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

PART ONE – CANBERRA

Give the grog to the homeless "gent" to create a disturbance and allow you to take a photo of the National Gallery.

The koala brooch can be found in the High Court but you will need the voucher to enter.

The timetable is necessary before you can board the ferry to Aspen Island.

PART TWO – TREASURE HUNT

Feed the snake and the wild pig.

You need money to get to the island.

Keep on examining the haystack until you find something to make a sling shot.

Crawl under the ledge to find something to allow you further along the beach.

GRIMWOLD'S BIG ADVENTURE played by Barbara Gibb on an Amstrad – also available for Spectrum

Be careful how you deal with the suitcase, it can be deadly.

The answer to Napoleon's question is EGG.

Make a wish to return to inside the building.

Enter the device to complete the adventure.

INVINCIBLE ISLAND played by Edwina Brown on a Spectrum – also available on other computers

To translate the parchment you must be carrying the phrase book.

The path through the forest to box : E, E, N, E, S.

To get the parchment out of the box, you will need the axe.

Parchments are to be found :

in chest, in box, in forest, maze of caves, in pit north of caves, on island north of rickety bridge, top of mountain, and in pagoda.

Carry only one item when crossing the rickety bridge.

Inflate dinghy with the footpump. At lake "cross with dinghy".

HOBBLE HUNTER played by Barbara Bassingthwaighte on a Spectrum

Give a carrot to the pony.

Throw the turd at the sleeping giant.

Tie unicorn horn on the pony.

Break the stone to give temporary light.

Listen to the parrot – he gives a password. Give this word to the Troll on the bridge.

Drop the pie in the pit for the dogs.

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

To get the wizard's hat, find the skull at The Altar of Nuadu, remove the knife, stamp on the bridge and give him the skull.

Stand on Fred's toe to pull his hair.

To please the Seer, Galahad or the Blacksmith will make a cage from sticks and twine which can then be used to capture some birds if appropriate bait is placed inside it.

Throw a vial of holy water and be accompanied by the Earth Elemental to rescue the Acorn Children.

Use the knife at the pillar after reminding the guard about Serena. Then return to the Innovator.

LEGACY FOR ALARIC played by Edwina Brown on a Spectrum – also available for Atari(e), Amiga(e), PC(e) and MAC(e)

After reading the sign on the tower door, drop the letter and hide behind a bush. When a hand appears, grab it.

Give the treasure to the farmer so that he can pay his taxes.

Wait until the squirrel goes before getting the seed.

The trees will stop you from leaving the forest once you have the seed, so rub fertilizer on it.

LOOSE ENDS Pt.2 played by Barbara Gibb on a Spectrum – also available for Atari(e), Amiga(e), PC(e) & MAC(e)

You need Catchpole's help to get the *large* log to the cove.

To make a raft you need logs, rope and hot pitch.

Give a card to the seadog.

Put something heavy on the net. Drop it then the ashes on Plantagenet.

You don't need a key to release Trelawney from the cage in the laboratory.

Show the notice to Trelawney. If you have a certain item he will make a solution which must be carried in *clean* container.

LOST IN THE AMAZON played by Karen Tyers on a Spectrum – also available on C64 and Amstrad

Keep the canteen full.

Make sure you're carrying a hanky.

Be extremely generous to the native chief.

Look for secret chambers – remember vaults were often built under altars.

Be kind to the monkey, but not the tiger or snakes.

Make sure you get enough rest and that you're warm enough.

Wooden door in your way? Become a pyromaniac then watch the natives.

There's more than one way to cross a river.

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

Buy some beer and give it to the Bleak Knight.

Get the boots and examine them.

Look under the bed in the Royal Bedroom.

Give photos to the Princess.

Move the Princess' bed and feel down the gap.

Examine the stuff on the desk.

Drop the cheese in the dining room to the catch mouse.

RAIDER OF THE LOST TOMB played by John Schofield on a Spectrum (128K only) – also available on Amstrad

Part One

Wear the old Arab's cloak to enter the club.

Use the gun as a truncheon on the Arab, and then look in his safe.

In the gambling den, look in the table drawer and unscrew the handle on the wheel.

Move the picture and give the ply wood a good kicking.

At the steel door, unclip the box and use the calculator battery to provide the voltage.

You should see the taxi driver again in the market – just fire your gun to scare him.

Part Two

Blast open the padlock by finding a bag in the cave, unravelling the curtain and then using sunlight.

