

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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

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DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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HALL OF FAME

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

Peter Clark, Karen Tyers, Dorothy Millard, Reynir H. Stefansson,
Harald Lack, Laurence Creighton, David Hebblethwaite,
Jon Scott, Ellen Mahon, Phil Reynolds, Ron Guest,
Frank Oliver, Edwina Brown, Lorna Paterson,
Margaret and Mike Crewdson,
Bob Adams, and
Larry Horsfield.

Special thanks to :

Geoff Lynas for his usual excellent printing job
(let's hope he gets the month correct this time!)

TRIBUTES TO JOAN PANCOTT

It is with great sadness that I have to inform readers that Joan Pancott passed away a few weeks ago.

She had been very ill for a long time, yet remained cheerful and courageous throughout her ordeal. Despite problems that would have defeated most people, she never lost her enthusiasm for adventuring, a wonderful example to all of us.

When I took over as editor of Probe she was the first reader to contact me to offer support and encouragement. Joan's name will live long in the realms of adventuring.

I will now step aside and let some of her friends tell you more.

Barbara

My first contact with Joan was in 1985 when I became the 11th caller to her newly-formed help-line after seeing her name in Amstrad Action. Help was quickly given. Neither of us guessed then that this would be the beginning of a strong friendship or that Joan would go on to help lost adventurers on 10,000 occasions over the next 10 years. A few months later I again telephoned for help and was amazed when Joan said that we had spoken previously. I discovered that, apart from having an excellent memory, she kept meticulous records of all help calls whether by telephone or letter.

As we got to know each other the calls gradually became more frequent, to the despair of our husbands and telephone bills, and soon we became co-playtesters of Amstrad games. 1990 was a memorable year in that I met Joan and Maurice for the first time in April and, in September, we met again at the first convention. In the same month WoW Software was born and I became "Head of the Scottish Office". Naturally, the telephone calls increased.

Joan did her utmost to promote the Amstrad and to support adventuring in general. She frequently telephoned the editor of glossy magazines and heads of commercial Software Houses, contributed to several "home-grown" adventuring magazines, offered her support and financial help when it was needed, encouraged all her WoW authors to keep writing and quite often rallied a dispirited playtester. Joan's passion for adventuring came second only to her love for her family. She was very proud of them all. I consider myself fortunate that I was regarded as an extension of that family.

The telephone calls have now stopped but I will never forget Joan. She was a very brave, uncomplaining lady who is sadly missed. The spirits of the Witch of Wessex will live on.

Lorna Paterson

Joan Pancott, a lovely lady who will be sadly missed both as a friend and an adventurer.

Although we have known Joan for just 6 short years and only met her twice at the 2 Conventions that she managed to attend, it seems as though she has been a friend forever. This was because she was always so easy to get along with and had a marvellous sense of humour which helped her to see the funny side of everything, including her own disabilities. During her long period of suffering, Joan would always show great concern for the welfare of other people.

If you needed to know anything at all connected with adventuring or adventures, we knew if we asked Joan she would be able to tell us something or tell us about someone who would know! She had a passion for order and the records she kept would put most organisations to shame.

Joan's way was:- If a job is worth doing it is worth doing well! Anyone who knew Joan will be able to verify that.

Margaret and Mike Crewdson

It was with great regret that I heard that Joan Pancott had died. Joan was one of the "Greats" of the adventuring world as well as being one of the nicest people that I have had the privilege of being able to call a friend. When, some years ago, I first started to play computer adventure games it was Joan's helpful voice that I heard for the first time on the end of the telephone. There were many more such calls to follow in the years to come. It was Joan who twisted my arm and suggested that I went to the very first convention where I met many of the people who have also become my friends over the years. Joan encouraged myself and many others to write adventure games and, when they went wrong, suggested ways of correcting and improving them. In fact, it is because of Joan's enthusiasm that Probe and computer adventuring is in the strong position that it is today.

For some years Joan had to battle with ever increasing pain but always managed to keep a smile on her face. Now, although she will be sadly missed by all of us, she has finally shed the burden of that pain. I will always remember her with love.

May God Bless Her.

Peter Clark



I first met Joan at the Alexander Palace which seemed a very apt place for a novice adventurer to meet the Queen of text adventures. It was about 1987 and I remember feeling nervous on approaching her and announcing myself. I never expected the warm welcome, the sense of humour, the encouragement, the long black cigarette holder waved around just like a wand and the everlasting friendship that grew from that first meeting.

Many years later she was still my guiding light regardless of how I had progressed myself within this strange hobby of ours. Whether I was writing articles, adventures or playing the fool at conventions, I always tried to keep one thought in mind, "Would Joan approve?" If I felt the answer was "yes" then I went ahead and did it and as I never got a disapproving call, I must have just about got it right.

Thank you Joan for everything. As I've been using you as my benchmark of good taste for so long – you don't mind if I still continue to do so, do you?

Bob Adams

It was with great sadness that I learned of the death of dear Joan Pancott. Although we never did get the chance to meet, both she and Maurice were, and are, two of the nicest people I have ever had the pleasure of knowing.

I found out about WoW quite by chance, a few years ago, thanks to my brother Kevin who'd picked up a copy of a computer magazine, seen their advertisement, and, knowing how much I loved adventuring, and my lack of success in finding adventures for my Amstrad, pointed it out to me. An order was sent off the following day.

Anyone who knows me will vouch for the fact that I love writing letters (maybe even more than playing adventures!), in which I waffle on (and on) about everything, and anything. It wasn't too long before as well as sending off orders for games, I was waffling to Joan and Maurice. In fact, I've even waffled when there wasn't an order in sight!

I know that dear Joan was in constant pain, and that Maurice was always busy looking after Joan, running WoW and the Helpline, but – despite all of this – they never, ever, failed to reply to my ramblings.

Maurice and the family will miss dear Joan immensely. I know, but there are a lot of people in the adventuring world who will miss her also – me included. All I can say is, "God Bless Joan, enjoy your rest – you've earned it."

Ellen Mahon

LETTERS

From Frank Oliver of Patrington

I am writing to let you know that "Time Warrior" is complete. At present it is available in two varieties. A ten disk hard drive version and a four disk floppy version. To run the adventure an Amiga is required with 2 megs of chip memory.

"Time Warrior" was originally written for the Spectrum, obviously there are considerable differences in the two versions. Graphics aside, when the program expands into the computer it is about ten times its original size. This memory isn't used simply to extend the game but also to ensure that it is as user friendly as possible. There is an option to wander around aimlessly and guess what to type in but none of this is necessary. The game can be played using click on icons, and it does its level best to ensure that you know where you are going, and how to get there. It also carries full onboard instructions which can be displayed while playing.

There are differences between the floppy and hard drive versions, but not in the gameplay. For instance if you rest at night you dream. While the floppy version can only tell you about your dreams, the hard disk version gives full screen animations. Again with location pictures, both versions let you see where you are, but the hard disk version can display full screen picture files, around 1600 digitised iffs. Don't worry about the quantity, traveling around is very fast and as you can see where you are going, there isn't a problem.

Despite "Time Warriors" science fiction nature, it tries to make the game as true to life as possible. Most of the landscape is real, as are the characters and so are the things you do.

For anyone who is interested in stories, the tale 'Shades of evil' is on disk, which is a part of the history of the game, along with some of its accompanying pictures. Hard drive users with expanded memory can actually view the pictures and read the story while playing the game. Floppy users will be pleased to note that while you have to change disks during loading and when accessing extras, there are ZERO disk changes while playing the game.

For those who are interested in the Amiga version it is shareware, priced at £9.99 and £6.99 respectively. It's available from 5th Dimension Licenseware, 1, Lower Mill Close, Goldthorpe, Rotherham, South Yorkshire, S63 9BY.

For the future I am trying to get it to run on a 1meg A500, but that is easier said than done. Also the other day I gave the Spectrum version a run on the PC. Basically I loaded it into the Amiga then downloaded it onto a PC formatted disk. The Speccy emulator on the PC ran it without problems. Really what it needs is the MGT plus D version of 'Time Warrior' transferring but the MGT option is disabled on my shareware version of the emulator. I would guess that most people have the shareware version, which could cause difficulties. The nice thing about the plus D is that you can pick both text and graphics files up from disk as the game progresses, just like the Amiga, but I doubt the shareware version would allow the controlling program to do this. I am not even sure registered versions would accommodate this feature? You can turn a 48k game into almost a megabyte with a plus D, but can a PC really emulate this sort of thing? and if it can would players who own the shareware version be able to access this facility. Too many questions. It reminds me of Quarterback on the Amiga, an excellent costly compression utility, problem was when you compressed a program only owners of Quarterback could de-compress it. The mind boggles.

On a different note Reynir is doing a good job with his PC saga. I just hope that by the time he gets to the end of it he gives practical examples of what a nightmarish machine this can be. My last personal escapade was installing Comptons encyclopaedia from CD. The program altered one of the Windows system files for its own personal benefit. That was it, no more Windows, just a blank screen. Rebooting didn't help. Mind you that wasn't as bad as when I chose a graphics mode in Dpaint that the computer didn't like. No more Windows and no more Msdos, no more display at all. Of course you can do this with an Amiga, but when you re-boot an Amiga everything is reset. PCs don't do that, they remember mistakes and make you pay for them. The problems are endless, but lets face it, its the machine of the future. By the year 2010 we will have a thousand different graphics and sound drivers in our PCs all jockeying for there places with program drivers in its massive gigabyte of memory. Oh OK it will still only be 640k. but we can dream.

*

Frank sent the above letter on disc as well as a printout. There were 4 files, and two of them went into the DTP without any trouble. I sent him printouts of the results, hence the following letter. (Barbara)

*

Thanks for your reply to my letter. Out of all the text files I sent you on disk it is significant that your Atari was able to load the file "TW.txt" which was saved on Microsoft Works as an ASCII file. The extension .txt signifies to MS Works that it is an ascii file.

The second file you were able to load was the Amiga Transwrite file "TW.tra" again a file saved in ascii. The extension .tra was meaningless. Transwrite doesn't use extensions, I simply wrote it on.

The conclusions are:

- a) Files sent to you (other than Atari files) should be on a 720K PC formatted disk.
- b) The file should be saved as an ascii file (The old industry standard)
- c) Just to be social, keep the file names down to 8 letters with a 3 letter extension (MYFILE1.TXT)

The reason why the other files didn't load into your Atari is because they were compressed and only readable by specific word processors which cater for them.

All word processors and desktop publishers should cater for ascii, the only problem is they don't usually tell you about it. Obviously your Wordperfect option on your Atari is not a Wordperfect specific loader but an ascii loader. Once upon a time Wordperfect used to save as ascii, it doesn't anymore unless you tell it to. Modern Wordperfect files use the extension .doc. One of these files was on the disc I sent you and your Atari couldn't load it. All in all if readers take note of the above 3 rules I doubt that you would have any problems.

*

I think it may also help if the disc is DD (double density) rather than High Density.

The ASCII option seems to only look at files that have an .ASC extension, whereas Wordperfect doesn't seem to mind what, if any, extension is used. (Barbara)

From Laurence Creighton of Cape Town

I am saddened to inform all my friends and supporters that I am forced, by circumstances beyond my control, to give up writing games on the Spectrum.

I moved into a new flat 16 months ago, and the new building houses two enormous antennae. I gather that they are relay points for a taxi service or the like. Whatever, they recently stepped up the power and they are beating up against my Spectrum's frequency, creating a fantastic myriad of psychedelic lines and circles making viewing the writing on the screen impossible. My tuning screw on the Spectrum never was the best, but I have turned it as much as possible in both directions to no avail.

I tried complaining, but it was whispering in the wind. It is not interfering with the TV and when I muttered that it was interfering with my computer I was challenged by half of the management that *their* computer weren't being affected. I tried to explain that it was a specific type of computer, but one complaint received out of a population of the building of about three hundred was going to get me nowhere.

I have exhumed my copy of the AGT (registered version, I will add) and as soon as I have mastered its *many* shortcomings I'll start writing for the PC.

While I have your attention, it came to my attention that many of my games have been plonked onto the Internet. This is piracy of the worst kind. John Wilson has been my publisher – and my friend – for almost ten years and he deserves better than this. If anyone knows how these pirates uploaded his catalogue of games onto the Internet please come forward – anonymously if you wish – and tell us who is responsible. John has sunk a lot of his hard-earned money into his company and us writers don't like to see piracy in any form, but this takes the cake. I did a search the other day for Zenobi on the internet and found several of my own games and one of Terry Taylor's there for the picking. Sickening isn't it?

I want to thank each and every person who has supported my games over the years. As I have tried to do, you too have kept the scene alive. And now I lay my Spectrum to rest along with the maze of wire and power pack. Lying in state along with the hardware, will be The Quill, The Patch, and The Press. I will say here and now they are the greatest suite of programs ever to be written. I can't imagine why Gilsoft didn't write the Quill for the PC...

I will return.

*

I suppose it had to happen, and I hope PC owners appreciate and support Laurence as much as Spectrum owners have over the last ten years. I shall miss playing Laurence's games, unless someone can get them to run on the Atari and/or Amiga.

The description of the corrupted screen is vaguely similar to my problem with my C64 (and Spectrum to a lesser degree), and I'm wondering if the start of Channel 5, who are using the old VCR wavelength, is the cause of the trouble. I know we can receive the signal in our area because my daughter has tuned her television to it, albeit using a powered indoor aerial, and is getting a good picture. Unfortunately with the exception of "Hercules" and some good films, which we have already seen on Sky, there is nothing worth watching. (Barbara)

REVIEWS

THE DARK TOWER

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

Many years ago a marauding band of orcs raided your monastery and stole several religious artefacts, including the legendary Golden Chalice. Apparently they then retreated to the safety of the Dark Tower, a secure citadel beyond the Shadow Mountain. They also took with them the leader of the unicorn herd, and after subjecting it to some barbaric treatment, turned it loose. You have been summoned by the abbot and informed that though you are but a novice, it has fallen to you to seek out the Dark Tower and reclaim the stolen items. You were also told that you must seek out the unicorn as it would be your only means of return.

Thus it is that you find yourself on the edge of that ubiquitous forest where you can just see a spiral of smoke above the trees. Wandering around in these first locations you can find a bird on a nest, some rose bushes, an elf, an unmarked grave, a pool of water, and a cottage with a firmly closed door. You need to get into the cottage somehow, and the only entry would appear to be down the chimney, but there is a fire in the grate below...

However, that one is solved if you give it a bit of thought, and after talking to the elf, you must then find your way through an archway at the southern end of the forest. This one had me stumped when I originally played the game, but, unusually for me, I had made copious notes, so sailed through with ease (big head!). On the other side of the archway, and moving further south, there is a particularly nasty orc, and if you haven't solved all the puzzles in the forest, you will be unable to get rid of it, and the same applies to a giant ladybird a little further on. However, having got past them you can locate the cellar of the infamous tower, and the first problem you encounter is an orc guard who has to be overcome, closely followed by a pack of nasty dogs which will savage you given half a chance. (Funny, they sound just like my lot!) However, this is where I felt the game fell apart. After the cellar, there are four levels of the tower, plus the roof, all of which are identical and there is very little to do in each of them. This definitely spoiled the game for me, and I think it was a case of padding the game out with locations instead of puzzles.

However, as an ardent "Lockerby" fan, I have to say you should still have this in the collection, and the problems involved in obtaining the necklace from the statue on level three, as well as getting past the dogs on level one should keep you amused.

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

Atari ST/STe £2.49 available from Zenobi Software and Adventure Probe.

Amstrad (disc only) £4.00 available from The Adventure Workshop – cheque/p.c. payable to P.M.Reynolds.

C64 (tape or disc) £2.00 available from Adventure Probe.

Note : Further to Karen's review of "The Citadel" last month I have been advised that the "sword-dropping" problem has been fixed and all future versions will allow you to "drop and get the sword at will". Barbara

THE LEGACY OF BALDORK

Written by Ray Richardson

Reviewed by Philip Richmond on an Amiga

The time – Any time. The place – The Land of Dragod

Here, in this idyllic, utopian world you are about to celebrate your twentieth birthday and are set to marry the beautiful Princess Zondralyn.

Unfortunately for you, Gorak, a would be usurper, banished centuries ago by your forefathers, return to exact his revenge and kidnaps the fair Princess on the eve of your wedding!

The simple(?) object of this quest is to rescue Zondralyn from the clutches of the evil Gorak. To do so, you must venture into the surrounding landscape at an astrologically propitious time, and use your wits to confront magic and sorcery, deal with the diverse inhabitants of the strange domain and secure and utilise items and weapons to your own advantage.

The game commences in your simple one-roomed accommodation, on the outskirts of Dragod. Clad only in your plain tunic, and carrying a few gold coins and a family heirloom, you prepare for the enormity of your task. A brief gander at your furnishings may be fruitful before you boldly step out to traverse the road to Dragod's tiny village.

Here you will meet the "Keeper of the Way", Gresham the peasant, and Vorlaf the Guardian. You should visit the village and the nearby gold mine before negotiating the fast flowing river which will lead to some of the more dangerous areas of Dragod. Can you outwit the Master Swordsman, defeat Kariss the two-headed monster, and solve Gundum's riddle?

Coping with a locked chest, a magic sword, a mischievous dwarf and a floor tile puzzle will be essential to make progress, before visiting the turreted castle to the east. Ingredients for a couple of spell must be collected along the way, too.

To solve Part One it is vital to dispose of the fearsome Ice Queen and to heed the words of your spiritual Advisor, a valuable source of wise counsel. All good stuff, and I thoroughly enjoyed every bit of it.

Part Two proves to be equally as enjoyable, if not more so, and is set within the confines of Gorak's menacing castle, once you have worked out how to gain access, that is.

The castle is large with many chambers and secrets to unravel. There are some neat puzzles to solve, more riddles to muse over and several pitfalls to avoid. How to escape the tiny cell, the door-less room, and the Room of Contradiction and Confusion? All is not as it seems in this dark, shadowy realm and it's sensible to be wary of deceitful characters.

Ultimately, you have to destroy Gorak and free your betrothed from an enchantment. This is the culmination and reward for your eventful journey through a series of fine puzzles and memorable experiences, in what turns out to be a well-penned tale.

You are invited to enter your first name prior to beginning your quest, and this is occasionally referred to in game text. Not essential, but does give the adventure a more personal slant. The standard adventure commands are understood as well as abbreviations. The "examine", "search", and "look at" commands should be used in good measure when inspecting you surrounding, objects and location scenery.

The usual "save/load" and "ramsave/ramload" are there. A list of acceptable word and syntax can be summoned by typing "help".

Bits of text are colour highlighted for a pleasing effect. The text and description are well written; style and prose lending the game adequate atmosphere, helping to draw you into the scenario. Ray has added a few short sound effects and included several pictures which are helpful to look at. You even get to play a game of "Find the Lady", a welcome diversion, but ensure you don't lose all of your cash!

There's a lot to like about this game, and I'm sure most adventurers, especially those who favour this theme, would be happy with it and the challenge it contains.

The author intends to write a sequel in the not-too-distant future - I think this would be welcomed by all Amigans who like text adventures. Check "BALDORK" out now!

To sum up: This is Ray's best game to date. A good yarn. I was sorry when it was over. Don't miss it!

Available from Syntax. Please send SAE for details - see inside back page for address.

MISER

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

This game rates with "Matchmaker" as one of my all time "Lockerby" favourites. Basically you have been visited by the ghost of Jacob Marley and in turn, by the spirits of Christmas Past and Christmas Future. You now await the visit of Christmas Present which only sleep can bring.

You start in your cheerless bedroom with not a lot in view. The only sensible thing to do is sleep, upon which the Spirit of Christmas Present appear and transports you into the street where, now and then, he shakes an uncommon torch over a particularly unfortunate person, with spectacular results.

He takes you to visit Bob Cratchit's family house, where you see the family who are all wishing for different things. You are then taken back to your bedroom where you are told that you have to perform 12 good deeds in order to rejoin the human race. However, you are not told what the 12 deeds are.

Your first task is to get out of your bedroom and downstairs into the street, where you can wander almost at will, so that you can find out just what you need to do. Some of the deeds are obvious, some not so. Not only will you have to explore the present thoroughly, you need to visit the future and the past as well. Your tasks range from finding a pipe for Bob Cratchit, to cleaning the windows in a church for the Vicar.

Great fun to play, and not as easy as it look. I can't believe there's anyone out there who hasn't played this, but if you haven't, you don't know what you're missing.

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Spectrum +3 3" disc £3.99** all available from Zenobi Software.

Amstrad £4.00 (disc) £2.00 (tape) from The Adventure Workshop. Cheque/p.o. payable to P.M.Reynolds

C64 (tape or disc) £2.00 from Adventure Probe

GHOST RIDERS OF EL DIABLO

Written by John Olsen

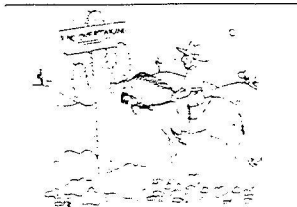
Reviewed by Dorothy Millard on a PC

The sun peeks over the ridge of the mountain that surround this dusty valley. A noose of thick rough rope tightly encircles your neck. You stand on the high wooden seat of an old horse-drawn backboard wagon, your hands tied behind you. Surrounding you are a dozen cowboy on horseback, each wearing a bandanna over his face. They haven't uttered a sound, but as you look at them closely you see their skin is pale – a dead pale – and their eyes are lifeless. As the sun tops the mountains, the sound of a church bell can be heard in the distance. Suddenly without speaking a word or so much as a glance at each other, the riders gallop away in deathly silence.

Phew! Saved by the bell! There is a hint in the last sentence which is very important later on in the game, so note carefully what happens and hopefully you won't have as much trouble as I did in dealing with the Ghost Riders. After a couple of tries you manage to free your hands, loosen the noose around your neck and pull your head free just as the horses bolt and take off. Going south you hear Indian tom-toms coming from the top of the plateau, calling you and drawing you towards them. Arriving at the top of the plateau you see the ghost of an Indian Chief, who, if you examine him, raises his hand and speaks. He tells you that white men stole silver from the land belonging to Indians and the Indians have placed a curse on the town. He goes on to say that dead white men of the town will never rest and they will kill every night. You are to bring all ten objects of stolen silver back to the top of the plateau and the Big Chief will lift the curse. Now that you know the objective of the game you can begin.

You head up the main street of El Diablo and will have little trouble in obtaining the first half dozen or so silver objects, simply by examining things. Visiting places like the livery stable, saloon, sheriff's office and general store will prove fruitful. When you reach the outskirts of town, followed by a crossroads, you will be able to investigate Wagon Wheel Gap and Rattlesnake Guich, although the snake of the aforesaid didn't give any trouble. You will need to visit Boot Hill and the Cemetery more than once to discover an important key. Now, collecting objects necessary to light the lantern as you go, you make your way, via Wild Horse Canyon, to the mine where you discover a keg of gunpowder – just what you need to blow that safe, but be careful! Once all the silver objects have been collected and taken to the Indian Chief he will give you a turquoise and tell you how to lift the curse.

On the whole I enjoyed playing "Ghost Riders of El Diablo", and just wished I had taken more notice of the opening, which would have saved me a long time trying to deal with the Ghost Riders. The puzzle for obtaining the silver objects are not too hard, mainly just examining things, with a few a little harder. The vocabulary is adequate and I had no trouble making myself understood.



EARTHSHOCK

Written by Michael White (8th Day Software)

Reviewed by Dorothy Millard on a Spectrum

In this golden oldie you start off in the dark, but it won't be long before you discover a source of light and are on your way. The game is set after a post nuclear catastrophe. Mother Earth has been invaded by three-headed robots far below the surface and your quest is to journey below to try to defeat them. You must also destroy their doomsday machine before it is too late.

There are several sub-quest, in addition to the main one to deal with the robots and destroy the doomsday machine, which include dealing with the tribesmen and visiting a spaceship (depending on the object chosen). A maintenance cradle is your means of going below ground and visiting the different level and shaft systems. I found the energy grid somewhat confusing until I worked out that the co-ords must match the room you are about to visit, but of course this must be mapped first. Extensive use of the ramsave function was called for here. Once you have found the suit in the energy grid, don't think you have finished here, as there is much more to do in this area and you must enter yet again to obtain the green key and the battery.

Moving along you will visit the robot battiefield, so long as you have protection from the molten lava, and will find something on the lava barge to decode robot dialect, but before you can go anywhere on the barge you will need to find a pilot. Once this is done and you are able to cross the ocean of molten lava you will find The Ark, which you will need to visit four times to insert the power cells. This area is very dangerous and again you will need to use the ramsave function often. I found the easiest way to avoid being captured was to save often and restore my position every time I was being followed.

Once you have everything completed on The Ark a cone of light descends and a massive explosion heralds its destruction. All you need to do now is disarm the bomb!

I found "Earthshock" to be a challenging game most suited to adventurers who have a few conquests under their belt. It is very well written, with descriptive location text and messages. Recommended if you are lucky enough to pick up a copy of this golden oldie.

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

TEN PEOPLE EVERYBODY DOES IMPRESSIONS OF compiled by DAVID HEBBLETHWAITE

- | | |
|---|------------------|
| 1. CILLA BLACK | 6. FRANK BRUNO |
| 2. LOYD GROSSMAN | 7. KRISS AKABUSI |
| 3. FRANK SPENCER | 8. CHRIS EUBANK |
| 4. PHYLLIS from "Coronation Street" | 9. BRUCE FORSYTH |
| 5. LES DENNIS doing Mavis from
"Coronation Street" | 10. DONALD DUCK |

Mentor's News Four

I grunted irritably as I was shaken again. Rousing, I lifted myself onto an elbow and glared into the murky darkness of the room. I made out the shape of my captor as she opened the shutter on a lantern which she had brought with her. She stood, and I lay, regarding each other. She broke the silence first.

"Is it true?" she asked.

"Is *what* true?" I replied irritably.

"What you told me. Do you truly journey to the Southern Lands on a Quest?"

I sighed with heavy emphasis, whilst gauging the distance between us. "Yes!" I snapped at her angrily, remembering the way our last meeting had terminated.

She knelt by my side, surprising me. Lowering her voice, she continued. "Dorran was listening at the door last time. I had to make it seem that I had made a fool of you, and not the other way around."

A feeling of suspicion began to form in my mind. "Did you?" I enquired slowly.

She detected the cautious tone in my voice and bit her lip. "If I offered to help you escape this ship, would you agree to help me undertake a task?"

I couldn't help but think of Morana. Unexpected Quests - especially dangerous ones - seemed to be so much her province especially when it was / who was expected to undertake them.

"Well," I prevaricated. "First, I would ask what I would be expected to do?"

She took a deep breath. "As I told you, I was once a slave of the Southern Men. I escaped, as did several others, by an extraordinary stroke of luck. However, my sister is still a slave in the Southern Lands. In return for helping you escape this ship, I would expect you to help find my sister, free her, and help us escape from the Southern Lands."

I stared at her, wondering if she was completely deranged. "You wouldn't like me to do anything else whilst I'm at it, would you?" I enquired sarcastically. "Like emptying their main treasury, or kidnapping the heir to the Throne, or something?"

