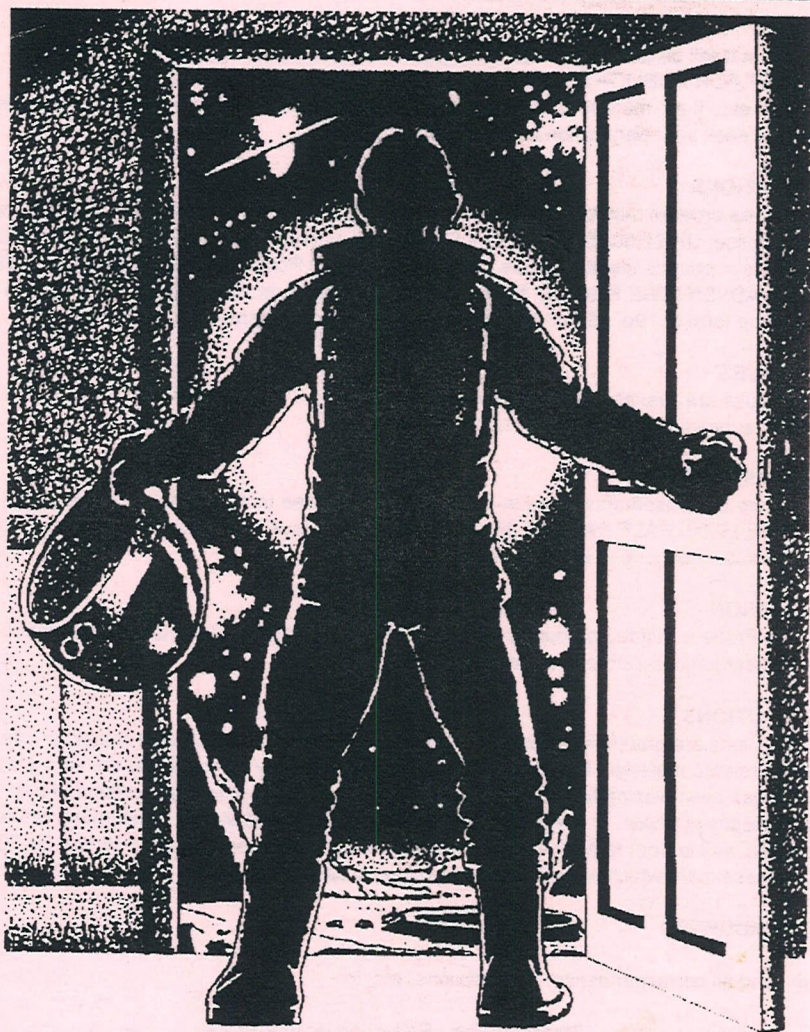


ADVENTURE PROBE

JANUARY 1997 £2.00

VOLUME 11 ISSUE 1



New Year - New worlds to explore

EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

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

BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

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HALL OF FAME

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

Dorothy Millard, David Hebblethwaite, Wynne Snowdon, Walter Pooley,
Edwina Brown, Steve McLaren, Karen Tyers, Jon Scott,
Jenny Wheeler, Reynir H. Stefansson, Phill Ramsay,
John Ferns, Pauline Thompson, Lee Morrall,
Ellen Mahon, Philip Richmond,
Damian Steeie, Val Pohler,
Phil Glover, Sue Medley.

Special thanks to :

Geoff Lynas for his usual excellent printing job

EDITORIAL

Here we are at the start of another year and another volume, the 11th to be exact. I often wonder if the original editors ever thought their creation would last this long. I know computers have progressed in leaps and bounds since 1986, but the magazine has, I think, managed to remain true to its original aims, that is, to give the readers what they need, which is why it is still catering for *any* computers. Readers requests are taken into account when I'm preparing the magazine, and I like nothing more than to discover and investigate an adventure that has been neglected, or even one that I have never come across before. This is where I have to rely on the readers for information. Although I have a large collection of adventures for different computers, there are still some that have eluded me. Please let me know about *any* games, for *any* computer, that you think may be of interest. Recently a reader enquired about help with six adventures on an Amiga PD disc. When I obtained a copy of the disc I discovered that at least five of the six are C64 PD games under slightly different titles. This may seem trivial but it not only drew my attention to some "new" adventures to feature but it means I can help C64 and Amiga owners if necessary.

While I'm babbling on about adventures being available for more than one computer I would like to say how delighted I was to learn that Sue has got "The Second Pit" to run on the Atari ST and Amiga. The news came too late for me to include it in the Newsdesk, but full details are available in an advertisement in this issue.

The new year is starting very well as I have just had confirmation that Frank Fridd is definitely writing a sequel to "Where is Zeus" and a synopsis of the storyline will appear in next month's magazine. There may not be quite as many new adventures in the offing as there were 5 years ago, but I know of at least 8 new games that are being written at the moment and every one deserves our support.

In the meantime some of you are turning to the older games published by companies such as Level 9, Infocom and Magnetic Scrolls. Last month Lee Morrall appealed for games for his Amiga 500+. I have lent him my copy of Jinxter, and I must look to see what else I have in the boxes of games I've been sent by generous readers. Lee wrote to say he hasn't had much positive response to his request, and I can sympathize in a way. I don't want to let original copies disappear permanently from my collection, which is why I prefer to lend them to players, who can return them whenever they are no longer needed. The software is then returned to stock, thereby keeping these games in circulation. One last point, did I read somewhere that Level 9 and Infocom games are now in the Public Domain?

Readers who know me very well will be aware of my addiction to action and sci-fi television series. When looking for a magazine as a Christmas treat I found an excellent monthly magazine called TV Zone. Apparently this magazine has been going for at least six years and covers such favourites as "Red Dwarf", "Babylon 5", "Hercules", "X-Files", "Millennium", "American Gothic" and all four Star Treks. It is great for listing episodes of these and other series, and you learn which episodes have been omitted or the order shuffled for no apparent reason when transmitted on terrestrial TV.

Oh, I nearly forgot the COMPETITION. How many logos can you identify? The answer sheet gives you a clue to the number of words, but NOT the number of letters in each word. Prize - a STAR TREK calendar (original series, Kirk, Spock, etc.)

All the best to everyone for '97.

Barbara

LETTERS

From Reynir H. Stefansson, Iceland

G'day, Barbara! I'm about to get started on that PC-debunking article I mentioned upstream. All I know now is that it'll be weird and highly opinionated and insulting. With some luck, it might become slightly funny and, with lots of luck, informativeI sat down last night and wrote a highly condensed PC history. The last part is a short glossary of PC-related terms.

An odd dream I had this morning. It featured fonts, DTP and an Adventure Probe with a colour-printed (magenta) cover of thin unbleached carton. The cover design reminded me a lot of an old copy of *vral* (Selection; the Icelandic version of Readers' Digest) I have somewhere. I told you it was odd. I've just condensed my computing history as well.

There's been a bloody great flood on the south coast. It swept away one bridge (it was 376m long, but the watercourse is now 1500m wide), damaged two others, cut power and telephone cables, wiped out 10km of the Ring Road and damaged 10km more. And that's about the lot of it.

Don't worry, 200 km is way plenty in this case, and the fall of activity in the news bulletins followed a corresponding fall of activity in the volcano.

Now that we're nearing winter solstice, things sound excellent on the medium wave band. I get AFRTS Keflavik on 1530 almost all morning and day. Virgin 1215 is audible well nigh around the clock. RTE on 567 kHz booms in a very good signal come eventide. And, yes, your 1485 local pops by, too. As an aside, AFRTS Keflavik used to be on 1485, but when digital tuning became commonplace, they had to be reassigned to 1530 because of the 10 kHz channel spacing in the US, so service personnel could bring their own radios from the US.

But that's all a vaguely interesting aside to you, because you're very probably too busy to turn anything but a volume control and your radio off or on. Now, what was it that the mainframe said: "You can turn me off, but only Max Headroom can turn me on."

Response to "Men" follows: Don't forget that there are women around who can stuff an artic up a bike path using wing mirrors and drive it out again without scratching anything - not even their self-esteem, which, I'm led to understand, is the most fragile and sensitive piece of freight in the world.

*

Reynir's article begins in this issue. I found it extremely entertaining and informative.

Perhaps the dream means I am going to win the lottery or football pools! If I win 10 million pounds I will buy Geoff the best colour printer on the market and everyone can have a free copy of the new colourful Probe every month! One thing though, magenta is the one colour I would *NOT* use for the cover.

I'm sure you have all seen the reports of the volcano that erupted underneath the glacier in Iceland. I asked Reynir how far away it was from where he lived. To be honest I don't think I would consider 200Km/125 miles a safe distance - I'm one of those people who like to show my interest in such occurrences from the safety of the TV via the Discovery channel etc. (Barbara)

From Colin Steele of London

Reading through the back issues, apart from minor changes, the contents and style has remained basically unaltered even though there has been three editors. Like most things, "if it works, leave it". As soon as my copy of Probe drops through the letter-box the kettle goes on for tea and I slump in an armchair and devour it, not literally, from cover to cover, with tea and biscuits. Beats the gloom and doom of the daily paper. Keep it up.

I have just finished reading the book "THE DIG" by Alan Dean Foster, of "Alien" fame, if the game reviewed by Peter Clark is half a good as the book, then it should be worth getting. Pity I can't afford a PC.

*

As Probe is a printed, portable magazine, it can go *anywhere* with you - I know of at least one reader who makes a habit of taking it with him to the smallest room! (Barbara)

From Jenny Wheeler of Seaford

Thank you so much for your kind offer of the loan of the Spectrum but I won't need to as I have been able to obtain a new C64 keyboard now (with 2 cassettes, a compact disk drive and 340 games/business packages for £30).

I would however like to pass on thanks to everybody who phoned or wrote with offers of help - there are obviously still plenty of C64s around, thank goodness. Anyway, once again many thanks for all the help, a great magazine and I wish you and all Probe readers a happy and successful 1997.

*

I am so pleased that readers rallied round when Jenny asked for help obtaining a working C64. Maybe the rest of those who offered can now help Dot and Damian (please see the In Touch section), and may I add that I am also looking for a *cheap* Action Replay cartridge as mine has been held together with Scotch tape for many years now and must be on its last legs. Colin Steele kindly enquired at Datel for me but they say they don't, and won't, have any stock. (Barbara)

From John Ferris of Coventry

First of all a thank you for your Christmas card with December's Probe. December is enough of a rush with Christmas preparations and yet you are still able to get Probe out before Christmas. May I wish you all the best for the New Year.

I enjoyed the Convention last year (96). It was the first one I'd been to for a few years (and only the second ever, I think) and it was nice to see a few faces I recognised. I have to go by faces, I'm terrible at remembering names. I arrived with the firm conviction that I wasn't going to enter the Megapoints competition (potential embarrassment) but within thirty seconds of arriving Vicky Jackson (I think) had dragged me over to Larry to sign on. I was then introduced to someone else (whose name escapes me) who then accused me of being Snow White or Tinkerbell. Which just goes to prove that Adventurers are perfectly normal, well adjusted individuals. I won't even mention the Genetic Engineer...

In answer to John Nicholls' letter, I too was a little disappointed that my computer (Amiga) wasn't represented, but I took the opportunity of playing games on other formats. I suppose that next year I'll have to use the car and bring my computer in.

I'm not really surprised that the Spectrum and SAM computers are well represented in Probe because when Probe started everybody was using Spectrums, Amstrads or C64s. A lot of people still own them (you can't sell them these days). These computers have been well blessed with adventure writing utilities such as GAC and in the Spectrum's case PAW. Combine a Spectrum with PAW and a talented author and, as time has proven, you can get excellent results. You don't need a Pentium PC, 16 MB RAM and a SoundStealth 95 wotsit to write a decent game, a 48K Spectrum and PAW is plenty. I don't deny that the 16/32 bit computers are much more powerful, but is that power usable?

If we go back to the early days of 16bit computers you had Magnetic Scrolls and Level 9 producing adventure games with graphic illustrations such as Knight Orc and the Pawn. I imagined at the time games would grow larger but instead point and click arrived and did away with most of the text and commercial adventure games ceased. For the home user, the ST had STAC and the Amiga had nothing for ages until Hatrack II by Heley Software came along. This was followed by The Creative Adventure Toolkit by Philip Richmond. So finally the home user had the machine and the utilities to write a really huge and complex game. Except to write 500K of text is very hard work. A game with 500 locations? You'd never want to write another location description in your life, although The Grue! might disagree with me. Finally, could any author write a game good enough to sustain the players interest over 500 locations? What I'm saying is that the 16bit computers have the power, but can the authors use it?

It's sad to hear that nothing has been released for the Atari for the last few years but I guess this is what happens when a computer loses popularity. The Amiga computer has been going through a rather prolonged decline with nearly three buy-outs so far. It's sad to see the state of what still is a good computer which unfortunately wasn't developed. Ten years ago an Amiga 500 could out perform the PC of the day. Today, with the help of excellent sound and graphics cards, you can buy an Amiga500 emulator for the PC from Special Reserve. Oh the embarrassment of it all. Most of the Amiga magazines have folded and if Amiga Computing gets any thinner the postman will be able to slide it under the front door.

I can heartily recommend the Spectrum adventures to anyone who hasn't tried them before. Since the Spectrum emulators came out for the Amiga I have been able to play a number of games which I had heard of but had never been able to play. Not only the golden oldies (available in most Emulator collections) but more recent games like those from Larry Horsfield for example.

On a similar theme, the TADS utility, as used by The Grue! and Sue Medley (and others I'm sure) is available on at least three formats (PC, Atari ST and Amiga) and so a game written on one format should be portable to the others, RAM and version numbers permitting.