You should find a key at the cave entrance for the brick building.

Find a crowbar in the office to open a crate. The mummy is the door to further progress if you use the rod correctly.

ROBIN OF SHERWOOD played by Dorothy Millard on a C64 – also available for other computers

In the dungeon – stand on prisoners shoulders, grab the guard s ankle then strangle guard.

In Nottingham Castle – talk to Marion then go through the window.

In Sherwood Forest – fight John Little then get the quarterstaff, tell him to follow you. Enter the waterfall to Herne the Hunter's Cave and get what is there.

Archery Contest – go to Outlaws' camp where you hear about the contest. Go to the location where you see Nottingham in the distance, then GO TO NOTTINGHAM and enter the contest. When you have won the silver arrow capture the Sheriff.

At the Castle of Belleme – climb the statue then enter the place of devil worship where Marion is tied up. Kill Simon de Belleme then ask him to follow you.

Find the Serf in the forest and stop him. Go to locations near the Grange and in one of them Marion will point to a hidden cave, enter and get Siward the Thief.

When you meet the Tax Collector – examine the sacks.

Climb into the Serf's cart and the horse will bolt to Nottingham Castle, wait until night then go to the bedroom where the treasure chest is and the thief should open it for you.

At Kirkless Abbey – knock on the door and talk to the Nun.

At Templars' Camp they will exchange a touchstone for the Holy Crest.

Climb Herne the Hunter's Holy Tree.

At the stone circle – drop the touchstones then the silver arrow.

SHADOWS IN THE NIGHT played by Dorothy Millard on a C64

Move the wardrobe to reveal steps.

Wear something white before entering the white room, so the robot doesn't detect you.

Move the junk in the store-room, then examine the hole to find something useful and necessary before entering the secret passages.

The swimsuit is on the line. Swim to find a net then use it to catch a goldfish which should be given to the cat.

Push the mirror to reveal a secret passage, but make sure you have light and a map before entering.

Tie the rope to the balustrade and climb it to the orchard, then climb the gate to a hidden garden and the aviary. Use the umbrella to get the long key which unlocks the chapel.

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

Part Two

When the cat asks you where the throne is remember the words on the embroidery – what is the highest point of the world?

Slide down the cord to tiny landing.

SCARY MANSION played by John Schofield on a Spectrum

Part One

You start with some petty cash which can be used 5 times before you are spent up, i.e. to BUY MAGAZINES and a possible 4 cab journeys.

The note from the cabinet tells you where you have gone wrong if you don't have any tram tickets.

The three destinations for the cab are: Scotland Yard, Town, and the Station.

The objects required for Part 2 are: the Brute 48, Trendy disguise, Bone, Sunglasses, Magazines, and CND Badge (not essential).

Part Two

EXAMINE GRAFFITI on the tram to give you a clue to meet Alan at the bridge.

Wait for the guard to tell you the train has stopped.

You must follow Inspector Retard to get past the policeman for the first time. BRIBE POLICEMAN whilst carrying the change will work every time thereafter. Talk to all the characters.

There is a special command in Part 2 – CE (short for closely examine) which is used three times: CE NOTE (suicide note), CE DOCUMENT (from Barry's safe) and CE BUTLER (to find the hair).

Use the paperclip to PICK LOCK in the sitting room. In the secret room you will enter, hang around for a password for the other secret room.

In the dining room, if you wait long enough, Dr. Flotsam will point to the chair. The coal scuttle will give you sufficient weight to SIT DOWN and tip the chair. The scuttle is so heavy that you can only carry this and one other object.

DROP BOMB by the suit of armour to complete the game. There's a slightly different ending if you are carrying the CND Badge.

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

Point a cat at the rats. Point the bible at the altar.

Swing the lit incense burner to disperse the shapes inside the barrow.

Wear the gloves to protect your hand from the scorpion.

Wedge the bar between the walls to keep them apart long enough for you to collect the dice and reach the chamber full of snakes.

ZUT ALORES played by Dorothy Millard on an Amiga

There are different ways of gaining promotion depending on what happens in some random events during the game.

If you get the dog then you can take it to the Magistrate to get a reward. Only useful if you are running out of money.

There are a few bugs regarding dropping and wearing objects but they don't affect the game.

SOLUTION OF THE MONTH

HOUNDS OF HELL

Written by Peter Clark

Solution by John Schofield on a Spectrum – also available on Amstrad

Part One

I (nothing), X CAR, OPEN SUITCASE (see only clothes), GET SUITCASE (can't leave car without it), LEAVE, READ NOTICE, N, N, X PILLARS (see dog's head), N, X PICTURES, X DESK (see pen on chain), RING BELL (receptionist appears), ASK FOR ROOM (given key to room 13), SIGN REGISTER (she takes it into the office). In 30 turns everyone goes to bed after which you are at liberty to do much more than at present).

N, X HALL, X TAPESTRY (more dogs), W, X MAN, TALK TO MAN, ASK MAN ABOUT DOG (he gives you something), I (you have a small phial), X PHIAL (see green liquid), X BAR, X PAINTINGS (see woman with head of dog), E, E, X TV, WATCH TV, X IN RACK, READ RADIO TIMES, X AERIAL, W, U, U, X DOOR (number 13), UNLOCK DOOR, OPEN DOOR, N, DROP SUITCASE, DROP KEY, X BED, X WINDOW, X BASIN, X WC, X IN WARDROBE (see newspaper page), GET PAGE, READ PAGE (article about disappearance of Denise Barley while visiting the Moor), X THROUGH WINDOW (fog!), DROP PAGE, S, E, X CLOCK (this is a red herring – you can OPEN DOOR etc. all to no purpose), E, X DOOR (padlocked), W, W, D, D, E.

Everyone should be in bed now, so you can UNPLUG AERIAL, GET AERIAL, BEND AERIAL (you now have a bent wire), E, X TABLE (has 3 holes in a triangle), X SHELVES (see a book not replaced properly), GET BOOK, X BOOK, READ TITLE, READ BOOK (a photo falls out), READ BOOK (more on dog's heads), DROP BOOK, GET PHOTO, X PHOTO (of Denise Barley standing beside sports car reg. number H 459 ABL), DROP PHOTO, W, W, U, U, E, E, PICK PADLOCK (need aerial wire), DROP WIRE, N, U, X LINEN, W, X ATTIC, X SKYLIGHT, X FURNITURE, X WALL, SEARCH FURNITURE (see a Ouija board), GET BOARD, X BOARD (letters of alphabet and numbers 0 to 9 around edge, 3 spikes in back), E, D, S, W, W, D, D, W, X BEHIND BAR (see a wine glass – only when all in bed), GET GLASS, X GLASS (dog's head), E, E, E, PUT BOARD ON TABLE (it fits in the 3 holes), PUT GLASS ON BOARD, X ON BOARD, PUT FINGER ON GLASS (the glass moves around the board, stopping at L O N G 4 5 W and then at L A T 5 0 N, you snatch your finger away).

W, W, S, X BEHIND DESK (only if all in bed – see a small key), GET KEY, X DOOR (behind the desk), UNLOCK DOOR, DROP KEY, OPEN DOOR, E, X DESK, OPEN DRAWER (see hotel register), GET REGISTER, READ REGISTER (see that Denise Barley was booked into your room only a few days ago – no record of departure), DROP REGISTER, X LARGE DOOR, X CARVINGS (see dog's head), E, X DESK, X PANELS, X BOOKCASE (do not X PORTRAIT without ramsaving first), X FIREPLACE, X GLOBE (marked with latitude and longitude), X FRAME (can be revolved to set coordinates), SET LATITUDE TO 50N, SET LONGITUDE TO 45W (the east wall panelling slides away), E, E, E, X CELLAR, X BOTTLES, N, X ROOM, X BOXES, X BEHIND BOXES, MOVE BOXES (see passage east).

CRAWL E (you are grabbed, knocked out and wake up in an old barn), I (only the phial left), X HAY, SEARCH HAY (see an old lemonade bottle), GET BOTTLE, X DOOR (you see a rope tying the door and an oily rag), GET RAG, X RAG, WAIT (until a shaft of sunlight shines through a hole in the ceiling), FOCUS SUNLIGHT ON RAG, BURN ROPE, DROP BOTTLE.

RAMSAVE before going east – you have only 75 turns before the villains return and you are caught.

E, E, X PORCH (note message as it is a clue to the route through the swamp in part two), S, E, X POND, X GREENHOUSE, S, X MOWER, X IN TOOLBOX (see long spanner), GET SPANNER, N, N, N, X TREE, X SHED (locked), CLIMB TREE, X SHED (see hole in roof), JUMP THROUGH HOLE, X TRUNK (locked), LEVER LID WITH SPANNER (see a pair of car number plates), DROP SPANNER, X PLATES (H 459 ABL), S, W, S, E, N, E, X SHELVES (see cheese – red herring), W, S, E, X PICTURE (dog's head again), U, X CHEST, OPEN CHEST (see a crystal ball), GET BALL, X BALL, N, E, X CUPBOARD, OPEN CUPBOARD (an old jacket), X JACKET (has pockets), SEARCH POCKETS (a key drops out), GET KEY, X KEY (see letters D.N.P), W, S, D, W, S, PUT BALL IN HAND (it fits), X IN BALL (you see a roadway with a signpost reading "Black Tor Church"), N, W, W, N, N, X GATE ("Dartmoor National Park"), UNLOCK GATE (need key from jacket pocket), OPEN GATE, N (you must have examined the porch and looked in the crystal ball). *End of Part One*

Notes:

The only object required for Part 2 is the phial given by the old man in the bar.

Part Two

I, X PHIAL, N, X BUSH (thorns), X IN BUSH (something there), X THORNS, N, WALLS (loose blocks), X BANK (boulders), X BOULDERS, SEARCH BOULDERS (see gardening glove), GET GLOVE, WEAR GLOVE, S, SEARCH BUSH (must wear the glove – you find a silver crucifix), REMOVE GLOVE, DROP GLOVE, GET CRUCIFIX, X CRUCIFIX (has a loop of cord), WEAR CRUCIFIX, N, CLIMB OVER WALL, N (you are in a swamp where the wrong direction is fatal), E, S, E, E, S, E, E, N, W (the compass directions found in the message when you X PORCH in part one), N (edge of swamp).

N, N, X INN, X NEWSAGENTS, N, X SHOPS, NE, X GRAVEYARD, X TOMBSTONES, X CROSS, X STONE (see an inscription), READ INSCRIPTION (some letters are missing but it reads "Devils and Demons will be afraid if the of a Hound is made"), X CHURCH, SEARCH GRASS (see 50p coin), GET COIN, SW, S, W, X COUNTER, X NEWSPAPERS, X CORNER, X POSTCARDS, BUY NEWSPAPER (need 50p coin), READ NEWSPAPER (you are believed disappeared), TURN PAGE (a note drops out), GET NOTE, READ NOTE (the vicar will help), DROP NOTE, DROP NEWSPAPER.

E, N, NE, E, X PEWS, X PULPIT, X BOARD, X ALTAR, KNEEL AT ALTAR, PRAY (the vicar gives you a container of Holy Water – must have read note first), GET CONTAINER, STAND, W, SW, S, E, X INN, X FIREPLACE (see brasses), X BRASSES (dog's heads), W (you can't leave), X FARMER, X BAR (the landlord asks if you want some beer), BUY BEER (the farmer pays for it and leaves), DRINK HOLY WATER, DROP CONTAINER, DRINK BEER (the glass explodes – you can now leave the inn. If you don't drink the Holy Water first you collapse and die in 30 turns), X BENCHES (see oak table), X TABLE (see a car key), GET KEY, X KEY, W.

N, NW, X BENCH, X DOOR. RING BELL (nobody comes). X CAR. ENTER CAR. START CAR (need key from inn). DRIVE CAR TO BLACK TOR. LEAVE CAR. X RIVER. X BRIDGE (see sign scratched). X SIGN (dog's head). W or CROSS BRIDGE (a Demon forms from dust - death in 10 turns), X DEMON, BAY (the sound of hounds - you must have read the inscription - the Demon explodes), X LIQUID, W, SW, W, X CHURCH, X PORCH, X STONES. S. W. X PLINTH (see a door), X DOOR (closed), X STATUE (a woman with a dog's head), N, X GRAVE, X EARTH, X IN HOLE (loose boards at bottom), X BOARDS, LIFT BOARDS (see steps down towards the church).

D (panel closes after you), X CHURCH, X PEWS, X PULPIT (steps up), U, X PULPIT, X CARVINGS (see 9 angels), X LARGE ANGLE (looks loose), TURN LARGE ANGEL (you hear a grating sound), D (a panel has moved revealing steps down), D, X DRAWINGS (a pentacle with coloured segments), X WALL, PRESS RED SEGMENT (the others are death! - the wall rises to reveal exit south), S (the wall returns).

X DOOR, SW, X CHAMBER, X ALCOVE, S, X PLINTH, X CHEST (see plate with square hole), REMOVE CRUCIFIX (from around your neck), PUT CRUCIFIX IN HOLE, TURN CRUCIFIX (hear a click), OPEN CHEST, X IN CHEST (see a face mask), GET MASK, X MASK (a dog's face), WEAR MASK, N, NE, SE, X LEDGE (see a wooden pole with a rope - you can PULL ROPE now if you wish. you don't know what happens, but you have opened a door for your escape later), S, X FIGURES (wearing cloaks and hoods), X ALTAR (a door here is closed but will be opened later), N, NW (if you just OPEN DOOR is clangs and you are killed when you go south through it), OPEN DOOR QUIETLY, S, X ROCKS, X FISSURE, SEARCH ROCKS (see a long black cloak). GET CLOAK, X CLOAK, WEAR CLOAK, CROSS BRIDGE (you must be wearing mask and cloak), X CANDLES, X CRUCIFIX, X ALTAR, X CAULDRON, X FIGURES.

The Grand Hound brings Denise Barley to be sacrificed - you have 5 turns to rescue her. THROW PHIAL INTO CAULDRON (it explodes). You untie Denise and run south. From here you have 20 turns to get to the Cottage and Dial 999. The door operated by the rope is south, if you have not pulled the rope already. NE, N, PULL ROPE, S, SW, S (by statue with door in the graveyard), E, N, E, NE, E, N, N (inside a cottage), DIAL 999 (a policeman comes and the church is raided. You have put an end to the black magic circle.

GAME COMPLETE

Notes:

Don't DIAL 999 before the end of the game - the cord becomes a snake which strangles you.

There are two entrances to the Sacrificial Chamber (where you throw the phial). If you CROSS BRIDGE from the north there are 5 turns before Denise is brought in. If you go DOWN from the ledge where the closed door is (south of the rope) you have 10 turns before Denise appears. The door is open after this so you can get to the rope.

SERIALIZED SOLUTION

KING'S QUEST 6

Solution by Terry Taylor on an Amiga

(continued from last month)

THE CASTLE

In the downstairs hallway:

a) the door on the left leads to the kitchen - Alexander can open it, but will always get thrown out. It plays no part in the game.

b) the door on the right is locked. It cannot be opened, and plays no part in the Amiga version of the game (in the PC version, it is the door to the store-room).

c) the large double doors at the head of the hallway - Alexander can open these, but he will always be caught.

d) the right-hand stairway - the guards patrolling the hallway at the top of this stairway (Jowels and Mite) cannot be passed. Alexander will always be caught if he tries).

Walk to the top of the left-hand stairway.

(There are two guards (Wolf and Bay) patrolling the hallway at the top of the stairs. Take note of their conversation. They are discussing Cassima - they feel sorry for her, and wish that they could find her pet nightingale to cheer her up.)

(Note also the alcove halfway down the hallway on the East side)

As the guards patrol the hallway, wait until they turn around to walk back Northwards, then **very** quickly USE THE MECHANICAL NIGHTINGALE ON THE HALLWAY (opposite the alcove).

(It is important that you click on the right part of the hallway - if you click too near to the front of the screen, Alexander merely walks out into the hallway, and is caught)

Once the nightingale has been set in place, again very quickly, WALK EAST into the alcove.

USE THE HAND ICON ON THE PILLAR in the alcove - Alexander will hide behind it.

(The guards appear to investigate. Thinking it may be Cassima's pet, they take the mechanical nightingale to Saladin for his opinion. The hallway is now clear) Whilst still in the alcove, USE THE HAND ICON ON THE PICTURE to remove it from the wall.

PICK UP THE NAIL which was holding the picture.

Return to the hallway, and walk North to the northern hallway.

(Alexander hears muffled crying from behind the door there)

(If Alexander stays here too long, Jowels and Mite, the guards from the eastern hallway will come and catch him)

Quickly TALK TO (THROUGH) THE DOOR.

(It's Cassima, he tells Alexander to leave as there are guards everywhere. She says that if she could get hold of something to defend herself with, she would probably get the chance to use it on Alhazred, as he trusted her)

USE CELESTE'S DAGGER ON THE DOOR – Alexander passes the dagger under the door to Cassima.

Return to the western hallway.

USE THE HAND ICON ON THE DOOR IN THE WEST WALL to enter the vizier's room.

USE THE HAND ICON ON THE EBONY BOX on the table to open it.

EXAMINE THE PIECE OF PAPER inside – it has "ZEBU" printed on it.

(The word "ZEBU" is not used in the Amiga version – in the PC version it is part of the magic word needed to open the store-room door downstairs)

At the foot of the bed is a trunk – USE THE NAIL ON THE TRUNK to open it.

PICK UP THE LETTER which is inside the trunk.

(It's from Wizard Shadrack to the vizier, and incriminates Alhazred in all that has happened)

Leave the room.

(As Alexander re-emerged into the hallway, he hears the guards returning. He runs into the alcove and hides behind the pillar. They are engrossed in conversation, and do not notice that the picture is off the wall. A door is heard to open and Shamir's voice is heard telling the guard that the wedding is about to begin. From the northern hallway there is the sound of chains, and a woman's cry. The guards wonder where Cassima is being taken, as the wedding is in the opposite direction)

(This explains the later events during the wedding ceremony)

USE THE NAIL ON THE WALL to replace it.

USE THE HAND ICON ON THE PICTURE to re-hang it.

(It does not seem to matter whether the picture is re-hung or not – Alexander does not get caught because of it if it is not replaced)

Return to the hallway, and quickly walk towards the stairway.

(The sound of the Wedding March is heard from behind the two large doors in the downstairs hallway. As Alexander approaches the doors, they open and Captain Saladin comes out. He draws his sword. He gives Alexander 5 second to explain his presence there)

Very quickly, before Saladin runs Alexander through, USE THE INCRIMINATING LETTER ON SALADIN.

(Saladin reads the letter. He confirms that he has had doubts about the vizier; but, as he has seen Cassima with Alhazred several times, and since she always seemed happy, he requires further proof. He takes Alexander into the Throne Room, where the wedding ceremony is taking place)

(more next month)

USEFUL ADDRESSES

- Adventure Probe** - 52 Burford Road, Liverpool L16 6AQ
- Adventure Workshop** - 36 Grasmere Road, Royton, Oldham, OL2 6SR
- Amster Productions** - 81 Uplands, Welwyn Garden City, Herts, AL8 7EH
- Binary Zone PD** - 34 Portland Road, Droitwich, Worcs, WR9 7QW
- Borphee Computers** - 64 County Road, Ormskirk, L39 1QH
- Dream World Adventures** - 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL
- Elyzium Software** - 50 Chadswell Heights, Lichfield, Staffs, WS13 6BH
- Fictitious Frobshire** - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ
- First Rung Publications** - 32 Irvin Avenue, Saltburn, Cleveland, TS12 1QH
- Format Productions** - 34 Bourton Road, Gloucester, GL4 0LE
- Jack Lockerby** - 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL
- Jean Childs** - 24 Waverley Road, Bagshot, Surrey, GU19 5JL
- Laurence Creighton** - 603 Hillside Heights, Wessels Road, Green Point,
8001 Cape Town, South Africa
- Moonshine PD** - 19A Kenyon Avenue, Garden Village, Wrexham, Clwyd, LL11 2SP
- Motivations/SAFE** - 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL
- Peter Hague** - 32 Chancet Wood Drive, Meadow Head, Sheffield, S8 7TR
- Round Corner Software Library** - 15 Kittersley Drive, Liverton, Newton Abbot,
S.Devon. TQ12 6YX
- Special Reserve** - P.O. Box 847, Harlow, Essex, CM21 9PH
- Spectrum Software Hire(Softsell)** - 32 Dursley Road, Trowbridge, Wilts, BA14 0NX
- Spectrum U.K.** - 28 Rockingham Drive, Melton Mowbray, Leics, LE13 0LQ
- SynTax** - 9 Warwick Road, Sidcup, Kent, DA14 6JL
- Topologika** - Islington Wharf, Church Hill Penryn, Falmouth, Cornwall, TR10 8AT
- Vulcan Software Ltd.** - Vulcan House, 72 Queens Road, Buckland, Portsmouth,
Hants. PO2 7NA
- WoW Software** - 78 Radipole Lane, Weymouth, Dorset, DT4 9RS
- Zenobi Software** - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

ADVENTURE PROBE HELP LINES



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

THE ULTIMATE INFOCOM HELPLINE

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

Ring **GRUE** on 01695 573141 between 7.30pm and 9.00pm Monday - Friday
Or write to 64 COUNTY ROAD, ORMSKIRK, WEST LANCS. L39 1QH

ADVENTURE PROBE

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

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN