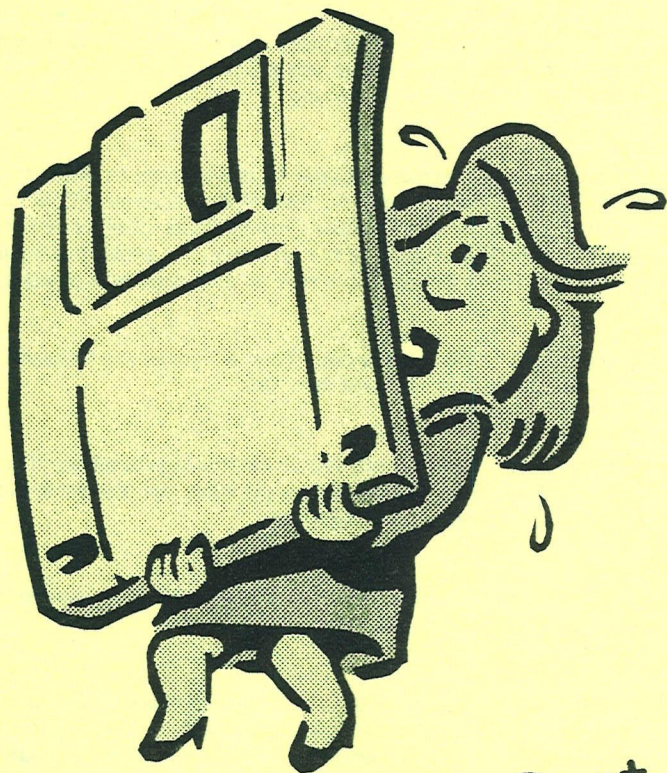


ADVENTURE PROBE

JUNE 1997 £2.00
VOLUME 11 ISSUE 6



Bringing You The Best
Adventure Games
- Happy Birthday!!!

EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

COPYRIGHT

Copyright on anything which does not carry the writer's name belongs to Adventure Probe. Copyright on all other items remains with the writer as Adventure Probe does not pay for contributions.

LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc.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.

CONTENTS

EDITORIAL:	4
LETTERS:	5
SPECIALS: 11th Birthday Competition	7
Adventure Poem	7
Mentor's News #6	8
CD Goings On With The Amiga	9
Now There's An Idea!	10
Ten Unanswered Questions Raised By Nursery Rhymes And Fairy Tales	11
Alternative Song Titles	12
Adventure Memories Whirling Around Pt.10	13
A Puzzle	15
Classified Ads!	16
The Changing Nature Of Things	17
A Joke	18
Can You Place That Face?	18
REVIEWS: Warlord / The Ultimatum / The Pyramid	19
The Lost Mountain	20
Fears	21
Hampton Manor	22
Hammer of Grimmoid	23
Hide and Seek	23
Jack And The Beanstalk	24
ADVERTISEMENTS:	26
PERSONAL MESSAGES:	32
NEWSDESK / HELP WANTED / IN TOUCH / ADD. SOLUTIONS	33
OBJECT AND THEIR USES: The Curse of Calutha	34
GETTING YOU STARTED:	36
HINTS AND TIPS:	38
SOLUTION OF THE MONTH: Moonshards of Sacrimore	45
SERIALIZED SOLUTION:	49
USEFUL ADDRESSES:	51
TELEPHONE HELPLINE:	Back

HALL OF FAME

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

Ron Guest, Dorothy Miliard, Steve Clay, David Hebblethwaite, Colin Steele,
Jonathan Scott, Ellen Mahon, Reynir H Stefansson, George Rawson,
Martin Bela, Edwina Brown, Phil Reynolds and Peter Clark.

Special thanks to :

Geoff Lynas for his usual great printing job

EDITORIAL

Well, here I am again. As only Lorna, Colin and I got excited about Probe reaching the grand age of eleven, I will quickly pass on to other things.

I am highly encouraged by the prompt and favourable replies received when I wrote to the WoW Software authors. There are still a few loose ends to tidy up, but by the time the next issue of Probe is due I should be able to publish a list of titles. A few of the old ones *may* be missing, however, I am delighted to say that the WoW catalogue already has one brand new adventure as Peter Clark's latest adventure is now available – please see the advertisement in this issue for further details. I can assure Amstrad owners that it will give them days, even weeks, of real entertainment.

I am very sorry to say I have had to reduce this issue to 52 pages. Despite some very welcome and high quality contributions from the regular visitors to the Hall of Fame, I simply did not have enough contributions to fill the more usual 56 pages. No doubt I will find enough to fill 52 (or even 56) pages next month, but it is getting more difficult each month. I am reluctant to write more than I already do because that would swing the balance towards my own preferences, and the magazine will no longer be representative of the readers' likes and dislikes.

My previous appeal for suggestions brought some useful ideas, and I am glad to report that I am working on them. More would be most helpful, as it can take a while to obtain information, and maybe even track down a copy of a particularly elusive game. This is something I quite enjoy, especially if it means I have to root out a game which has been ignored for years and turns out to be a little gem.

Reviews are something that most players can help with. *You* may know of an adventure that the rest of us haven't heard of, and even if you don't want to review it yourself, if you send me details I will do my best to obtain a copy. Apart from one source, I don't get many review copies of games, and so have to rely on your help as my financial position limits what I can buy. As regular readers will know, I always err on the side of home-grown adventures anyway, mainly because they are the type of game I prefer, but also because I think the authors who have remained loyal to our genre deserve our full support.

Last month's editorial may have given some of you the impression that I spend most of my time watching television. Well, it is true that the television is on almost 24 hours a day, but I'm not always watching it, in fact I usual have my back to it and *hear* more than I see. I prefer to record my favourite programmes for viewing at a more convenient time. It is often more enjoyable that way, especially as I can then fast forward the adverts – believe me the storyline makes more sense when you don't have 5 minute breaks every 15 minutes. For example, I lost interest in "Space: Above and Beyond" when it was on Sky, but found it made a bit more sense when I saw it on the BBC without any commercial breaks.

Well, I hope you all enjoy the 11th Birthday issue competition, and wish you all good luck.

All the best,

Barbara

LETTERS

From Colin Steele of London

Congrats. on attaining 5 years as editor of Probe, as well as the mag. reaching 11. So many mags. have fallen by the wayside in those 11 years that I don't think that many people believe that Probe would last out so long.

Apart from one or two hiccups it managed to raise itself and become better each time. Any praise that you receive will be richly deserved, especially now that you have taken over WoW Software, making your already hectic life more hectic.

So here's to another 5 years as editor and may your candle never grow dim.

*

Many thanks for the letter, and also for the wonderful cards – one for me and one for Probe.

I'm sure most of the original readership would be very surprised to learn that Probe is still being published – this issue is the 133th issue. I would like to be able to improve the magazine, but with so few contributions lately, and old, over-worked equipment, it is getting more difficult to produce the sort of magazine I want and the readers expect. Still, as long as Probe has readers like you, Colin, I am proud to be editor. (Barbara)

From George Rawson of South Norwood

I was wondering if your Amiga readers would be interested in some news that I have gleaned from the Amiga Review about the future of the Amiga.

The position is that Amiga is not dead (yet), in fact although Escom who did buy the company went but, that the court appointed Administrator in Bankruptcy in Germany has accepted an offer from Gateway 2000, an American company who have been PC manufacturers since 1985. I understand that the agreement is subject to what is called "regulatory approval".

I do not suppose this is going to be great help to current Amiga enthusiasts, but at least we may see a bit of a revival in software and peripheral availability although it would seem that floppy disks will die out and CDRoms will necessitate us buying a CDRom to add to our conglomeration of hardware!

I was interested to read "The Reality about Reality" by Steve Clay. I too purchased this software, and although it looked good at first, when I tried it out I found it very confusing – the photo copied sheets were not very clear and made no mention of how to set up the actual game program, although I did get the Skeleton Disk for Adventure games. Personally, I have cast it on one side and doubt whether I will ever use it, although I am making use of their Art Disks for my own CAT games – they are quite good.

*

Please see Steve's article "CD Goings on with the Amiga" in this issue for his (and mine) views on how things may be in very near future. I also subscribe to Amiga Review and the latest issue continues to expound its belief that all Amiga owners are able and willing to upgrade to a Hard Drive and CDRom, and maybe even throw out their A600 (the A500 is already dismissed as obsolete) and buy an A1200. Personally, if I could afford any of this I would prefer to buy a half-way decent PC. (Barbara)

From David Hebblethwaite from Huddersfield

Well, I opened up my copy of Probe today, to find that I'd been profiled by Dot. And now, several hours later, I've managed to stop laughing (just kidding!), and here's my response.

Physical description first. I laughed out loud at "mid to later 40s": I'm afraid you're out by thirty years, I'm only 16. Medium height, well, I'm 5ft 10, but that depends whether I'm standing up or lying down. However, you're spot on with the overweight, I'm a growing boy - growing out! My hair is short (but needs a cut right now), but it's dark brown and so are my eyes (stuck behind a pair of fairly thick glasses).

Now on to my personality. I don't really like to take life as it comes, I prefer to plan ahead - but life gets in the way. It's true that I don't really like hard work (I either do something straight away or never get it done), when I do get down to something, I spend most of my time on it; I'm a bit of a perfectionist and worry far too much. Unfortunately I'm bang in the middle of my GCE exams right now, and I spend more time worrying about revision than actually doing any. I do tend to drive people crazy; I don't think they can work me out. I know I can't. I'd like to think I'm sensitive to other people's problems, but then I'd like to think I'm organized, and well, you know...

Right, that's me, and now I think it's about time someone did a profile of Dot. Here's my impression (deep breath)....

Early 40s, medium height, slim(ish), thickish curly brown hair that's starting to go grey, with bright blue eyes.

Very gregarious and chatty, loves a good gossip but always thinks carefully before saying something. Lives in constant fear of offending people. Sometimes very incisive, but occasionally gets things wrong and worries about it. Easily bored, she has lots of interests and is always looking for something new to occupy her mind with. Always has several adventures on the go at once. Accused of being both a busybody and a dreamer.

No insults intended, of course!

*

Would anyone else like to profile Dot? (Barbara)

From Ron Guest of Newark

While skimming through last November's Probe in an idle moment and turning a deaf ear to my wife muttering "do you ever have any others", I perched on Mary S-P's letter, "A Personal View of Men". At the time I thought it best to ignore or treat it with the disdain it deserves from my lofty male pedestal, as these petty little quibbles seem to be just part of the general female conspiracy to turn the completely inconsequential into matters of import. Then they have the cheek to blame us for all the wars.

I do not have the time or inclination to answer all the pinpricks in the letter, but will in as lucid a manner as possible clarify the Toilet Seat Issue. This seems such a vital preoccupation of the female mind, after marriage, that one wonders why it does not form part of the wedding ceremony. Of course in the cunning way of the courting female it is at that time completely ignored as a topic of discussion. In the outdoor loos at infant school, when they had not been removed by some enthusiastic boy with a bent for engineering, the seat consisted of two slats of wood firmly fixed to the pan, so no conscious decision on whether to raise or lower was needed.

Graduating to the higher school, toilets were not only inside the buildings but actually had hinged seats which faced us with a complex series of problems. If the seat was already down it was possible with skill to leave the seat down and fairly dry. Where you needed to sit on the seat it was usually possible to find at least one cubicle where the seat was or had dried out. As the toilets were segregated by sex, no complaints to my recollection were ever made.

However, at home for those unfortunate enough to have sisters, another problem arose, usually to the chorus of "mom he's peed on the seat again". So was ingrained in the boy's mind by his mother that the thing to do was lift and leave the seat up.

After twenty odd years of this ingrained and automatic action we come to the combination of marriage, Chinese good luck symbols and the number of magpies. Wives, when not feverously counting magpies or deciding the most advantageous place for wind-chimes, seem to blame the erroneous position of the toilet seat to be the reason for every turn of misfortune, from car breakdown to not winning first prize on the National Lottery.

Then Mary S-P suggests in all seriousness that men are not normal. The mind would boggle if it were not already seriously boggled by year of wedded bliss.

*

As the saying goes, "there's no answer to that", or is there? (Barbara)

PROBE'S 11th BIRTHDAY COMPETITION

This year the competition has been devised by Lorna Paterson who has been snipping out all the famous faces from every newspaper and magazine that anyone carelessly left unattended.

Show it around to your family and friends, and don't forget to send it in!

Don't worry if you can't identify all of them, perhaps no one else will either, so you may still win one of the marvellous prizes. In the event of a tie, the first name out of the hat gets first choice of the prizes, which are:-

1st "Sleepy Wizard" Myth & Magic Egg

2nd "Star Trek Memories" paperback book written by William Shatner

3rd "Tales of Terror" set of 4 Royal Mail Mint Stamps

ADVENTURE POEM by KEN WEBB

I've toiled alone the long night through
Against unyielding door and vicious Grue!
Devious puzzles rack my aching brain,
My pleas for help are all in vain.
Then morning comes, my post is here,
My Probe's arrived and all is clear.

Mentor's News Six

Vana struggled against my grip, but to no avail. Apparently resigning herself to the fact that I was fully in control of events, she glared at me, but then her gaze softened. She smiled, then she giggled.

"Dotran," she protested, in good humour, "don't be silly. You *know* that you have no intentions of killing me. Apart from anything else, I am your *comrade*. Your code of honour forbids you harming a *comrade*. Do Adventurers now stoop to murdering *women*?"

I returned her smile coldly, not allowing myself to be distracted by her words. "When a comrade lies to me, thereby putting my life in *more* danger, my code of honour *demand*s that I put that comrade to death. And less than an hour ago, you were demanding that I see you not as a *woman*, but as my comrade. Your sex doesn't enter into this. Tell me the truth, Vana, or die," I warned her grimly.

Vana's smile had faded as I spoke. As my words faded into silence, her face lost its natural colour. Fear entered her eyes as she continued looking at me.

"You...you *would* kill me?" It was obviously a new idea to her. For answer, I tightened my hands about her throat. Almost immediately, she began to speak:

"Perisca is an obscure island. Few know of its existence because it is the place from where the whole Southern Lands are ruled. The Sorcerer whom you seek - he is the dictator whose word is law throughout the continent."

I grunted angrily. It made a ludicrous kind of sense. I wondered how much *more* she had neglected to tell me. "And the island is heavily guarded?"

Vana shook her head. "No. There is no need. Perisca cannot be approached by sea. Terrible storms dash ships against impassable reefs."

"Then *how* do....."

Vana anticipated my question as I loosened my hands. "We can *teleport* there. That's what the stone circles are for - but it means announcing our presence to the Sorcerer and hundreds of his officials."

"And you weren't going to tell me *any* of this?"

She shook her head. "Dotran, I...I *wanted* to tell you, but I thought you might leave me now you have your freedom. I was hoping for an opportunity to tell you about Perisca when I was *certain* that you meant to keep your bargain."