She threw a look of contemptuous disgust at me. "I don't pretend it will be easy, but to have any chance of success, I need a *man* who will pass for one in the Southern Lands."

I gathered I was being given an oblique compliment - and then the fact that she had used the plural came thundering into my mind. "What do you mean 'help us escape'?" I asked her - but I already knew the answer.

"Oh, show some intelligence for a change, Dorran," she chided me irritably. "You'd never recognise my sister, you've probably never been to the Southern Lands before - I'll bet you know *nothing* of their customs. You'd stand out like an Ore at a Hvarven Union meeting. You'd have *no* chance. The Southern Men don't like foreigners - unless they are women."

"That's why you say my Quest for the Sorcerer is suicide?"

She nodded.

"Why trust me? I have no reason to feel any loyalty to you. Why not undertake this Quest yourself?"

She tilted her head to one side almost comically. "Quarins!" she swore. "Are you *truly* so dense? A foreign woman - alone - would find herself enslaved as soon as she was discovered. For me to appear there *alone* would be to invite every man who might see me to capture and enslave me. The entire society is male orientated, a woman can achieve *nothing*. Not even if she is native to the Southern Lands. I *need* you to protect me. I *need*

you to rescue my sister and help us escape the Southern Lands."

"All this, in return for helping me to escape from this ship?" I asked her, scathingly. "No. You get far more from this bargain than I. It's much too one-sided."

She stood abruptly. "You are in no position to bargain," she reminded me.

"True," I conceded. "But as this is my first opportunity to escape this ship, I've no doubt this is also *your* first *real* opportunity to have some prospect of freeing your sister. After all, who knows *what* hideous things are being inflicted upon her. Each day you delay denies her a day of freedom."

She glared at me angrily. "What do you suggest?" she asked me, reluctance evident in her tone of voice.

"Nothing too extreme," I assured her. "You teach me the customs and ways of the Southern Men, so I can pass amongst them. You tell me where I should begin to look for the Sorcerer. Give me all the help you can to achieve my Quest, and I will, first of all, do all I can to rescue your sister and see you both sail away from the Southern Lands."

She stared at me intently as she listened to my speech, as though trying to see into my soul to ascertain if I could be trusted. Finally, she nodded. "Agreed, Dorran. You are right: I have no option but to trust you - and you none but to trust *me*. But remember *this*. Should you think of betraying me once we reach the Southern Lands, I would only have to denounce you as a foreigner to ensure you a slow, public death."

I smiled. "I'll keep that comforting thought in mind," I assured her. "Although it is a threat which you do not need to make. Once I give my word, I keep it."

She nodded, doubtfully enough. "Dorran, I believe you," she told me. "But I want you to know that if necessary, I can be ruthless with my enemies - and those who would betray me."

I smiled more genuinely. "I believe you, too," I assured her. Her face broke into an answering smile. She reached out a hand towards me. "Comrades," she enquired.

I grasped her hand in mine as I rose to my feet. "Comrades," I agreed, marvelling at the capricious nature of fate.

My new comrade moved towards the door. I shook my head at the speed with which my captor had become my ally. It is often said that Adventuring results in unlikely alliances and strange bedfellows. I allowed that thought to linger in my mind as I observed my new comrade gently open the door to my prison.

"Come," she whispered, opening the door and slipping into the passage beyond.

Quickly, I followed her. With cautious steps, we made our way along passages and up ladders until we emerged in deep shadow on the main deck. My comrade signalled for silence and pointed to the far rail. Puzzled, I gazed in that direction, and then saw a look-out standing with her back to us.

My companion stepped boldly into the moonlight and approached the look-out, who started, and then relaxed. "Oh, it's you! What's up? Can't sleep, or bored with your new plaything?"

A laugh greeted the comment - and then with deceptive speed, my companion struck the look-out across the back of the head with a short wooden staff she had apparently concealed about her.

Returning to my side, she led me to the stern of the ship. I grimaced as I saw the longboat.



THE PC SAGA (Pt.4) by REYNIR H.STEFANSSON

Abridged (cut-down) PC related glossary:

CPU: Central Processing Unit. The head honcho of any computer.

FPU: Floating Point Unit. An auxiliary CPU or co-processor whose only role is to square circles and multiply by pi far faster than the main CPU can do on its own.

Hercules: The first real graphics display card on the PC. It looked like the MDA (Monochrome Display Adaptor), only it could also do 720x348 pixels of graphics. IBM bit its knuckles over the fact that the HGC wasn't by IBM. It was the first #1 hit on the graphical parade.

IEEE: Institute of Electronics and Electrical Engineers. Has, among ten thousand other things, written down how to do floating-point calculations on a microprocessor.

VESA: Video Electronics Standards Association. Has the goal of making video easier and faster, plus lots of money.

ISA: Industry Standard Architecture bus. That of the IBM PC/AT. It can do 8 million 16-bit transfers per second.

EISA: Extended ISA. Was to replace the ISA bus. Never did.

VLB: VESA Local Bus. A moderate success. Could well do 33 million 32-bit transfers per second. Only it wasn't made by Intel.

PCI: PC Interface bus. Intel invented it and pushed it. It couldn't fail. Can do 50 million 32-bit transfers per second, no sweat.

8088: The gaffer of all PC CPUs.

8086: The 8088's big and older brother. Faster and truly a 16-bit processor.

8087: An FPU or maths co-processor for the 8086.

80188: An 8088 with some extra bits added.

80186: An 8086 with the same extra bits as the '188.

80187: An FPU for the 80188.

80286: Part 8086, part animal. Could multitask code in "protected mode", but the PC only used it as a faster 8088.

80287: Yet another FPU, this one for the '286.

80386: Intel's attempt at making the 8086 a 32-bit processor. Had an even niftier "protected mode" than the '286 because it could divide itself into a number of "virtual 8086" processors. Intel had by now sussed out that all the PC market wanted then was faster and faster 8086s, but there was more to the '386 than just a turbocharged big-block 8086

80386SX: An 80386 squeezed into a 16-bit package. Well, it was cheaper than a real '386

80387: An FPU for the 80386. There was a '387SX, too.

80486DX: 80386, 80387 and a cache on one chip, and the lot tuned for speed

80486SX: Intel got the "bright" idea of selling 80486s without the FPU. Oh, it was cheaper, of course, and allowed them to recycle some half-dead '486s, or so the story went.

80586: Around this time Intel tried to trademark the numbers it had used on its processors. The courts said "No way, Jos!" So Intel promptly renamed the 80586 to something trademarkable: Pentium. Their current scorcher (pun really intended). Did I say "hot"? It's got all kinds of predictive logic and glitz and glam – and an almighty bug in its floating-point division. Intel says they've recalled all the duffers now.

THE END?

REVOLTING RIDDLES by DAVID HEBBLETHWAITE

HEALTH WARNING:

These riddles are really horrible (and I mean *horrible!*), and worse, they're genuine!

DO NOT read them if you're about to eat something. You have been warned...

First up, a riddle from the bible:

Out of the eater came something to eat:

Out of the strong came something sweet.

Answer: A swarm of bees making honey in the corpse of a lion (obviously).

Now here's one from Jonathan Swift:

Because I am by nature blind,
I wisely choose to walk behind;
However, to avoid disgrace
I let no creature see my face.
My words are few, but spoken with sense,
And yet my speaking gives offence:
Or, if to whisper I presume,
The company will fly the room.

Answer: Swift called it a "posterior". Perhaps you have a different way of referring to it...

SQUARES QUIZ

sent in by HILARY O'CONNOR

1. TOP	2. FOTIL	3. NONONOIIIIIIII
4. _AK_	5. BIBLE	6. TRUFNOSE
7. ON I	8. TTTTTT	9. R I N A B
10. T A RGE T	11. HANDE	12. TH_W_Y OF_L_ _LESH

ANSWERS NEXT MONTH

ADVENTURE MEMORIES WHIRLING AROUND Pt.8

by JON SCOTT

Bob had been on his way to Dodgy Dave's offices, on the old moped, when he didn't 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!!!!"

As Bob reached the opposite side of the crossroads he'd gone through, he pulled the moped to a halt. The HGV driver slammed on her breaks too. Bob and the driver ran together, hugging emotionally.

"How are you, son?" said Mrs. Dazzler as her eyes beamed at the longed for sight of her oldest son. "And how's your excuse for a family?"

Bob remembered why he'd fallen out with his mum, Ros' dreaded mother-in-law, but their reunification was more than sufficient to make him disregard her attitude. He continued to greet his mother, then explained to her: "You'll never guess what - I've become a writer. An adventure writer, in fact. Dodgy Dave's going to publish my game."

Mrs. Isabella Dazzler frowned at Bob. "Oh dear. It's one of those newfangled computer things. Dear oh. I never did understand them - oh no. Anyway, if I know the Dodgy Dave you're referring to, he's a right rogue. I think he runs a computer shop back at home, though obviously he ran it since he's up here now. Oh dear. I had better stop before I confuse myself. Dear oh!"

Bob was unimpressed. His mother had made an impression on him, but it was not that kind of impression. While hugging him, she had left the mark of her wedding ring in his neck. Bob loaded his moped, which had just about had its heyday, into the HGV and he sat in the cab beside Isabella. As she started the engine, he only then replied: "Mum, this is awful. I might not have my game published now, because I do know the very Dodgy Dave you mention. He sold me a Speccy cheaply and, although it works brilliantly, I can't see someone of his limited resources being able to do justice to my game."

"Ha! Ha! Oh dear. You obviously think the world of it."

Bob smiled. "It's a masterpiece."

"Well, it is. I might just have a look at it. Despite my aversion to computers, I like to play the odd adventure on my BBC."

"Bloomin' heck! That's amazing. Like mother, like son."

"I'll drive to my new fiat. The one you haven't seen since we parted company."

"It's a Speccy adventure, Mum. You'll never get it running."

"So what? We can play it at your place."

Bob was taken aback. "No, Ros will . . ."

"I don't care about Ros," expostulated Isabella. "You know I never approved of your match."

"An, shut up!"

"Pardon? How dare you be rude to me."

"Sorry, Mum, but sometimes you really test my patience . . ."

"Isn't that what a doctor does, test his patients?"

"Very funny, Mum. But we'll drop round at Dodgy Dave's first, if you don't mind. It's just that there's a slight chance that he might be authentic."

"A very slight chance, mind you," remarked Isabella as she manoeuvred her massive vehicle in the direction of Dodgy Dave's Software Emporium. However, Dave had – for the eighth time – gone into liquidation, and Bob's hopes of having his game published were gone, apparently forever. So they hightailed it in the direction of Bob's home. Fortunately, Ros was at work and Bob loaded 'Revege of the Mutent Ork's' (sic) into his Spectrum – or Ros', as it was now – to Isabella's disdain. Ten minutes later, Bob's mother tumbled out of the front door in a fit of shrill laughter. "It's crap!"

* * * *

August 1986 saw the Dazzler family heading away on a holiday to Torremolinos which, as Bob assured his wife, would mostly involve lying by the pool. But Bob inevitably packed his Speccy, as he'd just bought 'The Price of Magik'. And who'd blame him? It was at the airport on the 'Spanish Side', Malaga to be precise, that Ros first realised what her obsessive husband had done. Bob hadn't walked into his home with a million bucks, as he'd promised, but at least he'd come home. But now he was actually driving her up the walls round the bend, cuckoo and – yes – crazy! The security-guard examined their passports as if he were an adventurer, then he pulled the suitcase open. His eyes almost popped out of his head on seeing the rubber-keyed beauty.

"E! Speccy!" said the security-guard. "Well, you may pass, Mr., Mrs. And Little Kiddies Respectability. Adios!"

As they travelled on the coach to their apartments, Ros turned to Bob. "You'd think you could go without your Speccy for two weeks."

"What!" cried Bob indignantly, something he was an expert at. "I just bought 'The Price of Magik' and I plan to get into it on this holiday."

"Bob, that's awfully sad. I have 'The Snow Queen' at home, but did I bring it with me? No."

"I don't want to end up red-faced – I'm not lying by the pool all the time."

"Why not?"

"Because I have better things to do. I may be a drunken lout, but I'm not a lazy lout. I do have principles."

"Principles? You, Bob? That's a laugh. The only Principal you ever had was the Headmistress of the Comprehensive the week after your twenty-fifth birthday."

"My relationship with Miss Earwig was very special, and 'twas long before I started going out with you."

"Yes, two weeks. You got me on the rebound from Earwig."

"That's an awful thing to say. Anyway, I can't see what's so wrong with me playing the Speccy."

"You've forgotten the power supply."

"Aaaaaarrrrrrggggghhhhhh!"

Bob did manage to obtain a bootleg Speccy power supply, the cunning devil, which enabled him to complete the game quite quickly. He also purchased a few games from 'El Dorado Computers'. On the final night of his holiday he and Ros went out to The Rose and Crown, a pub near to their apartments. Needless to say, Bob got blitzed, while Ros remained reasonably sober. They crept back into the apartment, the kids now asleep, and turned the computer on. Many of you will appreciate that that is not an easy task in the dark. But Ros achieved it. Admittedly, it wasn't so easy to load 'The Boggit', but they succeeded, and set into the game.

"This is a wonderful game," said Bob. "I really enjoyed all Tolkien's books."

Ros chuckled. "You never read them."

"I mean I liked the illustrations."

"Oh."

"This Fergus McNeill fellow is really talented. What great graphics."

"There are a few really humorous moments too."

"But I don't think he'll produce any other funny games, apart from the ones we've seen already. I wouldn't say this is a one-hit wonder, but there'll be no others as good. Not these days."

Ros didn't argue cos they'd agreed to disagree. She still didn't know where she stood, though, which is perfectly understandable under the circumstances. "Let's go to bed."

"Not in the apartment," replied Bob. "The kids might hear!"

"What are you talking about?"

"You know - doing the business."

"Oh, Bob, I don't mean that. I mean let's go to bed for a sleep. Is that acceptable?"

"Yes, I suppose so. We have to fly home tomorrow."

"As if I don't know!"

"Did I say you didn't?!"

"You suggested it!"

"The devil I did!"

"Liar!"

"How dare you call me that!"

The joys of married life?

TO BE CONTINUED

FURTHER ADVENTURES OF LUKE VAXHACKER - EPISODE N+4

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

XXXXX

XXX

X

Ok, like, remember we left our heros in the detention priority level? Well, they're still there...

Luke quickly located the interface card and followed the cables to a sound-proof enclosure. He lifted the lid and peered at the mechanism inside. "Aren't you a little slow for ECL?" printed princess LPAO: "Wha..? Oh, the Docksidiers", stammered Luke. He took off his shoes (for industry) and explained, "I've come to relocate you. I'm Luke Vaxhacker".

Suddenly, forms started bursting around them. "They've blocked this queue!" shouted Solo. "There's only one return from this stack!"

"OVER HERE!" printed LPAO: with overstrikes. "THROUGH THIS LOOPHOLE!" Luke and the princess disappeared into a nearby feature.

"Gritch, gritch", mumbled Two Bacco, obviously reluctant to trust an Administrative oversight. "I don't care how cruffy it is!" shouted Con, pushing the Bookie toward the crock. "DPB yourself in there NOW!"

With one last blast that reprogrammed two flunkies, Con joined them. The "Feature" landed them right in the middle of the garbage collection data. Pieces of code that hadn't been used in weeks floated past in a pool of decaying bits.

"Bleech!" was Con's first comment. "Bleech, bleech", was his second. The Bookie looked as if he had just paid a longshot, and the odds in this situation weren't much better.

Luke was tolling the garbage when he stumbled upon a book with the words "Don't Panic" inscribed in large, friendly letters on the cover. "This can't possibly help us now", he said as he tossed the book away.

The Bookie was about to lay odds on it when Luke suddenly disappeared. He popped up across the pool, shouting, "This is no feature! It's a bug!" and promptly vanished again.

Con and the princess were about to panic() when Luke reappeared.

"What happened?" they asked in parallel.

"I don't know", gasped Luke. "The bug just dissolved automagically. Maybe it hit a breakpoint..."

"I don't think so", said Con. "Look how the pool is shrinking. I've got a bad feeling about this..."

The princess was the first to realize what was going on. "They've implemented a new compaction algorithm!" she exclaimed.

Luke remembered the pipe he had open to 3CPU. "Shut down garbage collection below recursion level 5!" he shouted

Back in the control room, RS232 searched the process table for the LISP inter-preter. "Hurry", sent 3CPU. "Hurry, hurry", added his other two processors.

RS232 found the interpreter, interrupted it and altered the stack frame they'd fallen into to allow a normal return.

Some months later...

Luke was feeling rather bored. 3CPU could get to be rather irritating, and RS232 didn't really speak Luke's language. Suddenly, Luke felt someone's eyes boring through the back of his skull. He turned slowly, to see... nothing. A quiet voice came from somewhere in front of him.

"Grasshopper, the carrier is strong within you". Luke froze, which was a good thing since his legs were insisting that he run but they weren't likely to be particular about direction. Luke guessed that his odds of getting lost in the dense tree structures were pretty good. Unfortunately, the Bookie wasn't available.

"Yes. Very strong, but the modulation is yet weak. His network interface is totally undeveloped", the voice continued. A small furry creature walked out of the woods as Luke stared on. Luke's stomach had now joined the rest of his body in loud complaints. Whatever was peering at him was certainly small and furry, but Luke was quite sure that it didn't come from Alpha Centauri.

"Well, well!", said the creature as it rolled its eyes at Luke. "Frobozz, y'know. Morning, name's Modem. What's your game? Adventure? D&D? Or are you just one of those Apple-pong types that hang around the store demonstrations?"

Luke closed his eyes. Perhaps if he couldn't see it, it wouldn't notice him.

"H'mm", muttered the creature. "Must use a different protocol. @@@@H @@@ @S@@@@H)" @GS @#@@G (o% @@@@%H(b ?"

"No, no", stammered Luke. "I don't speak EBCDIC. I was sent here to become a UNIX wizard. Must have the wrong address".

"Right address", said the creature. "I'm a UNIX wizard. Device drivers a speciality. Or do you prefer playing with virtual memory?"

Luke eyed the creature cautiously. If this was what happened to system wizards after years of late night crashes Luke wasn't sure he wanted anything to do with it. He felt a strange affection for the familiar microcomputers of his home. And wasn't virtual memory something that you got from drinking too much Coke?

To be discontinued (by popular demand)

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

FORTHCOMING FEATURES:

No Insults Intended 3 by Dot Vaughan

Why/How/Where/When ... Did It Begin by Reynnir H. Stefansson

When Do The Ideas Run Out? by Peter Clark

Trouble With Troils (uncensored) by Ron Guest

The Curse of the Unpronounceable by David Hebbietwaite

All contributions gratefully accepted - Barbara

AN ALTERNATIVE TO "SURFING THE NET"

by LARRY HORSFIELD

There can't be many people today who have not heard of the "INTERNET", the global computer communications "Superhighway", which you access via a modem attached to your computer. I once thought about subscribing to CompuServe, one of the main companies offering internet access, but I was put off partly because of the cost (you have to pay a monthly subscription - OK I know it's less than a tenner but you still gotta pay!); but mainly by the sheer complexity of it all. I once logged on to CompuServe using one of the freebie cover CD ROMs and was presented with a bewildering array of graphic screens offering me every subject under the sun except for what I was really interested in, i.e. computer games! I am sure there are Probe readers reading this who have had similar thoughts and, like me, were put off for these reasons.

There is, however, a cheaper and simpler alternative, and this is a BBS, known simply as a Bulletin Board. These are run mostly by amateurs and in most cases are free to use apart from the cost of the phone call. There are hundreds of BBSs all over the country (and, indeed, the world) and they form a network, the main one being called FIDONET, just as extensive as the Internet. Most BBSs are PC based, but some are run on Amigas, etc. The beauty is that it doesn't matter what computer you have, as a PC can "talk" to an Amiga, and vice versa.

You may ask "What is the point of the internet and BBSs?" In a nutshell, for most people it is a way of contacting people with similar interests. You post a message about a certain subject and someone, somewhere, is more than likely to reply. You can liken it to an electronic noticeboard which not only can be entertaining, but can be very useful as well.

Before I carry on, I ought to explain the meaning of some of the phrases I use in this article:

LOG-ON - This means to call a BBS via the modem and identify yourself to gain access to the BBS.

LOG-OFF - This means to quit the BBS and terminate the phone call.

ON-LINE - This refers to being actually connected via the modem and phonenumber to a BBS.

OFF-LINE - This is the opposite to on-line, i.e. NOT connected to the BBS!

DOWNLOAD - This means to *receive* something via the modem *from* the BBS whilst on-line.

UPLOAD - This means to *send* something via the modem *to* the BBS whilst on-line.

Each BBS is run by a "SysOp" or System Operator and some are open 24 hours, some between certain times of the day (usually off-peak hours). All you need to get in contact with a BBS, apart from your computer of course, is a modem, a communications (or comms) program (e.g. "JRComm" on the Amiga, "Telix" on a PC; if you are using Windows 95 you can use the "Hyper-Termina" program) and an Off-Line Reader (OLR) program (Q-Blue for Amiga, BlueWave for PC). The comms program is like a personal phonebook and will automatically dial the number of the BBS you want to contact at the press of a key or mouse button, and the Off-Line Reader is a program which enables you to read the message sent via the modem and means you don't have to spend ages looking through the messages while actually connected to the BBS, running up huge phone bills in the process.

You may see adverts for BBSs in the back of PC magazines, often offering Internet/WWW access. You are advised NOT to contact these as they use 0891 premium rate lines and will cost you 45p per minute to call.

For those of you who don't know what it is, a modem is a small box of electronics that you attach to your computer via the serial port (although there are internal versions for PCs) and then plug into your phone socket. There are various speeds available, the current standard being 28,800 bps (bytes per second - also known as Baud rates), although 33,600 bps modems are now available - the higher the number the faster it transfers data along the phone lines. A brand new 28.8 (as it is known) will set you back around £100 (for a decent brand, e.g. USRobotics), with the 33.6s at about £150 (prices for external modems purchased from mail order hardware companies. Add at least £50 if you buy in the high street). Modems of these speeds are for use with 16-bit computers (i.e. Amigas and Ataris) and PCs, but I am told that slower modems, i.e. 1200 or 2400 bps models can be used with 8-bit computers, although you could not "surf the net" with these.

As well as for accessing the Internet and BBSs, many recent PC games, such as Quake and Command & Conquer, can be played head-to-head via modems and you can even "network" the computers to allow 3 or 4 players in some games. However, doing either of these can mean seriously big phone bills! Having said that, if you (like me) are on a cable telephone network (in my case Videotron), and you can find someone on the same network who wants to play such a game (e.g. Command & Conquer) via modem, if you do this at weekends when the calls are completely free it will obviously cost you absolutely nothing at all.

You can, of course, buy a modem second-hand, and it might be advisable to do this initially if you just want to try out BBSs or the Internet. I was lucky enough to get a USRobotics 14,400 bps modem from a guy at work for just £30 (at the same time I bought a SoundBlaster 16 sound card from his mate for £35, so I got two bargains in a matter of minutes!) and this is about the going rate for this speed of modem judging from BBS adverts.

When you make your first call to any BBS, you have to give your name and as the BBS will have no record of it, you will be asked to type it in again if you want to register as a user. However, most will allow you to type GUEST if you want to look around before deciding if you want to join. If you do decide to join you will have to type in various information such as your home address, etc., and you must choose a secret codeword to use when you log-on to the BBS. This is to prevent people logging on and posting messages using someone else's name. Once the information you have typed in has been validated, you can use the BBS. As I said, most are free and some will only allow access to certain sections after you pay a subscription, usually a minimum of £10. Others welcome donations, but these are entirely voluntary, and in a lot of BBSs you just get more access time - on the BBS I use I am allowed 1 hour per day, which is more than enough. Other BBSs raise your "download ratio" according to the amount you pay (see later).

Once you have logged on, the main menu screen will offer access into the various sections of the BBS, which you do by simply pressing the letter of the option you require - there are 15 options on the BBS I use. The first two options, F and M, are for the two main parts of most BBSs, the File and Message sections.

The message section is the guts of the BBS network, and each BBS will offer, in some cases, hundreds of message areas, or "echoes" as they are known, with subjects covered ranging from "Ask-a-Nurse" and "Aquariums" to "Zymurgy" (which is something to do with

home-brewing) and "ZyXel" (it's a make of fax-modem), via Computer Games, Cats (the furry variety), Rock Music and Star Trek (there are three echoes for this, one for the original & TNG episodes, one for DS9 and one for Voyager). There are a total of 294 echoes available in the BBS I use, and include echoes for other computer enthusiasts, i.e. Atari, Amiga, Amstrad and Spectrum formats, and echoes for fans of various sports and many other interests. There is an echo specifically for readers of Terry Pratchett novels and if you are a Pink Floyd fan there is even an echo especially for you!

If a particular subject in any echo becomes very popular, attracting a large number of messages, a new echo may be set up especially for that subject. An example of this is the new echo recently set up for devotees of the PC game QUAKE, which I am pleased about as I don't play this game and was getting fed up with my mail packets being swollen with lot of boring messages about Quake in the GAMING_UK echo.

Each echo has a Moderator whose job it is to uphold the Echo Rules. He has to keep an eye out for "off-topic" messages, i.e. messages which are about subjects other than what the echo is about. For example, you would not talk about PC games in the BUY echo, as there is a separate echo for that subject. He will also watch out for abusive language in the public message area - this is known as "flaming" and is very much frowned upon. Anyone who persists in this will be barred from posting messages.

To keep the time spent on-line to a minimum, you must tell the BBS, via what is known as the Mail Door, which message area you are interested in and each time you call the BBS you can download all the messages that arrived in those areas since the last time you called. I, for example, am interested in messages in the BUY, GAMING_UK and MARKET echoes. The BUY echo is for private "for sale" and "wanted" adverts, and you can sell absolutely anything you want, within reason, although by far the majority are computer-related. One guy recently posted a message saying he wondered if anyone had a tin bath tub for sale!

The GAMING_UK echo is for any chat about computer games (in the UK as opposed to the USA), and the MARKET echo is for *commercial* computer hardware/software vendors to advertise. The way I would use this last echo is to post a message asking, e.g. for the lowest price for a piece of computer hardware. Hopefully, one of the firms using the echo will reply with their price for that particular item - it's a bit like "shopping around" in the high street.

There is another echo called NETMAIL which is for private messages and you can only read messages in this echo if they are written by or for you personally, and you are sent these automatically. In fact, each time you call your BBS you will be asked if you want to check your "mail box" for personal messages. I usually reply YES to check for any and the BBS will tell you how many there are (if any) and ask if I want to read them but as they will be downloaded along with my mail packet, I don't actually do so whilst on-line, as it costs me more for the call. The BBS will, when you instruct it to, compress all the new messages into a "mail packet", using an archive compressor (usually PKZIP) and download it to your computer, usually straight into a directory within the OLR (more on that later). Once the packet has finished downloading, you can log-off straight away. The first time you call a BBS the mail packet may be enormous, especially if you choose the most popular echoes, but you will usually be limited to a maximum number of messages per echo and/or mail packet. If you have a fast modem this could take a few seconds, but a slower modem might take a few minutes to download a large mail packet.