With regards to the venue of the convention, I can't really comment about accessibility as I live in Coventry which is 45 minutes away by car (on a good day) and is only two stops down the rail line. I wouldn't fancy navigating the centre of Brum in a car so in that respect the National Motorcycle Museum is easier to find. I too was rather surprised at the £1.95 cup of coffee, at that price I almost asked the steward to stir it for me. However, I don't know how expensive that is compared with other hotels, but the room prices seem reasonable on a weekend rate (weekdays are generally more expensive due to business users - be warned!) I would have no idea how much the Motorcycle Museum would charge for room hire

The hotel is more convenient regarding accommodation, if the convention were to be held in the Museum then arranging hotel accommodation would be an extra hassle finding the best deal and perhaps getting everyone into the same place.

May I wish all the Probe readers a happy, healthy and adventurous new Year.

*

First, may I say John sent his letter in on disc, and I didn't have any trouble importing it into the DTP – a big time-saver when it came to putting the magazine together.

I'm glad John has mentioned the Amiga emulator for the PC. Has anyone tried it out? If so, please write in and let us know about it, or anything else John and other readers have mentioned. (Barbara)

From Steve McLaren of Margate

Well, I thought it was about time that I wrote to you to say how much I like Probe as it is. Every item that's put into the fanzine is important, especially the Hints and Tips and Getting You Started. I always scour the Hints and Tips just in case there is anything to help me if I am playing the adventure.

You, as Editor of Probe, do a marvellous piece of work; I myself would not know how to put the magazine together in such good order like you do, and I enjoy every Probe that I have had over the past year. It made me wonder why I stopped subscribing, but that is in the past. I have been meaning to get all the back issues that I have missed.

I have put together some Hints and Tips for a future issue of Probe. Also a friend of mine has written a text adventure and needs a playtester for the adventure. He did send me the adventure thinking I still had my Amiga, but alas I sold the machine a few years back, so what I am asking is, can you help my friend out in finding a playtester for his adventure? This will be much appreciated in every way. I have given him your address so he might get in contact with you sooner or later.

*

I try to keep most of the issues in stock. The December issues tend to be the most popular (because they contain the index for the appropriate volume), and Geoff only moans a little bit when I order reprints. When I took over as editor I hadn't a clue as to how it was done, and I owe Mandy a lot of thanks for her patience and sound advice during my early days. A 1/2 meg. Atari STFM, a 9-pin printer, very little word processing experience and a limited knowledge of adventures was all I started with, and things haven't changed much. The present format isn't so different from the earliest issues, and it is only thanks to readers like Steve that it has kept going so long. This is number 128, and I have edited 55 of them. Probe does tend to dominate my life, but I am fortunate to have a tolerant and supportive family.

Some of Steve's hints are in this issue, and the rest will be in future issues. Don't forget, if you don't see help for game you are playing you only have to ask. I am very grateful to two readers who have sent me lists recently, hence certain GYSs and Hints in this and the next few magazines. I hope Steve's friend does contact me. I try to encourage budding and established authors and assure them that there is still an appreciative audience just waiting for them to produce the goods, although they won't get rich on the proceeds. (Barbara)

REVIEWS

MATCHMAKER

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

When I first discussed with Barbara the idea of a series of reviews on Jack Lockerby's games, the first one that came to my mind was "Matchmaker". This was the first "Lockerby" game I ever played, and despite the fact that Jack's games have gradually become much more difficult and sophisticated, it still remains one of my favourites, and it's certainly no pushover. The story reads like this:

You are an apprentice, and this is your final test before being awarded the coveted title of "Matchmaker". Your task is simple – just get the Prince and Princess to the church. The Prince must have a wedding ring, and the Princess must be wearing her wedding dress and carrying a bouquet of flowers. In attendance must be a page-boy dressed in a sailor suit. Doesn't sound too hard does it? However, we all know and love Jack...

You find yourself on a village green by a trysting stone with exits in all four directions. A sign here tells you that you must bring the Prince and Princess here before they go to church. As you wander around you visit all sorts of shops which should enable you to obtain all the items you need, but of course you will have to find whatever the shopkeepers want in return. On the whole most of these are not too difficult, but I was stumped for ages trying to find a way across a chasm. In the end the solution was surprisingly obvious but I had to backtrack to a saved position because I hadn't done things in the right order. I also came to another grinding halt because I hadn't searched something thoroughly enough near the beginning of the game. Just remember that some things need to be searched several times before they reveal all their secrets.

I don't want to say too much about the tasks you need to perform because it would give too much away and there might just be some of you out there that haven't played this one. That said, I found there were one or two places where you needed extremely odd commands and if I hadn't written them down on my original notes I don't think I would have guessed them when I replayed it. One that immediately springs to mind was "Blink Eyes"! I won't tell you where you need it, but if you are playing this for the first time just try it in a place where nothing seems to be happening even though you have done the necessary.

I eventually got the Prince and Princess to the trysting stone with the necessary things, whereupon they promptly departed for the church leaving me with the page-boy, so I followed them and everyone lived happily ever after..... Aaaah!

Spectrum tape & +D 3.5" disc, Atari(e), Amiga(e), PC(e) and MAC(e) £2.99, Spectrum +3 3" disc £3.99 for the single game. Also on the Deep Waters Vol.1 compilation of 6 games, £5.99 on all formats available from Zenobi Software.

C64 tape or disc £2 available from Adventure Probe.

ENCHANTED COTTAGE

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

This is another of my all time "Lockerby" favourites, and I well remember being very stuck several times....

The story is that you are training to be a sorcerer and this is your last chance to finish the Government Training Scheme you have been on. It has been decided by SHE who must be obeyed that you will be put in the Enchanted Cottage for a while, and if you manage to escape you will be given a position in the Civil Service with an index-linked pension. (Personally I think I'd rather stay in the cottage!). However....

You start in a bare room with just a locked door and a cube. Thorough examination will find three discs floating around you and you are also told that the door has three locks and you will need all three keys to escape. You are carrying a spell book at the start of the game which needs to be checked out as it contains several spells you will need later. You will also need an object to focus each spell, but you'll have to work out what they are. The carry limit is really mean until you find a magical container, so initially there is an awful lot of running about to do, once you have worked out how to get out of the room via the discs!

There are three separate areas to go to from the discs, and there is plenty to do in all three. Even when you have found the container you need, you will still have to keep moving back and forth between the areas in order to complete the tasks set. There are several "nasties" to get past, including a giant, a troll, a very large snake, a ferocious dog and an obnoxious mountain goat. You will also need the help of a mountain guide, but how to wake him up?

The problems are varied and one or two are quite difficult. One of the places where I was stuck for ages was trying to avoid being killed by a troll. I seem to remember having to ask for help here originally.

A must for the collection, if you haven't already got it.

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Spectrum +3 3" disc £3.99 for the single game. Also on the Deep Waters Vol.1 compilation of 6 games. £5.99 on all formats. available from Zenobi Software.

C64 tape or disc £2, available from Adventure Probe.

Amstrad disc only £4 from The Adventure Workshop. Cheque/p.o. payable to P.M.Reynolds



RA'S REVENGE

Reviewed by Dorothy Millard on a C64

You are a lost time traveller whose time machine has broken up into separate sections of Ra's Tomb. His curse decrees that no time contortions may enter his sleeping place. You must piece together your time machine and escape the pyramid to return to your own time. Starting at the entrance where a large rock blocks the exit, you read a conveniently placed scroll which tells you not to waste your money. Entering the pyramid you find a torture chamber where a small dwarf is strapped to a table. Freeing the dwarf gives a clue on how to escape the maze. Yes, there is a maze but nothing of significance and consisting of only one location and the maze master's office. Entering the mouse hole you encounter snoring mice and the Wereat. Beware the Wereat who swallows you... BUT this is necessary to obtain certain objects necessary to continue the game. You can visit the Wereat's mouth, nose, lungs, stomach, kidneys, liver, heart, skull and blood stream in your search. There are a number of secret tunnels and passages to discover and a Ghoul guarding a secret passage, a Wizard guarding a box containing a golden key, a Spider guarding an essential part of your time machine and an Ogre guarding a chest containing a necessary silver key, to overcome. Once all the keys have been discovered you can open the big door and enter the boathouse where you encounter skeletons who won't let you open some very necessary drawers. Once this problem has been overcome you will be able to open the coffin and assemble your time machine. The only thing left to do is find a way of escaping the pyramid!

"Ra's Revenge" is a public domain program which suffers from a number of problems inherent in games of this genre. The examining command doesn't reveal a great deal but is necessary on two occasions to discover objects. The vocabulary isn't large but adequate for this type of game. I found a few problems with the programming which, if not known, could spoil the game. The save routine corrupted the inventory, preventing you from picking up objects and telling you that you were carrying too much. I solved this problem by reloading my position immediately I had saved it, but it is a pity someone didn't pick up the error at the playtesting stage. Another point, although not serious, was a little annoying until I worked out what was going on, and happens when you reveal an exit, for example a passageway, which is not available until you have typed LOOK. This is a problem with the sequence in which "Ra's Revenge" has been programmed and again it is a pity it wasn't picked up by a playtester, but then it most likely wasn't checked. An amusing "bug" happened when I managed to be standing on the boat and walking around in the library, cross roads etc. at the same time. Very clever? Oh well, at least it didn't affect how the game played. It is an interesting concept though! A point to watch out for in the game is that before you can assemble the time machine you must drop the screwdriver and hammer as it won't work if you are carrying them, but on another occasion with the cannon and cannon-ball you must be carrying the objects. I really liked the way, when you are killed, you are put on a cloud and can go down to the start location with all your possessions where you left off. Beats reloading every time!

It might sound from the above as though I didn't enjoy "Ra's Revenge". This isn't true, it is a great game and fun to play; not a large game but it has lots of interesting puzzles to solve. "Ra's Revenge" is very playable so long as you keep in mind the save routine problem. If an action won't work try picking up or dropping the object(s) and remember to type LOOK after revealing a new passageway or object.

C64 (disc or tape with "Stone Table", "Stalag 23" and "On The Run") £1.50 from Adventure Probe

H.R.H.

Written by 8th Day Software

Reviewed by Edwina Brown on a Spectrum

This is an amusing adventure which naughtily takes the mickey out of the Royal family.

You are awaiting the arrival of your D.H.S.S. giro. When it arrives you rip open the envelope to see not your usual cheque but one for a quarter of a million pounds. Before you can start planning a new car, holidays in the Bahamas, etc., you notice the name. It is not made out to you but H.M. Queen Elizabeth.

Manfully hiding your disappointment you decide to cash the cheque and hand the money over to the Queen. Surely you are forgetting something? In order to do this you will have to forge Queenie's signature and so land up in jail. Perhaps not, after all this IS an adventure and stranger things do happen!

So down to the nearest post office you go and take your place in the queue. Standing behind you is Princess Diana waiting to collect her family allowance. Prince William is zooming about wearing an enormous pair of false ears, he is pretending to be an aeroplane. If you attempt to leave or cash the giro Willie will kick you in the shin and steal it.

Going after him you must first cross a busy main road. Luckily there is a pedestrian crossing, press the button and wait until the beeping stops before going over. Yes, I know it is usual to cross when you hear the beeps, but this one is different. If you forget to press the button you will be mown down and killed, to the strains of "Rule Britannia". By the way, the game starts with the playing of the National Anthem, hope you stand!

After crossing you will see a 'phone box. The telephone rings and when it stops, answer it. You will be given a message to be delivered. In all you will have three of these errands to run and as you are plied with champagne each time you end up a little tiddy. So much so that you start seeing pink elephants.

After sneakily acquiring a bus pass you are able to travel on the London buses, four of which travel regularly to Fleet Street, Hyde Park, Buckingham Palace, etc. Examine the bus before you board or you may end up catching the wrong one. Sometimes you have to change buses in order to get to your required destination.

At times during the game you will meet up with various royal personages, such as Prince Philip, Prince Charles, Princess Diana, the Queen Mum, etc. I couldn't help wondering why Princess Margaret was in such a foul temper and why the Queen Mother would insist on following me around in Clarence House. Most of all I wonder where Willis has put that cheque?

This is not an easy game, well not to me anyway, and I have not as yet finished it but I'm finding it fun to play. If you decide to buy it I'm sure you will too.

Spectrum tape version £2.49. **Atari(e)**, **Amiga(e)** & **PC(e)** versions £2.99. available from Zenobi Software under licence from G.I.Games.

INFILTRATION OF I.B.M. HEADQUARTERS

Reviewed by Dorothy Millard on a PC

In this Public Domain adventure you are a government agent, with information that I.B.M. has underground dealings. You start in the northern edge of the I.B.M. property trying to find the computer room. When you find it you must list the files with the secret information, delete them, sign off and leave the room in the right direction to win.

"Infiltration of I.B.M. Headquarters" is a very simple game with very few puzzles that shouldn't take long for even a novice adventurer to solve. When you die (which happened many times while I was mapping the game) it is necessary to reload from scratch. The game only understands North, South, East, West, Unlock, Open, Enter and Go. During the game you will "die" on many occasions from drowning, falling off a cliff, I.B.M. security, lasers, etc.

You are given no indication of which way it is safe to travel and no warning of imminent danger, so each time you come across one of these while mapping it will mean yet another reload. The main thrust of the game is finding your way through the maze of the woods, paths and halls which are relatively easy, if a little frustrating because of the reloads, to map.

Once you attain the computer room you will need to know the codes which are contained on the only three items in the game, which if you have mapped the program you will easily have found. Enter these in and the game is almost complete.

[This game will also run on an Amiga under PC emulationBarbara]

BLOBZ (P.D.arcade)

Reviewed by Barbara Bassingthwaite on an Amiga 1200

This disc is an 8 level demo, with 60 levels promised in the full version.

This is a Lemmings-style game. You have to get your team of green Blobz with big eyes from one gate to another, overcoming certain obstacles as you go. You have to be quick as, like Lemmings, they are determined to commit suicide.

The starting screens are reasonably easy and allow you to move quickly to the next levels and not get bogged down too early in the game. The icons at the bottom of the screen which allow you to use certain skills such as jumping, digging and shooting, are introduced one at a time so you can get used to them before being confronted by multi skill levels.

The screens I thought were a bit dull and basic, but I must admit I found the gameplay addictive.

I did have one problem, and that was I found it hard to decipher the code word after each level, the letters were so close together that B,R,K, and M,N,D, got merged and confusing.

I think if you enjoyed playing the Lemmings games this would suit you.

My copy was supplied by Zenobi Software. Price : £1.49.

LOOSE ENDS

Written by Jonathan Scott and Stephen Boyd

Reviewed by David Hebblethwaite on a Spectrum

It is the 19th century. You are Ignatius Grimwood, an actor who's supposed to have killed a master criminal named Bert Rosenberg three years previously. Whilst performing "Hamlet" one night, you see Rosenberg talking to a theatre employee named Plantagenet on the balcony. But Rosenberg is supposed to be dead; this needs some investigation....

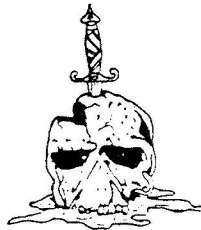
The action begins in the Peregrine Theatre, which you need to explore to find clues about the appearance of Rosenberg during the play. Your thespian friend Obadiah Hardy is on hand to answer a few questions; and the caretaker Goliath Catchpole is on hand to confiscate most of your items – but there is a way round it. After exploring the theatre a bit and making enquiries of various characters, you will have evidence to implicate Plantagenet in the events of last night, and the means to continue.

You then begin a journey around the town of Sandbourne, investigating the death of a former actor at the Peregrine. You need to use cabs to get around, so obviously you need some money, which is quite tricky to get. All goes well until one of your contacts, Arthur Trelawney, gets kidnapped by Plantagenet and taken to sea. You must chase after the kidnapers with your sea-captain friend Simon Catchpole, all the way to Italy, and part two.

At the beginning of part two you have discovered that Rosenberg is linked to the Mafia, and runs a monastery which is a front for his criminal activities. You begin in a cottage with Catchpole and you have to travel though the Italian countryside and enter the monastery. On your way there, you must cross both a chasm and a lake; and deal with Plantagenet, who keeps turning up and trying to kill you. This bit is quite difficult, especially crossing the lake (the help command could be useful here).

After rescuing Trelawney, you are able to get into the monastery. Here you must find and deal with Rosenberg and Plantagenet. On the way you'll discover why Rosenberg is still alive. The section in the monastery is very exciting, as you try to avoid being captured or killed (I recommend the use of ram save here). You'll eventually be able to capture Rosenberg and Plantagenet and take them back to Sandbourne, where you'll be able to go back to your acting and (hopefully) live happily ever after. This adventure is a sequel to "Out of the Limelight", which I haven't actually played: fortunately this didn't stop me from understanding "Loose Ends", but there were references to events that I didn't understand (an attack on Hardy, for example). I thought the adventure was interesting and exciting, especially in part two when you have to think quickly to avoid being killed. Sometimes it was a little difficult, but there's nothing wrong with that; and I think I'd recommend the game to anyone who likes a challenge or something a little different.

**Spectrum tape & +D 3.5" disc, Atari(e), Amiga(e), PC(e) and MAC(e) £2.99,
Spectrum +3 3" disc £3.99 available from Zenobi Software.**



SHIVERS

Published by Sierra

Reviewed by Jenny Perry on a PC CD

This graphics adventure starts off with you accepting a dare to stay the night in the extensive grounds of a deserted museum with a history of weird sightings and people's disappearances. You try to gain entry – the front door seems the obvious starting point, but when has an adventure been that simple? There is a summerhouse with an interesting-looking control box – if you open this you will find a deceptively easy-looking puzzle which will take you nearer to a secret entrance to the museum.

After travelling forever in underground passages (complete with suitably spooky soundtrack) you stumble across a vast underground lake with a boat with twin rudders, which you have to synchronise in order to get across. Here you will get your first hint of what your mission may be – a nasty water spirit rears its ugly head and takes a little of your energy away.

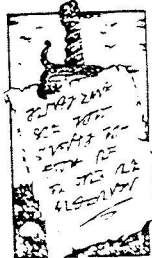
Once inside the house you start finding clay pots and lids – there are ten altogether to match up; but you can carry only one item at a time. The library is a useful starting place to explore – you can read many handy books and there is a "flashback" utility so you can check back on important things you have read or seen. You discover that you must capture ten spirits in the pots – they are each linked to a particular element such as water or wood. There are three places in the house where each spirit can be located – and they flit round these randomly. You can tell when they are present because you hear menacing music.

Exploring the museum is an adventure on its own. You learn of the owner, Professor Windlenott and his personal history; you can also view the strange and unusual exhibits. There are many secret passages to be unearthed, there are also lifts – but you have to solve a puzzle to enter the lift and the puzzle gets progressively harder each time you do this. Some of the pots and lids can be found by careful observation and the rest are discovered by solving puzzles – a few of which are fiendish. There is also a treasure hunt with clues running throughout the game.

Zapping the spirits is fun – when you have found a matching pot and lid they will turn into one item in your inventory; then you can toddle round the museum to find where the spirit is hiding and click the pot onto it as it appears. I loved the expression on the spirit's face when it realized it had met its maker. The last spirit always appears in the same place, which you will have to find out on your own.

What can I say? The soundtrack was stimulating, the graphics were stunning, the puzzles interesting and varied. I have played the game twice and this is one I will not sell.

About £19.99 – shop around for the best price.



“ADVENTURE POEMS”

and

“OH NO, NOT MORE ADVENTURE POEMS”

by Mary Scott-Parker



Do you consistently demand low standards?

Are you completely lacking in taste?

Are you stimulated by the sight of drying paint?

Then look no further – you’ll love these poem.

They even rhyme and scan [almost]. What more could you want?

Send for your copy today, just bung Barbara a few stamps and she’ll do the rest – because she’s a good sort.

What is this advert all about? Don’t ask me, I only wrote it. Last few copies of each booklet available from :

Adventure Probe,
52 Burford Road,
Liverpool, L16 6AQ.
U.K.

Mentor's News One

I had spent some time quizzing Morana for information on the Sorcerer whom she had mentioned. She was annoyingly vague, insisting that she had only heard stories of rumours of his existence. The Southern lands lay many, many weeks' hard travelling away. It seemed very much akin to clutching at straws.

Despite my best efforts, Draffan refused to discuss his predicament with me. It seemed that his missing fingers and toes made him feel so incomplete that he could no longer bear to be in anyone's company. His loutish good humour with which he regularly irritated me in times past was gone. Brooding yellow eyes regarded me with ill-disguised hostility, and I understood how deeply Draffan resented my presence.

With deep sadness, I clapped him one last time upon the shoulder and left him, not knowing if I would ever see him again.

I felt deep despair for Draffan's predicament. With an awful sense of apprehension dawning within me, I knew what I must do. Journey to the Southern Lands in search of an unknown Sorcerer, and convince him to lend his aid to my friend.

But even were I able to find him, why should he use his powers to restore Draffan's body? What could I do to persuade him?

I didn't know the answer to my question, but I did know that I valued Draffan's friendship, and owed him my life several times over. Whatever I could do to help Draffan, I would do.

Morana promised to do all she could to retain Draffan's interest and prevent him sliding further into the black depression which seemed to have gripped his entire psyche.

Trying to put a brave face upon this situation, I packed a few belongings and left Morana's house, heading towards the nearest port. I had purposely decided to miss returning to Revenna, since I was still highly unpopular with the local Thieves' Guild.

I had scoured through every map which Morana possessed, hoping against hope to discover something which would give me some idea of where to begin my search, but nothing stood out as obviously worthy of investigation. It seemed that I might have to search the entire Southern Continent to find this occult genius, and I was painfully aware that if such a sorcerer did not wish to be found, then I would not be able to find him.

Yet, with a naivety of spirit which is so often evident within adventurers, I deluded myself into believing that during my search I would find clues as to where to look, and would find friends (or people who would become worthy of the title) who would be able to give me kind words of encouragement and advice.

Morana had listened to this oft-propounded viewpoint, and yet smiled indulgently at me, the way one does to an innocent child. She was, it seemed, more aware of the vagaries of existence than I, and yet did not wish to undermine my faith in myself and in others.

I studied the maps once again, trying to ignore the constant mane chattering of Morana's over-friendly talking grimoir. Its constant talk gradually faded into the background as I studied two large-scale maps of the

Southern polar region.

I frowned deeply as I became aware of a discrepancy between the two maps - an island called Perisca which occurred upon one, but not the other, of the maps. It seems clear to me now that the grimoir was, in fact, responsible for this inexplicable occurrence. I recall that its mane chattering had ceased. I believe it had broken a cardinal rule (not for the first time), and used one of its spells to aid me. If pressed on the matter by the Guild of Books, no doubt it would claim that it merely pre-empted my request...

But at the time, I was certain that I had made the discovery unaided. It pleased me to think that this portended good luck and favourable omens for my forthcoming journey. The grimoir, I recall, remained smugly silent, almost as though it knew something which I did not.

As the day of my departure neared, I tried repeatedly to talk with Draffan, to assure him that I would do everything within my power to have him restored to full health - but my attempts proved fruitless. Draffan hid himself from me with a cunning and skill which one would not normally associate with an Orc.

Morana assured me that Draffan simply could not bring himself to associate with others lest they pity him. I found it hard to understand, until I pondered how I would feel if I were disabled, forced to watch others undergo adventuring quests, yet never again be fit enough to join in the excitement myself. In those circumstances, I thought, I might just withdraw myself from society; a hermit's existence might be preferable.

And yet, in that situation, I knew that were there the slightest hope that I could be restored to health, Draffan would search for it - and the Gods defend those who dared to stand in his way.

Accordingly, I set out the next day full of purpose and resolve. The day dawned promising a bright blue sky, and a chill breeze assaulted me with the promise of lots of intriguing adventures to come.

I headed Northeast, making sure there was no chance of straying into the area near the Forgotten Mountains where Chaggar, the magician responsible for this whole mess, held absolute power.

After a couple of uneventful days' travel, I entered the small seaport of Trelios, and booked a room at the local hostelry. I had scarcely entered the bar and ordered a drink before I heard my name shouted by a strangely familiar voice:

"Dotran! What are you doing here?"

I gazed at Terana's face. We had, seemingly years ago, once been lovers. But before I could answer her, she continued:

"I'm staying with my uncle. Are you on a quest? Where's Draffan?"

I was grateful for the fact that the hostelry was empty. "I must visit the Southern Lands. I'm just on my way to the harbour," I informed her.

Terana grinned impishly. "Talk to the captain of *The Scorpion*," she advised me. "And then...well, my room is upstairs on the left. I'll be waiting for you."

I stared after her, suddenly wanting to get the tedious business of hiring a ship out of the way.

A few days later, I surveyed the sea from the deck of *The Scorpion*, a trim merchantman involved for the most part in trading goods. The crew sang strongly as they worked, with the good humour and familiarity of old companions. My smile died on my lips as the lookout suddenly shouted:

"PIRATES off the starboard bow!"



ADVENTURE PROBE '96 QUIZ

by DAVID HEBBLETHWAITE

1996 for Probe began with protests over a letter from a certain fairy; saw some fierce letters about a certain review; took in Probe's 10th birthday; the death of Harold Dixon; a debate over hints and tips, and let's not forget those readers profiles, "No Insults Intended".

The answers to this quiz are all in the 12 issues of Probe from 1996. I've given you the relevant month after each question, but it's up to you to find the answers.

Good luck, and Happy New Year.

1. Who thought that Jeremy Beadle characterizes British TV? (Jan)
2. What do the initials MEC stand for? (Jan)
3. Who had 4086 babies? (Feb)
4. The rough cost of a ninety-minute video was....what? (Feb)
5. How did Gladys know Maureen? (Mar)
6. Fidget from "The Four Symbols" appears in "Trinity" as....what? (Mar)
7. Which pages did a talking grimoire lose? (Apr)
8. Who thought "Babe" should have won the Best Picture Oscar? (Apr)
9. What couldn't one male and one female whale do? (May)
10. Invading Danish footballers are blown up in which game? (May)
11. Who had a "ducky umbrella and funny friends"? (Jun)
12. Someone wanted "The Never Ending Story", Wizball, and what else? (Jun)
13. Who was thought not to like standing out in a crowd? (Jul)
14. Which direction to the indigenous dragons? (Jul)
15. Where do you find a screaming express and white ravens? (Aug)
16. What do the initials ICAPOOROUAIPUH stand for? (Aug)
17. How big is the text in Probe compared to the original that is typed up for publishing? (Sep)
18. What were the pigs ready to do? (Sep)
19. Who was Bob B. Dazzler told to ask for help? (Oct)
20. When was "The Sound of Him" reviewed in Probe? (Oct)
21. Who hoped to give PCW owners their full support? (Nov)
22. Who made a suggestion for the awarding of the title "Swiftest-footed Adventurer of 1996"? (Nov)
23. How much did a cup of coffee sell for at the convention? (Dec)
24. Who was the fourth on Santa's Christmas list? (Dec)

FURTHER ADVENTURES OF LUKE VAXHACKER - EPISODE n+1

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

XXXXXXX

XXXXX

XXX

X

The story thus far: Luke, PDP-1, and their 'droids RS232 and 3CPU have made good their escape from the Imperial Bus Signals with the aid of Con Solo and the bookie, Two Bacco. The Milliamp Falcon hurtles onward through system space. Meanwhile, on a distant page in user space...

