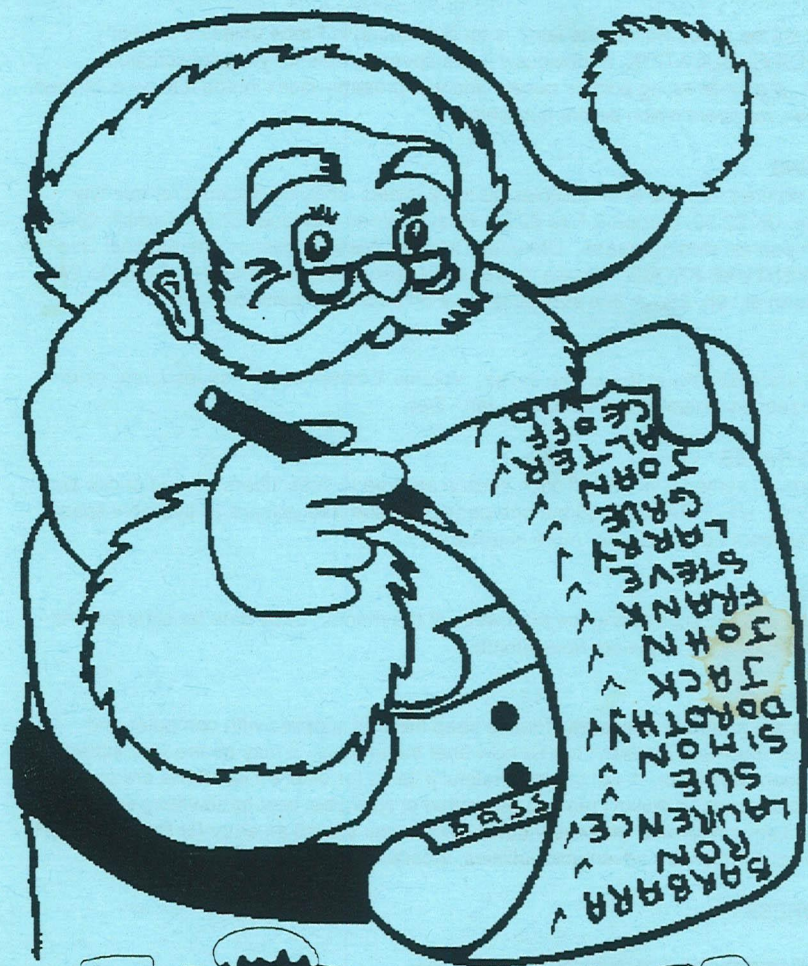


ADVENTURE PROBE

DECEMBER 1996 £2.00

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HAPPY XMAS

EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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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:-

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HALL OF FAME

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

Karen Tyers, Dorothy Millard, Keith Burnard, Mary Scott-Parker, Edwina Brown,
John E Nicholls, David Lacey, Martin Bela, Jenny Perry, Dennis Francombe,
Jack Lockerby, Laurence Creighton, Ellen Mahon, Phil Reynolds,
Colin Steele and Barbara Bassingthwaighte.

Special thanks to :

Dorothy Millard for software, Barbara Bassingthwaighte for the seasonal cover picture
and Geoff Lynas for his usual excellent printing job.

EDITORIAL

Well, we have come to the end of another year, and another volume. The year finished on a higher note than I expected because I was losing readers at the rate of two or three a month, then things picked up in the second half of the year, and I am please to say the readership is back to the same level it was this time last year. This may surprise some people, because there is no doubt interest in adventures is dwindling as more the more powerful computers become cheaper and state of the art software looks more and more exciting. So, may I take the opportunity to welcome all the readers who have discovered Probe during the last twelve months, and to assure everyone that I intend to keep Probe going for as long as I have a reader and there is something to write about.

I was particularly heartened to receive letters from readers who have games almost ready for release, two of them for the Amiga and one for the SAM – see the HELP WANTED section for details of requests for playtesters. (Just a quick word about playtesting – it requires a lot of laborious work, is time-consuming, but it is very, very rewarding. Note *everything* you *think* during play – it may seem trivial to you but it can be just what the author wants to know. It is better to report too much than not enough. I have on several occasions casually mentioned something that I thought was a good puzzle (thinking it was a deliberate trap for the unwary adventurer) only to be told it wasn't suppose to happen that way.)

As is the tradition with the Christmas issue, I have published plenty to keep the little grey cells working when you can't get to the computer – at this time of year it has even been known for family and friends to read Probe. Keith has set a quiz that should keep all but the brainiest of you busy with the reference books – and don't forget to send in your answers, no matter how few they are.

Way back in May we had a cover with that seemed a little strange because of the box and question mark. This was meant to be for a competition but, a) I didn't know Geoff was going to put it on the cover of that particular issue and so had announced the competition and b) I hadn't got a suitable prize at the time. I now have half of a prize, and when I get the rest of it I will let you know. In the meantime, perhaps you can get out your May issue, put on your thinking caps and start collecting appropriate captions.

Another competition will also be announced next year – probably in January as the prize is a Star Trek calendar and if I leave it too late you will miss more than one of the months.

One letter I would have liked to publish in this issue was from Colin Steele, unfortunately I got carried away with my reply to John Nicholls and ran out of space. It will, of course, have priority in the January issue. Whilst I am typing this the postman has brought me a package from Colin containing a copy of THE DIG by Alan Dean Foster – yes, the book based on the PC game that Peter reviewed last month. In order to make room for Christmas, all but one of the computers will have to go upstairs, and I'm sure I won't be allowed on the Amiga, so a book is just what I need. thank you very much Colin, you have saved my sanity.

Wishing you all a very Merry Christmas, and a happy, healthy, and prosperous New Year

All the best for 1997,

Barbara

LETTERS

From Martin Bela of Alvaston

Dear Barbara, regarding the size of font used in Probe, personally I don't find it to be a problem, but if you do decide to change to the larger font it would of course result in the loss of some pages from Probe. Unless it's possible to reduce the space between each line of text. It may just be possible then to get the same amount on the page, but it might look a bit cramped.

Alternatively, is it possible to slightly increase the gap between the characters in the font you normally use; as the reduction process does tend to make some characters run together. A larger gap may make the text easier to read.

I enjoyed Wynne Snowdon's "What's an Adventure?" (October issue.) Whenever I mention text adventures to the "yoofs" at work, the usual response I get is along the lines of "...typing in words? No, can't be doing with that. Give me a Playstation Beat-em-Up anyway." To which I usually reply "Yes, well you do need a brain to play an Adventure!"

One last thing Barbara, the other disk has an ASCII file on it. Can you read it okay? I've formatted it to 720K MS-DOS, so hopefully whatever software you use to read PC disks will read it. I hope it works because it's a bit easier than reproducing the Atari's CLIPBOARD files.

Anyway, Merry Christmas to all; nice to have met a few of you at the Convention. TTFN.

*

The above letter was imported straight from your disc into TIMEWORKS DTP so we are making progress. (Barbara)

From Dorothy Millard of Croydon, Australia

I have just finished reading the October edition of Probe and felt I should add my comments to the debate on hints and tips.

I fully support the hints and tips contained in Probe. When I get stuck I go looking for a hint. Being so far away, I cannot afford telephone calls for help, and have to wait three or four weeks for reply by mail. Very little help is available here in Australia (and what there is, is provided by myself!) If I cannot get help when needed, a game just becomes discarded and not played - I go on to something else. I really enjoy trying to work out puzzles and manage to solve a large proportion of them, but I find occasionally that I am "just not on the same wavelength as the author" and would never have worked out the puzzle. Others are obvious when you know how and I just need a nudge in the right direction.

A game is more appealing to me if I know something about it, from reviews and hints and tips, which often give an indication of what the game is about. I am more likely to play a game that has some hints should I get stuck to nudge me in the right direction. I too feel it is an honour to have my games featured in the hints and tips section.

*

The "hints" discussion has brought more mail to the Probe office than any other single subject. I have tried to publish hints for some of the more obscure games, as well as the newer ones. If you have a list (the longer the better) of unfinished games, let me know and I will try to publish help in future magazines. (Barbara)

From John Nicholls of Solihull

I must admit that I was a little disappointed by the lack of Atari related material within the magazine, and I have to wonder if Adventure Probe will suit my requirements. On the other hand, perhaps another ST user in your midst will encourage the inclusion of more ST related material.

I find it strange that the Spectrum is still fairly well supported, even though the Atari is a more powerful machine. Perhaps I will have to unearth my old Speccy if I want to remain within the adventuring scene. I only have a 64K machine, but I am hoping to obtain a 128K +3 in the near future.

At the recent Adventurers Convention I noticed this strange absence of the Atari while Speccys, Amigas and even a Sam Coupe were represented in addition to the now common PC. In fact, as the only ST only user present – to my knowledge – I was rather like a fish out of water. I did still enjoy the convention despite feeling a little out of things.

I believe however, that the venue of the convention – the Royal Angus – contributed to the absence of some machines. I spoke to one PC user who also owned an ST who said that she would have brought her ST but for the cost of bringing a car into the Royal Angus car park.

I feel that a more suitable venue would have been the Birmingham Motor Cycle Museum, which has ample free car parking space, and being situated at the junction of the M42 and the Coventry Road is much more accessible to people travelling from any part of the country. Being so near to the NEC, there is also a wide variety of accommodation available in the near vicinity. Catering is good, too, and a cup of coffee does not cost £1.95. Perhaps you could arrange a discussion between the readers.

I am going to try Adventure Probe for the next six months, and see how it goes. 'bye for now, and thanks for listening.

*

I have an Atari ST and STE, but they are used mainly for the running and preparation of Probe, as I prefer to play text adventures on the machines for which they are written, which usually means the Spectrum, Amstrad and even the C64 (for which games are still being written). In its hayday, the Atari was well covered in Probe, but as far as I know nothing new has been released during the last few years, hence the lack of Atari-specific material. I have not deliberately ignored the needs of Atari owners, and as Probe is the readers magazine, and therefore should reflect their wishes, if anyone knows of *any* old and new games that have been overlooked I will be delighted to give them the full treatment in the magazine.

John, if you have never played any Spectrum text adventures you have a real treat in store. Although a 48K game will play very well under emulation on a 1 meg Atari, there is nothing quite like playing it on a Spectrum, so may I suggest you dust off your Spectrum and send an SAE to Zenobi Software and The Adventure Workshop for their Spectrum catalogues – addresses on the inside back cover.

I'm sure the convention organisers will welcome some local knowledge. I seem to remember a reader finding a way of avoiding parking fees, but that may only apply if you are staying at the hotel.

Letters on the above, and other subjects will be appreciated. (Barbara)

REVIEWS

128K SPECTRUM EMULATOR FOR THE AMIGA A500/A600/A1200

Reviewed by Barbara Gibb

There have been rumours of a 128K Spectrum emulator for years. Tired of waiting for the boffins, John Wilson of Zenobi Software has cobbled together various public domain programs using a QL emulator to run a Spectrum emulator using QDOS - a round-the-houses way of doing things but it works and it means that all the 128K games in the Zenobi catalogue are now available to customers who have an Amiga.

I have been trying out the emulator on my A600 by playing a bit of "The Final Chorus" by Jamie Murphy. Following the instructions very carefully I managed, much to my own surprise, to get it to load and run. As I had played games on the Atari and Amiga using the appropriate 48K emulators, I expected I would have to slow down my keypresses, but I admit I found this emulator much slower. However, I understand it works much faster on an A1200.

Despite giving it my full attention, in no time at all I found one or more letters missing in my input, and so I would have to either press enter and hope it didn't matter, or correct the mistake. At first it wouldn't allow me to delete my input, but on re-reading the instructions I discovered that pressing CTRL and F3 simultaneously it not only allowed me to delete (using the back arrow key) but it seemed to also slightly speed up the response time of keypresses.

The screen display as far as the actual game is concerned is identical to the original Spectrum version, except when it is updating when you get it slowly scrolling up and looking slightly corrupted until it settles down, but that also happens with the 48K emulator so it isn't anything to worry about. What I couldn't do was get rid of the titlebar at the top of the screen and the flashing SPECTATOR at the bottom. Perhaps there is a way because for the really adventurous player pressing F1 will display a menu with plenty of options to explore.

