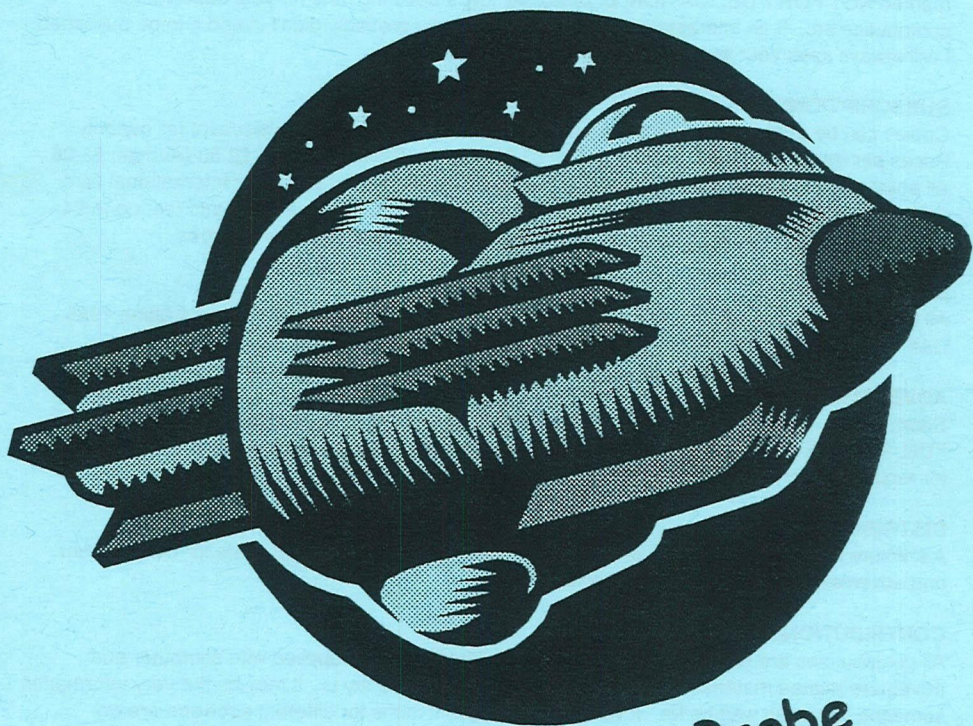


# ADVENTURE PROBE

MAY 1997    £2.00  
VOLUME 11    ISSUE 5



Barbara Gibb pilots Probe  
towards the completion of yet  
another year of adventure ...

EVERYTHING YOU NEED TO KNOW ABOUT

# ADVENTURE PROBE

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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

## SUBSCRIPTIONS

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

## BACK ISSUES

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

## ADVERTISING RATES

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

## DISTRIBUTION

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

## CONTRIBUTIONS

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

## POSTAL ADDRESS

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

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

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## HALL OF FAME

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

John Ferris, Dorothy Millard, Martin Bela, Steve Clay, Alan Hoskins,  
John Schofield, Frank Fridd, Ellen Mahon, Maurice Pancott  
and David Hebblethwaite.

Special thanks to :

Ray Richardson for software  
and Geoff Lynas for his usual excellent printing job.

## EDITORIAL

Welcome to the 132nd issue of Probe.

I'll begin with the latest news about WoW Software. Maurice asked if I would like to take over, and I readily agreed. He came all the way up to the "office" recently, and presented me with paperwork, hardware, software and a computer desk. An extremely generous gift as the whole lot must be worth a fortune. After I have completed this issue I will do some major furniture shifting and set up the Amstrad and attempt to familiarized myself with the utilities. Priority will be given to sending out letters to the authors asking if they are willing to allow me to continue publishing their games. As soon as I know exactly which adventures will remain in the catalogue I will resume WoW Software, retaining the name and logo in Joan's memory. In the meantime, if anyone has an questions concerning WoW I will do my best to answer them.

I am very happy to say that Peter Clark and Frank Fridd have already said they would like me to continue publishing their games. Both have new adventures in the pipeline, and I fully appreciate their votes of confidence.

With reference to the In Touch section last month, my thanks to John Schofield for coming to the rescue with solutions for "A Shadow On Glass" and "Church Of Death". However, I understand no one has offered Mary a copy of "Knightmare". If you have this game for either the Amiga or PC, to sell or borrow, Mary will be very pleased to hear from you.

Just in case there are any Terry Pratchett fans in the U.K. who did not notice, Channel 4 are broadcasting Cosgrove Hall's animated series based on "Wyrd Sisters". I would certainly have missed it if I hadn't found a few minutes to glance through the latest issue of TV Zone and found an article about the series.

Cosgrove Hall are famous for "Dangermouse" and "Count Duckula" (still seen on TCC and Nickelodeon respectively) but have been very quiet for the last few years since being taken over by another company. Anyway, for some reason C4 have decided "Wyrd Sisters" is aimed at young children and therefore chosen 5.25pm on a Sunday as a suitable time for putting out this programme. Judging by the first episode (of six) it should please everyone, even those who never quite got into Pratchett's books.

The three sisters of the title are voiced by Jane Horrocks, Annette Crosbie and June Whitfield, Death is by the superb Christopher Lee, and my favourite, King Verence is by Jimmy Hibbert. According to the article, Terry Pratchett is delighted by the result, and his "Soul Music" has also been adapted and will be broadcast later in the year. Hands up all those who missed David Duchovny's appearance in "Space: Above and Beyond"? Due to the BBC's more and more eccentric scheduling this episode was broadcast at *midnight on Sunday*, 18th May. Why? I doubt if they know. The oniy point in their favour is that the episodes are being shown in their correct order, but of course, if you have missed a few due to the occasional two-a-week policy, you won't know this.

Well, that's another magazine under my belt. It has been more of a strain this month due to, amongst other things, time spent writing material and trying (but not succeeding) to get it ready earlier than last month. The next issue will be Probe's official 11th Birthday, and although I have a competition lined by thanks to Lorna Paterson, I would appreciate contributions of any sort from the readers, as soon as possible.

All the best. *Barbara*

## LETTERS

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### **From Maurice Pancott of Weymouth .....**

I would very much like to express my sincere thanks for all the kind words that your readers had to say about Joan in last month's edition of Probe, and to thank them for all the cards and expressions of sympathy that I have received.

It is rather difficult for me to talk about her yet - I still miss her too greatly.

### **From Frank Fridd of Whitstable .....**

It was with great sorrow that I heard of the death of Joan Pancott. Although we never met I feel that I have lost a dear and true friend.

The world of computer adventure games is now a poorer place. Without her encouragement and help I feel that many authors, including me, would not have completed their games the way they did. I hope that the names of Joan Pancott and WoW Software will be remembered for as long as adventure game are played.

I would like to thank Maurice Pancott for all the help he gave me while Joan was ill and for keeping WoW Software going under great difficulties. With his permission I am dedicating the game that I am currently working on to Joan's memory.

\*

A very nice tribute to a lady who will never be forgotten.

The latest news about WoW is given in my editorial. (Barbara)

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

I thought you might like to know about a new Amstrad CPC patch available for the Graphic Adventure Creator.

The patch, written by Rob Buckley, enables you to use Advanced Art Studio to create the graphics, rather than GAC's own system. This means that you can have much better graphics without taking-up lots of memory (as the A.A.S pictures will be loaded individually).

It's been donated by Rob to PD, so it should be available soon from most PD libraries. One library which I know has it, is CPC South West PD. Anyone requiring more details should send an SAE to:

Dave Stitson  
CPC South West PD  
4 Connaught Avenue  
Mutley,  
Plymouth, PL4 7BX

By the way Barbara, is it just my imagination, or has February come around twice this year?

\*

A lot of readers 'phoned to ask if they could claim the (non-existent) prize for being the first to spot the deliberate mistake on the cover of the March issue. Sorry about that - if anyone would like a copy with an amended cover I will gladly send them a replacement. (Barbara)

### **From David Hebblethwaite of Huddersfield .....**

It's sad to hear that Laurence is having to give up writing Spectrum games. I've really enjoyed playing his adventures, and although there are plenty I haven't done yet, it's a shame there won't be any more.

Thanks, Laurence, and good luck with the PC utility!

\*

I know many, many readers have enjoyed Laurence's games, and I was often asked if I knew when his next one would be released. Now that his next one is likely to be *only* for the PC, I must say I was surprised not to hear from more readers who have enjoyed his games, either on their Spectrum or under emulation. Perhaps this means that David and I are his only fans who don't have a PC. (Barbara)

### **From Dean Sadler of Sadler Publishing .....**

I am writing to inform you about the changes that are going to be made to my C64 publication COMMODORE bi MONTHLY. I have decided to bring the magazine out on a more frequent basis, and therefore a name change will be needed.

The following list will take place from issue 10, which will be out week commencing 7th July 1997.

- the new name will be COMMODORE CRAZY
- the amount of pages will INCREASE from 16 to between 20 and 26 pages
- the cost will be lowered to £1.40
- the frequency will be every 4-6 weeks
- SIX ISSUES will cost £8.00, saving you 40p
- TWELVE ISSUES will cost £14.00, saving you £2.80
- there will be a CRAZY COMPETITION every issue
- the news section will be entitled "BULLETIN BOARD"
- the letters section will be entitled "POST TALK"
- NEW look DIRECTORY page
- NEW CRAZY SERVICE will be in CC which includes items for sale C64 and not C64 related
- there will be a new page entitled "CRAZY PAGE" where this is the page when its not necessarily C64 related. It could be about Spectrums, Amstrads, or even Pop Music!
- plus LOT LOT more!!

All present subscribers to Commodore bi Monthly will be transferred to Commodore Crazy. UPDATE 64! has now ceased publication due to a poor response. It managed to get to issue 5.

\*

I hadn't heard of Sadler Publishing until I received the above letter and enclosed advertisement. I would like to hear from any readers who have or are going to subscribe to COMMODORE CRAZY. (Barbara)

# REVIEWS

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## LOST IN THE AMAZON

Written by Dorothy Millard

Reviewed by Karen Tyers on a Spectrum

I wasn't quite sure what to expect when I loaded this game as I have to confess that I haven't played any of Dorothy's games before.

You are told that you are the lone survivor of an expedition to South America to find the famed Golden Condor. Your plane has crashed in the jungle and you are completely lost! You need to find your way through the jungle without dying of thirst, deal with natives, cross a river and make your way to a flat-topped pyramid, conquer a sand-trap and find the Golden Condor.

The first thing that struck me was that Dorothy's style of writing was very reminiscent of early Laurence Creighton so I thought I would be in for a treat. This feeling was confirmed when, after examining in and around the wreckage of the plane, where you start, I found myself plunged into a jungle maze, with not a lot to help me!!

I wandered around for a bit, dealt with a fierce tiger, climbed a couple of trees, died of thirst, and reloaded. This time I managed to find a source of water, which is fine as long as you have found something to carry it in. The number of moves between each time you need to drink is fairly generous so this didn't cause too much of a problem, especially as access to the water source is easy from all points in the game, once you have the jungle sorted out.

Having managed to negotiate the river, I found myself at the entrance to a native village where I was able to move around fairly easily provided I didn't pick up anything considered to be valuable. However there is one item that the natives definitely don't want you to have and wouldn't you just know that you will need it at some point. It was a while before I worked out how to get it past them.

There are several useful items to be found in the various huts including the ubiquitous shovel, but you won't need it for digging.... You will also find yourself getting hungry at some point but you need to be careful what you eat or you won't be able to progress a lot further.

Back to the plot - I found another exit from the village which led back into yet more jungle, and some natives who were doing some kind of rain dance. Also some native guards who were guarding the entrance to the Chief's hut. I was certain that I needed to see the Chief, so having managed to distract them I toddled in to see him, only to find him staring at me strangely, probably wondering why I was there. However I persisted and handed over several hard-earned treasures, to be rewarded with a key and a piece of paper, both of which were to prove very important.

Outside the village and through the jungle I found a ruined city to investigate where I discovered all sorts of interesting things. There was a neat little problem to solve in the temple which had me scratching my head, but when I hit on the solution it was by accident. I had tried everything else but having done it I couldn't believe that I hadn't tried it before. I'm either addled in my old age or I just expect authors to be extremely devious these days.

Having had a much needed rest, climbed a hill and crossed yet another river (the Amazon no less). I found myself outside the flat-topped pyramid. The help from the Chief enabled me to get in only to find that it was pitch black (of course), so backtrack to find a light source....

Having located a Talisman and sorted out how to get down some broken stairs, I was confronted with a door and a panel of buttons. Pressing the wrong ones results in a sand trap being set off, so I reloaded and tried again. Providing you have been *really* generous to the native Chief, and also assuming that you are a clean and tidy person, you should be able to solve the code without too much trouble. Behind this door lies the statue of the Golden Condor. Of course all I had to do was re-animate it then get home.

This is a smashing game – not too large, about 62 locations. There is plenty to do, and each object found has a use, sometimes more than one, so don't discard anything carelessly. I only found a couple of spelling mistakes and I managed to finish to game with 101%, but having spoken to Phil Reynolds (even as I type), I understand that these will be corrected. Shame really – it's nice to finish with more points than you need rather than less.

Old hands shouldn't have too many problems with this one, especially if they have played their way through any of LC's games, and newcomers will be able to play through quite a bit before coming to a halt. I would certainly recommend it as an addition to your library. I thoroughly enjoyed it and shall now play Dorothy's other games when I can get hold of them.

Available from The Adventure Workshop. **C64** £2.00 (tape or disc), **Amstrad and Spectrum** £2.00 (tape), £4.00 (disc). Cheque/p.o. payable to P.M.Reynolds.

## **KQUEST**

**Written by K. Small**

**Reviewed by Dorothy Millard on a PC**

"KQuest" is an adventure game with many treasures. The opening "blurb" reads: Snow ski down dangerous slopes. Rescue beautiful native girls. Play with man-eating shark. Visit bars and pick up women. Piss off native warriors. Explore old mine shafts. Open a bank account. Forge deep rivers. Get killed in a variety of ways. The objective of the game is to move around gathering treasures and avoiding pitfalls.

Starting in your hotel room the first thing to do is to exit the hotel and look around. In the vicinity you will find a general store containing nothing, the bank which is an integral part of the game, an alley – don't visit yet or you will be mugged – and Bud's Bar.

