

# ADVENTURE PROBE

FEBRUARY 1997 £2.00

VOLUME 11 ISSUE 3



EVERYTHING YOU NEED TO KNOW ABOUT

# ADVENTURE PROBE

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

## BACK ISSUES

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

## ADVERTISING RATES

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

## DISTRIBUTION

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

## CONTRIBUTIONS

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

## POSTAL ADDRESS

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

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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 :

Barbara Bassingthwaighte, Martin Bela, Dorothy Millard, Terry Taylor,  
Karen Tyers, David Hebbiethwaite, Dot Vaughan, John Schofield,  
Julian Spragg, Damian Steele, Edwina Brown, Lee Morrall,  
Jon Scott, Lorna Paterson, Phil Richmond  
and Ellen Mahon.

Special thanks to :

Geoff Lynas for his usual excellent printing job.

## EDITORIAL

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Time sure is marching on. Nearly a quarter of the year gone already. There never seems to be enough hours in the day, days in the week, or weeks in the month to get everything done, so my apologies if I'm being very slow to respond to your requests.

I still haven't managed to get any further with the full list of solutions that most of you seem to want, but be assured, it is never far from my mind. At the moment I can't face typing everything twice (which is the only way I can get them into strict alphabetical order and then into a word processor/desktop package) but I promise I will publish the updated list as soon as possible, even if it means doing it the hard way.

I often get asked if I can recommend good adventures for a particular computer, and sometimes I find myself struggling to think of even one commercial game (I'm on much safer ground when it comes to "home-grown" text adventures). I know I have asked before, and in the past readers have sent in their Top Ten All-Time-Favourite Adventures, but the latest request is for something a little more specific. Does anyone know of any interesting new RPG games, that doesn't come on a dozen discs, and will run on a 4Meg PC? "Captive" and "Dungeon Master" are massive games yet they needed only one disc each!!! I'm not asking for a particular number of games, just one or two titles, the type of game, requirements to run, number of discs, etc. It can be anonymous if you feel you run the risk of some reprisals if someone buys it and doesn't like it. In case you are wondering, no, I haven't suddenly acquired a PC, the request comes from a reader.

I am a little disappointed that no one has sent in "the story of the adventure". I know of a few adventures that have wonderful storylines and I think they could be told without giving away too many of the puzzles. Never mind, it probably wasn't such a good idea anyway.

If you read the letters pages you will notice that Martin Bela has asked about self-adhesive stamps, and I was actually in a position to give some sort of answer. Why am I mentioning it here? Well, I have just learnt that on 11th May this year our not-so-wonderful post office will issue stamps under the title "Tales of Terror". Dracula will be on the 26p stamp, (celebrating the centenary of the first publication of "Dracula" - which I think was a stage play before it was a novel). Frankenstein will be on the 31p stamp (celebrating the bi-centenary of the birth of Mary Shelley). Dr. Jekyll and Mr. Hyde (37p) and The Hound of the Baskervilles (43p) complete the set.

As well as stamps, the post office produce postcards (enlargements of the stamps) and I am thinking about getting some of them as prizes for a future competition as there is at least a vague adventuring connection.

If I have read the leaflet correctly "Tales of Terror" is the British offering in a European-wide theme "Tales and Legends". I don't know which countries are taking part but maybe some of the overseas readers could let me know if they come across stamps with a similar theme.

Happy adventuring.

*Barbara*

## LETTERS

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**From Martin Bela of Alvaston....**

Dear Barbara, I enjoyed reading "The PC Saga" in the January issue of 'Probe; very interesting. More of the same please Reynir!

The point John Ferris made about whether-or-not authors can make use of the full power of 16 bit computers made me wonder if anyone would ever have the time to complete such a large game.

I have recently played a point-and-click adventure on an Amiga, and, although the number of location was quite small, it was very slow to play because of the number of disk accesses needed to complete an action. At one point, I had to change disks SIX times just to get the next location loaded!

As for the next convention, one venue I can recommend is at the Walsall Football Club. For the past couple of years, WACCI have hired a couple of rooms there for their convention.

The rooms are a decent size (about twice the size of the hotel suite) and I believe they are cheaper too. In addition to that, there's ample free parking, and a Sunday market as well.

Anyway, it's just a suggestion; I don't mind where it's held, the hotel's fine by me, and (dare I say?) it's easy to find (although as I understand it, there are one or two of us who prefer to relax by driving around Birmingham City Centre for a few hours before attending the convention, not mentioning any names of course! (and particularly not mentioning Ellen and Wynne)).

I mentioned some time ago that I was writing a new game for the CPC, which I was hoping to have completed before the end of last year; well, it's finally ready (if a little late!).

The game is called "The Bomb Room", and it involves you overcoming puzzles throughout a building in order to find a room with a bomb in it, which you must then disarm.

The screen shows the view of the player as if he were actually standing there, in solid 3D, ie "Virtual Reality" (without the headset of course!). The game uses the "Freescape 2" system from Incentive Software. Control is by Joystick/Keyboard.

I've decided to have a go at selling the game myself, as (with it not being a conventional adventure) it isn't really the type of game that an adventure-software-house would have.

One last thing, Barbara, whatever happened to self adhesive postage stamps?

\*

The style of humour in Reynir's PC Saga appealed to me. How he manages to write something like that in a second language I will never know. In fact everything he writes would get an A+ in an English grammar examination.

I've published details of "The Bomb Room" in the Newsdesk in this issue.

Martin, you must be psychic. I have just received a couple of leaflets from the British Philatelic Bureau. One, by coincidence, states that from 18th March 1997 1st and 2nd class self-adhesive stamps will be on sale in Scotland and Northern Ireland. Perhaps they will be better the second time round. Previously a few dishonest people found they could rub or wash off the postmark and, with a dab of glue, re-use the stamp. There is no indication concerning wider availability. I'll keep you informed. (Barbara)

## From Larry Horsfield of Charlton .....

I had intended to reply to John Nicholls' letter in the December issue of Probe, but couldn't quite find the time, but after reading John Ferris' letter in the January Probe, I thought a few lines would be appropriate.

I spoke to John Nicholls at the convention and he indeed expressed his disappointment that there were no Atari's there. I explained that we are totally dependent on the people attending the convention to bring their own computers, whatever the format, and if there Atari owners there (and there were) who were unable or unwilling to bring their computers along, there was absolutely nothing I could do about it. If John intends attending the 1997 convention, perhaps he would like to bring HIS Atari along as representative of that format. If John has friends who also have Ataris, then perhaps he could persuade them to attend the convention as well.

If John Ferris would be willing to bring his Amiga with him next October, that would be very welcome indeed.

As for the venue, we have discussed changing it in the past but have decided to stay at the Royal Angus Thistle (R.A.T.) as we get very favourable rate for hiring the convention room and overnight accommodation, and it is easy to get to from most parts of the country (except for two ladies from the NE, it would appear). If John Nicholls intend making the trip next time, perhaps he would be better off bringing his own refreshments rather than paying the rather exorbitant prices charged by the hotel. To be honest, I have never bothered with refreshment, apart from the odd drink or two, during the convention, as I am usually far too busy to think about such mundane matters! I usually have an extremely large breakfast which just about sees me through the day until we eat in the evening.

As I mentioned in my convention report in the November issue of Probe, we are hoping to combine the next convention with one of the Murder Mystery Evenings that the R.A.T. has been staging. As yet the hotel does not have any definite dates for October, but the cost will probably be round £45 per person, this comprising a pre-dinner drink, Murder Mystery Event, 3-course Dinner, Disco, and Overnight Accommodation with full English breakfast. This is extremely good value as the hotel usually charges us £35 for a single room B&B, so for an extra tenner you can have the MME and a 3-course dinner, etc. thrown in as well!

\*

I offered to lend my daughter's Amiga A600 and my best TV for the convention, but had no way of getting them there. Similarly, if an Atari was needed, I could have managed without my STE and monitor for a few days (ensuring the keyboard was working properly) providing they were returned in time for me to prepare the next magazine.

It is never too early to start thinking about the next convention, and if, like the two Johns, you have something you would like to say, please do so now, rather than leave it until it is too late. I know the two Johns (sounds like a TV program) probably didn't know their particular favourite computers wouldn't be featured last year, but at least they said so, and maybe something can be done to ensure a wider range of computers and software is present this year.

The Murder Mystery Weekend sounds like a great additional attraction (and incentive?) for those attending the convention. (Barbara)

# REVIEWS

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## BRIAN THE BOLD

### Reviewed by Dorothy Millard on a Spectrum

On first loading "Brian the Bold" I thought this would be a doddle. How wrong can you be? There is much more to this game than first meets the eye.

The examine command is used sparingly but you can also search and in fact must do so in order to solve the puzzles, of which there are many. There are several ways to solve some of the puzzles, but only one right way! A tip I will give is that most creatures can be dealt with without harming them. There are lots of doors to open, some as simple as typing OPEN DOOR, others require much more thought or even keys. A number of the objects found are required more than once, so be careful about what you drop. This can be a problem because you can only carry six items, including those worn, making inventory management important in this game.

You start outside a splendid castle which is where you must return with the Princess to complete the game. From here you must cross the ford and find a hut containing an important object - if you can open the door that is, search out a bottle to obtain some oil, discover an alcove and sharpen the axe in order to obtain access to a stubborn chest. As you might expect the boat has a hole in the bottom but you have limited use until this is fixed, allowing you to access the next part.

Now you must find a way to pass a sleeping dragon without waking him in order to gain access to the nest, which contains something very important that is needed to take you to the next part of the game - if you find a way past the baby dragon that is!

As soon as the boat lands on the west bank you find yourself confronted by an unfriendly bear who won't let you pass. Once the bear has been dealt with you enter the dense forest maze and discover an old sword covered in vines in a clearing. The only trouble is that you can't get the sword yet.

So on you go across an unsafe bridge, find a concealed cave where you meet the alchemist who will help you if you give him the right object. Next you must visit a dwarf who is dying - you did bring the potion didn't you? A strange pool holds the key to getting the sword which then transforms into a magnificent weapon with a gleaming blade.

After rolling aside a round stone and placating some angry geese I entered the dark tower. At this point the exit vanishes and you must find another way out. In the tower there is lots and lots to do, doors to open, animals and people to deal with, including the hounds, four hooded guards, the Black Knight, Bragen, Wyvern and trolls. Here is also where you will find the Princess. Before you leave the dark tower you must also negotiate the dark passages, the windy cave and find a way down to the narrow stone steps. On your return to the castle you will meet a dragon with smoke billowing from its nostrils. Once the dragon has been dealt with you are at last back in the castle. Bragen is dead and the Princess is safe.

I really enjoyed playing "Brian the Bold" and would recommend this golden oldie to those who like lots of puzzles which are mainly object related.

## THE CITADEL

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

Well here we are with another new game from Jack. This time you have been summoned by the King who tells you that the five walls of the Citadel are under attack and the only chance of ending the war is for you to find the "Everlasting Flame", ignite a small torch and bring it back to ignite the Dragonfire which will defeat Zuron's hordes. You are given the small torch shaped like a horn and a necklet. The necklet will tell you when each wall is breached, and if the fifth wall is defeated before you return, all is lost. As an afterthought, you are also told that if you run away, the necklet will inject poison into your neck...

Thus it is that you find yourself in some woods (doesn't Jack just love to start you off like this!). Taking a look around the woods you can find a well, a bird in a tree protecting something you need, a pentacle, a hut, a stone building, and a hole in the ground just for starters. On entering one of the buildings you find a man tied to a table, with a sword suspended above him, and you can just guess what will happen if you don't manage to free him! Unfortunately, your entering the building sets the sword swinging, and you don't have very long to work out what to do.

The other building has a stone door, with no apparent means of opening it, so you will have to go huntabout for something to help you, and I might say it is not as simple as you think. Once inside, you are confronted with a large slab covering a hole, and wouldn't you know that you aren't strong enough to lift it off.

Further on from here you can find a statue and a trapdoor which you just have to get through somehow....

Down the well (if you can get down there without breaking your neck!) you can wander along a tunnel with gratings in the floor and eventually come to a dead end where a vase sits on the floor. Now there is something inside the jar and if you're not careful how you get it out, the contents are lost forever so some devious thought is needed here.

Out of the woods to the other side you come to a ravine. There is a rope bridge across it, but of course it is broken, and even if you manage to repair it, care is needed in crossing it from either side. However, having surmounted that you will find yourself by a wall with a locked door. On the other side of this is a marsh maze, which is not large, but very nasty if you haven't found one particular item! However, cross it you must for there is a vital item or two in there. Unfortunately there is also a very large, unfriendly Troll.

Getting on towards the end, you will find yet another statue which has to be dealt with before you are freed. Past here and almost at the end, there is a door which needs a coin or something similar to open it, and then you finally meet the guardian of the flame. Oh dear, didn't you find the password?

Now to the "down" side - yes there is one, and the man from Zenobi is just going to love me. There is a point in the game where you have to get a sword from a rock. Now this is fine in itself, but once you have got it, be careful. There are several pieces where you need both hands free and therefore have to drop everything you are carrying. All well and good, but if you then go to pick up the word again, the programme tells you that it doesn't see one, despite the fact that it is staring you in the face!

My advice is don't get the sword until you have to. Yes, it is a bug - I checked with Jack before writing this - I thought he might just be being devious and nasty. Bless him, he said he didn't think he did horrible things like that (much!!). [\*]

This is another gem from the "Lockerby" stable. Not as difficult as some of Jack's previous game, but great nevertheless, and you should all send for a copy straight away.

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

## **WITCH HUNT**

**Written by Jack Lockerby**

**Reviewed by Karen Tyers on a Spectrum**

This is another good early game from "The House of Lockerby". (Sounds like a good name of a game don't you think?)

It appears that you are walking one day and chance to meet a witch, who promptly tells you that if you want to see your home again you must do exactly what she does. Whereupon she puts a blue hat on her head and turns three times, promptly disappearing and leaving the hat behind. What else can you do but follow suit...?