Princess _LPAO: was ushered into the conference room, followed closely by Dec Vadic. "Governor Tarchive", she spat, "I should have expected to find you holding Vadic's lead. I recognized your unique pattern when I was first brought aboard". She eyed the 0177545 tattooed on his header coldly.

"Charming to the last", Tarchive declared menacingly. "Vadic, have you retrieved any information?"

"Her resistance to the logic probe is considerable", Vadic rasped. "Perhaps we would get faster results if we increased the supply voltage..."

"You've had your chance, Vadic. Now I would like the princess to witness the test that will make this workstation fully operational. Today we enable the -r beam option, and we've chosen the princess' \$HOME of /usr/aldeeraan as the primary target."

"No! You can't! /usr/aldeeraan is a public account, with no restricted permissions. We have no backup tapes! You can't..."

"Then name the rebel inode!" Tarchive snapped.

A voice announced over a hidden speaker that they had arrived in /usr.

"1248", she whispered. "They're on /dev/rm3. Inode 1248". She turned away.

Tarchive sighed with satisfaction. "There, you see Lord Vadic? She can be reasonable. Proceed with the operation".

It took several clock cycles for the words to penetrate. "What!" _LPAO: gasped.

"/dev/rm3 is not a mounted filesystem", Tarchive explained. "We require a more visible subject to demonstrate the power of the RM STAR workstation. We will mount an attack on /mnt/dantooine as soon as possible".

As the princess watched, Tarchive reached over and typed "ls" on a nearby terminal. There was a brief pause, there being only one processor on board, and the viewscreen showed, "... not found".

The princess suddenly double-spaced and went off-line. (To be continued next month)

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

ADVENTURE MEMORIES WHIRLING AROUND Pt.5

by JON SCOTT

To say that Ros had been a mite peeved after Bob's announcement that he had spent 'three big ones' on another computer – hundreds, not tens (in Bob's eyes), and definitely not units (in the kids' opinion, that was a lot) – would be a fair stab in the dark. At least a shot has more chance of striking something than a stab, though not much. Well, anyway, we can just conclude that the steam in the Dazzler family's kitchen was from Ros' ears, not the dinner. The fume reminded Bob of a locomotive engine and he could not resist giggling at the steaming wife, and the inevitable comparison – 'Railway Ros', Faster than a Speeding Bullet (faster at completed adventures, that is). He couldn't deceive her any longer and so he flung his arms around his irate wife.

"Oh, Ros, I was only taking the tinkle," said Bob crudely.

Ros was taken aback. "Tinkle?"

"Well, this conversation could very well end up in a family magazine, and we wouldn't want the young'uns – be they kiddies, teenagers, or twentysomething people – repeating such vulgarities. You know how some editors dislike innuendo and such things."

"Yes, yes, yes. You don't often get three agreements from me on the one day, you must realise."

"That's true enough, I suppose," replied Bob. "I'm sure you agree that I need my own computer to play adventures on, though."

"I suppose so," said Ros in an undertone. She couldn't quite phrase what she was trying to say, and it took her a considerable period of time before he was able to.

*

It was mid-January 1985, and Bob was suffering from the usual side-effects that are inevitable from an alcohol overkill over the New Year period of that year. In fact, the unfortunate former miner was still affected by the aftermath of his severe boozing bout two weeks after it had finished. He was proud of his six-month-old C64. During this time, he had completed many adventures – and struggled unsuccessfully with others – and he'd finally got a copy of 'Lords of Time', the game that he'd never got near thanks to his wife. Though why he'd want to blame Ros was anyone's guess. But my guess is that she was not blameless!

And so it was after half a year of pondering over their predicament that Ros turned to Bob and said: "If you had no drinking money, Bob, then how the heck did you pay three big ones for the Commie?"

Bob snickered, not realising that his favourite chocolate bar, 'Marathon', would within less than seven years have its name changed to something similar to this action. "Ros, you didn't believe that for a second, did you?"

"So how much was it really?"

"What do you mean by, 'really,' Ros? By the way you're talking, you'd think I had been deceiving you."

"Perish the thought," said Ros in a sarcastic tone.

"Don't you talk to me in a sarcastic tone!"

"Perish the thought," she reiterated.

Bob was, by now, enraged. "And don't flippin' reiterate either!"

"Oh, Bob, you're a laugh and a half. A right comedy act, we are. Now all I want to know is how much the Commodore 64 cost in reality?"

'In reality,' wasn't so bad in Bob's mind. At least it didn't have the connotations or inference of deception that Bob associated with 'really'. After all, how was Bob to know that they were synonymous. He wasn't even aware what a synonym was!

"I said, how much?" snapped Ros, eager not to reiterate or to use the anathematic 'really'. Why Bob hated the word was unknown.

"All right, Ros, I suppose I might as well tell you. The C64 set me back fifty quid."

"Ohhhh. You braffy cugger," said Ros, disguising the insult because there was a child moving behind her.

"Ha ha! BRAFTY CUGGER!" exclaimed her mischievous ten-year-old as he flung Darth Vader at his father's head.

"Ouch! You little git," cried Bob as he lobbed the Star Wars figure back at his son. There ensued a storm of airborne figures as a full-scale war erupted. Kev got off Scot-free without a bruise, while Bob was hospitalised when he was struck on the head by a Tie-Fighter.

Later, in the General Hospital, amidst his son's sobs of, "Sorry, Dad!" and his daughter's, "It's a massive lump." Bob was trying to tell Ros that he loved her and that...But before he knew it he was K.O. again, thanks to a nurse accidentally dropping a bedpan on his head.

*

Bob came to with a splitting headache. Had it been a dream and was this just a hangover? But no, it wasn't. He could tell this primarily from the guilty expressions on his son's and the nurse's faces. He could've had 'Lords of Time' completed, but no, he was lying suffering from concussion in a hospital bed. Bob didn't understand how getting whacked on the head made someone concussed; wasn't that someone agreeing with you? No Ros assured him that was 'concurred'!

"Oh, Ros, I'm sorry I lied to you," said Bob in a toadying manner; if he could have got on his knees, he would have. "I raided our emergency fund to buy the 'puter, but I'd paid it all back within two months. You'd never have known."

"Ros shook her head, not tremuously because that would have been overdoing it. "And there was me slipping you the odd fiver, thinking you were out of pocket."

"Tehee! You can't blame me, can you?"

"I suppose not, but I should know to expect that sort of thing from you. Bob, or rather, Snookums."

Bob turned to the nurse and his son, or rather his eyes did. "I don't suppose you could leave my wife and I alone?"

The nurse cheered. "It's not against hospital regulations. Enjoy yourselves."

As the nurse led the curious sprog out the door, Ros leapt in the direction of Bob and plastered his face with a cream pie. "No more nookie for you until you get home, I'm afraid."

With that, she left.

"D***," said Bob.

TO BE CONTINUED

AN ADVENTURE IS by PHILIP RICHMOND

The following is the text of a short five minute talk I gave on the subject to some fellow students at a course I attended recently.

"Tonight, thousands of people across the length and breadth of the country will enter alternate worlds. Here, they may do battle with vicious, alien entities, converse with elves and gnomes, hunt for buried treasure, solve a murder, rescue or save the Earth from total annihilation....

Just how is it possible for them to do this?

Quite simply, through the medium of computer adventure games.

In the privacy of their own homes, at some appointed hour, they will sit in front of their computer screens, switch on, and load up their current favourite adventure game.

But just what is a computer adventure? And why are they so popular?

Well, basically, it's a program, written by one or more persons, that has a plot, a storyline, a theme. It can be text only - or it may have additional graphics, contain animated sequences, have sound effects or background music. As with a book or a film, it has a beginning, a middle and an end. Usually there is a quest to complete, a destination to be reached, or a mystery to be solved.

The computer adventure differs from the book or film in the sense that it is INTERACTIVE. The player actually participates in the game and affects its outcome. He decides how the game will progress and has some control over the way the game unfolds.

The player will normally assume the role of the main character or hero, whom he must guide through a series of places/locations, exploring scenery, examining and searching things and collecting items and weapons he may need to use in various ways to overcome obstacles, solve puzzles, score points or progress in the game. He may encounter other characters on his travels through the games world who may be friendly or hostile. Interaction with them may be essential to completing the quest. Some may provide a hint or clue on how to proceed in return for a gift or favour. Others may be downright deadly and will have to be disposed of cleverly.

Interaction is accomplished via the computer keyboard or mouse. The player types in commands and instructions in simple English words and sentences. These are then carried out by the program, and the results or consequences of the player's input is then printed out/displayed on the screen. The player can then see how his actions have affected the current state of play and what, if anything, has changed or altered.

Like in the real world, the player is called upon to make decisions, choose paths to follow, weigh up alternatives and consider taking chances or risks. A wrong decision may result in loss of points, death or the necessity to restart the game.

Also, the author may have included "red herrings" which might confuse, thwart or sidetrack the player from the main object of the quest. As with crosswords, cunning, logic and lateral thinking may need to be employed in solving some of the trickier puzzles. There is a reward and satisfaction to be gained from completing tasks, making progress and discovering new areas of the game.

A good adventure will be well written, have an exciting, intriguing and memorable plot, unforgettable characters and challenging problems to contend with and, ultimately, a satisfactory conclusion. I should be user-friendly, have a large vocabulary and cater for the many responses and inputs the player might make.

If the player gets stuck, or needs a break from his particular fantasy realm, then the game position can be saved, enabling continuation from the same point at later time.

Unlike its frenetic, joystick-wagging, space invader, shoot 'em up, arcade game cousins, the graphic adventure is an altogether more different type of beast. More sedate, more laid back, more intellectual, it allows the player to progress at his own speed and in his own time and ponder a planned course of action. It exercises his innate mental abilities, rather than his digital dexterity on a push-button joystick.

Some games can be solved in a couple of hours or less, others take longer, maybe a week or two. Some of the complex ones could take months, depending on the players skill and experience.

If you have never played a computer adventure before, I urge you to have a go at playing one. You might be pleasantly surprised. They can be a welcome diversion from the stresses and strains of modern day living.

And now, I must leave you, for it is time for me to beam up to the planet Itmus, where I have an appointment to do battle with the six-headed Hydra Monster that guards the portal to the sacred, icy forest of Gwan!

Farewell....."

TEN STRANGELY NAMED MUSICAL GROUPS

compiled by DAVID HEBBLETHWAITE

1. Our Daughter's Wedding
2. Men They Couldn't Hang
3. The Incredible String Band
4. They Might Be Giants
5. Vindaloo Summer Special
6. Startum on 45 (Pints)
7. 1910 Fruitgum Company
8. Lieutenant Pigeon
9. Trinidad Oil Company
10. Wigan's Chosen Few

TRAVELS WITH A WITCH by WYNNE SNOWDON

"We'll leave at eight this year and be there by noon". I was madly clutching at straws when I suggested it. Imagine thinking Ellen could find The Royal Angus Hotel in four hours. Four days would have been a more realistic guess. This year I'd bought her a book of maps with Birmingham city centre on the cover. When they saw it, the witch's family fell about laughing. So would I have but for a sinking feeling deep inside. She looked at it with horror and decided it would be quite useful to wrap her potions in.

October once again and the annual hunt for Birmingham was about to begin. I'd done my homework again this year and managed to find the A1(M) just outside Durham City with no trouble at all. Then it was trust to pot luck and the Witch of Stanley. Pot luck was already well ahead in the betting at a million to one.

With faint memories from last year, and more than a little luck, we were on the final road leading to the M6 around about 10am. In heavy weather and even heavier traffic I hadn't time to look at road signs.

"Ellen, look out for M6" said I.

I thought I heard the gods laugh at such misplaced trust but decided it was thunder. "This is it, the M6" said she sometime later. "Turn off at junction 6".

So I did.

"No", she said, "you want the other junction 6".

She'd seen the sign for the M6 alright but didn't realize if the arrow pointed left it was a good idea to turn the car left also!

At this stage she asked if it would help for her to sit in the back of the car. She's bad enough as a front seat navigator so I didn't want her there. I did, however, suggest it would help if she sat in the back of someone else's car. That went down like a lead balloon.

We saw the outskirts of Birmingham round 11am. Then again at 12.30, 1.30 and 3pm. You know the scenario, here comes Birmingham – there goes Birmingham.

Ellen asked if it was time for her to panic – I think she detected murder in my eye. I told her not to bother 'cause I was panicking enough for both of us. For some unknown reason she decided this year to travel from the North and arrive from the South. Novel idea. We eventually found a hotel willing to take a serene idiot and a demented driver. Well, why not, they already had a group of insane adventurers staying there.

So you may well ask – then again, you probably aren't interested – how do we stay friends? Well, when you're lost in the Birmingham Triangle you need all the friends you can get. Do I REALLY mean that? Anyway, she's the only one I can beat at Scrabble and she makes a good cup of coffee.

We think next year we may go by rail. Heaven help all rail travellers if Ellen ever gets a whole train to play with! She's already reading up on the rail network so she can go forward and help the driver with his navigating. Of course, first of all she has to find the station and it must be ten miles from Stanley. Perhaps the rail system will be safe after all.

THE PC SAGA Pt.1 by REYNIR H.STEFANSSON

A few weeks back I promised Barbara The Definitive PC-debunking Article. This is it. And if you don't understand it, it's not your fault. I must first set a few things straight. Like, what PC means and means not. PC, in this context, does NOT mean Political Correctness, that American invention which sole purpose is to offend and antagonise us non-Yanks. PC means Personal Computer, and not just any personal computer at that, but one built according to the rules that IBM laid down during the design of the IBM PC.

In the beginning was the 8086, and the 8086 was with Intel. IBM saw it and said: "This is good, because it's cheaper to build around than Motorola's 68000, but we will take your 8088 instead, because it's even cheaper to build around that." Thus passed a morn and an eve; the first interrupt.

IBM's Small Systems Div. called on Digital Research to get an operating system for their new computer, but had to give up when Mrs. Kildall, who ran the company for her hacker husband, Gary, didn't want to delay her holiday preparations long enough to sell them what they wanted. Note that the story about Gary Kildall preferring flying about in his private plane to dealing with IBM is hokum, crap and doggie-doo. Not true, that is. A wee li'l startup company, Microsoft, then told IBM they had an OS (Operating System), even though they didn't. Thus was born VaporWare, which has ever since been a Microsoft trademark. Thus passed a morn and an eve; the second interrupt.

Microsoft's Necromancer-in-Command, Bill Gates, then bought a CP/M clone named 86-DOS and folded, spindled and mutilated it into a shape round enough to fit into the IBM's 160K diskette drive. He then RENamed it MS-DOS. Thus passed a morn and an eve; the third interrupt.

The designers of the IBM PC hadn't been idle. They had designed a motherboard with five edge connector slots, cassette tape connector, 16K of memory (upgradable to 64K) and one or two diskette drives. These were single-sided, single-density drives, running at 160K (later 180K) formatted disk space. Thus passed a morn and an eve; the fourth interrupt.

Microsoft was also contracted to write a BASIC interpreter for the swaddling. They took their (in)famous 8K BASIC, tacked onto it some new commands and functions and cooked it into Gee-Wiz-BASIC (GWBASIC.COM or GWBASIC.EXE). The "Gee, Wiz!" part came, I believe, from the "Mr. Wizard" TV show, in which Mr. Wizard taught children science/magic. Microsoft also did a BASIC interpreter in a ROM chip for the PC. That was the Cassette BASIC, which had no disk handling commands. Thus passed a morn and an eve; the fifth interrupt.

IBM's designers also came up with two kinds of display cards: MDA (Monochrome Display Adapter), which could only show 80x25 characters and no graphics whatsoever on a dedicated monitor, and CGA (Color/Graphics Adaptor), which could show 80x25 and 40x25 characters in text modes, and some simple graphics as well. The CGA card could be connected to any American TV through a modulator which hung off the computer like a soap on a string. Thus passed a morn and an eve; the sixth interrupt.

IBM now had a ready-to-sell computer with a number of add-in cards and a DOS with several application programs, including a spreadsheet program named Lotus 1-2-3, but a spreadsheet is The Most Important business program. Thus passed a morn and an eve; the seventh interrupt.

On the eighth interrupt, the IBM PC had become a bestseller (CONTINUED NEXT MONTH)



Press Release

The Second Northern SAM & Spectrum Show

A date has been set for **The Second Northern SAM and Spectrum Computer Show**. The show will take place on

Saturday, 22nd February, 1997.

This second show will take place at the same hall as the first show, in Wetherby, a town situated between Leeds and York. A map with written directions, advice on public transport, and a list of places to stay are included in this pack.

Most of the major SAM and Spectrum companies will be there as they were last time - **Sintech, Fred Publishing, Format, Alchemist Research, Impact Software, Jupiter Software, Quazar** and many more turned up. We are hoping for a similar attendance at the second show.

Entry for the public will be charged at £1.50 (under 10's free), but advanced tickets are available at £1.00 each, which will guarantee entry without queueing.

The rental of a stall will be charged at £22, although if two tables are required, the price is reduced to £18 each. This rental includes a table (approximately 5-6ft in length), and usage of wall sockets, of which there are many situated around the hall.

Publicity for this event is intense to say the least - advertisements in *8Bit, Format, Fred, Crashed, Blitz, Alchnews*, and just about all other Spectrum/SAM publications. The show will also be advertised in the local press as well as being featured in show guides in as many news-stand publications as possible. In addition to this the local Tourist Information bureaux and some local shops will be distributing leaflets and featuring posters. So as you can see, there should be no shortage of computer users or local custom on the day.

If you have any queries or would like more information, then please write, enclosing an SSAE, to:

NSSS, 123 Potternewton Lane, Chapel Allerton, Leeds, LS7 3LW

Thank you for taking the time to read this information, and we look forward to hearing from you soon.

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?"

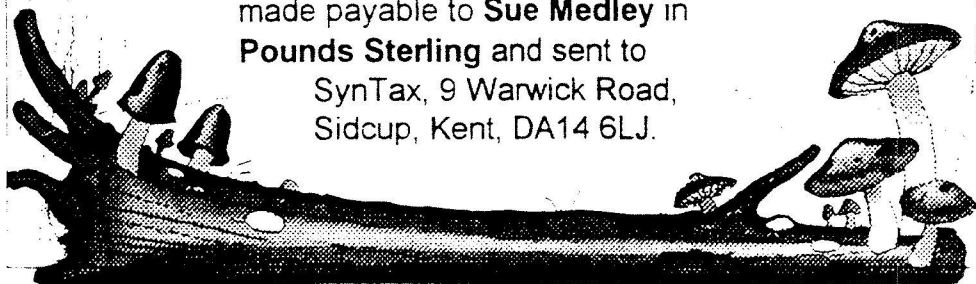
Even now, as I lie in bed in our oak-beamed bedroom, I can hear vague snatches of our stepmother's callous voice ...

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* costs £5.00 or you can buy both *The Second Pit* AND *Oklib's Revenge* for £7.50*

Now available for PC, ST and Amiga!

Cheques or postal orders should be made payable to **Sue Medley** in **Pounds Sterling** and sent to
SynTax, 9 Warwick Road,
Sidcup, Kent, DA14 6LJ.





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*Based loosely on events that occurred
at the 1996 Adventurers Convention*

And that means very loosely!

Coming Soon to a Computer Near You

PERSONAL MESSAGES

To M S-P - Sorry, I mean 'anagramatic' - oops. I might get trainspotted myself if I ain't careful! (The Trainspotter)

To Ellen - I don't suppose you're likely to find something that doesn't exist. (The Trainspotter)

To Matt - There's no waste in that. Maybe it gives you a waist though! Too much cholesterol I'm afraid. (The Trainspotter)

To Trainspotter - Of *course* I do. I just don't pay their fares. (Phill)

To Trainspotter - *Notto* mention P.M.T. (M.P.T.)

To Ellen - What's to tell about the Frax? Apart from you trying to....what? The money's in the post? Fair enough, you can trust me. *Would I lie to you?* (Phill)

To Gillian - *Loved* the furry creature in the photo. The hamster wasn't too bad either.... (Phill)

To Uncle Horace - Ah, I know the very bibliophile you mean! What a sad, solitary existence he must lead amongst all these volumes? (M.Polo)

To Ellen - I was convinced there were an army of Aunts, and a few Uncles too. Maybe they were the Men from UNCLE? (M.Polo)

To Snow White - I know someone who can fill your vacancy. He's called Richard Williams. Shall I send him round? (M.Polo)

To Snowy - Mmm, that sounds quite good. Are you using Daz or Bold? (Marco, the Under-Excited Plumber)

To Snowy - Yeah, I thought I did. Must be old age affecting me? (M.Polo)

To Jon - Anytime, my man, anytime. Hope you enjoyed the *NEWS!* (The Pernicious Writer!)

To Peter - Have the pockets healed up yet, then? (T.P.W.)

To Ellen - Was it *really* Pernikaceous? (T.P.W.)

To Ellen - Oh dear. Well, maybe it's an invisible Goblin? (Jon)

To Dusty - Oh, I heard it through the grapevine. At least you didn't spill the beans - that would've been worst. (Jon)

To Loobiloo - Practise makes purr-fect. (Matt)

To Gilly - It *sure* is, but wait till you hear the new Dance Album! (Jon)

To Fudge - Shees. He needs to calm down or the Sultan(a) of Brahmakarma could give him electric CURRANT treatment? (Jon)

To The Trainspotter - Watch it or you'll be RAIL-ly sorry! (Jon)

To Karen - Glad you enjoyed the game. Wait till you meet yourself in "Murder Mystery Weekend" (and everyone else who was there). Tehee. (Jon)

To Tiger - Oooh, *lovely*. Are you going to talk dirty, too? (The Wolf)

To Tiger - Well, it couldn't be anyone else. I *know* you're so fixated on my soft, dulcet tones (amongst other things), that you'd do *anything* to hear me *one more time*. (The Wolf)

To Tiger – Love the new hairdo. Perhaps you'll start a trend. Mind you, don't *ever* take on Rapunzel's role, or the Handsome Prince will be eternally frustrated... (The Wolf)

To All – Whatever happened to Acidspot – or was it spit? I suppose they both looked the same in the gloom of a cave... (Kyal)

To All – You *know* you're getting on when you remember the days before Ellen's personals..... (The *Glumwynd*)

To Damian – Welcome back, man! You've been sorely missed. Any idea how many Experience Points you've massed? Enough to make you a force to be reckoned with, *!!! bet* (Kasar)

To The Witch of Stanley – Really nasty, indeed, especially when the bugs are where they should not be. (Ro-Wan)

To Witchy – Mrow! (Mad Cat)

To Witchy – Hey! You look potiently grrreat on the October cover! (Mad Cat)

To Trainspotter – Or Russian. (Mad Cat)

To Jon – You can *whisper* that again. I've only got to *smile* these days and I'm misrepresented, misinterpreted, and misunderstood. Didn't *you* have a similar problem over a game you'd converted? Some people can dish it out, but they *sure* can't take it! (Tinkerbell)

To Wynne – Nothing went wrong. I just like to go via the scenic route, that's all. (Ellen)

To Wynne – I don't think it's something "Anyone" can do. Maybe you've got to be a bit "Special" to be given a talent like that, eh? (Ellen)

To M.Polo – Bless you! {One's a wish, y'know. Snowy's hoping you've done it twice by now, being as two' for a kiss.} (Ellen)

To M.Polo – I'm not quite sure where he is – but I wish he was twinkling right next to me! (Ellen)

To Jon – Oh, well, if that was the case, I didn't like it all that much. Think I'll stick with D. O'D. (Ellen)

To The Pink Panther – Nope, all to do with local Government cuts – OUCH! (Kevin)

To The Pink Panther – I surely am, my balls slide ever so smoothly over the green baize. (Kevin)

To Jon – Flippin' heck, what an AWFUL thought! {In other words, no, I'm not;} (Gilly)

To The Whinger – We most certainly did have – hope you did too. (Snow White and Dopey)

To The Whinger – Loved my Christmas card. (Snowy)

To Marco (T.O.H.P.) – Does it? Well, I'm sure that you (if anyone) should know. {Tee hee} (Snowy)

To M.Polo – She CAN'T be, 'cos I've been playing with the sledge. (Dopey) To Matt – That's 'cos I was MORE than cheesed off by the time it arrived on the table. Besides, my favourite's always been a nice bit of Irish Cheddar! (Loobiloo)

To Jon – O'Thank goodness for that. I don't O'Money to anyone either. I just O'A few a letter. (Snow White)

To Jon - Bet Fudge hasn't told you what he did to the dining room curtains yet. has he? (Dusty)

To M.Polo - Dusty the Golden Hamster's MY gold card. He's more than able to be "fieeced" by me - him being long haired an' all that - but don't tell Ellen. (Uncle Horace)

To Jenny - Hope Custard's stopped taking strolls around in the coal shed now. (Dusty and Fudge)

To Damian - Hope things are less hectic now. (Ellen)

To Ro-Wan - Awaiting the next "talkie". (The Witch Of Stanley)

IN TOUCH

WANTED - A C64 KEYBOARD in good working condition. Please contact Dot Vaughan, 104 Tangmere Drive, Lordshill, Solon, Hant. SO1 8GZ

WANTED URGENTLY - a *FULLY WORKING* DISK DRIVE for the Commodore 64 and an Action Reply Mark VI - must be inexpensive. If you have either of these items please contact Damian Steele, Flat 2, 4B Fenton, Southfield Rise, Paignton, Devon, TQ3 2NE, as soon as possible.

WANTED - OLD AMIGA AND PC ADVENTURES - I've recently bought an original AMIGA A500 and a PC and would like to track down some of the old classic adventures for these machines. I'd need original games on 3.5" disk along with any necessary manuals, etc. If you have any suitable games you've finished with, please write to me stating what they are and how much you'd like for them. All letters will be answered (unless numbers exceed three figures!) Particularly wanted: Magnetic Scrolls and Level 9 adventures for either machine. Contact Phil Glover, 43 Ferndale Road, Hall Green, Birmingham, WEST MIDLANDS. B28 9AU

ADDITIONAL SOLUTIONS

The following solutions have been added to the files recently.

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

ALL IN THE DAY'S WORK, CASTLE ADVENTURE (B.Eaton), DOG STAR ADVENTURE, FAMOUS FIVE (C64 version), MUTINY Pt.1, MUTINY Pt.2, PLAN 9 FROM OUTER SPACE, RA'S REVENGE, STAR TREK - THE PROMETHEAN PROPHECY, TODDLER TROUBLE, TRAVELLER (D.Bowden).

NEWSDESK

New Releases from Zenobi Software

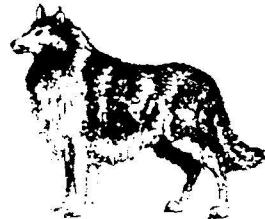
RHYME CRIME by Karen Tyers is a 128K only adventure featuring many characters from famous nursery rhymes. Available for 128K Spectrums (tape & 3.5" +D disc), PC(e) and MAC(e) - price £2.99, Spectrum +3 3" disc £3.99, also Amiga(e) for £3.99, but only £2.99 if you already have the QLDOS disc. Sorry, no Atari(e) version possible.

In ALL IN A DAY'S WORK by Jon Scott you are an FBI agent trying to discover the truth behind the murder of Harry Lumberjack who was investigating a drug cartel. Spectrum tape and +D 3.5" disc, Atari(e), Amiga(e), PC(e) and MAC(e) £2.99, Spectrum +3 3" disc £3.99.

Reviews in future issues.

ANSWERS TO ALTERNATIVE SONG TITLES by DAVID HEBBLETHWAITE (Oct & Nov '96)

- | | |
|--|--|
| 1. Two Little Boys | 19. Baggy Trousers |
| 2. Stayin' Alive | 20. When Will I Be Famous? |
| 3. Sixteen Ton | 21. Fifty Way To Leave Your Lover |
| 4. Sledgehammer | 22. Bat Out Of Hell |
| 5. Walk Like An Egyptian | 23. Money For Nothing |
| 6. We'll Meet Again | 24. The Swords Of A Thousand Men |
| 7. Experiments With Mice | 25. Tie A Yellow Ribbon Round The Old Oak Tree |
| 8. Don't Look Back In Anger | 26. Pack Up Your Troubles In Your Old Kit Bag |
| 9. Concrete And Clay | 27. When You Wish Upon A Star |
| 10. Leaning On A Lamppost | 28. Green Green Grass Of Home |
| 11. Cars | 29. When I'm Sixty-Four |
| 12. I'm Still Standing | 30. Fanfare For The Common Man |
| 13. Always On My Mind | |
| 14. It's Not Unusual | |
| 15. Silence Is Golden | |
| 16. Jam | |
| 17. Bus Stop | |
| 18. How Much Is That Doggy In The Window | |



OBJECTS AND THEIR USES

THEME PARK U.K. compiled by Bernard Wood on an Amiga(e) – also available on Spectrum, Atari(e), PC(e), MAC(e) and C64

Banana to get a ride on the elephant
Carrion to attract leopard, also to lure spider from web
Branch to kill spider, also used as a fulcrum
Vine to get to bottom of well
Spade to dig in various places
Gorilla hide to scare goblin
Bow to fire arrow, also to play fiddle
Arrow to kill gorilla (when poisoned)
Torch to light dark places
Blowpipe treasure
Axe to cut branch, also to open chest
Horn to open door, also a treasure
Knife to cut various things
Lute treasure
Hammer to break things
Reed to breath underwater
Fiddle to open door, also a treasure
Tusk treasure

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

Key unlock chest
Bag carry all
Shield slide down icy slope
Sword heat then break for crystal shard
Purse contains coins to pay driver and buy book
Jellybabies give to Bluebottle
Coal rub face then give to guard
Paper map with message from grandad
Vine tie to tree stump
Broken arrow unscrew tip for diamond
Boat hook unhook funnel from trough
MD gun detects and kills Nerk
Diamond ammunition for gun
Crate stand on it for extra height
Pass card show to boat keeper
Nail pick lock in mill
Crystal ammunition for gun
Funnel screw to end of gun
Teapot rub to free Eccles

GETTING YOU STARTED

CASTLE WARLOCK played by Barbara Gibb on a Spectrum – also available on an Amstrad

Start in forest glade. X (dead) GUIDE (now have piece of paper), READ PAPER (see word "levite"). S, TAKE FROG, X FROG (looks almost human!), KISS FROG (turns into a handsome prince before your eyes – he goes off in a huff and a cloud of dust), E, SE, S, W, S (in hut), X BLANKETS, TAKE COIN, N, E, N, NW, W, N, N, N, NW, NE (rear of castle), TAKE GARLIC, CLIMB CLIFF (small cave), X SKELETON, MOVE SKELETON, TAKE (finger) BONE, D, SE, SW, N (courtyard), X WELL, DROP COIN IN WELL (note what the voice says), N (gatehouse), WHISPER LEVITE (didn't quite catch that), WHISPER LEVITE (this time the doors grind slowly open and you can enter the castle), DROP PAPER (not needed again), N (south end of great hall), N, E (chapel – note crucifix for later), N, E (kitchen)

DISCWORLD played by Peter Clark on a PC

Act One – Open wardrobe, get the pouch and go to the Arch Chancellor's Office above the Library. He informs you that you need the Dragon book from the Library. Get the broom from the closet and go back to your room. Use the broom on the luggage on top of the wardrobe. Get the banana and give this to the librarian. Take the book to the Arch Chancellor and he will ask you to find an imp, a heavy duty iron vessel, a metal coil, a staff of thaumaturgy and some dragon's breath with which to make a dragon detector.

Go to the University Dining Room and use the broom with Windle Poon's staff. Speak to the apprentice outside the University to find out how to open the gate. As you walk, a frog will jump out of your mouth

MAROON played by Richard Batey on a PC

STARBOARD, AFT, GO COMPUTER SCREEN, READ SCREEN, GO FORWARD, GO FORWARD, GET LAMP, STARBOARD, DROP LAMP, GET SPACE-SUIT, AFT, AFT, DROP SPACE-SUIT, PORT, FORWARD, PORT, GET BADGE, FORWARD, STARBOARD, GET LASER GUN, PORT, GET LOG, READ LOG, DROP LOG, AFT, UP, FORWARD, GET FOOD PACKET, FORWARD, STARBOARD, SHOOT STEEL BARS

A MIDSUMMER DAY'S DREAM Pt. 1 played by the author, Peter Clark, on an Amstrad 6128 disc – also available for Spectrum 128K only, and Amstrad tape as "Pirate Problems"

When you start, you have in your possession, a gold coin. Go NE from the start to the Gully then S to the End of the Gully. Examine the rubble then kick it. Get the stone which falls down. Now return to the Grassy Bank where you started.

Go N then W to The Pond. Throw the stone in the pond. There is a random factor here but the stone will fall in the pond if you keep at it. A frog then appears and casts a Sparrow Spell on you. Go W and climb the tree. At the top, wave your arms. You will fly across the tree tops and land outside an Inn.

Enter the Inn. You will not be permitted to move from the bar until Blind Grue enters. Talk to him and buy him some ale when he requests it. He will give you a Spy Glass

**MUTINY Pt.1 played by David Hebblethwaite on a Spectrum (128K only)
– also available on Amiga(e), PC(e) and MAC(e)**

I (you have a map), X MAP, READ MAP (writing in the corner), READ WRITING (you can't), TALK TO ALQUITH, WAIT until Alquith leaves, X CHIMNEY (find a tinder box), GET BOX, X WALLS (hollow), PUSH WALL E, PEER THROUGH CURTAIN, S, X TABLE (see a candlestick), GET TAPER (stuck to the table), N, W, NW, X COOK, SEARCH APRON (find smelling salts), REVIVE COOK, GET KNIFE, X KNIFE (blunt), SE, E, S, CUT TAPER, GET TAPER, W, S

PROSPECTOR played by Walter Pooley on a Spectrum

You start with only \$10 in your possession, so one of your first problems is to get enough money to buy the necessary equipment.

From the start, SOUTH, EAST (into store), BUY CANDY, EAT CANDY, WEST, NORTH, EAST, SOUTH (to the town rubbish dump), GET NAILS (in the empty candy box), GET BAG, UNWIND BAG (you now have a long piece of string), NORTH, WEST, SOUTH, SOUTH, SOUTH, EAST (into barber's), GET RAZOR, WEST, WEST (into blacksmith's), GET BAR, SOUTH (into stable), SEARCH STRAW (to find a hammer), GET HAMMER, EAST, EAST, EAST (to the fire station), TIE STRING (to fire bell cord), NORTH (to hide in the bushes), PULL STRING (to sound the fire alarm – the sheriff leaves his office and goes in the fire station), SOUTH, UNTIE STRING, WEST, WEST, NORTH, NORTH, WEST (takes you into the sheriff's office), GET HAT, THROW HAT (through the window into the street), EAST, GET HAT, SOUTH, SOUTH, SOUTH, WEST (back in stable, now you have to be a horse thief), STEAL HORSE, EAST, RIDE HORSE, NORTH, NORTH, NORTH, NORTH, EAST, EAST

SPACE QUEST 4 played by Barbara Gibb on an Amiga

From the start, walk off the screen by carefully clicking on the top edge of the rubble at the extreme left side of the screen as you look at it. Look at the surface transport via the eye icon, search it via the hand icon. Still using the hand icon, click on the glove compartment at the right side of the insert, then click again with hand icon to pick up the Pocket Pal portable terminal (i.e. computer).

Walk east twice via the bottom right edge of this and the next screen. Pick up the rope (the white bit at the bottom centre of the rubble).

Leave here via the top left edge of the screen. Walk to behind the steel support in the centre of the screen. Select the briefcase icon at top of screen, then shooting arrow, then rope – the cursor should now be a green rope. Whilst still hidden behind the steel support throw the rope into the road – the rope should form a loop on the road. Place the hand icon on the loop so that when the "cute mechanical bunny" lands inside the loop you can pull the rope by clicking the left mouse button. Examine the bunny and extract the portable power pellet.

Walk to the grating nearest the steel support. You will automatically lift it and go down into the Sewer Maintenance Office, a point of no return. Pick up the jar from the desk. Search the blotter so that you automatically press the button under it – note details of the hologram's message as you get only one chance. Open the hatch to the left of the screen and enter the sewers

RETURN OF THE WARRIOR played by Dorothy Millard on a Spectrum – also available on Electron and BBC

Start on a deserted beach. W (rock). GET NET. EXAMINE NET. ENTER CAVE. EXAMINE DEBRIS. GET BOTTLE. EXAMINE BOTTLE. GET NOTE. READ NOTE (game written with The Quill). DROP BOTTLE. DROP NOTE. E. E. E. ENTER CAVE. EXAMINE BARRELS (contain rum), S, NET LANTERN, DROP NET, N, EXAMINE DRAWING (of a giant bird). N, S (to dunes), S, S (into wooded area), S, S

STALAG 23 played by Dorothy Millard on a C64

You start in front of Hut #1. N, E, GET CIGARETTES, W, S, W, N, N to North Edge, GET PAPER, READ PAPER (it's a note telling you to contact the resistance). E, E (make a note of where the tin can is for later), S, S, S (you are between Huts #5 and #6 and a guard will search you, but as you are carrying nothing suspicious he will leave), N, E (you are in front of Hut #2 – a tall man tells you to talk to Johnson in Hut #4), W, W, W, S, S, W, N, W (you are in Hut #4), TALK COLONEL JOHNSON (he tells you to get a false identity and to talk to Bushell in Hut #6), GET WOOD, E, S, E, E, E, N (into Hut #6)

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

Start in Ante-natal Clinic. I (carrying nothing), E (bounce prevents you), X BOUNCE, X APHRODITE, TALK TO APHRODITE, X MIRROR (see you reflection – note details), X HAIR (see a rolling pin), TAKE PIN, HIT APHRODITE (with rolling pin – she regains her memory), TALK TO APHRODITE (note the bouncer asks her to take his pulse), SAY APHRODITE PULSE, YES (bounce runs off), X WALL (a brick is loose), TAKE BRICK, X BRICK (made of bone china – do not drop it).

E (okay now bouncer gone), N (Temple of the Lost – note you can see Kevin's trousers), X TROUSERS (receipt falls out as Kevin runs off), TAKE RECEIPT, X RECEIPT (note number), DROP RECEIPT, X GEOFFREY, TALK TO GEOFFREY (he has lost his glove puppets), TAKE CARD, X CARD, N (The Moors), X NETTLES (see some gloves but can't get them at the moment), LIFT SOD (of grass – find an oyster), OPEN OYSTER (can't yet), N (Grand Canyon), X FLINTSTONES, N, N, N, W (The Archway), X STATUE, READ INSCRIPTION, SW (Easter Island)

THE TREASURE OF THE SANTA MARIA played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

Start in street outside estate agency. I (carrying nothing, wearing jeans), SEARCH JEANS (find card), X CARD, SEARCH JEANS (find paper), X PAPER, READ PAPER (V. IX. VI. III – 5963), W, N, INSERT CARD (it is likely to be "temporarily off-line – repeat input or L until successful), 5963 (£50), DROP PAPER, TAKE NOTE, S, E, N (estate agent's office), PAY AGENT (given key).

S, E, E, E (Alsatian bars way), X DOG, W, W, N (inside butcher's shop), TAKE BONE (need 20p), L until estate agent catches up with you and gives you 20p change), BUY BONE, S, E, E, GIVE BONE, E (by front door of cottage), UNLOCK DOOR, W, SEARCH GARDEN (find carton of Christmas decorations), TAKE CARTON, SEARCH CARTON (find cracker, candle and stocking), DROP CARTON, GET CRACKER,

HINTS AND TIPS

ARROW OF DEATH Pt.1 played by Ron Rainbird on an Atari 800XL – also available for most other computer.

Turn Coat of Arms more than once.

Open pillow.

The beggar requires Alms.

The Glass Orb needs to be rubbed – in certain circumstances.

Have a rest in the Forest.

After paying the Ferryman, take another rest.

Free the Slave of his chains.

Drug the Giant's Broth.

Ride the Flume until the beach is seen.

Pluck the Eagle's feathers.

Examine the Dwarf's body – then search the village.

Wear spectacles to read the book.

Sacred Willow is in the Marsh.

Throw something silver to distract Guardian.

Get the willow branch.

ASTEROID played by Barbara Gibb on an Atari

Re-charge the blaster in the recess. Fire the blaster at the containers to find a cannister.

At the docking bay, open door with the computer.

To get the blaster passed the sensor – put it into the mattress. Examine the mattress to retrieve the blaster.

To open the mesh at the end of the corridor – drop the corpse, stand on the corpse and turn the screw using the coin.

To enable you to have a soft landing, drop then push the mattress into the shaft.

Shoot the alien with the blaster *before* you leave the elevator.

Press the button in the briefing room to activate the gravity shaft.

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

Put dagger in depression in marble slab then rub it.

To kill Lizard King – all join hands then think hate, think dragon.

Insert Hand into hole to find gold.

BEYOND THE DARK MIRROR played by Barbara Gibb on an Amstrad

The grate holds a two-in-one object.

The Elf will give you an eternal torch (your light source) when you give him five special items.

Look behind the altar.

Put the ladder down the well to help you find a coin.

The guard has a funny idea of what to wear on his head – I'd have eaten it!

Wear the cotton wool as earplugs.

The chocolate and mince pie are red herrings.

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

Give the sad rag doll to the clockwork soldier.

Lower the flag in the deserted courtyard.

Use the king's undies to stop you from suffocating when you search the nappies.

Search nappies twice and wear the suit that you find there.

Carry the wand and say DOBBIN to move the wooden rocking horse.

Ride the tricycle to get into nanny's bedroom.

Repair mirror with the piece of glass.

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

Part One

The contents of the jar are very interesting – but be careful what you do with them, you can't put them back.

The vine can be used to restrain the portcullis.

The graffiti is a clue – you need the knife and truncheon.

Say a magic word to be transported from Merlin's room to a secret room.

To finish part one, give five special items to Merlin.

Part Two

Turn a hook and say a magic word to be transported to a secret room.

To get the goblet – leave something of equal weight in it's place.

You can only enter the stone circle if carrying a particular object, and leave by saying a magic word.

Change your clothes for something a bit more comfortable – then find 5 one pound coins.

The prescription will cure your affliction.

CUSTERD'S QUEST played by Edwina Brown on a Spectrum

Give dragon the treasure.

Don't worry about being hungry, it is just a joke.

When reaching Desolation of Dragon type any direction until you are told "your time is up".
Do this also after freeing princess.

Wave rod to cross ravine.

Give watch to time beast.

Throw bomb at evil green door.

Throw axe at chandelier.

Drop photo and then pick it up again.

Wait and the king will appear.

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

Part Two

Identify yourself to the harp to know how to proceed.

One of the creature you helped in part one can help you obtain the box, and another will open it for you, and a third will take you to the top of the NE Tower.

Hide somewhere when you hear Black MacMorna approaching.

The harp will change into Grainne when you kill MacMorna. Take Grainne inside your cloak then button it to be transported to the forest glade near your house.

FOUR MINUTES TO MIDNIGHT played by Walter Pooley on a Spectrum

General

The biggest problem is food. You can't carry it with you, but there are five locations where food is available, so note them on your map so you can head for the nearest one when hunger strikes.

Some of the problems can only be overcome with the assistance of other member of your party.

A further problem is the size of the party. There are five survivors to enlist into your party, but it is only safe to move around with four at a time. If you try to move all five at once, someone is liable to wander off and you will never complete the adventure.

HOBBLE HUNTER played by Barbara Bassingthwaight on a Spectrum

Give wrinkle weed to Elmaron – he gives you an Earthquake Spell (you need it at the end of the game).

If the pony get hungry, give him the apple.

You only get one chance to kill Mildu. When you open Mildu's coffin, you need the pony with the horn tied to its head.

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

PART ONE – CANBERRA

To get the water jet working you will need a rock to break the padlock on the shed.

The miserable individual in the pub is your key to getting more film for the camera.

Open the container using the nail file and take the watch to the police station for a tour of New Parliament House.

PART TWO – TREASURE HUNT

Fold the paper to make first a plane then a boat. Fly it across the river.

The yellow plastic spade is used twice but remember it isn't very strong.

Use the net to get the plastic bag then use the plastic bag to get the watch safely across the river.

It isn't possible to carry the golden fish in the bucket across the river – you must go another way.

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

If you rig up the "mechanism" correctly the cannonball will take a few moves to roll down, giving you enough time to enter the courtyard before the drawbridge is raised.

The keypad at the rocky confine needs the answer to the question on the note. It is one of 5 random questions, and all the answers are on the leaflet found on the cliff ledge.

Don't jump off the cliff ledge unless you are feeling "lucky".

The other door in the "ruby" section can only be unlocked using a crystal key. This is found in the "opal" section, but you will have to learn how to operate the lift to reach it.

IMMORTALITY RULES OK played by Barbara Gibb on a Spectrum

To get some money – check out the dustbins and then go to the post office.

You have to oil the door to get into the town hall.

You need four number in order to open the safe deposit box in the bank.

The first number is found on the unlocked swings – translate it from the Roman.

In the Bookshop – read the sheet to find something useful.

Wear the scarf if you want to talk to the fan outside the stadium.

You can only dig on the construction site if you are smoking a cigarette.

Be a litter lout to be arrested and put into jail.

When in the cell – examine the paper found here for the second number, then make a hole in it and LOOK HOLE to see the third number.

Put some pills into a burger then feed it to the dog.

The fourth number is on the calendar.

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

- After Mother throws beans out of window do as she tell you
- To sharpen axe – dip it in the barrel then use the large stone
- Feed the bird and it will drop something you need.
- Open sesame will get you through the luminous wall.
- At giant's castle – wear ring and crawl under the door.
- Examine the rubbish tip to find gold chips.
- To become an expert with the pogo stick – read the book thoroughly.
- Be sure to climb the tall tree.
- Use the grappling hook to climb into the giant's bed.
- Don't go down the chute when carrying the bed bug as it will get stolen.
- The bug will get rid of the dragon.

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

- Fill the chalice with wine and give it to the thief.
- Use the Minstrel's words before getting the herbs. look under Luxovious' Altar and deposit the herbs.
- To talk to the druid. hold the conch at Kzmu's location.
- Search the poppies and wake someone to guide the man to his brother.
- Finally, throw the mistletoe when all the druids are gathered.

LASKAR'S RETURN played by Barbara Gibb on a Spectrum – also available on an Atari(e), Amiga(e), PC(e) and MAC(e)

- Look behind the stalagmite in the cave
- Search the resin and coat your hands before you drop the tin.
- Throwing objects is permitted, especially in one particular location.
- You need the sharpened knife in order to cut open the packet of poison.
- Do not pick up the crate until you have prepared the ground.
- The greasy rope will help you turn the wheel.
- To get safety across the fissure – swing on the rope, then release it.
- Search the path on the far side of the fissure.
- Look under the shed. Do not push the log – think of another way of moving it
- It is beneficial to wedge the window open before entering the shed.
- There is one important object inside the shed



LAST BELIEVER played by Barbara Gibb on a Spectrum – also available on an Amstrad

When outside "the house without an entrance" remember the inscription on the statue.

You need the coffin from the cellar and the plank from the grocer's shop to help you cross the lake.

Wear the boot in order to climb the oak tree.

To break the orb, you must be wearing the boots.

Cut the thick undergrowth (using the glass fragments of the orb) to reach a clearing.

In the dark passage in the Mayor's house – HIT DOOR to access the dungeon.

Wear the gloves *before* examining the body.

Throw the berries at the plant at the entrance to the garden.

Use the magic candle to PLUG POT WITH WAX. You can now fill the pot with water.

MADCAP MANOR played by Dorothy Millard on a Spectrum

You can only carry three objects, the clothes you are wearing and anything else worn.

Don't ride the bicycle as the tyres and brakes haven't been checked and you will only finish up in the lake.

Do not drop the open tin of dog food as it isn't possible to pick it up again.

Pushing the bell pushes located throughout the manor will summon the servants. If you get a message and no one comes, just keep trying.

After pushing one of the bell pushes it will take 25 moves before someone will come again for *any* bell push or when you blow the whistle to call the dog. Note if you type, for example BUTLER HELP, this will be reduced to 8 moves.

If you leave by the front door *before* unlocking the back door you will see the message "Tradesmen and Intrepid adventurers use Rear Door" on the front door and will be unable to re-enter because the back door is locked.

If you unlock the door north of the secret passage from the Billiard Room you will release the Mad Relative and will find dead bodies throughout the manor.

You can get the starting handle to start the Rolls Royce but don't be tempted to drive it as you will only die.

MOONBASE III played by Barbara Gibb on an Amstrad

At the start – move the dust to find a scanner.

Moving more dust in another location will reveal an important object.

Climb into the crater with the pole.

When at the dead end, SCAN the wall to see a hint – need scanner, of course.

The magazines are a red herring, but the rubble is hiding something.

Insert the glass rod into the dome, then place your hand on the dome

OUT OF THE LIMELIGHT played by Barbara Gibb on a Spectrum – also available on an Atari(e), Amiga(e), PC(e), MAC(e) and Amstrad

Steal the pincette but pawn your cane.

Befriend Ralph but don't let the pawnbroker see him with you.

After overhearing the pawnbroker's conversation regarding the price of the cane, instruct Ralph to buy it.

Use the cane to force the door of the coach, and to hook railings.

When outside your lodging – read the notice and tell Ralph to climb through the window and open the door.

Some paper is in the drawer of the desk.

The typewriter ribbon is in the box on the shelf – you need the stool to reach it.

You need the pencil to help you insert the ribbon into the typewriter.

There is a stamp on the painting – you need the pincette to get it.

Type the letter, then the envelope. You need help to seal the envelope and apply the stamp.

The lady at the ticket office can help you regarding the mailing of the letter.

Ensure *you* have a rail ticket. Ralph has to accompany you so make sure he is not seen by the ticket collector.

Raise the blinds in the carriage. X WINDOW to see the countryside and repeat the command until you see Creighton Village. Pull the cord so that the train stops.

PRISONER OF ICE played by Steve McLaren on a PC

You will need to record an incantation from Bjorn Hamsun then you can Defeat the prisoner.

In the hold – to walk across the Ice you will need to wear some special shoes.

When you are in the Surgery – carefully look on the table. You will find an item of importance to use later in the adventure.

When Sears sends you back to the Submarine – take the Cable and use cable on Bar. then you can walk cross the ice by holding onto the cable. Open the floor chest and take the Objects and put them together.

RINGS OF ARTEK played by Barbara Gibb on an Amstrad

Buy a talisman with the bag of gold.

Climb onto the pedestal in the temple to be transported.

Give the three witches a flower. They will give you a charm which will protect you from Smyrna.

Artek should give you a clue concerning the door without knobs or locks.

You can pass through the wall of flames if wearing the bracelet to reach a pedestal which will transport you to a high plateau.

The "password" to enter the tower is written on the wall of the temple

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

Insert handle from toilet door into well and turn it.

Link paperclips then bend spare one. now you can get key.

To get past dog – drop flower, press play on Walkman, then drop Walkman.

At crossroads – turn sign so that it point west.

Throw water at giant then hide in bushes.

Drop mouse by elephant. Examine grass to find biro.

Tear coupon from box and fill it in. Take coupon to huge foot, drop it and wait. Go to red postbox and post coupon. Return to living-room and sit in armchair until butler arrives.

SHADOWS IN THE NIGHT played by Dorothy Millard on a C64

Once you have the code you can type on the black box to disable the forefield.

The long pole opens the trapdoor to the attic.

Use the pot plant to get the small key.

The remote control opens the outline of a door.

The exit is through the garage when all photographs have been taken.

SIMON THE SORCERER 2 played by Barbara Gibb on a PC

To get the Joke Book from the Joke Shop – wait until the Joke Seller puts on the Monkey Mask.

The Ironmonger will give you a Crowbar if you can help him out.

To Dye the cloth – use dye in the fountain then use cloth on basket.

Before taking the Turtle- make sure you are wearing some rubber gloves.

TRANSPO '95 played by Barbara Gibb on an Amstrad (disk only) – also available on the Spectrum (128k only)

Part Two

At the start, go down the staircase and wait patiently until a figure appears. Talk to the Guardian and note what he needs in order to help you return home.

Examine both side of the token and note details.

Check out the driveway and shrubbery. You will have to buy the map at the Ministry of information.

The token and map will give you the information needed to use the Flashway Tube to travel around. Go first to Urbania.

Check thoroughly the CD Rom disc in the Library and remember the title.

Examine the computer in the Library for a special message for Amstrad owners.

Note the carving on the altar: Your second destination is Mercia.

SERIALIZED SOLUTION

SHERLOCK HOLMES – CONSULTING DETECTIVE

Solution by Philip Reynolds on a PC

VOLUME ONE

The Mummy's Curse

The case we are investigating is that of the murder of three archeologists previously digging in the Egyptian, Katebet Tomb: Andrew Weatherby; Ebenizer Turnbull; and James Windibank. What make this case so interesting is that all three men were killed after all doing that same excavating job, but they were all killed in different surroundings. Andrew Weatherby was killed on the journey home from Egypt on the ship Eastern Empress, Ebinezer Turnbull was strangled in the tomb itself, and James Windibank was found dead in the British Museum in London. Reading Article 1 in Column 1 on Page 2 of the April 12th edition of The Times tells you about the murders in London and on the ship, and Article 1 in Column 1 on Page 2 of the March 5th edition tells you about the murder in Egypt.

The first thing to do is to visit the one murder scene that is easy to get to, that of James Windibank, in the British Museum. There you must speak to the museum's curator who will give you one very important clue. He tells you that looking at the mummy it is immediately obvious that the three pieces of ancient bandage found on the three dead bodies did not come from it. This is because its bandages are completely untouched and intact. What you should do next is to look back at the three murders and their locations. If you think about it, the three murders are all in different places so whoever the murderer is must have visited those three places with the excavators. What's more, because one of the murders was on the ship, whoever murdered James Windibank must have been on that crossing and close to others at the same time. Because of this fact send the Baker Street irregulars down to Jardine Shipping Co. to get the passenger list.

Now you have the list, look at Page 2 of the March 5th edition of The Times and find Column 2, Article 3 for the list of ship departures for the day of the first murder. Looking down the list of departures you will notice that the Eastern Empress was docked at Calcutta at the time when Turnbull was murdered, this eliminates any of the ship's crew from the investigation.

In the March 12th edition of The Times the article about the murder of Weatherby includes the names Captain Ramsey and Luther Tenny who investigated the murder on the ship. Captain Ramsey will be of no use as he just had Luther Tenny do the investigation, so go and visit Luther Tenny who will give you an account of the murder. Now go to see Jasper Meek who will tell you that whoever strangled the three men must have had extremely strong hands to do so in order to crush their necks, also go and see HR Murry at the criminal science lab.; he will tell you a little about the scenes of the crimes. Firstly he will confirm that it certainly wasn't the bandages that were used to strangle the three victims; he will also tell you that there were traces of monkey hairs on one of the bandages and dog hairs on one of the others.

Now it's time to rule out some of the people on the passenger list. Firstly you can rule out the Arabs and the Fenwicks completely as they seem to have no links with the case whatsoever and you can also rule out the three murder victims

Anthony Uruburu can also be ruled out as he has no connection with two of the victims, so you have reduced the list of suspects to two: Clarissa Weatherby and Philip Travis.

Go and visit Clarissa Weatherby and you will notice that when she tries to open the toffee tin she can't do it. This shows that she could never have had strong enough hands to strangle three fully grown men. You are now left with only one viable suspect so obviously it is now time to pay a visit to him, Philip Travis. When you arrive at his abode you immediately see many things that point to him being involved in all three murders. Firstly, he keeps on waffling on about the Egyptian curses as he did in his newspaper reports and generally trying to put you off the trail. You will also notice that in his room there is a mummified monkey, this should immediately remind you of the monkey hairs found on the bandages.

Finally you just need to check on the motives for the crimes. A visit to London University points to the fact that Philip Travis had an argument with Windibank, then took it extremely personally when Weatherby was chosen to go on the Katebet Tomb excavation instead of him. A visit to the London Times reveals that Travis was the reporter in Egypt who covered the murder story there. You know that Travis was at each of the locations because: For the first one he was the reporter and tried to stir up the public into thinking it was some sort of cursed mummy who did the dreadful deed. At the second murder, on the ship, you know he was there from the passenger list and you also know he had an argument with Windibank, and finally, for the third murder, we know he had definite access to the museum where the last body was found.

You now have all the evidence that you need, so it's time to take your findings to the judge.

Q: Who killed Ebenezer Turnbull?

A: Philip Travis.

Q: Why?

A: Turnbull publicly lambasted Travis after his criticisms of the Katebet excavation.

Q: Who killed Andrew Weatherby?

A: Philip Travis.

Q: Why?

A: Travis was getting revenge after Weatherby was chosen to go on the Katebet excavation instead of him.

Q: Who killed James Windibank?

A: Philip Travis.

Q: Why?

A: Because the professor didn't choose Travis to go on the Katebet expedition.

(Next month : The Mystified Murderess)



SOLUTION OF THE MONTH

THE SONG OF TALIESIN

Written by Dennis Francombe

Solution by Barbara Gibb on a Spectrum

PART ONE

Start in Ceridwen's Cave. I (nothing), X CAULDRON, X ARWAN (trying to say something), LISTEN (told you are in fact a grown man, and to return to your true form you must find the Spell Bond), X CAULDRON, E (can't), N (can't), CLIMB TABLE (note footprints in dust), X FOOTPRINTS (confirms your true status), CLEAN TABLE (see word), READ WORD (note response), X BED, TAKE JERKIN, X JERKIN, WEAR JERKIN, SAY SENZA (to de-activate spell so that you can now go north and east), E (Ceridwen's Retreat), TAKE CRYSTAL (can't), X WALL (find small door), OPEN DOOR (find KNOB), SLIDE KNOB (now have crystal), X RECESS, TAKE BOOK, X BOOK (Spell Book - note details for use), TAKE BROOM, X CAT (will appear from time to time), W, N (head of valley).

W (beach), N (outside Aranrod's fortress), N, X ARANROD (note lifeless crystals), GREET ARANROD, GIVE CRYSTAL (Aranrod regains her power and asks you to bring her the Cup of Lyr full of blood of the Black Witch), S, S, E, E (outskirts of Cwmbyr), E (okay if given crystal to Aranrod), N, X ELEN, GREET ELEN, S, S (stable), X GWYN, GREET GWYN, SEARCH STRAW, TAKE DAGGER, WEAR DAGGER.

N, NE, NE (clearing), SWEEP LEAVES (reveal a hole), DROP BROOM, X HOLE (fall in). You can DIG and DIG again, and again, but it won't get you anywhere but into a bigger hole. Instead SHOUT and SHOUT (a jovial fellow appears, but when he attempts to pull you out he also falls out), X EDGAR (note description), STAND ON EDGAR (who helps you out of the hole). You see his donkey laden with wares. X DONKEY (now have a rope). SEARCH WARES, TAKE BOTTLE, X BOTTLE (full of REP-L liquid), TIE ROPE TO TREE, THROW {end of} ROPE IN HOLE (Edgar hauls himself out and transforms into Aranrod who points to the ground), X GROUND, TAKE PAPER, X PAPER, READ MESSAGE, PUT HG IN BOOK.

SW, SW, CAST HG SPELL (you cast no shadow, i.e. invisible), E (okay if cast spell). Now inside House of Wynac. TAKE ALL (bow and quiver of arrows), W, S (back at stable), X QUIVER, LOOK IN QUIVER, TAKE PHIAL (of antidote), POUR PHIAL ON WOUND (Gwyn is cured and will now help you), GIVE BOW TO GWYN, GIVE QUIVER TO GWYN, SAY GWYN "FOLLOW" (speech mark needed).

N, NW (you should be passed by a group of children guarded by soldiers), SE (village green), GREET ELEN (says Lyr has her son Emrys, she gives you a cone of thread), S, NW, N (outside castle of Lyr), X GATES (open if children returned to villagers), ENTER (Hall of Audience - see the tyrant Lyr), X LYR, GREET LYR (you are thrown out of hall).

S, W (forest where a little red bird sits beside the northern track), N, E (meet goat), X GOAT, THROW JERKIN AT GOAT (okay if Gwyn is with you as he throws the goat over the precipice - but when you look you only see a black cat), TAKE JERKIN, WEAR JERKIN.

D (Gwyn says he will stay at the top), D, E (inside hut), X PLATFORM (cable disconnected), TAKE end of CABLE, INSERT CABLE (can't), TIE THREAD TO CABLE (need cone of thread), INSERT THREAD, PULL THREAD (so cable is in position), CONNECT CABLE, I (note you have an empty cone), X CONE (see AXS spell), PUT AXS IN BOOK, W, U, U, W (Gwyn is with you again).

N, N (plateau), CLIMB TREE, X BRANCHES (white with bird droppings), WAIT, WAIT (this time a dove perches nearby), CATCH DOVE (okay if *wearing* the jerkin), D, SAY GWYN "FOLLOW", W (by crack in Bare Mountain), X CRACK (entrance protected by a spell-bond), CAST AXS SPELL (spell-bond now lifted), SAY GWYN "SHOOT GUARD" (he must be carrying Wynac's bow and arrows), ENTER (to a rock chamber), X STALL (see T-shaped rod), TAKE ROD.

E (back on plateau), X ROCKS, LOOK UNDER ROCKS (reveals a hole and a snake which, as it emerges, grows to a huge size), THROW BOTTLE AT SNAKE (it vanishes up its own tail and a black cat runs off), X HOLE, INSERT ROD (into hole), TURN HANDLE (of rod), SAY GWYN "TURN HANDLE" (so the cage in rock chamber opens, freeing Emrys), TAKE EMRYS (given a bone in gratitude), X BONE (see a spell), PUT ALP IN BOOK.

E, S (Emrys is too heavy for you so Gwyn carries him on his shoulders), S, E, CAST ALP AT GWYN (who develops the feet of a mountain goat), D (this time Gwyn is with you), D, E (if Gwyn and Emrys are present, a black hawk dives towards you), RELEASE DOVE (it distracts the hawk, and if Gwyn has the bow and arrow he fires at it, once again it results in a black cat loping away). E (back at hut), X WINCH, MOVE LEVER UP, STAND ON PLATFORM, X PLATFORM (note what it says - needed to start part two), SAY GWYN "TURN WHEEL" (he do so, and you travel into the mist on the top of Bare Mountain. You are attacked by a band of imps and robbed of all your possessions).

END OF PART ONE

PART TWO

Start on Bare Mountain. X LIGHT (it is Aranrod who asks you the name of the Engineer of Caerlyr). SAY DAGDA (correct, so she gives you your jerkin, dagger and grimoire), TAKE DAGGER, TAKE BOOK (jerkin isn't needed), LOOK IN BOOK (see TX2A and OTIS spells), X ROCKS, LOOK UNDER ROCKS (find hole), X HOLE (narrow, has key at the bottom), NW, D (witch-hole), X FUNGUS, TAKE FUNGUS (need dagger), U, I (fungus has turned to a sticky blob), SE, PUT BLOB ON DAGGER, INSERT DAGGER INTO HOLE (it doesn't reach the key and as you extract the dagger the blob turns to dust, so you can't use it again), NW, D (witch-hole again), TAKE FUNGUS, U (now have another sticky blob).

E (as you enter a crowd of red devils bump into you, stealing your dagger, and you give chase). You arrive at the witch-hole just in time to see them eating the fungus from the lower part of the walls. They disappear, but something is dropped by one of them. LOOK D, TAKE BASKET, U, X SHAPES (see a woolly hat lost by one of the red devils), TAKE HAT, X HAT, SE, UNRAVEL HAT (now have knitting wool), PUT BLOB ONTO WOOL, INSERT WOOL INTO HOLE (you now have the key).

W (hear muffled call from the northeast), NE (the ground opens and you fall into the Crack of Doom. You see Gwydion the hunter), X GWYDION, GREET GWYDION, HOLD GWYDION (he objects, then agrees), CAST OTIS SPELL (both of you are lifted out of the crack which now closes). Gwydion gives you a horn in gratitude.

LOOK IN CRACK (find your dagger). TAKE ALL (horn and dagger). X HORN. X SLING (see REND spell). PUT REND IN BOOK. N. D (witch-hole). X STEPS. TAKE RLS SPELL. PUT RLS IN BOOK. UNLOCK DOOR (need key from hole - note it is dark beyond the door). TAKE FUNGUS (can't reach it now the red devils have taken all the lower-growing fungus). STAND ON STEP, FILL BASKET WITH FUNGUS.

S (Black Cavern - need basket of fungus as light source). X LINE (see image of witch beyond the line), X WITCH. CAST REND SPELL (dispels illusion). X PEDESTAL. X CUP. TAKE CUP, X ALTAR, X SYMBOLS. LOOK U (see slab and witch), X WITCH. GREET WITCH. BLOW HORN (Gwydion appears and attacks the witch), CAST RLS AT GWYDION (who grows in size, grabs her, places her on the altar and lowers the slab so her blood runs from the spout), TAKE CUP (you automatically fill it with blood), CAST TX2A SPELL (to be transported to Caer Aranrod), GIVE CUP TO ARANROD, LOOK IN CUP, PUT FIN IN BOOK, S, S (beach).

CAST FIN SPELL (you can now breath under water). You are now in Drowned Kingdom. I (still have book), W (gates closed), SWIM OVER GATES (now in a drowned street of ruined buildings), W (you'll never get passed the shark), N (entrance hall), SEARCH DEBRIS (find large piece of masonry), TAKE MASONRY *before* X DEBRIS, PULL TAIL (now have a rope), U (gallery), X GALLERY (see pile of musical instruments), X INSTRUMENTS (now have a rebec and a bow). DROP REBEC. SEARCH INSTRUMENTS (find something). I (now have a tuning fork).

U. CAST FIN SPELL (now at top of tower), X CHEST, PUT FORK ONTO CRYSTAL, HIT FORK (the sheet of crystal is shattered). OPEN CHEST (pentacle won't let you). TIE ROPE TO MASONRY, THROW ROPE OVER BEAM, X ROPE, SWING MASONRY (hits wall and cracks appear), SWING MASONRY (this time the beam demolishes the pentacle and the chest opens), LOOK IN CHEST (empty!). LOOK UNDER LID. I (you now have the BOND spell - you also still have the tuning fork and rebec bow), PUT BOND IN BOOK.

CAST FIN SPELL. D. D. S (caught by a tentacle). Now in a Lair. SHOOT FORK AT EYE (need rebec bow and tuning fork), X LAIR (too dark to see). FEEL AROUND (find hole in roof), U (back in drowned street). SWIM OVER GATE, CAST FIN SPELL.

E (head of valley - see black cat), S (cat prevents you). CAST BOND AT CAT. S (Ceridwen's cave), GREET CERIDWEN, THROW BOOK IN CAULDRON (Ceridwen falls into the fire as she tries to grab the book: drops of liquid from the cauldron splashes onto your face and you change back to a man).

E. E (village green), N (Inn), SAY GWYN (told he lives in House of Wynac), S. KNOCK ON DOOR (meet Elen and Emrys). X EMRYS. X ELEN. GREET ELEN. Gwyn enters and says you have gained the title of TALIESIN OF THE SHINING BROW, BARD OF CYMRU.

THE END



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