Leaving town you will find a mine to be explored once you have the source of light, and a mountain where you go skiing. In the opposite direction is a river which must be crossed by a conveniently placed canoe, but how to get back? Visiting the native village you will meet a girl with an important object. Further along is the dock and under the ocean surface a shipwreck to explore, but beware of the shark.

On the whole I enjoyed playing "KQuest". The puzzles aren't too difficult once you get the parsing right. I had trouble finding the correct words to use the chairlift to get to the top of the mountain. Once this problem was solved the rest of the game fell into place. Location descriptions are adequate but nothing special.

## ALL IN A DAY'S WORK

Written by Jon Scott

Reviewed by Barbara Gibb on an Amiga under Spectrum emulation

Agents Dirk Bogosian and Vanessa Wauchope were called to their office in the J. Edgar Hoover Building one frosty morning in February, 1985. The two FBI agents were confronted by the Director, Mike Pirelli, who threw before them that morning's copy of the *DC Expatiator* which bore the headline "Lumberjack Murdered". Bogosian almost fell off his feet, in the belief that the victim was his old college buddy, Harry Lumberjack. It was, in fact, his friend's brother, Rick, but this information was by no means less horrific. Pirelli explained to his agents how Lumberjack investigations had been probing into the activities of Malone, the head of a drugs cartel that had links with some of Washington DC's most prominent businessmen. According to sources close to Lumberjack he had been days away from a breakthrough. However, his noble efforts had been dashed by his brutal gangland-style killing at the hands of what the police department and the Bureau were certain were a group of Malone's thugs. Harry Lumberjack had now entered into a spree of drunkenness, thus relapsing into alcoholism.

Pirelli wants the two agents to find sufficient evidence by the end of the day that will prove beyond a shadow of doubt that Malone is involvement with drugs, and that he and his allies had Lumberjack murdered.

The first sentence of the above raised my hopes that this may be a spoof (or even a serious) adventure based on the X-Files. However, it soon became clear that Bogosian is nothing like Fox Mulder, Vanessa Wauchope is not Dana Scully and there is no sign of anyone resembling the dangerous but gorgeous Alex Krycek. It definitely has to be taken seriously, and is probably closer to *Dragnet*, plus a scene from a Hollywood silent movie except the hero not heroine is tied to a railway track.

I can't say too much about the "plot" as that would tell you what to do in the game but one of the early puzzles involves getting Wauchope's car moving. It seems Bogosian can't drive because he's lost his licence due to a drunk-driving offence (I think), so right from the start I got the impression that Wauchope was there purely as a dogbody cum chauffeur, confirmed later when she also acts as secretary and packhorse, and was not considered as an equal partner. (However she is clever. I'm still marvelling over how she managed to drive whilst carrying a certain item.) Mind you, if I asked her to do something she didn't want to do she would say "Yes" and then completely ignore my request.

Anyway, she was the chauffeur, sorry driver, and boy could she drive. The agents could travel from one address to another in ONE MINUTE, and never once got a ticket for speeding. Travelling from one address to another is important, but I did feel that I couldn't really make a mistake, at least not more than once, as there were obvious clues left around. Where I did go wrong was not doing certain things in the right order at one particular location, and fell into Jon's very well laid trap.

Having presented Pirelli with two pieces of evidence, the agents flew to Chicago. I admit I was surprised to find that they could carry a weapon (amongst other objects) passed the security system, but perhaps they presented their badges and were allowed through! The weapon is essential as it is much more dangerous in Chicago *Survive* and the gangsters will be arrested.

This is a text only adventure, not played in real time, but each move costs one minute, and also time is ticking by while you are reading the text, unless, like me, you constantly pause it in order to draw a map (not really necessary), make notes, or just have a long think about your next input. Occasionally you may wish to advance time, and Jon has thoughtfully allowed you a choice of WAITing 15, 30, 45 and HOUR, so you don't get too bored waiting for somewhere to open, or someone to arrive. By the way, I suspect time ticked away much slower under emulation on the Amiga, bringing it down to my preferred speed.

All in all, a very aptly titled game. It is a run-of-the mill storyline, but with some good puzzles, and a few traps which I fell into. Now that Jon has created these FBI agents, if they make another appearance perhaps they could be given a more interesting assignment!

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

## THE CHALLENGE

**Written by Jack Lockerby**

**Reviewed by Karen Tyers on a Spectrum**

This is one of Jack's earlier games, and you are told that you are Yarulla, a skilled hunter and trapper. The chief of the village has just died and all the villagers are at the meeting house to choose the successor. Normally this would be the eldest son, but Pacheo was a bully and no one really liked him. Therefore you are to challenge him for the chieftainship. The elders give you half a medallion and give the other half to Pacheo, saying that whoever returned wearing the whole medallion and carrying the Blue Stone from the country of the bears and reptiles would be acclaimed as chief.

All well and good and you start in a small native village, surrounded by those ubiquitous woods that Jack loves so much. Scouting round the village you will find several "tradesmen" who need supplies of various sorts, to enable them to help you with the provision of weapons, etc.

Searching in and around the woods should locate several of these, but you will also have to contend with a monkey, the ashes of an old fire, a very deep pit and a river, to name a few. Further along you will find caves and caverns, a large plain and swamp, tunnels, a mother bear who is very protective of her cubs, some temple guards (good job they were cowards at heart!) and a locked temple. All are fairly typical Jack problems, and none too difficult – of course you still have to deal with Pacheo when you find him, and also the lion that you wounded...

Very typical early "Lockerby", but I felt that in some places Jack may have been struggling for ideas. Nonetheless one you should have in your collection.

**Spectrum (tape, +3 and +D), Atari(e), Amiga(e), PC(e) and MAC(e)** versions available on Deep Waters Volume 2 – £5.99 from Zenobi Software.

**Atari ST/STE** version – £2.49 (including "The Thief") from Zenobi Software or Adventure Probe.

**Amstrad** version – £4.00 (disc only) from The Adventure Workshop, Cheque/p.o. payable to P.M.Reynolds

**C64** version – £2.00 (tape or disc) from Adventure Probe.

## **NASTY CAVE ADVENTURE**

### **Reviewed by Dorothy Millard on a C64**

As you cross the street on the way home from the shop, you hear some strange sounds from inside a trashcan. You, as the curious person you are, open the trashcan to see an old bald man sitting there. He sees you and says "Young friend, do you mind doing me a favour?" You answer yes, because if you had answered no it wouldn't have been an adventure. The old man explains that one of his enemies (a dragon) had robbed him while he was walking past Trafalgar Square. He promises you gold etc. etc. if you find him his wand, wig, ring, cartridge and pig. The old man then mumbles a formula and suddenly you find yourself on a high cliff, far down below you see the waves splashing, and several metres up is a pointy sharp rock. As you look down you feel a strange taste in your mouth, because 50 metres down you see a demolished body. The smell of roth and sea is awful.

If you look around you will meet an old shabby-looking man who will crawl towards you and ask if he can help. His help will get you down the cliff beside the corpse. It is necessary to do some pretty gory things to the corpse in order to continue the game and obtain an unusual source of light, which is necessary to enter the cave to the north. Inside the cave you will find a drawer which is your means of transport if you have the can of gas. It is necessary to do some more gory cutting to the goblin you meet next in order to obtain the chainsaw. Return to the giant with a present and he will reward you with something to make you strong when dealing with the dragon. Other puzzles include a headless statue, secret passages to uncover and a well containing a chest with a dwarf sitting on it.

"Nasty Cave Adventure" has some gory moments when you need to cut up first the body and then the goblin and use a chainsaw on the dragon. However, if you can overlook these I'm sure you will enjoy your romp around the nasty cave, which is reasonably well written and contains no bugs that I found. It certainly has some unusual puzzles, especially the light source and means of transport.

Please see the review for "The Labadite Affair" for ordering details.

## **THE CROWN**

### **Reviewed by Dorothy Millard on a C64**

Welcome to Karnia... Your task is to find the King's Crown and return it to him. You start in the King's Palace in the presence of the king.

Leaving the palace you find yourself in an elf's cottage which is on fire. A few buckets of water and the fire is out. The elf rewards you with a bag of gold which allows you to buy a cloak from the shopkeeper. Entering the forest you travel to the castle entrance where the guard won't let you pass unless you are wearing the correct attire. Inside the castle you will have to deal with a troll and discover the secret room to find the silver key which unlocks the safe containing the crown.

This is a small game which most adventurers will complete in minutes rather than hours. There are only sixteen locations and the puzzles are straightforward.

Please see the review for "The Labadite Affair" for ordering details.

## **SMEDLEY**

### **Reviewed by Dorothy Millard on a C64**

A treasure map belonging to your ancestor was removed from your safe and being a Super Sleuth.....Ha... Ha... you will get it back. The game starts by a side gate outside Smedley Jones' who is a shady person! Of course the gate is locked but the key is conveniently located nearby.

"Smedley" is a sequential game and certain actions won't work until others have been done. For instance you must climb the tree to a moonlit balcony before you can enter the shed, even though you can do nothing on the balcony at this stage. Once you have the key from the shed you return to the balcony and can open the door and enter the house. Opening the safe, assuming you have the combination of course, you will discover the map and it is a simple matter of returning outside, but don't forget to avoid the dog!

The game is relatively small and not too hard if you remember the sequential nature of it. I found no bugs of any consequence and enjoyed playing "Smedley".

Please see the review for "The Labadite Affair" for ordering details.

## **THE LABADITE AFFAIR**

### **Written by John Frank**

### **Reviewed by Dorothy Millard on a C64**

At the start of this adventure you are in a classroom and supposed to be learning all the ins and outs of Paperclip, but your mind is really on how to handle the thief in "Zork". With the only sound being the clicking of students typing on their keyboards, your attention is suddenly focussed on your terminal screen. The screen starts flashing, and when it stops you read on the screen "Hello user, according to our information you are the only one capable of finding the password code needed to stop the evil Labadites from world domination. If you do find the password go to any terminal to contact me by typing GO CBM." The screen clears and your terminal again shows Paperclip, just where you left off. With disbelief of what you have just read, you look at the other students in the class to see that no one saw a thing.

The game commences with you in Classroom A and from here you will visit approximately 40 locations on the student campus, in a house and in the Baxter Building where you must find a way onto the roof. Once you have found the three coloured disks and the master disk, it is a simple matter of running them on a conveniently located computer to complete the game.

"The Labadite Affair" has been written with The Quill and therefore the parser understands only verb/noun. This is an easy game which will take only a short time for an experienced adventurer to complete.

Available from Adventure Probe. All four of the above adventures on C64 Compilation #9 - £1.50 (tape or disc)

## **DARK CONTINENT**

**Written by Conrad Button**

**Reviewed by Dorothy Millard on a PC**

You have journeyed to Darkest Africa in search of the legendary King Solomon's Diamond. It is the morning of the third day. Upon awakening you discover that your native bearers have deserted you. Your supplies, including your map and money have been taken. Now you must not only find the diamond, but also the means for obtaining return passage to your home in England.

Not exactly an original storyline but then it is a pretty old game, certainly without any of the "bells and whistles" found in later PC games. It dates back to the eighties and has basic, short location descriptions, e.g. "You are on an intersection of two paths."

I was stuck for a very long time in this game until I got a clue about carrying the knife in the bazaar, which then opened up the rest of the game for me.

I thought it very strange to find the motor fuel at the top of a tree! After fuelling the plane I took a quick flying lesson and finished up at the bottom of a canyon where there is a cobbler's bench (don't ask me what it was doing there but there wasn't anyone about and no sign of any buildings, perhaps the cobbler worked in the open) I then went for a swim in a lake and found some matches in a cess pit and boy did I pong afterwards.

Moving along I visited an Ubanghi Village and the witch doctor's hut for some very useful information which helped me obtain a necessary key to open the strong box. Be aware when in the jungle that there are two crossings of two paths and eventually you will come to the clearing where the waterfall is with a cave behind it. Entering a dark cave if you are not careful your torch will ignite a pocket of gas, but you must get beyond this to a subterranean chamber.

Once you have found the diamond and a couple of things with which to pay the ship's captain you can head for home, glory and congratulations.

## **TALISMAN**

**Written by Paul Jenkinson.**

**Reviewed by Steve Clay on an Amiga**

Once upon a time two opposing valleys joined forces to defeat a large band of orcs that were threatening to invade them. To cement their new alliance, prior to the final battle the leaders of each valley brought forth a treasure. These were formed into the Talisman. Three members of each valley were told where it would be hidden. Alas all six with the knowledge died in battle.

Your task is the obvious one of retrieving the Talisman. Having set out on your quest you are unfortunate enough to be jumped by a gang of orcs. You are dumped in a cave and left to rot - it seems the orcs prefer their meat to be ripe before they eat it. You wake up in the cave and from here your quest starts...

"Talisman" is a two disk icon driven text and graphic adventure. All actions are performed using the mouse. The number of available actions are limited. Apart from the movement controls (N,E,S,W) you can DESCRIBE the current location. EXAMINE which will only reveal any information if there is something in the description that can reveal more information – you can not select what to look at. USE allows you to use anything in your inventory, again this will only work in the correct location and as long as you have the correct item with you. You can not choose what to use or where.

OPERATE allows you to interact with location-bound features such as levers or buttons. FIGHT is the combat icon and you have to use this in certain places, although the majority of orcs and dwarves you meet will let you pass without a dust-up. DRINK allows you to partake of health restoring water that can be found at certain points in the game. STATUS tells you your current health rating, your hit power and the health of any enemy you may meet. TALK allows you to chat to the various characters in the game although most will say little in response. SAVE and LOAD act upon game disk number 1 and only one position is allowed.

The text in the game is adequate and describes your surroundings well. There are a lot of spelling mistakes – 'A rope tide to a tree!' – and the font can occasionally be difficult to read. However it is the digitized graphics that make this game stand out. They are monochrome but for me this seems to add to the atmosphere and gives the game area a suitably gloomy look. The combat aspect of the game is likely to disappoint the RPG fan and annoy the adventurer. It is not complex enough for one and an irritating obstacle for the other. To me the combat system is based on a random number system and the advice therefore is to save prior to fighting and then going back if you die and trying again. The graphic depiction of the orcs and dwarves look good thanks mainly to the author digitizing Citadel miniatures.

Early ventures should be used to map out the initial area. There is a swamp, a cottage, a shack, the city gates and eventually a dungeon – that looks like Black Crypt to me – to visit. The limited nature of the control system does reduce the challenge to some extent but this makes the game ideal for beginners as well as anybody who wants to enjoy a pleasant romp.

At the moment I am stuck near the end of the game having obtained both parts of the Talisman. However having persuaded a man to join it together I then lost my life and having reloaded I find I can no longer get the man to carry out this act. I hope this isn't a bug and that it is me missing something along the way.

As a puzzle-feast this game will disappoint but as something a little different with excellent graphics and always something to keep you playing and each solved puzzle opening up a new avenue to explore, this is a nice little game. There is a maze but it is so easy even I liked it. Apart from the problem mentioned earlier with the reload there is one other place where objects vanish from your inventory without warning and without explanation.

All in all an enjoyable game and if you have the 2Mb required it is well worth a look.

Available from Zenobi Software – £2.00 for the 2 disc set, including p&p.

(Steve tells me he tried again and has now completed the adventure – Barbara)

# THE REALITY ABOUT REALITY

## by STEVE CLAY

---

"Reality" is a collection of programs produced by BPM productions that enable the user 'regardless of experience or intelligence' to create computer games and programs of many different types.

The full page advert that has appeared in most of the Amiga glossies states 'Reality can be used to create many types of different software products! It's ideal for top-notch games! High speed shoot-em-ups, addictive scrolling platform games, beat-em-ups, point and click graphic adventures, huge arcade games, puzzle games, racing games, card games and much, much more.'

Now with a promise like that most people who wish to create games are likely to be interested. Added to this is the claim that the user needs no programming knowledge and needs nothing more than the mouse. Sounds too good to be true?

Now for the truth, the whole truth and nothing but the truth sort of.

The package arrived from BPM after a slightly longer delay than the 24 hour dispatch promise lead me to expect. Inside the jiffy bag you'll find six disks with a handful of photocopied sheets that pass for a manual. No box! No Manual !

Okay it is a small company and maybe they are trying to cut costs but this thing costs £30 !! So what do you get for your money?

The disks comprise of three skeleton disks, the Reality editor and the remaining disks hold sound and graphic utilities. The Reality editor is used to create your games/products and it is here you will discover the catch that will see me complaining to the company, the magazine Reality was advertised in and the ASA.

You see to create a piece of software you require a skeleton disk. As mentioned you only receive three of these: A shoot-em-up skeleton disk, an arcade adventure skeleton disk and an educational disk. Now you will no doubt begin to see where the catch is. To create other types of programs from the three listed you need to purchase further skeleton disks. These will cost no less than £10.50 each ! There is no mention of this in the advert and for one feel I have been misled, and that's being polite.

I am writing this not as a review but as a warning to others who may think Reality is the answer to their prayers. I will write a review of the product at a later date after I have attempted to create something with it. One other thing though, it is not as easy to use as the 'write a game in a few days' would make you think !

\* \* \* \* \*

....Some time has passed since I wrote the above. I contacted both CU Amiga and BPM productions. BPM responded swiftly with a full refund and that ends the matter as far as I am concerned. The magazine also responded to my complaint. They informed me that future adverts would carry a mention of the extra costs. They thanked me, as did BPM, for bringing the problem to their attention, and that is where I will leave it.

## WHY/HOW/WHERE/WHEN ... DID IT BEGIN?

---

I think it was in 1982 that I saw a small, black box at school. Off its back wobbled a smaller black box, and a third one had leads at each end. I knew the physics teacher well enough to be allowed to borrow this thing and a few books as well.

Within too long I had written and taped a few programs and found myself dabbling with machine code – gag! I soon learned that if you know a few bytes of that, it's very easy to crash a Sinclair ZX81.

Not all that much later I had my own computer: A 16K Sinclair ZX Spectrum and a copy of The Hobbit. Hmm... To behead an otherwise long story, I bought (later) a 48K Spectrum and (later still) extra memory for the 16K one. I'm yet to get anywhere near finishing this game (there were all those other games – Jetpac, Sabre Wulf, Y'know, those kinds of things), but what the heck anyway. Since I had by now a legit copy of The Hobbit, I had a book to read – again, and again, and again. I've been a Tolkien fan ever since.

A Sinclair magazine had a few copies of the Quillustator up for grabs in a competition. I sent in an insanely stupid idea and wound up with a copy. The idea is still backgrounded, but I plan to do some research for it when I get Legolas up and running.

But I'm way ahead of myself. I had the Black Ghost in my stable now. A Quantum Leap indeed with whopping 128K of memory and a REAL processor chip: Motorola 68008. OK, the tape drives were a bummer and the machine not all what it was cracked up to be, but it was an insanely great thing. I loved programming it in SuperBASIC.

In fact, I felt (and still do) that the PC that came next (a Corona PC 400) was a downgrade. It is a good machine, with 512K of memory and two floppy drives, but it only has an 8088 as CPU. I can write Z80 and 8088 assembly code almost in my sleep, but I hanker for a 68K.

Other home computers I've owned (and own) are: A 48K Computers Lynx, a Commodore VIC-20, a Commodore 64 and a 48K Sharp MZ700. The Sharp is my favourite. I've never even bothered to learn 6502 assembly.

Apart from that I have also programmed ZX81s, Acorn Protons (BBC Bs) and a few PC clones other than mine. My current 'hackonitli' (Swiss for computer, I'm told; no warranty) is a PC clone: More 286/20 (YOU try and tell it that it's obsolete!) with 2M of memory, 68M of hard disk space, VGA, blaster (sound card) and CD-ROM. This I program in Turbo Pascal and assembler.

I'm still interested in adventures, even play some occasionally – and get murderously stuck. That's life. You can't win 'em all. Etc. My chief interest remains hacking and programming, though.

I've set aside for another time ideas and code fragments for a few adventure puzzles which I intend to hack together into some kind of assemblance of a game and give to everybody who wants it – or not. Yust yu vate!

Reynir H. Stefansson, Holtagtu 3, IS-730 REYARFIRI, Iceland.

... This tagline has been inoculated against tagline viruses.

— Protex 4.36

\* Origin: Mad Cat's Lair.

# WHEN DO THE IDEAS RUN OUT?

## by PETER CLARK

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There must have been hundred of text adventures written by amateur writers and a while ago I got to thinking whether all the possible ideas have been used up or whether there are still some scenarios that have not been tried out.

The obvious ones are science fiction and the detective mystery type of game. There have been many tries at the "other world" fantasy game including the dream sequences of which at least two are mine. When we look at the historical ones we see that Robin Hood has had his fair share of computer time and, talking of time, the time travel game has also been done many times. War type game, whether army or navy, have been tried. I cannot think of any game involving aircraft but I'm sure that someone will very soon put me right there.

Is it the same with the puzzles contained in standard text adventures? I know that, as time goes on, I find it more difficult to think up something more challenging than the "find key, open door" sort of puzzle. I seem to remember somebody writing to Probe a while ago who picked objects out of a mail order catalogue and then invented a use for them other than that for which they were designed.[\*] I have tried this a couple of times but must admit to not having a lot of luck.

Maybe someone would like to comment on these observations. Have all the possible scenarios been used up and have we run out of puzzles?

[\*] "Something From Nothing" by Steve Clay - Probe, January '95, Vol.9 Issue 1

# FURTHER ADVENTURES IN CYBERSPACE

## by JOHN FERRIS

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Following Lee Morralls' "Text Adventuring in Cyberspace", in the March edition of Probe I thought I'd write a few lines on the internet adventure sites I have found.

As an introduction, I use my local cybercafe which charges £5 an hour, which as Lee says is the usual going rate. He is indeed fortunate to get access at £1 an hour - nice one Lee!

However, as I do not intend to spend £150 on a decent modem and up to £15 a month in internet Service Providers (ISP - Companies which provide access to the internet, the concept is similar to mobile phones, you can use any modem but you have to choose one of many ISPs) fees as I know my next computer will have one built in, £5 an hour is fine for the little time I am on-line, especially as the connection is ISDN (probably the fastest).

As far as I have discovered, the Internet has three faces:

1. The web. Consists of pages containing text and graphical information and, vitally, links to other web pages or...
2. FTP sites. These consist directory listings (like typing DIR in DOS) of the contents of the FTP site only - to access another directory you just click on that directory with the mouse. To download files, again they are clicked on with the mouse.

3. Newsgroups. I don't know much about these, but I see them as special interest bulletin boards. This is the backbone of the Internet and newsgroups are the most interactive part of the Internet. However, if there is any dodgy stuff around, it will most likely be in a newsgroup.

On the subject of dodgy (or downright illegal) stuff on the Internet, there is no need to panic. The net is not a seething pit of iniquity forcing pornography upon innocents.

On average the net, in my experience, is full of boring, useless information like a large library which is full of books but you only read crime novels. But one day you WILL need to find the reference (boring) section. If you actually find something dodgy, you were either looking for it or were very unlucky.

One important convention to remember is that adventure games are almost universally called Interactive Fiction (IF) in Internetspeak. So if you wish to use a browser such as Webcrawler or Yahoo to search for adventure related sites, get it to search for Interactive Fiction or IF for best results.

Another observation I have made after my limited exploration of the net (an adventure in itself) is that the IF scene is very well developed with its own traditions, rules and even a competition. A lot of articles have been written, often in (to me) a high academic tone. Many give good advice but overall tend to give the impression of being very intellectual. Rather like the relationship between artists and art critics. The critics always seem to read more into art than there is, if you know what I mean.

What I know you will understand is that IF on the Internet is a rather different scene to that of Adventure Probe. But don't be put off, the net just doesn't have the family vibe of Probe, that's all.

From my limited explorations I have come to the conclusion that THE site for IF is the following:

<ftp.gmd.de/if-archive/>

which is situated in an academic facility in Germany. As an FTP site it consists of a set of file directories containing adventure games for PC, Amiga, ST and Macintosh in a variety of formats, being Basic, TADS, Inform, AGT amongst others. It also contains adventure writing utilities such as TADS, AGT and Inform. It appears that TADS and Inform are the two front runners with the other utilities beginning to trail behind.

Most of the PC stuff is in .ZIP compressed format, the Amiga in .Lha compressed format. Once downloaded and uncompressed, you could be faced with one of these scenarios:

1. The game will run on its own (executable) which is great if it was written for your computer.
2. The game will need an interpreter. TADS, for example produces .GAM files which need an interpreter, or run-time module to play them. The concept is similar to say, for example, an old Nintendo console. The cartridge is the .GAM file, the console is the run-time module. To play the game on the cartridge you have to plug it into the console. These days, the TADS run-time will play any .GAM file, no matter if it was created on a PC, Amiga or Atari.

To play these games, you will need to find out what they were written with and then download the interpreter/run-time so you can play them. This may seem to be a chore but doing things this way means you only have to convert the run-time program to another computer, not every single game.

There are also lots of text files and adventure related information. From what Lee says in his article, I think at least some of the links he mentions are to this ftp site.

Another site I have found is:

<http://www.cs.cmu.edu/~wsr/if/homepage.html>

The symbol before wsr is a wavy line.

This seems to have a wealth of links to a number of useful sites, including a lot to the ftp.gmd.de site. I have not had time to go through all the sites listed, but the subjects covered include:

Games in PC, Mac and Atari format.

Game reviews (for all those games you've never heard of).

What look to be (but might not) networked games.

Lots of text files on the subject of writing adventures. I recommend a read through of the Graham Nelson - Craft of Adventure text file as it contains a history of Colossal cave plus many interesting ideas and tips on writing, including a players charter listing many of the points players have been moaning about for years. Some of his ideas and suggestions are very, very good.

Links to Web sites for TADS and Inform, plus more text files on these utilities.

The SPAG and XZZYNews sites are worth a look. They are both Adventure magazines published on the Internet although both seem to have been suffering the lack of contribution syndrome which seems to be the bane of many such publications. Probe included.

Contain letters, reviews and articles. A look through these will give an idea of what the IF scene is like out there.

Closer to home is Phil Reynolds' home page for Adventure Workshop:

<http://ourworld.compuserve.com/homepages/philip.reynolds>

And the SynTax home page:

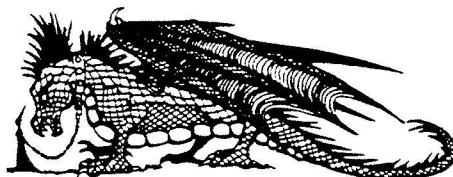
<http://www.euronet.nl/users/darkside/syntax>

which includes an online chat section, if you can find anyone to chat to.

It might be a good idea for Probe to occasionally print a list of adventure web sites for those who are interested. [\*]

My Email address is [john.m.ferris@corp.courtaulds.co.uk](mailto:john.m.ferris@corp.courtaulds.co.uk)

[\*] I will be very happy to publish any information sent in by readers...Barbara



# NO INSULTS INTENDED 3

## by DOT VAUGHAN

---

### **KAREN TYERS**

Late 20s, short, lightly overweight, lively dark brown eyes, medium length wavy dark brown hair.

Out going bubbly personality, always cheerful and laughing, hides her serious thoughtful side. Always considerate of other people.

### **MARTIN BELA**

In his mid 30s, very tall and very slim, deep brown eyes, almost black short hair, clean shaven and well groomed. He is very casual in dress and life style.

Loves music and pubs. Always active and sometimes restless. Hates being idle.

### **LAURENCE CREIGHTON**

Early 20s, short, plump, short soft blonde hair with blue eyes. Wears glasses.

Appears casual and laid back but is in fact very serious and sensitive. He will totally immerse himself in whatever he is involved in, work or play. He can be impatient with himself and others.

### **STEPHEN BOYD**

Aged about 40, he is slightly over average height, well built but not overweight, light brown hair going grey and slightly balding, he has medium brown eyes and is bearded with glasses.

He is usually easy going until somebody annoys him and then, look out! He has very strong views on a lot of subjects and he does not suffer fools gladly.

### **DAVID HEBBLETHWAITE**

In his mid to late 40s, medium height and rather overweight, short, light brown hair and hazel eyes. He take life just as it comes and doesn't like to work hard at any aspect of life.

Drives others crazy with his like it or lump it attitude but is incredibly sensitive to others problems.

### **ISLA DONALDSON**

In her 50s, very petite, dainty build, with very dark hair which is now silver grey, bright blue eyes.

She has a very sharp quick temper but is soon smiling again. She is very quick and active, packing a lot in to her day. she has a quick and ready wit and loves a challenge

## FRANK FRIDD

In his early 60s, on the short side with a lithe wiry figure, grey and almost bald.

He is shy and likes a quiet, private mode of life. He likes the finer things in life. He enjoys an intelligent conversation and can be witty and entertaining when he chooses.

## BOB ADAMS

Early 30s, tall and very well built, short fair hair and green eyes.

He has a large personality and always dominates a room when he enters. He enjoys being the centre of attention, but can be a good listener when necessary. He loves sports and enjoys a night on the town with the lads.

## SUE MEDLEY

Early 30s, very tall and slim, very long straight dark brown hair, with light almost amber eyes.

She has a mixed personality, she can be extrovert and outrageous in company, but has a very serious introvert side which is only revealed to those who know her well. She tends to worry a lot, mostly about others and the state of world in general and tends to neglect her own needs and desires.

## MARTIN FREEMANTLE

Early thirties, tall and slim but not skinny, very thick floppy blonde hair and big baby blues eyes.

He always look a little ruffled and is always running slightly late. Women always try to mother him which really annoys him as he is really quite self sufficient and capable and is just happy-go-lucky. He enjoys a challenge and taking chances especially in sporting activities.

Well, that's it for this instalment. I hope I will be able to do one more, but I am starting to run out of names.....

(Come on, don't be shy, let us know the truth about yourself. Also, if more readers contributed Dot would have more names to "profile" – Barbara)

## CAN YOU PLACE THAT FACE?

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NOTE : I don't know what they read, but it isn't Probe (or if they do, they don't subscribe to it)



# ADVENTURE MEMORIES WHIRLING AROUND THE PENULTIMATE CHAPTER (9, that is) by JON SCOTT

---

Bob and Ros weren't speaking when they walked off the plane at Newcastle Airport. Neither were Kevin and Audrey, as if they were a microcosm of their parents. Despite a terrific holiday on the Costa del Sol, the family was "standing divided" and thus divided they would fall. Although this would have been particularly comical at this juncture, it didn't happen because the family's misfortunes outweighed all potential for humour. Okay, this trip home wasn't devoid of humour. Happy now?

Bob was driving happily down a country road with the hood off the convertible he had got "dead cheap", or rather that Ros had obtained. The kids were in Ros' other car, a feeble Lada, which was chugging home on a more direct route. In front of Bob, a slurry tank exploded, under the pressure of its massive load, spraying Bob and the convertible. Bob lost control of the car and it went careering into a ditch, throwing the unrestrained Bob into a nearby field. Plop! He landed in a pile of manure and stood up. Having cursed the car, the slurry truck, the road, the field and the manure (thoroughly, I might add), he glanced around. Not being able to see anything due to the fact that it had been his face that had collided with the dung, he removed his driving glasses, leaving oblong patches of clean skin around his eyes. Then he realised - THE SPECCY! He rushed to the car wreck, but it was too late. Clive was destroyed, scattered in pieces, at the roadside. Bob bit his lip, but on realising there was some rather insalubrious stuff on it, he spat several times. It was the end of his Speccy adventuring, or was it???

\* \* \* \* \*

The family still had the other Speccy and Bob resented the fact that he'd have to buy another machine so exactly identical. Therefore, he decided he'd save up for another model. What this would be he wasn't sure. So, in September 1986, Bob added the first pennies to his piggy-bank. It was, however, January 1988 before he'd finally acquired enough cash to purchase "ALAN", his Amstrad. But that's another story. While Bob was still "saving for a rainy day" (circa May 1987), he gained access to the Spectrum (a rare occasion by all accounts) in order to program [sic] another adventure. This one he called "A Miner's Life" and, no, it wasn't a rip-off of Manic Miner, Jet Set Willy, et al, but an account of Bob's days in the mines of Northern England. It was rather quite good, as an astounded Ros observed one evening while playing it.

"Apart from the spelling, grammar and punctuation, and the limited parser, 'A Miner's Life' is a smashing little game," declared Ros. "How ever did you manage it?"

Bob knotted his eyebrows (The only knitting he ever did). "Are you suggesting I'm incapable of writing a good adventure?"

"No, quite the opposite. This is brilliant."

(For those readers who are confused, the reason Ros was talking to Bob again was due to the fact that when he returned covered in manure, she couldn't help but slag him off. Thus ridicule saved their marriage.)

Bob looked at his wife in a new light. No, no one had switched on the lamp but he could see Ros in a new perspective. "Perhaps, then, I've been wrong about you!"

"I think you have, rather. Shall we sit down and I'll play, as you guide?"

It isn't often that an adventurer gets an opportunity to play the entire way through a game while in the author's company. This is what was happening here, though it was obviously made easier by the fact that the writer and player were married. After days of struggling, thinking, examining and, of course, coaxing from Bob, Ros successfully completed the game. She sat back with a smile of satisfaction and then turned to her husband.

"Oh, Bob. That was a wonderful game. I never thought you had it in you."

"Well, it just goes to show that appearances can be deceptive," replied Bob.

"It's not appearances I'm talking about, but the fact that I know you're a complete no-hoper. This is out of character for you."

Bob didn't know whether this was an insult or a compliment, but he plumped for the latter, more due to the fact he'd had a few classes of Glen Catrine beforehand than anything else. "Oh, thank you, Ros. I know I can always rely on your support. While I try to have the game published, I might as well start designing another."

"What are you going to do the third game about?"

"I think I should go back to what I started with, 'The Orcs Are Back In Town'. I know the first one was a disaster, but now with my experience I know I can do a lot better. Don't you think?"

Ros truly didn't know what to think, so she humoured him. "Yes, Bob, I think that is a superb idea." It was an opinion – if it can even be called that – that she has ever since regretted expressing.

\* \* \* \* \*

Bob struggled with the writing of 'The Orcs Are Back In Town', more than anything due to lack of confidence with the whole process. He was racked with doubt as to whether this was the right thing to write under the circumstances. Let's recap on the facts. 'Revenge of the Mutant Orcs' was a terrible game, so why was he writing a sequel? This was a question which neither Bob nor Ros could possibly answer. But write on Bob did and he finally completed his third game design six months after he'd begun. The Speccy +3 was, by then, a household gadget and, as Audrey was looking for one for Christmas, Bob took the opportunity to add his own suggestion that that would be a very good idea indeed. Santa would even throw in a few adventures to try and keep the young lassie away from the evils of arcade games.

"Well, Ros. I'm about to unveil my new game. I know it's all on paper and all, but that shouldn't change the fact that it's the game that you will adore." Bob began cheerfully. "I've wrote the text and designed the map and all, and I should like to start as soon as you allow me to use your Speccy again to program the thing."

Ros looked at the game design and was none too pleased. It didn't seem too hot at all. In fact, it was as cold as the object the Titanic hit. What could she say, but: "I'm afraid it's crap."

"AAAAAAAAARRRRRRRRRRGGGGGGGGGGHHHHHHHHHH!" expostulated Bob as he threw himself on the ground. And he said the same thing as the Men In White Coats led him away out of his home for a few weeks.

\* \* \* \* \*

## TROUBLE WITH TROLLS (uncensored) as told by RON GUEST

---

Brian woke with a yawn and a hangover, he knew there was something important he had to do. As his fuddled brain cleared he jumped up with a start. That was it, he had to pay in advance for his grandad's funeral, that old skinflint Berrium Depe of the local undertakers and grocery emporium had refused to extend credit. Probably because they still owed the old miser for fourteen coffins and two years supply of grub on the slate. Brian's head began to throb again, he had just realized he had spent the funeral money on last night's wild binge in the Nag's Head.

The memory of standing at the bar drunkenly bragging "the drinks are on grandad" came flooding back to him, and the ensuing free for all punch-up ending with Brian magnanimously throwing the last of the money on what was left of the bar, to pay for the damage.

Rolling out of bed with a groan, he cursed as his big toe stubbed on grandad's battered old chest. Feeling a sudden urge, he reached under his bed for the guzzunder, as he did so his hand felt an old bag. "Gerr-off" she shouted. "Sorry mother" muttered Brian, at the same time sneakily dipping his hand into her apron pocket and taking a few of the surrated edged gold coins from her supply of gin money.

Quickly getting dressed he made his way downstairs and picked up the coal hod to stoke the kitchen fire. Typical, only one small nugget of nutty slack which he absent-mindedly put in his pocket along with a moth-eaten packet of jelly babies from off the table. Taking the chopper upstairs he removed the shield and sword from grandad's chest then smashed it up for firewood. In the process a piece of tattered paper fell to the floor. Picking it up he perused it intently but as it had taken him several years hard study to reach his present level of ignorance, he was unable to read it. Knowing wily old grandad would not have had it hidden unless it was valuable he decided to take it round to his mate Rodney to translate.

Rodney studied the paper closely with clare (shouldn't that be "care" pointed out the proof reader smugly. No snarled Auther, Clare had been sleeping with lecherous Rodney overnight.) "I can't translate it" said Rodney, scratching his head, "but I know a man who can."

Brian followed Rodney past the remains of the Nag's Head then through the forest to wake the local hermit. After a careful study of the paper, the hermit explained the content as a map to the Troils treasure, first getting Brian to sign a fifty-fifty sleeping partnership agreement on any treasure found. Throwing them a life-vine he waved farewell and returned to his bed saying "Wake me up when you bring me my half of the treasure".

Running round to the local bus depot, Brian managed to leap onto the last stage-coach for Silly Convelee, the troils territory, but was unceremoniously booted out half way when he tried to pay the driver with Gold-Label bottie tops purloined from his mother's pinnie in the mistaken belief they were coins.

Fresh deep snow blanketed the steep slope into the valley, but undaunted our hero slid down the mountain at ninety miles an hour sitting on his shield. He reached the bottom unhurt, luckily landing on his head and managed to smash a rusty old manhole cover in the process. As he stood looking down the dark hole a stray arrow from a horde of fighting trolls and dwarfs stuck in his backside.

Discretion being the better part of valour he leaped into the dark hole, breaking his fall on a fat, lamp-carrying elf. "Ee buy gum" exclaimed the startled elf. "Sorry, no gum" replied Brian, "but guide me through these tunnels and I'll give you a packet of jelly babies." The elf led Brian through the dark tunnels to a ladder leading up to another manhole. As Brian climbed the ladder the elf pulled the arrow from his bottom, saying with a snigger, "that's a useful tip."

As Brian pushed up the dirty manhole cover a trickle of black dust fell on him. Coughing and spluttering he staggered up the street past a group of dirty looking trolls, naturally walking into the first local pub. Entering an apparently empty side booth he quickly finished off the contents of a few untended glasses of ale then dived smartly under the table as some trolls returned to the booth after a visit to the bogs. "Who's been drinking my beer?", said the biggest troll. "Who's been drinking my beer?" said the middle troll. "I can't BEAR this kind of joke" said the small troll, "let's go and rob the king's treasury then we can buy some more ale."

Stopping only to pick up an abandoned gun and a broken toe-nail Brian ran round to the palace gates throwing the lump of coal at the sleeping entry, then asking for an audience with the king to report the impending robbery. "I should cocoa" laughed the sentry. "In any case the Nerk across the river needs bumping off before the king will speak to anyone."

Despondently Brian wandered through the town and managed to break into the local power station, where poking his grandad's beautiful sword into the furnace left him with a glassy lump. A large copper tun dish hung over the boiler; Brian smartly removed it, thinking to flog it to the local scrap dealer, muttering to himself, "I'll get some money by hook or crook." Wandering further on, his progress was stopped by a wide river, luckily Bosun Hook the ferryman was even thicker than Brian and accepting his word that the tun dish was worth a copper or two, ferried Brian across the river. Easily locating and destroying the Nerk with the magic-gun, a quick search of the nest produced nothing but a heap of guana and an empty teapot, in other words a pile of crap.

Brian reluctantly retraced his steps. As he passed the palace gates a giant punch up was taking place between the king's guards and the three boozed-up trolls, in the courtyard. Taking advantage of the disturbance Brian sneaked into the king's treasury and helped himself to as much as he could carry, acting on the immortal business maxim, The Lord Helps Them As Helps Themselves.

After making a hasty flight back home, Brian paid off the hermit and Berrium Depe. Grandfather it turned out had not been dead but was just in a drunken stupor, but after coming to and finding the Nag's Head was closed for three days for repairs, the shock gave him a heart attack. Brian muttered "It's just as well, 'cause I would have buried the old \*\*\*\*\* alive for putting me through all that for nothing."

Just then Rodney walked in wearing his girl friend's dress, so we all know it was just a fairy tale after all.

★

Now play the text adventure, "Trouble with Trolls" by George Hoyle. available for Spectrum, Atari(e), Amiga(e), PC(e) and MAC(e) from Zenobi Software.

# The Adventure Workshop

Adventures for the Spectrum

NEW RELEASES

## The Lost Children

By Larry Horsfield

The disappearance of children from farms and villages surrounding a vast desolate moor in the far north of your demesne, prompted you, Duke Alaric Blackmoon, to investigate. You discovered that all the abductions took place at night, often from behind locked doors and barred windows, and despite villagers mounting guard at night. In all cases the parents and guards fell asleep and they woke next morning to find the children gone, but the doors and windows were still locked or barred!

Then, a man arrived bearing news, the villagers told you to take no notice of his ramblings as he was a mad hermit who lived in a cave and had always told wild tales of strange creatures that he said inhabited the moorland. You, however, decided to give the man a chance to tell his story. The man told you that in the middle of the moor there was an ancient dolmen, known as "The Devil's Gateway" which everyone kept well clear of as legend said it was used by the devil to visit the mortal world. He told you that it was once more being used by Satan and it was he who was sending his minions to take the children.

Deciding to take his words seriously, you rode up onto the moor and travelled to the centre where stood the dolmen. The dolmen, two massive upright oblong stones surmounted by a third, stood in a shallow hollow which was surrounded by a nimbus of blue energy and in between the uprights of the dolmen you saw a silvery curtain of light. Realising straight away that powerful magical forces were present, you sent a homing pigeon to summon the only person who could now help - your old friend Magor the Sorcerer. He arrived suddenly, by arcane means some hours later and he told you to stand well back while he investigated.

He said that the gateway was closed from this side but he could open it briefly to allow one person to pass through, but only one as it would take all his power to do so. Magor at last said that he was ready and you stood in front of the dolmen. He then cast a spell at the gateway which flickered and disappeared - instead of the other side of the hollow you saw a different landscape. You took a deep breathe and stepped through the gateway. There was a moment of disorientation then you looked around at your new surroundings.....

Available Now on Disc Priced £4.00 and Tape Priced £2.00

The Adventure Workshop 36 Grasmere Road, Royton, Oldham Lancashire, OL2 6SR  
Prices include p&p Please make Cheques/Postal orders payable to P.M. Reynolds

# The Adventure Workshop

Adventures for the Amstrad

**NEW RELEASES**

## *The Beast of Torrack Moor*

*By Linda Wright*

This morning started out much as normal: you awoke to the sound of the radio as it spluttered into life, dozily dragged yourself out of bed and eventually arrived at work, having washed, dressed and dined on soggy cornflakes in between these two major events.

Settling down at your desk, you blearily shuffled various things around until the morning post was unceremoniously dumped in front of you. Yawning, you cast aside the normal boring reports from the various local societies and council committees and was about to doze off when you noticed a small envelope with spidery writing on the outside.....

Available Now on Disc only for CP/M+ Priced £5.00

## **Bog of Brit and The Menagerie**

**by Ian Brown**

**Bog of Brit --** You are Bog of Brit, feared and despised for being kind and considerate. One day you are forced to flee the village children who have decided to use you to exercise the warhounds. Your aims are therefore:-

1. To avoid being ripped to shreds.
2. To acquire a vast fortune.
3. To find your lost family heirloom, the bloodthirsty Blade of the Bogs.
4. To slaughter hundreds of misunderstood animals and/or sorcerers, because ...

"That is what barbarians do."

-----oOo-----

**The Menagerie --**Good morning Mister Boyd. Your mission Jim, is to avoid arrest by the Police for your recent attacks on the residents of Devon. After which it is to solve the assorted problems created by a deranged mind, then find the Bloodstone Beast of Baal before the final curtain falls on the inglorious life of the **VAMPIRE.**

Available Now on Disc only for CP/M+ or CPM2.2 Priced £4.00

The Adventure Workshop, 35 Grasmere Road, Royton, Oldham, Lancashire, OL2 6SR  
Prices include p&p Please make Cheques/Postal orders payable to P.M. Reynolds

# The Adventure Workshop

Adventures for the Amstrad

**NEW RELEASES**

## The Bardic Rite

By Jamie Murphy

The second game of the Leopold the Minstrel Trilogy

Leopold was worried. He sat down on his bed and scratched his head. The Rite was this very day and he had done nothing.

Right, may as well get to it, he thought, before Tomas wins without me doing anything. Now, what did I have to do...?

Leopold had to find himself some original music, and an instrument to play it on. And he had to be ready for when the Bardic Bell was rung.

Oh dear, oh dear. And he hadn't been to see the Judges yet...

Available Now on Disc only for CP/M+ Priced £4.00

## MATCHMAKER

by JACK LOCKERBY

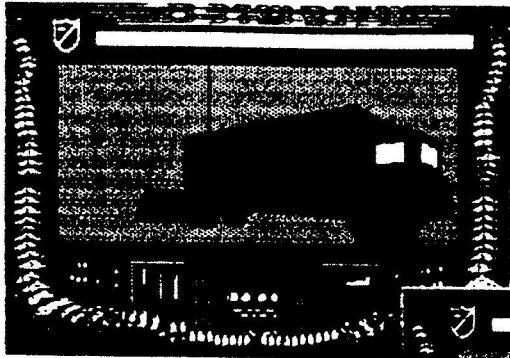
Your quest is simplicity itself.... all you have to do is get the Prince and the Princess to church on time. The Prince carrying the wedding ring and the Princess dressed in her bridal gown and carrying a large bouquet of flowers. Oh and before I forget, you will also need a page-boy, dressed in a sailor's suit, to be in attendance.

Available Now on Disc only for CP/M+ and CP/M 2.2 Priced £4.00

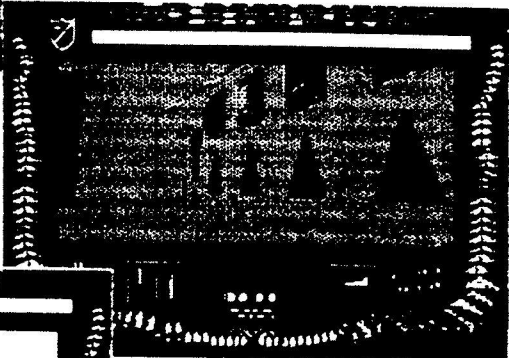
The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancashire, OL2 6SR  
Prices include p&p Please make Cheques/Postal orders payable to P.M. Reynolds.

# THE BOMB ROOM

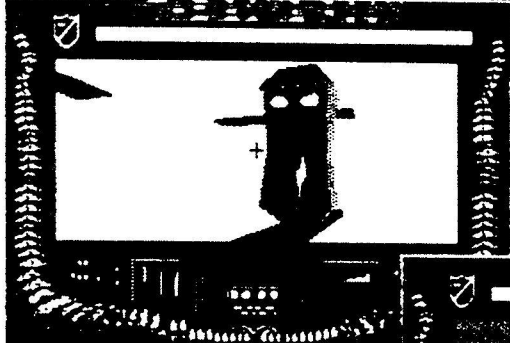
A new FREESCAPE  
solid 3D game for  
Amstrad CPCs



Set inside the rebels'  
Headquarters, you must  
find and disarm their  
ultimate weapon.....  
....a nuclear bomb!

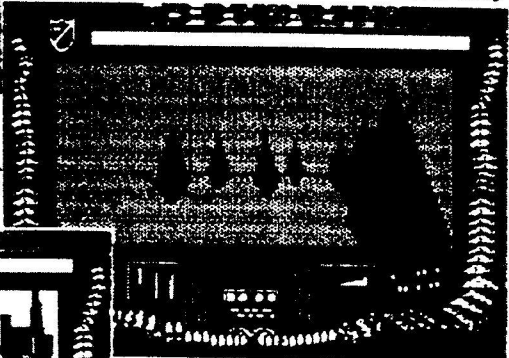


THE BOMB ROOM is available  
on 3½" disk... Price £6.49  
on 3" disk... Price £6.99  
(or send me a 3" disk of  
your own... Price £5.99)



Postal Orders/Cheques  
(£ Sterling) should be  
made payable to M.J.BELA.  
Overseas: please add £1.00  
to cover additional p+p.

## Order from:



Martin Bela  
11 Colwell Drive  
Brookside  
ALVASTON  
Derby  
DE24 0UP  
England

## PERSONAL MESSAGES

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- To Matt - You're off the beaten track, I suspect. (The Trainspotter)
- To Mad Cat - I know I'm not one for criticism, but I'm definitely not partial to crypticism. (The Trainspotter)
- To Mad Cat - Tar or cricket? (M S-P)
- To Mad Cat - Eh? (Jon)
- To Ellen - Maybe, but what I wanna know is, have you met your computer ALTER EGO yet? (Jon)
- To Gilly - Not for long, I hope soon you may be "indie"ing! (Jon)
- To Dusty - Yeah, especially that Lottery thing. Tehee! (Jon)
- To Fudge - Hopefully he's going to finish the journey and not leave it half undone. (Jon)
- To Loobiloo - Erm, yeah, I guess we have (I'm not purrplexed, honest) (Jon)
- To Matt - Hmmm, yes, as it happens, I do. (Loobiloo)
- To M.Polo - Not in THIS case they don't. (Ellen)
- To M.Polo - Oh, I hope not - I don't like winkles. (Ellen)
- To M.Polo - Well, the arrangement's not changed as far as I'm concerned. (Ellen) To Jon - I look forward to hearing it. (Ellen)
- To M.Polo - Pity about that, as I quite like custard. (Dopey)
- To M.Polo - It *surely* is! (Uncle Horace)
- To Damian - I'm still "time-keeping" (on top of the clock radio). Ho - hum... (Uncle Horace)
- To M.Polo - Erm, I'd rather prefer *not* to see it - thank you very much. (Snowy)
- To Jon - I'm afraid not, now what? (Snow White)
- To Jon - For him, maybe, but not for me. (Dusty)
- To Wynne - The milkman only left three PINT of milk this morning, instead of four. I'll have to see if the corner shop has any left. (Ellen)
- To Mad Cat - That would be an anagram for one of Jon's chums, MALICE O'STRAIN? (M.Polo)
- To Ellen - My name's "Marco", not "Ugh"! (M.Polo)
- To Snowy - He'll be pleased to come in as he loves rear entrances. (M.Polo)
- To Snowy - How's about a perm then? (M.Polo)
- To Snowy - If you had a hole in the middle as I do, so would you! (M.Polo) To Uncle Horace - I agree there alright. (M.Polo)

## NEWSDESK

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### Latest Releases from The Adventure Workshop

"The Lost Children" by Larry Horsfield is a brand new **Spectrum** adventure in which you once again play Duke Alaric Blackmoon. "The Beast of Torrack Moor" by Linda Wright, "Bog of Brit" and "The Menagerie" by Ian Brown, "The Bardic Rite" by Jamie Murphy and "Matchmaker" by Jack Lockerby are the latest conversions to the **Amstrad**.

Please see advertisements in this issue for further details of all the above.

### New PD Adventures for the Amiga

Ray Richardson has, in addition to "The Legacy of Baldork" (reviewed in Probe last month), written another adventure titled "Return to Jurassic Park". Each game comes on 2 discs and I understand both are available from Zenobi Software and SynTax at their usual prices.

## IN TOUCH

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**WANTED** - Manuals and supplements for the following roleplaying games: Traveller, Advanced Dungeons & Dragons, Calls of Cthulhu (the pencil, paper and dice versions, not the computer games.)

Please write with list and prices to Alan Hoskins, 27 Silverdale, Keymer, Hassocks, West Sussex, BN6 8RD

**WANTED** - Dungeon Master 1, Dungeon Master 2, Jewels of Darkness for the Amiga 600 or 1200.

Please state total cost. Contact Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY (Tel. 0151 200 5861)

## ADDITIONAL SOLUTIONS

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

ABBEY OF MONTGLANE, CHURCH OF DEATH, CITADEL (J.Lockerby), DARK CONTINENT, GHOST RIDERS OF EL DIABLO, HAMPTON MANOR, KQUEST, LABADITE AFFAIR, MOON STROLL, MT. ST.HELENS, MURDER MYSTERY WEEKEND, MY FIRST ADVENTURE, MYSTERY OF SILVER MOUNTAIN, NAPOLEON'S SANDWICHES, NIGHTMARE PLANET, NIGHTWING, NINJA, NUKE ADVENTURE, P.O.W. ADVENTURE, PARISIAN NIGHTS, PERILS OF DARKEST AFRICA, PHANTOM OF PRIORY COURT, PRISONER ISLAND, RINGWORLD (PC), SHADOW ON GLASS ULTIMATUM, WARLORD (C64 PD), ZUT ALORS (Spectrum original).

## OBJECTS AND THEIR USES

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**CURSED BE THE CITY** compiled by **Barbara Gibb** on a **C64** – also available for **Spectrum and Amstrad**

- Sudo .....your torturer
- Silver dagger .....cutting tool
- Chalice .....someone has to drink from it
- Wine .....has to be drunk
- Oil lamp .....red herring
- Rasantal .....High Priest, wants something, tells you your task
- Net .....catches you when you fall
- Creatures .....looking for *you*
- Dead rat .....creatures should think it (not you) fell into the net
- Cube .....has to be thrown at something
- Rope-bridge .....way across and also into the chasm
- Brown handle .....moves lift upwards
- Black handle .....moves lift downwards
- Cocoon .....contains something
- Suit of armour .....protect you body when attacked
- Silver sphere .....will spin web around around you if you don't give it the correct sign
- Popol Vuh .....worshipped as a god
- Gold mask .....protects your eyes from bright light
- Long staff .....wave it at something
- Pool of water .....scenery
- Spiny plant .....can be deadly, contains something
- Dead plant .....not so deadly, also contains something
- Crossbow .....half a weapon
- Arrow .....half a weapon
- Coiled horn .....summon the boat
- Bell rope .....summon the boat for return journey
- Crystal splinter .....intense light source, scares a creature
- Leach-creature .....doesn't like too much light
- Slab on tomb .....corner is interesting
- Dying human .....he rescued you, now you sort of return the favour
- Dried leaf .....aromatic, much liked by something

# TREASURE CHEST

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## **AFRICAN ADVENTURE (aka SAFARI ADV.) played on a C64 and Amiga**

King Solomon's Gold	Dagger
Nose Ring	Diamond
Dr. Livingstone	Sapphire
Lion	Silver Chain

## **MONSTERS OF MURDAC available for BBC, Amstrad, PC, and Atari**

Amethysts	Myrm
Baboon	Pieces of Eight
Bible	Peridots
Bowl	Shawm
Dodo	Statuette
Erbium	Tiepin
Flask	Toadstone

## **THE TROLL'S TALE played by Dorothy Millard on a C64**

Flashlight	Treasure Chest
Candy Sucker	Silver Shell
Bag of Gold	Gift for the Guard
Chest of Jewels	Lovely Necklace
Diamond Ring	Gold Brick
Dollar and Cent	Pot of Money
Copper Penny	Silver Cup
Fiddle worth a Fortune	Bag of Pennies

## GETTING YOU STARTED

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### **DEADENDERS played by Edwina Brown on a Spectrum**

NE, E, GO CAFE, SEARCH CAFE, READ NOTICE, BUY KEBABS, EXAM KEBAB, W, GO SHOP, EXAMINE BOX, LOOK, GET CRISPS, EXAM ARFER, TALK TO ARFER, EXAM ARFER, HELP ARFER, RUB KEBAB ON HIS HAND, NW, GO CAFE, OPEN DOOR, EXAM DUSTBIN, SEARCH DUSTBIN, LOOK, SEARCH RUBBISH, GET PHOTO, EXAMINE PHOTO, GET TOWEL, EXAM TOWEL, W, S, GO SAGMORE, ASK JAMES ABOUT TOWEL, W, N, SW, U, ASK LOOPY ABOUT TOWEL .....

### **GOLDEN PYRAMID played by David Hebblethwaite on a Spectrum – also available for Atari(e), Amiga(e), PC(e) and MAC(e)**

I (you have a knife and are wearing a hat and a parachute), WAIT (bird flies off), X TREE (see nest), X NEST (see egg), GET EGG, X EGG, REMOVE PARACHUTE, GET HOOK, X HOOK, S, D, ROLL EGG (python chokes), GET SNAKE, SKIN SNAKE, GET SKIN, DROP SNAKE, TWIST SKIN, TIE SKIN (to hook – you now have what is effectively a rope and grapple), THROW HOOK, CLIMB SKIN .....

### **LEGEND OF THE SWORD played by Barbara Gibb on an Atari**

Your quest is to find the sword and shield and use them to defeat the evil wizard. You and 5 companions set forth.

Start on board ship, near the treacherous shore of the island of Anar. The captain is saying there are 3 possible routes from here. INVENTORY (you are carrying sword and wearing a backpack), EXAMINE BACKPACK (waterproof), EXAMINE CAPTAIN (he is holding a map), ASK CAPTAIN FOR MAP, EXAMINE MAP (shows features of island of Anar), PUT MAP IN PACK, E (helmsman steers the boat to the beach and you and your party disembark), LOOK (you see the boat leaving, also see a signpost), READ SIGN (south to rockpools, north to forest). There is nothing useful in the rockpools, so go N, U, E (to crossroads). LOOK (see a mango tree), TAKE MANGOES (you share them with your hungry men), W, W (to the Keep's gateway) .....

{Unfortunately my copy is corrupted at this point so I can't continue...Barbara}

### **NIGHT OF THE WALKING DEAD played by Dorothy Millard on a C64**

You are heir to the Musgrave millions, but to prove your claim you must find aunt Bedilia's locket, buried with her twelve year ago, and take it back to town.

Start in a cemetery on the outskirts of town. N, W (autopsy room), READ PLAQUE, EXAMINE CABINET, GET tape RECORDER, E, N, W (cold storage room), GET TAPE, PUT TAPE IN RECORDER, EXAMINE RECORDER, PLAY TAPE (you hear the coroner's voice – "Bodies disappear from one place to reappear at another when no one is around... grave open and close seemingly by themselves. Is someone playing a prank? Or do the dead walk? An autopsy is pending...."), REWIND TAPE, REMOVE BATTERIES (they fall to the ground), DROP RECORDER, GET BATTERIES, E, E (janitor's storage room), GET FLASHLIGHT, PUT BATTERIES IN FLASHLIGHT, W, N (a shadowy figure stalks toward you in the fog... a knife whistles past your ear and sinks into the doorway... the figure staggers and falls – it is the caretaker), GET KNIFE, EXAMINE BODY .....

## **PARADOX EFFECT (amended version [\*]) played by Dorothy Millard on an Amiga**

Start in your study. EXAMINE DESK, LOOK IN BIN, GET CASSETTE, EXAMINE CASSETTE (you hear a knock on the front door), S, W (to lounge room), OPEN FRONT DOOR (you help an elderly man with a bleeding head inside), EXAMINE MAN (he's from the year 2028 and you learn of your quest), EXAMINE MAN, GET plastic CARD, EXAMINE CARD, EXAMINE STEREO, GET cassette PLAYER, PUT CASSETTE IN PLAYER, E, E (to where Theodore the dog won't let you pass), PLAY CASSETTE (Theodore falls asleep), S (into bathroom), LOOK IN CABINET (bare!), N, N (into bedroom), LOOK IN DRAWERS, GET iron KEY, S, W, W, S (kitchen), EXAMINE CLOCK, OPEN REFRIGERATOR, LOOK IN REFRIGERATOR (leave the steak), UNLOCK DOOR (using the iron key), DROP KEY, OPEN DOOR, E (laundry), GET TORCH, W, N, OPEN DOOR, N (into front yard) .....

[\*] Dorothy's original version crashed when she tried to leave the attic. The amended version eliminates the need to enter the attic. (Barbara)

## **SHELL SHOCK played by Dorothy Millard on a Spectrum**

Start somewhere in the Davril Mountains.

S, S, IN (cave), GET HELMET, EXAMINE HELMET (your war helmet), WEAR HELMET, OUT, N, E, D (to valley), E, E, N (back garden), GET hedge CLIPPERS, S, W (outside holiday house), EXAMINE MAT (in the graphic - you find a key), GET KEY, UNLOCK DOOR, DROP KEY, IN (living room), W (kitchenette), EXAMINE PRESS (you find a cask), GET CASK, EXAMINE CASK (salt is written on it), GET CUP, EXAMINE CUP (empty), E, N (into bedroom), EXAMINE BED (underneath is a pair of climbing boots), GET BOOTS, EXAMINE BOOTS, WEAR BOOTS, S, OUT, W, W, W (burrow), EXAMINE BURROW (you find a dead rabbit), GET RABBIT, S, W, S (to small clearing), D (to dark hollow), DROP CASK, U (back to clearing), ROLL LOG (it rolls down the hill), D (into hollow where the log has smashed the cask), GET SALT (in the container), PUT SALT IN CUP, U, S (deep in forest), E, E (by dense gorse) .....

## **WAXWORKS played by Edwina Brown on a Spectrum**

I, READ PAPER, DROP PAPER, UP, W, SAY 46, E, N, SAY 1953, S, D, N, EXAM TOILET, GET JACKET, EXAM JACKET, GET PISTOL, EXAM JACKET, GET BULLETS, LOAD PISTOL, S, W, W, E, GET AQUALUNG, WEAR AQUALUNG, W, GO AIRLOCK, SWIM, W, D, N, EXAM JUNK, GET LAMP, RUB LAMP .....

## **WIZARD'S SCROLLS played by Dorothy Millard on a Spectrum**

Start at Nemonus' Gate.

EXAMINE GATE (locked), D (to a long winding road), W (Clauswitz's House), GET yellow KEY, EXAMINE KEY (has MIDAS written on the side), N (into forest - leave the apple, it is a red herring), N (to muddy track), N (to castle entrance), EXAMINE CASTLE, UNLOCK DOOR (using the yellow key), OPEN DOOR, W (into castle hall), EXAMINE CHANDELIERS, N (into great kitchen), EXAMINE GRATE (you see a red herring), EXAMINE KITCHEN, N (into banqueting hall), EXAMINE TABLE, EXAMINE FIREPLACE (you spot a secret passage leading north), EXAMINE DOOR, READ MESSAGE, N (into tunnel), GET BRACELET, EXAMINE BRACELET, N (to meadow), EXAMINE MEADOW, E (to rubbish dump), EXAMINE DUMP, S, EXAMINE FIELD, E, E .....

## HINTS AND TIPS

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

The Future – 27th March 2015

To prevent your car from being stolen – find the hover conversion shop and buy the hover device.

The vending machine in the bowels of the courtroom has a cure for your tiredness.

Workout in the gym to beat Griff the bully.

### **BECAUSE OF A CAT played by Barbara Gibb on a C64**

Examine the poster in the foyer of the cinema.

The machine in the lavatory contains chewing gum.

Make a paper plane to attract the attention of the receptionist in the council office.

Catch a mini-bus then smell your way to the rubbish tip.

The tramp has your letter in the guise of a "rollup".

To get some money – talk to the teller whilst carrying the letter.

Unlock the door of your house and go into the kitchen – for a mean twist in the tale!

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

#### Act Two

Pick up the hanky from outside Gertrude's bedroom. Enter her bedroom to see she is no longer present. Note the state of the room.

Inspect the cabinets of weapons in the study.

Visit the kitchen to encounter Lillian and Celie talking. Find a bone here.

Leave the house and walk around it. You should see and do the following:–

1. Find the dead body of Gertrude outside the billiards room. Find out the cause of death.
2. Overhear Clarence and Wilbur talking outside the study (NW corner of house)
3. Get Beauregard the dog to leave the doghouse so that you can search it.

When you return to the house, try to question characters, especially Lillian about the hanky.

Move the mirror and eavesdrop on Clarence and Wilbur who are in the dining room, then enter the library to see Wilbur is alone.

Move the clock to eavesdrop on Clarence and Gloria who are in the billiards room.

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

The tourist information booklet found on board the "Theoran" may be of interest.

The caverns on Trullion are individually names. Go N from Tryde Cavern to the Meri Pool, then air and fire the PIE. Now go N, D, NW, E, E, E, E and D to find Travis.

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

When in the plain room in the tower, pull something to get a ball of cord, and sit to find a needle. Put the two together to help you get the windmill working.

When the "statue" attacks you, duck then throw the pitchfork, you can now get something to cut the corn.

Throw the flour then a weapon at the invisible stalker in the temple.

You need the rags and lit candle to seal the hole in the boat.

Poisoned meat should get rid of the monster in the lake.

### **DARK CONTINENT played by Dorothy Millard on a PC**

Swing vines to cross canyon.

Steal rupee from the beggar's cup then buy a knife from the stall in the bazaar.

Fuel plane with fuel from top of tree then fly it to the bottom of the canyon.

Stab crocodile with the knife then skin it. Make shoes with crocodile skin at the cobbler's bench.

Decipher the witch doctor's parchment with the paper from the cobbler's bench.

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

Behind the bookcase is a terminal. Insert the passcard given to you by the butler and you will be rewarded with a set of keys, all different colours but all marked "car".

Examine the desk in the study to find a map, then make your way to the car. Insert the key in the ignition and turn it. As the car moves across the drive the ground gives way and you fall into a cave, where once again you will need the torch.

The map will enable you to find your way through the catacombs to a tomb where there is a skeleton. If you smash the skeleton with the hammer you will then have a bone to give to Fido, to enable you to open the gate and escape from the manor to finish the adventure.

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

A little later in the game:-

My bike's wrecked and I need to find some parts. What's first?

.esoh eht dna nac leuf eht pu gnikcip erofeb evael t'noD

Todd won't let me into his trailer.

.tuo mih kconk ot nwod rood eht dna mih ot klaT

When I try to get the forks I get chased by the vicious dog. What do I do?

.god eht part ot tengamortcele eht esu nehT .uoy ediseb rac eulb eht otni egdirf s'ddoT morf taem eht tup dna drayparcs eht ni thgir raf eht ot klaW

How do I get into the scrapyard?

.niahc eht bmlc neht gninepo morf rood eht potS

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

Wave something to transform an evil-smelling monster.

Dig a hole in the garden, plant the acorn and water garden to grow a large oak tree.

Use the ladder to cross the deep pit.

When in the library – get the psalms.

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

Use the knife to “land” the balloon.

Reading the writing in the temple may result in a trip on a cloud boat. Setting the sails and using the rudder will steer it to one of two destinations.

If you get trapped at the bottom of a pit you can dig your way out, providing you are strong enough and have the spade.

Joey has a rainbow stone.

The snowman's nose is in a cave in the Haunted Wood.

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

#### Diamond Section

Consists of a series of brick-lined chambers joined by brick-lined tunnels, search them to find a key and a dragon.

To get passed the dragon – SAY FEERVO whilst carrying the staff.

Once you have the Holy Grail, go E, W, SE, E, E, N, NW, NW, W and N back to the thicket.

#### To complete adventure

Unlock the trapdoor in Merlin's Room using the rusty key. If you have the Holy Grail and all 5 gems, go N from the cellar to finish.

### **KING OTTO'S QUEST played by Dorothy Millard on a Spectrum**

Going east from the kitchen to the echoing room is random – just keep trying.

Wine : throughout the game you will be told you are thirsty as follows:

After 51 moves you will get the message “Your quest has left you thirsty” – you have 99 moves before games ends.

After 76 moves you will get the message “Your regal tongue is hanging out for the want of wine” – you have 74 moves before games ends.

After 126 moves you will get the message “If you get any drier you will surely blow away” – you have 24 moves before the game ends.

There is no real need to drink wine until you get the last message.

When you have had too much wine and become sozzled which results in you dropping things. Make your way to the music room carrying the razor and SHAVE DOG, EAT HAIR (hair of the dog!), DROP RAZOR.

## **MAGIC TREASURE played on a Spectrum**

### Paul Daniels Puzzle

Whatever *he* takes, make up to 4 with your next move, e.g. if he takes 3 you take 1.

## **PARADOX EFFECT played by Dorothy Millard on an Amiga**

The buttons in the control room take you to:

PRESS BUTTON 1 – you are transported to the Mine.

PRESS BUTTON 2 – you are transported to the Computer Room.

PRESS BUTTON 3 – you are transported back to Your House.

Lift buttons work as follows:

PRESS BUTTON 1 – the lift goes to the surface.

PRESS BUTTON 2 – doesn't work.

PRESS BUTTON 3 – doesn't work.

PRESS BUTTON 4 – the lift goes to the bottom of the shaft.

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

You need an axe to chop the bushes at the entrance to the ancient cave.

A gem in a bowl will reveal another.

Give the jobs something for their ghetto-biaster.

Strength failing – eat something.

The way to the stone circle is down from the crag at the top of the hill.

RUB CASE and ENTER VORTEX to complete 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 Two

You should start with the lamp and baking tray.

To begin – RUB LAMP for a surprise.

You need something from the dead archer.

Drop the banana skin in the study. wake the guard then go E.

Before you take the chocolate orange from the pedestal ensure you have somewhere safe to "hide" – (hint: east turned every tree).

To find the key to the door east of hall – jam the pencil in the mouth of the moose then feel inside.

You will need the washing-up liquid with you to escape from the cupboard

Fight the Balrog with the axe, you will win if you have examined the rule book for D & D.

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

When it starts to rain, shelter in the cave, but leave it when "the beast gets closer".

If you enter the ring and have been kind earlier in the adventure, something will appear and "lead" you through the forest to a tower and an obstructive gnome.

That strange plate you found in the kitchen is the "key" to the door to the tower. You should find many clues, and a wizard.

It may be a good idea to (re)examine the pipes before going to sleep in the hovel found beyond the gnome.

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

### Part Two

First, enter the "Fawty Towers" hotel and ask for a room.

Find a corkscrew, coin and mousetrap.

In the haberdashery shop – buy a hairpin.

In the Linen Cupboard – move the newspapers to find a useful object.

The man in the cottage is plagued by mice, so give a "loaded" mousetrap.

The waiter will give you a pocket watch in exchange for the safe combination.

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

You need the wheelbarrow to get the sack of coal from the coalyard to the smelter's workshop.

To make a ladle you need the pole, string and washing-up bowl. You can now get the shards of glass from the bottle bank.

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

### Part Two

The green failsafe door leads to more doors. Going through the blue failsafe door you will have more time to explore and investigate a room entered earlier in the game, but be careful, the safe leads to a one-way exit.

The monkey will work for peanuts.

Create some acid rain, collect it in a beaker, add something to it then give it to someone.

The yellow failsafe key is somewhere in the exhibition room.

Maggie will help you return to the vault.

Insert the red failsafe key to complete the adventure

## **VALHALLA 3 played by Barbara Gibb on an Amiga**

### LEVEL 2

#### To open up the playing area

1. Pick up the bucket. Drop it beside the spout at the side of the waterbarrel, then operate the handle at the front so that a key floats to the top of the bucket. Pick up the key, operate the lever to open the door beside F.Nightingale and then unlock the door at the top of the steps between King Arthur and the woodcutter.
2. Drink the **strength** potion so that you can pick up the log and carry it to the woodcutter. Drop it on the chopping block. Pick up the plank and put it across the hole to open up more playing area.
3. Put the lamp on F.Nightingale's tomb. Pick up the oil of cloves and give it to the man with toothache. Pick up the homework and give it to the schoolteacher. It is incorrect, so pick it up again for later, the action of giving it to the teacher causes a key to be left where the man with the toothache was sitting, so return and pick it up. It opens the door to the west of King Arthur's tomb.
4. Pick up the pepper and put it on "the key that you can't have". The villager sneezes and the key moves to the bush. Pick up the key and unlock the door to the west of the journalist.

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

Dig in the sand to find some money.

Clean the plaque on the monument – it reveals a clue for when you visit the book store.

The shy lady in the Queen's Arm will be more talkative when you give her something.

Leave the village before the storm washes the bridge away.

The broken cup on the table, and broken crockery on the dresser are red herrings.

Repair the net with the needle and thread. Go fishing and cut the goldfish (need knife) to find a tiny key.

Replacing a book in the library reveals a secret passage in the study.

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

### Part Two

The twig will remind Apolio of a past misdeed.

Poseidon may give you a key.

Note what Tyche say when you give her something.

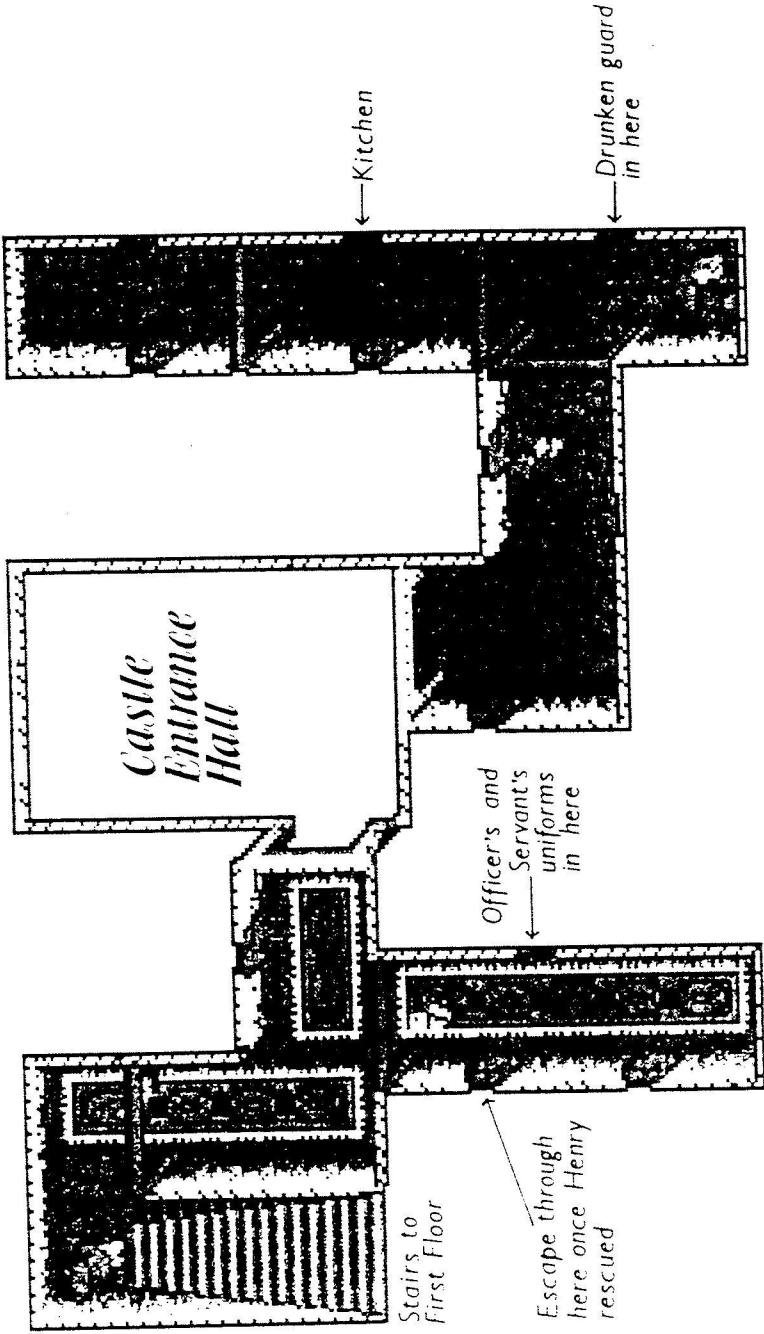
Drop (don't give) something when in the presence of Dionysus

You need the sword to fight Ares. Sparing his life is rewarding

Cut the meat into three pieces

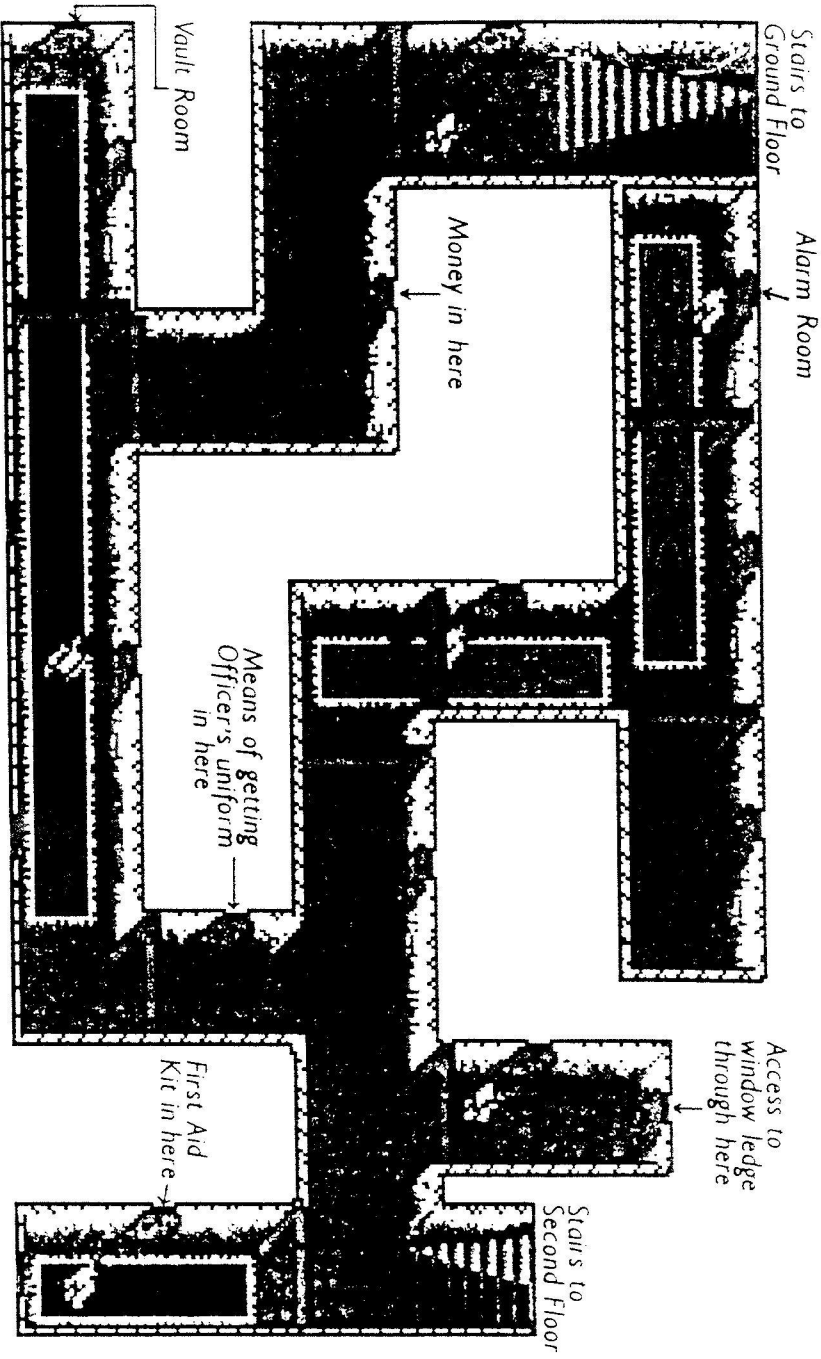
The eagle will carry you into part three

# Castle Brunwald - Ground Floor



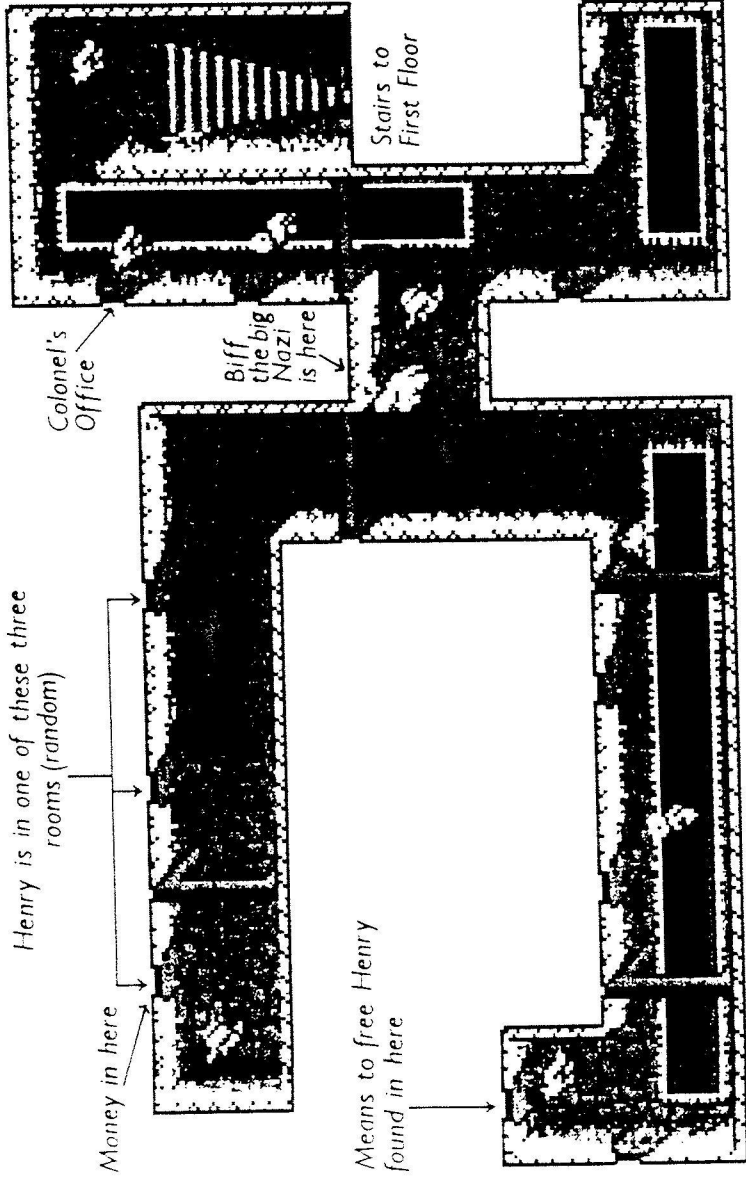
# Indiana Jones and the Last Crusade

# Castle Marmwald - First Floor



## Indiana Jones and the Last Crusade

# Castle Brumwald - Second Floor



## Indiana Jones and the Last Crusade

# SERIALIZED SOLUTION

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## SHERLOCK HOLMES – CONSULTING DETECTIVE

### Solution by Philip Reynolds on a PC

#### VOLUME THREE

#### The Solicitous Solicitor

This case involves the sudden death of Melvin Tuttle a solicitor, who apparently died of a heart attack, you are visited by Inspector Lestrade who believes that Tuttle was murdered, poisoned to be exact.

There is only one fact of interest during the introductory sequence with Lestrade and that is that Swathmore was at Bells Baths on the morning of the murder, this will provide an important clue later. Go and visit Lestrade at his office to be shown the contents of Melvin Tuttle's desk, amongst the contents you will notice a locket with the initials VM, a key for a locker at Bells Baths and some details of properties with Disraeli O'Brien's name on it. Next go and see HR Murry at the Crime Labs and he will tell you that he found traces of an exotic poison China Berry on the rim of Tuttle's teacup and the stem of his pipe, this poison it seems is not common and comes from the far east. It is therefore safe to assume that whoever poisoned Tuttle either travelled in the far east or knew someone who did.

A visit to Disraeli O'Brien provides us with the information that Tuttle was interested in some land deals and that he was doing his investigations during his lunch breaks so obviously it was not to do with his work. It might be a good idea to interview the secretaries who worked with Tuttle at this point so go and see Margaret Porter. From her you will learn that Tuttle was having an affair with Mrs Cartwright the wife of one of the partners and was also seeing one of the other secretaries Alice Spring. Two points that might easily be missed during this conversation are that Margaret Porter posted two letters of interest that morning, one to Mrs Cartwright from Tuttle and one to August Heathcliff a name that will crop up again.

A visit to Alice Spring will gain you no useful information other than that Tuttle had broken off his relationship with her because he had fallen in love with another woman.

However, a visit to Brenda Walker reveals that she, Mr Tuttle and Mr Swathmore were working late the previous evening on some contracts and that unusually Mr Swathmore typed the envelopes himself and gave them to Tuttle. It now seems probable that Tuttle was murdered by one of his associates at work although Swathmore does not seem to have any motive at this point. Cartwright might have murdered Tuttle because of his affair with Cartwright's wife.

A visit to Swathmore at this point might clear up some of the mystery. Swathmore proves to be very unenlightening however he tells you that he had been helping Tuttle complete the contracts the previous evening at Sidney Sloan's request.

A quick visit to Sidney Sloan however reveals that Swathmore was lying and that he had volunteered to help with the contracts, it also reveals that the contracts they were working on were those for August Heathcliff. No why would Swathmore be lying? Obviously Swathmore is more deeply involved in this case than at first seemed.

As August Heathcliff keep cropping up in the investigation, it might be a good idea to go and visit him at this point. The conversation with him reveals nothing new but one important clue is revealed. The envelope that the contract arrived in is scented and we can assume that this is the same scent as that give off by the poison used on Tuttle, so we now know how the poison was administered to Tuttle, it is now obvious that the poison was on the flap of the envelope that was sealed by Tuttle and we know that Swathmore typed the envelope and gave it to Tuttle so we can safely assume that Swathmore poisoned Tuttle, but we have yet to find a motive and where Swathmore obtained the poison from.

We know that Swathmore was at Bells Baths on the morning of the murder and that Tuttle also had a key for the Baths so a visit there would not go amiss. Although the Secretary is most unhelpful, the Janitor, Jensen, provides you with two important pieces of information; one is that Swathmore and Cecil Livingstone, the builder, were friends and that they had gone through Tuttle's locker contents on the morning of the murder but had not found what they were looking for. He also tell you that Livingstone travelled extensively in the China Sea. This now clears up where Swathmore got his poison from and that Livingstone was somehow connected with the case other than just being the supplier of the poison, as he assisted Swathmore with his search of Tuttle's belongings.

It would probably be a good idea to visit Tuttle's Room at this point to see what we can learn there. Tuttle's Room has obviously been searched by someone, probably Swathmore, but what was he looking for? A further search reveals a letter from Mrs Cartwright, and some letters from the mysterious V.M. of the locket. The letters are signed Giny, the shortened form of Virginia and a look through the Ms in the directory reveals that there is only one Virginia listed, Virginia Munro, so it might be a good idea to visit her now. Virginia Munro provides you finally with the probable motive for the murder, she gives you a list of property deals obviously given to her by Tuttle. This list shows that Livingstone was making a tidy profit from deals set up by Swathmore as all the other clients are Swathmores. So obviously Tuttle was blackmailing Swathmore and Swathmore killed him, and the list was what Swathmore and Livingstone were searching for at Tuttle's Rooms and the Baths.

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

Q: Who killed Matthew Tuttle?

A: Swathmore.

Q: How was the poison administered?

A: On the flap of the envelopes that Tuttle sealed.

Q: Why was Tuttle murdered?

A: He had found out that Swathmore was misusing funds and was blackmailing him.

Q: Who was Swathmore's accomplice?

A: Cecil Livingstone.

Q: What part did he play in the murder?

A: He was Swathmore's partner in the fraud and supplied the poison.

## The Banker's Final Debt

This case involves the murder of Oswald Mason at his home. Scotland Yard believe that the murder was a result of Mason disturbing a burglar, but the Treasury wants you to investigate the case as Mason was dealing with sensitive Treasury work at the time and they want you to rule out any connection with this work.

First of all visit the scene of the crime, where the only thing of interest are some broken plaster on the floor, whilst there the constable on duty will tell you that Mrs Mason is with her sister Dahlia Falmer.

A visit to the Treasury proves useful, it seems that all the papers that Mason was working on are accounted for and that his murder will only set the investigation he was working on back a few days. So we can rule out the Treasury work as a motive for the murder. It seems that Scotland Yard have got it right for once and that it is a case of burglary.

A visit to the Bank of England reveals very little other than the fact that Mason bought two Venus de Milo statuettes from Evenson & Co Gift Shop prior to his death. Go and visit Mrs Mason at her sister's and it will confirm our suspicions that the broken plaster was in fact one of the aforementioned statuettes. A visit to Evenson & Co now will confirm that Mason bought the statuettes there and reveal that one of the statuettes was delivered to a Mabel Brown. This visit also reveals that another gentleman bought the remaining three statuettes that the shop possessed the previous day and that they were manufactured by a company called J Small & Co.

Go and visit Mabel Brown, here you will find that her statuette has been broken. Mabel Brown returned home on the night of the murder to find that the statuette had mysteriously fallen from the mantelpiece and smashed whilst she was out. It is now very obvious that these statuettes have an important bearing on the case so it would be a good idea to check up on them.

Go to J Small & Co and talk to the owner, she will reveal that her husband only made fifteen of the statuettes and that he had refused to sell them, however, he had been killed in an accident a short while ago and she had decided to sell them. Five statuettes had been sold to the British Museum Gift Shop, five to Evenson & Co, which we have already accounted for, and the remainder to a gentleman who had called the previous day. Going to the British Museum now reveals that all five statuettes in their possession were bought the previous day by a good looking woman called Mrs Smith, whom the assistant is sure that he has seen before on the stage but under a different name. It would seem that we are on the right track and it is the statuettes that are important.

A read through the London Time of July 4th brings forth some interesting information. It seems the deceased Jonathan Small was implicated in the robbery of the DeFries Diamonds, but nothing could be proved at the time and he was released, however, one of the robbers was caught, a Nat Cole, who is now residing in Millbank Prison. It now begins to fall into place, obviously Jonathan Small must have hidden the diamonds in one of the statuettes of Venus de Milo that he had made and this is why someone is after them. It would be a good idea, I think, to visit Nat Cole at Millbank Prison. Nat Cole refuses to see you but you do gain some interesting information from the prison governor. It seems that Nat Cole's cell mate, Errol Hawks, was released the previous day and that he was met by a most striking woman. It would seem that Errol Hawks and this mysterious woman are the ones who are after the statuettes. Nat Cole must have told Errol Hawks about the diamonds in the statuettes and he and his lady friend are now trying to recover the gems.

All that now remains is to find out who this woman is. Read through the April 11th issue of the Times and you will notice in the personal column that Errol is being welcomed home by someone called Violette. This leads us to believe that the woman who met him is probably this Violette and she must work on the stage as the assistant at the British Museum said he had seen her on the stage somewhere. You will notice that Evenson & Co was broken into on the night of the murder, so this is how Hawks found out the whereabouts of the last two statuettes. Continuing to look through the Times reveals that there is indeed a performer called Violette Blue who is currently performing at the Oxford Music Hall.

A visit to Miss Blue seems to be in order at this point of the investigation. However, on arrival you discover that she has already left for Waterloo Station in the company of a young gentleman, there is, however, confirmation of your suspicions as to the statuettes as there are three broken ones on the floor, obviously Errol Hawks and Violette Blue have found the DeFries diamonds. Go to Waterloo Station where you find that Miss Blue and her friend have already boarded a train and have eluded you.

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

Q: Who murdered Oswald Mason?

A: Errol Hawks.

Q: Why?

A: Hawks was disturbed by Mason as he was trying to steal the statuette of Venus de Milo.

Q: What had the treasury investigation have to do with the case?

A: Nothing whatsoever.

Q: What was the involvement of Violette Blue in the case?

A: She fled London with Hawks and the gems.

Q: How did Hawks know that Mason and Mabel Brown had the two statuettes?

A: He had broken into Evenson & Co and read the register of sales.

(Concludes next month with "The Thames Murders")



# SOLUTION OF THE MONTH

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## THE WELL OF ZOL

Written by Laurence Creighton

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

Start in a rocky clearing. I (a plaster covering a sore), E, E, N (inside cabin), TAKE AXE (not allowed – yet), X FLOORBOARDS, PULL FLOORBOARD (auto-drop anything carried), S, W, W, S (bank of wideish stream), X STREAM (note coin), PLACE FLOORBOARD (across stream), N, E, E, E (bottom of hill), U, U (top of hill), E (narrow path blocked by a trap – do *not* go any further east at the moment), X PATH, TAKE SPADE, W, D, D, W, W, W, S (bank of stream), FISH COIN (need spade), DROP SPADE, TAKE COIN, N, E, E, S, X WOODSMAN, TALK WOODSMAN, GIVE COIN, TAKE SLEDGEHAMMER, N, W, W, W (small clearing – see tree stump), LIND STUMP (look behind stump to see a dead bird), TAKE BIRD, X BIRD, PLUCK FEATHER (it blows away), W (end of path), SEARCH GRASS, TAKE SCYTHE, X SCYTHE (old, rusty, blunt), CLIMB TREE (repeat input if necessary). As you reach the top you see the feather blow away again – you will catch up with it later).

D, E, E, S, CROSS STREAM (via floorboard bridge), X STREAM (see whetstone), SCRAPE SCYTHE (on whetstone to sharpen it), CROSS STREAM, N, W, W, (end of path), CUT GRASS (need sharpened scythe), TAKE KEY, X KEY, STRAIGHTEN KEY (need sledgehammer), E, E, S, CROSS STREAM (back at quarry), SMASH BOULDER (with sledgehammer which is reclaimed by the woodsman so ensure you have already straightened the key).

TAKE BOULDER, CROSS STREAM, N, N (statue blocks entrance to dark cave), X STATUE, THROW (small) BOULDER (at statue which slides to one side – it is dark inside, so don't enter just yet), S, E, E (crossroads), N (in cabin), TAKE AXE (okay now woodsman has gone), S, E, U, U, N (green field with dog on other side of gate), UNLOCK GATE (need key which you straightened), THROW BIRD (to dog in field), ENTER FIELD (see the dead bird, a sad farmer and a few logs), TAKE LOGS (farmer wants his thingee first – do not give him anything at the moment), TAKE BIRD, E, N (bank of dried-up river), X CHEST, CHOP CHEST (repeat until open – need axe), LINS CHEST (you look *inside* the chest and see a paddle), LINS CHEST (this time you find a bulb), TAKE BULB (leave the paddle for the moment), DROP AXE.

S, S, E (by trap), THROW BIRD (to spring trap), E (top of mineshaft), NE (in shed), SEARCH SHED (find lamp), SEARCH SHED (find boots), TAKE LAMP, X LAMP, INSERT BULB, TAKE BOOTS, SW, W, W, D, D, W, W, W, N (outside cave), LIGHT LAMP, N, N (on slippery surface), WEAR BOOTS, NE (won't slip if wearing boots), X ROPE, CUT ROPE (need sharpened scythe), TAKE ROPE, SW (must be wearing boots), S, S (woodsman challenges you and takes the boots), EXTINGUISH LAMP, S, E, E, E, U, U, N, ENTER (field), GIVE SCYTHE (to farmer), TAKE LOGS (note you auto-drop everything you were carrying – which in this case includes the lamp but you can actually carry it and the logs), TAKE LAMP, E, S, E, E (top of minehead).

LIGHT LAMP, ENTER CAGE (dark if not carrying lit lamp), E, S, W, S, E, E, CRAWL E (southern shore of underground lake), DROP LOGS, CRAWL W, W, W, N, E, N, W, ENTER CAGE, EXTINGUISH LAMP, TAKE FEATHER (which will be here if you climbed the tree earlier), W, W, N, ENTER, TAKE ROPE, E, N, TAP PADDLE (in chest, otherwise it breaks), TAKE PADDLE, S, S, E, E, LIGHT LAMP, ENTER CAGE, E, S, W, S, E, E, CRAWL E, MAKE RAFT (must be carrying rope with logs present), LAUNCH RAFT, BOARD RAFT, PADDLE N, CLIMB OFF (raft onto the opposite shore). You can reverse your route if you have forgotten anything. DROP PADDLE.

N, N, X ZOLAD, TALK to ZOLAD, GIVE FEATHER (now have empty wineskin), NE (rocky path), N (outside cabin), EXTINGUISH LAMP, ENTER CABIN (central part of cabin), N, X WARDROBE, LIND WARDROBE (you look behind it and find a bar of soap), TAKE SOAP, S, S (kitchenette), LINS CUPBOARD, TAKE PARACHUTE, X PARACHUTE (need repairing), REMOVE PLASTER (the one you have been wearing since the start of the game), TAKE PLASTER, MEND TEAR (in parachute), WEAR PARACHUTE, LUND TABLE (you look *under* the table and see a trapdoor), OPEN TRAPDOOR (stuck), TAKE CANDLE, X CANDLE (note description), RUB CANDLE (on trapdoor), OPEN TRAPDOOR, LIGHT LAMP, D (hidden cellar), TAKE POLE, X POLE, U, EXTINGUISH LAMP, N, OUT.

E, SE, S, W, S (path covered with broken glass), X PATH (see sheet of corrugated iron), X SHEET (note hole), HOOK SHEET (with pole), DROP POLE, S, S (top of high cliff), JUMP (okay if wearing repaired the parachute). Now at the bottom of the cliff at the entrance to a cave. READ RUNES (note response), PULL CREEPER, TAKE CREEPER.

LIGHT LAMP, ENTER (dark cave), X HERMIT, TALK to HERMIT, TAKE FOAM, GIVE SOAP (hermit runs away), DROP SOAP, TAKE FOAM, SHAKE FOAM, TAKE FLINT (which fell out of foam), X FLINT, TAKE FOAM, S, E (small musty chamber), X WALLS (see footholds), DROP FOAM, CLIMB WALL (although you drop everything except the lamp, unless the foam has been "placed" first, you won't survive a subsequent jump), X LEDGE, X LEVER, PULL LEVER (hear grating sound), SEARCH LEDGE, TAKE TALISMAN, X TALISMAN, JUMP (onto the foam below), TAKE SKIN, TAKE CANDLE, TAKE CREEPER, TAKE FLINT.

W, SW (gate will be raised if you pulled the lever), S (way blocked by poisonous snake), WAVE TALISMAN (to mesmerize the snake), W, SE (large chamber with revolving plinth), X PASSAGE (to east), X PLINTH (see ball), X BALL, X FLOOR (see switch and tiny hole), X HOLE (recess for fuse), X CANDLE, STRIKE FLINT, TAKE FUSE, INSERT FUSE, PRESS SWITCH (ball falls to floor), KICK BALL (into passage so that it destroys the slime), E, E (by well), X WELL, TIE CREEPER (to skin), LOWER SKIN (it fills with the special water).

You are told you have 10 moves to catch the helicopter waiting on *top* of the cliff.

W, W, NW, E, N, NE, N, OUT, RISE PHOENIX (as per runes). Now on top of cliff. BOARD HELICOPTER (to finish).



## USEFUL ADDRESSES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

# ADVENTURE PROBE HELP LINES



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

## THE ULTIMATE INFOCOM HELPLINE

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

Ring GRUE on 01695 573141 between 7.30pm and 9.00pm Monday - Friday  
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## ADVENTURE PROBE

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