I stood and retrieved my staff from where it had fallen. The setting sun pierced hundreds of branches, casting lund shadows across us. Letting out a deep breath, I sat a few feet away from Vana by a convenient tree.

After a few moments, I noticed Vana's eyes upon me. "I think," I murmured to her, "that we should camp here tonight and make an early start tomorrow." Vana opened her mouth to protest, but I forestalled her: "I need to think." I told her.

And even as I made the statement, a thought occurred to me. "Vana," I enquired softly, "tell me: *who* was your sister's owner?"

Vana's eyes looked briefly with my own, and then her gaze dropped to the floor. My spirits, already low, sank even further. I wondered what I had done in my previous lives to deserve such treatment from Fate.

"I suppose," I muttered with a lightness of heart which I was far from feeling, "that you were hoping for an opportunity when I was in, *especially* good spirits to spring *this* piece of

information on me?"

Vana glanced up at me, then quickly back to the ground. But in that brief second, I had seen the unshed tears which she was struggling to hide.

"Is there anything else I should know? Any *little* thing which *might* just have slipped your memory?"

Without looking up, Vana whispered: "Yes, Dotran. There is: *she* is his favourite...."

I closed my eyes, allowing another heavy sigh to escape me. I wondered how much slow impalement or public flaying would hurt. I had the damndest feeling that if I continued on this quest, I would find out firsthand.

I glanced again at Vana. "Successfully rescuing your sister," I informed her drily, "is *not* going to be as easy as it sounds. But there *must* be a way." I shivered suddenly. It almost felt as though someone had walked across my grave....

Vana gazed at me, eyes wide in disbelief. "You mean.....you mean that you'll *still* make the attempt?" she asked in incredulous disbelief. "Despite my deliberately misleading you, and keeping the full dangers a secret from you?"

I nodded. "Yes: I would still have agreed if you had told me everything that night in the ship. Except, I would have liked to have had more time to think about how it may be done."

Vana stood and left me alone. Some time later, she returned with firewood, and shortly afterwards a small fire warmed our immediate vicinity. I ate and drank mechanically, turning over and over in my mind the knowledge that I had to steal the Sorcerer of the Southern Land's favourite slave from him.

I lay down and absently pulled a blanket over myself, still turning the thorny problem over and over in my mind: examining and re-examining the possibilities.

My thoughts were thrown chaotically along other paths as a draught of cold air chilled me. I opened my eyes, frowning angrily at this interruption of my thoughts, and then lay dead still at the sight which greeted me.

Vana stood before me, naked, the corner of my blanket clasped pathetically in her palm. "Is there room for me too, Dotran?" she asked me, simply.

At my nod, she slid under the blanket next to me. Her hand travelled slowly across my chest. I felt her cold body trembling.

"Dotran," she murmured, "*thank* you for not giving up on rescuing my sister."

"Is *that* why you are now naked beside me?" I asked her, with genuine curiosity.

"Partly," she admitted. "But partly - as I said earlier - I *don't* want you to see me as your comrade *all* the time. I am here because this is where I *want* to be."

I nodded, and put all thoughts of the quest aside. There were, after all, more urgent and pressing matters to be resolved.

We continued on early the next morning in lighter spirits, despite the difficulties which we surely must face. By midday, we had long ago left the wood, and began the climb of a gentle hill. At the top stood a circle of stones.

As we crested the hill, I took an impetuous step forwards towards the closest of the stones which formed the circle. Too late, I sensed danger.

Instantly, hissing and breathing smoke, a silver dragon appeared before me.



CD GOINGS ON WITH THE AMIGA

by STEVE CLAY

The June issue of CU Amiga has a couple of interesting items in it. Firstly there is the results of a readership survey with the surprising result that 80% of those who responded own an A1200, even more surprising was that 43% had 8 meg or more of RAM. The second interesting item was, perhaps, inspired by the first. The preview section of the magazine concentrates on games under construction that are aimed at users who own at least a CD-ROM.

Amongst the producers included here are Vulcan who are to produce games on CD only. The reasons given are that "HELLPIGS" would take 22 disks and that DD disks are now considered non-standard by copying companies and also that CD packaging is cheaper. My main worry about this is that the number of CD-ROM owners out there in Amigaland is a tiny fraction of the number of PC CD-ROMS and the number of Amiga users is decreasing rapidly. The decision to produce for a minority format on a minority machine, while laudable in some ways, does not strike me as sensible business practice.

My other concern is the cost of upgrading a basic A1200 to operate these new games. All Amigas come with a disk drive but none with a CD-ROM. A 16 speed IDE CD-ROM for a PC costs around £100. For a 4 speed CD-ROM for the Amiga you will pay £130 and you can almost certainly guarantee that an 8 speed drive will be the thing to have in six months time, so buy one now for £180. The new CD-ROM is going to grab some memory so it will be as well to upgrade your RAM at £49 for 4Mb or £70 for 8Mb. Going for the cheapest options you can expect to fork out £200 for the CD-ROM and extra memory. Added to this though is the price of an accelerator which can cost from £100 up to some £400 dependant on how much speed you need.

So £300 to play CD games which is, of course, on top of the cost of your machine in the first place. All this applies to the A1200 as the games being previewed were all AGA. So if you go ahead and upgrade your machine will the new standard CD and its cheaper packaging mean the games will be released at £9.99 or even £7.99? Why do I picture publishers stating that due to the extra development costs incurred in producing bigger games the retail price will be £30+ (Am I just a cynic?)

One of the games mentioned is "MYST". This first appeared on the PC and only by chance was an Amiga version commissioned. Due for release in the summer, this game requires AGA, CD-ROM, '030 processor and 4Mb minimum although an '040 processor and 8Mb are the recommended requirements.

A letter in the magazine mirrors my thoughts in that with the cost of upgrading the Amiga being so steep people who wish to play games like "DiscWorld", "Myst", "Doom" and "Tomb Raider" but who don't want to splash out on a PC would do well to invest in the Playstation, given its recent price cut. This is a CD based system that has the games mentioned available for it already!

Finally with regard to Vulcan's decision to move to CD only, I wish them well with their venture but I can't help feeling they may well have bitten the hand that fed them.

NOW THERE'S AN IDEA!

by STEVE CLAY

Peter Clark's article on ideas for games and puzzles got me thinking (aparently you could smell the mud burning a street away). It has been said that there are only seven stories and everything else is a variation on a theme. I have no idea what the seven plot-lines are but there does seem to be some truth in it.

The same could be said for adventures although I would say there are only three different plots: The treasure hunt, the rescue and the banish the foe plot. I accept that there are hundreds of different ways of interpreting the three plots but grind them down and you get one of the three. Example: Your spaceship crashes and you need to find replacement parts. (Trasure hunt. The spare parts are the treasure). To save your land you have to retrieve the Orb of Smell-E-Fut to banish a curse. (Treasure hunt or rescue. The Orb being the hostage.) Even a detective game is a treasure hunt with the clues as the treasure. The further I go with this I think that maybe all games are basically treasure hunts!

I realise that this simplifies things to a great extent but the point I have spent around 200 words trying to make is that - (As an aside I bet somebody has counted the words!) - the idea for the game is not as important as the implementation of the idea and the added twists and turns the author puts in.

The setting, as Peter said, will make a difference but only to the objects and locations. Take a basic kidnap plot: "Prince Googly has been kidnapped and the player, his faithful servant, must rescue him." Now the author has a start and end to his game - the end being the rescue of Googly - it is the filling between that will make the game different. The author could decide that the player knows where his master is being held and the player must battle his/her way through an enemy infested land, donning disguises and avoiding the enemy before penetrating the lair and carrying out the rescue. Or the player may have to spend much of the game searching out the Prince by questioning people or carrying out tasks to gain information. Or the ransom for the Prince may be something valuable and the player needs to take the object to the enemy lair but the officials of his own country don't want the object to leave. Or (last 'Or', honest!) the player may have to seek out some valuable objects (Treasure hunt) in return for your master. Added to all these could be the end game where the player must destroy the enemy and thus save the land!

Puzzles are a different matter. I wish I had a sure fire way of creating a good puzzle. I don't know how other authors work but I have a system of ratings as regard to the difficulty or complexity of a puzzle. Level 1 puzzles are straightforward unlocking things or giving objects to other characters and similar simple objectives. The actual obtaining of the objects to open things or the items the player gives away may well be obtained via puzzles from a higher level. Level 2 & 3 puzzles will be more complex and require the player to do a lot more work to solve them.

One way in which a puzzle can be developed is by working backwards or thinking laterally from a simple action and adding to the complexity of the puzzle. This type of puzzle can add to a depth of a game and increases the enjoyment of the player. Example. The player reaches a chasm. There is a sturdy iron wheel nearby that when turned lowers a bridge into place over the chasm. Left at this the player would soon be over the chasm and it is not really a puzzle just something to do. The player tries to turn the wheel but it's stuck for some

reason. So the puzzle is a level 1 puzzle as the wheel needs something to shift it, whether that is via use of a strength potion, oil or by employing another character to do it. If the solution is that simple it stays a level 1 puzzle; however, what if the ingredients of the potion have to be collected, or the oil needs to be carried in a vessel, or the strong character will help for a fee or the return of his pearl-handled knife.

Where ideas come from is another mystery, but one idea for a situation came to me after reading Barbara's comment in the "All In A Day's Work" review regarding a spoof X-File game. The situation would arise with the investigators going to see the bunch of conspiracy theorists [*]. The problem would be that these guys are so paranoid that they would not let Skull and Wolf – (Two spoof character names there) – in because they think they could be clones. They would ask questions of the two agents but even if they get the answer correct the theorists just say "Lucky guess!" How Skull and Wolf do get in I don't know, maybe via use of an alien autopsy video which the theorists know to be genuine because the government have been covering it up for years. They don't consider the video to be a conspiracy by a film-maker to make a huge amount of money. I have no intention of writing an X-File spoof but if anybody is or does please don't call it the Y-Files!

[*] The Sloane Rangers?..Barbara

TEN UNANSWERED QUESTIONS RAISED BY NURSERY RHYMES AND FAIRY TALES compiled by DAVID HEBBLETHWAITE

1. HANSEL AND GRETEL – In the witch's cottage, what was the privy made out of?
2. THE GRAND OLD DUKE OF YORK – Just why did the Duke march his men to the top of the hill and down again?
3. RAPUNZEL – If Rapunzel's hair was long enough to do down the side of the tower, how did she keep from tripping over it when walking?
4. HUMPTY DUMPTY – What happened to Humpty's yolk when he fell?
5. LITTLE RED RIDING HOOD – If Red Riding Hood didn't realize the Wolf was pretending to be her grandmother, what did her grandmother look like?
6. SING A SONG OF SIXPENCE – If blackbirds were baked in the pie, how come they were still alive to sing when the pie was opened?
7. THE THREE LITTLE PIGS – Why didn't the pigs bring in a reputable builder to build their houses?
8. LITTLE JACK HORNER – Did Jack get in trouble for playing with his food?
9. THE WIZARD OF OZ – How could the scarecrow know he didn't have a brain?
10. JACK AND JILL – What happened to the pail of water when Jack and Jill fell down the hill? Didn't it spill? And if it did, why didn't someone go back for another?

ALTERNATIVE SONG TITLES

by DAVID HEBBLETHWAITE

Here's another selection of song titles that don't quite roll off the tongue.

1. Sudden crisis relating to adolescence.
2. Located at a Yorkshire heath whilst not in possession of a covering for the head.
3. Exclamation to a woman whose name is synonymous with songs sung at Christmas.
4. It is my desire to escape from these circumstances.
5. Request to male parent not to launch himself from the upper covering of a building.
6. I operate a motor vehicle for the complete duration of the nocturnal hours.
7. Motion of a South American river.
8. Flight of steps ascending to celestial abode.
9. Catastrophe connected with excavation in an American city.
10. Not in its correct place, but in an unknown location.
11. Continental land mass to the south of Europe.
12. Swinging from side to side in locations throughout the planet.
13. Piece of correspondence to a famous Liverpoolian musical group.
14. Young females from the part of a town in a direction 90 degrees to the left of north.
15. You should not terminate the festivities.
16. Unable to be not remembered.
17. At an undefined place above an arch-shaped band of colours.
18. Musical tune that has been released from its previous restraint.
19. Expression of extreme gratitude.
20. Attentively observing individuals who solve crimes.
21. Large, maned feline is in a dormant state this evening.
22. Giving up something valued for the sake of something more important.
23. The amount of time required for it to be accomplished is merely sixty seconds.
24. Encouragement to experience the sensation of loud sound.
25. Communication contained within a glass vessel.
26. Small motorized bicycle which is fashionable.
27. Extended period of recreation during the warmer month of the year.
28. The age group to which I belong.
29. Sedentary on the wharf at the inlet of the sea.
30. Stress pattern of liquid precipitation.

ADVENTURE MEMORIES WHIRLING AROUND PT 10

by JON SCOTT

It was 17th January 1988 and, as Bob B. Dazzler strolled out of his bedroom into the upstairs hallway, he had a rather cheesy grin on his visage. The day before he had bought himself an Amstrad which he gave the appropriate name of "Alan", which he was sure Mr. Sugar wouldn't mind. In fact, Sugar would probably be delighted if he knew, but Bob wasn't going to indulge the computer magnate's ego. But then you could say that Bob is a "computer magnet." So Bob made his way to the landing with a spring in his step. He began descending the stairs, but the euphoric karma he seemed to be afloat in was too much for him; it affected his co-ordination. So it was with many cries of, "Ow!", "Agh!" and, "Crumbs!" that Bob went hurtling down the stairs. He managed to get by unscathed, as Ros observed as she picked her husband up.

"Bob, you ought to be more careful!" exclaimed Ros, EXAMINING Bob CLOSELY. "If you break your upper vertebrae, don't you realise you're finished."

"Well, I'm okay, Ros. I'm just practising my stair-rolling," replied Bob sarkily.

"Stair-rolling? Are you being sarky?"

"No, it's a valid sport. You stand at the top of steps and tumble down. It's great fun."

"I believe you, but thousands wouldn't," said Ros, eager to avert an argument by any means possible. "How's about we have a look at the Amstrad?"

"Yes, as long as you don't commandeer it, that is."

Ros cackled mischievously. "Yes, you would. Without a single, solitary doubt."

So Bob and Ros (or Ros and Bob, whichever way you look at it) approached the INNER SANCTUM in which the new computer was stored. Its screen exuded a majestic glow as they switched it on: they were overawed. And they hadn't even loaded it yet, so it was with delight that Bob placed a SILICON DREAMS tape that he'd purchased into the 'corder and loaded in the magnificent SNOWBALL. The couple had never experienced this brilliant piece of adventuring genius, but they began exploring its many locations . . .

"Well, Bob," said Ros as they sat down to lunch, energetically prepared by Bob. "While you were cooking, I got a bit further on in the game, but not much."

"No wonder with 10,000 locations or whatever it is."

"Yeah, true enough! Though I think a fortnight or so of solid playing should yield some results."

"Oh, yes. And a very large sheet of paper."

"Why?"

"To make a map, of course."

"Nice one."

"Then again, we have another choice."

"What's that, Bob?"

"Play WORM IN PARADISE and RETURN TO EDEN now and leave SNOWBALL to last."

Ros pondered this suggestion. "Hmm. That would be a cowardly way of approaching things, but it's a jolly good idea!"

"Never mind if it's chicken, it will get us out of a fix!"

"Couldn't agree with you more, Bob. Let's save our position in SNOWBALL and load up WORM IN PARADISE!"

So, as the couple rushed off and discovered that they could not locate a single blank cassette in their entire house, they began to panic. It was with trepidation that Bob slipped into Audrey's bedroom, retrieved one of her NKOTB tapes, and fled the scene of the crime. As Bob stuck selfotape on the cassette, Ros eyed him sinisterly.

"Are you sure that's wise? Audrey will kill you if she finds out you took her New Kids On the Block album," she pointed out.

"Yes, it's all drive! anyway. She won't be missing much. Now let's get our position saved and get back to business."

"Audrey! I'm sorry! I'll buy you a new NKOTB cassette!" screamed Bob as his young daughter pursued him with a chip-pan of boiling fat. "I'll buy you all the new albums and the singles!"

Audrey replaced the chip-pan and smiled. "Thanks, Dad. I look forward to them."

Bob struggled back to the sofa on which Ros sat and lay down. "Phew! Thought I was done for there."

"Ha! You should know better than messing with the lassie."

"I know, Ros. Do you want to see my new game?"

"What, the one you've been working on? You don't mean MINER MEMORIES, do you?"

"Oh, yes."

Ros jumped to her feet. "Well, let's get stuck into it then! I can't wait to see it. I didn't know it was finished."

"Actually, it isn't, but it's nearly ready. Why don't we give it a whirl."

"It's grrreat that you can do me a favour while you're playing it," remarked Bob."

"What would that be exactly, Tony the Tiger?"

"Oh, nothing much. Just the usual, y'know?"

"I.e.?"

"Spelling, grammar and punctuation corrections."

Ros sniggered, as if she'd thought he meant something sexual. "Oh, all right then, let's get it sorted, shall we?"

Ros set up the Spectrum and loaded in MINER MEMORIES. Ros began playing and she found herself becoming more engrossed in the game scenario as she wrote page after page of corrections.

"What do you reckon, Ros?"

Ros grinned cheerfully. "It's brilliant."

Six months later in Newcastle's chic-est restaurant sat Ros and Bob, not to mention the kids (in the creche area!). Bob was celebrating the superb sales that had resulted from the release of A MINER'S LIFE and MINER MEMORIES on the popular Sixteen Sides label.

Bob, drinking a glass of champagne, turned to his wife. "This is luxury."

"Oh, yes. But how come you got the cheque for £4,000 when the games didn't impact on the charts at all?"

"Maybe not on the British charts, but it sold many copies in France and Spain. It was the fact that it was a monster hit in Guatemala that made the most cash."

Ros chuckled. "Are there a lot of miners there, or what?"

"Could be, I suppose," said Bob as he tucked into his 'vichy chose'.

"I've got some other special news for you. I'm expecting!"

Bob collapsed in shock. As he regained consciousness, he turned to Ros and said, "We have enough trouble with the present lot! How could you?"

"Me? Don't forget you had a big part in it!"

"Oh, I suppose so. By the way, can we call the baby 'Clive'?"

THE END

A PUZZLE sent in by LEE MORRALL

During the Second World War, a bomber plane soars through the sky above the enemy land below. The pilot opens the bomb bay doors and engages the bomb-release mechanism. Although the bomb-bay doors open, and all is in perfect working order, the bomb does not fall! Why?

Answer in next month's issue.

CLASSIFIED ADS!

by STEVE CLAY

POISONED FRUIT!! Yes you wicked old Queens! You can now inflict poisoned apples, pears or peaches on that beautiful step-daughter of yours with a written guarantee that only a true Prince can wake her from her cursed sleep. None of this Baron or Earl or Fairy well-off in a local kind of way rubbish. The bestower of the kiss has to be a true blue-blooded royal. (Victims can be woken using the antidote provided in case of accidental poisoning)

PRICE: 1 Gold piece per punnet.

HOW DO YOU CATCH A RABBIT? Answer: Hide behind a bush and make a noise like a carrot. This pocket-sized wonder does just that. In fact it impersonates the sounds of over twenty vegetables and fruits. These sounds are inaudible to the human ear but to other creatures they sound like the real thing.

PRICE: 1 Silver piece.

[Note: The phrase pocket-sized refers to a standard 18 inch by 10 inch deep pocket]

TOILET ROLLS: Are you always peckish on the throne? This selection of healthy toilet snacks come in hygienic wrapping and allow you, as the makers claim, to 'Snack as you Cack'. A variety of fillings are available including favourites such as Cheese and Pickle, Cheese and Onion, and Peanut Butter with Jam. All these products have a lengthy shelf-life due to the liberal use of preservatives.

PRICE: 1 SP per dozen.

TROLL SPOTTERS GUIDE: This is an ideal companion for adventurers who want to know more about their enemy. Now you can tell at a glance whether the creature pursuing you is a lower mountain troll who like to roast their victims alive before consuming, or an underworld troll who will pickle you in a lethal cocktail of liquids and eat you next winter, or just a plain mountain troll who are herbivores; they still kill you they just don't eat you. All this knowledge is at your fingertips. All "Spotters Guides" have an amusing 'Don't Panic! Run Away!' legend on the cover. Other guides include Orcs, Dragons and those big floating eyeballs from Black Crypt.

PRICE: 1 SP each.

PEARLS OF WISDOM: The ideal gift for the woman with everything. A single row of pearls that impart little nuggets of knowledge at the pressing of a discreet button fitted into the clasp. A Wow! at functions and parties. Built in snooze feature to avoid embarrassing chattering pearls.

PRICE: 1 GP each.

ADVENTURE HELPLINE: A handy pocket-sized device that plugs into a standard dungeon two-pin socket and gives you instant access to the central office of on-line helpers who can hopefully guide you through your current predicament.

The standard socket is now being fitted in most new dungeons and some of the older establishments are installing. At present nearly 6% of dungeons are equipped for 'Helpline'. It is hoped that within ten years this coverage will have doubled.

PRICE: On application, subject to status, monthly fees to be paid plus line rental and server fees. Helpline will not be held responsible for injury or death resulting from poor advice given.

PRODUCT INFORMATION: The item - 'ORC REPELLENT SPRAY' - advertised in our last catalogue should have been described as 'ORC ATTRACTION SPRAY'. We hope this error has not caused any distress and hope you continue to enjoy using it.

THE CHANGING NATURE OF THINGS by MARY SCOTT-PARKER

How hedgehogs get from A to B
Remains a mystery to me.
Expectancy of life is short
Since God designed the juggernaut.

The seagull chick wants to survive
Yet has to fight to stay alive.
How could he know that God plays tricks
Like dumping oil and making slicks.

Pollenating trees and flowers,
Buzzing happily for hours,
Life was simple for the bee
'Til God came up with DDT.

To the salmon in his crystal loch
The truth was a tremendous shock,
He watched it all slip down the drain
When God poured out his acid rain.

The new-born calf's in for a treat,
When God has helped him to his feet.
He'll venture to the farmyard gates
To sniff the unfamiliar crates.

Life has not been fair at all
For many creatures, great and small.
When they decide to make amends -
God help Homo Sapiens!

A JOKE sent in by WYNNE SNOWDON

Heard on a golf course one day –

JACK – What do you think of this golf ball? It's got all the latest technology.

PETE – Why is it shocking pink then?

JACK – So you can find it if you play in snow. It's a no lose golf ball.

PETE – What if it lands in deep water?

JACK – No problem. At a depth of two inches a bleeper fitted inside is set off and goes Bleep, Bleep, Bleep, etc. Like I said, you can't lose this ball.

PETE – But what if it falls in long grass or in the middle of thick bushes?

JACK – No problem. You use this remote control to set off a bell hidden inside and it goes ring, ring, ring. You just can't lose this ball.

PETE – Gosh, that's wonderful. Where did you get it?

JACK – Oh! I found it.

CAN YOU PLACE THAT FACE?

This month they are from the world of entertainment, I think!



ANSWERS TO LAST MONTH'S "PLACE THAT FACE"

From left to right –

Cherie Blair, John Prescott, John Gummer and Michael Heseltine.

REVIEWS

WARLORD

Reviewed by Dorothy Millard on a C64

The object of "Warlord" is simply to find the missing gold. The game commences with you in a wood with a cave to the north. The log is too heavy to pick up so you visit a nearby hut where the grumpy dwarf won't let you take his gold. Warm him up and you are on your way again. Entering the cave is a little tricky - a clue is that there are three tunnel entrances. The axe is your means to crossing the ravine where you will meet a giant guarding a box and a chest. Back into the cave and you discover a dragon barring your way. Once past the dragon you will find the key to unlock the chest and discover the gold. "Warlord" is a small public domain game.

THE ULTIMATUM

Reviewed by Dorothy Millard on a C64

Somewhere in central New York there is a group of terrorists with a detonator in hand that holds 54 lives in the balance. A terrorist group has just threatened to blow up a skyscraper at 9 o'clock tonight unless we give them use of the U.S.A.'s top secret weapons. We have no choice but to refuse, for the sake of world security, so you must reach them and stop them by stealth. We have given them no answer yet, but at 9 o'clock they will destroy the scraper and dozens of lives will be lost. You have just one hour - the U.. is relying on you.

This is a graphical adventure which uses two word commands. You start the game on 25th street in the centre of New York. There are lots of clues throughout the game which makes it suitable for newer adventurers. Inventory management is important as you can carry only five items and you must be carrying certain items at the end in order to deal with the saboteurs.

THE PYRAMID

Written by S.W.Lucas

Reviewed by Dorothy Millard on a C64

The object of "The Pyramid" is to enter the pyramid of Rubyn, find the Ruby of Lilis and leave the pyramid alive with it. You start in the desert at the entrance to an enormous pyramid. Entering is a simple matter and you find yourself in a gloomy chamber. Pulling a lever will reveal a secret panel allowing access into a vast chamber containing a necessary object and some red herrings. Crossing the pit you enter a vast hall containing a scroll which translates to read "Beware of the Fish". Swimming across the lake you enter the hall of the gods which appears to be a dead end and contains a deadly casket. If you can say the password a creature will show you into a passage littered with bodies. Entering a room of mirrors you will find the ruby of your search, and now must find a way out past the giant statue to escape the pyramid.

"The Pyramid" contains lots of red herrings which can be ignored, but is basically a simple game which kept me amused for a short while. There are no bugs which affect the playability of the game and locations are described adequately.

THE LOST MOUNTAIN

Written by Sam Roberts

Reviewed by Dorothy Millard on a C64

You are a fit warrior in a strange land. You have no weapons, no money, and need a break desperately. You are in a small town and have heard that a large colony of dwarves used to inhabit an ancient mountain in the distance. It is said that the one who returns the Rod of Power to the resident dwarves will be rewarded greatly. You are asked if you accept the quest, which of course you do, or there would be no game!

When "The Lost Mountain" commences you have to build a character similar to role playing games. However, I persevered and discovered a fun game in there, despite the role playing characteristics. You have a choice of playing as a warrior, cleric or magic user. Magic users have more powerful spells than clerics. If you play as a warrior you don't have magic spells to use. The number and quantity of magic spells is determined at the start of each game and include Magic Missile (three high-damage missiles), Eternal Light (lights your way and there is no need for torches), Cure Heavy Wounds (regain up to 10 battle points), Cure Light Wounds (regain up to 6 battle points), Sleep (sends monsters to sleep), Protection from Evil (protects from attacking monsters), Invisibility (you can't be struck or injured) and Detect Evil (detects monsters in an adjacent room). If using torches you will need to purchase approximately 10 at the start and when the torch goes out simply relight another. When you are asked to choose your weapon the game is waiting for you to input a number. It is necessary to ensure your battle points are as high as possible and at least over 60.

Starting in a small village courtyard, the fountain will spew forth gold if you answer a riddle correctly, allowing you to purchase supplies in the nearby shop (and torches if playing as a warrior). After a visit to the local inn a strange man will lead you to the mountains where you will meet a troll. Be careful climbing the poles, one and three are safe, but pole two ends the game - you will be teleported. From here you will need to fight or use spells on various creatures, as well as solving the normal adventuring problems, such as finding the power stones to activate the rod, searching for the hammer and axe. You will need to obtain wood and nails in order to repair the boat and cross the lake. There is a wall safe to discover and a bridge which needs to be activated. Once across the river to the eastern bank you will need to build your strength with the potions or healing spells before you fight the stone golem, wizard and rats. Once you have the rod with the stones inserted you are able to teleport back to the village courtyard where the fountain is and return the rod to the dwarves who lavishly reward you.

Playing this game I found the Action Replay cartridge invaluable to save my position regularly as the game has no save facility, so that if you get killed when fighting a creature or run out of energy, you can simply restore your previous position and try again.

"Warlord", "Ultimatum", "The Pyramid" and "The Lost Mountain" on C64 PD Compilation #10 - price £1.50 (tape and disc), available from Adventure Probe.

FEARS

Reviewed by Steve Clay on an Amiga A1200.

PC and Playstation owners will, no doubt, be familiar with the "Doom" series of games and the numerous clones that it has spawned. Amiga versions of "Doom" appeared after the A1200 hit the streets and programmers were able to obtain the speed needed to shift a 360 degree landscape around. Needless to say the Amiga versions are slower and graphically inferior to the versions on other formats, but to be fair these games rely as much on the actual gameplay and atmosphere as they do on graphics. "FEARS" is one of several "Doom" clones available for the A1200 although it is the only one I have played on this or any other format, so I can't compare it.

So what is "Fears" all about? Professor Bloodheart feels that Dr. Frankenstein had the right idea when he created his monster. Bloodheart though has the genetic engineering to help him. So he gets down to some serious tomfoolery and creates a set of genetic mutants (Jenny Who? The Cat. Red Dwarf) These mutants will be used by the Prof to take over the world. You have been captured by Bloodheart but somehow you have escaped his clutches. Your task, if you accept it, is to fight through the mutants until you reach and destroy the old mad one himself.

The game takes place in a tower complex in which you are able to find potions, weapons, ammunition, traps and of course roving mutants. There are 30 levels to "Fears" with twelve different monster types including, according to the manual, an invisible monster but I haven't seen it yet. The game is viewed in the first person perspective and you are able to move in a full 360 degree environment allowing you to approach junctions from any angle you like. The game can be played with joystick, mouse or keyboard. Using the keys gave the best feeling of being in control, the mouse and stick tend to be a bit jumpy. The graphics are not brilliant, being quite blocky and occasionally messy as you move. The monsters are poorly animated and are not very imaginative in their design. Your score, health (it's vital to keep an eye on this) and ammunition totals are displayed at the top of the screen while a graphic of an arm and the weapon you are using is shown at the bottom. To speed the game up you can switch off the wall texturing and have just plain walls and floors, however any benefit from a speed increase is lost because the atmosphere of the game vanishes and everything blends into a blue and brown mess. The soundtrack is suitably eerie if a little quiet, and the in-game FX are good.

So given the plotline is thinner than three-pairs-for-a-pound-sports-socks, and the graphics are nothing to write home about, and the complex puzzles boil down to pressing switches to lights from red to green, why is "Fears" one of those games that is hard to put down? Simple! You creep around a corner weapon at the ready. You know there is a mutant nearby. Edging slowly forward along the wall towards a stairwell you see a flash of red, you loose off a couple of rounds only to realise that it is a corpse of a mutant you met earlier. Moving forward, slowly edging around, and suddenly a mutant is upon you, blasting you, causing you damage, you shoot and the mutant dies. The stairwell is clear, you swing around and approach the stairs, only to discover a second mutant waiting there. Or, when you activate a door and as it slides open, you see the welcoming committee.

Or your health is down to dangerous levels and you need to find that store of first-aid packs and avoid any contact with the mutants. Just then, you see a mutant and are struck by a blast, in panic you set off down a corridor. Suddenly the wall is flying past your face as you fall down a hole. You land still facing the wall.

Your health points are clicking away rapidly. You turn around and find you are up to your neck in lava. It's not too long before the screen turns red and you lose a life. You get so involved in the game and trying to reach the end of the level it is hard not to have one more try. Better still there is a save option which allows you to save at the end of a completed level. In conclusion I would say that "Fears" has bags of gameplay and this outshines the disappointing graphics. Included with the game is a level designer allowing you to create your own levels.

Available from: Special Reserve - £14.49, or from Premier Mail Order - £7.99 for "Fears" or on the MANYK MAYHEM COLLECTION with "Legends" and "Roadkill" for £14.99. Cheques/PO to Premier Mail Order, 14 Orwell Court, Hurricane Way, Wickford, Essex, SS11 8YJ (p&p Included)

HAMPTON MANOR

Written by Art LaFrana

Reviewed by Dorothy Millard on a PC

It has been a long time since you had a vacation. Well, it's not really a vacation, more of a retreat. You told your publicist you wanted to find a place with the right atmosphere for the horror novel you are writing. He really outdid himself this time! How he was able to get you to Hampton Manor for a month's stay is beyond you. It is empty and was for sale until a judge took it off the market. The last owners just disappeared and since seven years have passed the heirs are fighting it out in the courts. The manor has been on a few of those strange-but-true TV shows and has been written up in many similar magazines.

Stopping in town you asked about the place and people became visibly upset. Now, standing outside the gate, you can see why. You get the feeling someone or something is watching you. Now if you can just remember where your secretary said they hid the key you will be all set. Taking a deep breath you get ready to enter Hampton Manor.....

Hampton Manor has had a dark history. Murder, suicide and disappearances have gone on for almost 100 years. Even as an author of horror, you feel a little uneasy. You have had nightmares about the place and some of them seemed a little too real. The last family to have lived there disappeared a little over seven years ago. Since then the manor has remained empty. Your publicist, Charlie, was the last person to have been in the manor. He was checking the place out in advance of your arrival. The doctors are still trying to help him.

You are free to wander around and explore inside and outside the house, once you find the key. Charlie hid the key, but since he isn't talking too coherently your secretary isn't sure of its location. You must try to find out what has been going on at the manor for the last 100 years.

This is a very well written game with atmospheric locations and a great storyline. I really enjoyed playing it. I played it partly on the Amiga under emulation but had to complete it on the PC because at one point the colour scheme changes because of the fog, which was fine on the PC but on the Amiga I couldn't see anything at all on the screen.

There is a maze in the catacombs, but a map is provided, and if you wish to map them in the conventional way of dropping objects it isn't too difficult and there are plenty of objects around which can be used. This isn't an easy game and you will need your thinking cap on to work out some of the puzzles, but on reflection they are all logical.

HAMMER OF GRIMMOLD

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

The Hammer of Grimmold is the dwarves' symbol of health and virility, and has been stolen by the evil magician Valk. The King of the dwarves, Grimmold, has ordered you to recover this priceless artefact from the Citadel of Valk, and thus bring joy back into everyone's life. The only other thing he will say is that if you meet someone who is a friend, then saying the name Grimmold could be to your advantage. Pity he doesn't also tell you how to tell if someone is a friend...

Well, here you are again at the edge of yet another forest. (I'm sure it's the same one every time – Jack just disguises it well.) In the space of a very few moves you realize that you will need some kind of suitable footwear before travelling in the south of the forest, so try the other direction. Shortly you will be dealing with several problems at once, including a woodsman, a bar full of ruffians, a large dead giant, a drunken traveller and a blind beggar to name but a few. You will also find a band of dwarves desperately trying to build a bridge across a ravine, and you must find a way to assist them.

Having done all of that (phew), you should be able to sneak into the citadel. At first I wondered if this was going to be a replay of "Dark Tower", but no – there are only two floors and plenty to do, especially on the second floor, including a dragon, a genie, a vampire and a giant rat. When you have finished all that, you still have to face Valk himself, before reclaiming the Hammer and going home.

A must to play if you haven't already.

Spectrum (tape, +D and +3), Atari(e), Amiga(e), PC(e) and MAC(e) versions available on Deep Waters Vol. 1 (6 titles) compilation, £5.99 from Zenobi Software.

Atari ST/STE version on a compilation with "The Mutant" and "Domes of Sha", £2.99 from Zenobi Software or Adventure Probe.

C64 (tape and disc) version, £2 available from Adventure Probe.

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

HIDE AND SEEK

Written by Edwina Brown

Reviewed by Peter Clark on an Atari under Spectrum emulation

This is Edwina's first game and takes place in the land of the Little People in a town called Seahaven. You are Albert and one day your friend Dido, who is the local schoolteacher, calls and tells you that Hedda, who is the nasty of the game, has stolen all the letters of the alphabet. She has hidden them all over the town, thus preventing the children from learning to read. Dido asks if you can help find them for her and gives you a satchel to put them in when found. She tells you that some of the letters may have been changed from their usual form into something else. She then gives you a magic wand that will change the letters back to normal if they are tapped with it.

The game starts in your own house which consists of a Living Room a Kitchen and a Bedroom. Careful searching here will produce some useful objects. I then decided to go out into the village and see what I could find. I was not sure just how some of the letter had been disguised but it was not long before I found out. Quite near your house I discovered a bus queue which refused to answer me when I talked to them. I don't think it would be giving anything away here to say that tapping the queue with the wand produced the letter Q.

Some of the letters can be found in this way and they are certainly not quite so obvious as the bus queue. It is important to talk to and react with the characters that you meet along the way and some of them more than once. It is necessary to prevent a pixie being bullied, find something for an elfin boy who tells you he has lost his marbles, and a fairy who has lost her homework book. You will also have to contend with a snake, a crab and a tractor that blocks the road. As there are 26 letters in the alphabet which all have to be found and other obstacles to be overcome along the way, there is no shortage of problems to solve.

If I had to find fault with anything it is with the fact sometimes Search and Look In or Under cannot always be used. This is a problem that occurs with the use of PAW and, as this is Edwina's first game can certainly be excused. I found only one bug. At one location you cannot buy something although you are carrying a coin. I have passed this information on to Edwina and I'm sure it will be corrected.

This is not one of the most difficult adventures that I have played and I would put it in the medium difficulty group. Even though the novice adventure will not find the game too difficult, there are certainly enough puzzles in it to also make it a worthwhile purchase for the more experienced player.

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

JACK AND THE BEANSTALK

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

Everyone knows the story of Jack and the Beanstalk don't they? Well, given the "Lockerby" treatment, maybe not as well as they thought!

You start the day in your kitchen where you see your mother, sobbing. Talking to her elicits the fact that the rent is due tomorrow and there is no money to pay it. Therefore she tells you to take the cow and sell it. Simple enough, but first you have to find the cow and then take it to the market place. Taking the barn key from your mother, you make your way to the barn, where the cow placidly waits for you. Looking around, you can find a back road round the farm, and a rain barrel full of water. Examining things should locate a rucksack which carries most things you collect, and a handful of corn. Getting the cow will make the said beast follow you everywhere, except into the house! Returning to the kitchen, mother hands you a penny and sends you on your way.

Moving west from the farm eventually brings you to the market place where you can buy a lantern for the penny, and swap the cow for a handful of mouldy beans. Reluctantly you take these back to mother who promptly throws them out of the window and sends you to bed. Lurking in your bedroom you will find your very own teddy bear. Sadly though, he is in need of some repair. Miserably you sleep until morning....

Next morning you waken to a great day, and rush downstairs and outside to find a giant beanstalk has grown during the night. Well, you must climb it of course, and getting to the top you find a signpost pointing in two directions. One way leads to an elephant-sized dragon who flatly refuses to let you past so nothing doing there for the moment. Backtrack and follow the other path which leads to a dark cave. Let me say that if you didn't buy the lantern you will get no further as the cave floor is pitted with deep holes, just waiting for you. At the back of the cave there is some graffiti on the wall, which, when read, should enable you to pass through. If you haven't located a ring by this point, you need to backtrack as you won't get much further without it.

On the other side of the cave you will find a road leading to the giant's castle and examining the door will enable you to enter. Here you will need the secret of invisibility, otherwise the giant will see you. Looking around locates a stove on which stands a kettle and a teapot, and also some stairs leading up, but you are unable to climb them. Moving west you find yourself dumped down a rubbish chute, and the rubbish needs to be carefully looked through to find something that can be used in place of money. Moving on, you can either travel through a tight squeeze which finds a tree and a path leading back to the top of the beanstalk, or you can enter a small hamlet. The tree bears further investigation as it contains something you will need later, and in the hamlet, the mayor asks you to rid them of the dragon. Scout around here, for there are several things you will need later. If you manage to buy a book, make sure you read it thoroughly to learn a special skill you will need further on.

Right, back to the castle and that rotten old giant. By now you should be able to climb those stairs, at the top of which you will find the giant's bedroom. Resist the urge to explore further at the moment as you won't yet have all you need to complete the game. If you have managed to locate a rope and hook you will be able to find a rather large bed-bug, but if you want to get it out of the castle don't go via the rubbish dump, as a lousy rat comes along and steals it.

Having found out how to deal with the dragon (I found out accidentally!), you should be in possession of a dragon scale and a sword, so you can go back to the castle and explore further upstairs. Before you do, you must find some way of making sure the giant stays asleep. (Just remember that tea pot must be entered as two words otherwise you could end up like I did.

Further on upstairs you will come across an extremely large spider's web complete with extremely large spider who has no intention of letting you climb the web. Having despatched him rather messily, you finally manage to locate the golden goose. However, she needs feeding before she will oblige with a golden egg. Having stolen the egg, you need to rush it straight back to mother, so head for the beanstalk and climb down. You will hear the giant hot on your heels all the way, so in the time honoured fashion, chop the beanstalk as soon as you reach the bottom. Oh dear, didn't you find the axe? And if you did, did you remember to sharpen it. Whoops! Reload and start again....

This is a cracking game, not very large, but plenty to do. If you haven't got it in your collection, you don't know what you are missing.

Spectrum (tape, +D and +3), Atari(e), Amiga(e), PC(e) and MAC(e) versions on "Deep Waters Vol.1" (6 titles) compilation £5.99 available from Zenobi Software.

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

C64 (tape and disc) version £2, available from Adventure Probe

The Adventure Workshop

Adventures for the PC

PC Games

These games have been written or converted to run on the PC without the need for any emulator or other software.

THE DARKEST ROAD by CLIVE WILSON	Price £5.00
THE UNBORN ONE by CLIVE WILSON	Price £5.00
'Twas A TIME OF DREAD by CLIVE WILSON	Price £5.00

Emulated Amstrad CP/M Adventures

All these games come with a copy of the (freeware) CPCEMU v1.4 Amstrad CPC Emulator and complete instructions on how to the install the emulator and games.

THE AXE OF KOLT by LARRY HORSFIELD (4 Parts)	Price £5.00
THE SPECTRE OF CASTLE CORIS by LARRY HORSFIELD (3 Parts)	Price £5.00
RUN BRONWYNN RUN!! by LARRY HORSFIELD (3 Parts)	Price £5.00
DIE FEUERFAUST by LARRY HORSFIELD (4 Parts)	Price £5.00
MAGNETIC MOON by LARRY HORSFIELD (3 Parts)	Price £5.00
STARSHIP QUEST by LARRY HORSFIELD (3 Parts)	Price £3.00
REVENGE OF THE SPACE PIRATES by LARRY HORSFIELD (2 Parts)	Price £4.00
THE ASSASSINS' GUILD by PHILLIP RAMSAY (2 Parts)	Price £4.00
THE ASSASSINS' GUILD TWO by PHILLIP RAMSAY (2 Parts)	Price £2.00
THE ESCAPING HABIT by JACK LOCKERBY	Price £2.00
THE ELLISNORE DIAMOND by JACK LOCKERBY	Price £2.00
THE DOMES OF SHA by JACK LOCKERBY	Price £2.00
JACK AND THE BEANSTALK by JACK LOCKERBY	Price £2.00
THE DARK TOWER by JACK LOCKERBY	Price £2.00
THE HAMMER OF GRIMMOLD by JACK LOCKERBY	Price £2.00
THE CUP by JACK LOCKERBY	Price £2.00
THE MISER by JACK LOCKERBY	Price £2.00
THE CHALLENGE by JACK LOCKERBY	Price £2.00
INTO THE MYSTIC by JACK LOCKERBY	Price £2.00
TREASURE ISLAND by JACK LOCKERBY (2 Parts)	Price £2.00
THE ENCHANTED COTTAGE by JACK LOCKERBY	Price £2.00
WITCH HUNT by JACK LOCKERBY	Price £2.00
DAVY JONES LOCKER by JACK LOCKERBY	Price £4.00
THE DARK GLADIATOR by PETER COUNCIL	Price £4.00
THE SPIRO LEGACY by KEN BOND (2 Parts)	Price £3.00
THE BASE by KEN BOND (2 Parts)	Price £3.00
THE ISLAND by KEN BOND	Price £3.00
THE TEST by KEN BOND (2 Parts)	Price £2.00
CASTLE WARLOCK by KEN BOND	Price £2.00
THE STAFF OF POWER by SUSAN MEDLEY	Price £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 PC

AGATHA'S FOLLY by LINDA WRIGHT (2 Parts)	Price £3.00
CLOUD 99 by LINDA WRIGHT	Price £2.00
THE JADE STONE by LINDA WRIGHT (2 Parts)	Price £3.00
PHOENIX by THE TRAVELLER IN BLACK	Price £2.00
VIOLATOR OF VOODOO by THE TRAVELLER IN BLACK	Price £2.00
AZTEC ASSAULT by THE TRAVELLER IN BLACK	Price £2.00
CELTIC CARNAGE by THE TRAVELLER IN BLACK	Price £2.00
CAPTAIN KOOK from THE SILENT CORNER (2 Parts)	Price £3.00
THE CASE OF THE BEHEADED SMUGGLER by PATRICK WALSH	Price £3.00
MICROFAIR MADNESS by GARETH PITCHFORD (3 Parts)	Price £5.00
SEARCH FOR THE NETHER REGIONS by GARETH PITCHFORD	Price £3.00
FIRST PAST THE POST by GARETH PITCHFORD	Price £2.00
GET ME TO THE CHURCH by GARETH PITCHFORD	Price £2.00
MAN ABOUT THE HOUSE by GARETH PITCHFORD	Price £2.00
PCW by GARETH PITCHFORD	Price £2.00
THE LIFE OF A LONE ELECTRON by GARETH PITCHFORD	Price £2.00
I DARE YOU by LOUISE WENLOCK	Price £2.00
CORYA THE WARRIOR SAGE from PEGASUS SOFTWARE (2 Parts)	Price £3.00
THE HERMITAGE from PEGASUS SOFTWARE	Price £2.00
TEACHER TROUBLE from PEGASUS SOFTWARE	Price £2.00
STARFLAWS by SCOTT DENYER	Price £2.00
DESMOND and GERTRUDE by SCOTT DENYER	Price £2.00
HOMICIDE HOTEL by JAMES BENTLEY	Price £2.00

Emulated Amstrad Adventures

All these games come with a copy of the (freeware) CPCEMU v1.4 Amstrad CPC Emulator and complete instructions on how to the install the emulator and games.

THE TWELVE DAYS OF CHRISTMAS by DIANE RICE (3 Parts)	Price £4.00
THE BLACK TOWER by DIANE RICE (2 Parts)	Price £3.00
A SERPENTINE TALE by DIANE RICE	Price £2.00
NYTHYHEL from PEGASUS SOFTWARE (2 Parts)	Price £3.00
THESEUS AND THE MINOTAUR by PEGASUS SOFTWARE (2 Parts)	Price £3.00
DANCE OF THE VAMPIRES by INTERACTIVE TECHNOLOGY(3 Parts)	Price £4.00
DEAD END by INTERACTIVE TECHNOLOGY (3 Parts)	Price £3.00
A DARK SKY OVER PARADISE by INTERACTIVE TECHNOLOGY	Price £3.00
THE INNER LAKES from THE SILENT CORNER	Price £2.00
SHARPES DEEDS by LINDA WRIGHT	Price £2.00
BLACK FOUNTAIN by LINDA WRIGHT (2 Parts)	Price £3.00
THE CRYSTAL CAVERN by HARRY CAPELING	Price £2.00
BOOK OF THE DEAD from THE ESSENTIAL MYTH (2 Parts)	Price £3.00
TALISMAN OF LOST SOULS by TONY KINGSMILL	Price £2.00

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

The Adventure Workshop

Adventures for the PC

LORDS OF MAGIC by TONY KINGSMILL	Price £2.00
ISLAND OF CHAOS by TONY KINGSMILL	Price £2.00
REVENGE OF CHAOS by TONY KINGSMILL	Price £2.00
ALIEN PLANET by TONY KINGSMILL	Price £2.00
THE FUGITIVE by ALEX GOUGH	Price £2.00
DAVE DANGEROUS by ALEX GOUGH	Price £2.00
THE PROPHECY by ALEX GOUGH	Price £2.00
THE GLADIATOR by ALEX GOUGH	Price £2.00
HERO SELECT by ALEX GOUGH	Price £2.00
CROWN JEWELS by ALEX GOUGH	Price £2.00
DETECTIVE by ALEX GOUGH	Price £2.00
WEREWOLF SIMULATOR by CHARLES SHARP	Price £2.00
JOLLY POPPA DOWN by CHARLES SHARP	Price £2.00
KEY TO PARADOX by CHARLES SHARP	Price £2.00
A.R.E.N.A. by CHARLES SHARP	Price £2.00
DRUIDS MOON by CHARLES SHARP	Price £2.00
DEADENDERS by CAROL SHARP	Price £2.00
ESCAPE FROM KHOSHIMA by JOHN BETTERIDGE	Price £2.00
THE GUARDIAN by JOHN BETTERIDGE	Price £2.00
MORGANS SEAL by JOHN BETTERIDGE	Price £2.00
FABLED TREASURE OF KOOSAR by DOREEN BARDON	Price £2.00

Emulated Spectrum Adventures

All these games come with a copy of the (shareware) Z80 Spectrum Emulator and complete instructions on how to the install the emulator and games.

SLEEPIN' AGAIN by PETER CLARK (2 Parts)	Price £4.00
TRANSP0 '95 by PETER CLARK (2 Parts)	Price £4.00
RAIDERS OF THE LOST TOMB by PETER CLARK (2 Parts)	Price £4.00
A MIDSUMMER DAY'S DREAM by PETER CLARK (2 Parts)	Price £4.00
HOUNDS OF HELL by PETER CLARK (2 Parts)	Price £4.00
ESCAPE FROM PRISON PLANET by PETER CLARK	Price £3.00
SOLVODOL-X by LOUISE WENLOCK	Price £3.00
ORB QUEST by PAUL & TIMOTHY STITT	Price £3.00
THE CALLING from VISUAL DIMENSIONS	Price £3.00
DRAGON SLAYER by MARTIN FREEMANTLE (2 Parts)	Price £3.00
DEATH OR GLORY by MARTIN FREEMANTLE (2 Parts)	Price £3.00
FINAL BATTLE by MARTIN FREEMANTLE	Price £2.00
CURSE OF THE SERPENTS EYE by MARTIN FREEMANTLE	Price £2.00
THE GOLDEN FIGURES OF DEATH by MARTIN FREEMANTLE	Price £2.00
SERENDIPITY by MARTIN FREEMANTLE	Price £2.00
THE FABLED BLACK ROSE by MARTIN FREEMANTLE	Price £2.00
A PROMOTIONAL PROSPECT by SHARON HARWOOD	Price £2.00

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 PC

THE CHAMELEON KEY by SHARON HARWOOD	Price £2.00
SETTLEMENT XIII by SHARON HARWOOD (2 Parts)	Price £3.00
THE PENDANT OF LOGRYN by JAMIE MURPHY (Z)	Price £3.00
THE KHANGRIN PLANS by JAMIE MURPHY (Z)	Price £3.00
LEOPOLD THE MINSTREL by JAMIE MURPHY (Z)	Price £3.00
THE EUNUCH'S BALL by PHILLIP RAMSAY	Price £2.00
HADES by PHILLIP RAMSAY	Price £2.00
THE SPHERE OF Q'LI by PHILLIP RAMSAY	Price £2.00
WHERE IS ZEUS by FRANK FRIDD (2 Parts)	Price £4.00
LAND OF THE PURPLE SEA by DOROTHY MILLARD	Price £2.00
LOST IN THE AMAZON by DOROTHY MILLARD	Price £2.00
RJ'S ULTIMATIUM by DOROTHY MILLARD	Price £2.00
TROUBLE AT BRIDGETON by DOROTHY MILLARD	Price £2.00
MILLION DOLLAR GREAT JEWEL HEIST by DOROTHY MILLARD	Price £2.00
PROJECT X - THE MICROMAN from COMPASS SOFTWARE	Price £2.00
THE O ZONE from COMPASS SOFTWARE	Price £2.00
THE MICRO MUTANT from COMPASS SOFTWARE	Price £2.00
DEMON FROM THE DARKSIDE from COMPASS SOFTWARE	Price £2.00
THE GOLDEN MASK from COMPASS SOFTWARE	Price £2.00
THE DEVILS HAND from COMPASS SOFTWARE	Price £2.00
SHADOWS OF THE PAST from COMPASS SOFTWARE	Price £2.00
INTRUDER ALERT from COMPASS SOFTWARE	Price £2.00
INVADERS FROM PLANET X from COMPASS SOFTWARE	Price £2.00
BLOOD OF BOGMOLE from COMPASS SOFTWARE	Price £2.00
ZOGAN'S REVENGE from COMPASS SOFTWARE	Price £2.00
THE WIZARDS SKULL from COMPASS SOFTWARE	Price £2.00
HOBBLE HUNTER from COMPASS SOFTWARE	Price £2.00
ANTTILIS MISSION from COMPASS SOFTWARE	Price £2.00
DEEP PROBE from COMPASS SOFTWARE	Price £2.00
LOST TOMB OF ANANKA from COMPASS SOFTWARE	Price £2.00
PUZZLED by TONY MARSH	Price £2.00
DEATHBRINGER by TREVOR WHITSEY	Price £2.00

Games marked (Z) above are sold under licence to Zenobi Software

SEND A LARGE SSAE FOR A FULL 30 PAGE PRINTED CATALOGUE
OF ALL OUR PC GAMES

The Adventure Workshop is now on the World Wide Web and can be
found in *Castle Darkmoon* at the following address

<http://www.darkmoon.force9.co.uk>

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



WoW SOFTWARE

presents

THE PORTAL

by PETER CLARK



You are driving back to East Anglia along the M25 after visiting a good friend in Hampton and find yourself approaching the Darkford Tunnel. You pay your toll at the barrier and motor on through the tunnel. There is not much in the way of traffic, and the tunnel soon begins to slope up towards the Essex side of the River Thames.

You drive up into daylight and look around to see which lane you need to be in but there is no motorway, no traffic, only a narrow track and strange scenery....

"The Portal" is a two-part text adventure in which you will meet some friendly characters, like Vandelf the dwarf and a fabulous sea creature, and some not so friendly creatures like the evil Greywolf and his henchmen. If you can find The Great Scroll, and then the three pieces of The Sacred Plate of Creation, the Chief of the Tribes of the Hills will help you return to your own dimension. Are you ready for the challenge, or would you rather stay in this strange and sometimes dangerous land?

OUT NOW

for the AMSTRAD 6128 and PCW
(please state which on order)

only £5

Available from

WoW Software

52 Burford Road

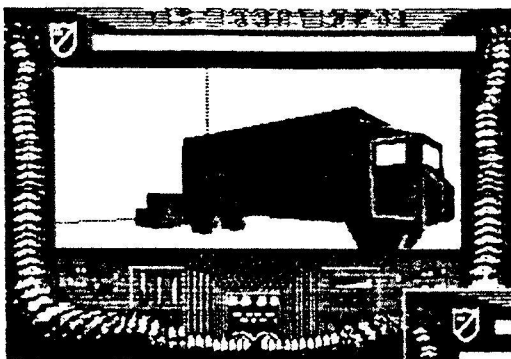
Liverpool L16 6AQ

U.K.

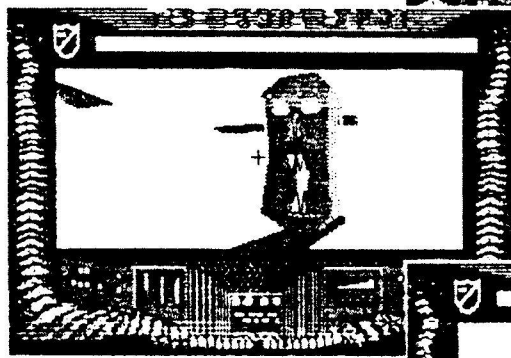
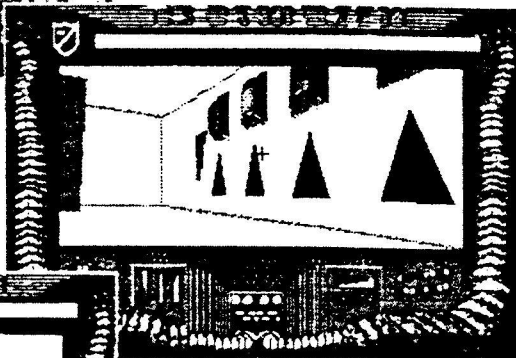
(cheque/p.o. payable to B.J. Gibb)

THE BOMB ROOM

A new FREESCAPE
solid 3D game for
Amstrad CPCs

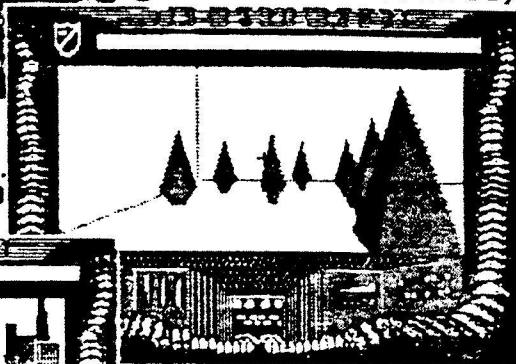
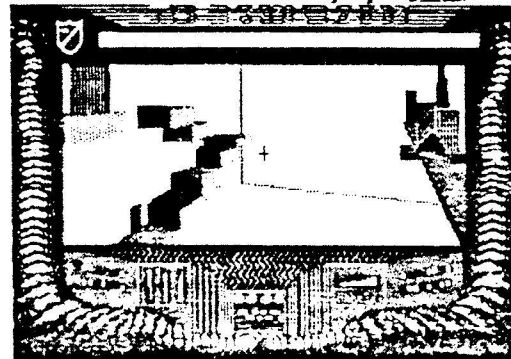


Set inside the rebels' Headquarters, you must find and disarm their ultimate weapon.....
.....a nuclear bomb!



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

THE BOMB ROOM is available
on 3 1/2" disk... Price £6.49
on 3" disk... Price £6.99
(or send me a 3" disk of
your own... Price £5.99)



Order from:

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

PERSONAL MESSAGES

To Larry – A big "THANK YOU LARRY" for all the help and advice you gave me as I took my first steps into the world of adventure writers. (Edwina)

To Loobiloo – Well, fair play to you. (Matt)

To Mary – The black, oozy type. (Mad Cat)

To Trainspotter – 2 bad. (Mad Cat)

To M.Polo – Nah, yer honking at the wrong guy. (Mad Cat)

To Snow White – There's nothing that can be done then. (Jon)

To Dusty – Oh. (Jon)

To Jon – Ern, nope, I'm afraid I haven't. Maybe it got lost on the way up here? (Ellen)

To M.Polo – I *never* said it wasn't! (Ellen)

To M.Polo – I'll bet he does. Nothing like sneaking in the back way, is there? (Snowy)

To M.Polo – Nah, I don't think so; I'm hopeless at picking winners. [Apart from you, of course!] (Snowy)

To M.Polo – Oooh, I *would*, would I? (Snowy)

To Jon – Sounds pretty good to me. (Gilly)

To Jon – Yup, I've not won so much as a sausage, yet. (Dusty)

To Jon – Well, one thing's for sure, he don't take after you-know-who, does he? 'Cos he'd not even have got halfway there. if he had, would he? [Well, not on his own, anyway] (Fudge)

To Bosi – Keep on cussing those felines, they deserve it. (Fudge)

To Matt – That's purrfectly plain to me. (Loobiloo)

To Phill – Almost crashed through a window the other night – luckily I think I only managed to put a scratch (or two) on it. Sheesh! (Loobiloo)

To Ro-Wan – My Microsoft seems to have hardened a bit. Should I put a spell (or, even better, a curse) on it? (The Witch of Stanley)

To M.Polo – Wow, there's a first, yes and me agreeing on something. (Uncle Horace)

To Damian – Tick, tock, tick, tock, talk about *boring*. (Uncle Horace)

NEWSDESK

New Release from Zenobi

This month the new release is "Hide and Seek" by Edwina Brown. It is her first adventure, and I think it is a great game. Don't take my word for it - see Peter's review in this issue.

According the Zenobi's press release the next Jack Lockerby adventure will be based on the adventures of Sinbad - news about this in a future issue.

Website and Email addresses

Phil Reynolds' website is Castle Darkmoon at

<http://www.darkmoon.force9.co.uk>

and his email address is

phil@darkmoon.force9.net

If anyone else would like their addresses published, please let me know.

HELP WANTED

Does anyone have a comprehensive solution for "Prince of Persia", especially for level three.

If so, please send it to the Probe Office, and I will forward it to the reader.

IN TOUCH

WANTED URGENTLY - a newish data cassette recorder for the Commodore 64. I am willing to pay £5 to £10 depending on condition.

Please contact Len Catterick, 20 Cawscote Crescent, Loftus, Saltburn-by-the-Sea, Cleveland, T13 4SF.

ADDITIONAL SOLUTIONS

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

CASTAWAY. IN SEARCH OF THE LOST VALLEY. IN THE END. MOON MOUNTAIN ADVENTURE. NEBULA. ONE THAT GOT AWAY. OVERDOG. PALACE ADVENTURE. PARADOX. RETURN TO JURASSIC PARK. SUSAN.

OBJECTS AND THEIR USES

THE CURSE OF CALUTHA compiled by **Barbara Bassingthwaighte** on a **Spectrum** – also available for **Atari(e)**, **Amiga(e)**, **PC(e)** and **MAC(e)**

Part One

- Peghammer into ground at edge of pit
- Troweldig in pit with it
- Mintsgive to boy for whistle
- Postergive it to bull
- Paperhints and tips
- Jam jarfill it with water, throw it on poster
- Window poleto hook ladder
- Prayer bookgive fiver to look at it
- Plankrepair bridge with it
- Sandwichshare it with tramp
- Rope ladderlower it in pit
- Whistleblow it to shatter glass case
- Corkinsert it into whistle
- Oarsrow with them
- Keypadtype in KOLD
- Security cardexchange it for a good one
- Knifeto cut cement sack
- Wineopen it to get cork
- Cupfill it with cement
- Cementsprinkle it on slippery steps
- Ancient bookread it
- Ringwear it by statue
- Tiny keyunlocks ancient book
- Rockhit peg with it
- Torchsee in the dark

Part Two

Tinderboxlights lamp
Cheststand on it
Leafapply it when scorpion stings
Spadedig
Grindstonegrind shell (to make screwdriver)
Tarmelt it and spread it on boat
Spoonspread tar with it
Sweetsgive to boy
Tin of peasempty peas - fill with melted tar
Rusty lidto scrape up the tar
Maskwear in poisoned gas
Screwdrivergive it to guard
Shellgrind it to make screwdriver
Onionsopens oak door
Bucketfill with water
Fanfan ashes
Mattressthrow it over balcony
Cruciblelight source
Porcupineit frees key from hand
Iron barput it in door to keep it open
Cloakwear it in cave
Bootsgets you through slime
Golden keyopens golden door
Sack of bonesnote the letters on them
Steel hatpingive it to wizard

GETTING YOU STARTED

ALIEN ABDUCTION? played by Barbara Gibb on an Atari

Start on a hilltop. Note that you are beside a tree stump and you know something is about to happen. SIT, STAND, N, N, N, W (bedroom), X PICTURES, X PHOTO, TAKE CAMERA, E, S, S, S, SE (to the clearing where you are abducted and find yourself inside an alien spacecraft), L(ook until an alien appears. L (again to see a yellow square hovering by its hand), SAY "YELLOW" (it changes colour), SAY "RED" (changes colour again), SAY "BLUE". Now the alien is asking about the shape. SAY "SPHERE"



ALL IN A DAY'S WORK played by Barbara Gibb on an Amiga(e) – also available for Spectrum, Atari(e), PC(e) AND MAC(E)

Start in your office in the FBI Headquarters. You have 16 hours to get the "dirt" on Malone, but it's all in a day's work!

X DESK (see closed drawer), OPEN DRAWER, X DRAWER (now have a pen), X PEN (useful later in the game), S (outside building – see a telephone booth), X BOOTH (see a directory), X DIRECTORY, FIND LUMBERJACK (note address), E (parking lot – see Wauchope's car), IN (car), X DEVICE (anti-theft device), OUT, X CAR (trunk is closed), OPEN TRUNK, SEARCH TRUNK (now have a junior hacksaw), CLOSE TRUNK, IN (car), CUT DEVICE (need hacksaw), SAY TO WAUCHOPE DRIVE TO ST LUCIA (she drives at a breakneck speed), OUT (outside Lumberjack Investigations), N (cop prevents you), I, X CLOTHES (have an FBI badge), SHOW BADGE (to cop who says Captain Chrysler wants to see you), IN (car), SAY TO WAUCHOPE DRIVE TO COPSHOP, OUT, S, SAY TO CHRYSLER TELL ME ABOUT LUMBERJACK (note response), N, IN, SAY TO WAUCHOPE DRIVE TO ST LUCIA, OUT, N (someone steals your billfold), S, X GROUND (you find it – probably because it was already empty), N, X COFFEE MACHINE, READ NOTICE (machine seems to be out of order), SAY TO WAUCHOPE HIT MACHINE

BEAST OF TORRACK MOOR – available for Spectrum 128K, Amiga(e), PC(e) and Amstrad

OPEN ENVELOPE, GET LETTER, READ LETTER (from Miss Myrtle), SHOW LETTER TO EDITOR (he tells you to investigate and get photographs: gives you a fiver for expenses), ASK EDITOR FOR CAMERA (told to borrow one if necessary), EXAM DESK, OPEN DRAWER, EXAM PAD (doodles and illegible notes), EXAM TIMETABLE (bus leaves at 9.48), EXAM BILL (paid), GET BILL, PUT BILL IN POCKET, CLOSE DRAWER, EXAM POCKETS (reporter's pass, coins, fiver, electricity bill), COUNT MONEY (£7.60), EXAM CHAIR, GET ANORAK, WEAR ANORAK, S.

WAIT (bus arrives at 9.44), BOARD BUS (arrives at Puddlecombe at 10.45 and you alight). Ranger is here. He recognizes you and tells you there is nothing in the rumours. EXAM NOTICE (mobile library will be here from 11 to 1), EXAM SHOPPE (open 11.30 to 6), EXAM SIGNPOST (church to southeast), SE, EXAM POSTER (jumble sale at 2.00), SE, S, EXAM NOTICE (Miss Myrtle on flower duty), N, NW, S, RING BELL

BRIAN THE BOLD played by Dorothy Millard on a Spectrum

Note: You can carry only 6 items *including those worn*, therefore inventory management is very important.

Start outside a splendid castle. W, D, E. ENTER (to mill), GET BAG (of grain), LEAVE, W, W (to river bank), CROSS FORD, E, U, S, W (outside hut), OPEN DOOR (you can't move it), KICK DOOR (it falls off its hinges), ENTER (old hut), GET AXE, LEAVE, E, N, E (hill), D, E (by a heap of broken bottles), SEARCH BOTTLES (you find one intact), GET BOTTLE, U, S (outside castle), ENTER (to courtyard), W (gatehouse), FILL BOTTLE (with oil from the barrel), LEAVE, S, W (to west end of corridor), USE AXE (on door), W (to kitchen), SHARPEN AXE (on stone), E, E, S (to main hall), GET TORCH, MOVE TAPESTRY

LEGEND OF LEYDON HOUSE played by Dorothy Millard on a C64

Start in a bookshop. INVENTORY (you have some money), BUY JOURNAL, OUT, READ JOURNAL (you discover a scrap of paper), READ PAPER (a sketch of the Inn at Gouthawith and Leydon House), ENTER CAR (you automatically pick up a map and a torch), EXAMINE MAP (directions to Gouthawith), S, W (onto the B908), W, SW, READ SIGN (Gouthawith), W, W (into car park), LEAVE CAR, W (into Fox and Hounds Inn), N (into tap room), BUY DRINK, DRINK BEER (has no other use in the game), RENT ROOM (you are given the key to room 2), S, U (to landing), OPEN TWO (you enter your room), DROP KEY, SLEEP (you sleep and awake to a cold, grey day), GET BIBLE, LEAVE ROOM (to landing), D, E, E (main street), S (to gate), READ SIGN (says "Private Keep Out"), CLIMB GATE, S, SE

MANOR OF DOOM played by Edwina Brown on a Spectrum

N, E, EXAM (flower) POT, GET CAR KEY, W, S, ENTER CAR, GET AXE, OPEN GLOVE (compartment), DROP CAR KEY, GET TORCH, OUT, N, W, EXAM TREE, CHOP TREE, DROP AXE, GET RUCKSACK, WEAR RUCKSACK, GET HOUSE (key), E, N, UNLOCK DOOR (of manor, LIGHT TORCH, IN

NASTY CAVE ADVENTURE played by Dorothy Millard on a C64

Start on a high cliff. GET ROPE, LOOK AROUND (an old shabby-looking man comes crawling towards you and ask if he can help), YES (he tells you to tie the rope around him), TIE ROPE (you give one end to the man and climb down ... you are beside a corpse), GET RING (the rope tumbles down together with a head), GET ROPE, GET HEAD, EXAMINE HEAP, GET MOSS (it's stuck to the leg of the rotting corpse), GET KATANA (a Japanese sword), GET BRAIN, GET LUNGS, CUT BRAIN WITH KATANA (reveals rather sticky green slime), EMPTY SLIME ON MOSS (the moss becomes fluorescent and insists on being called Doss), GET DOSS, N (into cave - must be carrying the Doss for light), LOOK AROUND

RETURN TO JURASSIC PARK played by Barbara Gibb on an Amiga

Start at helipad. I (envelope), OPEN ENVELOPE, READ LETTER (note details), DROP ALL, W, N, E, TAKE CANTEEN, W, W, W (south of main gate), X GATES, TURN SWITCH ON, N (into the park). You now have to be careful not to enter certain locations until you are equipped to deal with the danger. N, N, E (find dead soldier), X SOLDIER, LOOK UNDER SOLDIER, LOOK, TAKE NOTEBOOK, X NOTEBOOK, LOOK AT NOTEBOOK, DROP NOTEBOOK, N, N, N, E (small clearing), X RAPTOR, LOOK UNDER RAPTOR, LOOK

HINTS AND TIPS

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

The Future - 27th March 2015

Lights can be voice-activated. Use the computer (need the disk).

Look around when inside the antique shop.

Search the empty shop.

If you are wearing a disguise when you enter your house you should meet yourself and be able to ask about Doc.

BILLY BARKER'S TV HELL played on a C64

Enter the tobacconist shop to obtain a cigar.

The little yellow gopher will lead you to a plush office. You need the scarecrow's head from the chair and the whip from the desk.

Indiana Jones is in a caravan NE from the hub.

Captain Columbo is in the park SW of the hub.

Robin Hood is at the top of a tall tower N of the hub.

You can find an archery set in the toy section of the department store - you will have to do a "Robin" to get it.

The aniseed ball is a power pill, so give it to Metal Mickey who will now exit through a wall of the cell.

Entering the cave obtains a dark green hood.

The scarecrow's head will tell you what to do at the ravine - you will be returned to the hub where Marion will give you a screwdriver for the hood.

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

You need the key from the ancient henge to unlock the chest found in some long grass.

To enter the dome - insert the box into the indentation.

To open the huge door you need the card and the number on it. The same card and number will work at the automatic bank and the guard.

You can kill the thief with the blaster.

FULL THROTTLE played by Damian Steele on a PC

Later still:-

I've got my bike but can't get past the road block.

.raelc daor eht evael dna uoy rof kool lliw sretpocileh eHT .rewot luef eht hcuot dna kcab oG

I'm back at Mo's and her place has been wrecked. Where'd she go?

.edistuo sribed eht hcrasE

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

When on the island, put the boat in a place the man can't see it, otherwise you will be marooned.

You need the hammer from the bell to open the chest.

Fill the lantern from the flask of oil.

To trap a rabbit – dig a hole (need spade) where you see rabbit droppings, break the shrubs and use them to cover the hole. Place the carrot on the shrubs, then hide. You can kill it with your bare hands.

The hammer is needed again at the grave.

If you do what the skeleton asks it will kill you – instead, find a way of getting rid of it.

DARK CONTINENT played by Dorothy Millard on a PC

Paint face yellow, kiss pig, beat drum, sing song after you find the ore to obtain a key.

There are two "crossings of two paths".

Unlock the box in the cave behind the waterfall with the key.

Dig dirt in the hole to find King Solomon's diamond.

Leave the shark alone.

Hurl the spear at the elephant to kill it, then get its tusks.

Give shoes and tusks to the ship's captain as payment.

DAY OF THE TENTACLE played by Damian Steele on a PC

I've got the Chrono-o-Johns working and gone back in time but keep getting zapped. What do I need to do?

As the three-headed combination, you need to be upstairs. As soon as you get there, open the door to the right of the candy machine.

When you've done that, the Purple Tentacle will zap you and you'll shrink.

Run through the door you've just opened. In the room beyond is a mouse hole in the far wall. Go through it and into Green Tentacle's room. Pick up the bowling ball and leave. Now go down to the lab.

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

Tap the wall in the dark corridor to find a door leading to a secret chapel.

You need a bloody knife in order to cut the hair of the witch. Burn the hair to kill her.

To defeat Beeziebug the Dark Lord – read psalm then stab mandrake whilst wearing talisman, cloak and cross.

EXPLORING ITMUS played by Barbara Gibb on an Amiga

Care is needed when dealing with the padlock to the entrance to the enclosure.

When on the green platform – a) blow a bottle (need the tube) and b) examine then open the curtain of leaves to find a shrine. Aiding the Kangasaurus will lead you to a pearl, or aiding the Vuiteera will lead you to an Elf with a moonstone.

A sponge will dry out the moat and allow you to enter the castle.

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

When/if you are told your bladder is full make your way to the echoing room and EMPTY BLADDER.

Sitting on the stool in the magical gallery while wearing the crown will result in clues.

Carrying the torch or fireball south of the dungeon results in a large explosion.

If you attack the dragon, etc. and finish up with a bent sword, it can be repaired in the smithy using the anvil and a hammer.

KQUEST played by Dorothy Millard on a PC

If you open the door upstairs in the bar a strange object will be thrown at you.

The cloth bag full of gold is at the bottom of the waterhole.

At the ski resort push the green button, wear the skis then sit on the chair and wait until you get to the top.

Ski left, then right. Check out the snowman for a pearl necklace.

Look under the seat in the crashed plane for a flashlight.

Cross the river west in the canoe (need paddle). To return you must swing on the vine.

Dig three times to find the gold idol, but don't put it in the safety deposit box yet.

MUTINY played by Barbara Gibb on an Amiga(e), also available on Spectrum 128K and PC(e)

Part One

When you talk to your wife she will tell you about a letter.

Before going out to hire a first mate make sure you are not carrying anything that may attract the attention of thieves.

Elizabeth can tell you where to find the landlord. A discreet knock on the door is advisable. Ask the landlord to take you to Sneer.

Plying Sneer with a pint of ale will enlist him.

To enlist Fellows – show him the note from Sneer.

When Louisa suggests you visit the parson, do so, and heed his warning.

When on board ship, give the map, pay the crew (need pouch of money) then find your cabin.

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

HIT ACCELERATOR of the bus when you are approaching the bridge while being pursued by the cops.

Rucksack for lighter is a fair exchange. Wear the rucksack to carry more objects.

To reach Farmer Murphy's farm from the junction of public footpaths, WRITE with the chalk at each location until you arrive.

Pawning the gun will get you £2.

You need boots to walk on the cobblestones.

The vicar can give you a tip for the main race of the day. To get enough to bet on the race you will have to visit the casino first.

Buy a Clive Five (C5) at the auction room.

PARADOX EFFECT played by Dorothy Millard on an Amiga

Music will soothe the savage beast!

The energiser battery is needed for the belt not the torch.

The batteries for the torch should be removed from the cassette player after dealing with the dog.

It is important to conserve the batteries in the torch, so don't put them in until you are ready to enter the mine.

The rope is behind a rock in the mines. Tie this to the log in order to go down to a lower level.

Use the cigarette lighter on the sensor to set off a fire alarm and obtain the access code to open the trapdoor to the room where the robot is.

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

Make and eat a curry in order to breath fire later in the adventure. You need the axe to open the tin.

Wear the ring to pass through the forcefield at the entrance to the Gorgon's lair.

Ensure you have a very shiny tray with you before attempting to approach the Gorgon, it may also be an idea not to see where you are going.

The staff will form a lever when inserted in the right place. Pulling it will open the gate to the castle.

The amulet can be used to make the genie forget you have already had your one wish

The demon likes music. Answering Jeremy's riddle will transport you back to the town square. If you are carrying a certain object the Orcs will run away.

SECOND PIT available on Atari, Amiga and PC

Fish in a pool to catch a silver fish (need grub, hook and line).

Beware of a dear old lady who offers sweets.

Thoroughly inspect the old lady's home – but don't let her see you doing so. Carry out her instructions, note what she does, and if she can't see too well she can be fooled when she asks you to do something a third time.

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

Part Two

You'll need something from the waiter in order to get the caterpillar to open the gate.

Yes, that beam in the chandler's shop has to be moved!

The seagull first appeared in "A Midsummer Day's Dream" – help him, and you will be rewarded.

There is something important in the stream and you will have to get your hand wet in order to get it.

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

There is something behind the bottle bank.

Hitting something with the hammer will reveal a silver ingot.

Fill the syringe with liquid silver and take it to the top of the hill.

The glassblower needs broken glass and green dye.

Don't forget to return the borrowed objects.

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

Part Three

Check out the goalposts – one of them shows signs of an animal's attention.

The rocking horse contains a hiding place.

The dressing room is worth a visit.

The bat is not for playing games on the beach, but use it there anyway.

Putting your arm in a hole can be rewarding.

To enter the garden you will have to wedge a slat with something.

Join the man who is running around the garden so that you can talk to him.

You can only enter the shed or kitchen if the man is not present.

Look under the sink and in the cupboard in the kitchen.

MAGIC SHOP played by Barbara Gibb on an Atari

Give the herb to the old lady in the cottage. Eating her stew will restore your strength.

Collect an egg from the hen coop.

The man in the lane will give you some boots in exchange for the egg – but you may wish to give them back!

You should find a charm on your way back to the cottage.

Check out the tree in the field, especially at the top. Be friendly to the goblin.

When you have the spell of illusion you will be returned to the Magic Shop.

MIDNIGHT THIEF played by Barbara Gibb on an Amiga

Examine the wall of the forge to find a dagger – to obtain it remember your trade.

Burn the stool to make some charcoal – one of the items on the list on the parchment.

Fill an empty tankard with water at the Temple garden. I'm sorry to say you will have to threaten the priest with the dagger to get him to bless the water – now have holy water, an item on the list on the parchment.

The boat at the wharf contains a length of rope.

To get some money without being arrested – tie the rope to the stalls (so it stretches between them), now pick a pocket to get a purse and hide in the tailor's shop, which has a useful item.

To win at the gaming table in the "Black Herring" – examine the stolen purse and take the coin. Gamble – you lose to a sailor. Steal the coin and escape in the confusion. When you return to the table the sailors are very drunk and don't recognize you, so you can easily win this time. In fact you win a piece of meager (gnarled root) – another item on the list on the parchment.

MONSTERS OF MURDAC played by Barbara Gibb on an Atari – also available on Spectrum +3, BBC, PC and Amstrad

You must arrive at the wall *before* the Ogres have finished building it.

Be careful to PLAY (not blow) something.

The name on the old gravestone is random, so make a note of the details, then visit the lake. A sword will be your reward for success. You need the iron key to unlock the front door of the house.

The Ogres can't enter through a locked door!

MOONBASE III played by Barbarta Gibb on an Amstrad

Read the book in the small room for some useful information, then return to the room with the dome; you should now be able to go north.

To operate the laser in the control room, you have to first insert the small key, and then press the button.

VALHALLA 3 played by Barbara Gibb on an Amiga

Level 2

Pick up the key from in front of the engaged couple and unlock the chest beside the Ag symbol stone. Pick up the pill and examine it via your ancestors to learn it is a bilingual pill. You can duplicate it if you wish.

Eat the bilingual pill whilst beside the French tourist. Pick up the love letter. Go to the journalist, talk to him then give the love letter to him.

Take the green (gossip) book and put it on the table in front of the groom. Pick up the wedding ring and put it on Henry VIII's tomb to obtain a clever pill, which you can duplicate.

Go to the mathematician, eat the clever pill (he sits up) and drop the incorrect homework in front of him. He corrects it so you can now take it back to the schoolteacher. He rewards you with a key that will unlock the left-hand door down the steps from the sneezing villager. Don't forget to operate the lever to open the right-hand door, and any more you find when wandering the new playing area.

Pick up the map from beside the fishmonger and put it on King Arthur's tomb. Pick up the fishing rod and drop it into the angling pool (the one by the tree stump).

Give the fish to the fishmonger. Pick up the small key and open the chest near the sneezing villager. Pick up the bottle of cyanide and the nearby musical symbol.

Put the cyanide on the skull and cross-bones stone. Pick up the fearless potion. Go to where the dog won't let you get too close to the musical symbol stone, drink the fearless potion, approach the stone and drop the musical symbols on it.

Pick up the gargoyle key and operate it on the first of the four gargoyles.

WESTBURY MYSTERY played by Barbara Gibb on a C64

Use the curtain to cover the head in the *study* so you can't be spied on.

The effigy contains an emerald ring.

You can cross the bridge when the water level has dropped.

Swap the brooch for a useful tool.

The minister can give you the key to the gate leading to the graveyard.

You need a hammer to open the coffin.

When you can enter the *library*, cover the head with the curtain.

When the bright light has vanished you can enter the bedroom.

To go down from the balcony – tie the rope to it.

Dropping the mattress at the base of a tree can ensure you have a soft landing when you break the branch you are sitting on – note you have also acquired something else.

Hit the bell with the branch to retrieve the sapphire ring.

The tiny key is needed to open the suitcase in the attic.

SOLUTION OF THE MONTH

MOONHARDS OF SACRIMORE

(Mark Beech – 1989 – Global Games)

Solution by John Schofield on a 128K Spectrum

This early, yet excellent, 128K adventure may be marred for some by the necessity for engaging in combat in order to score 100%. However, if you are satisfied with completing it with 95%, the game can be played as a normal adventure. Mapping addicts will be delighted with the 230 locations!

This solution does not include combats – the “baddies” each have their own area of the game to wander around in, and it’s possible to miss them all (with a bit of luck!)

Type in STATUS at the start to find your STAMINA, MAGICK, ATTACK, DEFENCE, GOLD and COPPER. Gold is always 0 and Copper 13, but if you QUIT and restart the other values vary. In order to be fairly safe if you meet any of the above mentioned baddies, its best to have high values for Attack and Defence. (By doing this, I have managed to defeat all of them with the Sword and wearing the Helm and Gauntlet, i.e. not bothering buying a load of weapon and armour.) You have a shimmering Crescent and Sword and are wearing breeches and jerkin.

GET ANCHOR, NW, U, ENTER (the hut – Flaklim the Shaman questions you and leafs through some books (Score 1%). X FLAKLIM (he holds a staff, etc.) He tells you about Aidant the Moonmaster and the Elves’ dagger. You must travel to Girandor to defeat Aidant by the 10th of the month (before you die). He offers you a map (1%). GET MAP, READ MAP (Score 2% – it gives directions through the boglands), TIME (it is the 27th of October, so you have 2 weeks), LEAVE, D, S (at the folly mentioned on the map), W, NW, W, S, S (at Baltrip), S (in Baltrip you must meet a Wayfarer – Score 1% when you meet), X WAYFARER (he has a magick bean, piccolo and violin), SAY TO WAYFARER “GIVE BEAN”, GET BEAN.

SW (the “Broken Sickle” where a dice game is in progress), RAMSAVE, PLAY GAME. You are given the rules and have to select the amount you wish to gamble – select 13. If you lose, RAMLOAD until you do win – you have 26 Copper, now RAMSAVE again and play again with 26 until you win 52. This, together with money found in the game, is more than you will need. N, BUY MEAL (2 Copper), YES, EAT MEAL (Stamina +18), BUY MEAD (2 Copper), YES, GET CUP, DRINK MEAD (Stamina +5), E, E, BUY HORSE (8 Copper), YES (Score 2%), NW, E, S (store), BUY LANTERN (3 Copper), YES, BUY SADDLE (4 Copper), YES, BUY OIL (2 Copper), YES, BUY TINDERBOX (2 Copper), YES, BUY SACHEL (2 Copper), YES, GET SACHEL, WEAR SACHEL, PUT CRESCENT IN SACHEL, PUT MAP IN SACHEL, PUT ANCHOR IN SACHEL, GET LANTERN, GET OIL, FILL LANTERN, PUT OIL IN SACHEL, GET TINDERBOX, GET SADDLE, N, W, SE, STRAP SADDLE ON HORSE, NW, E, SW (armoury), BUY GAUNTLETS (3 Copper), YES, GET GAUNTLETS, WEAR GAUNTLETS.

NE, W, W, W (old mill), X MILLWHEEL (something is stuck at the top), CLIMB MILLWHEEL (you fall in the river), E, E, N, W, W (at the beavers’ dam), SMASH DAM (Score 3%). The surge of water will have turned the millwheel when you return.

W, NW, W, W (outside a cottage), ENTER (Score 1% - you are hit on the head - when you come to you are tied to a chair and being questioned by Gulin the Dwarf), X GULIN (he has a large key), SAY TO GULIN "FLAKLIM" (Score 3%). He apologises and unties you. SAY TO GULIN "FOLLOW ME", SAY TO GULIN "GIVE KEY", GET KEY, W, NE, E, N (the henge), X MEGALITH (it screams at you), COVER EARS, X MEGALITH (Score 2%). You can now invoke the Defence Spell.

NE, E (Tower of Saldorph), UNLOCK DOOR (Gulin's Key), OPEN DOOR, DROP KEY, SE, SE, E, N, E, SE, E (the Folly), S, RAMSAVE (inside the house is the first baddie - a Spectre. If you meet, Gulin may fight and be killed), ENTER (1%), W, EAT LOAF (Stamina +5), EAT TREACLE (Stamina +10), S, LIGHT LANTERN (need tinderbox), D, GET FUNGUS (to do this you must wear gauntlets or a glove found in the caves), U, NE, S, X DESK, OPEN DESK, X DESK (a quill and ink), GET ALL FROM DESK, PUSH BOOKCASE (Score 2% - it revolves to a secret room, dark), GET COINS (Copper +7), PUSH BOOKCASE, EXTINGUISH LANTERN, N, U, E, GET TWINE, W, S, X HATCH, GET ANCHOR FROM SATCHEL, TIE ANCHOR TO TWINE, THROW ANCHOR THROUGH HATCH, CLIMB TWINE (Score 3% - to the Attic), X TRUNK, X TRUNK CLOSELY (you can see a trap set through a tiny crack), CLIMB TWINE, N, D, NE, N, W, NW, W, S, W, NW, NW (back at the Tower).

ENTER (Score 2%), U, U, U, U, U, S, READ BOOK (this is a puzzle to make a word - I believe the 8th letter is incorrect), WRITE EQUILIBRIA IN BOOK (Score 4% - need quill and ink). You can now invoke the steadyfoot spell. DROP QUILL, DROP INK, X HOURGLASS, SMASH HOURGLASS (Score 2%). You can now invoke the Ageing Spell). CAST AGEING SPELL AT BEAN (Score 2% - it grows into a beautiful flower), PUT FLOWER IN SATCHEL.

N, D, D, D, D, S, SE, SE, E, S, S, SW, N, HIRE ROOM (5 Copper), YES (you are shown to a room), E, SLEEP (increases Magick), WAIT (until daybreak).

W, S, BUY MEAL, YES, EAT MEAL, BUY MEAD, YES, GET CUP, DRINK MEAD, E, E, MOUNT HORSE, NW, W, W. There is now a grimoire at the Millwheel. READ GRIMOIRE (Score 2%). You can now invoke the Berserker Spell. W, W, N (at Safimee), W, W, NW (beneath the Great Old Oak), DISMOUNT, U, GET HELM, WEAR HELM, GET IDOL, D, MOUNT HORSE. You are in the Hobgoblin's area here - the horse may help fight it. SE, E, E, S, E, SE, S, S (the northern lip of a chasm at a rope bridge), DISMOUNT, RAMSAVE, S, S, S, S. Some wolves stalk you (Score 1%), N, N, N, N, CUT BRIDGE WITH SWORD (Score 4% - the wolves fall into the chasm), CAST STEADYFOOT (for balance), S, S, S, W (wolves' den), X SKELETON (1% - find a parchment), READ PARCHMENT (Score 2% - you must be wearing the Helm to understand). You can now invoke the Trap Dissipation Spell.

E, NW, W (outside cottage), ENTER, GET CROWN (+1 Gold in status), S, E, E, E (ivy covered building), ENTER, STAND IN PENTAGRAM (Score 2%, Magick +12), LIGHT LANTERN, D, E. You must carry the fungus in here. The Red Dragon senses the dragon's bane and flies off. (Score 2%). DROP FUNGUS, N, GET ROBES, WEAR ROBES, S, W, U, EXTINGUISH LANTERN, W, NW, CAST STEADYFOOT, N, MOUNT HORSE, N, N, NE, E, E, N, DISMOUNT, N, E, SE, E, S (back of the House), ENTER, U, S, CLIMB TWINE, CAST TRAP AT TRUNK (Score 3% - the trap is dispelled), OPEN TRUNK, X TRUNK (it contains lockpicks, a lute, a silver ring, a candiestick and a scroll), GET LOCKPICKS FROM TRUNK, GET SCROLL FROM TRUNK, READ SCROLL (Score 2%). You can now invoke the Fireblast Spell. DROP SCROLL.

CLIMB TWINE, N, D, NE, N, W, NW, W, S, W, NW, NW, NE, D (on a thin ledge), GET DRIFTWOOD, LIGHT LANTERN, D (low tunnel), CRAWL N (Score 1% - at a Shipwreck), RAMSAVE, ENTER, E, X CASK, GET BISCUITS FROM CASK, EAT BISCUITS (Stamina +6,

W, SE, X CHEST, PICK LOCK CHEST, DROP LOCKPICKS, OPEN CHEST, X CHEST (inside are an eyepatch, telescope and bottle of rum), GET RUM FROM CHEST, DRINK RUM (Stamina +8), DROP BOTTLE, GET TELESCOPE FROM CHEST, X TELESCOPE (it has a loose lens), REMOVE LENS FROM TELESCOPE (Score 1%), DROP TELESCOPE, GET LENS, CLEAN IDOL (Score 1%), X IDOL (it has an inscription too small to read), READ INSCRIPTION WITH LENS (Score 2%). You can now invoke the Eyebright Spell. DROP IDOL, DROP LENS, NW, SW, CRAWL S, U, E, SE, READ SIGN ("Grisgii's Caves, Keep Out!!"), S, E, NW, X SACK (it contains an ancient manuscript), GET MANUSCRIPT FROM SACK, READ MANUSCRIPT (Score 2%). You can now invoke the Heal Spell. DROP MANUSCRIPT.

SE, D (Cog Room), JAM COG WITH DRIFTWOOD (Score 2%), U, W, W (Blade Chamber). By jamming the cogs, you can now safely go NW (Score 2%), RAMSAVE, SW, S, D, W, GET COINS (Copper +10), S, SE, E, D, E. To progress here you must swim and the lantern will be extinguished, so CAST EYEBRIGHT, SWIM, SWIM TUNNEL (Score 2%), NW, EAT PIE (Stamina +12), SE, N, GET NIGHTSHADE, PUT NIGHTSHADE IN SATCHEL, S, SWIM TUNNEL, W, U, NW, N, U, N, NE, SE, E, N, NW, W, U, SW, SE, SE, E, PUT LANTERN IN SATCHEL, PUT TINDERBOX IN SATCHEL, MOUNT HORSE, S, W, W, SW, SW, SW, W, W, W, N (Score 2% - now in Shady Dell, a faery is here), GET FLOWER FROM SATCHEL, GIVE FLOWER TO FAERY (Score 2%). You are taught the Disillusionment Spell.

SW, SW (at Wayward - an identical town to Baltrip), SW, W, W, SW (Monastery), DISMOUNT, KNOCK ON GATES. Providing you are wearing the robes, the gates are opened. ENTER, E. A group of monks are here in the courtyard. At random, one of the monks says The High Priest wishes to meet you on the roof. WAIT here until this happens (Score 1%). U (the Priest has been waiting for you - he has made a room ready for you (Score 2%), D, NE. There is an open door west after seeing the Priest. W, GET MILK, DRINK MILK (Stamina +5), DROP GOBLET, EAT FRUIT (Stamina +9), X PACKAGE ("From the old man"). OPEN PACKAGE (Score 1% - find a battered old dagger), GET DAGGER, X DAGGER (it has a crescent-shaped indentation), GET CRESCENT FROM SATCHEL, PUT CRESCENT IN HILT (Score 4% - it is now a Moon Dagger), SLEEP and WAIT for daybreak. E, SW, W, TURN WHEEL (to open the gates), LEAVE (there is no need to ride the horse again), N, N, E (Score 1% - in the Shadow of Grivondor), U, SE, S, E (you here orcish voices east), SE (voices to the north), X BARREL (it contains an orcish brew), GET NIGHTSHADE FROM SATCHEL, PUT NIGHTSHADE IN BARREL (Score 1%), WAIT (until you hear somebody coming), HIDE. An orc appears with an elven slave girl. Keep WAITING until they go north with some of the brew. WAIT. Suddenly the orcish voices stop. They are poisoned (Score 3%), N (the dead orcs are here). Marridorn the Elf will be here or in one of the nearby locations. When you find her she thanks you and tells you that the entrance to Aldant's Palace has a secret door only known to elves, which she will show you. (Before this, you must get rid of the Stone Guardian). SAY TO ELF "FOLLOW ME". U (from the Rancid Hall to the Battlements), X TREBUCHET (it has a leather cup held by a length of rope), DROP ALL, GET BOULDER, PUT BOULDER IN CUP (the trebuchet is loaded ready for the Guardian), GET ALL, D, W, W, N, U. The Stone Guardian moves towards you (Score 1%), D, S, E, E, U, CUT ROPE WITH SWORD (Score 4% - the boulder mashes the Guardian).

D, W, W, N, U, E, U ("This is where the elven back door is" says Marridorn. She leaves. A door appears in the mountainside (Score 2%), OPEN DOOR, N, N. Aldant is here. He clicks his fingers and a daemon appears (Score 1%), CAST DISILLUSION AT DAEMON (Score 3%). The daemon fades to nothing. Aldant is surprised and off his guard. STAB ALDANT WITH DAGGER (Score 3%). He fall to the ground and vanishes. GAME COMPLETE - 95%.

NOTES

1. The extra 5% is scored by KILLING the Hobgoblin (in Shadow Wood), the Spectre (in the House), Grigil the Giant (in his caves past the blades), the Werewolf (in Wolfswood – note that this becomes the Vampyre at night, but there is no score for killing it) and the Captain's Ghost (in the shipwreck). Score 1% for each. To do this you need superior ATTACK and DEFENCE and it may be best to wait until you can use the Berserker, Defence, Fireball and Heal Spells.
2. If caught in the open at nightfall, you'll need to light the lantern with the tinderbox or LIGHT FIRE to ward off the Vampyre.
3. Stamina gradually decreases during the game. You can't eat too much at a time and getting drunk *loses* stamina.
4. Magick gradually increases and is also gained by SLEEPING and STANDING IN THE PENTAGRAM (once only). Casting spells uses up Magick. PRAYING sometimes helps.
5. Some spell only last a limited time – Defence 20 turns. Berserker 12 turns. Eyebright 100 turns. CAST FIREBALL AT (baddie) CAST HEAL regains stamina.
6. Riding the horse conserves stamina.
7. Buying piece of weaponry and armour to wear increases attack and defence – each has its own particular value related to price. STRAP THE BARD ON HORSE if you wish to give it some protection.
8. After poisoning the orc's brew, instead of hiding, you can retreat to the Gloomy Passage until the voices stop.
9. The dwarf, elf and horse may help defeat some of the "baddies", but don't forget that the elf must show you the door (they may be killed!).
10. Don't climb the Whispering Tree in Shadow Wood. Don't attempt to open the trunk in the attic before dispelling the trap. Don't attempt to cross the rope bridge whilst riding the horse, or cross without help of the Steadyfoot Spell after cutting the ropes.
11. The trebuchet *must* be prepared before you meet the Stone Guardian – there are no spare turns once he starts chasing you.
12. If you are a smoker, you can always buy a pipe and some pipeweed.
13. Don't attempt to steal things from the store or the townspeople will put you in a cell.
14. Attempting to go through the Low Tunnel to the Shipwreck without CRAWLING loses stamina as you bang your head!
15. Abbreviated commands are:-
 - L repeat last command
 - T gives time and day
 - P pause game (game is in real time)
 - Z wait
 - I status, etc.

SERIALIZED SOLUTION

SHERLOCK HOLMES – CONSULTING DETECTIVE

Solution by Philip Reynolds on a PC

The Thames Murders

In this case your assistance is requested to solve five murders, the bodies all being found on the bank of the Thames at Southall, this at first being the only thing linking the murders. It would be a good idea if first we tried to gain some further information about the victims, so send the Baker Street Irregulars to see Inspector Lestrade, Sir Jasper Meeks and HR Murry. You will learn from the information they bring back that the first victim, Nathan Revell, was killed by a large calibre gun, probably a Mauser T11, and that his pocket contained a suicide note in which he confessed to embezzling from his employer's Lindsey & Co. and that he wished to return his ill-gotten gains. The second victim, Cyril Maude, was killed by a stiletto knife and had a small pepperbox gun on his person. The third victim, Charles Attard, was a barrister and was killed with a Mauser T11. The fourth victim, Leo Shepard, was killed by a French gun but had been previously wounded by another small calibre gun. The last victim, Roland Jaquard, was beaten to death.

Let us first check into the murder of the first victim, Nathan Revell. A visit to Lindsey & Co. reveals that he had in fact embezzled a large amount of securities from the firm and a visit to his home reveals that there was a break in there on the night of his murder, so we can safely assume that whoever killed him was after the securities and must have known he had them. Therefore we can safely assume that Revell had embezzled the securities on someone else's orders and had got cold feet, but was killed before he could return them. A visit to Jeffrey Faber, the other partner, also reveals that Charles Attard was Revell's likely accomplice in the embezzlement as he could supply Revell with the account numbers. Now we should check out the second victim, Cyril Maude. We already know that Maude had a criminal record from Lestrade's report, so a visit to Millbank Prison is now in order. We find out that whilst in prison he was friendly with a Curtis Twiggs. A visit to Disraeli O'Brien confirms that Maude and Twiggs were accomplices in a number of criminal acts. Now go and visit Porky Shinwell as he is a useful source of information on the criminal classes. Porky reveals that Leo Shepard, the third victim, was in fact Curtis Twiggs, and that he and Maude were met by a Sebastian Moran on the night of Revell's murder, after which Maude was seen checking his pistol before leaving in a hurry with Twiggs. A check at Maude's rooms reveals a quantity of Mauser T11 ammunition. This now suggests that Maude is the killer of Revell under the instructions of Sebastian Moran, who, if we check Holmes' files, was a henchman of Moriarty.

So we now know that Maude killed Revell to get the securities under Moran's orders. A visit to Twiggs rooms reveals Charles Attard's watch and wallet, Revell's wallet and a stiletto, so we can safely assume that Twiggs killed both Maude (as he was killed with a stiletto) and Attard (as Twiggs has his wallet and watch). The probable motive for Maude was so that he could keep the securities himself, but why kill Attard and who killed Twiggs?

We will now check out Charles Attard. As he was a barrister who better to ask than Edward Hall who will inform us that Attard worked for Moriarty and so probably for Moran. This, with his link to Revell, probably mean that Attard was sent after Twiggs by Moran to get the securities back and was killed by Twiggs when he shot and wounded Twiggs during his attempt.

So that's three murders sorted out, with the motives for them, but we still don't know who killed Twiggs, but as he no longer had the securities it is most likely he was killed to get them.

The next victim, Roland Jaquard, is next to be checked out. A visit to his rooms reveals a Mauser T11, the gun that killed Revell and Attard, and a French revolver, the probable murder weapon used to kill Twiggs.

All we need to do now is prove a connection between Jaquard and Moran and we have our motive. In Jaquard's room we also found a membership card to the Bagatelle Club and a flyer for the Elephant & Castle. Let's visit the Bagatelle Club first.

At the club we learn that indeed Jaquard knew both Revell and Moran as he used to play cards with them, we also learn that Moran also used the Tankerville Club, so a visit there might also be in order. At the Tankerville Club we learn that Jaquard also used the club and was seen with Kathleen Lindsey, the wife of the ex Lindsey & Co partner. He was also seen with Moran there on the evening of Twiggs' murder and that he left hurriedly after conversing with Moran. So it is now safe to assume that Jaquard killed Twiggs under orders from Moran to retrieve the securities. We now just need to find out who killed Jaquard and why.

A visit to Jaquard's nosy neighbour Bettina Ivory tells us that the missing rug from Jaquard's room was carried out by two men and loaded on a wagon carrying the name of Landmark Ltd. The rug probably concealed Jaquard's body so a visit to Landmark Ltd. is in order. There we learn that the wagon was driven by one Juan Escobedo and a visit to him reveals that it was his brother Marco who killed Jaquard. We now only need the motive for this murder. Visit the Elephant & Castle and here you will be told that Jaquard was seeing a Lottia Garcia who was loved by Marco Escobedo, a prize fighter. So we know that Jaquard was killed by Escobedo out of jealousy.

We now have all the evidence so it is time to go to the judge. Q: Who killed Nathan Revell?

A: Cyril Maude.

Q: Why?

A: Under instructions from Sebastian Moran.

Q: Who killed Cyril Maude?

A: Curtis Twiggs.

Q: Why?

A: To take the securities for himself.

Q: Who killed Charles Attard?

A: Curtis Twiggs.

Q: Why?

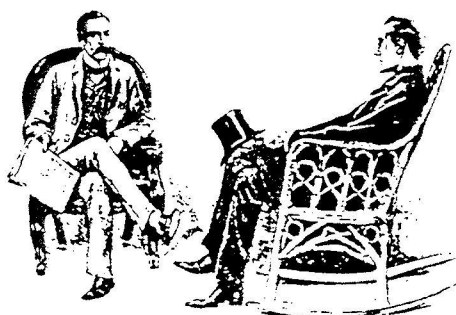
A: In self-defence.

Q: Who killed Roland Jaquard?

A: Marco Escobedo.

Q: Why?

A: Out of jealousy over Lottia Garcia.



(ANY SUGGESTIONS FOR THE NEXT SERIAL?)

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 Frobshire - 1 Heath Gardens, Coalpit Heath, Bristol, BS17 2TQ

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

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

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

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

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

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

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

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

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

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

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

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

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

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

ADVENTURE PROBE HELP LINES



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

THE ULTIMATE INFOCOM HELPLINE

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

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

ADVENTURE PROBE

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

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN