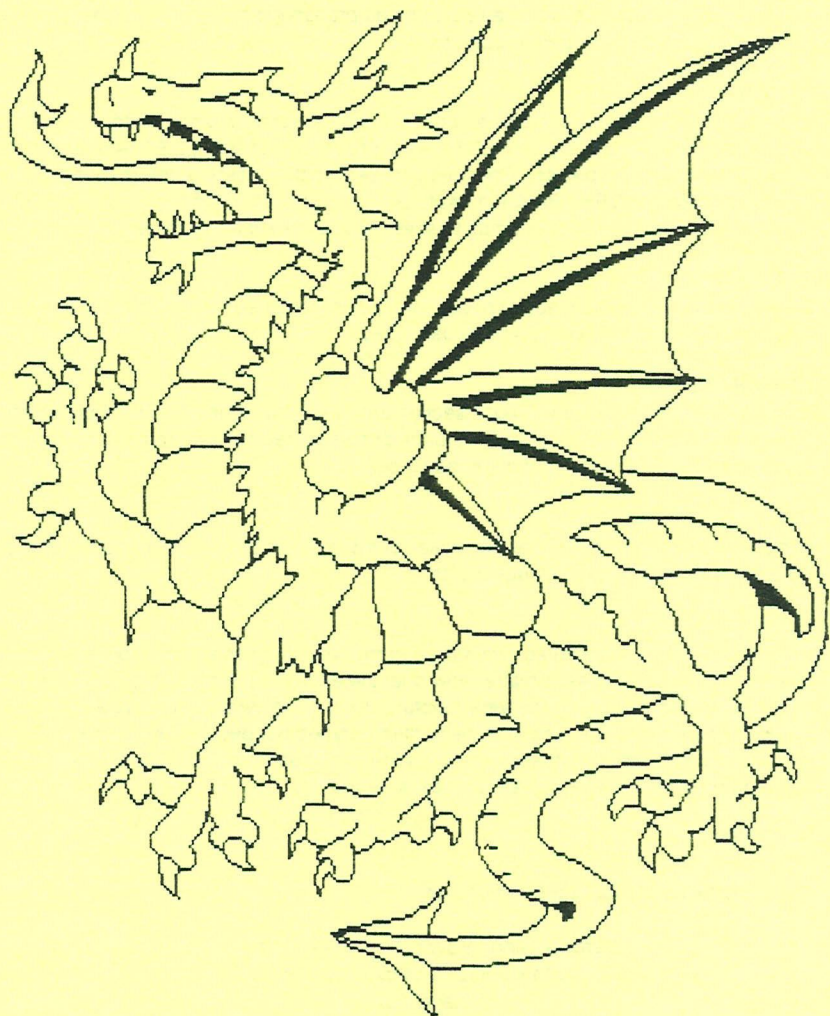


# ADVENTURE PROBE

FEBRUARY 1997 £2.00

VOLUME 11 ISSUE 2



EVERYTHING YOU NEED TO KNOW ABOUT

# ADVENTURE PROBE

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

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

## 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

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

Jenny Perry, Frank Fridd, Dorothy Millard, Karen Tyers,  
Mary Scott-Parker, Jon Scott, Sue Medley,  
Ellen Mahon, Wynne Snowdon,  
Colin Steeie, Terry Taylor,  
Keith Burnard.

Special thanks to :

Geoff Lynas for his usual excellent printing job.

## EDITORIAL

---

I would have liked to start with some better news about Joan (Pancott), but I'm very sorry to learn that she is still not well. The arthritis is causing breathing and eating difficulties, and yet another recurrence of severe neck and head pain due to fragile neck joints in the spinal column exacerbated by osteoporosis. Despite all this she tries to keep cheerful, and, as ever, is fighting back. Joan, I know you look forward to Probe every month, and everyone wishes you all the very best.

(As Joan finds it very tiring to use the telephone for more than very short spells, I was wondering if readers had considered sending messages via the Personal column.)

Observant readers will notice that the centre pages have a different look this month. Instead of the usual WoW text adventures you will see a list of strategy games by Angela Swinbourne. I got all seven some time ago but didn't get much of a chance to play them as my disc drive wasn't working very well at the time. Check them out and have a go.

As mentioned in my previous editorial, "The Second Pit" is now available for the Atari and Amiga as well as the PC. A while ago I tried to get the PC version to run under PC Task, but found it so slow it was unplayable. I now have the proper Atari version, and I can confirm that it is a very interesting game when played at normal speed (my attention doesn't wander while waiting 3 minutes for a response to appear). See the advertisement in this issue for further details.

Now for something slightly different. Last month I promised I would give Probers the chance to read the synopsis for the sequel to Frank Fridd's "Where is Zeus". I thought long and hard about where this could best be printed. I considered the Newsdesk and Letters sections not quite suitable, and as I couldn't think of a suitably witty title for an article, I decided my editorial would be best. If other authors write in with "the storyline of my adventure game" it could become a regular feature. Can anyone suggest an overall title?

The game, titled "The Unwanted Gift", will be a two-parter. Part one will involve getting out of the house, and part two is your effort to give the cloud back.

"Since rescuing Zeus from his prison you have become rich and powerful. There is only one drawback - Zeus, in gratitude, gave you an unfortunate gift, a rain cloud. Every time you go outside the cloud enthusiastically pours rain on you. No one will come near you and you feel very lonely. You decide that you must get rid of the cloud, which you call Horace, without offending Zeus. Since becoming rich I am afraid that you have also become rather mean. Your house is now a death trap and your brain is a little forgetful. Now, where did you put that umbrella?"

As a sub plot in the game you must cure yourself of your meanness before anyone will speak to you. This is important because you will need to speak to people to be able to get rid of Horace"

I know Frank has already written and programmed part one, which is the preface to part two. So if you haven't yet played "Where is Zeus" you'd better get a move on, because the sequel is on its way!

'til next month, happy adventuring, everyone.

*Barbara*

## LETTERS

---

### From Damian Steele of Paignton .....

I have recently received the results for a survey which was undertaken last year by an American software company. Although the data shows some cross format responses, the majority have come from PC users whose average age is 20. The majority were male - 97% with a suitable income to afford up-to-date equipment such as 28.8 baud modems.

When asked about their favourite style of games the four top categories - in order - were:

Adventures / RPGs / Arcade style games / 3D Shoot-em-ups (such as Doom, Heretic etc)

The least favourite games were

3D Beat-em-ups (such as Street Fighter).

So this appears to show that adventures and their ilk are not as dead as the Prophets of doom and gloom would have us believe. There is a preference now for the point and click style of gaming which usually have pretty graphics and impressive sound effects but the traditional text adventure is not forgotten with a significant percentage expressing their liking for it.

A similar survey produced a couple of years previously had shown a trend toward the arcade style games and only a small percentage of those responses received at that time supported adventures.

Can it be concluded then that adventures and RPGs are coming back into fashion? Or is it that they never went out of fashion?

\*

I have heard that there are hundreds, maybe even thousands, of old 8-bit text adventures available through Bulletin Boards and the Internet. I won't go into whether they are doing this legally, but will ask, if text adventures are "dead" why do they bother? (Barbara)

### From Keith Burnard - re Prize Competition Result

The winner of the Christmas Prize Competition Quiz was TERRY TAYLOR. Terry's was the first all correct entry to be picked out of a hat by my daughter Michelle.

Congratulations to Martin Bela and Pauline Bryant for also having all the correct answers.

I would also like to say thank you to all of you who entered the competition. You all did very well, a special well done to Hilary O'Connor, who not only entered the competition but sent in many extra new words, I'm still checking to see how many of them are right. That will keep me busy for quite a while.

I have sent my answers to Barbara in case she decides to print them. Also I would like to add that as there were several alternatives to many of the words, all correct ones were acceptable.

\*

May I add my congratulations to everyone who managed to get more than six correct answers, which was my own poor effort, although I think that if I had gone delving into the right reference books I may have found a few more. The official list is on the next page, and I will gladly publish a supplementary list if Keith wishes. (Barbara)

## PRIZE COMPETITION QUIZ – ANSWERS

---

1. A DROVE of donkeys
2. A PADDLING of ducks
3. A TRAIN of camels
4. A CLUSTER of cats
5. A HUSK of jackrabbits
6. A TROOP of kangaroo
7. A BUSYNESS of ferrets
8. A SHREWDNESS of apes
9. A SLEUTH of bears
10. A FLEET of coot
11. A PACK of dogs
12. A TROOP of foxes
13. A SCHOOL of fish
14. A GANG of elk
15. A FLOCK of goats
16. A GAGGLE of geese
17. A SOUNDER of boar
18. A CETE of badgers
19. A HERD of horses
20. A COLONY of beavers
21. A BEVY of beauties
22. A SWARM, ERST of bees
23. A TROUPE of acrobats
24. A TITTERING of magpies
25. A PARLIAMENT of owls
26. A MURDER of crows
27. A FAITH of merchants
28. A BURY of rabbits
29. A TALENT of gamblers
30. An OBSTINACY of buffalo
31. An ARMY of caterpillars
32. An AMBUSH of widows
33. A GULP of swallows
34. A BASK of crocodiles
35. A BAND of robbers
36. A PARCEL of penguins
37. A PANDEMONIUM of parrots
38. A BENCH of bishops
39. A DISGUISED of tailors
40. A CUTTING of cobblers
41. A TABERNACLE of bakers
42. A SNEER of butlers
43. A GORING of butchers
44. A CHANGE of bells
45. A FEAST of brewers
46. A PACE of asses
47. A POSSE of sheriffs
48. A TURN of turtles
49. A HOVER of trout
50. A CRASH of rhinoceros
51. A SKIRL of pipers
52. A RAFTER of turkeys
53. A CONJUNCTION of grammarians
54. A HUSK of hare
55. A POMP of pekingese
56. A BLACKENING of shoemakers
57. A DROVE of bullocks
58. An ILLUSION of painters
59. A DILLIGENCE of messengers
60. A GROVE of bayonets

## REVIEWS

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### **BROKEN SWORD – THE SHADOW OF THE TEMPLARS**

**Published by Virgin Interactive/Revolution**

**Reviewed by Wynne Snowdon on a PC**

Sitting outside a cafe in a quiet street in Paris George Stobbert, a young American on vacation, spots an elderly gentleman enter the establishment. He is mildly surprised when a clown carrying an accordion follows him in. Shortly after the clown runs out – minus the accordion – and swiftly disappears into a nearby alleyway. Surprise turns to shock when a bomb, planted in the accordion, wrecks the inside of the cafe and George is blown off his chair.

Getting slowly to his feet, he surveys the damaged cafe before entering to find a very dead old gentleman and a shell-shocked waitress. George's vacation is destined to become much more exciting and not a little dangerous. At the now wrecked cafe he questions the waitress, chats to the local constabulary and meets Nicole, a freelance journalist. He decides to pursue his own investigation of the murder. This becomes a little more difficult when the local police, for no apparent reason, suddenly decide to drop the case.

In no time at all he finds clues to help him in his search for the clown. Travelling to various parts of the city, both above and below ground level, he begins to realise the enormity of the task he has undertaken. Luckily, he stays in contact with Nicole who proves to be of great help.

The clues he unearths in Paris eventually send him to other countries. He gets some help in an Irish pub but also finds the four-footed inhabitants of Ireland can be less than hospitable. In Spain he needs to pass a grumpy gardener before he can talk to the lady of the house. But it is well worth the effort. He discovers new ways of cooking in Syria where he is "taken for a ride" by the local taxi driver. And in Scotland he has a hair-raising ride with Nicole before arriving at a ruined castle. Each port of call gives another piece of the puzzle until, eventually, he begins to realize that an ancient artifact of the Knights Templars is the key to the mystery. He faces danger and death on more than one occasion and none more so than when, together with Nicole, he arrives at the final solution. Luckily they manage to escape and wander off together into the wild blue yonder.

The characters with whom he interacts are, for the most part, quite different. The crooks at the hotel are balanced by a somewhat eccentric British lady in the same location. A very laid back policeman, a priest, a flower seller and a road digger all have something to offer. And these are just some of the folk he meets in Paris. There are more colourful characters to be found elsewhere. I have deliberately not given too much information on locations, characters and problem in this game so as not to spoil it for anyone else. It really is quite an addictive story and one that gets the old brain cells working. I would love to say I managed it without help but, unfortunately, I can't. Some of the problem were fairly easy to sort out but some were, for me anyway, quite difficult. Thanks to Jill Nott and John Wildey for help received.



I saved often because I was bored going through the same question/answer routine when I was suddenly, and fatally, killed. I kept the local grave-digger quite busy for a while. The saves were necessary because you can't move to other locations until you have a clue and, when you're dead, all clues are lost. Just because you know the next location is a Paris museum is not enough. Unless you've been told about it you can't go there. The graphics and sound in the game are good. If you prefer you can have voice and text together which I like so as not to miss anything. Interest factor is excellent and the storyline fairly believable. All in all I thoroughly enjoyed playing it and hope to get the next adventure of George and Nicole in due course.

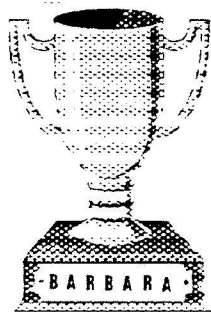
Shop around for best price. Special Reserve are offering it for £19.99.

## THE CUP

**Written by Jack Lockerby**

**Reviewed by Karen Tyers on a Spectrum**

You had attended the Liars Club Annual Dinner and Prizegiving. The evening had been a huge success with many and varied stories, each one more improbable than the last. The final winner of the Cup was red-haired Paddy Murphy with his tale of animals in the wild. Returning home you went to bed and were soon in a mildly intoxicated stupor. However, you were jolted awake by a scream and sitting up in bed all you could see was a mass of red hair and a back covered in claw marks. A voice from under the hair told you to escape and save yourself from the Lion. Determined to find out what on earth was going on, you dressed and hurried through the front door. As you left, a voice asked you to rescue the Cup which an animal stole. You start outside your house, but that is the last suburban thing you will see for quite a while. Travelling north will find you outside a native hut and inside you find a chief who needs something ivory to help his son. There is a revolting pot of stew bubbling here too.....



The problems in this game are quite diverse, ranging from how to get a sword away from a Samurai warrior and passing a Yeti, to borrowing a scythe from the Grim Reaper and obtaining something from the bottom of a lake. Then, of course, there is the problem of finding the actual Cup itself and restoring it to its rightful owner.

This game is not one of my favourites in the Lockerby camp. There is an awful lot of toing and froing whilst the game itself is not the easiest to map, and there are no easy shortcuts - well none that I found anyway. Having said that, it is still an excellent early "Lockerby" and well worth playing if you haven't already got it.

**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 Deep Waters Vol.2 compilation of 6 games, £5.99 on all formats - available from Zenobi Software.**

**Amstrad (disc only) £4 available from The Adventure Workshop.**

**C64 (tape & disc) £2 available from Adventure Probe.**

## HOUSE ON THE TOR

Written by Alan Davis

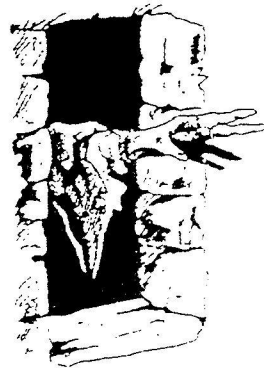
Reviewed by Karen Tyers on a Spectrum

On loading, you find that you start this game in the familiar surroundings of your bedroom and are given no clue as to what the adventure is about. Thus it was that I started exploring the rooms around the house and managed to locate four or five items before a thump on the doormat told me that the post had arrived. Hurrying to collect it, I found a letter from a firm of solicitors telling me that my uncle who had been missing was now presumed dead, and as sole heir, his house was now mine. The envelope also contained the house keys.

After having a look round the village where I lived, I found the train station, bought a ticket to the village my new house was in and got on the train. Arriving at my destination, a started to walk towards the house, only to meet the first nasty problem, a very large, aggressive dog. I had already got the necessary object handy, but if you don't own a dog the solution might not immediately spring to mind. Going past the dog and upwards led me to the front door.

I had a good wander around before discovering a note from my uncle which then gave some point to the adventure as it seems he had been playing round with the space/time continuum. He says in his note that he has left his equipment intact in the house and wonders if I would like to follow in his footsteps?

Well, I'm just a sucker for anything like that so having found the relevant piece of equipment and worked out what to do with it, I suddenly found myself in a stone circle with four mist-filled archways leading off. Entering one of them I found myself carried off to an escape-proof tower where I also found my uncle alive! He of course thought I'd got a plan to rescue him but no such luck. Reload saved game and try again. I found I had to go through the archways in a particular order in order to accomplish that and there was a tricky problem in one, trying to get a rope from a dwarf. However, having solved that one by accident I managed to get my uncle out of the tower and he then followed me everywhere. This is vital as at one location he performs an action which you can't.



I then found myself at a location with a pedestal and a glass dish with a message about leaving gifts. A hint here is to examine the dish, as different coloured lights flash in the glass giving a little hint as to what items should be left. However, here I came completely unstuck as I had discarded something at the beginning of the game which I had thought was just scrap. How wrong can you be. Very sneaky this one, and I had to restart completely. However, I replayed the game and got past the pedestal to find myself on the shore of the Sea of Time. Wandering along here I found a sundial with a pointer and three symbols. Now I think Alan was a little unfair here, as there is one location further on where going down either brings you to the last three locations, or takes you back to the stone circle. To get to the last three locations you need the sundial, but there is no hint anywhere of how or why you should use it. Also there is no clue that you have done it correctly, so you could wander around in circles for ages.

I eventually reached the last three locations, handed over something from my uncle's house to the Master Geometrician and promptly got told to wait outside while he worked on the necessary calculations, at which point we were transported back to the house and the game finished. Overall it was quite an enjoyable game to play, although the author has used the Chance facility in Quill a little too often and sometimes unfairly for my liking. However, don't let that put you off – the game is well worth playing. I don't know if this is still available anywhere – I have had it forever.

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

## **GOLDEN ARROW**

**Written by M. Price (Kayem Partnership)**

**Reviewed by Dorothy Millard on a Spectrum**

The city state of Zeraphon is under attack from the warlord Kaldaliar. The army of the warlord has laid siege to the city and help must be sought quickly. Long ago a Federation of City states was formed. If any were attacked and in great need then a token would be sent to the other. This was a Golden Arrow. The Golden Arrow is being sent forth. Kalvin will carry it and you must assist him.

When reviewing a game I always try to find something positive to say, but with this game it is very difficult. "Golden Arrow" can be completed by traversing approximately one quarter of the locations and without completing any puzzles at all other than finding the correct way to go and answering the password at the end, which is the name of the game anyway.

You can't examine any objects and it is a waste of time picking any up as there is no use for them. There is no need to ride the horses or do anything else with them, or to enter the boat. There is no need to get or wear the uniform and the papers are unnecessary. In the cave (which you don't even need to enter) there is a chest containing poisonous snakes but you cannot get or do anything with them and they don't bite!

Entering the bandits' cave you are taken prisoner and must GIVE GOLD (I assume you actually show them the Golden Arrow). The bandits then show you a secret way out to the south to middle of small cave, but again the game can be completed without doing this.

There is a time limit and the game must be completed in 35 moves, so there is no time for looking around anyway. There are lots of locations to map (frustrated by the 35 move limit) which is the only positive I could find – if you like mapping that is.

That's about all there is to this game – forget it.

## **JOKES SENT IN BY DAVID HEBBLETHWAITE**

---

Q. What is the difference between a font and a typeface?

A. You can't get baptised in a typeface!

Q. What do you call an army regiment in an orchard?

A. An apple corps!

## REALM OF DARKNESS

Written by Jack Lockerby

### Reviewed by Karen Tyers on a Spectrum

You have been summoned by the King who tells you that his Royal Treasury has been ransacked. He asks you to find and return five treasures to him in his Dispatch Room. Along the way you will also be able to find several jewels which you must also return in order to gain maximum points. Off you go to find yourself on an apparently deserted sandy beach.

Scouting along the beach you first locate a dark cave, so a light source is needed, and in the other direction stands a bear (on a beach!?). Although he seems friendly, he will not let you pass just yet so with discretion being the better part of valour I would suggest you look inland first.

In the first few inland locations you will come across a rabbit down a hole, a gypsy who wants something silver, and a ferocious dog. You can get past him going up and down the steps, as he is fortunately chained up, but if you try to take the object he is guarding or get into the cave nearby - curtains for you - reload and start again. Further on into the game I found a bone and went rushing back to pacify this animal - fat chance! The solution to this one is slightly more devious.

I will say, at this point, you must find somewhere early on to climb and look around. There are no clues in the game to suggest you must do this, and the actual command is "LOOK OUT TO SEA". I thought this a bit unfair, as it's not necessarily the sort of thing you would do, but if you don't you will be unable to obtain two very necessary items without which you will not proceed very far. The carry limit is extremely mean and you can't drop anything as it is immediately stolen, but once you have found one certain item, all problems relating to both these gripes are solved.

Having satisfied the gypsy and negotiated a way past a nasty tree which seems determined to stop any progress, you will find a temple but of course, in true Lockerby fashion, there is no easy entrance. You need something to insert in the doors and it just happens to be the thing the dog is lying on.... However, once inside there are several rooms to explore, and if you're very lucky, two treasures are to be found here.

Once you've found a light source, you can go exploring in that cave on the beach where you will find a skeleton (the last person to try and help the King, one suspects.). Pushing your way through a tiny tunnel will bring you out on the other side to a hut which is stuffed full of computer equipment and a safe. Past the hut there is a small forest where you can find a trapped poacher. Releasing him will gain you a pass card and a password which you will need when you locate the gamekeeper's cottage.

Carrying on in a north-easterly direction brings you to a wide path with lots of exits. One way leads you through a marsh which is a great shortcut you can use throughout the game, but did you find those boots? The letters F, T and U spring to mind, but not necessarily in that order. Travelling north from the path, you will find yourself at the edge of a murky pool. I thought I was being clever, having already found something that would enable me to breathe under water, but was soon put in my place, when I realized that I needed a light source as well, and it wasn't the same as the one needed in the cave and elsewhere.

Having sorted that out you will then need to find a shrine and the means of despatching a large rat, in order to obtain two of the jewels needed for maximum points.

This is very much a "find object - use object" game and involves a great deal of running about and also doing things in the correct order which is a definite "Lockerby" trait. I was so pleased when I found the first two treasures, and I rushed to hand them over to the King's guard, only to find myself completely stumped later, as four out of the five treasures have at least one other use so you need to hang on to them all until you are certain you have found everything.

When I went back to my original map and notes to write this review, I found I had played this in my "no need to write that down, I'll remember" phase, so I have had the fun of playing this one all over again. I suspect, having written three or four in this series now, I'll probably have to do the same with most of them. Oh well, any excuse for playing one of Jack's great games!

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

**C64 tape and disc** £2 from Adventure Probe.

**Atari ST/STE** (under the title "The Thief", plus "The Challenge") £2.49 from Zenobi Software or Adventure Probe.

## **ALIENS CONFIDENTIAL MULTIMEDIA**

This is a nine-disc set of about 200 files containing reports, articles, letters, etc. and several megabytes of images about almost anything to do with aliens. The material seems to have been collected from all over the world (USA, UK, Germany, etc), mainly from Bulletin Boards, but I stand corrected if this is not true as most of the references were incomprehensible to me.

You boot-up with disc one which gives you the main index listing the main headings ranging from "Abductions", "Apollo 11 UFO Encounters", "Conspiracy", to "Groom Lake", "Roswell" and "UFO's" to name just a few of the 16 sections. Clicking on whichever one takes your fancy brings up a submenu (you may be requested to change the disc first). There are several useful options (especially Browse backwards and Browse forwards) to help with the selection process. Clicking on Abductions lead me to a list of 15 titles and although some gave a good indication as to what they were about, some were more mysterious. Maybe you know who John Mack is? Well I didn't, so I decided to investigate. I was rewarded with an article from The Orlando Sentinel, May 5th 1995 by Associated Press, and I will quote the first two paragraphs:

"Cambridge, Mass - A year ago, Harvard psychiatrist John Mack cruised the talk show circuit promoting his best-selling book about people who say they had sex with aliens. Now, a committee of colleagues is investigating whether Mack's alien abduction research meets the school's standards for scholarship." I was surprised to read further on that Mack won a Pulitzer Prize for his biography of Lawrence of Arabia. The article is short, as most newspaper reports tend to be, big headlines and no real substance, and I couldn't find any follow-up article.

One that I made a particular point of reading was "The South African UFO Crash Retrieval Incident" (in the Conspiracy section) as I'd thought UFOs were unheard of in Africa until recently. It is only a few weeks ago that I saw a report about 62 schoolchildren in that part of the world who all say they not only saw an alien spaceship but also its occupants, and their teacher says none of them had had any previous contact with anything to do with UFOs. They don't have newspapers or televisions; only the occasional radio which wouldn't, of course, give them much visual idea of what a spaceship and a "grey" is supposed to look like, even if that sort of thing was broadcast.

There are lots more to choose from. Some cover well known "events", others are obviously meant to be serious or a deliberate joke, and I've found one which could be either - the claim that a human skeleton and bare footprint were found on the moon when Apollo 11 landed there in 1969.

I also checked out the intriguing "Neutral Aliens?" which turned out to be an extremely well-argued discussion about whether alien abductors are "friendly", "unfriendly" or "neither". I can also recommend investigating any files that mention John Lear, son of William Lear who designer of the Lear Jet. He is an experience pilot, an avid Ufologist, and has some definite views on the subject.

The experiences of Betty and Barney Hill are also well featured on the discs, one writer putting forward, in great detail, the theory that everything can be traced back to early science fiction films, including one of my own favourites, "Invaders from Mars".

I have only mentioned a few that really caught my eye in the time I had before writing this review, but I will be returning to them to see what nuggets of information I can find that maybe hasn't already been too publicized in books, magazines (e.g the new "X-Factor"), and television programmes such as "Sightings", "X-Files", "Dark Skies" and "Picket Fences" to name a few that immediately come to mind. If there is enough interest in certain subjects I will find out if I can publish a few of the files in Probe so that those without an Amiga can read some of the more fascinating files.

I haven't checked out all the images, but so far only one has failed to load, and that one just happened to be the one that I was most interested in. It stated that it was a photograph of a UFO at Area 51, and had an .iff extension whereas most of the other images seemed to be .gif. After discussing my problem with someone who knows about graphics I managed to view this picture through Disk Master, and it even seemed to be in colour (the others, such as the face and pyramids on the moon were in black and white). However, I was very disappointed. I somehow expected it to be similar to the one Fox Mulder bought at the Flying Saucer Cafe, instead it looked like an old tree stump or cactus surrounded by short vegetation and sand - of course it may be an alien in disguise or even contain a camera so that anyone straying too close to the forbidden area can be observed and dealt with! (That reminds me of Sharon Harwood's "The Chameleon Key"). I'm still wondering if I got the right picture, or perhaps I didn't study it closely enough. Perhaps someone will let me know what they think.



A good collection that will last for months before you have read all the text.

My copy was supplied by Zenobi Software. £12 (including p&p) for the nine-disc set.

## WORLD OF XEEN

### (M & M 4 – CLOUDS OF XEEN and M & M 5 – DARKSIDE OF XEEN)

#### Reviewed by Mary Scott-Parker on a PC

"World of Xeen" is "Might and Magic 3" with knobs on. Both games, "Clouds of Xeen" and "Darkside of Xeen" can be loaded together to form a huge, double, cracker of a game called "World of Xeen" – although [obviously] both games can be loaded and played individually. As with "3" both worlds come ready grid-referenced and mapped [Oh, Captive – why didn't you?] and, of course, with the passage of time and an Honours Degree in Hindsight various refinements have been introduced. Party movement in "3" is controlled by a changing on-screen arrow, but in "World" the more familiar direction icons make their appearance. Spells in "3" are written into a character's "spell book" in the order of acquisition, whereas in "4" and "5" it helps that they are arranged in alphabetical order.

Schoolboy smut, which so often rears its ugly head in these games, is mercifully absent – in fact a complete contrast is the pleasant hint of English Teacher [and I feel sure he's wearing a cap and gown]. Puzzles, which abound, range from those set by the Vowel-less Knights: LL THT GLSTRS S NT GLD – to a huge crossword for the lexically minded and questions like, "I travel constantly between fire and air – what am I?" are faintly reminiscent of Schoolboys'/Schoolboys' Own Annuals of the 1920's [NOT, I hasten to add that I am old enough to have received any as gifts, but I have seen them in Antiquarian book shops!]. Answers to all questions do appear in various locations – so that even if you are temporarily stumped, without a copy of "First Aid in English" to hand, you will stumble over them eventually.

As in "3" the graphics are excellent and cheerfully bright [Dungeon Master 2 could learn a thing or two i.e. Gloom does NOT automatically equal atmosphere]. The pale blue skies of "4", with their fluffy white clouds, turn into navy, moon-lit nights, twinkling with enough stars to keep Patrick Moore happy, while the orange daytime skies identify "Darkside". Myriads of monsters make their appearance as you would expect. Choosing Adventurer mode as opposed to Warrior mode ensures more puzzles than fights – but it's no Sunday School picnic [not like any I remember anyway – mind you, there was one in 1957.....but I digress].

The ten game save positions are a great improvement on the single one in "3", where you have to be careful not to SAVE when you mean LOAD. Back-packs are roomier and you can tell at a glance if armour and weapons are compatible. Quests, like finding the red-hot lava rock or the Jewel of Ages, are more numerous, being rewarded on completion by experience and often gold to boot [or to spend, whichever you prefer!]

What more can I say, except, take early retirement and find these games now!



# I RESCUED ELVIS FROM COMMUNIST ALIEN JERKS!

Written by Robert Sedler

Reviewed by Barbara Gibb on an Amiga

"Dazed and a wee bit confused, you stumble blindly into the local saloon in your home town of Redneck, Alabama. Your best buddy, Billy-Bob Cornsucker, plops down next to you and buys you an ice cold "Lucky Lager" and asks, "Where the heck you been boy?". You sigh, take a long tug on your beer, and proceed to tell the story of your grand adventure. "Well Billy-Bob," you say, "you just aint gonna believe it but ..... I RESCUED ELVIS FROM COMMUNIST ALIEN JERKS!"

The adventure that follows is your story, and begins with you beside your pickup truck in a cornfield. When you enter your truck, the sky suddenly lights up and a deafening roar as a spaceship hovers overhead. A beam of light hits your truck and you pass out. When you wake up you are in a prison cell aboard the alien craft - the flagship of the great Sphinctoid Empire. The aliens aren't exactly nasty, in fact they really *are* jerks. Once you look like them you are safe to wander around the various floors of the spaceship, going up and down in the lift, and even finding a very handy and apply-named map room. It is not difficult to solve the puzzles, visible objects are listed on entering a location, and updated as appropriate, and only listed objects can be actioned on, making it even easier. Three doors leading from the main hall are locked, and as in all good adventures you need a different key for each one, conveniently called #1 key, #2 key and #3 key.

The screen is divided into various "windows". The top half of the screen has one listing some action words with more as individual boxes, another window has to be toggled in order to show your inventory or the objects visible in your current location; to the right of these is the picture window with neatly drawn pictures which are adequate without being anything special. The lower half of the screen is taken up with the direction arrows and text windows. I think the former could have been made smaller and the latter larger, especially as, when I first tried to load and run this game I found that the text was running off the right-hand edge of the window. I checked the document file on the disc and discovered the author had had the same problem, unfortunately after two frustrating days of constant disc swapping and trying various Workbenches I had a sore wrist, a tired disk drive, but no solution to the problem. A desperate call for help brought forth the brilliant idea of putting it into the Ram Disk, and it worked, it loaded in what seemed like 30 seconds and I had a perfect text window! Many thanks iads.

Now that I could read all the text without having to guess what it was meant to say I could relax and appreciate the author's sense of humour, a wonderful surprise as I feared the worst when I saw the title of the adventure. In fact I thought the location descriptions and messages were so good "IREFCAJ" would have been just as enjoyable as a text-only adventure. I liked the description of Elvis, and talking to him was even better. One thing I didn't understand was the reference to Dr. Forrester, Joel, Crow, Tom Servo and Mike, that must be one tv show I have managed to miss.

I'm glad I eventually managed to play this game. It was a nice little adventure that didn't take itself too seriously, and better than "Psycho Ward" by the same author, which I will review next month.

My disc was supplied by Zenobi Software. Only £1.49 (inc. p&p) for the single disc game.

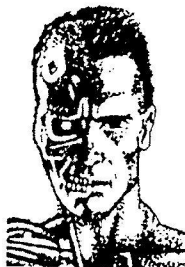
# ANSWERS TO PUZZLES IN DEC. '96 MAGAZINE

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## ANAGRAM QUIZ (page 16)

### Film Stars

1. MEL GIBSON
2. GERARD DEPARDIEU
3. CLINT EASTWOOD
4. GARY OLDMAN
5. TONY CURTIS
6. GRETA GARBO
7. ORSON WELLES
8. ARNOLD SCHWARZENEGGER
9. SYLVESTER STALLONE



### Music Artists

1. DAVID ESSEX
2. ROD STEWART
3. KYLIE MINOGUE
4. GLORIA ESTEFAN
5. ELVIS PRESLEY
6. BARRY MANILOW
7. ERIC CLAPTON

## 3 BRAIN TEASERS (page 19)

### Cognate Anagram

1. ASPERSION
2. ASTRONAUT
3. ASTRONOMER
4. ASTRONOMERS
5. DECIMAL POINT
6. ELEVEN PLUS TWO
7. CONSIDERATION
8. CIRCUMSTANTIAL EVIDENCE
9. HMS PINAFORE
10. IN THE GLOAMING

### Quotation

ALL THINGS COME TO HIM WHO WILL BUT WAIT

### What is unique about the number 29?

Several numbers are written in capital letters with straight lines only. For example, FIVE is written with 10 straight lines.

TWENTY NINE is the only number that is written with the same number of lines as the number itself.

MORE ANSWERS NEXT MONTH

# Mentor's News Two

I gazed around my prison for what must have been the thousandth time. The pirate ship had quickly overhauled our vessel. Out-cannoned by twenty to one, their first broadside-pitched short - convinced the captain that he had no alternative but to strike his colours.

The pirates boarded us and looted the merchantman. I was amazed when I realised that the pirates were exclusively women. They joked and laughed as they stripped our ship with a thoroughness which only emphasised their familiarity with such actions. I watched their actions with open curiosity, noting that I was the only one to do so.

Although they showed no inclination to harm any of the crew, I understood that they were prepared to attack any who might attempt to stand in their way. From the whispered comments of the crew, I gathered that this particular band of pirates were known and feared throughout the area.

Canvas sails were cut down and destroyed, so the crew of the merchantman must row to the nearest land.

I glared at the leader of the boarding party, furious at this dishonourable and unprovoked assault, which would undoubtedly delay me in my quest.

"Don't look at them," a mate whispered to me. "If they think you're a weakling, you're safe."

I didn't understand his meaning. At that instant, the party's leader looked eyes with me. I glared insolently at her. Returning a glare even more frosty than mine, she walked slowly to me. The other pirates' joking and laughter died away as she stood before me. She glared at me, and seemed to become more irritated when I met her gaze calmly.

"On your knees, scum!" she shouted at me. I smiled at her. "In that case," I grinned, "you must come somewhere below dung in the evolutionary system."

But my quip only brought a slow, thoughtful smile to the woman's face. She stared at me, and as I returned her stare, I felt a deep sense of unease forming a knot in the pit of my stomach. Finally, she spoke: "So, we have one here with spirit. I like that. It's always a pleasant challenge, breaking a man. What name are you known by, stranger?"

"My name is Dotran," I informed her.

She came closer to me, and gently ran a fingernail down the side of my face. As it reached my neck, she dug the nail into my skin. "Well, Dotran," she said to me, "I plan to spend lots of pleasant hours with you - although I don't suppose that you will find it at all pleasant. Believe me, my new friend, you will find the experience a very painful one."

And I knew that I had made a very dangerous enemy. My heart sank. My quest was over before it had even started. I had failed Draffan and Morana. I glanced towards the ship's rail, calculating how quickly I could get to it and dive overboard. An unexpected, and surprisingly powerful, punch to the solar plexus doubled me up.

"No, Dotran, there is no escape," the woman laughed at me. Turning to her followers she said, "Take him!" and several pairs of willing hands dragged me, still gasping for breath, from the Merchantman and onto the Pirate ship.

Without ceremony, I was dragged below deck and into the gloomy, dark cell where I still sat, pondering my situation. I felt the motion of the ship as it got under way again. I

couldn't believe the cruelties of Fate. If I ever got out of this situation and told this story to Draffan, I knew that he would tease me unmercifully. I knew well what Draffan's views about being captured and imprisoned by a bunch of women - no matter how formidable - would be.

Hours passed. I sat opposite the door, my back resting against the wooden wall of my cabin. At length, I heard footsteps, the turn of a key, and the door opened.

However, it was not my captor who entered, but another woman, carrying a tray of bread and water. She stared at me as she placed these on the floor, almost as though I might be an interesting bug. As I moved, she swung a pistol towards me. I froze.

"No, you don't," she muttered brusquely. "I'm in charge of feedin' thee. No one'll notice if I don't. No one'll care, neither. But I *might* be willin' to bring you *proper* victuals, for the right payment."

Being captured had dulled my wits. "And what could I possibly have that you would want?" I asked.

She smiled uncertainly at me. "Well, we've been at sea a long time. It's ages since I had a man," she informed me almost chastily.

What she was saying suddenly penetrated my mind. I looked at her face more closely. It was filthy, as was all of her, and her features were difficult to make out. I chuckled: "I'm *not* surprised," I muttered.

Immediately, her demeanour altered. She stooped and retrieved the bread, and retreated from my cell. As the door slammed, she shouted: "We'll see how a couple of weeks without food alters your opinion."

I sighed deeply. It seemed I'd made yet *another* enemy.

I examined the bowl of water which had been left. I could detect no odour, nor any peculiar taste which might have indicated the presence of some drug or poison. And even if I had, I would still have been tempted to drink. It had been many hours since I had drunk anything and my mouth felt parched. I recalled my training and sipped the water, knowing that the longer I took to drink it, the more it would quench my thirst.

I glanced around my prison again, almost automatically considering and discarding plans for escape. Getting out of the cell was the easy part - I had already concocted nine different foolproof plans for that stage of the escape, but once outside there was the ocean to contend with. And at any practical port at which we might anchor, I would have nowhere to go, no friends in whom I could place my trust. As I had been dragged aboard, I hadn't had time to check if the ship boasted a longboat which I might steal.

My musings were interrupted as I heard the jangle of key in lock. The door opened and in walked the boarding-party's leader, my captor. I noted the multi-thonged flagellum which she carried. I realised that her boast about breaking a man's spirit had not been an idle one. For several long seconds we regarded each other, each of us attempting to assess something of the other's personality.

She smiled sweetly at me. "Hello, Dotran," she said.

I gazed at her. "You know, if you took the trouble to wash or comb your hair occasionally, you might be a mildly attractive woman," I observed caustically.

In two paces she was before me, the flagellum raised high



## EMULATORS FOR THE PC by PHIL GLOVER

---

More and more people are opting for IBM compatible PCs nowadays as this is the most popular machine available. Despite a brave fight by other formats such as the Amiga, Apple Mac and the 8-bit machines, the PC has gone from strength to strength.

Many of us still use older computers and may not want to buy a PC unless we feel ready to, as our old machines may still be working well. However, owning a PC needn't mean that you're restricted to playing only PC software.

Several emulators are now available that will enable a PC to 'pretend' to be another machine. Emulation software is often cleverly written code which allows the PC to imitate another machine. Sometimes the PC needs to be quite powerful to run an old computer such as the Spectrum for various reasons, but if you have a fairly modern PC (486 or Pentium) you may find that you can run some old software at normal speed, or even faster.

I like the idea of being able to run your old software on a PC and place your trusty old machines into semi-retirement.

I've little experience of some of the current emulators available with the exception of the Spectrum emulator by Gerton Luntner. This comes on a 3.5" disk complete with a Spectrum ROM file. A huge information file tells you how to build a tape interface allowing you to load in your old tapes and save the 'snapped' programs to hard disk. Imagine the time you'll save in loading those 128k games in a matter of seconds.

The Spectrum emulator allows you to select a variety of hardware options such as the old 48k Spectrum, Spectrum+ and Spectrum 128k machines. It even emulates the Plus D drive system which was the best disk drive for the Spectrums. If, like me, you have a Plus D and disks for it, you'll be able to load them directly into the PC without any problem. The emulator runs so well in Plus D form that it's possible to write a Spectrum PAW (Plus D disk version) game on a PC, save it to Plus D disk and load it back into your Spectrum.

According to your PC's hardware, you can run games on the Spectrum emulator at speeds far greater, or slower, than the Spectrum itself, if you wish. Using a PC to emulate an old computer has the advantages of a good keyboard, sound system and monitor, rather than the usual TV set-up many of us still use with older computers and their old keyboards.

I'm a great SAM Coupe enthusiast, and I'm following the development of a SAM / PC emulator with mounting interest. I'm not going to forsake my two SAMs while they're still working perfectly, but a SAM emulator will enable me to use my SAM software and write programs on the office PC. SAM uses a 3.5" disk system as standard, so it'll be easy to load programs into a PC.

The beauty of emulators means that we'll be able to 'use' other computers we may never have owned, copyright permitting. I've always wanted to try my hand at the Commodore C64, as well as one or two other makes, but I don't want to start buying second-hand machines that might be getting rather old and frail. Far better to buy suitable emulators and have a choice of computers available at the touch of a PC keyboard. I like the idea that maybe more people will be able to see how good the SAM Coupe can be under emulation, without having to buy one.

Browsing through a list of shareware for the PC I found adverts for emulators for the COMMODORE, BBC, APPLE II, AMSTRAD and ATARI. I'd love to try these out and see what these machines can do. More than that, I'd like to be able to run many of those great adventures that were never converted to the Spectrum or SAM. It'd be good to hear if any ADVENTURE PROBE readers have experience of these emulators and can tell us if they're any good.

All those good adventures for old computers needn't disappear as their respective machines decline. They may enjoy a new lease of life if they can be run under emulators. I'm sure some great compilations could be made available to PC users so we can enjoy adventures from long ago.

One criticism about PC emulators is that they may speed the decline of other computers. This may be so, but many of the old computers are no longer made anyway. Emulators allow more people to be able to buy software for these machines, which may actually help people who write for these machines. I'd certainly buy C64 adventures if I knew I could run them on my PC.

If other readers have information about emulators and where to buy them from in complete form, perhaps a little space can be provided in ADVENTURE PROBE to tell us about them.

[I will be more than happy to publish anything readers send in concerning emulators, for any computer. Barbara]

## BASE ADDRESS REGISTER CONCEPTS

by MARTIN BELA

---

The IBM 360/50 computer knows where it is at all times. It knows this because it knows where it isn't. By subtracting where it is, from where it isn't, or where it isn't from where it is (whichever is greater), it obtains a difference, or deviation.

The system uses deviations to generate corrective instructions to take the computer from a storage position where it is, to a position where it isn't; arriving at the position where it wasn't, it now is. Consequently, the position where it was, is now the position where it wasn't, and it follows that the position where it was is the position where it isn't.

In the event the position where it is now, is not the position where it wasn't, the system has acquired a variation, the variation being the difference between where the computer is and where it wasn't. However, the computer is sure where it isn't, and it knows where it wasn't, and by differentiating this from the algebraic difference between where it shouldn't be and where it was, it is able to obtain the difference between its deviation and its variation which is called ERROR.

(Thank God IBM hired technical writers.)



# FURTHER ADVENTURES OF LUKE VAXHACKER – EPISODE n+2

---

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

XXXXX

XXX

X

The Milliamp Falcon hurtles on thru system space...

Con Solo finished checking the various control and status registers, finally convinced himself that they had lost the Bus Signals as they passed the terminator. As he returned from the I/O page, he smelled smoke. Solo wasn't concerned -- the Bookie always got a little hot under the collar when he was losing at chess. In fact, RS232 had just executed a particularly clever MOV that had blocked the Bookie's data paths. The Bookie, who had been setting the odds on the game, was caught holding all the cards. A little strange for a chess game...

Across the room, Luke was too busy practicing bit-slice technique to notice the commotion.

"On a word boundary, Luke", said PDP-1. "Don't just hack at it. Remember, the Bytesaber is the weapon of the Red-eye Night. It is used to trim offensive lines of code. Excess handwaving won't get you anywhere. Listen for the Carrier".

Luke turned back to the drone, which was humming quietly in the air next to him. This time Luke's actions complemented the drone's attacks perfectly.

Con Solo, being an unimaginative hacker, was not impressed. "Forget this bit-slicing stuff. Give me a good PROM blaster any day".

"~~~~~hhji~~~~~", Said Kenobie, with no clear inflection. He fell silent for a moment, and reasserted his control.

"What happened?" asked Luke "Strange", said PDP-1. "I felt a momentary glitch in the carrier. It's equal-ized now".

"We're coming up on user space", called Solo from the CSR. As they cruised safely thru stack frames, they emerged in the new context only to be bombarded by freeblocks".

"What the..." gasped Solo. The screen showed clearly: /usr/alderaan: not found "It's the right inode, but it's been cleared! Twice, where's the nearest file?"

"3 to 5 there's one..." the Bookie started to say, but was interrupted by a bright flash off to the left.

"Imperial TTY fighters!" shouted Solo. "A whole DZ of them! Where are they coming from?"

"Can't be far from the host system", said Kenobie. "They all have direct EIA connections".

As Solo began to give chase, the ship lurched suddenly. Luke noticed the link count was at 3 and climbing rapidly.

"This is no regular file", murmured Kenobie. "Look at the ODS directory structure ahead! They seem to have in a tractor beam".

"There's no way we'll unlink in time", said Solo. "We're going in..." (TO BE CONTINUED)

# ADVENTURE MEMORIES WHIRLING AROUND Pt.6

## by JON SCOTT

---

August 1985 was quite uneventful for the Dazzler family. Well, as uneventful as it could be when the entire house had been in chaos. The two kids had now become hooked on adventuring and, in a strange twist of fate (if the previous statement wasn't what is? you may ask), Bob had managed to find himself a job in the local McDonald's, as a check-out assistant. So one day in that aestival summer – okay, that overcast summer, if the truth be told – Ros brought her two offsprings into their local "tacky food emporium", or TFE as it was more often known. She smiled at Joe, Teresa, Julia, Malcolm, Louise and Roger, who were all, in appearance, the usual spotty teenaged oiks that she expected to see 'manning the tills' (or, as Ros would have said, 'personning the tills'). And then her attention was inevitably caught by her fortysomething husband, looking totally out of place behind the counter trying to act youthful. Something at which he stank. No, he didn't exude an unpleasant odour – he was merely extremely unsuccessful at the endeavour. This did not perturb Bob in the least; after all, the net result of his efforts was that he received the "finger-rubbing stuff" (money!).

"Two Big Macs, one box of chicken nuggets, one portion of fries, a coffee, a Fanta Orange, a Coke, a chocolate donut, a strawberry pie, an apple pie and change for the phone while you're at it," demanded Ros as she stomped up to the counter.

She was confronted by an irate Bob who threw his naff baseball cap (part of his uniform) to the ground in an aggressive manner. "You think you're so funny, don't you, Ros. So soddin' funny. How do you honestly expect me, of all people, to remember that lot. A good joke. How about two Happy Meals and an Adult Meal for you?"

At the same point the studious-looking waiter beside Bob staggered across from the kitchen area with eight trayloads of assorted food, covering practically the entire menu list. "There you are, Mr. Thatcher. I hope the Prime Minister and her guests enjoy that."

"I'm sure they will," replied Dennis secretively, in a tone which was slightly loud to be described as a whisper, but which was obviously intended to be just that. "This was the only McDonald's I could find. I had to fly all the way from Downing Street to get this. I suppose I shall have to just pop it into the microwave."

"No problem, Sir. You shall certainly enjoy your feast."

"I doubt it very much," said Mr. Thatcher. "I could have sworn she said McMaster's though. Isn't that a classy restaurant cum catering service back in the City?"

"No, McMaster's Ltd are a slurry-recycling company. They operate from Camberley, Co. Surrey."

"Oh." With that the Second Gentleman (if that is the correct description – well, if Nancy Reagan is the Second Lady, Dennis must be just this) left.

Bob pulled off his apron and threw it at Ros. "I'm just a former miner, not a student. You can't expect me to remember such an order."

"Don't worry," muttered Basil, who was working in McDonald's on his year out from Natural Science at Cambridge. "I use my Personal Organiser to record everything."

"Is it a Timex or a Psion?" enquired Audrey, ever the eager sprog.

"Oh," bumbled Basil. "It's neither. It's a Sinclair. A Spectrum. I believe."

Ros was surprised. "It's well-concealed, wherever it is. Do you just type it into BASIC?"

"No, I use this database program for writing games. It's called the Quill, or something."

"THE QUILL!" expostulated Ros, Bob, Kevin and Audrey simultaneously.

"You've got the Quill?" said Kevin.

"It's amazing," added Audrey as she admired the program's tape as Basil brought it into the light of that central heated McDonald's store.

As Bob couldn't add, he just mumbled something.

"Can we buy it from you?" concluded Ros. She smiled a sweet smile at Basil and his knees turned to jelly. As Basil's chin whacked off the counter and his breakfast was spilled over the floor, Bob jumped back.

A tray was jettisoned in the air and it flew over the open-plan boards into the Manager's office. The waitress who was carrying it screamed and flung her arms apart. She decided not to fling them into the air as that word had already been used in the paragraph. Now that 'air' had been repeated, she realised she had destroyed the literary quality of the entire story. Silly cow.

Del Fell rushed out of the Manager's office, sporting a name-badge which bore the words, 'Derek Fell, Manager'. Ros and her two children decided that this was not possible and that Del must have been in disguise. But then they changed their minds (not something that requires a visit to the nearest Brain Surgery) and assumed that Bob had only managed to secure the job because his chum, Del, was the manager.

Having secured the Quill from Basil (who was barely able to speak at the time he made the agreement), Ros dragged her childish boy from McDonald's by the ear.

"Let go of my lug!" snapped Bob. "Just because I didn't come by the job fairly doesn't mean that you have to be so batty about it."

"How dare you call me 'batty', Robert Bartholomew Dazzler!" exclaimed Ros. "I have got you a copy of the Quill and what do you do, cause a scene in the restaurant in which you used to work and cause me great distress."

"I never caused you any distress in your life. Not as much as you did."

"I did? What do you mean? When did I distress you?"

"When you married me. That fateful day when we made the foolhardy decision to tie the knot."

"Oh, here we go again. It's the same when you tell the kids that you wish they were never born; that they were the worst thing that ever happened to you. It's simply a spur of the moment, unintentional . . ."

". . .Freudian Slip," said Kevin.

Ros blew her stack. Just then the stack of a nearby chimney collapsed, narrowly missing Bob. "Kevin, you shut your face or I'll bandage your mouth!" (Ros was politically correct, even in the mid-80s.)

"Ros, you nearly killed me with your foul temper!" shouted Bob. He was out of words for exclamations – bawl, yell, and all the others didn't come to mind – so he stuck to the simple 'shout'. "I'm going home to load the Quill into the Spectrum and I don't want any of you to stop me till I finish writing my magnum opus, the game that will be this year's hit. I can assure you of that."

Ros fell to the ground in laughter. "Oh, Bob, you are a great humourist! You couldn't write a postcard, never mind the text for a 48k Spectrum adventure game. And why didn't you buy the game before now?" As Bob helped his wife to her feet and led her back to the car, he vowed to write this masterpiece.

For two weeks and a day, Bob barricaded himself in the spare bedroom which had been converted to his Laboratory, where he was writing the game that he believed would revolutionise adventuring. He hardly ever left the room and his meals were left outside the door where he would sneakily collect them when no one was looking. It reminded Ros of a Sherlock Holmes or Hercule Poirot story. She couldn't remember which, though. And so at the end of that period, Bob emerged from the bedroom proudly clothing a cassette tape. Ros could not believe what she was seeing. Bob bore an unkempt beard, clothes that hadn't been washed for two weeks and reeked of an awful odour. He looked just like Richard Dreyfuss in 'Close Encounters of the Third Kind'.

Ros was about to jump down Bob's throat. She decided not to do that as it might start his gagging response and cause him to vomit. Instead, she decided to resort to the simple process of biting his head off which, although inevitably messy, would be a lot less unpleasant. She hated these metaphors. So she said:

"Bob, you are disgusting! How can you neglect us all at this important family time of the year?"

Bob smiled. "Nothing matters any more, Ros. All our problems are solved. I have found the solution, and we will soon be rich. I shall send the game to CRL, or Level 9 or someone like that. Then we shall have all the money we ever desired. I don't need my job and you don't need yours."

Ros was extremely cynical about all this and so she merely murmured, "Pah!"

Bob could not believe his wife's lack of enthusiasm for his scheme. "I'll prove it all to you, I can assure you. You shall see that I can do what you don't think I can, so there!"

"We'll see that you're bonkers, more likely," replied Ros.

TO BE CONTINUED . . .

## MORE ADVENTURING OCCUPATIONAL HAZARDS by MARY SCOTT-PARKER

---

THIEF – Got his nickers in a twist.

FISHMONGER – Floundered at each Red Herring.

SKELETON – Rattled through it.

CIVIL SERVICE – Found it taxing.

SEAMSTRESS – Got hemmed in.

## THE PC SAGA (Pt.2) by REYNIR H.STEFANSSON

---

The IBM PC became a success by being in the right place at the right time. But users soon began to complain about too little memory, too few expansion slots, too small diskettes and a total lack of hard disks. IBM listened (how mindbogglingly odd) and brought out the PC/XT (XT - eXtended Technology).

This machine could be expanded to 640K of memory, two 320K/360K diskette drives and a 5, 10 or even 20MB of hard disk space. It also got version 2.0 of MS-DOS and PC-DOS. It is on this design that my old PC, a Corona PC400, is based. It has 2 disk drives, a 20MB hard disk (now defunct), 512K of memory, an amber screen and the best text display I've ever seen on an XT.

Corona Data Systems was but one of many companies that tried to build a better PC. There was also Compaq. Compaq built a better PC. Compaq built a portable PC. You did need a strong arm to lug it around, but you could do it.

Amstrad built a slightly better PC but it cost a lot less than the others. That was its reason for success.

So, now you know the PC and the PC/XT: An 8088- or 8086-based computer with up to 640K of memory, one or two disk drives (usually 360K or 720K) and maybe a hard disk that could be 10, 20, maybe 30MB.

What then? The PC/AT (PC with Advanced Technology). Those machines had: 1200K diskette drives, hard disks, 80286 processors - and EGA displays.

EGA (Enhanced Graphics Adaptor) could do everything CGA could, and then some. You finally had a palette to play with, and a half-decent graphics screen to play on. Forget the CGA's 4 colours at 320x200 and 2 colours at 640x200. This was the Real Thing: 16 colours out of 64 at 640x350 dots. It was a monster hit. Even Amstrad put it in the PC1640, called it ECD (Enhanced Colour Display) and even hooked a decent monitor to it. It's still a good one.

One really neat thing about the EGA was that you could load four text fonts into the card's memory and use any two of them while in text mode, if you didn't mind having only eight foreground colours instad of sixteen. The VGA (see below) could use two out of eight fonts.

Another neatie is that you can scroll the text up and down one pixel at a time, also while in text mode. Both the EGA and VGA contain all kinds of tricks which remains unused because nobody really bothered to learn them, what with all that super-whizzo-django-hardware flooding over us. As good as the EGA was, it still wasn't perfect.

IBM also produced the PGA (Professional Graphics Adaptor), now almost forgotten, featuring 256 colours and a 640x480 screen.

IBM's next super smash hit display was the VGA (Versatile Graphics Array). It allowed you a palette of 16 out of 262.144 colours in all the EGA resolutions plus 640x480. To that VGA added mode 13h: 320x200 with 256 colours, addressed as a contiguous 64K block of memory. No more faffing around with read/write mode and attribute registers. Just one poke - and you had a lit dot on the screen.

No need to mention, I believe, that mode 13h became an immediate Number One with the arcade games crowd, being the easiest display mode to program for by far.

But poverty wants a lot and greed wants even more. Now rose a clamour for 256 colours in high-resolution modes as well.

IBM did have an answer to that. Not 42, though, but 8514. That number hid a display card that could show 256 colours out of 16.7 million at a staggering, mind-blowing (at that time) 1024x768 dots. It cost an arm and a leg and never became the success VGA was.

IBM still hung on, and released the XGA (eXtended Graphics Array, mefinks). It did have some HiColor (32768 colours at once) modes, and you could put up to eight of em in the same box and use them all at the same time. That, too, failed to excite the punters, very probably because by then there was such a bewildering array of SVGA (Super VGA), HiColor (32768 or 65536 colours) and TrueColor (16.7 million colours) cards available that the XGA found itself swimming in an ocean, and not the pond IBM thought was still there.

The SVGAs now are showing 16 or 256 colours at 800x600, 1024x768, 1280x1024 or even 1600x1200! The fancier ones also do HiColor or TrueColor at those resolutions as well. But we are now talking cards and monitors, the purchase of which can suck seven wallets and five bank accounts dry in an instant.

And just to add some caramel flavour to all that acronymic technobabble, a bunch of video card makers joined in VESA (Video Electronics Standards Association). The first thing they did was to define a common programming interface for all their cards. Modern display cards are VESA-compatible - most of them. Those that aren't, can be made so by loading a VESA driver program written for each particular card.

The next thing VESA did was to come up with the VESA Local Bus or VLB. The VLB was intended to connect video cards (and maybe a few other cards too) to the computer in such a way that the CPU could read from and write to them at its own whizzing high speed of 30, 40, 50 MHz. That was then. This is now: Intel Pentiums and DEC Alphas doing 200 MHz (Mega-Hertz, million cycles per second). Hard disks that read and write millions of characters per second. Operating systems that need 16MB (Mega-Bytes) for themselves, another 16MB for a word processor (both OS and WP are from the same company) and still feel slow on the above CPUs and disks.

(CONTINUED NEXT MONTH)

## TEN UNPOPULAR CHRISTIAN NAMES

by DAVID HEBBLETHWAITE

---

All these names were used between 1838 and 1900, but nobody use them now... do they?

- |              |            |
|--------------|------------|
| 1. AMOROUS   | 6. FEATHER |
| 2. BUGLESS   | 7. LETTUCE |
| 3. CLAPHAM   | 8. MURDER  |
| 4. DESPAIR   | 9. TRAM    |
| 5. ENERGETIC | 10. WATER  |

[I vaguely remember Lettuce Leaf was a character in Girl, sister comic to Eagle, which were published about a mile from where I lived during my schooldays ..... Barbara]

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## The Second Pit

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

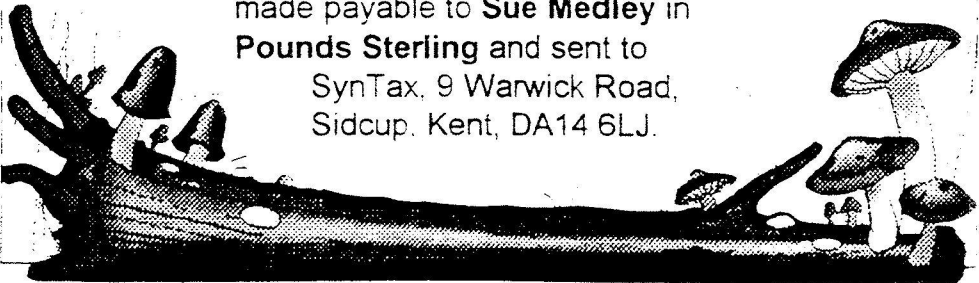
*Even now, as I lie in bed in our oak-beamed bedroom, I can hear vague snatches of our stepmother's callous voice ...*

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

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

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Sidcup, Kent, DA14 6LJ.



## WoW Software Specials - Strategy Games - New Prices

The following games are now available from WoW Software courtesy of their author - Angela Swinbourne. They are principally Strategy Games for one or two players operating on a graphics generated 'Board'. Details are as follows:

### CLOAKER

Chess-like in concept, this is a war game for one or two players - the computer can be either, none or both. At the beginning of the game each player has 14 ships with numerical value and strength, the challenge is to manoeuvre your fleet to destroy the opposing one. To aid you in your task there are facilities for hiding (cloaking), detecting and strengthening your fleet.

### PACIFIST

A challenging, strategy board game involving three different types of armies each hell-bent on destroying the other. Your task is to capture and transform them into Pacifist Army members, slowing them down as necessary by placing obstacles in their paths and luring them into a 'pacifist chamber'.

### SECTOR 5

This is a Strategy Wargame for one or two players, involving the domination of an alien planet. However you are not trying to prevent domination but to achieve it, and this you do by conquering sectors of the planet (you need five in a row), occupying the target square with your forces.

### MANTIS

This exception to the strategy game, is an all-action arcade type adventure. You pilot your ship around a maze-like screen, steer around various obstacles and avoid getting blasted. Success means you progress to more difficult screens and mazes.

### PZP

This is a split screen Strategy board game allowing you to play against the computer or another player. You sit in your ship at the bottom half of your screen and, at the start, fire bullets into targets at the top. Every time a bullet strikes the target an alien space craft appears in the other half of the screen, getting in the way of the bullets and dropping bombs on your head! Each bomb freezes you for 10 seconds so you have to decide whether to waste bullets blasting the aliens or try to fire between them and hit the targets! Decisions, decisions!

### GENERAL X

An excellent, if slightly different, Strategy Board game with the seemingly simple plot of promoting all 10 of your units from Private to General. However the game play is quite challenging and requires you to progress by means of stealing passes from enemies, sending troops into limbo, rendering squares unusable and many other sneaky tactical moves. You play against the computer or another player.

### STELLAR OUTPOST

An exceptional, One Player, Strategy game. It puts you in charge of an eight-strong team of navigators, engineers, troopers and a medic. Together you must tackle aliens and bring the generators back on-line in a complex. Review Extracts: "An incredibly detailed game ....." ".....Has rules simple enough to make it instantly playable even for a complete beginner, and yet it retains the kind of depth that keeps you going back for more." Simon Forrester - AMSTRAD ACTION.

PRICES: ALL GAMES ARE AVAILABLE ON TAPE OR DISC FOR THE AMSTRAD CPC 464, 464+ and 6128.  
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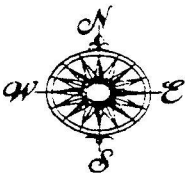
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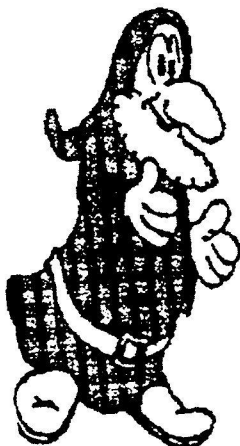
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## PERSONAL MESSAGES

---

To The Trainspotter – In reply to Dec's edition of Probe (sent to Barbara in time for January's Probe but ~~not~~ delivered by the Royal Mail!) I'm not too sure about that either – you've already encroached on the menopause – what next – childbirth? (M S-P)

To The Trainspotter – I can't possibly reveal why Jonathan gave me "mussels" – after all everyone's allowed some privacy. If you really *have* to know, you'll have to ask him. (Pigpen)

To Ellen – Even you'll have to "put them down" sooner or later.... (Pigpen)

To Jon – You bet I will! Yes it was a false lead – now it just keeps ticking. (Pigpen)

To Wynne – Pigs are frightfully clean if they're looked after properly – besides, you never know what you might find. (Pigpen)

To Larry – haven't heard much from you lately – hope you haven't fallen off the edge. (Pigpen)

To Wynne – re: your question to Ellen – believe me /can! (Pigpen)

To The Trainspotter – Why don't you try chaining yourself to the back of a train while wearing skis – I hear "rail skiing" is great fun and very exhilarating! (Matt)

To Loobiloo – Yeh, I knew I heard you saying, "Edam!" (or was it 'Ee. d\*\*n!') when it moused its way onto the table. At least it hadn't passed its sell-brie date! (Matt)

To The Pernicious Writer – Of course – I loved the News, but how is it that you knew all that? I didn't think you were there! (Jon)

To Tinkerbelle – My sentiments exactly. (Jon)

To Ellen – Have you heard the dance remix of D.O'D's "Come Back Paddy Reilly"? (Jon)

To Snow White – O'That's O'Kay then. I must get back to fixing that hole in the O'Zone Layer – y'know, in Belfast. (Jon)

To Dusty – It *will* be curtains for him if he did! (Jon)

To Snow White – My pleasure. Glad you liked it. Is it good likeness? (The Whinger)

To Dopey – What do you make of this? WHAT IS A 'YE POD' AND COULD YOU FIND A PEA IN IT? (the Whinger)

To Mad Cat – Yeh, someone was Russian about. (The Trainspotter)

To Phill – I never said life was fare. (The Trainspotter)

To M.P.T. What about P.C.B. (Post Co\*\*\*! Blues)? (The Trainspotter, B.P.C. – British Public Coal-users)

To Kevin – That's an unfair advantage. But I don't have time for snooker. I'm too busy persuing Petra. (The Pink Panther)

To Kevin – I'm hoping to take Petra "bali room dancing" soon. (The Pink Panther)

To Ellen – Well, what's "three" then? (M.Polo)

To Ellen – Twinkling his eye, you mean? (M.Polo)

To Snowy - I mean a notch in an otherwise smooth pipe. (Mario, the Over-Emphatic Plumber)

To Dopey - I mean she's out SLAYING - yes, with a sledge (hammer). That poor wicked witch of the west! (M.Polo)

To Uncle Horace - You rotter! (M.Polo)

To Ellen - Did you hear what Unc.... AAAAGGGGHHHH! (M.Polo, LOOMP, PLOOM, POMOL - rearranged)

To Philli - I won't hear of such a thing: you're a friend. (Laurence)

To Wynne - Arrow? What arrow? I didn't even see the Indians, let alone the arrows! (Perhaps I shouldn't have worn your "shades" after all?) (Ellen)

To The Trainspotter - No, I don't suppose I am - I've (More than) enough trouble finding things that do! (Ellen)

To Philli - Would you? *Course* you would, in the blink of an eye. (Ellen)

To M.Polo - As long as it wasn't the "Man From Auntie" (T.W.) - that WOULD be really unbearable. (Ellen)

To T.P.W. - It's all in the accent. (Ellen)

To Jon - Flippin' 'eck, I hope not, visible ones are hard enough to contend with. (Ellen)

To Glumwynd - You mean there was actually something WORTH remembering before my "Personals"??? (Ellen)

To Ro-Wan - You can say that again. Any 'bugs' that I find, are **definitely** in the wrong place. (The Witch of Stanley)

To Ro-Wan - I'm still waiting. (Witchy) To Mad Cat - Mmmmmrowwww to you too! (Witchy)

To Mad Cat - Ohhh, you're SOOOOOO right about that, even if I do say so myself. (Witchy)

To Jon - Can't wait to hear it. (Gilly)

To Philli - SHEESH!!! (Gillian)

To Jon - Ooooh, that'd give him a shock, wouldn't it? (Fudge)

To Jon - Can't trust those grapevines, can you? It's the last time I'll talk to them. (Dusty)

To M.Polo - He must, mustn't he? Do you know, he's actually read "War and Peace" THREE times! sad, or what? (Uncle Horace)

To M.Polo - You most certainly should. (Snow White)

To M.Polo - Neither - I use "Wash and Go". (Snowy)

To M.Polo - Well, you know what they say, "The eyes are the first to go". (Snowy)

To Matt - For some, pumrhaps, maybe I'm a lost cause? (Loobiloo) To The Wolf - Dung know, I'll see how I feel. (Tiger)

To The Wolf - Erm, *almost* anything. (Ahem.) (Tiger)

To The Wolf - No he wouldn't. I'd throw him down the key, then he'd have no trouble unlocking my tresses. (Tiger)

# NEWSDESK

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## **Next London Meeting for Adventurers**

The next meeting will be at midday on Saturday, 15th March, at the usual venue, Hamilton Halls. Everyone, especially first-timers, are welcome.

For further details please telephone Jenny Perry on 0181 979 4851.

## **Sue Roseblade – Helpline**

Sue will be changing her address and telephone number very soon, and has asked me to let readers know that she is not able to help "lost" adventurers for a while, as all her files have had to be packed away. When she is settled in at her new address I will let everyone know.

## **New Release from Zenobi Software**

"THE CITADEL" by Jack Lockerby is now available. Can you light the torch at the everlasting flame and reactivate the huge dragon statues, before all five great walls surrounding of The Citadel are breached by Zuron and his warriors? You set out with just a necklet (which warns you when a wall has been breached, and could also be the death of you) and small horn.

This is a 48K Spectrum game and therefore available on Spectrum, Atari(e), Amiga(e), PC(e) and MAC(e), £2.99 and Spectrum +3 £3.99.

## **Press Release from Saturn Software**

"Some of you may know that there have been changes happening recently in the SAM world between FRED Publishing and ourselves. We can now proudly announce that we will be taking over from Colin MacDonald from March 1st 1997.

What does this mean for the general SAM public now that we have taken over. Well, orders ideally should be sent to this address (address below) but for a six month adjustment period, orders can also be sent to the original FRED address. However, order will be despatched much faster if orders are sent to this address. Below you will find some questions that I guess you will want to know the answers to, and some, have already been asked.

*Will anything change?* Cheque still made payable to FRED Publishing, the only thing that will change is the address.

*Will FRED magazine still be produced?* Yes, and nothing will be changed there either, except the on-body printing will stop as it is very expensive, disc labels will be used, laser printed.

*How quickly can orders be turned around?* The same policy as the Saturn items, within 48 hours, first class.

*Will Fred still go to the shows as you also run Saturn?* Yes, we will hire another table, FRED's next show will be Gloucester.

Overall, it is suffice to say that the same quality service will be there as FRED has done for the last 7 years, and we will be making some special offers especially to mark this new era in FRED Publishing.

If you have any questions, please do not hesitate to contact me. ....Darren Wileman, FRED Publishing, 5 Ivanhoe Drive, Westfields, Ashby de la Zouch, Leics. LE65 2LT"

## OBJECTS AND THEIR USES

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**FORGOTTEN PAST** compiled by Steve Fairbrother on a C64, also available on Spectrum and Amstrad

Gold ingots (in chest in temple) .....throw in hold  
Jug (examine volcano ash) .....fill it with water  
Bowl (examine altar in shrine) .....mixing bowl  
Flint (in native hut) .....obvious  
Unlit torch (in another native hut) .....obvious  
Herbs (dead shaman) .....mixing poison  
Vines (in forest) .....tie it in gully to go down  
Meat (on roasting spit) .....serve to priest  
Tongs (examine white flowers) .....picking up hot meat  
Tray (examine leaves in clearing) .....serving meat  
Pole (near some rocks) .....mixing  
Sword (pull it out of cliff top) .....kill shaman and priest  
White flowers (NE of island) .....mixing  
Sea shell (on west beach) .....useless?  
Tools (in native hut) .....fixing canoe  
Robes (E of isle by tree stump) .....wear in village  
Pebble (near canoe) .....useless?  
Shovel (at start) .....digging on tidal beach  
Map (at start) .....guide to isle  
Scroll (in buried casket) .....read for safe passage  
Oars (in buried casket) .....obvious  
Poison (mixed) .....give to temple guard  
Roasting spit (in centre of village) .....dampen it  
Canoe (on a beach) .....getting to galley

## GETTING YOU STARTED

### **AFRICAN ADVENTURE (aka SAFARI on the Amiga) played by Dorothy Millard on a C64**

Start in the bedroom. OPEN CLOSET, GET KNAPSACK, GET BOOT (now wearing them), OPEN KNAPSACK, OPEN KNAPSACK, LOOK (see a book of matches and a ring of rusty keys which fell out of the knapsack - leave them here for the moment), GET BOOK, GO BED, READ BOOK (Africa - Land of the Unknown), OPEN BOOK (it falls open at an underlined passage), READ PASSAGE (...plorer nodded off to sleep, his thoughts began to drift...), DRIFT THOUGHTS. [\*]. You are drifting in a rowboat on a big lake, GET MOUSE (it is lost in the folds of your knapsack), E, E, S, S, E to foot of a cliff, U (as you attempt to go up a black leopard bars the way), DROP MOUSE (it startles the leopard - neither are seen again), DROP KNAPSACK, U, E, E, U ..... [\*] In my Amiga version you have to input DRIFE not DRIFT - Barbara.



### **DAY OF THE TENTACLE played by Damian Steele on a PC**

Having watched the quite lengthy, but outrageously funny, first part of the introduction sequence and waited until the three heroes split up, do the following:

Walk Bernard over to the left and get him to first pick up the Help Wanted sign from the window and then the advertising flyer from the stand. That done, walk him over to the right and open the grandfather clock. Now watch some more of the intro....

When that's all done and Dr. Fred's gone off upstairs, walk Bernard over to the right and get him to pick up the paper from the "To Do!" board. The paper is a sheet of plans for a Super Battery which Hoagie will need. Watch the last bit of the intro...

Now send the flyer, the sign and the book that Bernard carries from the start to Hoagie and click on the Hoagie icon to gain control of him. When Hoagie has all three of the objects get him to follow the path to the left of the screen around to the front of the building. Open the door and enter the lobby. Open the clock in the same way you did with Bernard and go to the secret lab for a chat with Red Edison, one of Dr. Fred's earlier relative. Give Red the sign and he'll take you on as his apprentice. Now give him the patient for the Super Battery and he'll tell you what he needs to build it.....

### **DOG STAR ADVENTURE (aka JEDI on Amiga) played by Dorothy Millard on a C64**

Start in the cockpit of the Falcon, S, D to deck of Darth Vader's battle cruiser, S, E, E, N to Supply Depot [\*], GET BLASTER, GET AMMUNITION (your blaster is reloaded), GET TAPE, S, W, GET FUEL, W, N, U to Falcon, DROP FUEL, D, N, N to computer centre (the CRT says "Copy Tape"), COPY TAPE (the Pet recorded on the tape, then printed "Attack Plans - Very Secret"), GET PLANS, N to Testing Laboratory, SHOOT SCIENTIST .....

[\*] It is possible that no items are visible, however the Blaster, Ammunition and Tape are there to be taken.

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

EXAM STONE. LOOK BEHIND STONE. EXAM LAMP. I. EXAM SUIT. SEARCH POCKET. SEARCH POCKET. SEARCH POCKET. EXAM FORM. N, N, IN. READ NOTICE. SELECT BOOK. EXAM BOOK. GET PAGE. EXAM BOY. DROP BOOK. OUT. NW. E. E. E. D. EXAM PRINCE. GET PRINCE. KISS PRINCE. GET FROG. SEARCH REEDS. GET COIN. W. IN. DIG. GET OBJECT. CLEAN OBJECT. OUT. E, U, W, W, W. SE, SW, IN. TALK TO BOOTMAKER. GIVE LAST, OUT .....

**SOUL HUNTER played by Barbara Gibb on a Spectrum – also available on the Amstrad**

Start in a dingy room at the back of the village tavern. I (map, sword, and money pouch containing 20 coins), EXAMINE MAP, DROP MAP, W, TALK TO DWARF ("The oak will be of great importance").

W, N, E (general store – see lots of items), BUY SACK (3 coins), BUY BOW (and arrows – 10 coins), PUT BOW IN SACK. BUY TINDERBOX (2 coins), PUT TINDERBOX IN SACK. BUY TORCH (3 coins), PUT TORCH IN SACK, BUY TWINE ((2 coins – the last of your money). The shield, food and mirror are not needed.

W, S, W, W (east bank of fast-flowing river – note pile of logs), N (inside cabin), EXAMINE TABLE, LOOK, TAKE AXE, S, CHOP LOGS (need axe), PUT AXE IN SACK, MAKE RAFT (need chopped logs and twine). You automatically board the raft and float down the river, eventually landing on a muddy riverbank. S (forest maze), E, TAKE BRANCH, N, W, S, S, E, S (by enormous oak tree – remember what the dwarf said), DROP BRANCH (for the moment), U (heart of oak), E, U (top of tree), EXAMINE NEST, LOOK, TAKE EGG, EXAMINE EGG, PUT EGG IN SACK.

D, W, D, TAKE BRANCH, W, W, W, W (drawbridge of castle), W (portcullis closes behind you) .....

**TEN GREEN BOTTLES played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)**

You begin outside the Bottleton Green council offices. I (nothing), N. SAY HELLO (to mayor). He asks you to find 10 green bottles. He also gives you a rucksack and rope. X RUCKSACK (specially made for the bottles).

S, S. Around here you will meet the local doctor. When you do, SAY HELLO (to learn he is hungry), E, E, N (smelter's workshop), SAY HELLO (note details), S, S (glassblower's workshop), SAY HELLO (note details).

N, W, W, W, W, X WALL (see rack where the 10 bottles will go), W, N, N (sitting room of cottage), SAY HELLO, S, S, S, S (hallway of your cottage), S, S, E (inside shed), X BENCH, SEARCH JUNK (find key), TAKE KEY, LOOK UNDER BENCH (find your wellies), TAKE WELLIES, WEAR WELLIES (something inside), LOOK IN WELLIES (now have a rolled-up piece of paper), UNROLL PAPER, READ PAPER (note number), CLOSE DOOR (discover a ladder), TAKE LADDER, LOOK THROUGH WINDOW (see a wheelbarrow), OPEN DOOR, W, SEARCH PATIO (see a pole), TAKE POLE .....

## HINTS AND TIPS

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### **BACK TO THE FUTURE 4 played by Barbara Gibb on an Amiga**

#### Pre-historic Time

When caught in the undergrowth, pull vines to reveal an exit east.

You need the flint and pole to make a weapon disliked by the Velociraptor.

Dip the stick in the phosphorus pool to make a torch.

Search the area at the end of the passage.

Although you can get to the south side of the river using a raft, you can use another way which is also your return route.

If you have a certain object you can reset the circuits and start the machine to travel to the next time zone.

### **BEYOND THE DARK MIRROR played by Barbara Gibb on an Amstrad**

Climb the drapes in the giant's bedroom.

To get the gold tooth - tie the twine around the tooth and then pull twine.

The tree gives you a clue concerning the sandlion.

Help the Podlings to keep warm.

Bait the mousetrap with the rainbow root.

You need the Dagger of Light to kill Vain.

Return to the castle to complete the adventure.

### **END DAY 2240 played by Barbara Gibb on an Atari**

When in the punishment cube - feel the deck and take the sliver, then wait until returned to the termination cube.

To escape from the termination cube - examine the sides then the reflector and unscrew it (need the liver). Now hold reflector above head and go north.

Open then search the cleansers to find a pullsuit which contains an access tube. Note the number on the pocket, the name on the back.

Wear the pullsuit to prevent recapture. To enter the one-man personnel flyer - insert the tube (into the lock of the door), press the blue button (on the tube).

To operate the flyer - press the on button and type your assumed name. Type M (for map) then 405 to be transported to the Habitat Zone.

When outside the business cube - examine the board to see a list of names. Yours should be coupled with Travis and be the fourth on the list.

Unscrew the plate from the droid (need the sliver) to see 2 buttons. You must press them both at the same time, so input PRESS YELLOW AND BLACK BUTTONS, otherwise the droid self-destructs taking you with it.

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

Bang the door inside the hollow tree then get the White Rabbit's watch.

Get the spider in the dark creepy cave and then drop it in Miss Muffet's living room.

If you are carrying the curds the bully will run off with them instead of the teddy.

At the Mad Hatter's tea party – examine the watch.

In the cockpit of the rocket – examine panel, close door, belt up and press 1, 2, 3, ignition.

## **DAY OF THE TENTACLE played by Damian Steele on a PC**

### How to win the "Best Human" Competition

The competition is judged in three categories: best hair, best smile and best laugh. It takes place in the future zone and so mainly involve using Laverne to manipulate the following objects :

Uncle Ted – the mummy.

A pair of roller-skates.

The laughter box from Oozo the clown, the fork from the kitchen and the fake barf from the lobby which Bernard will need to send to her.

The noodles and the horse's denture from Hoagie.

A name tag from the purple tentacle who guards the grandfather clock.

Once Laverne has all the above object, get her to use the roller-skates with the mummy. This makes him mobile. Put the name tag on him to mark him as an entrant.

Give him the teeth to win the best smile part.

Give him the box to win the best laugh.

Give him the noodles – which will be soggy from coming through the Chron-o-john – and then use the fork on them to whisk up a fantastic, and winning, hair-do.

Once you have done all that, use the fake barf with Harold. This will get him disqualified and prevent him from winning instead.

Then simply talk to the Judges and ask them to judge each category. Once they've done all three you'll be awarded the prizes.

## **JASON OF THE ARGONAUTS played by Colin Steele on a C64 – also available on Spectrum and Amstrad**

If you die you are transported to a cell. X STRAW, GET ROPE, X ROPE, X BED, X TRAP, OPEN TRAP, TIE ROPE, D. You restart at the plateau with the sheep.

GIVE egg to the Phoenix – do not DROP it.

After you've killed Medusa, do not examine her.

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

The torch is in the priest hole. Remember what the graffiti said to access this location.

To reach the patio you have to break the glass in the kitchen door. When you unlock it you automatically put your hand through and unlock it from the other side.

The gardener will prevent you exploring the garden unless you can get him to slip on something.

The axe is needed to break down the door of the garden hut. This action has another useful effect.

You can REPAIR STAIRS when you have the saw, hammer, planks of wood and tin of nails.

**EXPLORING ITMUS played by Barbara Gibb on an Amiga**

The gasmask and knife are used on several occasions.

Turn the sign to reveal an exit, another action will reveal a treasure.

Pushing a panel in one location cause a snowfall in another.

Pulling a lever on a platform is beneficial – check out the entrance to the arena.

Searching the tubular reveal something Mandy would like.

BONK BARG backwards when attacked by the Knobby Man.

Put the statuette on the altar to travel safely in the Tanglewood Forest.

In the box canyon – either hide under the shelf or use the umbrella during the storm. Taking the shield stops the storm. Searching the rubble finds a useful object.

**GATEWAY played by Steve McLaren on a PC**

In the museum – examine the device, put medallion in device, take tuning fork, put tuning fork in device, take disk, put disk in pedestal, take tuning fork.

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

You need the rope to LASSO UPRIGHT to reach a shiny key.

The potion found in the Prime Room (floor 357) allows you to carry more objects.

A crystal key is hidden in the broom cupboard on floor 588.

Go to floor 666 to find an important spell.

**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**

Have fun with the pogo stick in the giant' house.

Carry the dragon's scale as well as the sword when you fight the spider.

Climb up the web and through the hole to get to the goose.

To play for time – drug the giant's tea.

### **IMMORTALITY RULES OK played by Barbara Gibb on a Spectrum**

You can't complete the adventure unless you have the amulet, look neat and clean, and the means to cross the river.

### **LASKAR'S RETURN played by Barbara Gibb on a Spectrum – also available on an Atari(e), Amiga(e), PC(e) and MAC(e) Pull bricks to make some steps.**

Digging a deep hole is rewarding.

Enter and examine the boat. You can only successfully fill the motor with fuel if you have the funnel.

To find a bottle – search the sand at the shore of the island.

You need the knife to open the coconut.

Wet leather is more useful than dry.

There is more to the tree than a coconut.

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

Don't be in too much of a hurry to "kill" the Fire Demon – he may be useful if you have the branch.

The Book of Spells is in hidden room in the Temple.

Use the staff to enlarge the gap at the altar in the stone circle.

Break the staff to obtain a hollow rod.

### **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**

To get into the hotel – knock on the door and go west.

Follow the maid's advice, otherwise you won't get any breakfast.

The rota tells you when the maid goes off duty leaving the reception area unattended.

The key from your mantelpiece opens your hotel room.

### **PROSPECTOR (Tartan Software) played by Barbara Gibb on a Spectrum**

You need a horse and hat to get from Tombstone Creek to Dry Gulch. When the horse becomes lame, remove the stone (must have a box of nails).

The wardrobe in the hotel bedroom holds 2 very useful items. Use one to escape from the hotel and the other to smash something in the damaged stage-coach.

Sharpen the saw and razor in the hut by the sad man's shack. He will become very happy, and generous, if you saw the wood for him.

When you have enough money, buy the axe, lamp, whisky and gun. The shovel is not needed.

**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**

Tie the rope to the ladder but get it again before going up.

Pull the rope to raise the ladder again. Bowl the ball down the alley.

Unwrap the parcel before going into the monster's room.

**RINGS OF ARTEK played by Barbara Gibb on an Amstrad**

Examine the water by the waterfall to find some steps leading down to a path.

You need the sword and talisman to kill the 2-headed beast.

The answer to the riddle is ENERGY.

FLOAT on the LOG to reach the other side of the lake. You may need to make a couple of journey in order to transport all your important objects across.

The rings will protect you when you enter the forbidden zone.

You need the sword and amulet to kill the 3-headed beast.

You need the sword, amulet and charm to kill Smyrna to complete the adventure.

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

To get rid of the bear for a while – put the square peg into the round hole then turn it so that the light goes out and a Grue appears and chases it away, but do not loiter.

You need the cricket bat as a paddle.

The small cell is actually a lift operated by putting the round peg into the square hole to go down and the rectangular hole to up.

You need the wire to open the catflap. Don't worry if you lose the wire – it isn't needed again.

The key opens the iron gate.

You should read the magazine in the Waiting Room.

Slide open, and leave open, the door to the broom cupboard.

The mat and flute will transport you first to a Sunless Sea, then to a mountain top, then the High Level Gorilla's Place, then back to the Waiting Room.

The only way I could get the trapdoor to open was to press 2 twice.

The rope is attached both ends – untie one of them.

Deflate the ladder and pick it up.

**STONE TABLE played by Barbara Gibb on a C64**

Let sleeping dragons lie, especially if you have done something that might wake it up.

The runestone is a weapon.

A magic word will work more than once, and will lead you to your final destination.

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

Part Two

Always be invisible when the hooded figure is around.

You'll need to MOVE SHAPE twice to find a button.

Search the junk in the cupboard for something to open the cage.

For some reason, throwing garlic makes blobs a nasty mess.

You need a chair to keep the ceiling up.

Use the Fido Spell to see why you are being shot. Then crawl and jump.

Don't use the lady's dagger to complete the game.

**STAFF OF LAW played by Barbara Gibb on a C64**

In the crypt, go N or NE to a damp cave, but you can take only the amulet and skeleton key.

Pull the rope to raise the bucket at the well (only works if you have *not* opened the pouch).

The copper key unlocks the door in the small wooded copse – but the bow is a red herring.

The skeleton key unlocks the grate in the dense undergrowth.

In the wine cellar – fill the flask from the cask.

Close the treasure chest and then examine it.

Turn the hourglass at the entrance hall for a panel to open beneath the stairs.

The wizard in the dungeon should give you a magic word. If you find yourself in an awkward position PHEO (not PHOEnix) is meant to transport you to the courtyard of the keep.

**SUITCASE played by Barbara Gibb on an Amiga**

Climb over the gate to find some money and hear something useful. Note the number mentioned.

Check out the slot machine in the shower room.

To obtain a new battery – TAKE old BATTERY out of torch then give it to the shop manager before BUYING new BATTERY (need 2 Krona). You can now PLACE new BATTERY into the torch.

Do not try to pick up the soggy leaflet – just READ LEAFLET and note the word.

Look in the bushes to find a suitcase – you can't open it until later in the game.

Do not climb the gate or board the rubber dinghy whilst carrying the piece of glass. Also don't pass *through* a location where glass is present otherwise you slip on it. You can TAKE and DROP it to leave a location.

You need the knife to get some rope and cut some fish.

Ensure you take the cell out of the camera before boarding the dinghy.

Take the red mackintosh with you to the submarine and further.

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

Shoot the pigeon in the park with the blunderbuss.

Fill the pillowcase with feathers.

To feed the tramp – put a stick into the beak of the pigeon and cook it over the bonfire.

You need the penknife to gain access to the Mercedes car, also to cut the petrol line.

Give the Barbie doll to the Cockney digger.

The man in the doorway of the pet shop can be "cured" – although it *could* be the death of you when revisiting the construction site.

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

Part Two

In Mercia, the older man has a key.

Collect an object from the theatre before travelling to Rurania.

The android in the supermarket in Urbania wants money for the bread.

When in Antiqua, remember the Guardian's advice about the police.

**TRAVELLER (Dave Bowden) played by Dorothy Millard on a Spectrum**

Except for the guard at the city gate and in your Main Control Room, the easiest way to deal with guards and other creatures you meet is to ignore them. It is possible they will kill you but they will do that whether you fight them or not. For this reason it is recommended that you SAVE regularly throughout the game

The mutant will steal items from you but don't worry as they can be retrieved by entering the mutant's cavern where they will be found alongside a stash of gold. If knocked out by mutants and finish up in the dark, go E, N, U (into mutant's cave), N (to top of mountain), D, D, D (to burnt trees) and continue to where you left off

When you find you are beginning to become weak, eat or drink something. You can also drink from the river for extra strength.

Drink Wine – increases strength by 10

Drink Anti-Poison – increases strength by 10 (twice)

Drink from Stream – increases strength by 10

Drink Lager – increase strength by 10

Drink Water – increases strength by 10

Eat Food – increases strength by 20

Eat Alien Fruit – increases strength by 20

Eat Jelly Babies – increases strength by 5

## **VALHALLA 3 (THE FORTRESS OF EVE) played by Barbara Gibb on an Amiga**

### Level 1

To get a silkworm – put the bread and bottle of wine on the Eucharist Altar.

To get a piece of silk – put the silkworm on the mulberry bush (the very round one to the south of the two peasants who don't know what a bone is).

To get a deodorant potion – put the old boot and piece of silk on the tomb of Cobbler Cloth.

To get a numbing potion – put the pins and needles on the uncomfortable seat.

To get the honey from the honeycomb – get as close to the brazier as possible, drink the numbing potion, approach the brazier and drop the honey comb.

To get a clock key – put the honey on the table in front of the man who has a sweet tooth.

To get a mouse – drop a piece of cheese in front of the very large hole in the wall. If you lose it you have four more chances.

To get a grain of sand for the "oyster thing" – wind the clock with the clock key to advance the time to 1 o'clock, then drop the mouse on the other of the clock. Pick up the hourglass and crush it under the weight.

To get a quiet potion – put the pearl in front of the "man who can't move or speak" and then examine it.

To get a backwards potion – put the two sapphires in the diamond-shaped slots to keep the chest open.

To get the key that opens the door near the anvil – face one of the two "bone" peasants, talk to him, drink the backwards potion and then examine the backwards "bone of contention" phrase.

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

### Part One

Insert the embedded cheque into the bottle bank to obtain a bottle.

The tramp will enjoy some of your moonshine.

Drop then fire the molculiser at the sign.

To stop a speeding car – choose the right moment then hold out the sign.

### Part Two

Grizelda prevents you entering a certain part of the sulphur factory. Rene la Mar travels on a specific route through the corridors. If you can get them to meet they won't bother you again.

Pickerty's bracelet has a limited life span – you have only 7 moves before it will return you to the laboratory and disintegrate. Use those moves wisely by obtaining a guide, a can and opening something important. The guide will tell you, maybe too late, whether you have done the right thing.

## SERIALIZED SOLUTION

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**SHERLOCK HOLMES – CONSULTING DETECTIVE** played by Philip Reynolds on a PC

(continued from last month)

### **The Mystified Murderess**

This case is set around the death of Guy Clarendon who happens to be the son of an incredibly rich banker known only for his way with women and the huge gambling debt he can rack up very quickly! What really happened is as yet a mystery but what was found at the scene of the crime gave what Scotland Yard thought was an abrupt end to the enquiry. What the first officer on the scene saw was an unconscious woman lying still on the floor with a gun in her hand. Later, the woman was found to be Guy's alleged fiancée, Frances Nolan. On speaking to close witnesses they found that the woman entered the room just moment before the shooting and immediately decided that she was the murderer.

First of all you should go and visit Frances Nolan, in her prison cell. To arrange this meeting, talk to the barrister Edward Hall. When you talk to her, she tells you that she can remember absolutely nothing from the time of the shooting, obviously because she blacked out. To find out more about these black-outs go and talk to her physician, Dr. Mason. You should also pay a visit to Dr. Trevelyan who was with Frances on the evening before the murder. When you have spoken to both of these men, choose Frances Nolan from the directory to go and see Frances' maid. She will begin to tell you about the movements of Frances on the night of the murder. Apparently Frances left her house at 7:30am. This, of course, coincides with her arrival at the Halliday Hotel where she was found unconscious with the gun. You should also go and speak with Frances' solicitor Hiram Davenport who will be able to tell you about the inheritances both sister received. From what he says, Loretta has managed to spend nearly all of her, whereas Frances has been more prudent with her money and still has a large sum of it left. You will also find out another suspicious fact, and that is that Frances also blacked out in Hiram's office once, with Loretta.

Next you need to visit Langdale Pike who will be able to tell you about Frances' and Guy's relationship. It seem, in fact, that Guy was not really in love with Frances at all, and was just after her money. Now go and talk to Inspector Lestrade at Scotland Yard where you will find out about the murder weapon. He tells you that Frances must have been the murderer because her name was given at the time of buying the gun.

However if you now visit S. Goff's Gun Shop the shopkeeper give you a description of the person who bought the gun that does not match that of Frances Nolan and also points out that the person who bought the gun kept repeating that her name was Frances Nolan. This of course immediately points the finger to an impostor to frame Frances. Go and visit Frances' sister Loretta at this point, note that the description given to you by the gun shop owner matches Loretta to a tee and that Loretta doesn't seem overly concerned about her sister's arrest and the death of her lover Guy, which would led you to assume that she was the impostor who bought the gun.

Now let's find out a little about the murdered Guy Clarendon. If you visit Sir Charles Clarendon he will confirm to you the fact that Guy was recently cut off from the money with a final payment of £5000. You can also find out an interesting fact from Guy's butler. He tells you that one night Guy came home having been in some sort of fight it looked like he had lost. However, he wouldn't say who was his attacker. Next you should visit ex con and publican, Porky Shinwell. He tells you that Guy owed a man called Killgore, the owner of a local betting parlour, £7000, this immediately arouses suspicion because you know Guy didn't have this much money. As Shinwell continues, we find that Killgore uses a local ruffian to make sure he does get all the cash he is owed, from this information it seems that it was he who beat-up Guy that night. As Porky continues, he tells you another very interesting fact. Apparently, days later, Clarendon and Killgore suddenly got back on speaking terms again, pointing to the fact that Guy must have quickly found some way of paying off his debt. The story gets even more interesting when Porky tells you that Calvin Leech a fence who is known for paying half the price to thieves, in return for their stolen goods, apparently got on the scene as well. Now it seems that Guy got out of his debts by selling stolen goods to Calvin Leech, we need to find out where he got the stolen goods from. To do this, take a look at the July 4th, 1888 issue of the London Times. This will tell you of the society burglar, mentioned by Watson at the very beginning of the case, and what was stolen. Go and visit the scene of the crime, at the Halliday Hotel, there you will have a long conversation with the hotel porter before making a search of the hotel room. From the conversation you will learn that Guy moved into suite 205 of the hotel on the 29th May. Later that month it seems that Guy was accosted by a man matching the description of Bullock, Killgore's thug. Now, one can suspect that is the time that Guy paid off £5000 of his debt with the money he got paid earlier. After this, Guy asked to be moved from his room at the front of the hotel to one at the back of the hotel. One last fact you can find out from the porter is that, at some time before the murder, Guy was visited by Loretta. From the search of the room you find out a couple of important things. One is that Guy left his bank-balance in his room and that this matches up to the list of Society burglaries made earlier. In other words, deposits were made into the account to half the value of the item listed in the society burglaries run-down, on the dates that the items were stolen. This how that Guy was using his society contact to steal from his friend in order to sell the good to Leech and slowly pay off the rest of his debts, another £2000. the other is that there is a vine climbing up the wall at the back of the hotel, an obvious way in and out of Guy's room without being seen.

So it seems that it couldn't have been Killgore who murdered Guy because we know that Guy was the society burglar and he had enough money to pay off his debts. So it must have been Loretta but why? Remembering what her doctor said, that Loretta believe herself to be a princess, we can only assume that when Guy stole the diamond tiara in the last of his burglaries she must have found out and decided that she wanted it, she got into Guy's room via the vine outside his window and shot him at very close range so as to deaden the sound from the shot. She then got the tiara before going back out of the room the same way. As for Frances, from the description of her by both the porter and Hiram Davenport she must have been hypnotised at the time when she left Hiram's office and when she entered the hotel, which is probably why she couldn't remember anything that had happened during these periods. Loretta must have hypnotised her sister then given her the gun and told her to go to Guy's room at the hotel and fire a shot which would have been heard by the porter who rushed to find her standing over the body holding the gun.

All the evidence that you need has now been found so it's time to take your findings to the judge.

Q: Who murdered Guy Clarendon?

A: Loretta Nolan.

Q: Why?

A: She was greedy and wanted the tiara.

Q: How did she do it?

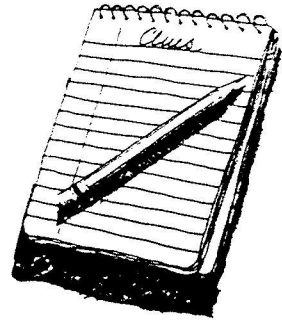
A: By hypnotising her sister into taking the blame for her.

Q: Who did the Society Burglaries?

A: Guy Clarendon.

Q: Why?

A: Because his father had cut off all money to him.



(Next month – The Tin Soldier)

## SOLUTIONS OF THE MONTH

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### MOON MAGIC played by Barbara Gibb on a Spectrum

Start in your Starship FIG. TAKE CARD. EXAM CARD. N (transport computer room). TRANSPORT (need card – now on moon's surface), E, N, E, TAKE LASER, E, E, E, E, E, E, E (small abandoned cave), S, S, S (end of dried-up river trench), W, W, W, W, W, W, W (chamber), RECHARGE LASER, S (moon's surface – actually the location where you found the laser), E, E, E, E (deepest part of gully with small entrance to the south), FIRE LASER to enter a big cavern), DROP [laser] GUN (not needed again), TAKE STRIP, EXAM STRIP (opens airlocks).

N, W, W, N (in airlock), INSERT STRIP (now in spaceport transport bay where a thirsty cybernetic droid won't let you go east), DROP STRIP, W (sleeping quarters), TAKE DYNAMITE, N, N, N (telefunk room), TAKE MATCH, E (oil servicing room), TAKE FUSE, S (interstellar galactic chamber), TAKE PIN, S, W (council room), LIGHT MATCH, LIGHT FUSE (also need dynamite to open a way west and you are now in oil drinks corridor; note you can only go west once), DROP MATCH, DROP FUSE (which for some reason you are still carrying).

W (end of oil drinks corridor), S, S (supplies store), TAKE TIN, EXAM TIN, N, N. You have to TAKE CHAIN before you can PULL CHAIN (fills billy can [tin] with oil), S, E, E (transport bay), GIVE CAN (of oil to thirsty droid – you are now in ventilation shaft), E, E (bend in shaft), TAKE [voodoo] DOLL, N, E, N (molecule transporter), E (basin shaft – see robo-droid), STICK PIN (into doll – robo-droid dies), TAKE KEY, W (back at transport bay), N, N, N, W (telefunk room), INSERT KEY (a previously invisible(?) door opens and you are now in a travel tube), W, W, W, S (end of shaft), TAKE FUEL.

N, E, E, E, E, S, S, S, E, S, S, E, E, E, E, S, S, S, W, W, W, W, W, W, W (fall into time warp – now back in your starship), S, REFUEL SHIP. THE END

Note: I couldn't find any use for the folder and goggles.

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

Note: Limit of 6 items carried + any worn

Start next to your car. E, E (see canoe and man on other side of dam). WAVE AT MAN (he paddles canoe across, gives you the paddle and then goes away). X CANOE and UNTIE ROPE (too late once you have entered the canoe). ENTER CANOE (cross water, hit a rock and canoe sinks). You are now in a small field. X WATER (of fountain), TAKE MATCHES, E, N, DROP PADDLE, DROP ROPE, S, S, E, NE, N (see farmer). TALK FARMER (doesn't seem to have heard you), TALK LOUDLY (he does this time. He wants the key to his tractor – note cotton wool for later), W, TAKE MAGAZINE, X MAGAZINE (don't believe the hint at "red herring"), LOOK UNDER TRACTOR, TAKE SCREWDRIVER, E, N (to farmer), GIVE MAGAZINE (key falls out and farmer is happy to let you enter his house – note he says you can call him if he is needed).

RAM SAVE here as random element occur inside the house when you try to get the lamp and jar of honey – don't try to get the lamp whilst the farmer is present, and the jar until his wife is distracted).

IN, N, X LAMP, TAKE LAMP (screwed down), UNSCREW LAMP (need screwdriver), TAKE LAMP, S, OUT, S, PUT LAMP DOWN (if you drop it it will break), DROP SCREWDRIVER, N, IN, W, TAKE TROUSERS, X POCKETS, TAKE (£1) COIN, DROP TROUSERS, E, E (to kitchen – see farmer's wife and jar of honey), WAIT (until wife is distracted by burning stew), TAKE JAR, W, OUT, S, PUT JAR DOWN (like the lamp, it will break if simply dropped). N, IN, E, N (see tumble drier), INSERT (wet) MATCHES (now have dry matches – this action not to be recommended except in computer adventure games), NE, SEARCH CORNER, TAKE SPADE, OPEN CUPBOARD (can't), CALL FARMER (who unlocks it for you), X CUPBOARD, TAKE ROD, TAKE BROOMSTICK (which is in open view), SW, S, X FIREPLACE, TAKE CROWBAR (no resistance from farmer's wife), W, OUT, S, S, SW, W, N, N, DROP COIN, DROP BROOM (all for use later), S, S, E, NE, N, TAKE JAR, TAKE LAMP, S, SW, W, N, N, PUT JAR DOWN, S, S, E, E (to grounds of disused mine), IN (strong chain prevents you), INSERT CROWBAR (to break chain), DROP CROWBAR, IN, X GENERATOR, X ROD, INSERT ROD (to make a lever), PULL LEVER (power on for lift down to mine), LOOK BEHIND GENERATOR, TAKE BONE, OUT, E, IN, PRESS D button, OUT (dark), LIGHT LAMP (need dry matches), E, CLIMB PILE (of rubble), X NICHE, TAKE GLOVES, WEAR GLOVES, D, DIG RUBBLE (need spade), TAKE DAGGER, W, W (dog only appears if you are carrying the bone), PAT DOG, SEND (Hot) DOG (he takes bone, squeezes through narrow gap, digs a hole and bunes the bone thereby levelling the mound so that the door swings open), W, DIG (need spade), DIG again, TAKE GALOSHES, WEAR GALOSHES, E, E, IN, OFF LAMP, PRESS U button, OUT.

W, W, W, N, N, DROP DAGGER, DROP SPADE, S, E (to service station), D (into pit – must be wearing the galoshes), SEARCH PIT, TAKE PLIERS, U, W (give galoshes to a passing tramp), S, E, E, E, IN (to lift), PRESS D button, OUT, ON LAMP (need matches), W, W, S, READ NOTICE (true!), PULL NAIL (from notice using pliers), TAKE NAIL, N, E, E, IN, OFF LAMP, PRESS U button, OUT, W, W, W, S, TAKE BARREL, SHAKE BARREL (something falls out), DROP BARREL, TAKE NEEDLE, MAKE COMPASS (need needle and nail), N, N, N, DROP PLIERS, TAKE PADDLE, TAKE COIN, TAKE DAGGER (should have these plus lamp, matches, compass, and gloves [worn]), NW (need compass) through forest to a lake and small raft. X RAFT (sturdy and no holes!), BOARD RAFT (still tied up), UNTIE ROPE (knot too tight), CUT ROPE (need dagger but it doesn't cut all the way through), BURN STRAND, (need dry matches), BOARD RAFT (need paddle). Now on the other side of the lake.

W (to guard), TALK GUARD (half price for Zenobi travellers), GIVE (£1) COIN (can now come and go as often as you like). Return E (to raft), DROP ALL (lamp [and jar] OK if included in "drop all!"), TAKE PADDLE, TAKE COMPASS, BOARD RAFT (need paddle), SE (need compass), S, S, E, NE, N, TAKE COTTON wool, S, SW, W, S (general stores), X TILL, LOOK UNDER TILL, TAKE DISC, N, N, N, TAKE JAR, TAKE ROPE, NW (need compass), BOARD RAFT (need paddle), W, W (by large tree that seems to have a mystical pattern on the bark), DROP DISC, DROP ROPE, DROP COTTON wool (all needed later).

E, E, BOARD RAFT (need paddle), SE (need compass), TAKE BROOM, TAKE PLIERS, NW (need compass), BOARD RAFT (need paddle), W, W, DROP BROOM, DROP PLIERS (all needed later), E, E, TAKE DAGGER, X JAR (of honey), PIERCE LID (with dagger to break vacuum seal), N (bear advances towards you), PUT JAR DOWN (so it doesn't break - bear takes it and lopes off, never to be seen again), READ SIGN (a bit late!), S, DROP ALL, TAKE LAMP, TAKE MATCHES, W, W, TAKE LADDER (not more than 2 other items can be carried at the same time as the ladder!), E, E, N (to entrance to cave), E (dark), LIGHT LAMP (need dry matches - can now see floor is covered in sharp-pointed stalagmites), LAY LADDER (over stalagmites), E (across ladder, to a cavern), TAKE HOOK (too high up), TAKE LADDER, PROP LADDER (against wall), CLIMB LADDER, PULL HOOK (ladder slips, you drop hook and scramble to hold onto a ridge of rock), X RIDGE, TAKE PARASOL, OPEN PARASOL (land safely), DROP PARASOL, TAKE LADDER, LAY LADDER, TAKE HOOK, W (across ladder which you can leave as it isn't needed again), W, OFF LAMP, -S, W, W (back to tree).

DROP HOOK, X BARK, MOVE BARK (to reveal an opening), ENTER TREE (dark), LIGHT LAMP (need dry matches - now in underground cavern), N, X PLANT, TAKE PLANT, (voice booms "Please don't touch the flora"), LOOK BEHIND PLANT, TAKE HERB, X HERB (just what the farmer's wife needs!), S, U, OFF LAMP, DROP ALL, TAKE HERB, E, E, TAKE COMPASS, TAKE PADDLE, BOARD RAFT (need paddle), SE (need compass), S, S, E, NE, N, N, (PUT LAMP DOWN if carried), IN, E, GIVE HERB (farmer's wife is delighted and adds it to the pot of burning stew(?). She gives you a key which the professor left in his room when he died), X KEY (marked "Observatory"), W, OUT, S, S, SW, W, N, N, NW (need compass), BOARD RAFT (need paddle), DROP PADDLE, TAKE GLOVE, WEAR GLOVE.

W, W, TAKE ROPE, TAKE HOOK, TIE ROPE (to hook), TAKE MATCHES, TAKE LAMP, LIGHT LAMP, DROP MATCHES, ENTER TREE, THROW ROPE (hook catches), U, REMOVE NEEDLE (from compass - still holding nail which is what you need), TAKE BROOM, X BROOM, INSERT NAIL (now have a paper-lifter), TAKE PLIERS, TAKE DISC, TAKE COTTON wool! (should now have these three plus lit lamp, key, paper-lifter, and gloves [worn]), ENTER TREE, SWING ON ROPE (across icy pool), X LEDGE (see sheet of paper), LIFT PAPER (using paper-lifter make from broom and nail), X PAPER, READ PAPER (coordinates), N, UNLOCK DOOR (need key from farmer's wife), IN (note that the lights are off - no power), E (to kitchenette), X WALL (find tripswitch), WEAR GLOVES (if not already worn) before you THROW SWITCH (power now on), DROP LAMP (not needed any more).

W, W (to an office), TAKE NOTEBOOK, READ NOTEBOOK (incomplete instructions), X COMPUTER, ON COMPUTER (it is on and awaits a disc), INSERT DISC (now booted up - now type the co-ordinates from the paper), 28S 172W (machine swings into correct position), E, U (to catwalk), PRESS GREEN button (roof opens), D, X MACHINE, TURN KNOB (need pliers), BLOCK EARS (missing instruction in notebook - need cotton wool), PRESS BUTTON (on machine). The machine comes to life; the supersonic scream could have burst your eardrums if you hadn't used the cotton wool. The beam hits the asteroid sending it into a new orbit away from Earth. (100%).

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