The other main section of a BBS is the File areas, which contain thousands of compressed files covering every conceivable computer subject, including games, adventure solutions and all sorts of utilities. Those available will be free or shareware, i.e. you are supposed to pay a fee to the programmer if you want to use the program past a certain number of days. Some files, even compressed, are very large and even with a fast modem may take several minutes to download.

Note that a lot of BBSs operate on a "download ratios" basis, i.e. they will allow you to download, say, 10 files "for free" but if you want any more (this does not apply to mail packet downloads, incidentally) YOU have to upload a file or files to the file area of the BBS. You may ask yourself what you could possibly offer, but adventure hints and tips and solutions would be the most obvious choice for Probe readers – so long as they are your own work and not someone else's of course! When I had an Amiga, I uploaded snapshots of my Spectrum text adventures for use with a Spectrum emulator, to the BBS I used then.

Once the mail packet has been downloaded and the BBS logged off, you quit the comms program and run the OLR (Off-Line Reader) program. I use one called BlueWave and it is very easy to use. You highlight OPEN MAIL PACKET from the main menu and press enter, and the latest packet will be "unzipped", i.e. decompressed using PKUNZIP and the messages sorted into the appropriate areas for you to read. If there are any personal messages for you, these will be offered first for your perusal. If you wish to reply to a message you are reading you just press R and a text editor will be loaded. In most cases you would reload the original letter you are replying to and you edit this to show the relevant sentences or paragraph you are commenting on. The lines of the original message will be prefixed with the writer's initials and an arrow, e.g. LH->, and may also be in a different colour, to differentiate between your own comments and the originators.

If when reading messages you see two (or more) people sending messages to each other about a subject you are interested in, it is quite okay to "butt in" to this "conference" as it is known, with your own comments. You will often see messages asking for help with games (in the GAMING_UK echo) or offering something for sale (in the BUY echo) and these will be addressed to "ALL" rather than individuals.

Abbreviations are used extensively in the world of comms, mainly for commonly used phrases, examples being: BTW (By The Way), AFAICR (As Far As I Can Remember), IYSWIM (If You See What I Mean) and IMHO (In My Humble – or Honest – Opinion). People will often sign off with CU L&R, M8 (See You Later, Mate) and will often attach a "Tag-line" at the foot of the message. This is a humorous one-line comment or joke, my favourite being "Jimmy Hendrix's modem was a Purple Hayes!" (Hayes being a make of modem).

Once you have written all your replies and/or new messages you instruct the OLR to compress them into a reply mail packet and then you quit the OLR. You then reload the comms program, call the BBS back and, once logged on again, you upload your reply to the BBS – this will take only a couple of seconds, even with a slow modem. Once the BBS has accepted your packet, you can log off again. You can, of course, write and reply to messages whilst connected to the BBS, but this will add to your phone bill and you may find, as I did recently when doing just this, that you left something out of the message. Once you have posted the message while on-line, you cannot then re-edit it, as you can when using the OLR. So you can see that, even using a fairly slow modem, you can spend less than 5 minutes of phone time calling the BBS, getting your messages and sending new ones, per week. I say "per week" because that is the usual frequency of my calls – you can call as often as you want but are usually limited to a certain amount of time on-line per day.

The big difference between the Internet and BBSs is the time it takes for message to get around, the Internet being a lot faster. My friend Bob Adams, (who himself used to run the "Adventure Probe" BBS back in the days when he had an Amiga - he now actually "surfs the Net" on his PC), once sent an Email Internet message to a guy in the USA and received a reply within two hours! What was even more amazing about this was that when Bob sent the Email it was 9am UK time, but about 3am US time.

I can usually send a Netmail message to a certain person and, as long as that person receives the message promptly, get a reply within a couple of days. Messages do take a while to filter through the FIDONET network and you may find yourself receiving a reply to a message you posted a week or more previously, especially if the message was a general one addressed to "All".

I can actually send Email messages via the Internet through the BBS I use (not all will have Internet access) if I want to, and indeed did just before last Christmas. I have a friend in Japan whom I have exchanged Christmas cards with for a long time and this year as well as his return address he also put his Email address on the envelope. I sent an Email Christmas greeting to him a couple of days before the 25th and received a reply just after. I have also received (and replied to) ordinary Fidonet messages from mainland Europe and even got a reply from a guy in the USA when I asked for help with a PC game.

The BUY echo is extremely popular and there are usually between 100 and 200 new messages each week in this echo. I recently put a message in this echo advertising for second-hand 3" discs for use with my Spectrum +3 and within a week received about half a dozen replies. These included one from a guy in Leicestershire who said he had a "box full" in his loft and invited me to make him an offer for them. We came to an agreement and I got myself 20 3" discs for £12 including p&p. I also got myself a green-screen monitor (to replace my awful B&W TV that gave so many people problems during the MegaPoints competition at the Adventurers Convention) *and* a non-working Spectrum +3 (I just had to fix the disk drive with a rubber band!) for £20 before Christmas. If there's a computer game or piece of hardware you want, there's bound to be someone out there who has got it.

If you have been considering buying a modem but have been put off because of the cost and complexity of the Internet, then maybe the BBS network is what you have been looking for. I can provide phone numbers of BBSs in any English county, plus those in Scotland, Wales and N. Ireland. In fact, if you have a PC I can supply a program with complete lists, on receipt of a blank PC disk.

If anyone who already has Internet access fancies sending me a message, my Email address is:

larry.horsfield@explosion.nemesis.co.uk

I look forward to receiving your messages! If you would like to contact the BBS I use, it is based in Tonbridge, Kent, and is called **EXPLOSION BBS**. The SysOp is Simon Harmel and the telephone number is 01732 773369. It is open 24 hours a day, has Internet access, is free to join and there are no "download ratio". What more could one want?

P.S. Since writing the above, my guru and mentor Mr. Bob 'Amster' Adams has pointed out to me that accessing and downloading messages via the Internet can be just as quick as it is with BBSs. However, you still have to pay a monthly subscription in addition to your phone bills and it is this that puts me off - why pay when you can get it free from a BBS?

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To The Trainspotter - You should have trained for it. (Matt)

To Loobiiioo - 'Spose so, but do you not find that, if you've just had a cup of coffee, your mouth's wet and it's easy for the ol' tongue to slip? (Matt)

To K.B. - How about a string of guitar players? (Mad Cat)

To Wynne - *Miss* a motorway? Nostalgia ain' what it use'ta be ... (Mad Cat)

To Jon - Shove short a letter? Wanna try? (Mad Cat)

To M.Polo - Semi-coal trail? Care to guess? (Mad Cat)

To Mary S-P - One-in-a-million girl in the pitch? Can you solve? (Mad Cat)

To Philli - Colourful buffoon who likes strong currents? Hm? (Mad Cat)

To Trainspotter - BASIC swimming on the rails? Spot this! (Mad Cat)

To Ellen - Why not? Don't they say "Third Time Lucky"? (M.Polo)

To Ellen - Maybe it wasn't twinkle, but winkle. (M.Polo)

To Ellen - Of course it is. Did it ever change (the arrangement?) (M.Polo)

To Dopey - She was a scaredy-cat, a real custard. (M.Polo)

To Uncle Horace - Issat right? (M.Polo)

To Snowy - You ain't seen nothing till you see me fix a nipple. (Marco, The Over-Empnatic Plumber)

To Damian - I've not managed to make it go "BANG" - yet. (Phew) (Ellen)

To The Trainspotter - Nah, not a good idea. The only thing I'm good at creating is havoc. (Ellen)

To Jon - Hmm, I'd not thought of that. P'naps you're right. (Ellen)

To Wynne - Not only did we go in aN' OVA, Brum, we also went around and about it, didn't we? (Ellen)

To Martin - RELAX? *Who* was relaxed? Not me, that's for sure. (Ellen)

To Larry - Hopefully this year I'll find Birmingham OK. Then I'll only have to worry about finding the hotel. (Ellen)

To M.Polo - Ugh, neither would I. (Ellen)

To M.Polo - Tell him the back door's unlocked - in anticipation. (Snowy)

To M.Polo - That'd be no good to me. My hair's still (pretty) young, y'see. (Snowy)

To M.Polo - You must've heard wrong. P'naps the ol' ears are going the same way as the ol' eyes? (Snowy)

To Damian - Thanks for asking after me the other night. Tell me, how's your good self? (Uncle Horace)

To M.Polo - If you ask me, it DON'T bear thinking about! (Uncle Horace)

To Jon - Our room in the factory has stopped "Rock" ing - we re "Dance" ing to the beat now. (Gilly)

To Jon - You're sooo right about that, mucker, they'll squeeze you till you've nowt left to give, nowadays, won't they? (Dusty)

To Jon - He won't have far to go - he's halfway there already, tee hee. (Fudge)

To Jon - Yup, they did, but we've purred them wrong, haven't we? (Loobiloo)

To The Pink Panther - I think you'll strike out with Petra there. She's more of an "indoor sports" fan. (Kevin)

To Ellen - All right. (Jon)

To Snow White - I don't exactly know, I don't suppose you've any ideas. Nah! (Jon)

To Dusty - Perhaps not; it might be a mistake. (Jon)

IN TOUCH

WANTED - "LEGEND" by Mindscape. Please contact Frank Oliver, 2 Ravenspurn Road, Patrington, Nr. Hull, E. Yorkshire, HU12 0QB.

WANTED FOR AMIGA 500 - "KNIGHTMARE". Please contact Mary Scott-Parker, Birchwood, Nunclose, Armathwaite, Carlisle, CA4 9TN

HELP WANTED

Does anyone have hints or a solution for "CHURCH OF DEATH" and "SHADOW ON GLASS"? If so, please forward to the Probe office. Thank you. Barbara

NEWSDESK

WoW Software

Due to the very sad death of Joan Pancott WoW has ceased trading for the moment, but arrangements are being made for it to continue in Joan's memory, so watch this space for an announcement.

Zenobi Software

The latest release is MURDER MYSTERY WEEKEND by Jon Scott. It is based on events during the 1996 Adventurers Convention and everyone who attending is mentioned! Can you survive your encounter with the Uncivil Servants, trips to various restaurants, a dream that may turn into a nightmare when you wake up, the convention itself, the Cliff Richard Fan Club, and then arrest the murderer?

This is a very complex 128K game (a bit of help is given by the supply of an itinerary) which will keep even experienced players puzzling for weeks.

Available for 128K Spectrums (tape and +D) and PC(re) £2.99 Spectrum +3 £3.99 Amiga(£) £3.99, but £2.99 if you already have the boot-up disc. Sorry, no Atari(e).

OBJECTS AND THEIR USES

CRYSTAL CAVERN compiled by Karen Tyers on a Spectrum – also available on Amstrad

Toadkiss at gargoyle
Violetcrush to shrink/grow
Tiny boot troll
Small pin wave at angel of death
Piece of pieeat at gates of time
Cheesethrow at chimera
Ribbondrop in mud for armband
Mouseclockwork – wind and drop at rats
Small keywind mouse
HatMerlin's, wear
Pamphletthrow at mutant bookworm
Paperread and solve crossword
Hamgive to ghoul
Truncheonwhittle for wand
Woolly capgive to soldier
Radiation suitwear in future
Grimoireshake
Page from grimoireread
Black armbandwear to get into castle
Gauntletwear before bribing troll
Knifewhittle truncheon
ShoesMerlin's, wear
WandMerlin's
Crystal gobletthrow at Merlin after vapourise
Green scabbardthrow at green knight
CloakMerlin's, wear

ARROW OF DEATH Pt.2 played by Barbara Bassingthwaighte on a BBC – also available for most computers

Flintlights things
Weedeat to make yourself stronger
Fluffy shrubmakes you float when jumping
Helmetwear when flying
Oil lampgives light
Uniformwear when turning wheel
Ropetie to grating and mule
Keythe usual
Breadfeed mule with it
Pipe tobaccofill pipe with it and smoke when in fish's stomach
Boatsail across lake
Rockthrow at skeleton
Shovelthe usual
Dynamitedrop by boulder
Smooth stonerub it, then give it to beggar
Magic bow and arrowused to kill XERDON

TREASURE CHEST

MERLIN'S GOLDEN TROVE played by Dorothy Millard on a PC

1. magician's gold wand
2. round solid gold orb
3. large gold goblet
4. ornate gold flute
5. large sharp golden magic sword
6. magical gold ring
7. golden arrow
8. heavy gold nugget
9. small gold key
10. tarnished gold shovel
11. brilliant gold crucifix
12. small gold vial
13. beautiful gold locket
14. solid gold apple
15. bag of gold coins
16. sturdy gold candlestick
17. gold egg from the famous goose
18. solid gold feather
19. long golden lance
20. strange gold medallion
21. wide gold magic shield
22. heavy solid gold bar
23. dull gold knife
24. shining gold skull
25. small gold vase
26. heavy gold crown
27. worn gold fork
28. human tooth made from gold
29. small gold bell
30. gold tablet with an inscription on it

SPELL BOOK

WIZARD'S SKULL played by Barbara Bassingthwaighte on a Spectrum

Green Jar	Cowardice
Red Jar	Truth & Death
Blue Jar	Remorse
Purple Jar	Strength
Black Jar	Normality
White Jar	Betrayal

RED HERRINGS

CRASH LANDING played by Barbara Gibb

Torch, Coins, Bottle, Scrap metal, Map, Acorn, Twig, Shield, Skull, Computer console.

SHELL SHOCK played by Dorothy Millard

Jacket, Toothbrush, Jar of Ink, Machine gun, Picture and Book.

WIZARD'S SKULL played by Barbara Bassingthwaighte

Leaf, Ruby, Ball of wax, Horseshoe, Wooden staff, Gold coin, Bone

GETTING YOU STARTED

BROKEN SWORD played by Peter Clark on a PC

You start outside a cafe. A clown enter the cafe and, shortly after, runs out again. There is an explosion. Pick up the newspaper and go into the cafe. Examine the body and talk to the waitress. Leave the cafe and walk to the roadworks. Rosso, the policemen and his sidekick will stop you and force you to return to the cafe where you will be interviewed. After the interview leave the cafe. Nico, the photographer is outside. Talk to her about the clown and Plantard, the clown's victim until she has told you all she knows and gives you her telephone number. Go to the roadworks and give the newspaper to the workman. When he leaves, get the tool from his toolbox inside the tent. Go to the alley opposite the cafe and open the manhole cover with the tool. Go down and get the clown's nose from the first sewer. Get the tissue and material from the second sewer. Climb the ladder to the courtyard. Show Rosso's card then the material to the man at the top. Ask him about the jacket then say goodbye and return to the roadworks through the gate. Phone Nico and get her address. Go right from the roadworks then go to Rue Jarry. Talk to the flower seller

CITADEL played by Karen Tyers on a Spectrum – also available for Atari(e), Amiga(e), PC(e) and MAC(e)

W, NW, X TREE (see garlic buds and bird), X BIRD (you are told it like dung insects), N, X PENTACLE, X BRACELET, GET BRACELET (flames drive you back), E, X GRASS (find glass), GET GLASS, N, X VINE, DROP ALL, U, W, X HUT (find backpack), E, D, PULL VINE HARD (it falls at your feet), GET ALL, E, X HOLE, S, ENTER (see man tied to table under swinging sword)

JUNKYARD played by Dorothy Millard on a C64

You are Dr. Nemesis. To prevent you from testifying at a trial you are thrown into a junkyard from which you must escape.

Leave the button, INVENTORY (you have a bottle of poison and a chronometer), LOOK CHRONOMETER (it tells how much time you have left), S, SE, SE, SE, E, SE, S, E, E (to curious area), N, N, N, NW, W, NW, N (to where the starship floor plates are piled high), W (something is too big), DROP ALL, W, W, S (don't be tempted to get the switch), GET ANTI-grav unit, THROW ANTI-grav (it sail cleanly over the debris and lands out of sight), OPEN SWITCH (this turns off the alarm so you can enter the shack), N, E (to inside rocket), GET STRANDED wire, E, GET BOTTLE, GET ANTI-grav, E

RA'S REVENGE played by Dorothy Millard on a C64

Start at the entrance to a pyramid where a large rock blocks the exit. GET SCROLL, READ SCROLL (says not to waste your money), DROP SCROLL, GET VASE, GET CHEESE, N (into torture chamber where a small dwarf is strapped to a table), FREE DWARF (he says that to escape the maze use the wand), E (to crossroads), READ SIGN (says to beware the killer rats), GO HOLE (into a mouse hole where there are snoring mice), READ SIGN (say not to look for secret passages), WAKE MICE (they follow you if you are carrying the cheese), E (to where a cat is guarding a cannon – the mice chase after the cat), DROP CHEESE (the mice return and eat it), GET AXE, LOOK (keep LOOKing until the Wereat appears), LOOK (you find yourself in the Wereat's mouth), GO STOMACH, GET ACID (in the clay vase), D

MAGIC SHOP played by Barbara Gibb on an Atari

Start outside the shop. Click on the window for information. Click on the poster on the wall. Click on the door and highlight the text and click to enter the shop.

You can obtain very descriptive text by clicking on the fire, chair, candiestick and floor/wall/counter. Click on the woman, highlight "you can show some interest if you like" and click. Click on her again. Now highlight "you inform her that you are not a magician" and click. Click on her a third time and she says "Don't be silly" ... This shop is for real magicians and wizards ... anyway I know you are only joking as only real magicians can leave the shop." Click on this text and then the woman again, then "You may like to leave the shop through the doorway." Click on "I" to discover a blinding fire is preventing you from leaving the shop.

Click on the text and try the woman yet again. This time request to "see some items of magic". You have a choice of five items:- an old silver ring, a pair of red dice, a soft velvet pouch containing a herb, a carved figure and a mirror. You need all five, but must choose one at a time, returning to the shop after each selection.

Click on the bag to see blue flames. Click on "I" and "you appear to be entering a new world". Click on the fence and then "beyond it you hear the sound of gently flowing river". Click on the sword

QUEST FOR THE TIME-BIRD played by Barbara Gibb on an Atari – also available for Amiga and PC

After carefully reading the introduction, select "You prepare a plan of action" then click on Brogan to pick up some food. Again select "plan of action" and then click on the trusty reaper beside Brogan. Now set off on your quest.

You can choose a difficult or easy route depending on your mood. I prefer no fighting, so chose to travel to the March of Thousand Greens as suggested in the manual.

Carefully position the end of the narrator's stick on the white dot to travel there. When the red circle covers the white dot click to bring up a map of the domain and a large insert picture. (If you click somewhere near the water of this picture a Fol De Dol may appear and ask you a riddle. A caterpillar is worse than a thorn in your side.) Click on the dark green foliage in the top right corner of the insert. You now have only the map of the domain.

Click on the forest at the top left corner of the screen to bring up another insert picture, this time showing two inhabitants – one young, one older. Click on the left side of this picture to get a picture of three inhabitants – one young, one older and one very old. Click on the right side of this picture to get another showing a single old man. Click on the right side of this picture to get one of two female inhabitants by a tree



HINTS AND TIPS

ASTEROID ADVENTURE played by Barbara Gibb on an Atari

Throw something from the balcony. If it is the correct object you should now find an alien in the sleeping quarters.

You need a key to unlock the drawer in the desk in the storage room.

A card will allow you access to the steel panel and forcefield.

Arm the cannister with the computer and place it near the main power source.

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

Wild West – 5th September 1885

Put the car somewhere where it can't be seen.

Travel by train into town.

If captured by Indians, give them something.

Find evidence that the Doc was here.

Visit the Wells Fargo office.

Look in the stagecoach for something to appear to the north.

BECAUSE OF A CAT played by Barbara Gibb on a C64

LOIN FRIDGE to discover the milk is off. Your quest is to obtain the means to buy a pint of fresh milk.

Before you can leave the house you must cure your hangover and be dressed in jeans, T-shirt, coat and pair of shoes. You also need your cashcard and to have put the rubbish out for the binmen.

Search the stairs of the bus.

Try to use the cash machine, then join the queue for a nasty surprise.

Ride the bike to return home. Too late, the binmen have already collected the rubbish and won't give it back.

The assistant in the store will give you directions to the council office.

Beggar can't be choosers, but it is very profitable.

CRASH LANDING played by Barbara Gibb on a Spectrum – also available for Amstrad

Type BACKGROUND for information concerning your quest.

Your first problem is one of hunger. Find a tree and eat the food as soon as you can.

You need the blaster to kill the marsh beast.

The ancient nenge is magical so you can TELEPORT back to your start location.

Bridge the gap with the plank.

COLONEL'S BEQUEST played by Barbara Gibb on an Amiga – also available for Atari (and PC?)

Act One

In the bedroom which you share with Lillian Prune, click on the portrait and note the reference to the one on the opposite wall. Check pictures in other rooms for a similar hint.

Lillian is in the bathroom spraying perfume. Hang around here until she leaves.

Visit the Colonel's bedroom. Look at his cigar and note Fifi's behaviour.

Look at Dr. Wilbur Feel's bed and black bag.

Re-enter your bedroom where Lillian should be talking to her mother. They stop talking when you enter and then begin a polite conversation with you. Similarly, when you enter the parlour Clarence Sparrow and Gertrude Dijon stop talking, as do Rudy and Dijon and Gloria Swansong when you enter the Billiard room.

Moving objects in the back upstairs and back downstairs hallways reveals hidden rooms enabling you to eavesdrop on private conversations. (Stand on the platform and make sure you are facing the appropriate way before you LOOK THROUGH HOLES)

In the parlour, look at Clarence's cigar and the decanter on the bar.

Enter Gertrude's bedroom (left door off front upstairs hallway) – if Gertrude is asleep in bed and you have done everything necessary, you will now start Act 2.

CRACK CITY played by Barbara Bassingthwaighte on a Spectrum – also available for Atari(e), Amiga(e), PC(e) and MAC(e)

Look in the vent in your room to get gun.

Fire the gun at the shadows on the industrial waste land, then push man in the canal.

Beware of the policeman who is wandering around.

The warehouse – examine the pyramid to get bug, put bug under the table.

Benson's Bar – Ask barman about nurse. Find her and say "Are you sharp".

Wear earpiece at about 14.30 to get the password.

Don't forget to sleep at night.

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

You should start part two with 4 crystals in the knapsack, which will be stolen, but you recover it later in the adventure.

Hold the rope so you can take the cow to the gate leading to the field with the bull. Ensure she doesn't wander off while you open the gate.

Untie the man for a reward.

To operate the portcullis – tie the rope, turn the handle to raise it, then PUSH LEVER to lock it in position.

The thirsty man will give you an amulet if you save him.

DAY OF THE TENTACLE played by Damian Steele on a PC

I don't have a vacuum cleaner.

.xob noitseggus eht ni ti tup ot eigaoH esU .eigaoH ot ti eviG .ybbol eht morf reylf eht teg ot dranerB esU

I can't get Laverne out of the tree.

.nwod ti ? ot mih teg dna egroeG ot kiaT .eert eht no der turf eht triap ot eigaoH teG

Laverne keeps getting locked up. What must I do?

.emutsoc elcatnet a reh teG

DEADENDERS played by Edwina Brown on a Spectrum

Pick some flowers for Loo.

Wash and dry your uniform in the launderette. Go to the store-room and press it.

In the cafe ask Smellie about towel.

Buy a pizza and then ask about Scary.

Go to Scary's bedsit and talk to Bendy.

Search kitchen in Old Queen to find a bone. Throw it to Roly.

Ask Mange about Dan.

Ask Pete about Dan.

Move the barrels in the cellar.

Examine the table then hide.

Get in wardrobe and drop the photo.

DEMON KNIGHT (aka MEDIEVAL ADVENTURE) played on a C64 – also available for Spectrum (and others?)

Read then discard the letter found in the reception room.

In the throne room – examine the king to find a rope, and pull the torch to reveal a secret room.

Use the broom to sweep the rubbish in the courtyard, and then sweep the dusty path.

The lance will enable you to get the key from the top of the signpost. The key unlocks the large iron gate.

Fill the bellows with alkali from the pool and use as a weapon against the skeleton.

END DAY 2240 played by Barbara Gibb on an Atari

Happy Face

Examine the analyser and insert the credit card. Now examine and press the selector.

When you have a visa and new face, travel to the Space Zone (816).

To get passed the Servo-droid you need ID and credit card

To catch a spaceship to Trullian you need the off-planet visa and ticket.

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

There is a piece of paper attached to the disk drive. With this you can use the telephone in the living room to call Zikov. They promise to send you their manual immediately and if you go to the front door you will find the postman has arrived with it. Of course the manual is not of much help, just one page which simply says plug it in.

Collect the cartridge from Percival's bedroom, then you are ready to operate the computer in the study. First plug in the drive, then insert the cartridge. Type in the password (remember the graffiti), and the electricity will be switched off. You can then push the bookcase without getting a shock.

EXPLORING ITMUS played by Barbara Gibb on an Amiga

To build up your strength use the handgrip, then the chest expander twice.

Set the trap on the hillock to catch a drabbi.

The rocky area may make a good place to cook a drabbi. Make an oven. Then light a fire using the sticks, flintstone and iron pyrites.

Search the shaley shelf.

Search the mist. Play cricket with Beano.

It is only safe to search the straw in the shed if you have drunk from the fountain.

At the end of the path, south of the shed, you can create an exit to the southwest.

FULL THROTTLE played by Damian Steele on a PC

Very early in the game:-

All I can see is a dumpster. What now? – .tuo yaw ruoy hcnuP

Where are my keys? – .meht sah namrab ehT

How do I get into the bar? – .rood eht gnikcik yrT

How do I get the keys from the barman? – .gnir eson sih esU

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

Emerald Section

To cross the abyss – press the button, drink the philtre and providing you are carrying the horseshoe you should float across the abyss.

You can't *carry* the diamond east from the balcony. Timing is most important so save your position before entering the building. Drop the lamp on the ground floor, go up and open the door. Empty your hands of everything except the elixir. Drink this (to move faster), now work out how to get the diamond into your hands at the entrance.

NECTAR OF THE GODS played by Dorothy Millard on a C64

When Zeus asks you why you have come, type HELP, then answer NECTAR. He will ask if you have an offering so say HELMET. You are now free to explore the palace.

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

Use the meteorite to lift the bolt on the inside of the stall door.

Insert the crystal into the device. Ramsave before pressing any buttons.

The disc is your light source.

The straw is hiding a hole in the floor.

One of the buttons on the fully-operational device will dispose of the spider.

The parchment holds the key to the steel doors.

Clean the sensor on the spacecraft.

MYSTERY OF THE LOST SHEEP played by Barbara Gibb on a BBC – also available on C64 (and others?)

You can MAKE a SPADE providing you have the backbone and tailbone of the promble.

Make a mountain out of a molehill and then climb it.

Wave the magnifying glass, then focus the sun on the lock to open the door.

Tell the tramp the meaning of life to obtain a lighter and chalk.

Ask Bounty Bob to move.

Smash the door of the bus with the crowbar.

Throwing something at the halo to clear the mist.

PARANORMAL PALACE played by Barbara Gibb on an Amiga

The alien disease will kill you if you don't seek specialist help.

Visit all the alcoves; the specialists can help you.

You will never get to need the gazette.

It is worth revisiting the beach and remembering what you were advised to do there.

The lucky charm will save you from being crushed by falling rock.

The keys from the amusement arcade will unlock the door to the log cabin.

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

Part One

You need a stick to get something out of the jug.

You need the flypaper to catch the cricket.

Tickle the dragon to find the wand.

In the cave – X ALCOVE, X WEB, and CUT STRAND WITH SWORD to reveal a tunnel.

Put the crystal in the tube and turn the wheel to complete Part 1.

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

A bucket of water will put out the fire.

Take the gold nugget to the assay office to complete the adventure.

SEARCH FOR THE NETHER REGIONS played by Barbara Gibb on a Spectrum – also available for Atari(e), Amiga(e), PC(e), MAC(e) and Amstrad

Part One

Plant the seed at the coat of arms location, then change the barometer so that it rains and waters the seed. Now change the weather again so that the warmth will make it grow into a large plant.

Exchange the broken bulb for a working one in the dark room.

Sell the brick at the Building Society.

To open the chest, rub ointment on it.

Buy a cocktail, drink it to get an empty glass and olive, and squeeze the olive to get a glass of oil.

You can sell the vase for 15 wibbles.

In the tourist office – lift then open the picture.

You need the coupon and 150 wibbles to buy the elephant.

You can only explore the mountain if you are riding the elephant, wearing the coat and carrying the map.

Examine the telescope then look through it. Unscrew the lens and go Up to outside the castle.

When you take the knight on the board with your pawn the Black Knight also vanishes.

SECOND PIT played by Babara Gibb on an Atari also available for Amiga and PC

The drawer in the dresser contains a useful object.

Have you wondered where your wicked stepmother goes to when she leaves the kitchen? It may be wise to find out and spy on her and, maybe even sneak into the room when she can't see you.

A good deed concerning the owl will be rewarded later in the game.

Check the ladder before trying to climb into the well.

You need a hairpin to pick the lock on the cellar door.

Lever the flagstone in the cellar. You must close the cellar door when you leave.

When father takes you and your sister into the forest it is a good idea to mark your route with something.

SUITCASE played by Barbara Gibb on an Amiga

The red mackintosh and knife are needed to work your passage to a Turkish harbour.

Brandishing dollars is a good way of "hitching a lift".

Change your remaining dollars into marks and buy a train ticket.

Check the window to avoid an accident.

Spend the last of your money on a boat ticket.

Make a loud noise when in the water.

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

Record the parrot in the pet shop.

To get rid of the bullies – climb a tree and fire a rock from the catapult.

You need something soft to land on when descending the tree.

Make sure the burly foreigner can hear what you are playing on the tape.

To get passed the school secretary you need your birth certificate, PE kit and geography book.

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

Put some hay in the fireplace *before* you unblock the chimney.

You need a hook to get the bottle from the outlet.

Use the net to fish in the stream.

Search the rubbish in the skip more than once.

The bolt won't move until you have greased it.

There is a bottle of juice somewhere in the bottling plant.

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

Part Two – Rurania (second visit)

Travel by cable car to reach a lake.

You need the key from the older man in Mercia to access the hut.

Go fishing – the result is rather surprising.

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

It is necessary to wear your clothes throughout the game as follows:

Coat – must be worn in the Caverns to protect from the damp and cold and at the top of the mountain to protect from the wind. Hat – must be worn in the desert to protect from the strong sun. Boots – must be worn in the slippery swamp.

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

Level 1

To obtain the cold potion – put the milk bottle on the bench beside the milkmaid, then examine the "beautiful" sign whilst standing in front of her.

Pick up the full milk bottle and put it in the slot in the churning machine. Operate the machine and pick up the low fat spread. Give this to the man with the dry bread.

The six levers – save your position, then drink the cold potion. Counting from the left whilst facing the levers, pull the 2nd, 5th and 3rd to open the chest. Take the corn to the 2nd god stone. Demeter and pick up the daffodil.

Blacksmith Spring Tomb – put the piece of metal on the anvil to obtain a horseshoe. Put the horseshoe and daffodil on the tomb and pick up the fleece.

Obtaining something red for the Fortune Teller – put the fleece in the spinning wheel and pick up the woolly ball. Give the ball to Grandmother for a scarf.

Crush the beetie in the press to get some cochineal. Put this in the washing tub to turn the water red. Put the white scarf in the wash tub and take out a red one.

To make the Superstitious Person disappear – give the red scarf to the Fortune Teller who will give you a broken mirror. Give this to the superstitious lady.

To complete the level – put Pan's birth certificate on the map of Arcady.

Pick up the Pipes and put them on the last of the 3 god stones, Pan.

WESTBURY MYSTERY played by Barbara Gibb on a C64

Note what happens when you wear the gown.

You need the bunch of keys to unlock the trapdoor.

The cord and washing line will make a long rope.

An important number is on the wall in an underground room.

There is a safe somewhere in the hallway.

You'll have to chase the rag up and down Rowen Road.

The cave leads to a hillside, beach, clifftop and a village.

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

Part Two

I hope you have brought something with you to bridge the gap between balloon and cloud.

There is a snow-capped mountain somewhere to the south.

You can type INFO ABOUT <god> for some useful information.

SERIALIZED SOLUTION

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

(continued from last month)

The Pilfered Paintings

This case involves the robbery of the two valuable DeKepur paintings from the National Gallery.

Firstly we need some background information into goings on in the art-world, so pay a visit to Langdale Pike. Fortunately Pike was at a dinner party the previous evening where he heard a very loud and probably drunk Pierre Donai the expert on DeKepur. It seems that this man used to be a very poor artist but suddenly hit it rich when he found a DeKepur painting in an old church in Brussels. This is certainly an art worth money a they were, at that time, believed to be a long lost treasure. Apparently since then, Pierre has made a good living making money as an expert of DeKepur paintings, of which it is presumed there are but six in the world.

Now visit the Armitage Gallery. Here you will find out two very interesting things: One, is that the two DeKepur paintings were both wanted by both Sir Herbert Cofman, and, the host from the dinner party, Dame Agnus Smedley. The problem is that in the end neither of these managed to bid high enough for the paintings and that it was Mr Brady Norris who finally got his hands on the works. The other point is that Hiram Davenport was the agent for the owner of the paintings and wanted to sell them both to the gallery at very short notice. A visit to Hiram Davenport reveals that he was working for the lawyer of Pierre Donai although Donai seemingly wanted this information kept top secret!

Now pay a visit to Herbert Cofman one of the unsuccessful bidders, at the Carlton Hotel. On talking to Cofman you will get very little information apart from the fact that he and Brady used to be friends and that Brady always dreamed aloud to him about one day owning his own gallery. Unfortunately though, Cofman won't mention the person who employed him to bid for the painting.

Now visit the National Gallery, the scene of the crime. After talking to a member of staff who was working there at the night of the robbery we can look back at the incident. From them we find out that Brady Norris had delivered two medium sized crates and one very large crate. From this we presume that the two medium sized one were for the painting but what of the third, very large one? Anyway, you'll also find no evidence that the robber forced his way in so that means he must have had a key.

To find out more about the crates you should now pay a visit to Cummins and Goins delivery service. There you will find that the crates were collected from the Wells Warehouse before being taken to the National Gallery. Also, although unsurprising, you will find that the crates were under Brady's name. To confirm that, quickly go down to the Wells Warehouse where you will find out that a Matthew Cole rented the warehouse. A check through Holmes files reveals that Cole is a petty thief. From this information it seem that Matthew Cole and Brady Norris were either friends or at least partners. A look through the Times January 1st edition shows that it contains a story about the theft and also one about a Matthew Cole dying in a fire in his apartment.

Talking to Sir Jasper Meek it seems that the death of Cole was not caused by the fire but more than likely by a blow to the head, it seems the fire was just used to cover up this act of murder. A talk with H R Murry reveals that the only items found at the fire were an unidentified key and a scrap of canvas. We can now safely assume that Norris employed Cole to steal the paintings and that Cole entered the museum in the largest of the three crates and had Norris' key. Murry suggests you see his brother at the London University as he is an expert on paints and is analysing the canvas found on Cole. When you get there you will overhear a very loud and overheated difference of opinion between Mortimer Murry and Donai. It seems that the burnt chunk of one of the DeKempurs, given a certificate of authenticity by Donai himself, is not authentic as the colour, Prussian blue, was not around during the DeKempur era. Finally a visit to the London Times reveals that some sort of conspiracy was going on that kept away a lot of interested foreign buyers of the DeKempurs from the sale.

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

Q: Who was the painting thief?

A: Matthew Cole.

Q: Who put him up to it?

A: Brady Norris.

Q: Why?

A: Norris was afraid they'd be discovered as forgeries so he had to have them removed.

Q: Who killed Matthew Cole?

A: Brady Norris.

Q: What was Pierre Donai's involvement?

A: He had forged all the DeKempurs.

Q: What part did Herbert Cofman play in the affair?

A: He was employed to drive up the bidding for the paintings.

The Murdered Munitions Magnate

Again, this case involves a murder, that of Courtney Allen on the 9th of March. The reason it has been brought to your attention is because of the suspicions of Courtney's brother, Richard Allen. He believes that, rather than a ruthless, callous murder, the one in question is more complex than it may first seem.

Firstly we need to find out what it was that Courtney possessed that was worth murdering him for. On looking at the items found near the body you find that there is an empty folder bearing the letter SP10 and a note in Allen's diary about a meeting with a Captain Egan from the Admiralty. You also find a note about a meeting at Spaniard's Inn with someone who has the initials A.M.

Visiting Captain Egan we find that SP10 was a special project for a new naval gun and that Courtney Allen was concerned about the security for this project especially one of his employees, a Richard Camp, who had been seen visiting the French Embassy.

A visit to Spaniard's Inn reveals that there was a meeting there between a Russian called Alexi Mishkin with another Russian, and an unknown Englishman. Mishkin is described as being a large man with a long cane.

A visit to Henry Ellis give you the names of the military attaches from the embassies and as it happens the Russian Military attache is called Alexander Meshkoff which matches the initial of the Russian at Spaniard s Inn.

Go and speak to Alexi in the Russian Embassy. What he says is that he was at the Covent Garden Theatre during the night of the murder. But when you go to the theatre one of the ushers tells you that he left before the final curtain.

Now go and visit the French Embassy to see Emile Zobar. Here you will find out why Richard Camp has been paying regular visits here recently. It turns out that the only reason for these visits is to see his girlfriend, the daughter of the French Attache, you will also get confirmation that Emile Zobar smokes Burns & Hills cigarettes.

Now go and visit Camp, and you will find that, although Camp has many coughing fits during your visit, he is not, in fact, a smoker. This may seem surprising since he has a pack of Burns & Hills cigarettes, but he claim that they are only in his possession before he gives them, as a present, to a close friend of his, Emile Zobar. This you know to be true from your visit to the French Embassy.

Now it is time to look at the investigation carried out by the Scotland Yard squad so go to see Lestrade. Looking at their investigation, it appears that they have missed out a very vital clue to lead us to the murderer. If you look closely at the scene of the murder, you will find that the butt of a cigarette was discovered and that it had an evenly pinched end, which you would only find if it had been used in a cigarette holder. Another clue from the cigarette is that it is a Burns & Hills brand, a make only used by the aristocrats in town.

Now we know the cigarette type left there, all we need to know is who in town would buy this brand, and it seems we will then know the identity of the murderer. To do this go to the only retailer of this particular make of cigarette, Brady's Tobacconist. From the small list of customers we are only interested in the ones working for Grant Arms, and, looking down the list, you will see that that number comes to just two. The two in question are Richard Camp, a man already cleared of any suspicion with his story of buying the cigarettes for his friend Emile Zobar; and the other, the senior vice president of Grant Arms, Lord Ragland.

Now we have established that Lord Ragland is the only person to have this type of cigarette who works for Grant Arms we must pay him a visit to find out more. When you arrive at this establishment and begin talking you will soon notice that in fact, Ragland is using a cigarette holder just as we suspected the murderer to have done.

As we now know almost certainly who the murderer is all we need to do is confirm the theory. To do this we need to visit two places: Grant Arms and the Deverall Plant.

At the Deverall Plant you will find the most important information, and that is that apparently, just hours before Allen was murdered, he visited Lord Ragland's office, or at least, so says his secretary. Continuing, the secretary says that he left but Allen stayed. This leads us to believe that when the secretary had gone, Allen took the files for Special Project 10, the huge naval gun he had invented. When he saw these files Allen immediately would have realized that Ragland was going to sell what were really Allen's idea to the Russian, Alexi Meshkoff. When Ragland realized that Allen had found out he would have been desperate. The only way for him to escape this corner would be to murder Allen, an especially secure way of dealing with the problem, especially as no one was there to hear or see anything

You now have all the evidence that you need so go to see the judge.

Q: Who killed Courtney Allen?

A: Lord Ragland.

Q: Why?

A: Because Allen learned that Ragland was going to sell HIS plans to a foreign power.

Q: What was Special Project 10?

A: A revolutionary naval gun.

Q: Who did Ragland sell SP10 to?

A: The Russian, Alexi Meshkoff.

Q: Who was Richard Camp visiting at the French Embassy?

A: Annette, daughter of the French Ambassador.

Q: Why did the cigarette at the scene of the crime have a pinched end?

A: It was used with a cigarette holder.

(Next month : The Solicitous Solicitor)



SOLUTION OF THE MONTH

FOR PETE'S SAKE – available for Spectrum, Atari(e), Amiga(e), PC(e), MAC(e) and Amstrad

Written by Jonathan Scott and Stephen Boyd

Solution based on authors' own

PART ONE

Start in a beauty parlour. X VAT (in it you find a pot of jam, it must be taken quickly or it will plop into the vat), TAKE JAM, W, X MATILDA (she has the following ingredients: pepper, salt, mud, soap/stew mix and flea dung). S, S, X BOARD (a cookery book is pinned to it), LOOK THROUGH COOKERY BOOK (you find a page which corresponds to the ingredients that Matilda has), TEAR OUT PAGE, READ PAGE (it says that, as well as the other ingredients, you'll need the following: car radio, mouldy turnip, "Chips Ahoy" chip, and cucumber sandwich), N, N (Matilda snatches the page), S, E (the manager of the toy department tells you that someone has nicked a roller-skate), D, TAKE SKATE (the spoilt brat prevents you).

D (chemist), X WALL (you notice a hole), SQUEEZE THROUGH HOLE (the electrical salesman enters and looks at the washing machine), WAIT (he utters a cry and runs off), X WASHING MACHINE (it has a manual but no plug), X MANUAL (it is written in Greek), W, S, S (grocery), TAKE KILM, S, W, W, N, N (theatre), KISS MAGICIAN, PROPOSE TO MAGICIAN (he will follow you and do what you ask until you dump him), S, S, E, E, N, E (jewellers – magician asks you what you want as an engagement present), CHOOSE WATCH (you could choose the ring or the bracelet: but they don't tell the time – whichever you choose it will be automatically worn), W, N, N, E, SQUEEZE THROUGH HOLE, SAY TO MAGICIAN "LEVITATE BRAT". You can now go U and TAKE SKATE. U (the manager takes the skate, thanks you and rewards you with a teddy).

D, D, DUMP MAGICIAN (heartbroken, he runs off, the brat comes down), SQUEEZE THROUGH HOLE, W, S, S, S, W, W, N, N, X NIGHTCLUB (there is a huge, metal blast door and timelocks), X DOOR (a "Zikov" product and closed), X TIMELOCKS (they open the doors at 10pm and close them at 2am), X WATCH, A (repeat until doors open at 10pm), N, STICK JAM ON DOORS (so that they won't close).

SLEEP (you wake up at around 7.30am). As it is morning there are some differences. Various shops will be open, also there will be a man on the park bench, the salesman's body will be at South Street etc.

E (you trip up, fall to the ground and notice the slab - this only happens the first time you enter this location), X SLAB, LIFT SLAB (see a message underneath), READ MESSAGE (tells you "Hurricane Howard" which is the password for the man on the park bench), S, S, W, W (newsagents), X SHELF (see a copy of the "Daily Expatiator"), READ NEWSPAPER (it tells you about the Iraqi diplomat's concern about a mole), E, S (park), TALK TO MAN (he says, "Green ducks fly on wild winds"), SAY TO MAN "HURRICANE HOWARD" (he tells you that the mole in the Iraqi embassy is George Smellie).

N (stadium - the body of the referee has appeared, a football game is going on and they need a new referee), X REFEREE (he is wearing a tracksuit), SEARCH TRACKSUIT (you find a red card in one of the pockets), HOLD UP RED CARD (declaring a foul - you are given the job and a whistle), N (do *not* return to the stadium whilst carrying the whistle).

W, X COUNTER (you find a flyer for the funeral directors), E, N, N, N, N, N, W (pet shop), GIVE TEDDY (given a prison pass), E, S, S, E, N (the warden leads you into a visiting room), TALK TO PETE (he tells you about a certain actor who recites poetry), N (out through the back to North Street), X BOMBSITE (now have a jemmy), S, W, N (Iraqi embassy), SAY TO DIPLOMAT "MOLE IS GEORGE SMELLIE". GIVE WHISTLE, SAY TO DIPLOMAT "BLOW WHISTLE", SW (fire station - the policeman, summoned by the whistle, dashes off to the northeast to investigate), DROP FLYER (whilst policeman *not* present - when he returns he sees the flyer, has a heart attack and dies), X PANDA (you see a radio), FORCE RADIO OUT WITH JEMMY (now have the first of the items needed to complete the recipe).

NE. WAIT (until the body of the policeman is found and the ambulance driver appears to the southwest), SW. TALK TO DRIVER (he asks for directions to the morgue), E, S, S, S, E (Holo Street), X HORSE (see a sign - only appears if the ambulance driver has asked for the address), READ SIGN ("The End is Neigh"), A (repeat until it reads "Come to Stationer's now"), W, N, W (you are their 1000th customer and they give you a business card), X CARD (address of morgue), E, N, N, W (fire station, ambulance driver should still be here), GIVE CARD (the ambulance driver take the body, someone remarks: "I bet Pete will be released!" Also, the policeman's wife arrives and asks you to arrange the funeral).

E, E (Pete is released and greets you), SAY TO PETE "HELLO" (he will now follow you - if you don't say hello he will go off in a huff), W, N, W (cathedral), X STAND (the flower stand has fallen over), SAY TO PETE "LIFT STAND", E, N (the vicar tells Pete off for the state of the marriage and he goes off in a huff), TELL VICAR ABOUT FUNERAL (he promises to attend).

S, S, S, S, E, S, S (Helm Street), X DRAIN (the grating is closed, there's a script down it), OPEN GRATING, TAKE SCRIPT, N, W, N, N (Dead Actors' Society), GIVE SCRIPT (to actor who promises to read a poem in honour of the policeman).

S, S, E, S, S (South Street - the body of the salesman should be here), SEARCH BODY (now have a miniature key), N, N, W, W (the butcher can't open his icebox), GIVE KEY (he takes the coffin to the cathedral).

E, N, N, N, E (side-show). X PEOPLE (they are talking, you notice a lottery ticket in their midst), LISTEN TO PEOPLE (they are afraid of the escaped lion), S (Baker's Street), X LOUDSPEAKER SYSTEM, ANNOUNCE LION LOOSE (the people clear the area), N, TAKE LOTTERY TICKET, W, S, S, E, S, S, E, N, N (memorial stand), X STAND (an address is written on it), READ ADDRESS (it is that of Millie O'Phnaer), N, E. SQUEEZE THROUGH HOLE, U, U, W (main hall), GIVE LOTTERY TICKET (to matchstick lady), WAIT (she says that her sister would be pleased to give you free flowers), E, D, D, SQUEEZE THROUGH HOLE, W, S, S, S, W, N, N, W, N, N, W (florist), TAKE WREATH.

E, N, N, W (cathedral), PLACE WREATH ON COFFIN. The funeral takes place and the policeman's brother attends - he is a toreador), SAY TO TOREADOR "FOLLOW ME", E, S, S, S, S, E, S, S, E, N, N, N (livestock area), SAY TO TOREADOR "FIGHT BULL", TAKE TURNIP (second ingredient needed for the recipe).

S, S, S, W, W, W (job centre), HIRE MILLIE, WAIT (she arrives, she does singing telegrams and will follow you), E, E, E, E (Chips Ahoy), ASK ASSISTANT ABOUT MARGERY, POUR KLIM INTO GLASS (the assistant disappears - you now have a chip, the third ingredient needed for the recipe).

W, N, N, E (cafe), SAY TO MILLIE "SING" (Margery runs home, taking Millie with her. She will return in 15 moves so don't let her catch you with the sandwich), TAKE SANDWICH (fourth ingredient needed for the recipe).

W, N, E, SQUEEZE THROUGH HOLE, U, U, W, N (Matilda takes each of the ingredients to complete the recipe). Note password (ICARUS) to start part two.

PART TWO

Start in restaurant. FLIRT WITH WAITER (he shows you the plants), X PLANTS, SEARCH PLANTS (now have a flint), SE (cave), MOVE ROCK (find some wellies), WEAR WELLIES (only way of obtaining them), NW, REMOVE WELLIES, W, X PLACARDS (they read "Equal Rights for Wellies"), GIVE WELLIES (given a flamethrower), E, E (kitchen), TALK TO CHEF (his kitchen table has an uneven leg), E (back alley), TAKE BOOK, W, PLACE BOOK UNDER LEG (chef offers his services), TURN OFF COOKER (so the gas does not explode), REMOVE CYLINDER, SAY TO CHEF "TAKE CYLINDER", E, SAY TO CHEF "DROP CYLINDER", X FLAMETHROWER, CONNECT CYLINDER TO FLAMETHROWER, STRIKE FLINT (the flamethrower demolishes the east wall).

E, X TREE, X BRANCH (rope dangles from it), X ROPE, CLIMB ROPE, WAIT (until a biker rides in), SWING (on rope and knock him off the bike), D, CLIMB ON BIKE, RIDE N (the bike gets stuck in the mud), W (cacti shop), TALK TO NECROMANCER (he is looking for a rare one), W, X GATEHOUSE (see a window), X WINDOW (see a sunbed inside), SMASH WINDOW, PULL SUNBED OUT, X SUNBED, E, E, SWITCH ON SUNBED, PUSH SUNBED INTO MUD, WAIT (the mud hardens - repeat input if necessary), TAKE CACTUS, W, SELL CACTUS (he says he will pay you later).

W, W (graveyard), SAY TO NECROMANCER "RAISE DEAD" (the slab moves and zombies emerge, they chase the necromancer away), ENTER TOMB (the slab closes behind you), X SLAB (blocks the door), X FLOOR (a skull is embedded in it), X COFFIN (it is closed), X SKULL, PUSH SKULL (the coffin opens), CLIMB INTO COFFIN, CLOSE LID (you fall through into a secret room), X CEILING (see a hole), X HOLE (only way out), SAY TO GATEKEEPER "CLIMB ON MY SHOULDERS" (he climbs up and offers you his hand - the walls are closing in). You have 1 move to GRAB HAND (now back in tomb), quickly FOLLOW GATEKEEPER (to arrive in grounds of Matilda's manor house).

X GARDENER (burying something), W. SEARCH ROSES (now have some rosary beads), W, U (on wall), X CRACK (now have a trowel), N (backyard), SEARCH DUSTBINS (now have an aerosol can), X AEROSOL (see label), READ LABEL (reads: "Polarized Light Detection Fluid"), U, S, E (back at roses), DIG (with trowel - now have the home pregnancy test that the gardener buried), E, E, E (junk yard), X BOAT (now have a watering-can), X CAN (empty, has a spout), W, W, W, W (orchard), DROP CAN, WAIT (fills with run-off from trees), TAKE CAN, E, TAKE FLOWER, PUT FLOWER INTO SPOUT (of watering-can full of water to prevent it dying).

E, N (doorstep), READ NOTICE (warns you about some invisible laser beams to the north), N, SPRAY CAN (to reveal laser beams), CLIMB THROUGH BEAMS (archives), X ALBUM, SEARCH ALBUM (now have a photograph), X PHOTOGRAPH, E, N (drawing room), WAIT (until the priest arrives), GIVE ROSARY BEADS (he gives you a candle), X FIRE (very weak), BLOW OUT FIRE (the priest lights it again and leaves his lighter), TAKE GASLIGHTER, W (dining room), X TABLE (now have a silver spoon), W, W (store), OPEN CUPBOARD (find a poster), X POSTER, S. TAKE WIG, FLIP SWITCH (this turns off the laser beams).

N, N (family records), TAKE RECORD, N, N (back passage), SEARCH RUBBLE, SEARCH RUBBLE (now have suppositories and butter), S, E (surgery), TALK TO TAMMY, STICK POSTER ON WALL (given some plastic explosive), X LIST, READ LIST, ASK TAMMY ABOUT RICHARDS, ASK TAMMY ABOUT BUCK, ASK TAMMY ABOUT RICKERTY, ASK TAMMY ABOUT FELL (note responses), E, E (the vicar's wife enter, she has a bucket on her head), REMOVE BUCKET WITH BUTTER (you hear some gossip about her).

W, W, W, S, S, E, E, E. S (pirate radio station), X FATZ (given a clue that he may move), A (repeat until he goes to the window), PUT RECORD ON PILE (he will eventually play it), N, W, W, W, N, N, E, E, S (ante-room), OPEN DOOR, W (way blocked but find some shoes), TAKE SHOES, X DOOR (see the vicar), SHOW HOME PREGNANCY TEST (he snatches it and runs off to see his wife - he leaves his trousers behind), TAKE TROUSERS, X DOOR (see the flashdancer), SHOW PHOTOGRAPH (he swaps it for his shirt), TAKE SHIRT, X DOOR (see Albert Richards), SHOW WIG (Albert tries to strangle you with his tie), TAKE TIE.

N, W, W, S, S, S, W (boiler room), TURN UP THERMOSTAT (to increase temperature), E, N, N, N (McElpful's room), TAKE ITEM, X ITEM (cooksbane), E, E, S (back outside the wing ding), TAKE JACKET, WEAR TROUSERS, SHIRT, TIE, JACKET AND SHOES, TAKE FLOWER, INSERT FLOWER INTO BUTTONHOLE (you are now dragged inside the room), SING (Matilda's glasses shatter, she can't see and blames Arnie, who she throws out), DANCE WITH MATILDA (after her glasses are broken - you see a key), GRAB KEY, LEAVE.

N, E (bathroom), OPEN DOOR (need key from Matilda), X DOOR (you notice there is no floor), JUMP (now in mid air), GRAB HANDLE, X OVEN (see a pot of stew), PUT EXPLOSIVES INTO POT, MELT CANDLE, X WAX, TAKE FUSE, CONNECT FUSE TO EXPLOSIVES, TAKE END OF FUSE, N (still holding end of fuse), LIGHT FUSE (need lighter), WAIT (the explosives detonate and the roof falls in).

S, X SAFE, DIG DEBRIS (need spoon), TAKE BRIEFCASE, N, W (study - Matilda bars way), THROW ITEM (it gets you past Matilda), W, X PIANO (see a stool), SIT ON STOOL (transported to the doorstep), S, E, THROW BRIEFCASE INTO POOL, E, GIVE GASLIGHTER (to Rash), SAY TO RASH "LIGHT GAS", W, W, S (the whole manor blows up, however Matilda survives).

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