You find yourself in a cellar with nothing much in sight but a ring in the floor and a bottle in a wine rack. Pulling the ring allows you to enter the sewer and eventually come up in a garden maze via a manhole. The other direction in the sewer is too dark to follow until you find a source of light, but you can bet something nasty lurks down there!

Okay, so exit the cellar to the house above where there are two floors and an attic to be dealt with. There is absolutely loads to be sorted out here, and one little tip is to look inside the black sack when you find it, as not only is this your means of carrying lots of things at once, but there is an item stashed away in it to start with. Me - well I didn't look in it, did I? Thus I was stuck for ages, as the said item was much needed.

I was also stuck for a long time trying to find a way of getting down a well to retrieve a pellet, all because I hadn't thought to move something which would have found a secret tunnel.

Outside the house there is a beautiful garden and from here you can find a shed, a pool of water, a bush, a witch's hut and a path to the sea cliffs and thence to a beach and some woods. There is really heaps to do in this game, even shoeing a horse, and it will keep you occupied for hours. IMHO (in my humble opinion) this is Jack at his best and most devious. Definitely to be recommended.

**Spectrum (tape & +D 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 £5.99 all formats, all available from Zenobi Software.

**Amstrad (disc only)** £4, available from The Adventure Workshop. Cheque/p.o. payable to P.M.Reynolds.

**C64** £2 (disc) from Adventure Probe.

## DIABLO

Published by Blizzard Entertainment

Reviewed by Julian Spragg on a PC

Well, as usual I found myself perusing the software shelves of HMV in Aylesbury on a cold but dry Saturday morning. Several titles caught my attention, but being a bit of a FRP fan I noticed that the long-awaited "Diablo" had been finally released. Now being a Blizzard supporter (I dread to think how much time I have spent playing their "Warcraft 1 and 2") I duly let my "flexible friend" take the strain and arrived home with "Diablo" in one hand and the week's shopping in the other (well some of it anyway).

I eagerly fired up my machine and installed the game which is quite heavy on system requirements [\*], but surprisingly takes up little hard disk space, as most of the game is run from CD. After installing the necessary DIRECTX extensions to my system, I was up and running.

Diablo of the game title is one of three prime evils from hell, who, with his brothers, Baal and Mephisto, has realized, in the constant struggle for domination of all the realms (mainly heaven), that the corruption of mankind is the key to absolute victory. Battles have raged from the beginning of time, and at the time that the game is set it looks like Diablo once again is making his presence felt. It is your task to ultimately confront Diablo and banish him to the fiery depths from whence he came.

After a suitably impressive movie introduction, the game proper began. The first thing to do is to set up your character. You can choose between a Warrior, Rogue or Sorcerer, each with different strong and weak points; also each class has a unique skill. For my first game I chose a warrior with the unique skill of Repair to allow quick field repairs on weapon and armour.

The game screen is split into two; the top two-thirds being your view screen and the bottom third is your interface. The view is isometric, so players of that classic Ultimate game "Knight Lore" will instantly feel at home. However, the graphics themselves are absolutely stunning, with fluid movement of your character against a scrolling SVGA isometric background.

You start off in a village that has several houses each with characters that you can interact with, such as a blacksmith, healer, etc. You can catch up on gossip, rumours and trade with them. Full speech is supported which all adds to the experience. You can have background music as well, which changes depending on where you are, but I turned this off after a while as I didn't need the music to tell me I was in dire peril!

Once I had spent my initial 100 gold pieces on a range of equipment including some rather natty leather armour that the Cat from "Red Dwarf" would have been proud of, it was off on my first quest (one of the villagers will tell you what the quest is). Note: it is worth exploring the outlying area as you may come across other characters and dwellings that are important to your quest(s).

Anyway, into the dungeon I went, to do some serious hack 'n' slash. Most FRP fans will recognize the menagerie of Zombies, Golems and assorted other creatures that you will be up against. Some of these creatures cannot be defeated by brute force alone, so some spellcasting will be required. The spells can be on scrolls, in staffs or in tomes, and different levels of magic ability are required to cast some of the more interesting ones, such as holy bolt (useful against the undead).

As you would expect, the graphic effects are superb, especially the localized lighting, shambling creature and spell effect. The creatures, once killed, may leave gold or useful items such as weapons or scrolls.

Movement and combat is simplicity itself with only a mouse used for control. There are some keyboard controls, such as map overlay (automapping), and spell hotkeys which are useful to get at spells quickly.

Another plus is that you are not buried in numbers and statistics, which can detract from some games, although your character stats are available from the interface bar. Occasionally you will advance a level, and will be given a number of points to distribute against your attributes, so you can increase your magic level, strength, dexterity, etc.

In conclusion, the game is everything that I've come to expect of Blizzard, and I can recommend it to anyone who is a fan of the genre. The big plus points are ease of control and the non-linear world in which you are placed.

You can also hook up to the free Blizzard battle.net server, if you have an Internet account, and join a party of other players from anywhere in the world as the game supports full multi-play on the Internet or via a local network.

The game itself is huge and will generate a new world each time you start off a new game. Yes, you can save your position from anywhere in the current game world. I'm still on level two of the dungeon and just about to descend into level three. Now I know I've seen that tome I need somewhere, but what's that lurking in the shadows near it....?

[\*] System requirements: Pentium, Windows 95 or Windows NT4, DS CD-ROM, 8MB RAM (16MB for Multi-play), DIRECTX Local Bus SVGA Graphics card, Modem & Internet account for Internet Battle.net support (optional).

Available from most software outlets so shop around for best price - could try HMV (£34.99) or Special Reserve (£31.99).

## **EVIL'S DOOM (demo)**

### **Reviewed by Keith Burnard on an Amiga A1200**

It was a time when seas were of blood and books were covered with human skin. A time of fear, pain and sorrow. Then a great warrior came from the north... This warrior the old narrator describes as "His Master", and the companions he selects are the characters you control as this fantasy story unfolds.

As soon as you leave your sailing ship you hear whispers, and sniff out so many possibilities for adventure you may wonder where to start.

The game is played by selecting icons and choosing between a multiple of actions and conversations. A lot of reading is often necessary and once a choice is made it is rewritten for you to read a second time. This is a little annoying and slows the pace slightly, but can be tolerated. All the locations and objects are brilliantly drawn, making the game worth seeing for the artwork alone. The music is excellent too.

This fantasy RPG took just over four years to write and comes on four discs. It has a good atmosphere and gives plenty of entertainment for your money.

Unfortunately the game will only run on an A1200 with a hard drive.

Available from Zenobi Software for the give-away price of £4 for all four discs.

## PARADOX EFFECT

(Excalibur Pty. Ltd. Aust)

### Reviewed by Dorothy Millard on an Amiga

Your name is Qume Hayes and something is very wrong. You are normally one to consider the precognition of future doom as mindless gibberish, but then how does one explain such vivid and relentless dreams you have had of late? Exhausted, you sit back and muse over your surroundings. The game starts with you in your office behind a dull beige-coloured desk, which is the only piece of furniture in the room, and is unusually clean and tidy. Your old faithful computer is sitting modestly at your left and a cheap and nasty Taiwanese telephone to the right. Betraying the overall effect though, is the slovenly grubby rubbish bin under the desk.

Early on in the game you hear a knock at the front door, so you enter the lounge room which is cluttered with computer magazines, empty pizza boxes, crumpled up note paper and dirty clothing. Opening the front door you find an elderly man slumped on the doorstep with blood running from a fresh gash on his forehead. His expression changes from one of fear to a confident but worried look in his tired eyes. You notice something familiar about his face as you help him inside.

He tells you his name is John and he works for NTI Research, who are involved in the development of a device capable of time travel. He tells you he is from the year 2028 and that his assistant Frank and he were taking their first time jump in a prototype vehicle. Frank is a very ambitious and bitter man who wants to be recognized as the inventor of time travel, which he isn't.

John goes on to tell you that in about twenty years time you will discover the principle behind time travel. They were going back to meet Einstein when Frank stopped the machine in 1962, the year you were conceived. Frank hit him with an iron bar and left him for dead. Frank now plans to try killing your father in the mines where he worked. He tells you he doesn't know the consequences of this paradox and that it could completely disrupt the space-time continuum.

As the old man fades into unconsciousness he whispers "Infinite loop, Must stop paradox..." Taking the old man's plastic card you head off, but before you get too far you meet your pet Alsatian Theodore who you haven't seen for weeks and assume he is hungry. This isn't true and the steak in the refrigerator doesn't help at all. The dog growls fiercely at you and you must find a way past in order to obtain an important object which enables you to enter the laundry.

Heading out the front door and walking down the path through the overgrown garden to the back yard you discover a large strange-looking machine with an enormous clear dome covering most of it - must be the time machine John came in. Examining the machine you see that it stands about seven metres high and looks twice as wide. The surface has a dark plastic appearance with no apparent join. There is a set of stairs moulded into the shell which lead up to a door and next to the door is a rectangular panel with a thin slot and a couple of flashing lights. Using the plastic card you enter the time machine and looking around you discover the teleport, power supply and engine rooms, although it isn't advisable to enter the latter. Before long you will have the time machine operational and are ready to embark on the next part of your adventure.

When you arrive at the hangar don't be fooled by being suspended, even though you are told it is dangerous, really it isn't. It is essential to visit here before entering the mines to find something to keep you safe. Entering the mines you will discover they are a horrendous maze covering quite a large area of about 100 locations and at one point there is a random element. It is necessary to retrace your steps a number of times going through the mines where movement is limited to left, right and back. Once you get to the rockfall where Frank is trapped, he will ask you to go to the laboratory where you'll find a robot which will have the strength and resource to free him. Once the robot has been found and freed Frank you return to the time machine to watch the end sequence.

The parser in "Paradox Effect" is good and gave me no trouble, but many words must be typed in full, for example EXAMINE, UP and DOWN. However directions and left/right can be abbreviated. Throughout the game you will see footnotes which are a nice touch and give extra information or comments which add greatly to the atmosphere.

As commented by a friend, the game started out quite good but seemed to run out of steam as you progressed. It relies far too much on the maze and maze-haters should definitely avoid it. The storyline is good and I enjoyed it. It's a pity about the maze though! If anyone wants to play this game but doesn't want to tackle the maze I will send details to Barbara to publish in a future edition of Probe. [Keep watching the reference section of Probe ...Barbara]

## **TEASTRAINER**

**Written by Paul Jameson**

**Reviewed by Dorothy Millard on a Spectrum**

Part way through this game you discover a letter to UM which reads "It has come to my attention that the prototype packet of our new world-beating tea has fallen into the hands of Maxwell Owse and Marcel Blender. Get that idiot Bond on the case - he's the only one we can risk.... Mags". You play the part of Brooke Bond 0007 and your task is to recover the tea.

Starting out in your living room you go east to Hyde Park and a gate that won't open, but it is a simple enough problem and a couple more moves should see you through the gate.

From here you must visit Regents Park Zoo, via Trafalgar Square, to obtain an important object. The British Telecom Employee at the top of the Telecom Tower needs a telephone and once he is satisfied will give you something to enter the local swimming baths. Before you can go further however an Inspector, who won't let you enter The Strand until you give him something, must be dealt with. Passing Wren's Monument you visit the local swimming pool and if you have the right object the woman in the pay booth will let you enter for a swim, assuming you picked up the trunks earlier that is. After dealing with a fierce Doberman in the standard way, you are able to enter a block of flats, open a locked door and find the tea to conclude your quest.

"Teastrainer" has no depth to the game and it is a pity that there is no point to visiting a number of locations, as there is nothing to do when you get there, for example Victoria and Euston Stations, the British Museum, the Tower of London, Cathedral, etc. So much more could have been made of the game. It relies on talking to people to pad out the puzzles which are few and far between. Essentially there are only ten puzzles which need to be solved to complete the game. An attempt has been made at humour in places, but I felt it fell flat.

## RHYME CRIME

Written by Karen Tyers

Reviewed by Edwina Brown on a Spectrum 128K

"Rhyme Crime", Karen Tyers' third adventure, is set in Nurseryland Theme Park, and the stars are well known to all of us as they are found in the nursery rhymes we learnt at our mother's knee. How nice to meet them again.

The adventure starts when an envelope drops onto your doormat. You wonder what it is; as the best way to find out is to open it, you do so. Inside is a letter, signed by George E. Porgie, asking for your assistance in a very serious matter. It appears that your success in sorting out the problem in Bottleton Green has been noted, and you are, therefore, deemed to be the best candidate for this job.

Mr. Porgie hopes to persuade you to visit Nurseryland Theme Park where Tom Tom (the piper's son) is causing no end of trouble. The naughty lad has gone on the rampage, stealing an important item from each character; now they are unable to perform their acts for visitors. Your task will be to find and return these items, when, according to the letter, you will receive a reward. He does not know the extent of the trouble but says the staff will inform you when you arrive and that a map is enclosed. You look in the envelope again but there is no sign of a map, he must have forgotten to enclose it!

Now the adventure starts for real. You find yourself standing outside the Theme Park, by a turnstile. You have no ticket so by fair means or foul you must obtain one. Having done this you can use it to enter the park. Once inside the fun really begins, though the characters do not at the moment have much reason to laugh. Miss Muffet is sitting under a tree sobbing, the spider has been kidnapped. She hands you a note to read. It warns her not to do anything stupid or the spider gets it!

At MacDonald's farm you will meet a very depressed farmer. He tells you Goosey Gander has been stolen by Tom who threatens to eat him. The farm will be closed until Goosey is returned. In another part of the park Jack Horner is in a bad temper. His pie has been taken and he is not going to move the tuffet until he gets another. Then again there is poor Willie Winkie, he is hiding behind his curtains as he is dressed only in his birthday suit. And so it goes on....

Wandering around you will come across three shops; the butcher's, the baker's and the candlestick maker's. The shopkeepers would all like your help and if you give it each will let you take an item from their window. I must mention that Custerd, that well known ginger cat, puts in an appearance. He is really very good, Jenny, so long as you keep him apart from Postman Pat's cat and Mother Hubbard's dog.

I found this adventure great fun to play. As with Karen's other games, mapping is easy, which to me is a definite plus. The puzzles are logical but not too easy and when I solved one I just had to tackle the next. In fact the evening I finished the game I looked at the clock and it was five minutes past midnight. As they say, "How time flies when you're having fun". All I have to say now is this. Those of you out there who have played and loved Karen's games will not be disappointed. If you have not yet tried them, well you are in for a treat. So what are you waiting for?

Available from Zenobi Software. Spectrum 128K only (tape & +D) and PC(e) £2.99. Spectrum +3 3" disc £3.99, Amiga (e) £3.99, but only £2.99 if you have the QDOS disc.

## TOONSTRUCK

Published by Burst Software

Reviewed by Damian Steele on a PC [\*]

"Toonstruck" is a somewhat different game from the norm. It is set in the weird and wacky world of Zany Du and uses a similar style to the movie "Who Framed Roger Rabbit?" with a real actor co-starring with a cartoon character but in a cartoon world. The cartoon character is your boon buddy Flux Wildy; a small, purple, bipedal creature of indeterminate origins.

The graphics and general artwork are very well produced and are eye-catching. They are of a quality that you could expect to see in one of the modern cartoons on the television.

The puzzles are reasonably well constructed and vary in difficulty from the obscenely easy to the mildly difficult. When taken together with the graphical style I assume that the target audience for the game would be our younger game players. Unfortunately not everything is quite so suitable. There is one location in particular where there are a number of disturbing elements which some parents may not wish their children to witness. The "Wacme outlet" location has a couple of very odd characters whose sole role in life appears to be to inflict pain on each other using a variety of implements. Their language is colourful and uses one particular expletive a number of times. The items they have on show include an exploding cigar which literally blows off the character's head, Lepro-C itching powder which cause the victim to fall into a pile of realistically drawn body parts, a fake flower which spray acid onto the victim and a boxing glove on a spring which punches a hole through the character's head, leaving his brain splattered in a bloody mess on the wall.

Much as I realize that some, if not all, of these elements are present in other cartoons and have been for some years, the style in which *these* are presented is a little too realistic for comfort and could quite easily upset any children playing the game.

I find myself unable to recommend this game to anyone under the age of fourteen, but for adults with a wacky sense of humour it may be just what you're looking for.

[\*] Recommended specification: Pentium 16 meg RAM. 1 meg SVGA graphic. Quad speed CD-ROM. 16 bit stereo sound card.

Shop around for best price. Special Reserve quote £19.99.

## MORE OCCUPATIONAL HAZARDS by MARY SCOTT-PARKER

---

PARACHUTIST - dropped out

J.C.B. DRIVER - made rapid inroad into it

POET - was not a-verse to it

ENGINE DRIVER - was on the right track

CRICKETER - was stumped

# FURTHER ADVENTURES OF LUKE VAXHCKER - EPISODE N+3

---

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

XXXXX

XXX

X

When we last left Luke, the Milliamp Falcon was being pulled down to the open collector of the Imperial Arem Star Workstation. Dec Vadic surveys the relic as Imperial Fiunkies search for passengers...

"LS scan shows no one aboard, sir", was the report. Vadic was unconvinced.

"Send a fully equipped Ncheck squad on board", he said. "I want every inode checked out". He turned around (secondary channel) and stalked off.

On board the Milliamp Falcon, Luke was puzzled. "They just walked in, looked around and walked off", he said. "Why didn't they see us?"

Con smiled. "An old munchkin trick", he explained. "See that period in front of your name?"

Luke spun around, just in time to see the decimal point. "Where'd that come from?" he asked.

"Spare decimal points lying around from the last time I fixed the floating point accelerator", said Con. "Handy for smuggling blocks across file system boundaries, but I never thought I'd have to use them on myself. They aren't going to be fooled for long, though. We'd better figure a way outta here".

.....  
At this point (.) the dialogue tends to wedge. Being the editor and in total control of the situation, I think it would be best if we just sort of gronk the next few paragraphs. For those who care, our heroes find themselves in a terminal room of the Workstation, having thrashed several Fiunkies to get there. For the rest of you, just keep banging the rocks together, Guys.  
—Ed.  
.....

"Hold on", said Con. "It says we have 'new mail'. Is that an error?"

"%SYS-W-NORMAL, Normal, successful completion", said PDP-1. "Doesn't look like it. I've found the inode for the Milliamp Falcon. It's locked in kernal data space. I'll have to slip in and patch the reference count, alone..." He disappeared through a nearby entry point.

Meanwhile, RS232 found a serial port and logged in. His bell started ringing loudly. "He keeps saying, 'She's on line, She's on line'", said 3CPU. "I believe he means Princess LPAO: She's being held on one of the priviledged levels".

.....  
Once again, things get sticky, and the dialogue suffers the most damage. After much handwaving and general flaming, they agree to rescue her. They headed for the detention level, posing as Flunkies (which is hard for most hackers) claiming that they had trapped the Bookie executing an illegal racket. They reached the block where the Princess was locked up and found only two guards in the header. —Ed.  
.....

"Good day, eh?" said the first guard.

"How's it goin', eh?" said the other. "Like, what's that, eh?"

"Process transfer from block 1138, dev 10/9", said Con.

"Take off, it is not", said the first guard. "Nobody told us about it, and we're not morons, eh?"

At this point (.), the Bookie started raving wildly, Con shouted "Look out, he's loose!" and they all started blasting PROMs left and right. The guards started to catch on and were about to issue a general wakeup when the PROM blasters were turned on them.

"Quickly, now", said Con. "What buffer is she in? It's not going to take long for these..." The intercom receiver interrupted him, so he took out its firmware with a short blast. "...guys to figure out something is goin' on", he continued.

TO BE INTERMINABLE...

## ADVENTURE MEMORIES WHIRLING AROUND Pt.7 by JON SCOTT

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It was the beginning of September 1985 before Bob B. Dazzler emerged from the spare bedroom of his home, and that was only because he was obliged to drive his kids to school. They could hardly be expected to forgo their education simply because their father was engaged in the painstaking process of writing an adventure game. Writers please don't reply; I'm sure there's some dormant writer out there who has, but it's politically incorrect and we don't need any of that, thank you. On the subject of PI, or rather PC, the local constable visited the home of the Dazzler family in early 1986 on account of the variety of complaints that had arisen regarding the musty odour emanating from their home. This also prompted Bob's emergence from his 'laboratory'.

"I'm Detective Inspector Jimmy Harrap Jr., just in case you have forgotten," the copper told him at length. "Though I'm sure you haven't deleted our run-in regarding your parking ticket from your mind, I am here to investigate the allegations that you are perhaps brewing some contraband substance."

At this Bob headbutted the unsuspecting bobby. Harrap collapsed to the ground without even an "Ouch!"

"Whatever did you do that for?" exclaimed Susan Fell as she rushed across the street to administer First Aid to the ailing policeman. "He's split. He'll need stitches for that." Susan placed Harrap in the recovery position which made things worse. "The blood is dripping down his cheek now. Oh dear."

"Have you done First Aid at all?" enquired Bob.

"Erm, I went to the first three classes and that was it. How do you stop bleeding? I missed that one."

"I'm not surprised. Don't you apply pressure or something?"

"I can't remember. Anyway, why did you headbutt him?"

"I didn't really," explained Bob. "I fell over my feet and accidentally collided with Harrap. It's not my fault that our heads smacked together."

"Ga ga ga ga ga ga," muttered Harrap who had just about regained consciousness. "Who am I? Where am I? How am I? What am I? When am I?"

"Ah sugar, he's got amnesia," said Bob, then he turned to Harrap: "You're a man and all that concerns men concerns you. You think therefore you are. You are one o'clock in the afternoon. You are very well, thank you. And finally, you are feeling very sleepy; everything I say you will repeat."

Susan shook her head tremulously. Don't you hate it when people do that? "Tut tut, amateur hypnotism. That's one thing I cannot abide. Look, if he doesn't remember what you did – be it accident or on purpose – I won't breathe a word."

And so Susan kept mum on the subject of Bob's actions and Harrap never found out. It took him four weeks to recover – during which period he wandered about repeating Bob's crazy rantings and he totally forgot about the complaints against the Dazzlers. The end of February 1986 saw Bob unveiling his game, yes that masterpiece (for want of a better word) that he had been working on for a full seven months. Ros, however, hardly noticed it as she was deeply engaged in another game, Bored of the Rings, and she hardly noticed her husband's creation.

Del pulled the plug on the Spectrum. Naturally he did not have the power (or the lunacy) to stop the manufacturing of the hallowed machine, and what he was in fact doing was depriving his own computer of the power supply. Ros was not impressed at all.

"I'm not impressed at all," she said.

Bob retorted: "That's so cliched. Don't you think that I've heard that many times before? Now just allow me to load Revenge of the Mutant Orcs or I shall shred all of your nighties. I'm a dab hand with the scissors, remembers."

"I just wish you'd cut your own hair."

"Ha ha. Will you not just have a little peek at my game?"

"Okay, but after that I'm going to load up Red Moon, a superb game which I haven't tried yet."

Bob was outraged. "How do you know it's superb if you haven't played it???" he demanded.

"It's by Level 9," replied Ros.

"Good point."

Ros finally relented, something (as we know) she wasn't in the habit of doing. "Okay, Bob, go ahead. Make my day."

"I hope you're not taking the Mickey, Ros, because I'm serious about this."

"So am I. Do you think I would lie to you?"

"No, I just don't like your Clint Eastwood emulation."

"Shees. You know our marriage is a tightrope. You know you've always been my Dirty Harry. Or rather Dirty Bob."

Bob frantically stuck the program tape into the tape-recorder and, after he had unjammed it and sat Ros down in front of the computer again, he managed to have the game running on the Speccy. Ros sat patiently before the game and was greeted by the text:

REVEGE OF THE MUTENT ORK'S. AN ADVENTER GAME BY ROBERT  
DAZZLER.

YOU ARE IN A DIMILY LIT CAVE WITH TWO TORCH'S HUNGED ON  
ETHER WALL.

WHAT NOW ADVENTERER?

>EAST

YOU CANT GO THAT WAY, SORRY. WHAT NOW ADVENTERER?

>NORTH

YOU CANT GO THAT WAY, SORRY. WHAT NOW ADVENTERER?

>OUT

YOUR IN A FORREST CLEARING WITH A CLIFACE BEFOUR YOU  
WHICH STRETCH'S TO GREAT LENGHT'S ABOVE.

YOU CAN SEE...

A ORK STANDING BEFOUR YOU. WHAT NOW ADVENTERER?

>KILL ORC

SINCE YOUR UN ARMED THE ORK KILL'S YOU WITH HIS SOARD.  
YOUR NOW DEAD.

PLAY AGAIN?

>NO THANK YOU BOB

(C)1982 Sinclair Research Ltd

"Ros, you are just so heartless! I feel as if I have been kicked in the gut," said an obviously distressed Bob.

"And so you should. Your game is terrible."

"What did you say?"

"It's a first effort, and I'm sure your future ones will be better."

"Ros, I've spent the better part of 7 months working on this game and that's all you can say. I thought I meant more to you than that. Evidently not."

"It's not you, Bob. It's your pathetic attempt at a game. Try again - I'm sure you'll eventually succeed."

Bob was affronted. He may even have been a-back-ed too. "Shut your face, Ros. I'm going to send this into the software companies, and I don't need advice from you, a self-appointed adventure critic."

"Bob! You prat! Come back!"

With this, Ros effectively said her final words to her husband for three months. Bob packed up his stuff and moved out, taking the kids with him. Within a week they were home again (without Bob), simply because the kids missed their mother's cooking. Bob was only capable of producing "many shades of spaghetti", i.e. Spaghetti on Toast; Spaghetti and Potatoes; Spaghetti and Eggs; Toast and Spaghetti; Potatoes and Spaghetti; Spaghetti Bolognese; Spaghetti Milanese; Spaghetti Venetian; Spaghetti Neapolitan; Spaghetti Roman; Spaghetti Turin; Spaghetti Bari; Spaghetti Brindisi; and Spaghetti from every other Italian city, town, village or hamlet conceivable. In Bob's garret, for he was a poet-cum-artist now (his text was his poetry and his puzzles his art), he not only corresponded with at least eighty software companies – many of whom hadn't a Baldy's Notion what an adventure game was – but he also moped. He wasn't crying, perish the thought, but building himself some transport now that Ros and the kids had his car. He may have even added a side-car, but he wasn't sure. The fact is he never got a chance to add a side-car. He called his moped "HIAWATHA" because she had an incredible Injun!

Finally, in April '86, Bob received the latest of the 1 letters regarding his game. The previous eighty had been solid rejections which had basically confirmed Ros' conclusions, and they had all pushed him a step closer to returning to his family, but this letter read: *"MR DAZZLER – We are quite interested in your game and with a bit of spelling correction and the addition of some graphics we would consider publishing it – DODGY DAVE'S SOFTWARE EMPORIUM, NEWCASTLE."*

Bob thought to himself, "They may have an absolutely worthless football team, far inferior to my idols (Manchester United), but what the hey! I might just make my fortune." Bob handed the doorhandle from his garret back to the "landlord", for there were no keys – nothing to steal, y'see – and set off to Nukie. He stopped at the side of the road to phone his wife.

"I'm coming home, Ros," explained Bob. "And I know you will welcome me back when I walk in with a cheque for a million bucks."

Ros chuckled. "Now, Bob, no dollars in here. You know they just won't accept American currency down in Sainsbury's. How would I go about buying the groceries?"

"Ros, you are a silly filly. And I'm a Silly Billy for leaving you. You've heard of a *bureau de change*, haven't you? Well, I can use that to get it . . . though I'm sure the bank will accept the cheque."

"You'll have to frame it," said Ros as she put the receiver down.

Bob burst into a fit of laughter as he jumped onto his moped and sped off in the direction of Dodgy Dave's offices. He was sure he'd heard the name before, but he barely thought of this as he zoomed along the road and, still hysterical after his conversation with Ros, he didn't even notice the traffic lights change to 'red' as he flew through them. But he did see the Heavy Goods Vehicle that was veering directly in his path as he skidded towards it. There was nothing he could do. It was all over in seconds. Bob inevitably expostulated: "Cor blimey!!! M U M M Y!!!!"

\* TO BE CONTINUED \*

# Mentor's News Three

The whip impacted across my face with a dull crack. I glared at my captor, cold fury building within me. She must have understood instinctively that she was now in danger. Her eyes opened wide as she took a pace away from me. She seemed confused about her own actions.

Almost tentatively, her eyes met mine once more, and seeing again the anger burning there, she dropped her gaze to the floor.

I moved my hand to my face. I was not surprised to see it come away smeared with blood. As I made the movement, the woman jumped, instinctively raising the flagellum again.

"Do not whip me again," I said, my voice deceptively quiet.

My captor's self-assurance seemed to come rushing back when presented with my defiance. Her lips parted slightly and her eyes glinted.

"Dotran," she said softly - and for some reason, I imagined that name in that same soft tone, whispered in my ear in the silence of the night. "You don't seem to understand your position. Here, I give all the orders."

But I was scarcely listening to her. Distracted by my perverse thought of a moment ago, I gazed at her obviously, insolently, allowing my gaze to roam freely over her body.

Despite her tangled hair and filthy face, I could see she was attractive in an odd way - or she *could* be. As my frank appraisal continued, she stiffened in anger.

The motion emphasised her breasts beneath the leather jerkin which she wore. As I smiled appreciatively, she suddenly exploded into anger, snarling as though transformed into some kind of wild animal. The flagellum was abruptly raised again, and the lash flashed towards me, hitting me across the chest and shoulders.

The flagellum was raised again, and once more the lash flew through the air - but this time, I side-stepped, stretching out my arm. The lash landed short on my arm, the excess length then wrapping rapidly around it.

At the same time, I twisted around, pulling my arm in the same motion. My captor, still snarling and panting like a mad woman, was taken completely by surprise. Perhaps she had allowed her anger and rage to overwhelm her so completely that she had forgotten the basic rules one must take when dealing with prisoners.

Suddenly off balance, she pitched forwards. I pulled on the lash again, and the flagellum flew from her hands. The action threw her further off balance, and she fell with a heavy *thud* against the wall of my prison. She rubbed her arm where it had hit wall as she turned to face me.

She fixed hard, cold eyes upon me. I noticed the pupils of her eyes had become so small they might almost have been pinpricks. Wordlessly, she got to her feet and advanced upon me again.

A notion of unease crossed my mind. I wondered if she might, truly, be a mad woman. As I was pondering this idea, she launched herself at me, slashing at me with her nails, kicking me, knocking me, spitting at me.

Amazed, I threw her once more against the wall of my prison. For a second, she stood looking at me before she crumpled to the floor, the animation abruptly fading from her eyes.

Concerned that I might have done her some serious injury, I moved towards her. Her eyes slowly lifted to meet mine: as our eyes met, I saw her deep fear; it seemed almost as though her spirit had been crushed.

Confused at this dramatic switch in my captor's demeanour,

I was even *more* baffled to see her eyes fill with tears. The sight stirred some deep emotion within me. No doubt Draffan had been here, would have blustered and bemoaned my feelings.

But what knows an Orc - or half-Orc come to that, of Humans and their foibles? It was perhaps as impossible for Dotran to understand my attraction to females as it was for me to understand his disdain for them.

"Dotran," my captor whispered so softly I could only just hear her: "When you rape me, do not be brutal. I will not resist. You don't need to hurt me."

My mouth fell open in stupefaction. I suddenly felt outrage that this woman - that *any* woman - would feel so threatened by me. Angrily, I threw the flagellum to the floor.

"You will never escape the ship," she continued in a dispassionate tone. "And you can be certain you will regret your action before you are hung. Assuming, of course, that you are still conscious and capable of thought."

"But..." I exploded; she flinched back as though I had struck her. More gently, I continued: "But *what* makes you think I intend to...to rape you?"

A strange expression crossed her face. "Because you are a man," she said, as though that were explanation enough.

At my frown, she took a deep breath. "You're a *moron* if nothing else," she snapped, a trace of her previous anger returning. I glanced sharply at her, and fear returned to her eyes.

"Forgive me," she said.

"Explain why you thought I would rape you," I insisted. Shrugging her shoulders, she spoke in a monotone. "There are two races of Humans in this part of the world. The weak fools you were travelling with - and the men of the Southern Lands. All of us on this ship were at one time slaves of the Southern Men. When you fought back I knew you for one of them, and I recalled the punishments inflicted on any who would dare to strike one of them."

I took a deep breath and sat back on my heels. My mind whirled. Could I use this intelligence to help regain my freedom? Would the others be as intimidated at the thought of my being a Southern Man as she?

She laughed: "No, Dotran. At the first inkling you are one of their hated former Masters, your life would be over. But your death will be a very slow and agonising one."

What to do? Claiming kinship with the Southern Men suddenly seemed unattractive. My thoughts turned to Draffan and his naive certainty that honesty always won through.

"I am *not* of the Southern Men," I told her. As her face grimaced into a sneer of disbelief, I continued: "I come from the Forgotten Mountains. I am an Adventurer on a quest."

Confusion etched upon her face, she asked me: "For *what* do you quest? Treasure? Adventure?"

"I seek the Sorcerer of the Southern Lands," I told her.

"You seek *certain* death," she contradicted me. "If what you say is true, then..."

She broke off and suddenly sprang to her feet, cleverly knocking me off balance as she did so. She retrieved the flagellum in one smooth movement. I cursed as I felt it cut across me once more. My captor laughed.

"When I return, Dotran, we will continue our little game."

And before I could react, the door was unlocked, my captor fled, and I alone once more within the confines of my prison. "H'ldra!" I swore, using the coarsest Orcan oath I knew.



# TEXT ADVENTURING IN CYBERSPACE

## by LEE MORRALL

---

When Barbara suggested that I inform readers about adventure-related material on the Internet, I decided to write the following introductory article.

I don't know how many readers are familiar with the basics of the Internet. I suppose that some of you are regular surfers, others would-be, and some of you really don't care. The net is really quite a wonderful thing. It brings people together, it's more interactive than TV, and offers truly personalized "broadcasting" when you want it. It is a text and media library of immense proportions, that is constantly being updated. The net is also a very expressive place, as you can create your own sites (using software) allowing like-minded people to share interests (communicating via e-mail, etc.) and viewing each others material. As well as stereo sound, text, still graphics and photos, it is also possible, albeit crudely at present, to receive or transmit video footage or live pictures from little camera connected to computers all over the globe.

It is a sad fact that criminals and undesirables use the Internet for their low-life practices, but more than 99% of material on the net is legitimate, friendly and suitable for a family audience. As we know, criminals also use the vast worldwide telephone network, but the answer is not to make Alexander Graham Bell's work obsolete.

Although I don't own a PC myself, I use the Internet for about one hour per week at a local school, who charge the very reasonable sum of £1 - amazing since I can use the printer to my heart's content. The usual fee for an hour's supervised surfing is about £5 at your local Cybercafe.

### The Juicy Bit:

After typing the phrase "text adventures" into the Internet browser, it listed two sites that were fully dedicated to our beloved pastime, turnip growing. Sorry! Text adventure games... The browser I was using is "Webcrawler" which features a little graphic of a furry spider on a surfboard, and can be found at the address:

<http://www.webcrawler.com/>

The best site I found to be "PDD's Adventure Page", the full Internet address being:

<http://www2.rz.hu-berlin.de/inside/angl/people/pdd/advent.htm>. (I kid you not!!!)

This page may have been there for quite a while, without being updated, but it's well worth a visit. After giving a very brief summary of the history of adventures, it provides various links to other pages or sites.

Firstly:-

### Adventure Game History

Historical facts about classic adventure companies.

### The Colossal Cave Page

Info. about the granddaddy of the genre. There is also a link to play Colossal Cave.

## The I F Archive

This contains (allegedly) "The world's largest collection of Freeware and Shareware adventures". There are certainly quite a few games listed here, the majority of which I haven't heard of, but you need to download software before you can actually play them. Although this is probably quiet straightforward, I was a bit perplexed as to how to achieve this - I wonder if an enlightened reader could help? [\*] There is also a site that reviews and describes games in this archive.

The next site is called:-

## Interactive Fiction : Theory and Practice

Yes, it does sound like an "A" Level paper. Actually, this side provides info. and links, plus an archive of all articles posted to an "interactive fiction" newsgroup. Bizarrely, the Infocom Fact Sheet is filed under "Curiosities". Having accessed this fact sheet (actually from a later link) I found it totally exhaustive. Listing chronologically every game Infocom ever made, it also features details of formats, genre, release dates, authors, comics, packing details - you name it! I know the phrase "get a life" might come to mind, but it's a must for Infocommies.

The next link is to someone's page who provide his own games for you to download, and further on there are pages dedicated to adventure writing utilities TADS and Inform, with comparisons of each system.

This elaborate site goes on to feature links (with graphics of their logos) to dedicated sites for classic adventure houses such as Infocom, Magnetic Scrolls, Level 9, Adventure International and Melbourne House. From the Scrolls site, you can see all the wonderful illustrations from their games (although this somewhat spoils the fun of playing them). The Adventure International site lets you download various "interpreters", which I can only assume are "emulators" for various computer formats, though I may quite possibly be wrong! Using these, you can play various Scott Adams written games, such as Voodoo Castle or Pirate's Cove, but first you require a compiler, and you need to put the "interpreter" and datafiles (games) into a single directory in order to run them. I didn't attempt this myself, as I was in the dark as to what to do here. Perhaps an enlightened reader .... etc. [\*]

## The Legal Bit

Apparently, all the Adams' games you can download are still copyrighted. However, the company went bankrupt in 1985, and the copyrights went to a bankruptcy court where (apparently) they still remain. Since the games have been commercially unavailable for at least a decade, it hardly seems a heinous crime to download such games - I'll leave it to your own discretion! It was the likes of Voodoo Castle and Pirate Cove that first got me hooked on adventures in the first place, in my early teens.

I have yet to fully explore all the links and sites previously mentioned, and I'm sure there is plenty more adventuring material on the net, though nothing could replace the intimacy and family vibe of an Adventure periodical like the one you are currently reading!

I will be interested in hearing other people's views and experiences of adventuredom on the Internet, and would like to thank Barbara for inviting me to express and share my limited knowledge with readers. Happy surfing.

[\*] I will be very happy to publish anything other readers can offer in the way of advice and experience, no matter how trivial or mundane it may seem to you. You don't have to write a lengthy article as just a few words of wisdom can be extremely helpful....Barbara

## PROBLEMS WITH CORRUPTED PAW DATABASES ON 3" +3 DISKS SOLVED! by LARRY HORSFIELD

---

As many of you will know, I am one of the small band of adventure authors still producing adventures for the Spectrum. I use a Spectrum +3, which uses the now hard-to-get, double-sided 3" disks. I told Barbara about something that happened to me a little while go, and she has asked me to tell Probe readers about it in the hope that it may help if this happens to them.

When writing my adventures I use PAW, as the majority of current Spectrum authors do nowadays, and normally save my databases twice (using different filenames) on both sides of two separate 3" disks, which means I have 8 copies of each database should I lose one. This has often happened as the disks are used and reused, and if one side of a disk becomes corrupted and unusable, I will always have a back-up.

Each PAW adventure database can be the result of months of work, and you can imagine my horror when one night I found that ALL EIGHT copies of the database of one of my adventures had become corrupted! Each time I attempted to load one of the databases into PAW I got a "disk error" message. Nothing like this had ever happened to me before and I was at a loss as to what to do. I know that there may be a "disk doctor" program that could possibly fix the disk, but firstly I didn't have one and there was no guarantee it would recover the database. The thought of rewriting the whole database filled me with dread.

Then I remembered that the PAW databases are each made up of a number of separate files, a 48K database has just two but a 128K database, as this one was, can (and in this case, did) have up to 10 files. I realized that maybe only one or more files in each database had become corrupted and - hopefully - not the same file in each database. The PAW database files consist of the filename plus a single letter suffix starting at A, e.g. "PROBE.F".

What I did was to attempt to transfer all the files of a database into the ramdisk of the +3, i.e. the "M:" drive, using the command COPY "A:PROBE.\*" TO "M:", and watched the screen carefully. As the files were transferring across, the computer stopped after four files, i.e. A, B, C & D and threw up a "disk error" message when it tried to copy the E file, so I knew it was this file on this disk that was corrupted. I then immediately saved the four files that were OK onto a fresh disk and reset the computer. I then turned the first disk over and tried to copy the E file from that side of the disk into the "M:" drive. It worked, and I saved the rescued file onto the new disk.

I then used the same method to find out what other files were recoverable from the other copies of the database and eventually ended up with all 10 files of the database. Phew, was I relieved! I then re-copied the database onto three new disks and so have 12 copies of the database. I keep two disks in widely separated localities and I wonder what the odds on all 12 copies of the database becoming corrupted are?!

Hopefully the above will help anyone who suffers the same problem, and the moral is to save your databases LOTS of times on different disks.

[If anyone else has any tips they would like to share with other readers, please send them in. Something that you do as a matter of course might be just what another reader has been wanting to know....Barbara]

## THE PC SAGA (Pt.3) by REYNIR H.STEFANSSON

---

OK, so we've seen faster CPUs, larger disks, larger and more colourful displays, but we're still stuck with the same pathetic "meep" droning and whining from a speaker somewhere inside the case? Hell, it ain't 'arf 'ot on the sound front anymore.