I haven't given step-by-step instructions on how the emulator and game is loaded into the computer, that would be boring and I'm sure it will come with full instructions. However if you do get into trouble you can always telephone me and I will do my best to help - mm, I've never considered myself an expert before! The main things to remember are a) follow the instructions and b) be careful and very patient when pressing keys.

One thing you may be wondering about is how to save a position. This is very easy - just ensure the *write-enabled game* disc is in the internal drive, type SAVE, press return, type in your filename and press return; it will now save to the game disc in a second, and load back just as quickly. Make a note of the filename(s) you use, although I did find a way of learning them (big pat on the back for this little triumph). I was apprehensive about saving to the original game disc, but I've been advised there is room for up to 100 saves, more than enough for most players!

This emulator makes the entire Zenobi 128K Spectrum catalogue available to Amiga owners. This includes such excellent games as "Leopold The Minstrel", "The Bardic Rite", "Final Chorus", "Pendant of Logryn" and "Khangrin Plans" by Jamie Murphy - "The 39 Steps" and "Murder, He said" by Jack Lockerby" - "Knight Life" by Stephen Boyd - "The Beast" by Linda Wright - "Microfair Madness" by Gareth Pitchford - "The Apprentice" by Jeremy Piper", "The Krazy Kartoontist Kaper" by Kez Gray - "Stalker" by Andy Woods and Pete Page - "Aura-Scope" by Square Peg Software and "The Lost Twilight" by Kane Conway, plus the

latest release, "MUTINY" by Jonathan Scott, and all future 128K-only releases. My apologies if I have missed any titles.

The emulator is not perfect, at least on machines less than A1200, but if you don't have a 128K Spectrum it is better than nothing. Your initial purchase of any of the above games will cost £3.99 because you will receive two disc, the QDOS boot-up disc and a game disc. Keep the QDOS disc safe because you can use it to load other Zenobi 128K games, cutting the cost of future adventures to the standard £2.99.

THE CALLING (OF THE DEMON)

(Visual Dimensions)

Reviewed by Dorothy Millard on a Spectrum

The object of the game is to rescue Jenny, your companion, who has disappeared while trying to obtain help at a mysterious old house. Coming home from York, where you had a meal, you cross the lonely Yorkshire moor to reach Bayley, your coastal home. As you travel it begins to rain and soon a storm breaks out. As if this is not bad enough, your engine mysteriously stops. As it is too far to walk in the rain Jenny decides to search out a house and try to call the recovery service. Two hours later, when she has still not returned, you decide to take action....

At the beginning of the game you are standing in an old country lane beside your car, which it is well to visit to collect an important object before entering the house. Before long you will meet the cook, butler and not too friendly gardener (just as well considering what you have to do to him!) who don't seem to query your presence or mind you poking around, except perhaps the gardener who throws you out of his lodge - and so he should too! There is a most unfriendly dog/scaly best protecting something important. Entering the study you read in Professor Quinn's diary a chilling entry ".... I believe it is time to contact the Netherworld. All my experiments are now complete, only one remains, I must find a suitable female for the transference machine, only then will Danrath be free..." Yes, you guessed it, Jenny has been kidnapped and is the perfect subject.

Once the secret doorway has been discovered it isn't too difficult to enter the tomb, however the spirits of Quinn's ancestors have other ideas about you leaving and are angered by your presence. That will be the end if you haven't taken precautions. "THE CALLING OF THE DEMON" wouldn't let me pick up both keys at the same time and when I tried to get the skeleton key the game kept telling me I already had the rusty key - I knew that! There are a number of red herrings in the form of objects scattered around. The game dates back to the mid eighties but I did enjoy playing it and would recommend it despite its age.

Available from The Adventure Workshop. Price : **Spectrum 128K** £3 (tape) £5 (disc)
Spectrum 48K £2 (tape) £4 (disc) Cheque/postal order payable to P.M.Reynolds



CUDDLES

(8th Day Software)

Reviewed by Edwina Brown on a Spectrum

In "CUDDLES" you play the part of a baby; not a very young one, possibly nearing the toddler stage. You start off in your playpen, with no obvious exits. When you do get out you must escape from the nursery and your nanny. This is where the adventure really begins.

After a while you come across a teddy with only one arm who begs you to take him to the Land of Make-believe and find him a new arm. You promise to help him, and he says that in return he will help you find your mum. Next you meet a fairy chained to a railway track. You must free her before a train comes along. Then there is a wooden rocking-horse which bars your way until you discover the means to shift him.

You see lots of well known characters, Snow White and the Seven Dwarfs, Jack and Jill, Humpty Dumpty and Andy Pandy to name but a few. You visit the Mad Hatter's tea party, the Queen of Hearts pretty rose garden, the Snow Queen's palace, etc. You can even take a rocket trip to the moon.

It is quite an enjoyable game and if you would like to see what else happens I suggest you drop a line to John Wilson, enclosing a little lolly, then two days later a Jiffy bag will drop through your letter-box. I am sure you won't regret it!

Available from Zenobi Software. Price : Spectrum (tape) £2.49, Atari(e), Amiga(e) & PC(e) £2.99 including emulator.

MUTINY

Written by Jonathan Scott

Reviewed by Karen Tyers on a Spectrum 128K

This game is a complete departure from the norm for Jonathan in that it is SERIOUS! It seems that it has been several years in the writing (on and off) and in Jonathan's own words "I wanted to write a huge game that would allow me to go over the top with location descriptions, messages, etc." Well, he's certainly done that!

In the first part you start in the drawing room of his Lordship, your boss, who over dinner tells you that you must transport a secret cargo for him. He also tells you that he has spoken to a friend of his who will recommend a first mate and crew for you - all you have to do is find him. Before saying any more about this first part, I have to confess that I very quickly took advantage of the "brief" command as one thing that always irritates me is having to wade through mountains of text crammed with long words. It just isn't my cup of tea, but don't let that put you off. That said, let's continue....

After dinner, his Lordship leaves for a prior engagement, saying that his butler has something for you before you leave; but don't go rushing off to find him as there is a lot to do in the house and once you have been shown off the premises there is no way back.

After solving one or two puzzles in the house, you will find yourself taken by carriage back to your own dwelling and from there you must find your way round the town, find the docks where your ship is located, make contact with the first mate recommended, recruit another

crew member, and then return home to spend a few hours with your beloved wife and son. Next day you must take your leave, and accompanied by your son who acts as cabin boy, make your way to the ship and set sail. Now this is all very pleasant, but it's certainly not as simple as it sounds. You really should listen to the advice of your wife, and you may have a problem deciphering some writing on a map. However, someone else may come to the rescue.

Setting sail, everything appears to be going to plan, but at some point you will soon realize that the crew are a mutinous lot, and guess what they want to do with you and your ship? Right - you guessed it, and your attempts to stop a mutiny during a storm bring you to the end of part one. Take note of the password and on to part two.

You start here, barely conscious, on a beach where you have been washed up and left for dead. You have no idea of what is going on and no clue as to what has happened to your son. As you scout around carefully you realize that nearly the whole crew were involved in the mutiny, and different crew members are standing on guard all over the place. You feel that you really must despatch them, one at a time, and search for your son and his Lordship's secret cargo. And that's all there is to it (I don't think!)

Moving east from the start location very soon brings you up against a particularly nasty crew member, and it would appear that the only way to get past him is a disguise of some sort, but where on earth to find it? No problem, the answer lies with a peasant in a cottage a bit to the west, but unfortunately he is being held captive by another of the mutineers. Gradually, as you manage to get rid of the crew one by one, and talking to the various other people you meet, you realize that the illustrious Sneer is passing himself off as you, and try as you might, you cannot get anyone to believe you are the real captain. Perhaps a thorough search of the wreckage of the ship would help....

I deliberately haven't said much about the actual puzzles throughout this game as it would be very easy to spoil it - one solution leads nicely on to the next and I don't want to give anything away.

The first part is quite small - it's really just a taster and scene-setter for part two. There are few objects to use and most of the action involves interaction with other characters. Part two is quite a different kettle of fish and the first sheet of my map is covered in all sorts of scribbles as to how to dispose of or get past the different crew members you are continually running into. I also had a real problem with getting a wooden stake to where I wanted it. Actually if I'd thought about it a bit more the solution was staring me in the face but this is a complex game and my excuse is that my brain had gone walkabout! (No comments from anyone out there please!)

Overall, I enjoyed this game, although as I said, I found the descriptions, etc. overlong for me. The brief command was a good one to include as without it I think I might have given up and missed a good game. Definitely worth having a look at.

Available from Zenobi Software. Please note: Each part is sold separately, so please state which part(s) you wish to order. Prices are for each part.

Spectrum 128K only (tape & +D disc), PC(e) and MAC(e) £2.99, Spectrum (+3 disc) £3.49.

Amiga(e) £3.99 for two discs - one with the game and the other with the emulator which can be used for the second part, and also other Zenobi 128K Spectrum games. This means that having bought part one of Mutiny you pay only £2.99 for the second part.

THE SECOND PIT

Written by Andrew and Tom Craig

Programmed by Sue Medley

Reviewed by Jenny Perry on a PC

This text adventure/story is loosely based on two of the nastier fairy tales – “Babes in the Wood” and “Hansel and Gretel”. You play the part of Tom, one of the children, who has to steer his sister, Eleanor, through the adventure unscathed.

You start off, having just woken in the middle of the night. You hear the low voices of your father and new stepmother murmuring – but eavesdroppers never hear good news about themselves and you overhear some worrying information about your future. Next morning you decide to collect some things together in case of a hasty departure – however your stepmother has her eagle eyes on you and you can't do much while she is looking. Your father has left glasses of milk for yourself and Eleanor – but are they safe to drink?

You can explore your bedroom, the scullery, the garden and perhaps you can sneak into the cellar while your stepmother's back is turned – if only you can undo the lock. Rescuing a helpless creature in the garden will bring its rewards later – but be sure to examine everything needed in its rescue or you will come a cropper. Thank heavens for the “undo” command.

Soon events overtake you and you find yourself and your sister abandoned in a forest with a raging thunderstorm. Finding shelter is your first priority, but some creatures don't understand the concept of sharing and you find yourselves running for your lives. Eleanor was a major burden here and throughout the game; she was either tired, hungry, captured, drowned or killed by ravenous monsters. At one time I tried to drown her myself – sadly the game would not allow me to do this and you must ensure her safety at all times otherwise you find yourself using the “undo” command once more.

Later, if you've picked up the right objects you can meet a wizard – he can be very useful if you ask him the right questions. Ignore Eleanor's whinging and examine the wizard's rooms thoroughly – you can easily miss a piece of vital information here. If you can answer a riddle, you can shut Eleanor up by allowing her to sleep – after a short midnight excursion you can then carry on with the adventure. You soon find a temptingly built gingerbread cottage – even the flowers in the garden are made of sugar and there is a sweet little candy doorknocker, which I wanted to eat but that wasn't allowed. The other option is to knock on it – a little old lady answers. Typically, unwary Eleanor eats some spiked sweets. If you can avoid doing this yourself you are plunged into nightmare territory – try not to play this bit too near to bedtime as the description of the inside of the sweet little cottage is horrific – the walls are made from bones and rancid meat, and bits of bodies, human and animal, and other ghastly unidentifiable objects lie everywhere. You must totally eradicate the little old lady and purify her remains before you set off on the final leg of the game.

This is one of the most eerily atmospheric games I have played. The rather formal method of speech and the slightly old-fashioned descriptions all add to the spookiness. The puzzles are mainly of the “find a use for the object” variety but I got stuck many times nonetheless. Recommended – but don't play it in front of the children!

Available from SynTax – please see advertisement in this issue for full details

THE SUITCASE

Reviewed by Barbara Gibb on an Amiga

You are on a family camping holiday in a remote part of Sweden. It is raining, and you are bored. You decide to go for a walk and after climbing over the closed gate you overhear two men talking about killing an agent. Once back on the campsite you find a gun, the corpse of the agent, and the mysterious suitcase of the title. Further exploration will enable you to find a few useful items needed for the dangerous journey you are about to undertake.

In response to your signal a commando-crewed dinghy will arrive to take you to a submarine. This will take you to Odessa, and then a car will take you to an airfield where a Cessna plane takes off with you on board. Unfortunately you are expected to jump from the plane, so unless you have a parachute and a working altimeter you are in grave trouble. If all goes well, you land safely on the shore of the Black Sea, near a boat which you can, if you are clever and well prepared, sail until you are picked up by a fishing boat. The fishermen may drop you off at a Turkish village, but this depends on what you do, or don't do, whilst on board their boat. From there you may travel in a van to Munchen in Germany, where you can catch a train to you have a choice, so I won't say more. Your journey home is almost complete, just one more little disaster to survive.

This is what I call an illustrate text adventure, in the true sense, as the pictures (some of which are a bit saucy) are purely for entertainment. In fact you are warned they don't contain any clues. A fair amount of screen is taken up with the main picture which generally illustrates your current location, with a smaller one showing a detail such as a squirrel, a starfish, or an adult magazine, with arrows showing possible exits. The pictures appear very quickly when you move around, and every one is of a very high standard, especially the smaller ones.

The text is minimal. However, it is very important and holds all the clues necessary for solving the puzzles. Typing HELP and then V for Verbs is very useful, and believe me, the game doesn't understand any other verbs than those listed. It took me a while to get used to the style (I think it was written in either Swedish or Dutch and then translated into English) but I found it a rewarding challenge when I realized how clever some of the responses were, and how many traps had been set for me throughout the game. I was tearing my hair out whilst on the Turkish boat and it took me a long time to realize that something I had dropped earlier (almost encouraged to leave behind, in fact) was the answer to my problem.

Which brings me nicely on to saving your position. This has to be done to disc two and it will hold up to four saved positions (SAVE ONE, SAVE TWO, etc) so either make a few extra copies of disc two or be sure which save you choose to overwrite. The saving or loading of a position is done very quickly, at least it seemed lightning fast compared with the long waits I've endured whilst playing other games recently.

This is a first class adventure which probably won't take long to complete if you are either lucky or fairly experienced, but I admit it took me the best part of a couple of days, full days, not evenings. It comes on two discs - the boot-up disc and a game disc. Once you have swapped to the game disc it can remain in the internal drive until you have finished playing - just shows what can be done by good programmers. The one minor drawback is that it requires at least 1 meg of memory to run.

Steve Clay was the first to send me this adventure, and now Zenobi Software has included it in their Amiga catalogue, only £2 for the two disc set.

TODDLER TROUBLE

Written by Stephen Boyd and Jonathan Scott

Reviewed by Barbara Gibb on an Amiga under Spectrum emulation

This is the third adventure in the Brief Tale series. You, as Julia, got Pete out of jail in "For Pete's Sake", and then had a nightmare journey to the maternity ward in "Labour Pains", now your son Kevin is two years old and already showing signs of being a chip off the old block by running away whilst you are trying to settle your account at the ante-natal clinic.

A bouncer seems determined to prevent you from running after the little scamp. After enlisting the help of your friend Aphrodite, you almost catch up with Kevin, but he runs off again, and you follow him through such locations as The Grand Canyon (with some flintstones); one location north is The Great Wall of China, and moving on again I passed through Egypt and a Launderette. Just as I was about to grab Kevin I found my way blocked by a statue, leaving the only other exit, for the moment, across a bridge to Easter Island. The Amazon Forest, a turnip field, and a few more seemingly equally unconnected locations – things are never ordinary in a Brief Tale.

Regular players will no doubt remember that when "turnip" is spelt with a capital letter it usually means trouble. This time she is almost a snake, and needs a special turnip to turn her back to "normal". She is only one of several characters you have to deal with; I must admit I didn't realize who Geoffrey Dubster was meant to be until I talked to him and he said he had lost his friends Hippy and Bangle (that took me back a lot of years – nowadays I watch "Rugrats").

Having shifted the statue, I found a few more locations, and Pete. He is sorry that you have left him, and refuses to let you pass until you agree to marry him again. Not being in the mood for such blackmail, you soon scare him away, and follow Kevin to a mine. Here you are faced with three entrances each blocked by a different coloured "lollipop" – choose correctly whilst carrying a certain object brings up a series of messages – note anything highlighted, the password for part two is hidden in there and has scrolled off the screen before you know you need the word. Unless you have a good memory you may find yourself loading in your last saved position.

Part two starts with you near the exit to the mine. Once again there is a series of odd locations, but they didn't seem as unrelated as those in part one. If you want to meet The King of rock he is in his palace but first you have to get past the fire-breathing dragonflies. Small Daniels is in the garden, your nephew Fred (blue eyes and blond hair) is in the quarry, Dr. Quack, who is a duck, somehow didn't seem to be so strange by the time I got to the birdhouse. The Egyptian "theme" is continued in this part as you have to enter a pyramid, if you can find a pass. The ultra-sonic contraption gave me a bit of trouble – but that was because I hadn't realized why I couldn't pick it up.

So, you eventually catch up with Kevin, and having agreed to marry Pete (for the third time) you are one rich, happy family. However, the authors say they are working on another Brief Tale entitled "Mrs. Pickerty Goes Fishing" – so maybe it is only a short reunion.

I could have done without the innuendo offered when you read the names of some of the characters as I think the puzzles can stand on their own without the schoolboy-type humour. Although strange could have been an over-used word in this review, that really only applies to the locations and characters.

Stephen and Jon are experts at constructing an adventure. They giving you just enough to work on until you have solved a puzzle, then allow you a little more to think about. Most of the problems involve finding an object to give to a character to get another object or access a new locations, in other words, standard adventuring, although the strange collection of locations gives plenty of scope for a variety of objects and characters.

Each part has one longish section, with a smaller part beyond a barrier (the statue in part one, an archway leading to a fairground in part two). The locations form a compact map. I map using squares and a red pen to indicate an object. By the time I had completed the game there was hardly a "blank" square on the paper. The text is as expected, with clues well hidden amongst the location descriptions and messages. VOCAB and INFO are two useful inputs – but don't, like me, get bogged down trying to get every character you meet to follow you – for me it worked only once and that was in the second part.

I found this adventure more enjoyable and much easier to play than the previous two in the series. It isn't essential to have played them prior to tackling "TODDLER TROUBLE" but maybe it helps.

Spectrum (tape & +D disc), Atari(e), Amiga(e), PC(e) and MAC(e) £2.99, Spectrum +3 (3" disc) £3.99 available from Zenobi Software. "For Pete's Sake" and "Labour Pains" (both 2-parters) are also available from Zenobi Software in the above formats at the same prices.

Amstrad versions of "For Pete's Sake" and "Labour Pains" available from WoW Software. Price : £5 each on disc only. Cheque/postal order payable to J. G. Pancott

WITHIN THE PENTACLE

Written by Anthony Byrne

Reviewed by Dorothy Millard on a Spectrum

The evil Mocatha has entered into a pact with the devil and is about to open the pit. If he is allowed to do this the satanic horde will be unleashed upon the earth. There are two ways by which his plans can be thwarted. The first is for some brave person who doesn't fear the devil, throwing himself into the pit. The second is for you to find the Talisman of Set and the Ancient Scroll of David (both stolen from the pentacle) and return them to the centre of the pentacle. This terrible responsibility (the fate of the earth) is in your hands.

And so your adventure begins with you standing within the pentacle. On your travels you will visit the Churchyard, Cloisters and Crypt, as well as a secret room and the Lady Chapel. Your inventory is limited and on several occasions you will be trapped if you are not carrying the right equipment, so save regularly. The grammar in "WITHIN THE PENTACLE" could have been improved with full stops instead of commas on a number of occasions, especially in the introduction. There are not many examine messages but location descriptions are reasonably descriptive and set the scene adequately. Mapping is a little odd as there are many one way situations for no apparent reason. For example, why can't I return across the bridge? The bridge doesn't fall down, it isn't in a state of disrepair, nor is there a magical barrier.

This is a short game which won't take most adventurers long to complete.

MIGHT AND MAGIC 3 (THE ISLES OF TERRA)

Reviewed by Mary Scott-Parker on a PC

I have Sue Medley to thank for recommending what proved to be the considerable delights of "MIGHT AND MAGIC 3 - THE ISLES OF TERRA", and if you're not immediately seduced by the review of this wonderful game then I'll eat my hat. What you have in store is weeks and weeks of adventuring fun. If you've never been tempted to try an RPG (DON'T stop reading at this point!) THIS could be the one to convert you, believe me..... after all, have I ever lied to you before? Although the game is big (we're talking Dawn French here) it is set on a group of islands (the Isles of Terra of the title) and this format makes the sheer size of the game less intimidating. There are puzzles and sub-quests galore before the final confrontation with head nasty, Sheltem.

There is a ready-to-go party of six and movement is one step at a time - "Dungeon Master" style. Via the viewing screen you move through colourful, varied landscapes, meeting masses of imaginative monsters. The characters come ready for action, with both weapons and armour (or armor - as it's affectionately known in the US) although characters can easily be changed if you prefer to create your own. The fighting action couldn't be simpler - just click on an arrow icon for ranged weapons, a sword icon for hand-to-hand fighting or a spell icon for dispatching monsters with a variety of colourful spells.

A nice touch is having the name of the attacking monster or monsters highlighted in a certain colour to indicate their state of health; green equals healthy, while yellow is weakening and red means about to bite the dust - very useful. There are no fighting skills required at all - unlike "CAPTIVE", where lightning reflexes and two-handed tactics, involving simultaneous use of keypad and mouse to control both movement and weapons, is essential for survival. Just stand and slug it out, turn for turn, and superior strength wins. It's essential to save regularly, then after a particularly unfair pasting you can just re-load and avoid that confrontation until the party is stronger... and monsters don't regenerate either - once they're dead they're.. well, dead really.

The game begins in the town of Fountain Head, where you are free to explore - the main opponents being behind closed doors until you feel ready for action. There is a shop selling weapons and armour and the party begins with a little gold, which is the main currency, along with gems. The only immediate necessity is another bow. One character already has a bow and this allows ranged fighting for a few turns - the monsters cannot use evasive tactics and will advance one step each time you fire - until hand-to-hand fighting commences. Ranged weapons mean all the difference between survival and death so before doing anything else buy another bow. They come with an everlasting supply of arrows but there's only one for sale in the shop. He does re-stock regularly, however, so return until all characters who can use a bow have one. While wandering round the town you will find information relating to the game's various sub-quests; for instance you will learn that Morphose, the town's founder, has been imprisoned by the Rat Overlord. Fountain Head has been overrun by rats and bubblemen - the town's fountains run with green ooze - and the first quest, not unnaturally, is to free Morphose. Experience is gained through fighting and killing monsters and characters go to be trained when they become eligible to gain levels. Gaining levels improves statistics; strength, speed, resistance to magic, spell points, etc. Any characters with spell casting ability can join the various Guilds in the towns and can buy spells from the options available, depending on their skill level and what's on offer in each Guild.

Once the town has been explored and the rats and bubblemen dispatched, visit the bat-infested cavern beneath the town and find the Altar of Sufe, where, for 200 gold pieces, he will teach party members to swim. All characters must have this skill before the party can cross areas of shallow water. When all have paid up, leave the cavern and the town, and stroll down the grey path outside, killing any Ogres and Orcs who pop out of the bushes and hills at either side. They are easy to kill and the Orcs make amusing and taunting thrusts with their naked, rotund bellies. Only six steps along the path is a well on an island (hence the need for swimming) and drinking from the well strengthens the party's defences. Return to the Fountain Head Cavern and climb the ladder at the far end to meet the Rat Overlord. With the extra protection the party should now be in a position to kill him and free Morphose. And that's ALL there is to it... now go out and do each of the other quests (in any order, as long as you have the necessary skills and keys). A monotone map of the area can be called up, each square being revealed in full technicolour and detail as it is explored. To begin with mountains and certain wooded areas are inaccessible to the party until the town of Baywatch (NO - Pamela Anderson ISN'T there) is gained and here skills can be purchased from the resident experts (with these skills only two party members need to buy them). Now that mountains and woods can be crossed the whole of the island can be explored and mapped on screen - no need to draw maps, with each square numbered it's impossible to get lost and there are various "quick travel" methods which become available in time. Monsters' headquarters are stumbled on from time to time and if destroyed, (by clicking on a "yes" icon) valuable experience points may be gained leading to higher levels and the ability to hit harder monsters and travel further afield.

There are fire-breathing dragons, multi-headed hydra, terminators, paths of molten lava, oceans to cross, ultimate power orbs to be delivered to three kings, each in his own castle, and even a broken-hearted princess to cheer up before you finally head off in a spaceship to confront Sheltem, so what are you waiting for? The game was reviewed in the glossies, in 1992, Amiga Format gave it 82% and from Amiga Action it got a massive 93%, what more can I say except rush out and find it NOW, because, in truth, my old school beret doesn't look very appetizing! - although perhaps in a white wine sauce, flambeed and served en croute....

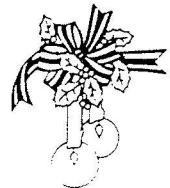
ANAGRAM QUIZ sent in by PHILIP RICHMOND

Film Stars

1. Big melons
2. Dear dear, rude pig
3. Old west action
4. Groan madly
5. Rusty tonic
6. Bogart gear
7. Now roleless
8. He's grown large 'n' crazed
9. Over-talentless, sly

Music Artists

1. Sex advised
2. Rated worst
3. I like 'em young
4. Large fat noise
5. Lisp severely
6. Library woman
7. Narcoleptic



PRIZE COMPETITION QUIZ by KEITH BURNARD

What are the following collectively known as?

Keith has kindly offered a £5 postal order to the reader who submits the greatest number of correct answers, or if there is a tie, the first one out of the hat.

It is a very difficult quiz, so don't despair if you can't get them all – even if you have a few it is still worth sending them in. Send your answers, no later than 10th February 1997, to:

Keith Burnard, 206 Cranford Lane, Hounslow, Middlesex, TW5 9SD

- | | | |
|-----------------------|--------------------------|------------------------|
| 1. A ? of donkeys | 21. A ? of beauties | 41. A ? of bakers |
| 2. A ? of ducks | 22. A ? of bees | 42. A ? of butlers |
| 3. A ? of camels | 23. A ? of acrobats | 43. A ? of butchers |
| 4. A ? of cats | 24. A ? of magpies | 44. A ? of bells |
| 5. A ? of jackrabbits | 25. A ? of owls | 45. A ? of brewers |
| 6. A ? of kangaroo | 26. A ? of crows | 46. A ? of asses |
| 7. A ? of ferrets | 27. A ? of merchants | 47. A ? of sheriffs |
| 8. A ? of apes | 28. A ? of rabbits | 48. A ? of turtles |
| 9. A ? of bears | 29. A ? of gamblers | 49. A ? of trout |
| 10. A ? of coot | 30. An ? of buffalo | 50. A ? of rhinoceros |
| 11. A ? of dogs | 31. An ? of caterpillars | 51. A ? of pipers |
| 12. A ? of foxes | 32. An ? of widows | 52. A ? of turkeys |
| 13. A ? of fish | 33. A ? of swallows | 53. A ? of grammarians |
| 14. A ? of elk | 34. A ? of crocodiles | 54. A ? of hare |
| 15. A ? of goats | 35. A ? of robbers | 55. A ? of pekingese |
| 16. A ? of geese | 36. A ? of penguins | 56. A ? of shoemakers |
| 17. A ? of boar | 37. A ? of parrots | 57. A ? of bullocks |
| 18. A ? of badgers | 38. A ? of bishops | 58. An ? of painters |
| 19. A ? of horses | 39. A ? of tailors | 59. A ? of messengers |
| 20. A ? of beavers | 40. A ? of cobblers | 60. A ? of bayonets |



ARE YOU A GOOD ADVENTURER? A PERSONALITY TEST by DAVID HEBBLETHWAITE

Do you think you're a good adventurer? You do? Well, let's find out. Write down the letters of your responses to these questions to find out just how good an adventurer you really are!

1. Down at your local tavern, you see the following notices stuck on the wall. Which do you answer:

- (A) Insane adventurer wanted for suicidal mission to the Dragon's Lair. Death guaranteed. Apply Lord Lunatic....
- (B) Warrior required for exploration of dungeon complex. Quite dangerous but plenty of treasure at the end. Apply Adrian Fireblade....
- (C) Peaceful type needed for flower arranging job. Apply Dorothy the Florist...?

2. Whilst exploring the dungeon, you come to the entrance of a hedge maze. You know that the treasure lies at the centre of the maze, but how do you plan to get there:

- (A) Charge straight through the nearest hedge and not stop until you get there.
- (B) Tie a length of thread to the end of the hedge and unravel it as you go, keeping to one side of the path.
- (C) Get down on your knees and cry in despair?

3. At the centre of the maze you are confronted by a massive three-headed dog! Unfortunately, there are no bones, so you'll have to fight it. What weapon will you use:

- (A) Your bare hands.
- (B) Your trusty sword.
- (C) A carrot?

4. Now you've got rid of the dog, you can take some of the treasure. What will you take:

- (A) Nothing at all – treasure's for wimps! There are monsters out there to slay, and there's no time to sit around with twinkly bits of treasure! Come on, let's go!
- (B) A few bags of gold and a magic sword.
- (C) A lovely cape and cloak?

5. After putting your treasure away, you look up to see a dozen big, burly trolls lumbering towards you, and boy, do they look *mean*! What are you going to do:

- (A) Shout, "Come on you twenty-stone weaklings! I could kill all of you blindfolded and with both hands tied behind my back!" and charge straight at them.
- (B) Leg it.
- (C) Faint?

6. You are nearing the exit to the dungeon when a huge iron portcullis slams down in front of you, and the trolls are still coming after you! What are you going to do now:

- (A) Charge straight at the portcullis to break through it.
- (B) Throw a vial of Rust Potion that you had the foresight to pick up earlier at the portcullis.
- (C) Faint again?

7. And now your adventure is over. How do you relax:

- (A) What do you mean "relax"? There's no time to relax, there's monsters out there to kill, and we're wasting time! Come on, guys, let's get 'em!
- (B) In your favourite tavern with a tankard of ale, swapping tales of adventure with your friends.
- (C) At home in bed with your teddy and a nice cup of cocoa?

Well, that's it. Now count up which response you gave the most often, and turn the page to find out how well you did.

3 BRAIN TEASERS by JACK LOCKERBY

A cognate anagram is a special variety in which the letters of word or phrase are transpose to for another word or phrase which redefines, or is closely related in meaning to, the original.

For example:- A RICH TORY CASTE becomes THE ARISTOCRACY. Now try the following:

- | | |
|--|--|
| <ul style="list-style-type: none"> 1. NO PRAISES 2. UNTO A STAR 3. MOON-STARER 4. ON! MORE STARS! 5. I'M DOT IN PLACE | <ul style="list-style-type: none"> 6. TWELVE PLUS ONE 7. CARE IS NOTED 8. ACTUAL CRIME ISN'T EVINCED 9. NAME FOR SHIP 10. MAIN LIGHT GONE |
|--|--|

The following is a quotation by Henry Wordsworth Longfellow split up into 16 pairs of letters. Insert them in the correct order.

--- / ----- / ----- / --- / ----- / --- / ----- / ----- / ----- .
 AL ET HI IL IM IT LB LT NG OH OM OW SC UT WA WH

What is unique about the number 29?

[Clue : FIVE]

It's a myth, it's a legend, it's a worldwide obsession! It's
'ELLO 'ELLO 'ELLO WHAT'S ALL THIS THEN? 3
by DAVID HEBBLETHWAITE

Riddles are dangerous things. In Greek mythology, the Sphinx ate loads of people because they couldn't answer its riddle:

"What walks on four legs in the morning, two legs at midday, and three legs in the evening?"

It stopped when Oedipus gave the correct answer (a man), but look how much loss of life that riddle caused.

And then there's the case of Homer, the Greek poet. He was posed a riddle by some fishermen, and he killed himself because he couldn't solve it! Here it is:

"What we caught we threw away; what we could not catch we kept."

Before you kill yourself trying to work it out, the answer is "fleas".

Anyway, here's another collection of teasers for you to get your head round (if you can). Don't forget to try them out on your family and friends once you have the answers. Who knows, they might end up more baffled than you will be (he said hopefully)! Can YOU work out what's happening in each of these bizarre situations?

Finally, I'm going to make a desperate plea. I'd really appreciate it if some of you lot out there could come up with some of these puzzles and send them to me for a future collection, because I only have enough left for one more set! If you think of any, please send them to : David Hebblethwaite, 29 OLDFIELD, HONLEY, HUDDERSFIELD, W. YORKSHIRE, HD7 2RL.

In the meantime, enjoy these puzzle, but don't worry about them too much! Merry Christmas.

1.

'Twas the night before Christmas,
And all through the house,
Not a creature was stirring,
Not even a mouse.

Jack and Jill on the floor,
Lying dead, they were,
Pebbles strewn round them, broken glass too.
A cloth, through the door, was also there.

WHO WERE JACK AND JILL?

2. Had any domestic disputes lately? Here's a tale of one, starring Mr and Mrs Johnson...

Mrs Johnson is currently kneeling on the floor. A long length of wire is in front of her, and a large pile of small electrical components, of the type used in computers, lies at her side. She's very angry. Mr Johnson doesn't know about his wife's anger, but he is in the same room. He's talking on the phone.

CAN YOU EXPLAIN WHY MRS JOHNSON IS SO ANGRY?

3. One day at a filling station, a car arrived and its driver asked for two gallons of petrol. The attendant served him, and then he and the driver searched the car carefully for some time, before the driver sighed, got back in the car and drove off. As he drove away, the driver called back, "You know, I didn't really want the petrol."

WHAT HAD HAPPENED – AND WHAT WERE THE DRIVER AND ATTENDANT DOING?

4. See this table here? These two men have been sitting at it in complete silence for the past couple of hours or so. One of the men has just stood up suddenly, with a cry of triumph – which has quickly become a shriek of agony.

WHAT HAVE THESE MEN BEEN DOING, AND WHAT'S HAPPENED TO ONE OF THEM?

5. A van was parked by the side of a country road. A hedge was near it, and, lying by that, two men. One of them was dead, and the other was crying quietly, occasionally letting out a nearly hysterical half-sob, half-laugh. Both men were wearing uniforms, but not the same type of uniform.

WHO WERE THE TWO MEN AND HOW DID THEY COME TO BE IN THAT SITUATION?



ARE YOU (really) A GOOD ADVENTURER?

Which letter did you choose the most often?

(A) is for.....ANGRY. Good grief! Don't you ever stop fighting? There are other ways of solving problems, you know. Use your head once in a while, and remember there are peaceful people out there!

(B) is for.....BRILLIANT. Now this is more like it! You're a really good adventurer. Sometimes fighting, but not if there's a better way, and always using your head. Nice to meet you!

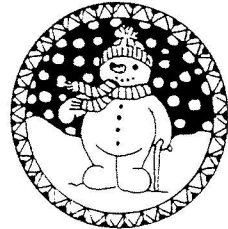
(C) is for COWARD. You really are a yellow coward aren't you? Not really adventuring material are you? Try holding a teddy bears' picnic or something like that. You'll enjoy that. It's nice and peaceful.

(D) is for.....DOLT. If you're going to do the quiz then do it properly! Idiot!

VIRIDIAN QUIZ by MARY SCOTT-PARKER

All the answers contain green.

1. American banknote.
2. Section of New York City, west of Washington Square.
3. Tom Jones song.
4. Home of Enid Blyton.
5. British born actor who played "the fat man" in "The Maltese Falcon".
6. Television's Robin Hood.
7. Record by Booker T. and The MG's.
8. Literary home of Anne Shirley.
9. This T.V. character would not make your "Heartbeat" faster.
10. Actor who played dad to Adam, Little Joe and Hoss Cartwright.
11. Distinguished British novelist born in 1904.
12. "Double Your Money" quiz master.
13. Richard Llewellyn's 1940 novel about a Welsh mining family.
14. Camouflage for Robin Hood and his Merry Men.
15. Garden pest.
16. Jealous "beast".
17. American T.V. series based on "The Egg and I".
18. World's largest island.
19. Increase in Carbon Dioxide caused by global warming.
20. Go at this sign.
21. Half of the song duo of "Unchained Melody" fame.
22. Actors retiring quarters.
23. Bend or partial fracture of bone.
24. A large, happy vegetable producer.
25. Safe to cross - if you know this.
26. Fruity novel by Rumer Godden.
27. International Organisation dedicated to the preservation of Endangered Species.
28. S. American romantic novel written in 1904 by William Henry Hudson.
29. Bird.
30. U.S. work permit.
31. Does this musical portal lead to Frankie Vaughan's house?



ADVENTURING EXPLAINED by JOHN E NICHOLLS

[The following is in reply to Wynne Snowdon's article published in the October '96 issue]

What is Adventuring?

The pitching of ones wits against those of some perverted, immoral adventure writer who tempts you with a promise of love, fame, wealth or power, and then promptly delights in placing all manner of pitfalls in your path to ensure that only by being obstinate, determined, sneaky and just as immoral will you succeed in getting even half way there.

Why do I do it?

I would rather spend my evenings in the company of leather-clad women armed with whips, chains, canes, handcuffs and dog collars. Finance – and my wife – do not permit this, but a good substitute is the masochistic pleasure of entering into the strange and weird worlds created by adventure writers who can make de Sade appear almost kindly. The exquisite torture inflicted by some of these writers has only ever been equalled by the followers of Himmler.

Why do other people do it?

Because they are sick, immoral degenerates!

Can anyone do it?

No, certainly not! Only to types of people could face the worlds of pain and frustration that face the adventurer.

There is the brave, fearless adventurer – such as myself – who is nobly prepared to face overwhelming odds in pursuit of honour, decency, and a moral victory; who flinches not in the face of adversity and is interested only in moral justice.

At the other end of the scale is the sneaky, immoral adventurer who delights in wholesale slaughter, is not adverse to the thieving of any moveable article in his path and is determined to obtain treasure, love or infamy at any cost and by any means.

Those who are neither of these will never be adventurers.

Is it legal?

What a question! Is it legal to "take the silver sword and kill the innocent guard"? How could you justify "drop the kitten in the acid bath and retrieve key"? Where is the legality of just wandering about "taking" any item that you fancy may be of use to you?

What defence could Jean Child offer if I took her to court on a charge of mental cruelty after being lured, wide-eyed and innocent, into her world of WYSIWYG?

P.S. Perhaps you could inform Wynne Snowdon that those Birmingham people in white coats were actually stewards who were selling coffee at £1.95 a cup! Who's crazy?



THE ADVENTURES OF LUKE VAXHACKER - EPISODE n-1.0

A long time ago.... on a node far, far wy (from PDPvax).....

XXXXXXX
XXXXX
XXX
XX
X

As we enter the scene, an Imperial Multiplexer is trying to kill a consulate ship. Many of their signals have gotten thru, and RS232 decides it's time to fork off a new process before this old ship is destroyed. His companion, 3CPU, is following him only because he appears to know where he is going...

"I'm going to regret this!" cried 3CPU, as he followed RS232 into the buffer.

RS232 closed the pipes, made the sys call, and their process detached itself from the burning shell of the ship.

The commander of the Imperial Multiplexer was quite pleased with the attack.

"Another process just forked, Sir. Instructions?" asked the lieutenant "Hold your fire. That last power failure must have caused a trap thru zero. It's not using any CPU time, so don't waste a signal on it".

"We can't seem to find the data file anywhere, Lord Vadic". "What about that forked process? It could have been holding the channel open, and just pausing. If any links exist, I want them removed or made inaccessible. Ncheck the entire file system 'til it's found, and nice it -20 if you have to".

Meanwhile, in our wandering process: "Are you sure you can ptrace this thing without causing a core dump?" queried 3CPU to RS232. "This thing's been stripped and I'm in no mood to try and debug it". The lone process finished execution, only to find our friends dumped on a lonely file system, with the setuid inode stored safely in RS232. Not knowing what else to do, they wandered around until the Jawas grabbed them.

Enter our hero, Luke Vaxhacker, who was out to get some replacement parts for his uncle. The Jawas wanted to sell him 3CPU, but 3CPU didn't know how to talk directly to an 11/40 with RSTS, so Luke still needed some sort of interface for 3CPU to connect to.

"How about this little RS232 unit?" asked 3CPU. "I've dealt with him many time before, and he does an excellent job at keeping his bits straight". Luke was pressed for time, so he took 3CPU's advice and the three left before they could get swapped out.

However, RS232 was not the type to stay put once you remove the retaining screws. He promptly scurried off into the deserted disk space. "Great!" cried Luke, "Now I've got this little tin box with the only link to that file off floating in the free disk space. Well, 3CPU, we better go find him before he gets allocated by someone else". The two set off, and finally traced RS232 to the home of PDP-1 Kenobe, who was busily trying to run an icheck on the little RS unit. "Is this thing yours? His indirect addresses are all goofed up, and the size is gargantious. Leave things like this on the loose, and you'll wind up with file dumps everywhere.

However, I think I've got him fixed up. It seems that he has a link to a data file on the Are-Em Star. This could help the rebel cause". "I don't care about that", said Luke. "I'm just trying to optimize my uncle's scheduler".

"Oh, forget about that. Dec Vadic, who's responsible for your father's death, has probably already destroyed his farm in search of this little RS232. It's time for you to leave this place, join the rebel cause, and become a UNIX wizard! I know a guy by the name of Con Solo, who'll fly us to the rebel base at a price..."

*

Luke had grown up on an out of the way terminal cluster whose natives spoke only BASIC, but even he could recognize an old ASR-33.

"It needs an EIA conversion at least", sniffed 3CPU, who was (as usual) trying to do several things at once. Light flashed in Con Solo's eyes as he whirled to face the parallel processor.

"I've added a few jumpers. The Milliamp Falcon can run current loops around any Imperial TTY fighter. She's fast enough for you".

"Who's your co-pilot?" asked PDP-1 Kenobie.

"Two Bacco, here, my Bookie".

"Odds aren't good", said the brownish lump beside him, and then fell silent or over. Luke couldn't tell which way was up underneath all those leaves.

Suddenly, RS232 started spacing wildly. They turned just in time to see a write cycle coming down the UNIBUS toward them. "Imperial Bus Signals!" shouted Con Solo. "Let's boot this popsicle stand! Tooie, set clock fast!"

"Ok, Con", said Luke, "You said this crate was fast enough. Get us out of here!"

"Shut up kid! Two Bacco, prepare to make the jump into system space! I'll try to keep their buffers full".

As the bookie began to compute the vectors into low core, spurious characters appeared around the Milliamp Falcon. "They're finng!" shouted Luke "Can't you do something?"

"Making the jump to system space takes time, kid. One missed cycle and you could come down right in the middle of a pack of stack frames!"

"Three to five we can go now", said the bookie.

Bright chunks of position independent code flashed by the cockpit as the Milliamp Falcon jumped through the kernel page tables. As the crew breathed a sigh of relief, the bookie started paying off bets.

"Not bad, for an accoustically coupled network", REMarked 3CPU. "Though there was a little phase jitter as we changed parity".

* DEC, PDP, VAX and UNIBUS are trademarks of Digital Equipment Corp.

[The above was sent in by Reynir H. Stefansson]

To be continued next month.



ADVENTURE MEMORIES WHIRLING AROUND Pt.4

by JON SCOTT

'Ros the Insatiable'. If she had been an ancient Celtic Maiden of War that is what Bob would surely have named his wife. As a career-woman she wouldn't have appreciated the title, due to the lewd innuendo that could be drawn from it. But enough of that. Ros had completed over twenty adventures since Christmas '83 and it didn't look as if she would stop. It could continue as long as Crossroads, Bob often maintained. Mind you, there was no Benny in any of the games she played. Bob had inevitably been out of work for six months, and in his long-term planning he had neglected to account for the fact that dressing up as Santa Claus is only a seasonal job. So let us just say that he was slightly more out of pocket than he had anticipated. No, let's cut out the litote – he was skint. And, in the nature of his informal pre-nuptial agreement with Ros (which went something like: Us keeps what's ours, 'cept fer kids and house), Ros retained her salary, just as Bob hadn't given her a penny of his wages.

And so one evening, while Ros lighted the way with a firefly in 'Lords of Time', Bob approached her as one would sneak up to a lion. "Ros, I be in need of some drinking money," he announced.

"SHUT OTTOMAN," murmured Ros unconsciously in her habit of voicing aloud her plans.

"There's no need to be so rude. After all, I only need a few quid."

"A secret passage has to be here somewhere; I don't doubt that for a second."

"You know I drink pints slowly these days, so as to save money, and never shorts."

"Maybe if I PLAY LUTE . . . ?"

"And we still do the Pub Quiz on Mondays. I only ever have one pint at that."

"Aha! Now we're getting somewhere."

Bob sniffed affectedly. "But it's an investment because, although we used to always come last, we're getting better."

"Oh, darn. A maze. Bother of bothers. Better get the paper out."

"In fact, we've been coming second for the last couple of weeks."

"A twee little well' – I wonder what 'twee' means. Now where's the dictionary?"

"Next week we could very well win, and receive five rounds of drinks!"

"Oh, small!" said Ros as she rustled through the dictionary, totally oblivious of Bob's utterances (as she was of his). "A bit like wee."

"Wee? You still say that we 'wee' all our money in the toilets of the local? What about your expensive choccs – you do worse with the money you spend on them!"

Ros leapt to her feet, then sat down again. She had whacked her knees on the computer desk. The cross-purposes had been slightly overwhelming for her. "Bob, what ARE you talking about?"

"Beer money. That's what. And you're not a bit interested."

"Should I be? After all, I'm a woman."

"You're always hogging the computer. I can never get near it."

"What about during the day when I'm at work?" said Ros smartly.

Bob was unconvinced of his wife's sincerity. "I have to do the housework, don't I, and look after the kids?"

Ros grunted as if there were nothing to housework, but she knew it was a very demanding task. It didn't appear to Bob that she felt that way, and he was rather peeved. Talk about a major role reversal (and I'm not referring to the inauguration of a new Prime Minister!)

While Ros struggled with 'Lords of Time' (oo-er!), Bob thought of a counter-attack. If there were one thing that he truly detested, it was trying to play an adventure along with someone. It broke his chain of conscious thought, or so he said. Either that or Ros conceived the solutions to puzzles quicker than he did. Though, to give Ros her due, she had solved three times as many games as Bob had. And she wasn't playing as long.

Bob bought a Commodore 64 and a number of games from Dodgy Dan, a man with whom he used to work. A well-to-do salesman and a incorrigible scoundrel. The C64 only set Bob back £50, but so what? All's fair in love and adventuring. But that cut both ways as Bob certainly loved adventures. As Bob rushed home, he considered this a victory over Ros. Surely she would castigate him severely for this; she might even cast . . . but that was a thought he didn't entertain for a second. It wasn't exactly entertainment, except for Ros. He connected the C64 and it went first time – that is, the first time that Kev and Audrey realised that it had to be plugged into the mains. He loaded Valhalla and got stuck in it. No, not into it. Just in it.

"So, Bob, how much this Commie set you back?"

"Oh, just about three hundred quid," he lied.

Ros was gobsmacked. No, Bob would never hit her. She was just stunned.
AAAAAARRRRRRGGGGGGHHHHHHHHH!

To Be Continued

And Back To Its Normal Length AFTER Christmas!





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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.

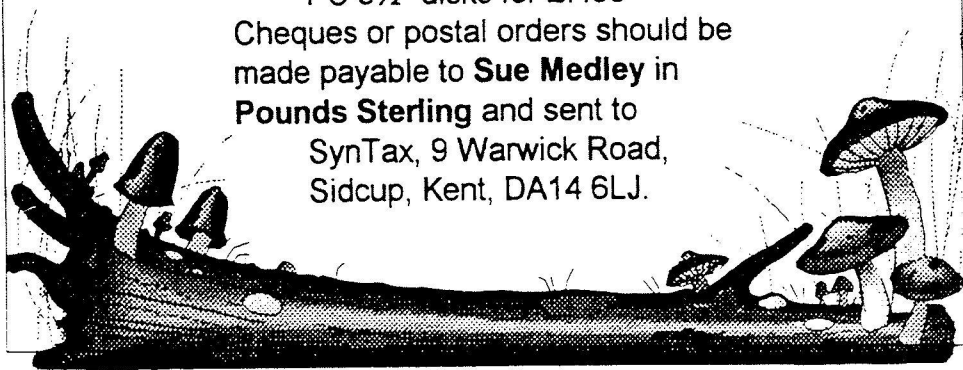
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or

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

PERSONAL MESSAGES

To Pigpen – Why did Jonathan give you “mussels”? Surely he doesn't like seafood, just potatoes! (The Trainspotter)

To Phill – I take it you don't give taxi-drivers any tips. (The Trainspotter)

To M.S.P – Men don't get PMS (how anaganatic!), do we? (The Trainspotter)

To All Probe Readers, especially Snow White and Dopey – Have a great Christmas. (The Whinger)

To All My Friends wherever you are – I cannot send out Christmas cards to you all, but I'd like to take this opportunity of wishing each of you, and those dear to you, a Merry Christmas and may the New Year be filled with happiness, prosperity and peace. (Laurence Creighton)

To M.Polo – Nope, we're talking about Conan the Librarian. He's the one with all the dates – only thing is, he's always three weeks ahead of himself. He's also pretty good at stamp-eding! (Uncle Horace)

To Damian – I think the Bermuda Triangle must've moved to Birmingham, and that's the reason I can't find either Brum or the hotel. (Ellen)

To Jon – Nope, I haven't. No wonder I've not got past the first set of locations, I've been looking for a non-existent Goblin! (Ellen)

To Phill – Better than being stuck every other second surely? It surely would be embarrassing, but one thing's for sure, they won't find out from me. (Ellen)

To Pigpen – Don't know about Wynne, but I've not “put mine down” yet. (Ellen)

To M.Polo – See a few baby-short-legs, and a couple of Daddy-long-legs, but no sign of any mummies, aunts or uncles. (Ellen)

To The Trainspotter – They sure did. Why ask me what The Whinger says, would it not be better to ask him? (Snow White)

To M.Polo – I need a big one, to cope with writing to all of my friends. (Snow White)

To Marco (T.O.A.P.) – I'll bet I'd soon soften you. (Snowy)

To M.Polo – No, I don't. You read my last message correctly. (Snowy)

To All – Happy Christmas. (Snowy and The Gang)

To Jon – Erm, yes, I'm afraid I did. Who told you though? Bet it was Fudge who spilt the beans – or should that be, “leaked the story”?? (Dusty)

To Matt – Seen it, I can't even SAY it. (Loobiloo)

To Jon – “The Best Rock Album – Ever”, really is, isn't it? (Gilly)

To The Wolf – Maybe – you never know your luck, do you? (Tiger)

To The Wolf – Sheesh, you guessed it {the voice and the T-shirt?} (Tiger)

To Phill – Erm, have I really got to answer that? Maybe I'd better plead the 5th amendment? (Gillian)

To Gail – I was having a REALLY “bad hair day” on the piccie, wasn't I? (Gilly)

To Mad Cat – Will you ask Hilda to pass on our best to Hugo? Thanks, matey. (Dusty and Fudge)

To Wynne – When are you coming back to feed me again? (Fudge)

To Jon – He's raisin MORE than Arizona and Stanley, add Merry H*** (every night) to the list. (Fudge)

To Custard, Bosi and Tess – Merry Christmas. (Love Dusty and Fudge)

To Pigpen – You bet they were and I'm sure you'll be MONITORING your equipment next year. Was it a false lead? (Jon)

To Jenny – You go backwards where no one has gone before. (Jon)

To Gilly – Yeah, she'll be on maximum overdrive. Are you ready for this? (Jon)

To Larry – Sounds like you needed deep heat! (Jon)

To The Pernicious Writer – Thanks for the info. (Jon)

To The Swift-footed Adventurers – Just wait till next year!!! (Jon)

To Tinkerbell – Always the quiet ones.... (Jon)

To Ellen – Techno: you know, like the music in the rave you went to when D O'D was supposedly on! (Jon)

To Dusty – I'll await your other reply. (Jon)

To Snow White – O'Sugar! It does, doesn't it. At least I don't O'Money or I'd be O'So broke! (Jon)

To Loobiloo – At least I don't waste good stilton cheese! (Matt)

To Kevin – Don't you feel disadvantaged when you are in deep snow. No personal heating, eh! (Pink Panther)

To Kevin – Bet you are a great billiard player. (Pink Panther)

To Uncle Horace – I was eating in the Golden Chip in Marlborough Street, listening to the Gold Disc awards, thinking "silence is golden", – my goldfish is certainly my "golden egg". (M.Polo)

To Ellen – 'Tis true. Sniff, sniff. Drat, I've just inhaled all the sawdust off my new floor... a choo! (M.Polo)

To Ellen – Is that star near The Plough, The Great Bear, Cassiopeia or what? (M.Polo)

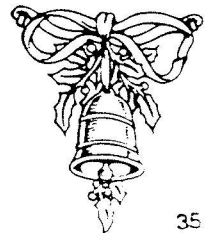
To Dopey – I think Snowy's out sleighing, if you must know. (M.Polo)

To Snowy – That sounds a bit kinky! (Marco, the Over-hopeful Plumber)

To Pigpen – I was always told never to pick up anything from pigpens. You don't know where they have been or what the pigs have been doing with them. (Wynne)

To Ellen – So what went wrong? Better stick to housekeeping. (Wynne)

To Ellen – How can anyone miss a whole motorway? (Wynne)



NEWSDESK

GOOD NEWS FROM ZENOBI SOFTWARE

Zenobi Software can now offer all their 128K-only Spectrum games under emulation for the Amiga computer for an initial cost of £3.99. For that price you get TWO discs, one containing QDOS and one with the game on it. You can use the first disc for all subsequent games, so future purchases will be only the game disc for the usual price of £2.99 – please see my review in this issue for further details.

NEWS FROM VULCAN SOFTWARE

First, some bad news. Having put in advanced orders for their next two releases (JETPilot and BOGRATS I had to telephone them to cancel Bograts (the puzzle game) as it is for the A1200 only. JETPilot (£16.99 – flight simulation) is for all Amigas with minimum of 1 meg. of memory. My thanks to Larry Horsfield for the timely telephone call to warn me.

Now for the good news. When I finally got through to cancel, I got the pleasant chatty lady (instead of their answer phone) and we soon sorted out the order, it helps if you know your personal ID number. It seems Bograts (£12.99 – joystick controlled, 60 levels) is by an outside programmer and it won't run on anything other than an A1200. During our conversation she told me that Vulcan are planning to release two graphic adventures early next year. They will be the point-and-click type of game, and will definitely be available for ALL Amigas. I told her I was very interested, and was advised to contact them again in the new year when she may be able to send me a demo. disc. I can recommend all of Vulcan Software games, but obviously it is advisable to check what will run on your set up – some may need a minimum of 1 meg. of memory.

HELP WANTED

Dennis is looking for a SAM owner who is willing to playtest "Brios and the Paladin".

For further details please contact Dennis Francombe, Melford House, Water Lane, Dunnington, York. YO1 5NS (Tel. 01904 489142) {Please also see the In Touch section}

*

David is looking for a couple of Amiga owners who are willing to playtest a "wordy" text adventure.

For further details please contact David Lacey, 22 Windmill Way, Tring, Herts. HP23 4HH

IN TOUCH

FOR SALE – SAM computer with all manuals, etc. and PAW emulator. Save time loading, etc. by putting your Spectrum tapes onto disc. No reasonable offer refused. Buyer pays carriage and insurance.

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OBJECTS AND THEIR USES

MILLION DOLLAR GREAT JEWEL HEIST played by Barbara Gibb on a C64, Spectrum and Amstrad

Small red torchlight source, needs batteries
Silver cuptennis trophy, could be a container
Small shiny keyopens a box
Small golden boxlocked, contains a key
Ornate keyunlocks the living-room door
Rusty keyunlocks shed
Old shoveldigging tool
Batteriespowers the torch
Jarscrew-topped, contains the batteries
Dented tinneeds opening, contains dog food
Rusty tin openerneeds oiling, opens dented tin
Axechopping tool
Netfishing equipment
Stoolclimb it
Old gardening glovesprotects your hands
Some moneyyour taxi fare home
Large ratblocks your way
Rat poisonself explanatory
Tiny gold keyunlocks a chest
Laddergets you to greater heights
Mouldy cheesesomething may be tempted to eat it
Screwdrivertool
Large black dogguarding the patio and his kennel
Tweezerstool for getting a treasure
Sawtool
Notehas combination of safe
Safecontains a treasure
Padlocksecures the grating
Iron keyunlocks the gate
Roseneeds a receptacle
Talcum powderred herring
Toilet paperred herring

Treasures : Tiara, Necklace, Ring, Emerald, Watch, Pearl, Pendant.
Silver plate, Sapphire, Bracelet

GETTING YOU STARTED

BACK TO THE FUTURE 4 (The Search for Doc) played by Barbara Gibb on an Amiga

Note: I advise you to frequently RAMSAVE, and save your position to disc when you start a new section.

PART ONE – Present Time : Start in your bedroom.

TAKE BANKBOOK, LOOK AT BANKBOOK, E, S, E, S, TAKE PAPER, READ PAPER (note the numbers), E, S, S, S, E (inside bank), WITHDRAW MONEY (need bankbook), W, W, W, W (car salesroom), EXAMINE CAR, LOOK AT CAR, BUY CAR (need money from bank), E, S, W (house of Doc Brown), TAKE PLAN, EXAMINE PLAN, LOOK AT PLAN, E, S, W (Doc Brown's laboratory), TAKE FLUX CAPACITOR, EXAMINE CAPACITOR, LOOK AT CAPACITOR (shows a reading so should work), S (workshop), TAKE CASE, EXAMINE CASE, LOOK AT CASE, 21597284 (the numbers from the piece of paper), N, E, N, N, N, E, N, U (top of clock tower), TAKE TIME CIRCUITS

THE DIG played by Jill Nott on a PC

To begin, place two bombs on the asteroid and return to the ship. After the explosion, explore the crater, pressing panels found and digging. Once down, place the panels on the pentagon and the game proper starts on an alien planet you have been transported to via the pentagon.

Visit all three areas initially marked with a question mark. Get the tusk and jaw bone from the grave. At the wreck pull the wire to see the first "Ghost" and get the engraved rod. Open the chest and bet the blue device which leads you to the third spot marked "?". Dig and find the bracelet. Return to the dais where another ghost points to a small hole. You start to dig, Brink takes over, falls through and is killed. You and Maggie follow him through the Nexus where you split up. Pick up the plate you see – this and others found later fit on the shape in the alcove nearby and eventually open up a door. You can place them as you find them. Get the purple rod. The dark tunnel takes you to the tram control cave where you find one of the five crystal controls is lifeless. Back in the Nexus, go down the ramp

ESCAPE FROM HODGKINS' MANOR played by Barbara Gibb on a Spectrum – also available for Amstrad, Atari(e), Amiga(e), PC(e) and MAC(e)

Start on a long winding drive. I (nothing), X CHAUFFER (note he is French), W (by a wall), X GRAFFITI, WAIT (as instructed), TAKE AXE, E, N. Ignore the salesman for the moment except to note what he says, X PORCH (see step), X STEP (see a welcome mat), LIFT MAT (see a safety catch), X CATCH (open), CLOSE CATCH (prevents trapdoor opening), OPEN DOOR.

N (entrance hall), X MRS (Hodgkins – note response), E, S (tiny bathroom), X BASIN, TAKE SOAP, X SOAP, WASH HANDS (note you still have the soap), N, E, N (chapel – locked door to the east), X LECTERN, TAKE BIBLE, S, W, W, N (allowed into living-room if washed your hands), X MAID (note response), N (dining-room), X VICAR, GIVE BIBLE (he takes it and unlocks the door in the chapel), S, S, E, E, N, OPEN DOOR, E (vestry), X ROBES (find lever), PULL LEVER

EXPLORING ITMUS played by Barbara Gibb on an Amiga

Note: Read the opening messages very carefully.

Start on edge of an alien world. I (knife). E. If Grimold the knight is here, or when you do meet him, TALK TO KNIGHT (note his response). E. X BOUGH (see an axe). PULL BOUGH (to dislodge axe). TAKE AXE. You can take the flower if you wish, but be prepared for a surprise. W, W, N, UP (Tanglewood Forest - Andy is always here), TALK TO FORESTER (note response), TALK TO FORESTER (Andy offers you a coat), TALK TO FORESTER (note response), GIVE AXE TO FORESTER (he offers you a trap and some more advice), TAKE ALL (coat, trap and sticks), WEAR COAT.

D, N, N (bleak, sandy, rocky area). X SAND (see Wobbly Man's footprints), X ROCKS (note for later). Most of the wandering characters eventually visit this location or are north, south, east or west of here; Ramos, the priest, is the most frequent. You can either wait here or move around looking for them. As you meet each one proceed as follows: TALK TO PRIEST (Ramos offers you a gas mask), TAKE MASK, TALK TO ARCHER (note Tommy's fee for archery lessons), TALK TO FISHERMAN (Harry offers you a spade), TAKE SPADE, TALK TO STONEMAN (Barney offers you a hammer), TALK TO STONEMAN (given some advice), TAKE HAMMER, TALK TO BARBARIAN (Arnie offers you a handgrip, note what he would like for another favour), TAKE HANDGRIP, TALK TO FISHERMAN (Harry offers you a spade), TAKE SPADE, TALK TO SALESMAN (Larry will sell you an umbrella), TALK TO WANDERER (Barry offers you a sack, note what he would like for another favour), TAKE SACK. You can PUT ALL<object> IN SACK and TAKE <object> FROM SACK. To check contents you can LOOK IN SACK.

N (Stone Age building site), X STRUCTURE (discover a coin), TAKE COIN, X COIN, S, E (by caravan). If Larry is not present, X CARAVAN, KNOCK ON DOOR, CALL SALESMAN (he should arrive), GIVE COIN TO SALESMAN, TAKE UMBRELLA, X UMBRELLA. W, N, E (box canyon - storm develops), USE UMBRELLA or HIDE UNDER SHELF, TAKE SHIELD (this action causes the storm to subside and you can leave the canyon), SEARCH RUBBLE, TAKE SCOOP, OUT, N (by fountain)

MADCAP MANOR played by Dorothy Millard on a Spectrum

Start curled up in bed. GET ALARM, SET ALARM, GET NOVEL, READ NOVEL (you sleep and dream..... you are Inspector Le Gies, the famous Belgian detective, and are spending a long weekend with Lord Algernon Stingy at his manor deep in rural England). GET UP, LOOK MIRROR, N (into dressing room), GET CLOTHES, WEAR CLOTHES, S, E (into corridor where Lord Stingy tells you that his other house guest The Dowager Lady Ditchley has had her priceless ruby ring stolen), E (you will need to have been close to madness before you can open the door to this room - this refers to obtaining the key in the secret passage, which is close to the Mad Relative), N (to junction in corridor), E, N

WYCHWOOD - played by Dorothy Millard on a Spectrum - also available for the Electron and BBC

Start in a country lane. ENTER CAR (you have already search and there is nothing there), E (to a T-junction), INVENTORY (you are carrying a map), READ MAP, DROP MAP, N, N, W (outside cabin), EXAMINE CABIN, EXAMINE WINDOW, OPEN DOOR, ENTER CABIN, READ MOTTO, EXAMINE DRAWER, GET paper CLIP, GET NOTE, READ NOTE (game written with The Quill), DROP NOTE, LEAVE, E, N, W (to front garden), PUSH SLAB

HINTS AND TIPS

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

Dig in the sand to find a tunnel entrance.

Examine the alcove.

You need the Archer to kill the Guard.

The Thief will unlock doors.

All push the column to bridge the pit.

The Elf will kill the Guardian with the Unicorn dust.

Say move at the stone slab.

COSMIC ADVENTURE played by John Schofield on a Spectrum

A gun can be found on GJUNO or on WIRUD – but her you'll need to make use of the bomb to take off again.

The door to the captain's quarters on ALPHA C1 needs a code which can be found by taking a diamond to the green "thingy" near WIRUD or by accepting the man's offer for a code device (he's drinking near the door) to use at the door. You must shoot the robot nearby before entering the captain's cabin. You can then plant a bug.

The aliens on UTI know where the smuggler is. To find out, you'll need a translator and another diamond.

On ALPHA D1, use your unlocking device on the cargo hold. Once in the hold just REPORT HOME to complete the game.

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

Part One

Shake something for an important item that gives help needed in part two.

You need the rag to clean the key and the plaque.

Dip something into the mud to change its colour.

Search the weapons in the tilt yard.

Move something to find a safe. To open it – check out the stairs.

Part Two

Check out the slabs inside the temple.

Thoroughly explore the catacombs – you'll be amazed how many objects are hidden there.

You'll have to make some oars.

The hand wants something in exchange for the sword.

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

Part Two

Move the hay then the rock near the cliff face.

Call Bran when you meet the free-roaming dogs.

When entering the cellar you need the torch to see your surroundings and the sword to give you confidence. Bran can lead you to a secret passage if you SHOW him something that belongs to Grainne.

GOLDEN MASK played by Edwina Brown on a Spectrum

In the Ogre's giant cave examine the wall then throw the stone at it.

When the Ogre stops you from entering the tunnel, stab him with the knife.

Go back to the oak door and "break" it twice with the axe.

Examine the man's arm, then examine his hand and break hand.

Do not try to get the mask but examine it, read the scroll, then throw the stick. You can now get the mask.

Call Sid for advice.

Go east and Wise will give you a teleport spell, use it.

To finish the game, go back to the bell tower and pull the rope.

GORY STORY played by Barbara Gibb on an Amiga

Chop the log to make a wooden stake.

There is no clue to the correct sequence for pressing the 4 coloured buttons. When successful you will find Annie.

Throw the garland at the butler.

Annie must be present when you move the crate to reveal the trapdoor. Do NOT save your position after entering the wine cellar otherwise the ghost remains floating in mid-air.

Follow the ghost of Alice Trenton, then continue to LOOK until she vanishes.

The diary holds the combination to the safe.

HOLY GRAIL (Jim MacBrayne) played by Barbara Gibb on an Atari

There are 6 different exits via the secret room south of the Eastern Battlements. The first will open up when you raise the drawbridge – ensure you are "trapped" outside the castle.

When in the Magic Shoppe:

- a) read the notice for a clue to the correct order of gems to be placed in a "strategic" place so that you can access 5 different sections of the game.
- b) put the coin in the slot, press the buttons in turn, ring the bell then retreat so that the shy shopkeeper will slip out from behind the curtain and swap the coin for something. You can repeat the process until you get the object you think you need.

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

PART ONE – CANBERRA

Give beer to the woman in the pub, then the brooch, and say yes when she offers to show you the church.

To get the car moved you must find some worms for the fisherman. Use the jar lid to dig in the Botanic Gardens.

Someone in the Botanic Gardens walking his dog will give you Royal Mint Tour pass if you are wearing the badge. The pass must be shown before you can enter.

PART TWO – TREASURE HUNT

The bucket is used more than once and can be repaired twice but in different ways.

A shiny button will fix the magpie.

Plait the seaweed to make a rope then knot it before climbing the ledge.

Climbing the ledge t the beach will randomly give one of four outcomes:

- a) You will remain on the ledge
- b) You will slip down back to the beach
- c) You will be washed into the sea by a large wave
- d) You will find yourself further down the beach

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

Examine the altar for a message (must be carrying the phrase book).

Give the food to the native in the pagoda.

Wear the anorak to go up the mountain.

To find the parchment in the maze of caves – from foot of cliffs go W, W, W, S, S, E, S.
Way back – N, W, N, N, N.

When carrying the skull beware of the natives.

Before sailing, drop all except the gold and map.

JACK AND THE BEANSTALK played by Edwina Brown on a Spectrum – also available on Atari(e), Amiga(e), PC(e), MAC(e), C64 and Amstrad

Give hanky to Mother to stop her crying.

Look under the barn for the axe.

You will find a knapsack in the stall.

A handful of corn will come in useful.

Get the cow to follow you.

Before taking the cow to Catchem, pop in to see Mother again.

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

Use the spell to light the blacksmith's fire – then give him the ring. Return to him when you have the MATRES SCROLL.

To get Geraldine's note, give the memory potion and a diary to the gardener, lead him to the tree and tell him what you want.

To get a lily in full bloom, put the horseshoe on the Altar of Epona, then throw the diamond in the pond and wait.

Throw the bow to find KZMU, give him the chest and say the words.

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

The warrior is smaller than Brian so get Brian to fight him.

Use cork to mend boat. Go down into boat to read words.

To row boat use stilt and oar.

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

When on the log – hit the monk.

To enter the courtyard – dig a hole under the gate.

Push the barrel of gunpowder into the chapel. Put it in a strategic place, and then light the fuse at the correct moment and from a safe position.

Throw the cross at the priest/Rosenberg.

Use Rosenberg as a shield.

Hit Plantagenet to complete the adventure.

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

Part Two

The map should have given you the metal door code.

To create a bridge, pull a scroll and a handle.

To get out of the caves, did you look under the wash basin?

The photos you require are:

- a) The Antiques in the crate
- b) The powder in the oven (taste it!)
- c) The sarcophagus
- d) The Boss, by returning to the office from the caves, where there is now a convenient hole to look through.

RINGS OF ARTEK played by Barbara Gibb on an Amstrad

The evil witch Smyrna will kill you at random until you have the charm as protection, so save your position at regular intervals.

You need the iron key from the well to unlock the celliar door.

The parchment and quill will help you get the key to unlock the door at the top of the tower.

The druids will steal your bag of gold unless you are carrying the sword.

The steel key unlocks the door to the temple.

SHADOWS IN THE NIGHT played by Dorothy Millard on a C64

Dig in the graveyard to uncover a tunnel entrance which is one way.

There is a useful scrap of paper in the summerhouse if you examine. Lift the seat for a trapdoor to reveal another entrance into the secret passages, but you must have opened the other entrance first or you will be trapped.

Lever the window bars using the crowbar and climb through the window to the roof.

Tie the rope around the chimney pot.

Unscrew the clock panel with the screwdriver to lower the chandelier.

SPIRO LEGACY played by John Schofield on a Spectrum (128K only) – also available on Amstrad

Part Two

The Mausoleum door needs dispelling as well as unlocking.

In the gardener's hut, there's something in the overalls and behind the bags.

Walk on water again to get to the island.

Make sure you ask the Crone about the Castle and Maltravers,. She'll accept old money.

Dispel the goat to get out of the maze with the the Castle Key.

Wear the Crone's gift to survive the Vampire Bat.

STONE TABLE played by Barbara Gibb on a C64

If you SAY KEY when the raven is present it will fly up to get the key which is out of your reach.

Pull the tapestry to reveal a locked door.

Although the demon will run away if you try to kill him, he may catch up with you sooner rather than later.

You can't obtain the sword until you have the combine power of three magic tokens. The Mage will conjure up some more magic words. Did you note what was depicted on the tapestry?

The cupboard in the cabin has a secret exit.

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

To pacify the dog, ring a certain number and wait for a package.

To open the front door – melt the snow with the flamethrower.

Note the description of the hairdryer and POINT it at the right location.

Dig outside the shed with the shovel you find inside.

Clear the snow to earn a gold coin.

Bend the hanger and insert it into the letter-box then pull to open the door of the bungalow.

Climb the bookcase.

Be careful when moving from one hallway to another inside the bungalow.

ULTIMA 6 played by Damian Steele on a PC

Talk to Iolo (pronounced Eye-oh-low) and say SPAM SPAM SPAM HUMBUG. You can now press 1 to gain access to all the items in the game. Enter :

62 for the Vortex Cube

242 to 249 for the eight runes

23 for the magic armour

48 for the glass sword

57 for a spell book

58 for a spell

At the Options Menu, type 4 to be able to change your characters attributes :

1 to change strength

2 for intelligence

3 for dexterity

4 to change level

5 changes experience

6 heals the party

7 gives you a horse

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

Point something at the snakes so that you have a means of escape back to the clearing. You need your hands empty so hang something and put something else in your mouth.

To climb up to the bird's nest, tie the rope to the iron then THROW IRON UP

A motif will give you a clue.

SERIALIZED SOLUTION

KING'S QUEST 6

Solution by Terry Taylor on an Amiga

THE TOWER

(On entering the tower, Alexander finds the real Cassima on the floor, struggling with her bonds. *(Hence the comment earlier by the guards about her being taken in the wrong direction!)* The vizier calls for his genie, who appears. The vizier orders the genie to kill Alexander, and the genie starts to cast a spell)

(If Alexander has previously given Jollo the correct lamp, Jollo will now appear and give Alexander the original genie lamp, which he has exchanged for the replica)

(If Alexander has not previously given Jollo the correct lamp, Jollo will not appear, and Alexander is now on his own, and must find another way of dealing with the genie)

THERE ARE NOW TWO ALTERNATIVE COURSES OF ACTION:

1. If Jollo has given Alexander the original lamp, USE THE LAMP ON SHAMIR. (Shamir is happy to be Alexander's slave, rather than the vizier's, and he disappears into the bottle)

2. If Alexander does not have the lamp – remember the effect the mint had on Shamir earlier, and USE THE PEPPERMINT LEAF ON SHAMIR. (It again makes him drunk. The spell goes astray, bounces round the room, and finally hits Shamir, killing him)

(Either method will dispose of the genie, but only method 1., using the bottle, which does not kill the genie but gets him on Alexander's side, will produce the full score and the full ending)

(The vizier says that Alexander must now face **his** sword)

PICK UP THE LARGE SWORD from the wall – Alexander staggers under its weight. **Immediately** the conversation stops, USE THE SWORD ON THE VIZIER *(The cursor MUST be in the shape of the sword (should change automatically), and Alexander MUST deliver the first blow – if not, he will be killed!)*

(The two fight, and it appears that Alexander will lose due to the exhaustion caused by the weight of the sword)

(Just as it seems the vizier will win, Cassima frees herself and stabs the vizier in the back with the dagger. Whilst he is distracted, Alexander finishes him off with the sword)

(Cassima will only intervene if Alexander has previously passed the dagger under the door to her – if he hasn't, he's dead!)

The game is now complete – sit back and enjoy the wedding of Alexander and Cassima.

CONGRATULATIONS – YOU SOLVED ALL OF THE PUZZLES IN THE GAME, AND HAVE SCORED THE MAXIMUM 231 POINTS.

GENERAL NOTES

1. Ignore the small boy swimming in the sea by the jetty – he will only lead Alexander to his death.
2. Ignore the gardener in the Gazebo location – he will likewise lead Alexander to his death.
3. Avoid the clinging vines in the Enchanted Garden – they're deadly.
4. **ENTERING THE CASTLE** – There are actually two ways in which Alexander can gain entry to the castle.

a) By using the Magic Pint spell, as described in the main solution

b) Buy using Beauty's old clothes : Once the clothes have been obtained, return to the Castle Entrance. Alexander will see some women queuing up to enter the castle. USE THE HAND ICON ON THE SENTRY BOX, and Alexander will enter it. USE BEAUTY'S CLOTHES ON ALEXANDER, and he will wear them. He can then approach the guards and gain entry.

(Method a) is the correct one, and the only one which will score maximum points.

If method b) is used, Alexander, at that stage, will not have done enough, or met enough people, to carry out all that is necessary in the castle – and he'll be stuck in there with no means of getting out)

5. There are two versions of the final wedding ceremony between Alexander and Cassima:

a) If everything has been done correctly, Alexander's mother, father and sister, along with most of the characters from the game (Beauty and Beast, Red and White Queens, Lord Azure and Lady Aerial, etc.) will all be present.

b) If things have not been done correctly, especially with regard to the way Shamir was dealt with, then only Cassima's parents and Saladin are present.

6. The final message also varies accordingly – if everything has been done correctly, it will be as given at the end of the solution. If not everything has been done, the message will say: CONGRATULATIONS – YOU HAVE COMPLETED THE GAME, BUT HAVE NOT SOLVED ALL THE PUZZLES.

7. Main places to save:

- a) Before Alexander's first visit to the Isle of Wonder – in case he does not have everything to fool the gnomes.
- b) On entering the Catacombs – Alexander is bound to die in one of the "trap floor" rooms.
- c) Before swapping the lamps – in case he chooses the wrong one.
- d) Before entering the Castle – it's the point of no return.

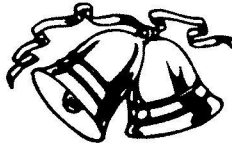
Those are the main places where saving is essential – but regular saving is recommended.

8. WARNING – There may be a bug in the program!

It occurs in the alcove in the upstairs Western Halfway of the Castle. If, instead of using the mechanical nightingale to distract the guards, Alexander waits until their backs are turned, and then walks down the Halfway into the alcove, he will immediately hear the sound of their footsteps as they return. There is time then for just one action – which must be to hide behind the pillar, otherwise he is caught.

After the guards have passed in both directions, he can then USE THE HAND ICON ON THE PICTURE to remove it from the wall, and PICK UP THE NAIL. Then, before he has time to do anything else, he will hear the guards returning – and must again hide behind the pillar to avoid capture. As they draw level with the alcove, the guards notice the picture is off the wall; they move as though to investigate – *and the whole game locks up!* There is now no option but to re-boot – you did save, didn't you?

If the picture is off the wall, and Alexander has not hidden behind the pillar, the guards will enter and find him – and it's still game over!



SOLUTION OF THE MONTH

MISER Written by Jack Lockerby

Solution by Dorothy Millard on a C64 – also available on Spectrum, Amstrad, Atari(e), Amiga(e), PC(e) and MAC(e)

TOBACCONIST/BOB – Start in a cheerless room. INVENTORY (you are carrying a bunch of keys and wearing boots), EXAMINE KEYS, EXAMINE BOOTS, EXAMINE BED, SLEEP (the spirit of Christmas appears), IN to alcove, GET BROOM, OUT, UNLOCK DOOR, W to corridor, S, D to hallway, UNLOCK DOOR, OUT to yard, S to main street, E, N. READ NOTICE (guess the riddle to win a pipe), IN to tobacconist, TALK TOBACCONIST (to enter contest you need a ticket), REMOVE BOOTS (something falls out), GET TICKET, EXAMINE TICKET, WEAR BOOTS, GIVE TICKET (you are asked the riddle), SAY PROMISE (you win the pipe), OUT, S, W, NW, IN (to Bob Cratchit's house), GIVE PIPE (to Bob), OUT, SE.

WASHING CHURCH WINDOWS – E, E, S to office door, UNLOCK DOOR, IN, S to clerk's office, GET coal SCUTTLE, EXAMINE SCUTTLE, N, OUT, N, E, S, IN to tavern, EXAMINE TAVERN (the floor is dirty), SWEEP FLOOR (using the broom – you find an old piece of rag), DROP BROOM, OUT, N, E, E, BACKWARDS to well worn track, EXAMINE BARN (there's something behind it), LOOK BEHIND barn (you find a ladder), GET LADDER, EXAMINE LADDER (a window cleaner's ladder), IN to barn, EXAMINE BARREL, GET WATER (in the coal scuttle), OUT, FORWARD, W, W, W, W, W, SW to outside church, IN, TALK VICAR (he can't get anyone to clean the church windows), EXAMINE CHURCH, EXAMINE WINDOWS, CLEAN WINDOWS (the vicar hands you a candle), DROP LADDER, DROP RAG, OUT, NE.

TAVERN/ORPHANAGE – E, E, E, S, IN to tavern, TALK LANDLORD (he is waiting for the drayman to deliver an order), OUT, WAIT (the brewer's cart arrives and the man starts unloading the ale), HELP MAN, IN (to tavern – the landlord hands you a jug of rum), OUT, N, W, W, S to orphanage gate. READ NAMEPLATE. EXAMINE CHAIN. PULL CHAIN (the proprietor invites you in and takes the jug of rum), IN, IN to large room, EXAMINE ORPHANS (they are hungry), E, N to larder, EXAMINE SHELVES (see food), GET FOOD, S to kitchen. PREPARE MEAL, W, GIVE FOOD (to orphans), EXAMINE ROOM, EXAMINE HAMMER (a claw hammer), OUT, OUT, N.

BARREL/CURING TINY TIM – W, W to path, FORWARD to outside the future Cratchit's house, LISTEN, W to disused railway siding, EXAMINE SLEEPER (you see the head of a large spike), GET SPIKE (using the hammer), E, BACKWARDS, E, E, E, IN to office, LIGHT CANDLE (at the fire), OUT, N, E, E, E, BACKWARDS, IN to barn, EXAMINE BARREL, KNOCK SPIKE (in the barrel), GET SPIKE (the water drains away), DROP SPIKE, EXAMINE BARREL (now empty), ROLL BARREL (you reveal a trapdoor), OPEN TRAPDOOR, D (you need the lit candle), GET uncommon TORCH, EXAMINE TORCH (magical), U, DROP CANDLE, GET NAILS (you pull the nails from the barrel), OUT, FORWARD, W, W, W, W, W, N, W, IN to Bob's house, EXAMINE TINY Tim (a cripple), SHAKE TORCH (he is cured), DROP TORCH, OUT, SE.

DOG/BUTCHER'S – E, E, E, E, E, E to outside cottage, EXAMINE ROSES (you pull out an old spade), W, W, W, W, W, W, SW, S to cemetery, DIG (you find a bone), DROP SPADE, GET BONE, EXAMINE BONE, N, NE, E, E, E, N to outside builder's yard, OPEN GATE (you are menaced by a large dog), THROW BONE, OPEN GATE, IN to yard, GET SAW, GET plank of WOOD, OUT, S, W, N, IN to butcher's, TALK BUTCHER (he needs an extra shelf), MAKE SHELF (using the wood, hammer, nails and saw – he gives you a turkey), DROP SAW, DROP HAMMER, OUT, S, W, W, NW to Bob's house, GIVE TURKEY (to Emma), OUT, SE.

OLD LADY – E, E, E, E, E, E to outside cottage, TALK to old LADY (she is waiting for the coalman but has no money), WAIT (the coal cart appears but continues past the old lady.... some coal falls off as it goes over a bump in the road), W, W, W, W, GET COAL (in the scuttle), E, E, E, E, GIVE COAL.

IN THE PAST/REMEMBERING – W, BACKWARDS, N, N into Red Brick Mansion, N, N into classroom, EXAMINE BOY (it is you), EXAMINE BLACKBOARD (under the words "Merry Christmas" is the date 1826), EXAMINE BOOK, REMEMBER 1826 (your sister enters with a message for the boy and they leave together), GET BOOK, S, OUT, S to Market Square, W to outside house, LISTEN (a man arrives and enters the house), LISTEN (he is talking to Belle), E, E, IN (to living room of where you used to live), EXAMINE ROOM (you pick up a piece of paper), EXAMINE PAPER (a piece of sheet music – note the words "Sir Roger"), EXAMINE MAN (it is you and your sweetheart), REMEMBER BELLE (they leave, dropping a coin), GET GUINEA, OUT, W, NW to outside warehouse, READ NOTICE (you need a piece of sheet music to gain admission), IN, EXAMINE FIDDLER (he is playing a lively tune), REMEMBER SIR Roger (..... the music stops and everyone leaves), GET FIDDLE, OUT, SE, S, FORWARD, W, W, W, W, W, NW, IN to Bob's house, GIVE BOOK (to Martha), GIVE FIDDLE (to Belinda), OUT, SE.

CARD/DOG – E, E, E, E, S, S to The Exchange (a portly gent with a collecting box is here), TALK GENT (he is collecting for the poor and needy), GIVE GUINEA (he has a vacancy for an apprentice reporter and asks if you know of anyone suitable), SAY PETER (he hands you a card), GET DOG (it runs off), N, W, W, W, W, W, CALL DOG, GET DOG, NW, IN to Bob's house (the dog leaps into Tiny Tim's arms), GIVE CARD (to Peter), OUT, SE, E, E, E, E, SE, LISTEN (you hear the noise of a party), IN.....

Your nephew Fred is here with his wife and umpteen children.

He greets you warmly and says

"Well done Uncle, you have justified my faith in you."

You have performed 12 good deeds.

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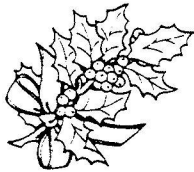
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**Wishing You
A Very Merry
Christmas**

**Barbara, Ray, Heather
and Geoff**

* **ADVENTURE PROBE** *

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