The Canadian company AdLib built and sold a card with a Yamaha FM synthesizer chip (OPL2), a small amplifier and a pair of external speakers. Instant hit. So much so, that the Singaporean company Creative Labs set out to improve it. In went an analogue sound channel, the OPL2 and a combined MIDI/joystick port. Out came the Sound Blaster. Creative owns the market now.

Following two versions of the eight-bit Sound Blaster, came the Sound Blaster Pro. Still 8-bit, but stereo at last. First with two OPL2s, then with one OPL3 synthesizer chip. And there was analogue stereo as well. It's still kinda neat to hear the door-slams move between the speakers as you turn around inside Schloss Wolfenstein.

The Sound Blaster 16 was their first card with 16-bit analogue sound. The sound card market now is as ridiculous as with the display cards. But, I must not forget some of the other players in that market. Roland, for example, built a whole army of MIDI (Musical Instruments Digital Interface) cards, some with and some without built-in synthesizers, but all could drive and control external MIDI keyboards and synthesizers. It struck a chord with the musicians, sequences upon sequences of chords.

Then there is GUS (Gravis UltraSound) with a "3-D" surround sound system. You could now hear the slime beasts sneaking up on you from behind and turn around in time to blast them into globs of ooze before they got too close.

Another was PAS (Pro Audio Spectrum/Studio) from Media Vision, a set of excellent music performers.

And Covox, and Microsoft, and Disney, and a flow of Maestros, Mozarts, Beethovens and what-nots, all hoping to confusticate, bamboozle and kerfuffle us into a buying frenzy by flaunting wave-table synthesis (recordings of real instruments) and all kinds of Whiz, Bam, Kerpling and Zowie features.

The ultimate in consumer digital sound is still the CD (Compact Disc). I don't know whose idea it was to record computer data onto them and call them CD-ROMs, but I love it. How else could I carry a complete SimTel mirror site around in a small plastic bag, with room for Garbo and PDSL mirrors as well? (A mirror site is a computer whose file system reflects exactly the changes that happen at another site and computer.) OK, so a CD-ROM is a mirror site frozen in time. <MUMBLE> pedants! All one can really say about CD-ROM drives is that their makers are all caught up in the numbers game, making them spin and gyve, whirl and gimble ever faster and faster. I think that today's reading speed is twelvefold the speed of a music CD. Gee... WHIZ!

But so what? Text adventurers can forget about numbers games. All they need is a nice, steady display, a comfortable keyboard and a computer to connect them to. They need not care if they're bottom-feeders or not. I'll even put out my head and state that an Amstrad PC1640 with ECD and a hard disk is about as good a text adventurers' machine as any of those one-day wonders the shops keep advertising at 1000+ quid. And, yes, I've had my hands on both.

(CONCLUDED NEXT MONTH)

## RESULT OF THE LOGO/EMBLEMS COMPETITION

---

Congratulations to VAL PÖHLER who got all but one correct. The Star Trek calendar has already been sent.

The following readers all sent in their efforts and I appreciate their trouble and hope thumbing through all 1548 pages of the Yellow Pages hasn't caused any lasting problems.

Pauline Bryant, Steve Clay, Margaret Crewdson, S.W.Dale, Isla Donaldson, Ann Lightman, Ray Lipcomb, Mark McDermott, Lee Morrall, Jenny Perry, Jenny Wheeler, Joan Williams.

This seems to have been a popular competition, and I know a lot of readers enjoyed it even though they didn't get round to sending in their entries. Maybe there will be another on similar lines in the future. Ideas for prizes are always welcome.

Now for the answers:-

- A1. Royal Institution of Chartered Surveyors
- A2. Barnardos
- A3. The Childrens Society
- A4. The National Lottery
- A5. Eagle Star
- A6. Little Chef
- B1. British Telecom
- B2. Action for Blind People
- B3. Citroen
- B4. The Royal Bank of Scotland
- B5. English Heritage
- B6. Penguin Books
- C1. Investors in People
- C2. Adventure Probe
- C3. British Heart Foundation
- C4. Readers Digest
- C5. Legal Aid
- C6. Nokia
- D1. New Look
- D2. Guardian Direct
- D3. Help the Aged
- D4. Association of British Travel Agents
- D5. Birmingham Midshires (Building Society)
- D6. Direct Line

- E1. Hitachi
- E2. The National Trust
- E3. Independent Financial Advisor
- E4. National Canine Defence League
- E5. Zenobi Software
- E6. Daewoo
- F1. Meridian
- F2. House of Fraser
- F3. Fair Trades Approved
- F4. Save the Children
- F5. Imperial Cancer Research Fund
- F6. Prudential
- G1. Amnesty International
- G2. Barclays Bank
- G3. The Open University
- G4. Talking Pages
- G5. Do It All
- G6. Express Newspapers
- H1. Royal Institute of British Architects
- H2. British Gas
- H3. Positive About Disabled People
- H4. WoW Software
- H5. Royal National Institute for the Blind
- H6. Royal Society for the Protection of Birds

11. Sight Care
12. Referendum Party
13. Abbey National (Building Society)

14. Mercury Communications
15. Peugeot
16. The City of Liverpool

## MORE ANSWERS

### 'Ello 'Ello 'Ello What's All This Then? 3

1. Jack and Jill are/were goldfish. The cat pulled the cloth on which their bowl was standing, making it crash to the floor. The startled cat then ran off.
2. Mrs. Johnson was doing some outwork for a computer firm. She had to thread 4000 component onto a wire. She was nearing the end of her task when the 'phone rang, and her husband answered with, "Hello, Anonville 3564". Mrs. Johnson lost count.
3. The two men were trying to open the bonnet. The car had been borrowed, and it needed oil. The driver couldn't find the bonnet catch himself and didn't like to just go in and ask for help, so he bought the petrol first and then asked.
4. These two men were playing chess. One of the men saw a move that would give him checkmate, and stood up in triumph. Unfortunately, during the game, he had wrapped his leg around the leg of the table, and standing up had severely damaged his leg. See? It's not just riddles that are dangerous...
5. The living man is a prisoner, the dead one a prison officer. The van had stopped and the convict had taken the opportunity to pull out a gun and demand the guard release the handcuffs binding them together. The officer decided to fight and put the key in his mouth so he'd have one free hand. The convict panicked and shot the officer, and then the officer swallowed the key. Now the criminal couldn't get away from the man he'd just killed.

### Adventure Probe '96 Quiz

- |  |  |
|--|--|
| <ol style="list-style-type: none"> <li>1. Reynir H. Stefansson</li> <li>2. Middle Earth Community</li> <li>3. The Cockroach</li> <li>4. Two pounds</li> <li>5. She saw her in Bingo every Tuesday</li> <li>6. A restaurateur</li> <li>7. 103 and 104</li> <li>8. Jon Scott</li> <li>9. Restock the world supply of whales</li> <li>10. <i>Sensible Massacre</i></li> <li>11. Mary Poppet</li> <li>12. <i>Head Over Heels</i></li> <li>13. Dorothy Millard</li> </ol> | <ol style="list-style-type: none"> <li>14. North-west</li> <li>15. <i>Dark Portal 2</i></li> <li>16. Intergalactic Council of Ancient, Prehistoric and Otherwise Oldish and Really Outdated and Unimportant Although Interesting Parts of Universal History</li> <li>17. About 70% of the original</li> <li>18. Fly</li> <li>19. Smaug</li> <li>20. January 1994</li> <li>21. 8BIT</li> <li>22. The Tenacious Writer of Intriguing Topics</li> <li>23. £1.95</li> <li>24. Sue</li> </ol> |
|--|--|



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## PERSONAL MESSAGES

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To Ellen - What do you mean, arrows? We went in a Nova, not the conestoga! (Wynne)

To M S-P - I tend to agree with you there, but haven't Arnie S. and Nigel Planer already had sprogs? (The Trainspotter)

To Pigpen - When I heard "She sells sea-shells on the seashore," I didn't expect that. (The Trainspotter)

To Matt - Great idea! I've tried it, but I went off the rails. It hurts a bit, though I think I shall retrace my steps - or rather tracks! (The Trainspotter)

To Ellen - You could try creating it! (The Trainspotter)

To Pigpen - Yup, I know. Shucks! (Ellen)

To Pigpen - Your "confession" to Wynne has made me feel SOOOO much better. It's great knowing you're not alone. (Ellen)

To Jon - Nope. How's about you including it on your next "More Of Jonny" tape? (Ellen)

To M.Polo - You don't want to sneeze three time, 'cos that's a disappointment. (Ellen)

To M.Polo - As long as he was next to me he could twinkle whatever he liked! (Ellen)

To M.Polo - Nope, I didn't. Hope the "arrangement" is back to normal now. (Ellen)

To Matt - Oops, a slight slip of the ol' tongue there, methinks. I'll have to choose my words much more Caerphilly in the future, won't I? (Loobiloo)

To The Whinger - It certainly is. It's me down to a Coffee - don't like T(ea), y'see. (Snow White)

To Jon - Go to it then, my man. Tell me though, just what are you planning to mend it with? (Snow White)

To Jon - Oooer - p'haps he'd better NOT tell you then. (Dusty)

To Jon - again - Mind you, I could tell you all about it, if you like? (Dusty)

To The Whinger - It's a very old pod, that's what. And I'm sure that if I looked, I could find a pea in it - unless those folk from Bird's Eye had looked first. (Dopey)

To Mario (T.O.E.P) - Just as long as it's a top notch. (Snowy)

To M.Polo - 'Bout time the wicked witch got her just desserts. (Dopey) To M.Polo - Takes one to know one!!! (Uncle Horace)

To The Pink Panther - If you don't watch your step, I'll snooker you. (Kevin)

To The Pink Panther – A vain hope, I'm afraid. Petra much prefers playing on my pool table. (Kevin)

To Ellen – I agree. I wouldn't want to see Napoleon Solo as a Drag Queen either. (M.Polo)

To Snow White – OK, I'll get him to pop in any day now. (M.Polo)

To Uncle Horace – Just think how many times Tolstoy had to proof-read and revise the novel. (M.Polo)

To Snowy – Really? I find that "Ariel Ultra" washes the old hair very well. (M.Polo)

To Snowy – I heard it was the hairline that disappears first! (M.Polo)

To Kevin – Or we might go to a "football match". (Pink Panther)

To Phippen – Ticking? Did you have to wind it up? (Jon)

To Ellen – Like most vacuum-cleaners, you're likely to trip over them, so an invisible Goblin isn't so bad, after all. (Jon)

To Gilly – Yes. Get ready for this! (Jon)

To Fudge – He'll go Bananas after that. (Jon)

To Dusty – Yeah, they wine and dine you then drink you dry. (Jon)

To Loobiloo – That's what they said about the purr-sonals. (Jon)

## ADDITIONAL SOLUTIONS

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

CROWN (C64), DARKSEED, FULL THROTTLE, HADES, HELP INC, JUSTICE, LOST MOUNTAIN, MYST, NASTY CAVE ADVENTURE, NINE, NORMALITY INC, OUT OF THE LIMELIGHT, PANDORA DIRECTIVE, PARADOX EFFECT, PYRAMID (S.W.Lucas), SAM & MAX HIT HIT THE ROAD, SECOND PIT, SMEDLEY, SMIRKING HORROR, TEASTRAINER, TIME TRAVELLER, TROLL'S TALE, UNDER A KILLING MOON, YARKON BLUES, YARKON BLUES II.



# NEWSDESK

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## **New Amstrad Game**

THE BOMB ROOM is a new Freescape solid 3D game for the Amstrad CPC's.

Set inside the rebel's Headquarters, you must find and disarm their ultimate weapon; a nuclear bomb!

Available on 3" disc from Martin Bela, 11 Colwell Drive, Brookside, ALVASTON, Derby, DE24 0UP. Price £6.99 Cheque/PO payable to M.J. Bela. Overseas please add £1.00

## **Creative Adventure Toolkit**

Philip Richmond has just told me that he has, as ever, been busy adding extra features to C.A.T, and the latest version, 4.8, is now available. Registered owners can obtain a copy by sending Philip a blank disk and SAE, future purchasers check out the advertisement in this issue.

Recent and New features are:

fade in/out text

border colours

inverse palette

scroll text horizontally

"players name" input - can be used in text

lores + hires screen toggle

bell and beep sfx

scroll pictures vertically for intro's

password protection

alternative cursors

time limit condition

alternative fonts

graphic symbols for "status" messages

new system messages

refer to several flags in message

+ a couple of bugfixes and updated doc file

Details of the new features will be supplied on a printed sheet.

(This is the closest I've seen to PAW for the Amiga, and is great for both text and text/graphic adventures)

## Adventure Probe Software

I have been sorting through some of the PD/Shareware titles for the C64, and found some interesting titles. This takes a while because I wanted to check that each one will run from tape as well as disc. Unfortunately just after compiling one collection, I started having trouble saving to tape. I don't think it is the datarecorder because I tried TWO different recorders, and neither recorded properly, so for the moment the following are only available on disc - £1.50 per disc.

1. "Night of the Walking Dead", "The Sea Phantom", "Frankentein's Legacy", "Revenge of the Moon Goddess", "Eye of the Inca" and "Perils of Darkest Africa".
2. "Ra's Revenge", "Stone Table", "Stalag 23" and "On The Run".
3. "Adventure in Atlantis", "African Adventure", "Circleworld" "Dog Star Adventure" and Grungy Towers".
4. "Citadel of Yah-Mon", "Death Valley", "The Lighthouse", and "Temporal" and "West".

I will endeavour to solve my tape duplicating problem and let you know as soon as I am able to offer the above on tape.

## Amiga Review

After a long break for re-organisation this magazine has been re-launched with issue 3 out now. It is now a bi-monthly magazine as they are finding it difficult to keep to a definite distribution date each month (I know the feeling), with issue 4 out on 1st April, issue 5 out on 1st June, and so on.

To be honest I can't see much of interest to myself but no doubt other subscribers will be very happy with the contents. Issue 3 has a great deal to say about the Internet [\*], and they seem to be catering more and more for those lucky Amiga owners with an A1200, hard drive, modem, and CD ROM (which I didn't know you could get for the Amiga so I *have* learnt something new!).

Subscribers now have the option of whether they want a cover disk. The price has been adjusted, a single copy is £3.50 with disk, £2.50 without. If you subscribe for 3 issues it is £9 and £6.50 respectively. You can also get 6 issues (£17 and £12) and 12 issues (£30 and £21).

There is a special offer on at the moment, and you will receive a future issue free when you subscribe, whether it is for one, three, six or twelve issues. Two issues for £2.50 seems worth checking out.

Apply : AR Sales, MediaSoft Magazines, Communications House, Shanklin, Isle of Wight, PO37 7LU.

[\*] Not to be outdone. Probe has an article about the Internet, and future issues will have more about the Internet, Bulletin Boards, etc.



# GETTING YOU STARTED

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## **FULL THROTTLE played by Damian Steele on a PC**

Having watched the intro, you'll find yourself in a dumpster. Move the cursor onto the top right and press the left mouse button to punch your way free.

Don't waste time here, go to the right and you'll be in front of the Kickstand Bar. Locate the door and kick it to gain entrance. Grab the barman and you'll get your bike keys back. Go outside and ride that bike.

Watch another cut scene and you'll find your self at Mo's Place. She'll tell you what you need to fix your bike. Before you leave, take the hose and the petrol can from beside the door. Go outside and talk to the reporter. Go left and you'll see an overhead view of the town.

Head up to the left – the trailer with the flashing light beside it. Knock on the door and be ready to kick the door as soon as Todd answers. This will knock him out and allow you entry to his trailer and workshops below. Go inside and open the locker. Take the lockpick. Open the fridge and take the meat. Go down in the lift and take the welding torch. This is the first item you need to give to Mo to get your bike fixed. As for the other two .....

## **JOURNEY TO DEATH played by Barbara Gibb on a Spectrum – also available on Amstrad**

Start in a pleasant inn. I (sword and coins), N, W, S (shop). BUY TUBE (with coins), N, E, N, N, N, N, N, W, TAKE LAMP, SE, E, D (entrance to large cave system), LAMP ON, E, E, NE, N, N (rat's lair), KILL RAT (need sword), TAKE FLIPPERS, S, S, SW, E (secret cave), DIG (find a ring), TAKE RING, EXAM RING (note letters), WEAR RING, W, W, W, SE, E, D (north bank of lake), WEAR FLIPPERS, SWIM S, SWIM S (south bank of lake), DIG (find a key), TAKE KEY, SWIM N, SWIM N, REMOVE FLIPPERS (not necessary but seems a little odd walking around in them), U .....

## **SECOND PIT available on Atari, Amiga and PC**

Start in Tom and Eleanor's Room. You are Tom. I (empty-handed), E (landing – see father and stepmother), LISTEN (learn of your stepmother's hatred of you and your sister, Eleanor). You return to your room as ordered and sleep. When you wake up Eleanor is drawing. GET UP, X ELEANOR (sad), X DRAWING (a picture of a tall tower in a forest clearing – Eleanor dreamed about it last night), X CHEST, OPEN CHEST (see some toys), TAKE PIPES, X PIPES (note design), TAKE NECKLACE, X NECKLACE (white shells threaded on a frayed string), BREAK STRING (now have a handful of shells), DROP STRING (not needed).

E, D (kitchen). Your stepmother is sure to be here. Do not let her see your actions, so WAIT (about 4 turns) for her to leave – remember to repeat when she returns. X TABLE (see two glasses of milk and an oil lamp), X MILK (there are two different sizes of glass), TAKE LARGE GLASS, TAKE SMALL GLASS, TAKE LAMP, X MANTELPIECE (see clock and dead rose), X CLOCK (loud tick and at a slight angle), LOOK BEHIND CLOCK (now have a silver tinderbox), X TINDERBOX (closed, with a tight-fitting lid), OPEN TINDERBOX (find some fresh tinder and a flint), X HERBS (on the beam – thyme and basil plus an orange herb you know nothing about), STAND ON TABLE (so that you can reach the herb), X ORANGE HERB (makes you dizzy), TAKE ORANGE HERB, D, X DRESSER (see drawer, two door plus nine plates one of which is different from the other eight) .....

## **ON THE RUN played by Dorothy Millard on a C64**

Note: You need to have played "Stalag 23" before you play this game in order to obtain the password.

When you get hungry – just EAT FOOD.

You start in dense forest. N, N, E, E (to where the road ends – don't bother to go into the dense forest, there is nothing there), GET ROCK, W, W, W (roadblock), THROW ROCK (you throw it into the brush and the soldier leaves the road to investigate). W, W, N, W, W, S, S (you are at the door of a neglected farmhouse), KNOCK DOOR (a large man ask "what do you want?") .....

## **PERILS OF DARKEST AFRICA played by Dorothy Millard on a C64 – also available on PC and Amiga(e)**

Start outside the Trading Post. N, GET plastic BAG (leave the revolver until you find some bullets for it), S, EXAMINE TROUGH (contains clear water), PUT WATER IN BAG (from the trough), E, E (to a hidden valley), EXAMINE SAFARI, DIG (with your hands – you find something), L(ook), GET climbing BOOTS, WEAR BOOTS, E, E, S, U (to top of cliff), E (to arid flatlands), S (to where the crashed airplane is), DIG (with your hands – you find something), L(ook), GET BULLETS, N, W, D, N, W, W, W, W, N (to Trading Post), GET REVOLVER, PUT BULLETS IN REVOLVER, S, PUT WATER IN BAG (from the trough).

W, S (to swamp), SHOOT CROCODILE (it dies and floats off), W (to winding jungle trail – skulls hung on poles are here), GET SKULLS, S (to Pygmy village – a group of Pygmies are here who won't let you pass), THROW SKULL (they run scared when their sacred skull touches the ground), S, S, E .....

## **SOULS OF DARKON played by Dorothy Millard on a Spectrum**

Start on a muddy path. EXAMINE SCULPTURE (a piece is loose), PULL PIECE (it crumbles and you discover a hook and a fork), GET HOOK, EXAMINE HOOK, GET FORK, EXAMINE FORK (a tuning fork), W (see the remains of dead warrior), EXAMINE WARRIOR (see helmet and the remains of a mace), GET HELMET, EXAMINE HELMET, WEAR HELMET, E, E (to spreading tree), U, LOOK (you see a nest containing coin and a ring), GET COIN, EXAMINE COIN (gold), GET RING, EXAMINE RING (it carries the mark of the Guard of Darkon), D, S (thicket), LOOK (you see a bottle and a mushroom), GET BOTTLE, EXAMINE BOTTLE (empty), W (open ground), LOOK (a surveillance and attack robot hovers above you), W .....

## **YARKON BLUES 2 Pt.1 played by Barbara Gibb on an Amstrad**

Start in your cramped Gecko-class scout ship. I (nothing), EXAM SEAT (see a tool box), TAKE BOX, EXAM BOX (locked), D (docking bay Beta), S, S (central section of level 3 of the space station), U (to central section of level 2), N (end of corridor – see a force-field to the east), INSERT tool BOX INTO FORCE FIELD (reveals a hacksaw), TAKE HACKSAW, S, D, W, W, EXAM CAGE (see a sleeping lemming), WAKE LEMMING, TALK TO LEMMING, OPEN CAGE, CUT BARS (need hacksaw), CUT BARS (lemming escapes – you will catch up with it later), DROP HACKSAW (not needed again), EXAM SUPPLIES, TAKE PLASTER, E, E, E (small maintenance room), EXAM JUNK (see a pipe), EXAM PIPE (has a gash), PUT PLASTER ON PIPE (a remote control tumbles out of a hatch) .....

# OBJECTS AND THEIR USES

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## DISCWORLD 2 compiled by Jenny Perry on a PC

- Answer (High Energy Facility) .....for S.T.Ungulant
- Ant souls (Pit in Death's Garden) .....for Albert
- Band (Desert) .....for Dibbler, Holywood
- Bandage (Pyramid) .....wrap wooden arm
- Beeswax (Garden) .....give to old woman in shop
- Bellows (High Energy Facility) .....use on grate under Fools Guild
- Bird (Dock) .....swap for librarians mallet
- Black beeswax (Deaths Garden) .....mix with string to make candle
- Black candle (From wax and string) .....lights alcove
- Bladder (Dibbler, tower) .....fill then put in Rincewind's own inventory)
- Book (Library) .....show to Susan
- Boomerang (From stick and rope) .....throw at chimney
- Boots (Imp, garden) .....pop in Genie's bottle
- Brick (Fools Guild) .....use on fools ghost, then put in accelerator
- Broom (Granny, tower) .....use on tower
- Bunny (Deaths bedroom) .....contains pyjamas
- Camera (Film set) .....snap Elf Queen and cave pictures
- Candle (Shop) .....for spell
- Candy rock (Desert) .....give to Troll, Holywood
- Canteen (Saddlebag, Djellibeybi) .....fill at Fountain of Youth, fill bladders
- Chilli (Shades) .....coat flowers with it
- Clay pot (Shades) .....holds honey to lure ants
- Cork (Bonestock) .....plugs fountain
- Corn (Plaza) .....soak in alcohol and feed to rooster
- Curtain (Deaths hall) .....die it black
- Death certificate (Mortuary) .....give to Dead Collector and show at door
- Diamond tooth (Troll, Holywood) .....for Milkmaid
- Ectoplasm (High Energy Facility) .....give to Mrs Cake
- Elf Queen pictures (Camera) .....give to make up girl and use on reel
- Fishing rod (Deaths garden) .....attach to full honeypot and catch dots

Flamingo (Shop) .....swap for Deans mallet  
 Genie bottle (Mrs Cakes shop) .....Fill with Imp boots to trap vile smell  
 Glitter dust (Fools Guild) .....for spell  
 Glue (Pyramid) .....fix hooter to horse suit, stick to surfboard and glue saddle  
 Hamper (Dibbler, Bone Die) .....fill with food then give to ants at Bone Die  
 Honey (Deaths garden) .....fill empty sugar pot  
 Hoops (Garden) .....give to Uri Djeller  
 Hooter (Fools Guild) .....stick to horse suit  
 Horse suit (Holywood) .....makes unicorn suit with glue, hooter and librarian  
 Ice (Fools Guild) .....feign death in mortuary  
 Imp (Holywood) .....for camera  
 Incense (Shop) .....light and use on bees  
 Inkwell (Deaths desk) .....empty it in pond and add curtain  
 Ironing board (Mrs Cakes shop) .....makes a surfboard  
 Jingle (Cartwheel) .....for Dibbler, Holywood  
 Key (Holywood, Troll) .....opens trailer door  
 Key (Under Deaths mat) .....for alcove  
 Knife (Mortuary) .....cut net (desk) and Bone Idle (Hill in desert)  
 Ladder (Troll Head Pub) .....reaches top of coffin, cemetery  
 Leaflet (Dibbler, Plaza) .....for beekeeper  
 Librarian (Dining Hall) .....fills unicorn suit  
 Magnet (High Energy Facility) .....use on Imp to get boots  
 Mallets - 3 (Garden) .....for spell  
 Matches (Trolls Head Pub) .....light incense and oily rag  
 Milkmaid (Trailer, Holywood) .....for Dibbler, Holywood  
 Mirror (Mortuary) .....warm it on Bunsen burner  
 Mouse (Gimiets, Shades) .....bite it with teeth  
 Mouse blood (Mouse) .....for spell  
 Oily rag (Deaths kitchen) .....light and calm bees  
 Petticoat (Mrs Cakes shop) .....show to beekeeper, then wear it  
 Pick (Cemetery) .....cuts ice under Fools Guild  
 Poster (Shop, Djellibeybi) .....use to make pyramid  
 Pyjamas (From bunny) .....wear in Deaths garden by beehive  
 Pyramid (Make with wire) .....pop over Hex to avoid a long wait

Reel (Projector room) .....use with pics of Elf Queen and device  
 Ring (From rotten arm) .....for Dwarf, Holywood  
 Rooster (Garden) .....give it coffee from pot and give to Vampire  
 Rope (By wall, desert) .....tie to Trolls tooth and extract it  
 Rope (Deaths stable) .....tie to stick  
 Rotten arm (Desert) .....remove its ring, pop in saddlebag later  
 Saddle (Deaths stable) .....glue it, then use on Binky  
 Saw (Shades) .....cut ironing board and dummy arm  
 Scissors (Mrs Cakes shop) .....cut bandage  
 Scythe (Deaths hall) .....attach to cart and cut corn  
 Shark (Dock) .....swap for Bursars mallet  
 Sheep pictures (Camera) .....show to black sheep, Shades  
 Snowstorm (Dock) .....for Dibbler, Holywood  
 Stake (Djellibeybi) .....stick in compost heap, garden)  
 Stick (Dibbler, Bone Die) .....dip in paint and throw at Imp, also tie to rope  
 Sticker (Holywood) .....stick to weight  
 String (Deaths bedroom) .....mix with beeswax to make candle  
 Stuffed fish (Shop) .....throw at bird by dock  
 Suffrajester (Garden) .....pop in hole in desert  
 Sugar (Deaths kitchen) .....to befriend horse  
 Surfboard (Ex-ironing board) .....surf in Bone Die beach  
 Tablet (Alcove) .....for Susan  
 Tankard (Trolls Head Pub) .....pour on corn  
 Teeth (Cemetery) .....bite mouse then use on test tube  
 Test tube (High Energy Facility) .....holds mouse blood  
 Toy cart (Deaths garden) .....attach to scythe and cut corn  
 Unicorn suit (from hooter, suit and librarian) .....gains entry to Elf Queens palace  
 Vile smell (Shades) .....for spell  
 Weight (Holywood) .....attach to hook in dock  
 Wires (Ex-hoops) .....Use to make pyramid  
 Wooden arm (Mrs Cakes shop) .....feign death, bandage it and swap for rotten arm

## HINTS AND TIPS

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

Past Time – 13th November '55

Hide the car behind the billboard before entering town.

A sandwich will give you the strength to stand up to Biff the bully.

Talking more than once to Peabody the farmer is rewarding.

USE CARD to enter Doc's house.

If you have the letter and a full can of petrol when you return to your car, you will automatically travel to the next time zone.

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

Dig on the moon's surface with the spade.

Tie the rocket to Santa's sledge and light the fuse.

Santa will leave you something in a stocking.

Put cheese in the trap then get the mouse.

You must be wearing armour when you push Humpty off the wall.

After visiting the Snow Queen return to the Queen of Hearts, then Snow Queen thinks she is dead.

Give the apple to the Snow Queen when you visit her for the second time.

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

Where are the bits for the super battery and what form do they take?

The gold: .egroeG sa moor emas eht ni lliuq eht si

The oil: .elttob llams a ni nehctik eht ni si

The vinegar: .erutuf eht morf kcab dnes tsum enrevaL hcihw eniw eht si

The hamster has run into a hole and I can't get him out.

.revooh eht esU

I can't get the pen.

.nep eht teg dna moor eht raelc neht erif a tratS

Where is the costume?

.ngised galf eht rof ti paws ot mih teG .eigaoH ot moor s'cidem eht morf trahc elcatnet eht dnes ot enrevaL teG

I don't know how to get the people out of the room.

.yenmihc eht no teknaib eht esu gnlog si erif eht nehW

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

### In the Sparse Office Cube

Examine the station, then the pad – note the details of the message if you are serious about perusing Travis.

Press AP on the console.

Slide the picture. Search the drawer to find a spiny – use this to unlock the cube.

### Westway South

Aim the pie at the jangler, then fire it. Hide the pie in your pocket to get it through customs.

### In the Visa Office

Examine the computer, type you assumed name and number, then OP (for Off Planet).

## **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 chauffeur likes coissants. You can enter the car when he leaves.

The sacks in the hut are hiding something. The screwdriver will help with this new barrier and the kitchen knife will cut the mess.

Wear the sheet to scare Mr. Hodgkins and so gain a key.

The maid may open the drinks cabinet.

A drunken Mr. Hodgkins won't notice he has dropped his wallet. The money inside can be used to buy a disc drive from the salesman.

The coat in the study holds the key to the door behind the vines in the garden.

You need the crowbar to prise open the trapdoor in the forgotten store, and the torch in order to see in the cellar.

Oil the hinges to gain access to the cupboard in the butler's room. The butler will give you a password if you give him something.

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

Drink and wash your hands at the fountain.

Examine the structure at the building site to find a coin.

Dig in the dark red and with *washed* hands. The spider may like your find and even let you take its web.

Search the bones in the graveyard for something that will float.

Examine (with hammer and chisel) the rock at the edge of the alien world to find a weapon.

Use the scoop to collect the animal refuse.

Feeding the plants will enable you to take one.

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

### Sapphire Section

You have to do the opposite actions – e.g. DOUSE to light, DROP to take, IGNORE to examine, WEST to go east, etc.

Exit by going east from the "seemingly blind alley".

## **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**

The goose is very fond of chips.

When hurrying back to Mother with the golden egg, go via the rubbish chute or the giant will catch you.

Chop the beanstalk down when you reach the bottom and the giant will fall to his death.

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

Look behind the palm tree to find a mode of transport.

Wet the chamois before crossing the embers.

Give a partly inflated balloon to the snake in the tree.

The combination to the padlock is on the sign found on the beach near the start of the adventure

Ensure you search Laskar more than once and talk to him *before* he dies.

When thirty drink the coconut milk you should have put into the bottle.

When outside the building, examine the door and take the paper which can be folded and insert to stabilize something.

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

You need the thorns and the rod to defeat the wild beast.

To get the wand, melt the ice statue with the burning torch.

When in the magic city – wave the wand to be transported to the Magicians Sanctuary.

## **LOST IN TIME played by Steve McLaren on a PC**

At the Strange Building there is a hole on the steps. Use the portrait on the hole. This brings up a Headstone – you must work out his age from Date of Birth to his Death Date. I found this to be a random figure and have found three answers, 28, 35, 40, there might be more.

To move the horse outside the gate – on top of the tractor is a basket full of apples so use apple on horse.

The vinegar will act as an acid for the battery.

Make sure you fill the well otherwise you will lose an object.

### **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**

Take the rifle to a quiet place and fire it – muffling the sound with something. Reload the rifle and replace it before it is missed.

Ensure you sleep before 2.00am otherwise you are too exhausted to continue your quest.

Eat your breakfast then talk to Plantagenet.

You will have to push your way passed Mrs. Ellis.

Remember your profession when the maid tries to stop you leaving the hotel.

The pillar may be a good place to hide.

The brooch can be a life-saver.

### **PARANORMAL PALACE played by Barbara Gibb on an Amiga**

The attendant at the kiosk will change your £20 note into coins. He is also careless with keys.

Enjoy a ride at the funfair.

Buy something "enlightening" at the gift stall.

Note that the man who says you are stealing his clothes prop is a pensioner. Don't be squeamish – search the body on the beach.

Look in the cigarette case. Note details of the contents.

The tramp has seen something of interest.

The boat trip will only be around the bay and back unless you have seen something worth investigating.

You need the clothes prop in order to push a panel.

When you read the leaflet the Paranormal Palace will be open for business.

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

You need a sharp razor to cut the rope on the crate.

Chop the trees, remove the branches with the sharpened axe, then make a raft with nails and hammer. Your horse will drag it to the lakeside so that you can use it to reach the other side. Attract the miner's attention and he may help you with the broken rope-bridge.

A drunken miner won't notice you nosing around.

There is a map, lamp, oil and matches hidden around his house.

When you enter the cave take the following:-

map, lamp, matches, gun, hook with string attached, axe and iron bar.

There is another light source for when you are in the mine.

Use the ladder to gain access to the explosives store.

Open the crate with the bar, don't forget to close it when you want to leave the store.

The fuse is long, so you can light it from a safe distance.

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

The guard will disappear when you give him the sword.

Turn off the blaster in order to move around properly.

Throwing the bone to Harvey will ensure he accompanies you everywhere you go.

Kick the door in the Hall of Remembrance.

If you wish you can use the net until you catch a big fish.

In the cold room just keep inputting your action until allowed to do it. You can input H until warmed up.

There is nothing useful in the kitchen.

You need the coathanger, bamboo, silk, string and magazine to make a glider.

The only way of getting the glider out of the complex is via the gallery.

The storeman will give you a new cartridge for your used one.

You can rekindle the torch by simply entering the Hall of Remembrance whilst carrying it.

Use the glider to cross the river – note Harvey the dog swims across.

To get into the castle you need a long rope (string + rope), a bone, and Harvey.

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

### Part One

Look under the bench in Arthur's shed.

The beer will give you extra strength.

Stick the handle onto the sword before trying to pull it again.

Talk to the Knight.

To get some oil, squeeze the seeds into the empty beer glass.

Pour oil onto the axe so that you can get it.

Help the king with his table problem and he will give you a key.

Do *not* break the window in the tower, it is the frame that is interesting.

Talk to Merlin – if you have already spoken to the dragon he will tell you what he need to make a potion.

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

To find a way into the sewers – put an object into each hand of the statue in the park.

You need the ice cream cone, rag soaked in petrol and bonfire to make a flaming torch.

Plug the leaking pipe with a cork.

Jump on the alligator to find a maintenance man.

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

Examine the tapestry for a clue concerning the Lord.

Pull the torch holder in the east turret to open a secret panel.

Move the straw in the smelly cave.

Throw the hook (with rope attached) at the huge bronze statue.

Push the bronze tooth.

Give the flask of wine to the Ogre.

You need the spear to kill the Manticore.

Put the amulet on the wooden cross, then the glowing cross on the slab of stone.

HIT GREK with the staff to reveal an exit.

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

The code to open the suitcase is on the submarine.

The hatch will open when the submarine surfaces.

The KGB agent wants the walkman.

The file gives you a clue about what to do on the plane.

Check your (working) altimeter so that you land safely.

You need the pole, gun, rope and sail to make the boat "seaworthy".

A bottle of water and chicken will keep you alive until rescued by a fishing boat.

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

Close the door when inside the shed.

Search the patio.

The key to the cashbox is in the shed.

Spend some money on a holdall – you can now carry more objects.

The shopkeeper in the hardware store is fond of hiding important items behind things but don't let him see you looking for them. He is actually a kind person and may lend you an item or two.

In the antique shop – search the curios.

The woman will give you a spade if you can get her light to work.

Hit an apple with a pole.

Always wear the wellies when walking in the stream.

There is a bottle buried in the woods.

in the woods, not all directions are N, S, E or W.

It is advisable to save your position before going Up the bales of hay.

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

The following creatures will appear throughout the game:

In your Time Ship – Mouse

In Swamps – Swamp Lizard

In Desert – Desert Crawler

In Dense Forest – Zerran Patrol and Zerran Guards

In Swamp, Barren Area, Desert and Forest – Zerran Patrol and Mutant

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

### Level 1

Poseidon – put the mistletoe on the oak tree stump (as hinted in the brown-backed book) and pick up the empty jug.

Fill the jug from the water tank near the Autumn stone. Put the jug of water on the Altar of Aquarius, pick up the birth chart.

Take the birth chart to the man who can study the sign. Put it on the bench and pick up the slippery fish.

Put the fish in the pool of water and pick up the staff covered in seaweed.

Go to the 3 gods stones and place the staff on the first god (Poseidon) as per blue-backed book. Pick up the mound of earth left when the statue vanishes.

Put the mound of earth in a hole so that you can cross it and so access more playing area.

## **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

You need the pump and canister in order to SIPHON URANIUM.

Ensure you have a *second-hand* molculiser to swap for a solidifier.

You can only go E from the park if Matilda has drunk half of your moonshine.

You have to put the lens into the generator then insert the canister of uranium. Drop it before switching it and the solidifier on to form a solid pole to allow access to part two.

### Part Two

Look behind the television in the viewing room.

the bed is "hiding" the seceteurs. These and the handbook are needed to disable the alarm. It is now safe to light the bunsen burner.

Catch the flies (need pooter) and release them into a certain object so that it can moved.

The chief is willing to follow you if you give him the Pipe of Peace. He will open a book, and also stretch a piece of string if instructed correctly.

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

Part Two – Antiqua

The bread is worth investigating.

To knock out the curator – put the cylinder through the panel then open the valve.

Inspect the picture thoroughly using the torch.

The "Book of Time" is in a safe.

Now return to Rurania.

**WESTBURY MYSTERY played by Barbara Gibb on a C64**

Give plenty of time for the rat poison to work.

The torch will be stolen when you leave the storage room – you can re-discover it in the pot by the back door.

Always switch off the torch when not needed.

The bottle of wine, when broken, should have a delayed surprise.

The wine rack is "hiding" something dark.

Search the weeds in the walled garden.

You need the oil can from the cave to oil the bolt on the shed.

You can't escape from the shed unless you are carrying the tin snips.

You need the machete to cut the washing line.

Prop open the closet door with the slat.

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

Part One

Applying some oil to a door will give you access to a garden, some interesting transport and a useful tool.

Look under the diesel tank to find a rope.

Look under the tractor to find a cutting tool.

Put fuel into the tractor, and providing you can understand the notice and have the key you can now plough a field.

Dig in the plain to find something needed in part two.

Collect the plank, trident, wine, twig, sword, wand and sceptre in the basket of the balloon for part two.

After tying the rope to the basket, cutting the hawser (need axe), climbed aboard, then cut the rope (need scissors), the balloon should rise safely – if it isn't overloaded.

## SERIALIZED SOLUTION

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### SHERLOCK HOLMES – CONSULTING DETECTIVE

Played by Philip Reynolds on a PC

(continued from last month)

#### The Tin Soldier

This story is set around the murder of General Armstead but another case is intertwined, the search for the Polar Star Diamond. The Polar Star Diamond is not the case that is being investigated and all clues to do with the diamond should be ignored. First of all you need to get some information about the case and about the murdered General Armstead.

Go to the general's house and talk to David Sennet, Armstead's butler. He will tell you several important facts and you will find four important clues to the solution of this case.

The first clue you will notice is that the figure of Napoleon in the display case has been turned around and is facing the wrong way. The second clue is that although Sennet describes the murderer as being old and with a walking cane, he managed to escape quickly after the deed over an eight foot high garden fence. One can presume from this that the murderer was in fact younger than one might expect. Thirdly, Sennet tells you about the sword Armstead used to defend himself before he was murdered. This, Sennet tells you, was always hanging over the mantelpiece, and not easy to just grab in the heat of the moment. This means that it is more than likely that Armstead's murderer challenged him to some sort of duel, thus allowing him to get the sword, rather than killing Armstead in a straight, callous murder, where Armstead would obviously have no chance to reach for it. Lastly, you will see how the envelope, delivered before Armstead's murder, was yellowed with age and was addressed with his old war rank and regiment name on it, Captain Armstead. This seems to show that the murder may have something to do with an old war matter, which would tie in with the description of the murderer, though not his athleticism.

Sennet will also tell you about the visit of an old war friend of Armstead, Jean-Paul Gerrad, to London, from France. He reveals that the two were going to meet up at the French Embassy some time after the time of the murder. Go to the French Embassy and speak with Gerrad and you will find out that apparently Armstead had an affair with a French girl whilst he was in France, a girl named Fleurette and that the day before the murder he and Armstead went to see a show who's star was the French actor Phillip Arneau.

If you read the London Times, June 10th issue, you will find out that the Princess Theatre are holding a performance sometime soon with the actor Phillip Arneau. Next we should find out a little more about this Arneau character. By going to the Princess Theatre and talking to the proprietor there, you will find out that Arneau played the part of Napoleon and that he made an amazing change from a young man to an old man. This ability to change his appearance fits with the description of the murderer, from Sennet and murderer's ability to climb the high fence. He also tells you that Arneau was very recently told about the death of his mother and that Arneau suffered other devastating death in his family like the suicide of his then young sister Fleurette.

The plot thickens when the proprietor tells you of a British army officer being involved in this same suicide. Both these deaths had devastated Arneau.

Lastly, all you need to do is get a little more proof that Arneau was the murderer. To do this, go to Arneau's hotel room where you will find: a cane enclosing a sword; the letter that Sennet had taken to Armstead that explains that because of Armstead, Arneau's mother had been taken to an asylum and his sister had committed suicide.

You have now found all the evidence that you need and it is time to take the case to the judge.

Q: Who killed General Armstead?

A: Phillip Arneau.

Q: Why?

A: To avenge the honour of Arneau's sister, Fleurette.

Q: Why was Napoleon's figure reversed?

A: Armstead reversed it as he was dying to help the police guess that Arneau killed him.

Q: What did General Armstead call his wife behind her back?

A: Horseface.

## The Two Lions

The two "lions" in the title are 2 animal lions, and a sailor, Stephen Lyons.

First of all you need to visit Inspector Lestrade at Scotland Yard to find out about the two gruesome murders. During the conversation with Lestrade you will learn that there were two sets of footprints leading from the lions' wagon and that they also seemed to enter the wagon. He will also tell you that the wagon is now at the Central Carriage Stable, so go to the stables to take a look at the wagon. On examining the wagon you will notice three things of interest, firstly there is blood inside the wagon, this obviously mean that the lions must have been slain inside the wagon. Secondly, on examining the wagon door you notice that the padlock has been sprung open with some sort of blade, and lastly you will notice that on two collar in the wagon there are two pouches which have been ripped open obviously the lion were killed so that someone could get to the contents of the pouches.

Now we have found out a little about the lion we need to pay a visit to Porky Shinwell who will be able to give you some information about the sailor, Stephen Lyons. He says something about seeing Steve with a red-haired man before he was murdered, then when Stephen left, the red-haired man was seen meeting up with a character called Derrick Quinn. As your conversation continues you will find out much about Stephen Lyons and a new man on the scene, Thomas O'Neil. Thomas O'Neil, it seems, is a very unsavoury jewel thief who can't be trusted with anything. The point of interest you will find out about Lyons is the fact that he is apparently a very clever lock-pick, the perfect man to be able to blade-spring the padlock that you saw on the lions' wagon.

Look in Sherlock's file on Derrick Quinn to find out that he is an expert on the subject of both potions and poisons. Which points to the fact that O'Neil must have got a poison from Quinn with which to kill Stephen Lyons, and therefore the two sets of footprint at the scene of the lions killing must have been Lyons' and Quinn's. Quinn must have been after whatever was in the pouches around the lion necks and then killed Stephen Lyons after he had obtained what he was after so that he did not have to pay him for his work.

Now go and talk to Hengler at his circus. He will tell you that Thomas O'Neil, the suspected jewel thief, is in fact brother to the only person who can approach the two lions, Barry O'Neil.

Finally, go and see Barry O'Neil's wife; you should find her at Olivia and Carroll O'Neil's place. You should find out about Barry and especially the fact that he loves travelling, or at least the rewards he reaps from travelling. More to the point, it seems that Barry was in Germany around the time when certain Oldenberg Jewels were stolen. Finally, you will find out that Barry is now in hospital after breaking his leg in a ship-loading accident.

It should now be obvious that the contents of the pouches were in fact the jewels and that Barry must have placed them there to smuggle them into England for his brother Thomas, and that due to his accident Barry could not retrieve the jewels and that Thomas therefore had to get the jewels back himself.

You now have all the evidence so it is time to go and see the judge.

Q: Who shot the two lions?

A: Thomas O'Neil.

Q: Why?

A: Because he wanted the Oldenberg Jewels from the collar-pouches they were wearing.

Q: Who were his accomplices?

A: Stephen Lyons and Barry O'Neil.

Q: Who picked the cage-lock?

A: Stephen Lyons.

Q: Who killed Stephen Lyons?

A: Thomas O'Neil.

Q: Who made it possible?

A: Derrick Quinn with a snake-poison.

Q: Why was Lyons killed?

A: Because Thomas O'Neil wanted all the money himself.

(Next month - The Pilfered Paintings)

## SOLUTION OF THE MONTH

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### **DUNGEONS OF MALDREAD played by Barbara Gibb on a Spectrum - also available on Atari(e), Amiga(e), PC(e) and MAC(e)**

Start in your humble abode. I (everyday clothes), X TABLE, TAKE GLOVES, X BLANKET, LIFT BLANKET, TAKE LANTERN, X FIREPLACE (see ashes), SIFT ASHES, TAKE magnifying GLASS, R or L until Avril arrives. You are now outside Maldread's fortress. I (unlit lantern, magnifying glass, 10 gold pieces, provisions, broadsword), X VEGETATION (see plant), CUT PLANT (need sword), X PLANT, READ NOTICE, PULL CORD (need 10 gold pieces). Now in the dungeons.

LIGHT LANTERN (from torch), E (see man chained to wall), GREET MAN, FEED MAN (with provisions - given a gold coin), W, W, X MACHINERY, INSERT COIN, TAKE SHIELD, E, E, DROP SWORD (you'll soon know why), E, READ WRITING (you have been warned - but one location too late!), E, X LEVER, PUSH LEVER (hear click - remember the leprechaun's warning?), RAISE SHIELD (safe from dart), DROP SHIELD, PULL LEVER, TAKE COPPER key, W, W, TAKE SWORD, W, W, N, X ALCOVE (find empty flask), TAKE FLASK. You can't pick up the backpack but you can SEARCH BACKPACK, TAKE nose FILTERS.

S, W, N (need //lantern). You can see a hole in wall. FEEL HOLE (ouch). WEAR GLOVES. FEEL HOLE (now have a watch on a chain). FILL FLASK (with acid), REMOVE GLOVES. DROP GLOVES, S, X WINDOW (see trolls). WAIT (trolls leave room). UNLOCK DOOR (need copper key), DROP COPPER key, X DEBRIS (find a sandbag), TAKE BAG, X BAG (hint), N, E, E, E, N (way barred by an eyeball), X EYE, SWING WATCH (puts eye to sleep), DROP WATCH, WEAR nose FILTERS, CHOP EYE (need broadsword), DROP SWORD, REMOVE FILTERS, DROP FILTERS, TAKE ROPE, E, X PLINTH, SWAP BAG (for iron), W, N, X WRAITH (prevents you from going north), X JEWELS, TAKE MIRROR, S, S, W, W, W, W ("see" gorgon), REFLECT GAZE (using the mirror), X STATUE (something in its hand), BREAK HAND (find a bone monkey charm), TAKE CHARM, X CHARM (see small writing on it), READ LETTERS (need magnifying glass - response is a good hint), X SHELF (find a clay pot), TAKE POT, X POT (sealed with wax), BREAK WAX (now have a cloak), DROP POT, X CLOAK, E, E, N, DRINK (from fountain to gain extra strength), S, W, N, N (hear roaring from behind the door), N (not yet), X WALL, TIE ROPE TO IRON, THROW IRON, CLIMB ROPE (to top of wall), THROW CHARM (into mouth of dinosaur), D (to arena), X BODY. Providing you have drunk at the fountain you have the strength to MOVE BODY (of dinosaur), D (through trapdoor), X CHAIR, X ARMS, SLIDE PANEL (find a wishing ring), TAKE RING, U, S, S, S, E, E, E, N, N, X RING, READ INSTRUCTIONS (using magnifying glass), WEAR RING, RUB RING (wraith disappears), REMOVE RING, DROP RING, N (see fiery archway to the east), WEAR CLOAK, E (okay if wearing cloak), X TABLE (see book), TAKE BOOK, OPEN BOOK (find a bottle of blue potion), DROP BOOK, W (okay if wearing cloak), REMOVE CLOAK, DROP CLOAK, S, S, S, W, W, W, N, N, N (arena again), D, SIT IN CHAIR (featureless room - see no exits), X BLUE POTION, READ LABEL (using magnifying glass), DRINK BLUE POTION (see panel in east wall), SLIDE PANEL, PRESS SWITCH (rope ladder appears), U (ladder), READ MESSAGE { \* }, READ SIGN (on door), N (see princess), GREET PRINCESS, GIVE MIRROR (she rewards you), TAKE HAIRPIN, N, SEARCH BOXES (find a block of wood), TAKE WOOD, E (see gnome asleep on a mushroom), WAKE GNOME (asks you a riddle), SAY LUCKY (given a pair of elfen boots), X BOOTS, W, W, X PIT, POUR ACID (from flask which you filled earlier), DROP FLASK, TAKE DAGGER, X DAGGER (hint), W (by wide pit), WEAR BOOTS, JUMP ACROSS PIT, TAKE BREAD, JUMP ACROSS PIT, REMOVE BOOTS, DROP BOOTS, E, E, E, E (see blind man), READ SIGN, X BREAD (hint), BREAK BREAD (now have a silver key), GIVE BREAD (now have a bottle of poison), PICK LOCK (of north door - need hairpin), DROP HAIRPIN, N (wizard asks you a question), SAY 7 (given a bronze key), X DESK (find a wooden hammer), TAKE HAMMER, S, W, W, W, N (see 3-headed dog), CARVE WHISTLE (need dagger and block of wood), I (note have a whistle plus a thick splinter), BLOW WHISTLE (dog falls asleep), DROP WHISTLE, X SHELF (see silver box), TAKE BOX, UNLOCK BOX (need silver key - now have a green potion), X GREEN POTION, READ WRITING (using magnifying glass), DROP GLASS (not needed again), DROP SILVER key, DROP BOX, N (room with pool), X POOL (contains piranha), POUR POISON (into pool), WADE POOL (safe now fish dead - you now have an iron filer), S, S, E, E, N (see bars), SAW BARS (need filer), DROP FILER, N (by bronze door), UNLOCK DOOR (need bronze key). You are now confronted by a werewolf. KILL WEREWOLF (need dagger). You kill it but it scratches you and you are now turning into a werewolf. EAT PLANT (poisonous), DRINK GREEN POTION (you are cured), DROP DAGGER, DROP BRONZE KEY, X BONES (find some garlic), TAKE GARLIC, W (okay if carrying garlic). Now in an amphitheatre. You see Maldread. LOOK (he is a vampire), KILL VAMPIRE (need splinter and hammer), DROP HAMMER, DROP GARLIC, TAKE JEWELS, N (through doors to finish). 97% (this is the maximum possible)

{ \* } Decodes to read "vicious dogs are tamed with sound".

## USEFUL ADDRESSES

**Adventure Probe** - 52 Burford Road, Liverpool L16 6AQ

**Adventure Workshop** - 36 Grasmere Road, Royton, Oldham, OL2 6SR

**Amster Productions** - 81 Uplands, Welwyn Garden City, Herts, AL8 7EH

**Borphee Computers** - 64 County Road, Ormskirk, L39 1QH

**Dream World Adventures** - 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL

**Elyzium Software** - 50 Chadswell Heights, Lichfield, Staffs, WS13 6BH

**Fictitious Frobeshire** - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ

**First Rung Publications** - 32 Irvin Avenue, Saltburn, Cleveland, TS12 1QH

**Format Productions** - 34 Bourton Road, Gloucester, GL4 0LE

**Jack Lockerby** - 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL

**Jean Childs** - 24 Waverley Road, Bagshot, Surrey, GU19 5JL

**Laurence Creighton** - 603 Hillside Heights, Wessels Road, Green Point,  
8001 Cape Town, South Africa

**Motivations/SAFE** - 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL

**Peter Hague** - 32 Chancet Wood Drive, Meadow Head, Sheffield, S8 7TR

**Special Reserve** - P.O. Box 847, Harlow, Essex, CM21 9PH

**Spectrum Software Hire(Softsell)**-32 Dursley Road, Trowbridge, Wilts, BA14 0NX

**SynTax** - 9 Warwick Road, Sidcup, Kent, DA14 6JL

**Topologika** - Islington Wharf, Church Hill Penryn, Falmouth, Cornwall, TR10 8AT

**Vulcan Software Ltd.** - Vulcan House, 72 Queens Road, Buckland, Portsmouth,  
Hants. PO2 7NA

**WoW Software** - 78 Radipole Lane, Weymouth, Dorset, DT4 9RS

**Zenobi Software** - 26 Spotland Tops, Cutgate, Rochdale, Lancs, OL12 7NX

# ADVENTURE PROBE HELP LINES



JOAN PANCOTT	01305 784155	SUN - SAT 1pm - 10pm	Various		
ISLA DONALDSON	0141 9540602	SUN - SAT Noon - 12pm	Amstrad		
BARBARA BASSINGTHWAIGHTE	01935 426174	SUN - SAT 10am-10pm	Spectrum & BBC		
BARBARA GIBB	0151 280 5616	Afternoon & Evening	Various		
MANDY RODRIGUES	01492 877305	Mon-Fri 10am - 9pm	Various		
PHIL GLOVER	0121 777 7324	Mon-Thurs 6pm - 10pm	& Sun 11am - 5pm	Sam Coupe	
JENNY PERRY	0181 9794851	Any evening except Monday before	10pm PC & Spectrum		
STEVE CLAY	0151 200 5861	Mon-Fri after 7pm	Sun - any time within reason	Not Saturday	PAW & AMOS
KAREN TYERS	01347 838667	Spectrum Golden Oldies			

## THE ULTIMATE INFOCOM HELPLINE

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

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

## ADVENTURE PROBE

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

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN