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ADVENTURE PROBE

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

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. to -

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

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HALL OF FAME

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

John Wilson, Dorothy Millard, Phil Glover, Mary Scott-Parker, John Ferris,
Ron Guest, Ellen Mahon, Ann Bailey, Christopher Heppinstall,
Jonathan Scott, Edwina Brown, David Hebblethwaite,
Jenny Wheeler and Gill Barry.

Special thanks to :

Kenneth Pedersen for software,
Ann Bailey for the cover picture and
Geoff Lynas for his usual great printing job.

EDITORIAL

A warm welcome to another issue of Adventure Probe, especially to the new subscribers who have joined our small but dedicated band of adventurers during the last few months. I was getting a bit worried about the loss of some long-standing subscribers, but I am delighted to say that some of the enquiries I receive every month have resulted in new readers, so I make no apology for, once again, reminding readers that it is *your* magazine, and I will be pleased to receive any suggestions concerning the contents. The magazine has always been well supported by a small group of contributors, and in order to ensure it is representative of the whole readers, I really do need to hear from YOU.

I am still amazed that most of the letters of enquiry I get are from players who say they miss the text adventures they used to play on their 8-bit machines, and now that they have a PC (sometimes an Amiga) they like to play them under emulation. This is great news, because it *should* ensure that the likes of Zenobi Software and The Adventure Workshop remain in business, as both of them convert their titles to run under emulation. On top of this, I know that the Internet has a vast number of text adventures, many of which are Public Domain or Shareware, and most of them can be made to run on the Atari and Amiga. Who said, years ago, that text adventures are dead?

While I'm on my soapbox, I feel I must say how disappointed I am in the response to the release of Peter Clark's new text adventure, "The Portal". Of course, I only know how many copies of the Amstrad version have been sold, so maybe the sales are better for the Spectrum version. With Peter's next game already written and awaiting playtesting, I hope his hard work will be appreciated by more than myself and a couple of players.

In an effort to reach players other than Probers, I have written to WACCI and 8BIT to let them know that I am now running WoW Software, enclosing a copy of the catalogue which I have just finalize. The full list of titles will be in the September magazine. When I first bought my Amstrad 464 I know there were a couple of PD libraries offering adventures, but neither of them have answered my recent letters. I have been thinking about offering PD titles, but I'm not sure what they are, or where I may obtain copies; and much as I would like to keep *all* games in circulation, I wonder if it is worth the effort.

I don't know if any of the UK readers are aware that the Royal Mail want to move our main sorting office from Liverpool to Warrington. This has, as you would expect, caused a great furore, not least because it would have meant that anything posted in Liverpool would *not* have a Liverpool postmark, something the local Tourist Board should have been most upset about, to put it politely. The postmark is the oldest outside London, and the Royal Mail have conceded the point, and say the postmark will stay. However, the sorting office is still likely to be outside the Liverpool area, so in future Probe may take even longer to reach you.

In case I don't get the next magazine out before the Convention, may I wish everyone who is attending a very good weekend, and hope it isn't too much like the one in Jon Scott's "Murder Mystery Weekend", which I hope to review next month.

All the best,

Barbara

LETTERS

From John Ferris of Coventry

As an Amiga owner I was very interested to read Steve Clay's comments regarding CDs and the Amiga and felt moved to respond. I actually own a machine capable of running the forthcoming games. I have an A1200HD with 10MB Ram, a 50MHz Blizzard 030 accelerator, a Syquest drive and a 2x CDROM.

When Commodore went into liquidation I ceased buying anything for the Amiga, but the accelerator and CDROM were bought when ESCOM arrived on the scene. I thought that the Amiga situation would pick up but we are still awaiting any firm commitment to the format by Gateway2000.

Steve has an excellent point regarding cost. I had a look through the magazines and found that to expand a basic A1200 to just exceed my spec would cost £340. I agree you would be better off saving up for a PC or buying that Playstation. I certainly wouldn't recommend anyone spending that sort of money on an Amiga in today's climate.

A year or so ago I had the opportunity to buy a PC notebook for a relatively good price. I added a SCSI card so I could use the CDROM and SyQuest I had bought for the Amiga, which is one of the good points of SCSI peripherals.

I use the notebook for Internet access, amongst other things, simply because the Internet is geared for the PC. Additionally, Microsoft provide a web browser, mail and newsgroup programs for free whilst an Amiga user has to fork out between £30 and £60 for similar software. The notebook has a faster serial port than the Amiga as well.

Don't get me wrong, I still like my A1200, I like the Amiga operating system, the way programs don't need vast areas of disk space and RAM to live in. However I also like my notebook and Win95 and I appreciate their good points, even though RAM and disk space are still at a premium.

As far as the future of the Amiga is concerned then the A1200 and A4000 will probably be the last of their kind. There's some argument over what makes an Amiga. Is it the chipset or simply the operating system (OS)? At a basic level, my A1200 is a computer running AmigaOS (workbench3.1) with a 2MB graphics card (AGA). The chipset's strength is that it is really well integrated, but despite this it is nowhere near as powerful as the latest PC cards.

The future, according to the magazines, is likely to be a portable OS which means you could have any machine and buy Workbench4 or whatever to run on it. This will then work with whatever sound and graphics card you might have. As the 68K CPU has had its day, the next Amigas will most likely be running on RISC chips which are really fast. The idea will be to buy whatever make of RISC computer you wish, then buy your OS, be it Workbench, Win97 or both if you want. Any software written for a RISC CPU will run on any such CPU, just as with the Intel compatible chips in PCs.

The bottom line is that what we know as Amigas today are the last of their kind. Future Amigas will look like a PC, will use cheaper PC parts, will blow the socks off your Pentiums and AMDK6's and run Windows as well.

As for today's Amigas, well PowerPC (RISC) cards are expected for the A1200 "this year" but what this will entail I don't know. Existing software, if it is written according to the correct guidelines, will run under emulation. We've all heard that one before.

My views on Vulcan moving to CDROM only titles are perhaps coloured by the fact that I already own CDROM. I wish them the best of luck. They are moving in the right direction and are trying to increase the life expectancy of the existing Amigas by dragging their users (kicking and screaming) into the present. Having to write games which will run on the basic Amiga platform (1MB A500) is a great millstone around a programmers neck. It's like insisting that every PC game must be capable of running on a 1MB 286 with EGA graphics. Amiga users used to laugh at such PCs, now PC owners laugh at Amiga games in a similar way. It is just a shame that expanding an Amiga is so expensive.

Are Vulcan biting the hand that fed them? Perhaps. Is supporting only CDROM Amiga games bad business practice? Ask any major games publisher out there and they will say that supporting any Amiga platform is bad business practice.

As for me, I will keep my trusty A1200 with all its excellent software. I will continue to surf the net with the notepad, to wait for the Amiga situation to be resolved, to play and (try to) write adventures.

*

Good luck to you and everyone else who has an A1200 with hard drive and CDROM. Please let me know how you get on with the new software, especially the next Valhalla as I was looking forward to playing it.

I've heard mumblings lately that far from reducing the number of disks needed per game, some new games are coming out on multi-CDROMs, sometimes as many as 4 or 5. If I have understood the situation correctly, isn't this the same stairway that floppy discs went up and then fell down? (Barbara)

From John Wilson of Rochdale

.....the latest debate concerning the "toilet-seat" seems to be missing out on one very important factor .. it all depends upon whether the man in question is a "Cavalier" or a "Roundhead" as the presence of a "head-covering" (or not in the latter case) can play a great part in the "accuracy" demanded to strike the target dead centre.

If it is "misplaced" (the "head-covering" that is) then the "angle of attack" can often be far removed from the intended one and the "aim" well astray.

Speaking as a "Cavalier" I am well aware of this. In severe cases it can even put the feet in great danger, never mind the fame "toilet seat".

*

I'll choose not to understand the above and just ask if that is why schoolboys (used to) wear caps and were always borrowing my protractor?

By the way, John's next sentence said "Have a good think about the above suggestions" but that refers to a completely different matter, I think! (Barbara)

From Ron Guest of Newark

I had hoped that in an adult, intelligent and instructive way, my June letter would have put the lid on the toilet seat debate once and for all.

Lowering the tone of the discussion by lewd references to "lame excuses" and "short comings" is alas what we must expect as the female psyche is physiologically unable to rise to serious debate and forego the descendence into lavatorial humour.

The matter cannot be allowed to drop so lightly in this tone of cheap female jibes. It is time that women faced up to the truth and learn to accept that the basic underlying problem is not the correct scientific use of the toilet seat, but that little green-eyed monster, jealousy. Initiated in childhood and carried festering into adult life.

The inability to take part in the boys daily school competition of "highest point on the urinal wall", is the primal cause of all female resentment. And of course the bonhomie of fifteen nude lads skinny dipping in the local canal, standing on the bank in the sunlight sending rainbow arcs of pee in friendly male competition for "nearest the far bank". Being spied on from the bushes or peeped at over the nearest bridge parapet, by girls unable to take part and thus ensuring their lifelong bitterness and resentment. Thus the proof of what the superior equipment is really, really, for, no matter what corrupting influence are exerted on us in later life by jealous females, nothing can ever outshine or erase the height and distance competitions of boys schooldays, which the poor female was and is forever locked out from.

It is this knowledge that enables us, with dignified forbearance and the odd grin, to wear our impermeable shield of superiority against snide female remarks.

*

Goodness, that had my spellchecker and dictionaries working overtime!

My only recollections of adolescent boys are that they would never, ever, let me ride their bike, saying girls couldn't because of the crossbar, and they would never help me over the high sandstone wall that was the shortcut into the grounds of Sudley Hall. (The second didn't matter because there were plenty of footholds between the large blocks where the mortar had crumbled away. I wonder if it was early training for all those "computer generated walls" I would climb many, many years later.) (Barbara)

A JOKE from STEVE CLAY

In response to the revolting riddles in the April issue, here is a revolting limerick (more revolting for the truth it contains) (And in keeping with the tone of the above letters ...Barbara)

It's a sign of wedded security,
A marriage that's reached its maturity,
When neither accuses,
Nor offers excuses,
For farts that fly with impunity.

REVIEWS

ISLAND OF MYSTERY

Written by Steven Neighorn

Reviewed by Dorothy Millard on a PC

You are told that you must explore a tiny island in the middle of a vast ocean in search of eleven treasures. You must first locate each of the treasure and then find a secret place where the treasures must be stored. Twenty points are awarded for each properly stored treasure, but once treasure has been stored it cannot be retrieved.

It states in the introduction that there are 240 possible points, including 20 bonus points awarded for three particularly difficult tasks, however I was unable to track down five of the bonus points and completed the game with 235.

"Island of Mystery" is easy to map and has only 38 locations. The parser understands two words and only the first three letters. There is a limited amount of time to find all the treasures as a huge Tsunami is heading your way and if it hits before you find the treasures the game ends. However it is a generous time limit of 500 moves.

Layout of the game on screen is different to the norm but very clear. The function keys can be used for directions and commonly used actions and if you can't remember which are which details are on the bottom of the screen. Personally I still found it easier to type W for west rather than remember which function key to use.

Starting on the south shore of the island you will soon discover that it is a good idea to avoid the native village where head hunters await you. Heading into the forest I discovered a tree with a bucket hanging from it which was just out of reach, a canoe which plays an important part in the game and a shack containing some important items.

Moving along the north shore I discovered a strange rock preventing entry to the temple, so I returned to a cave entrance but this was blocked by a boulder. I then fell into an animal pit necessitating a restart - thank goodness for the save option. I continued into a swamp where I met the swamp creature and discovered a way to pass the boulder, but once inside the cave I found the only way out led back into the animal pit. If you were observant earlier in the game the way out will become apparent. Once past the swamp creature you fall down a hole and enter the stone rooms where more treasure is waiting to be found, however you must get past the demon to exit as there is no way to get back the way you came.

On the whole I enjoyed playing "Island of Mystery". If anyone manages to get the additional 5 bonus points please let me know!

[This adventure will also run on the Amiga under PC emulation ...Barbara]



MAGNETIC MOON

Written by Larry Horsfield

Reviewed by Edwina Brown on a Spectrum

"Magnetic Moon" is the very first game from the Larry Horsfield stable. In it you play the part of Mike Erlin, the Assistant Navigation Officer on board the spaceship Stella Queen.

Your ship has been surveying uncharted space near the star Schedir when all contact is lost with your roving scoutship, Pathfinder. Her captain had radioed in to say they had found an earth-type planet, with two large moons, when there was a loud burst of static and then complete silence.

The Stella Queen goes to the Pathfinder's last known position to try to find the scoutship. It locates the planet but as it flies close to one of the moons a powerful tractor beam lashes out from the surface and siezes the Queen in a vice-like grip. The ship is then dragged toward what seems like certain destruction, but at the last moment the beam is shut off and the helmsman regains control. However, a heavy landing causes some damage and injures some of the crew.

Commander Adams reports that the ship is being held in a powerful magnetic field, the source of which seems to be underground. It is jamming all communication channels, so the Captain calls for volunteers to search and find it.

You step forward, but to your dismay are told to stay on the ship and help supervise the repair work. Wanting a slice of the action you decide to disobey the order, leave the ship and do some investigating on your own.

The tricky part is doing this without being seen by the senior officers. You must collect some equipment, vital to your survival once you are on the moon. There are numerous objects to be found but you can only carry so many, even though you have a backpack. However, there are clues to help you choose. A lot of part one is taken up with finding these items and getting off the ship before the captain twigs what you are up to and put a stop to it.

Once on the moon's surface do not draw attention to yourself, or you will be either hauled back or shot. You soon discover a wrecked freighter ship, if you have chosen your equipment wisely you can climb aboard. Before you have gone far, if you have left something behind, you are kindly reminded of this fact. Just as well as you will need it quite a few times more in the adventure. There are a number of puzzles to solve on the freighter before you can leave and reach the moon's surface once more. When there, follow some cargo crawler track and you will come to a cliff face where you must find a way in.

Part two sees you just inside the entrance to the installation. The complex, when you reach it, is highly sophisticated, with null-grav shaft, air recycling plant, power generators, medical rooms, etc. There are space pirates everywhere so try to keep a low profile. I'm afraid there will be times when you will be recognized for what you are. Not to worry, resurrection will get you going again.

This part ends with you once again on the moon's surface.

In part three you will find an opening in the sheer rock wall of a ravine. This leads to long tunnels and an underground cave. The wall of the cave and some of the tunnels are covered with a white moss which glow dimly.

At one point you almost fall over a small hairy humanoid who is squatting down eating something. He gives a frightened yelp and runs off. You come to a tunnel where the end is completely blocked with thorns. There is a large white flower growing at either side. The humanoid is here and he bends down and does something but what it is you can't tell. Suddenly the thorns part, he walks through, and they close behind him. The puzzle here is quite ingenious and took me ages to solve.

You will meet Jaeline, a High Priestess and catch up with the humanoid again. His name is Gueex and he has a rather limited vocabulary, he says "ook", "ooooook" and even "ooooo". I thought he was rather sweet though. Once on the surface again you will discover the wrecked Pathfinder in a large impact crater. There are numerous places where you will meet sudden death, but as you can be resurrected this does not spoil the enjoyment of the game.

"Magnetic Moon" is a large game with puzzles enough, I am sure, to please even the most experienced players. So if it is not yet in your collection, dig into your piggy bank and send for it now. Well, at least that's my advice.

Spectrum tape (3x48K or 3x128K) - £2.50 available from Adventure Probe.

Amstrad (disc only) £6, **PC(e)** £5 available from The Adventure Workshop.

Amiga(e) (6 titles on 2 discs, totalling 17x48K parts) £7.50 available from Adventure Probe. (Single titles £2.50 each on request)

PALACE ADVENTURE

Written by John Olsen

Reviewed by Dorothy Millard on an Amiga under PC emulation

The Sheik of Avarice has taken the rich and wealthy heiress Penlope prisoner and is holding her captive in his palace. Your task is to enter, explore it, find Penlope and get her out! Penlope is depending on you.

The game starts with you outside the palace complex where a number of traps are set for you, including guards, alligators in the pool and a snake pit with snakes who instantly kill you. In addition there is a livestock enclosure containing elephants which you can take and carry around with you if you so wish! Going through the entrance, complete with elephant, you will find the entrance hall where you will discover a hint about the alligators and then into reception where you will find a hint about the snake pit, but if you are anything at all like me and most adventurers, it will be far too late for both these hints. I had already been killed by all three.

There are lots of objects that are red herrings, but at least you can examine them, although you must type LOOK not examine to do so. Before too long you will discover an umbrella, but beware as you don't want bad luck, which in this case comes in the form of a pet tiger! Another sudden death awaits if, in true adventuring fashion, you must explore all locations, but was the Harem worth it? Once you have discovered the uniform and key you will be ready to explore the labyrinth beneath the palace where you will find Penlope chained in a secret prison cell.

"Palace Adventure" is an easy game. I played it under emulation on my Amiga and it ran smoothly and reasonably fast without any problems. There are many hints located throughout which makes the game suited to newer adventurers.

THEATRE – AN INTERACTIVE NIGHT OF TERROR

Written by Brendon Wybver

Reviewed by Dorothy Millard on an Amiga

Another day, another dollar! Life is good at the moment, the property market is booming. Still it does have its down side; when showing those Mulluer Corporation executives around that old theatre dump, err, opportunity you must have left your pager down in the basement. Better hurry, you have to meet the others at the opera in an hour, and be careful, it wouldn't do to show up with our clothes all dirty.

This is all the information you are given at the start of the game in the theatre lobby, which is a tribute to the new faded glory of the theatre. The still-smiling faces of forgotten productions stare out at you from faded posters and an old grand staircase leads up. After picking up your pager you retreat outside only to discover that your car is missing and a thug is waiting for you, so you are forced to return to the theatre and explore.

Throughout the game various texts and the loose pages of a journal which have been scattered throughout the foundations of the theatre, increasingly give more and more information about the history of the building and various secret rooms and passages.

My first task was to find a way into the attic through a trapdoor which I couldn't reach, where there is a winch and an observatory which deserves thorough investigation. The winch lowered the chandelier and I wondered why! After looking around further I found my way to a staircase landing where there is a very interesting portrait concealing a secret gallery. Pulling some curtains and looking down I saw a spotlight on the lobby floor below – must be there for a reason, but why?

I then made my way to the eastern theatre aisle where I saw the chandelier which I lowered earlier so I pushed it just to see what would happen. From the eastern balcony I was able to swing on the chandelier to get to the western balcony on the other side where I discovered a secret library, but obviously no one has been around for a while as there was a large nest containing a slug and a strange blue eye-like pearl, but how to get the pearl from the slug?

Other places visited in my search included the theatre roof where I saw a crow, but when I tried to go near it flew down the chimney. Taking this to be a clue I followed the crow down the chimney (I am sure that by now my clothes are dirty but then it's probably far too late to go to the opera anyway!) Finding myself in a sealed office I bravely opened a coffin to find a key but the crow stole it.

Eventually finding a key and the way out of the secret office I made my way to the costume room where mannequins chased me. I made a quick exit while I thought about how to stop them, for they must be stopped in order that you can obtain the gas mask. Returning to the observatory in the attic with the gas mask and a patterned lens from the telescope I looked through it to see an alien presence and collapsed, to awake with something new in my inventory. Looking at my inventory I found it to be the star crystal which is vital to the completion of the game.

Moving along I opened the safe in the manager's office and discovered a sealed-up ticket booth. Heading backstage I discovered a dressing room and a locker containing an ancient amulet, an old newspaper clipping and a coiled serpent who must be dealt with before you can get the other objects. Looking in the orchestra pit I found storage cupboards and a shadow creature.

Further along I was challenged by a pit containing a monster and I don't recommend you try entering the pit until it has been despatched. Inside the pit there is a tunnel which leads to a mine and a cage containing a goblin-like creature which turned out to be Trent, which in turn leads into a sewer containing a rats nest - yecch! Entering the witch's lair I obtained the dagger was nearly ready to confront Elizabeth.

"Theatre" is described as "An Interactive Night of Horror". It is a great game with lots of interesting puzzles, some of which will definitely require the thinking cap. I was well and truly stuck by the pit with the monster below ready to devour me should I be foolish enough to enter, even feeding the monster didn't seem to help - I heard snoring but as soon as I tried to creep past the monster woke again. I eventually resorted to some hints to get past the monster.

Another problem I had was in dealing with the rats. Thanks to a hint sheet I eventually managed to get past this point only to be confronted by an even more devious puzzle.

The location descriptions are well written, descriptive and interesting, as are the various texts throughout the game. The further you move into the game and the more information discovered, the more you are pulled into the plot.

After reading the above you are probably aware that I thoroughly enjoyed playing "Theatre" which is highly recommended.

[This game is also available for the Atari and PC]

THE HOUSE

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

I well remember this game as being one that had me pulling my hair out and putting away several times before I managed to complete it. The idea is that you are to enter a house, solve all the problems found inside it, and return to your starting point....

You begin on the front steps of the said house carrying a letter and a bunch of keys. The letter gives no real help at all so your first task is to unlock the door with the keys supplied. Easy peasy - yes, until you find that you have to keep the door closed, or you set off the burglar alarm. The next task would seem to be to disable this, but first you have to find it! In the end, you have to get to it from outside the house, and this is certainly no picnic. In the meantime you have to find the tools to help you do it, which means starting on the problems in the house itself, like finding out how to switch the power on and off, and opening a cupboard. There is also a secret passage to be found, which opens the game right up, a door to the cellar to be opened, and an attic to get into.

These are just a few tasters, and it seems that solving one problem just leaves you with another, and another, and another... By the time I managed to disable the alarm system, I was ready to call in the demolition experts.

This is one of the all time greats from Jack, and everyone should have a copy in their collection.

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

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

FLIPPING THE LID

Written by Mike Afford

Reviewed by Barbara Gibb on an Atari

"You have been chosen to embark upon a great quest - to brave the catacombs of Annuiin and there to meet the Lord High Protector of the Secret Word. He can be found somewhere on the upper level - but reaching him may not be easy...."

In fact it involves thoroughly exploring the catacombs to discover, and *decipher* from runic symbols, a total of sixteen power words. Most of these words are found by investigating objects, but some are very cleverly "hidden", and a couple will only appear under certain circumstances.

Whilst exploring you will encounter various characters, ranging from an unhappy King Alfred and the helpful Shakin' Stevens, to the ugly form of Gollum. Some you will have to find a way of killing, and some will assist you in your quest. Although there are some sudden deaths, you are warned about some, and on other occasions you may simply have chosen a reckless action. The screen display is neat, with the locations and options text taking up the top two-thirds, and a location picture in the lower third, with the bottom right-hand corner showing seven boxes numbered 1 to 6 and "more".

The text is very informative when it wants to be, and I suspect deliberately vague at times. The author has a sense of humour, and, on occasions he shows a real mean and teasing streak. The pictures are well drawn, and a few even have clever bits of animation. Some will update when your actions change the circumstances, for example, the water may cease flowing in the fountain, a chess piece whizz backwards and forwards across your path, or the boatman cross the river.

The operating system is very simple. You click on a numbered box to select an action. This could be a request to "stay and investigate", "leave the location", or pick up or deal with an object, character or structure such as a door, fountain, or alcove.

Despite the simple method of playing, I found I was getting a bit frustrated because I was getting lost (some exits are one way and some are not the opposite to the way in) so I took the trouble to make a map. This made things a lot clearer, and I began to understand the layout, even identifying the traps such as a couple of "dark" locations. Other frustrations are the fact that you have to return to the large hall/start location in order to save/load a position, the lack of a "drop object" facility, and no way of finding out what you are carrying. Despite these "drawbacks" I enjoyed the experience.

This is a two disc game, and you only need disc two once when loading the game, the rest of the time you leave disc one in the internal drive. Ensure you use a copy because it saves to the game disc, and as it overwrites the previous save I had a small stock of them; it paid off as on several occasions I had saved after making a wrong choice.

During the game and at the end there are references to "Isle of Glass". I also have this game but it is a completely different type of adventure. I would classify it as an arcade-cum-rpg game as you must access the action sequences in order to pick up food and valuable objects whilst avoiding what look like daggers thrown by peasants and soldier. I can't be more accurate because I haven't stayed alive long enough to get a good look.

To return to "Flipping The Lid", I discovered it when I was rooting through my Atari disc boxes looking for something to write about in Probe. This unusual game appears to have been around since 1991, but I have never seen any reference to it in magazines. My discs have a Goodman's label on them, a company that I have lost touch with, but they used to, and maybe still do, specialize in Atari software. (If anyone is interested, they may borrow my copy). One of the reasons for ignoring it until now could be because, as a dedicated text adventurer, I don't usually bother with arcade, role-playing and point-and-click games. and it came as a very pleasant surprise to find I actually enjoying playing it.

ALPINE ENCOUNTER

(Random House)

Reviewed by Dorothy Millard on a C64

On loading "Alpine Encounter" you are greeted by a pretty picture. You have twelve hours to stop the VODAC world domination conspiracy and you are sent to Alpenhof Ski Resort. As agent 456 your mission code is "Alpine" and you are to depart Alpenflug on Flight #118 at 4.12am (don't you just hate those early mornings?), to arrive at Alpenburg International at 7.55am. A driver will meet your flight and take you to Alpenhof Ski Resort. Your contact, Agent 487, is posing as an exchange student and will give you full details regarding the VODAC world domination conspiracy. Best information and computer evaluation gives you twelve hours to stop VODAC, although you won't need anything like that amount of time.

Starting outside the exclusive Swiss resort Alpenhof facing north you see the ski slopes in the distance and it is 9.00am. Entering the resort you soon discover a newspaper stand and on reading the Alpine Zeitung - English Edition, learn that reliable sources report that a priceless Chinese vase was stolen from the Art for Peace Collection scheduled to tour the U.S. this month. An international crime syndicate known only as VODAC may be responsible, say investigators. Officials say U.S./Chinese relations may break down completely if the vase is not recovered. A report from the Swiss police reveals that the search for the vase is centred on a small ski resort and an intercepted radio transmission from that resort indicates that the vase may be hidden there. Shortly after, a character puffing on his pipe will hurry towards you. It is Inspector Scott, who tells you he is investigating some irregularities at the hotel. He says that there is nothing to be alarmed about, but to call him if you see anything suspicious.

The graphics in "Alpine Encounter" are quite good but very slow to load. Fortunately they can be easily turned off to speed things up should it be necessary to retrace your steps or when mapping the game. Talking of mapping, there are lots of locations, many of which it isn't necessary to visit and in fact the game can be completed in very few moves, which is a pity really. I feel a lot of effort was put into the pretty pictures at the expense of the puzzles. The storyline is done reasonably well but the location descriptions are short. The parser is woeful, it doesn't understand TALK to any of the many characters in the game, also you must find out the person's name before you can even LOOK at them. EXAMINE isn't understood as a verb, instead you must LOOK at things and mostly you don't get much information. It is necessary to type GO UP or GO DOWN as the parser doesn't understand U or D, although the normal abbreviations for the common directions are understood. The game kept telling me "That is very confusing" and I had to agree! "Alpine Encounter" can be completed in as little as eight moves!

[Runs from disc only.....Barbara]

MUTANT

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

This game was in my "started, but got well and truly stuck so finish later" pile!

The intro. tells you that 20 years ago a Bomb was tested on a south sea island, but that things seem to have returned to near normality, except for one thing. Whilst several villages now flourish around the coast, something has appeared in the mountains. No one has seen it and survived but everyone has heard the hideous cry of the Mutant! Can you destroy it before it is too late?

I started out on a dirt track beside a somewhat defunct landrover and careful examination found a half-disconnected battery. A thorough search is required inside as several necessary items are located here, including some suspenders and stockings.... I began to wonder what I had let myself in for, but believe me, there is a real need for these without moving too much into the game. The mind boggles, and for those who haven't already played this one, I'll let you imagine things for yourselves - suggestions on a postcard to Probe, but nothing too raunchy please!

Within the first 15 locations I came across a bird hide, a patch of nasty nettles, a dark cave with a deep pool of water and a skeleton with something rather disgusting in its mouth. When I finally discovered a use for that something, and what I had to do with it - well it's enough to put you off for life! (I won't tell you what it will put you off of - you can find out for yourselves.)

Moving on, I came across a lake with a crocodile (and guess who's on the menu?), a clear pool full of purple water snails, an alligator who also wants dinner and some wild boar. Add to that a hornets nest, a worm, a tin bath with a hole in (of course), and some snowshoes, and you begin to get the full flavour of Jack at his most devious.

I wouldn't say that this was one of Jack's most difficult games, but I got well and truly stuck the first time round, trying to find a way of crossing a lake full of piranha fish. Oh. did I forget to mention them before? However, with some logical thought I solved this one, which finally enabled me to finish the game this time round. Can't think why I didn't before.

A little gem, this one. Recommended for beginners and more experienced hands alike.

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

Atari ST/STE version on compilation with Hammer of Grimmold and Domes of Sha. £2.49 available from Zenobi Software or Adventure Probe.

C64 version £2 available from Adventure Probe.



Mentor's News Eight

I approached the man whom I had heard earlier. The coolness of the evening breeze was pleasant against my skin. I glanced in Redthorn's direction, but she was sitting in her cage, and seemed not to have noticed me.

The slaver smiled broadly at me. "Greetings friend: are you interested in buying exotic slaves?"

"I could be," I replied. I nodded towards Redthorn. "It is strange to see an Elf in the Southern Lands."

The man grimaced unpleasantly. "Not much call for them," he admitted. "This is the first I've ever tried selling. They won't work. Don't pay for themselves. Mostly, they go to professional collectors for decorative purposes. Mind you," he grinned at me, "the female elves do offer other incentives, I suppose. If you *can* like that type of thing." He glanced at Vana, who was carefully keeping her eyes on the ground lest they betray her anger. "But I see you already have a slave to keep you warm at night. Why are you interested in the Elf?"

I moved a few paces closer to the cage, so my voice would be sure to carry. "I was once held prisoner by Elves," I told him, bitterly.

"Gods' blood!" he exclaimed. "And you lived to tell the tale? How?"

"I was to be executed by suffering the death of a thousand arrows." The man looked wide-eyed at me. "But the Elves suddenly rushed off, hearing news of invaders in the forest. Only a few inexperienced Elves were left on guard. It was my only chance. My hands had been tied only cursorily before my guard had run off with the rest. I unpicked the knots with my teeth, and then asked for water. When the young Elf brought me a flagon, I used the rope to strangle him. I dodged out of the camp, and then ran until I hit the river which flowed through the forest. I swam and let the current show me the way out."

"So, you would like to repay their hospitality?" the slaver laughed. "I like the irony, my friend. If you want to buy, her price is one thousand gold pieces."

I struggled to keep my astonishment from showing. Even allowing for the fact that Redthorn was regarded as an exotic slave, the price was about four times higher than it should have been. The slaver was an astute businessman, and assumed that my thirst for vengeance upon an Elf would induce me to pay his price.

I smiled at him. "I have waited a long time for this," I assured him. "I will meet your price - provided, of course she is healthy."

For the briefest moment, the Slaver's own surprise was evident. He had expected me to haggle. I wondered if I had perhaps overplayed my hand, but the slaver's greed was now working overtime. He moved to the cage and rattled the bars with a convenient stick.

Redthorn slowly got to her feet, and turned lustreless eyes upon us. Her skin held an odd hue, and her lips were dry and cracked. The slaver frowned deeply.

"No, I don't want to buy. You must think me a fool," I snapped at him angrily.

"What do you mean?" he demanded.

"Trying to sell me an Elf who will be dead within twelve hours?" I sneered at him. "It might work with other people, but not with me. I spent long enough with the Elves to recognise Krangarian Swamp Fever. Wait until this story is told in the taverns - you'll be lucky if you can sell food to a starving man!" I turned angrily away from him, just as Redthorn fell unconscious to the ground in her cage.

The slaver, seeing Redthorn unconscious, and his business in ruins if I carried out my threat, ran after me and grabbed my arm. "Krangarian Swamp Fever? I've never heard of it. Is there a cure?"

I nodded. "Yes, but you would need to send to obscure herbalists in the Northern Lands."

The slaver glanced again at the Elf. "This means I have lost two...seven hundred crowns!" He was a poor liar. "Is there *nothing* to be done?" he asked me.

"Well..." I muttered unhappily, "perhaps..." The slaver turned intense eyes upon me. "What?" he demanded eagerly.

"I have just returned from a trip there. I sell obscure potions. I have the cure."

"Get it, get it," he insisted.

"Vana," I said, "run to our room, and in my..." I glanced at the slaver and moved away from him, and seemed to give Vana detailed instructions. She ran in the direction of the house of Marcus, where we had lodging, as had been recommended.

We returned to the Elf's cage. Redthorn was shivering uncontrollably. "There is little time if she is to be saved," I said.

"This potion," the slaver asked suddenly, "is it...is it rare?"

"Very. There is only one herbalist possessing the skill to create it that I know of, and it took me six months to track her down."

"Then...this potion is...expensive?"

"Yes," I told him. "It costs a thousand gold crowns."

"What?" the slaver demanded. "Forget that - let her die!"

And I knew that he meant it. "You didn't allow me to finish," I continued. "It is one thousand gold pieces to anyone else. To you - five hundred. And if she lives, I will buy her from you for three hundred."

The slaver's eyes opened wide - but he considered my offer. "Why should I sell her to you so cheaply?" he demanded.

"Three reasons," I told him. "One, because I'm selling you the potion at a massive discount and allowing you to recoup some of your outlay. Two, because you are an honourable man, and want it known throughout Persea how you repaid favour for favour. And three, because Krangarian Swamp Fever can never be cured. After a few months, the fever will return and kill her, unless she is given more of this potion. Once this is known, no one will buy her because no one will want to have to keep buying the potion. This way, you at least get *something* back."

"And what do you get out of this deal?" he demanded as Vana returned carrying a flask of yellow liquid.

"I?" I smiled at him. "That's simple. I get to savour my revenge on this Elf."

The slaver pined his lips, deep in thought. He glanced at me a couple of times, and then at Redthorn, whose shivering had become more pronounced.

"Make up your mind quickly," I urged him.

"I agree," the slaver shouted, Redthorn's pronounced shivers finally convincing him. He ran for the keys to the cage, and I unstoppered the flask, pouring its contents into Redthorn's mouth. Leaving Vana to watch the Elf, I accompanied the slaver to his shop. His hirelings threw curious glances at me as the slaver tossed me a pouch. "Two hundred: count it," he grunted.

I smiled at him. "I know you to be an honourable man," I said. "That will not be necessary." The slaver thanked me for my courtesy as I returned to Vana and the Elf, who had stopped shivering, and now seemed to be deeply unconscious.

Picking her up, and with Vana following me, we returned to our lodging.



COLOSSAL CAVE 1997 by STEVE CLAY

I should think most authors have at some time or other thought of writing a version of the original adventure Colossal Caves. I always thought it would be an interesting exercise to alter the original game and create a completely different game. However I have not got total knowledge of the original game and I thought maybe my ignorance of certain aspects of the game would show through in a new version.

Then a few years ago I read of a coal mine that had re-opened as a working museum and the thought came to me 'What if the Caves were rediscovered, refurbished and opened to the paying public?' The treasure hunt aspect would be retained with the player cashing in his/her treasures at the red brick building. The player would not be killed as such but would be ejected from the caverns instead. If set in a fantasy world the keeper of the caves would not even have to worry about killing off the player for real.

I would have liked to use the same game map as I think that would be an interesting discipline - although a few new sections could be added. The treasures would not just be lying around either. The puzzles would need to be rewritten in such a way that having played the original the player of the new game could not just breeze through it. The helpline feature I used in the classified advert article (June 97) originally came from my plans for this game.

To gain the help the player could visit various help booths dotted around the caves with help gained at a cost of one silver piece. The Amiga version was intended to have the two mazes represented in 3D Dungeon Master style. There are many other ideas I have had that would fit well into a version of the caves but I can use them elsewhere so they remain my secret.

One idea I had was for the Dwarf and the Bird. The bird is no longer a chirpy little thing and is in fact a huge bugger with attitude. The player needs to tempt the bird into following him/her into the cave with the Dwarf. The Dwarf sees the player and raises his axe: the player needs to time their DUCK so that the axe flies over his/her head and strikes down the bird. The bird now blocks the exit which could be another puzzle, or the Dwarf might drag the bird away with a super-Dwarven effort and begin to pluck the carcass - after all, food is food.

The black rod, among other uses, was going to teleport any treasure it was waved at to some secret location that the player would have to find.

The ideas for this type of game are endless and I thinking sticking to the original map would make players appreciate the game more.

This is one game I would love to write; another sees the player travelling through space and discovering an alien craft. This obviously is not a new idea but I would love to try and make the game area a truly alien one where objects are described exactly as they look to the player. The player would have the task of learning to operate the objects by trial and error to solve all the problems that existing in an alien environment would bring. Again the puzzle potential is limited by my imagination.

It would be nice to hear from other authors or people who haven't got around to writing an adventure who have a game they would love to write.

Readers' thoughts and suggestions will be welcome. (Barbara)

TRILLIONS (Pablo 8) by DAVID HEBBLETHWAITE

In order to enjoy this story, you need to have an understanding of the nature and function of Trillions. So here we go.

Trillions are a race from another planet. They may be a warlike race out to conquer the galaxy. They may be a peace-loving race of artistic geniuses. They may be a mysterious race of nomads. They may be master craftsmen. But they are none of these things.

The Trillion are a race of genetically engineered creatures designed to perform dangerous, boring and repetitive tasks, in much the same way as robots are used. However, the Trillions are not robots, or androids, or cyborgs, or anything like that. They are living creatures, but are engineered so they do not need to eat or sleep. They have a rudimentary intelligence, and were designed and manufactured by the media moguls on the planet Meggabux to perform a boring, repetitive, and sometimes dangerous job – acting in soap operas and adverts.

You see, soap operas are big business in Meggabux's galaxy, but not many actors want to be in them, preferring to work in the theatre, in films, in other TV programmes – even in pantomime. Trillions are ideal for soap opera acting – they don't need paying; they don't argue; they learn their lines perfectly, by storing them in a specially designed memory built into themselves; and their acting ability is equal to the standard of most soap operas in other parts of the universe.

Trillions learn their lines by reading them and storing them in their special memory. They also learn a "trigger" phrase at the same time which they associate with the line they have to learn. When they hear the "trigger" phrase, they automatically recite the lines they associate with that particular "trigger" phrase. Actions are learned in the same way. By making the "trigger" phrase the end of the previous lines, and by carefully wording the script – not forgetting to remove the lines and "trigger" phrase from the Trillion's memory when they are no longer needed – a cheap, quick soap opera, and thus a high share of the ratings, is produced.

What, if anything, does all this have to do with Pablo Pickaxe, I hear you ask (well, obviously, I can't *actually* hear you, but you know what I mean). Well, one day, one of the Trillions accidentally discovered a Matter Transportation Portal, stepped into it, and found itself in the land of Ouch. It was the first. Others followed....

Pablo woke up with a sore head. He had been drinking an unsavoury Orc brew called Voymitre the previous night in the Sunken City Inn. It had not just left him under the table, but it had nearly left him six feet under as well.

He wondered where he was no. Pablo had been told by his doctor that he was a somnambulist. He didn't know what the word meant, but he presumed it meant that he was a collector of something, and he wondered what. Merlin Mudpie had told him that the only thing he collected was dust. That must be it – a somnambulist is a collect of dust.

Pablo was up a tree (look, I don't know how he got there. He'd been drinking Orc ale. What do you expect?). A wild dog was barking at the bottom of a tree – but not the tree that Pablo was up, which means (wait for it) that the dog was barking up the wrong tree! (Subtlety? What's that?) Pablo really felt sick. Everything around him had a blurred, indistinct edge, so that all he could see was a watercolour scene that had just been painted. The canvas had been stood on its edge, so that the colours had run and merged together. As the blended colours separated and edges appeared, Pablo saw that the tree was part of a small copse next to a small hillock. Pablo saw a sudden flash at the top of the hillock. He also saw that the dog had turned away from the tree and raised its hind leg. But getting back to that sudden flash. Pablo could see that the flash had grown a bit now. It became a rectangle of shimmering silver. Partly from curiosity, but mainly from his enormous hangover, Pablo staggered over to investigate. A huge black shadow appeared in the silver rectangle. Then the shadow shrank.

And there, in front of the rectangle, stood the squat form of a Trillion.

"So let me get this straight," said Pablo. "There was a fire in the cemetery last night, and Hector's chickens have flown the coop."

"Sure thing, mate," squeaked the Trillion, who was wearing a hat with corks dangling from it. "But don't forget the rabid koala that got into the skating rink yesterday arvo."

"Er.....yes," replied Pablo uncertainly. "Who's Hector, anyway?"

"That's him there, mate," said the Trillion, pointing to another Trillion who had appeared from nowhere. This new Trillion was dressed similarly to the first. "G'day mates," he said sadly.

"Never mind, mate, it could be worse," said the first Trillion.

"How?" asked the second Trillion glumly.

"Look behind you," said Pablo, pointing.

Emerging from the silver rectangle was a flood of Trillions.

They were all basically the same, but dressed differently. One of them was trying to sell another something. Two of them were arguing. Two of them were apparently trying to eat each other. There were thousands and thousands of Trillions altogether.

Pablo put his head in his hands and screamed.

A Trillion's memory has two bits, like a computer's memory. The equivalent of the RAM is where they store lines and "trigger" phrases. The equivalent of the ROM is where they store how to perform basic action like jumping, walking, throwing, climbing, swimming, and stuff like that. And just like a computer, you can command a Trillion to perform one of these actions, but you have to be careful – if you tell a Trillion to jump off a cliff, that's exactly what it will do!

Pablo discovered this when he and the Trillions came to a river. It was not a very fast-flowing river, but there was no bridge, and they needed to cross to get home (Pablo's home that is – he wondered how he had managed to cross the river before. Strange effect of Orc ale).

"We need to cross," mused Pablo.

The Trillions took this as a command and began to walk forward.

"Stop! Stop!" cried Pablo after about 500 Trillions had walked into the river and had sunk, since walking on water unaided is not one of the many abilities of Trillions.

The Trillions stopped, some in mid-step.

Pablo thought very carefully before he said anything else. He asked the Trillions, "Can you build a bridge?"

Ten Trillions stepped forward, each holding the legs of the one in front. The chain of Trillions then jumped into the river, and the lead Trillion grabbed hold of the far bank. The ten Trillions now formed a bridge across the river.

"Erm.... that's not quite what I had in mind, but OK," said Pablo, and then, more loudly, he said, "Right, you lot, walk across the bridge!"

The thousands of Trillions obediently walked across the bridge of Trillions. As the first Trillion reached the far bank, it stopped, and did not move. The other Trillions crashed into each other.

"Let everyone get across!" shouted Pablo, and sure enough, the Trillions on the far bank parted to allow their fellows to cross.

When all the Trillions had crossed the river, it was Pablo's turn to cross. Tentatively, he stepped on to the Trillion bridge. It swayed a little at first, but somehow he managed to cross to the other side (let's face it, if he'd fallen in and been swept downstream, it wouldn't have made for a good story (yes, I know it would have been funny in the short term (wow! A bracket within a bracket within a bracket! This must be a record!) but you'll thank me for it later, Yes you will.) now would it?).

He looked back. The ten Trillions were still linked in the bridge.

"It's all right, you can let go now!" called Pablo.

Pablo winced as the ten Trillions landed in the river and sank.

They came to a village – the village of Cottonreel. Cottonreel was on the other side of Ouch to Pablo's house, and there was a reason for that – the people of Cottonreel took a particular dislike to travellers. Because of this, no one who lived in the village had ever left there. An historian would probably call it something like a "time capsule" or a "piece of living history", or at least they'd call it something if they weren't driven out as soon as they arrived. Pablo didn't really want to go there, but with a horde of Trillions in tow, what could he do? Perhaps he'd find a circus or something, before it or he got thrown out of Cottonreel. Some hope.....

There was no tavern in Cottonreel – taverns attracted travellers, after all. There was no market, and there was certainly no adventurers' supply shop. In fact, there wasn't really anything there. Cottonreel was one of those places that exists only so people can come from them – except of course nobody could come from Cottonreel, because nobody ever left.

A party numbering many millions is not inconspicuous – even several million cold viruses are noticed eventually – but they were not challenged until they reached a square – the inhabitants of the village were too surprised to do anything. They were challenged by the entire Village Guard – a small man with a huge beard and a iarynx to match.

"WHERE ARE YOU GOING?" shouted the Guard.

Without hesitation, one of the Trillion replied, "I'm off down the Uni".

"WHAT?"

"I think he mean the university," replied Pablo, trying to be helpful.

"THERE IS NO UNIVERSITY IN COTTONREEL!" shouted the Guard. "IN FACT, THERE IS NO EDUCATIONAL ESTABLISHMENT OF ANY DESCRIPTION!"

"Is there anything here at all?" asked Pablo, desperately.

"HMMM....NOW LET ME THINK. THE ONLY THING I CAN THINK OF IS THE HIGH STREET - WELL, ACTUALLY IT'S MORE OF A DIRT TRACK THAN A STREET. THERE ARE PROBABLY A FEW SHOP THERE. JUST TURN RIGHT OUT OF THIS SQUARE AND KEEP GOING."

"Thank you very much," replied Pablo, and he left the square along with the Trillions.

"YOU'RE VERY WELCOME," the Guard shouted after them without raising the tone of his voice a fraction of a decibel. Then he topped, "OI! TRAVELLERS AREN'T ALLOWED HERE!"

But he was too late. They had gone.

There were three shop in Cottonreel's High Dirt Track - sorry, Street. The first was a hat shop, which Pablo went into, at the request of a Trillion who played a violin and smoked a pipe.

"How can I help you?" asked the shopkeeper.

"I've got a friend who'd like a hat," replied Pablo.

"You've come to the right place then. What sort of hat is it? Bowler? Panama? Stetson?"

"No, it's a deerstalker. I..."

"We don't do deerstalkers! Get out of here!"

And so Pablo had to leave.

The second shop was a florist's. A Trillion dressed as a hippie wanted flowers, so Pablo went inside.

"Hello, I'd like some flowers, please."

"Certainly sir," said the assistant. "What kind? Roses? Hyacinths? Marigolds?"

"No. Dahlias..."

"We don't do dahlias!" snarled the assistant. "Scram."

And so Pablo scrambled

The third shop was a joke shop (great shopping in Cottonreel, isn't there?). Naturally, one of the Trillions was a practical joker, and wanted something from the shop.

"Good day to you sir. What would you like? Itching powder? Black face soap? A whoopee cushion?"

"Well, none of them actually. I was wanting some fake dog doodah..."

"Doodah? DOODAH? We don't do doodah! Sling your hook!"

And so Pablo – well, you get the idea.

News travels fast in Cottonreel. There's so little news that when there is some, the locals can't wait to tell everyone else. So you can imagine how quickly people got to hear about Pablo and the Trillions. Pablo and the Trillions were to inconspicuousness what a football is to wine-tasting. And now, as the party walked down the High Dirt Track – sorry, Street – a large number of people – carrying, for no apparent reason, pitchforks – formed in front of them. The crowd was fronted by the Village Guard.

"TRAVELLERS ARE NOT ALLOWED IN THIS VILLAGE!" he shouted. "YOU MUST LEAVE! CHARGE!"

The crowd of villagers ran forward, trampling the Guard. The Trillions, taking the "CHARGE!" as a command, also ran forward, trampling the Guard underfoot and knocking the villagers over.

"Stop!" shouted Pablo to the Trillions. "Follow me!"

He turned and ran from Cottonreel. The Trillions followed, as did the crowd of villagers. And as resilient as a cartoon character, the Village Guard followed them.

They followed Pablo back to the hill where he had first met the Trillion (look, I don't know how they crossed the river. Don't complicate matters). As Pablo reached the foot of the hill, a silver rectangle appeared at the top of it. A man stepped out of it – two men. The first was a short, plump man wearing a beret and brightly coloured clothes. The second man was tall and skinny. He wore a suit that looked as if he slept in it, and glasses with lenses a foot thick. His hands were clasped together and swinging from side to side. An inane grin was stamped on his face.

"Ah, the Trillions!" exclaimed the first man. "Isn't that right, Bean?"

"You're absolutely right, Mr. Laserbeam, sir," enthused the second man.

"I'm Lorenzo Laserbeam, television director from the planet Meggabux," said the first man to Pablo. He pointed to the other man. "Don't mind him. He's Bertram Bean, my assistant. He wears that suit all the time – he even sleeps in it!"

"Just a minute," said Pablo. "I've heard the name Laserbeam before..... is one of your relatives called Laurence?"

"Yes," replied Lorenzo Laserbeam. "He's my brother. He's still up there, somewhere, in his spaceship. You know him?"

"We've met, yes. Why are you here?"

"These Trillions work for me. They act in soap operas. I want to direct the best soap opera ever – something above and beyond *Eldorado*, you understand?"

Pablo didn't, but he nodded anyway.

"Thank you for looking after them, Mr...?"

"Pickaxe. Pablo Pickaxe, adventurer ordinaire., I don't believe in Extras."

"That's a shame," replied the director. "I was going to offer you a part in my latest project as an extra. You'd have made a lot of money. But if you don't believe in that sort of thing... Come along, Trillions."

The Trillions followed the director and Bean through the silver rectangle.

"Wait! Wait!" called Pablo. "I didn't mean..." but they had vanished. Pablo turned, angry with the world for being there.

The entire population of Cottonreel was waiting for him.

"WE HATE TRAVELLERS!" shouted the Village Guard, who had miraculously recovered from being trampled on by several million pairs of human and Trillion feet. "NOBODY HAS EVER LEFT OUR VILLAGE, AND..."

"You all have," observed Pablo.

"Blimey!" exclaimed a villager. "E's right!"

"NO!" shouted the Guard. "NOW WE ARE ALL OUTCASTS! WHAT CAN WE DO?"

"You can try welcoming travellers to your village, for a start."

"WHAT, EVEN THE ONE IN BLACK WHO KEEPS COMING AND TELLING US HE'S BEEN REBORN FOR THE NTH TIME?"

"Why not?"

"I LIKE IT. IT SOUNDS GOOD. SHALL WE TRY?"

"YES!"

The last shout came from the entire population of Cottonreel, minus the Village Guard. The volume of it almost equalled that of the Village Guard's normal speaking voice.

Pablo cheered, and then groaned. The noise had brought his hangover back.

And so the entire population of a village changed its attitude to travellers for ever – and all because of one adventurer and several million genetically engineered soap opera actors. Not forgetting a couple of pints of Orc ale, of course....

(More of Pablo in a future issue)

A PUZZLE by JONATHAN SCOTT

There are two rooms, with a long corridor and no way to see into the other room.

You can start in either room, but you must figure out which of three lightswitches (in the first room) operates which of three lightbulbs (in the other room).

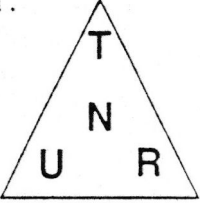
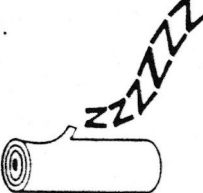
You can only move once.

How do you do this?

(Answer next issue)

SQUARES QUIZ

sent in by HILARY O'CONNOR

1. 	2. 	3. APOPORKERKE
4. 	5. TOP THE	6. 
7. FORWELLMED	8. 	9. GLI
S 10. P	H 11. AUTUMN	12. DESKEP
O		

ANSWERS NEXT MONTH

A QUESTION OF INTERPRETATION

sent in by TERRY TAYLOR

1. We celebrate Guy Fawkes Night on November 5th. Do they have a November 5th in America?
2. Some months have 30 days: some have 31. How many months have 28 days?
3. If you entered a cold room where there was an oil lamp, a paraffin heater and some fire wood, but only one match, which would you light first to get warm?
4. If a doctor gave you 5 pills at mid-day, and told you to take one every half-hour, at what time would you take the last pill?
5. A farmer has 12 cows that develop Mad Cows disease. All but 9 die. How many did he have left?
6. Take 2 apples from 3 apples. What do you have?
7. The bible tells us that the animals were saved from the great flood by being taken on board the Ark. How many animals of each species did Mosses take on board with him?
8. If you drove a bus with 40 people on it from Manchester and stopped at Chester to drop off 4 passengers and pick up 5, and at Rhyl to drop off 3 more and pick up 4, and arrive at Bangor 2 hours later, what is the bus driver's name?
9. Liverpool and Everton play 5 games of football, and each wins 3 games. How did they do this?
10. An American aircraft full of French passengers crashes right on the border between Germany and Switzerland. In which of these countries would they bury the survivors?
11. A man build a house with 4 walls - with each wall facing South. Through the window he sees a bear. What colour is the bear?
12. Divide 30 by a half. What is the answer?
13. You go to bed at 8pm and set your clockwork alarm for 9am the following morning. If you fall asleep immediately, how many hours sleep do you get?
14. A cowboy rides into town on Friday, stays 2 days, and rides out of town on Friday. How does he do this?
15. A man pushes his car in front of a hotel, pays a fine, then pushes his car off again. Why does he do it?
16. There are 24 blackbirds in a field. A farmer shoots 2. How many are left?

(Answers in a future issue)

The Adventure Workshop

Adventures for the Spectrum

NEW RELEASES

The Lost Children

By Larry Horsfield

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

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

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

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

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

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

The Adventure Workshop

Adventures for the Spectrum

NEW RELEASES

WHERE IS ZEUS

A Three Part Text Adventure

Written By Frank Fridd

Zeus, ruler of the gods and sender of rain has disappeared and without him rain cannot fall to give sustenance to the land below. The grass and crops cannot grow, the river has dried up and there is no water for the animals or humans to drink and everything everywhere is slowly dying. The other gods seem helpless, so you a mere human decide to try and find him and so bring life back to the land.

Available Now on Disc Priced £5.00 and Tape Priced £3.00

SLEEPIN' AGAIN

A Two Part Text Adventure

by PETER CLARK

You have, yet again, just completed one of your Mega adventures and, after a short well deserved rest, have decided to start another. Remembering that you had inspiration for one of your other games whilst day dreaming, you make your way to a local park and make yourself comfortable on one of the benches. Your eyes slowly close as you drift off to dreamland!

Available Now on Disc Priced £5.50 and Tape Priced £4.00

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

ZENOBI SOFTWARE

26 SPOTLAND TOP, CUTGATE, ROCHDALE, LANCS. OL12 7NX

ADVENTURES for SPECTRUM 48K & 128K & ATARI ST/STE
also ATARI, AMIGA, PC and MAC
under emulation unless otherwise stated

A.Woods/P.Page

Stalker (128k only - Not MAC or ATARI)

Alan Davis

House On The Tor

Alan Devey

Dungeons Of Maldread

Teenage Emergency

Alex Williams

Boyd File

Clive Wilson

Venom

The Darkest Road

See-Kaa Of Assiah

The Time Of Dread

Whiplash & Wagonwheel (ATARI only)

Kobyashi Ag'Kwo

The Unborn One

ZZZZ

The Little Wandering Guru

Kobyashi Naru

Nightwing

The Shard Of Inovar

Demigod

The Tears Of The Moon

Craig Davies

Murder Hunt

Quest For The Holy Something

Murder Hunt 2

Dave Hawkins

Stranded (state 48k or 128k)

Dennis Francombe

The Song of Taliesin

The Golden Sword Of Bhakhor

The Fisher King

Perseus

Diarmid

Hob's Hoard

Dented Designs

Game Without A Name

Diane Rice

The Black Tower

The Twelve Days Of Christmas

Serpentine Tale

Fergus McNeill

Bored Of The Rings

The Boggit

Robin Of Sherlock

The Big Sleaze

Sherwood Forest

The Dragonstar Trilogy

Quest For The Holy Joystick

Return Of The Joystick



8th Day Software

Four Minutes To Midnight

Cuddles

Quann Tulla

Ice Station Zero

In Search Of Angels

Faerie

H.R.H.

Earthshock

A Harvesting Moon

Ronnie Goes To Hollywood

Weaver Of Her Dreams

St.Brides

The Secret Of St.Brides

The Snow Queen

The Very Big Cave Adventure

Bugsy

Jack The Ripper

The White Feather Cloak

Silverwolf

The Dogboy

Precision Software

The Extricator

The Energem Enigma

Walter Pooley

Desert Island

Castle Adventure

Mansion Quest

Mission X

Pyramid

Gareth Pitchford

Man About The House

Search For The Nether Regions

Microfair Madness (128k only - Not MAC

or ATARI)

P.C.W.

Garry Cappuccini

Crack City

Geoff Lynas

April 7th

George Hoyle

Balrog's Day Out

The Emerald Elf

Fistful Of Necronomicons

Brian The Novice Barbarian

The Trouble With Trolls

High Voltage

Cortizone (ATARI only)

Ian Eveleigh

The Lamberley Mystery

Ian Osborne

Sam's Unexcellent Adventure

Ian S.Brown

Bog Of Brit

The Menagerie

J.Scott/S.Boyd

For Pete's Sake

Lycanthropy

Red Alert

Escape From Hodgkins' Manor

Limelight

The Beginning Of The End

Labour Pains

The End Is Nigh

Why Is The World Round Anyway?

Toddler Trouble

Mutiny - Episode One (128K only - not

MAC or ATARI)

Mutiny - The Final Chapter (128k only -

Not MAC or ATARI)

Loose Ends

All In A Day's Work

ZENOBI SOFTWARE

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Lancs. OL12 7NX

Jack Lockerby

Deep Waters Vol.I (Compilation - £5.99)
Deep Waters Vol.II (Compilation - £5.99)
Murder - He Said (128k only - Not MAC
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Theme Park UK
The House
Kidnapped
Norman's Lament
Dragon's Quest
Enchanted Cottage (Not SPECTRUM)
Civil Service II
The Escaping Habit
Theme Park USA
39 Steps (128k only - Not MAC or
ATARI)
The Dark Tower
The Ellisnore Diamond
Treasure Island
Lifeboat (Not SPECTRUM)
Dr.Jekyll & Mr.Hyde (ATARI only)
The Mines Of Lithiad
Civil Service
Davy Jones' Locker (Not SPECTRUM)
The Miser
Zen
Into The Mystic (Not SPECTRUM)
The Wizard Of Oz
The Citadel

James Taylor

Cpl.Stone

Jamie Murphy

(all 128K only - Not MAC or ATARI)

The Khangrin Plans
The Pendant Of Logryn
Leopold The Minstrel
The Bardic Rite
The Final Chorus

Jason McHale

Deek's Deeds
Urban

Jason Taylor

New Arrival (ATARI only)
Magic Shop (ATARI only)

Jeremy Piper

The Apprentice (128k only - Not MAC or
ATARI)

June Rowe/P.Cardin

Jester's Jaunt

Kane Conway

Lost Twilight (128k only - Not MAC or
ATARI)

Karen Tyers

Ten Green Bottles
The Curse of Nimue
Rhyme Crime (128k only - Not MAC or
ATARI)

Karl Bunyan

Dungeon Romp
The Tales Of Mathematica
The Mapper

Keith Burnard

The Golden Locket
Radiomania
The Crystals of Kings

Kez Gray

The Krazy Kartoontist Kaper (128k only -
Not MAC or ATARI)

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Laurence Creighton

The Lost Temple
Lost In Time
The Curse of Calutha
There Is A Bomb Under Parliament
Laskar's Crystal
The Bermuda Triangle
Beyond Eldorado
The Mummy's Crypt
Eclipse
Marooned
Behold Atlantis
The Treasure Of Santa Maria
Flameout
Impact
The Legacy
The Well Of Zol
The Golden Pyramid
Meltdown
Laskar's Return

Les Floyd

The Pawns of War
The Infiltrator

Linda Doughty (Wright)

The Beast (128k only - Not MAC or
ATARI)
Agatha's Folly
Jade Stone
Cloud 99 (state 48k or 128k)

Macsoft

The Amulet Of Darath

Mark Cantrell

Diablo (state 48k or 128k)
Gods Of War (state 48k or 128K)
Jester Quest (state 48k or 128k)
Project Nova

Mark Walker

The Oppressed Land

Mike Jessop

The Slaughter Caves

N.Clark/G.Tonner

Border Warfare (ATARI only)

Palmer P.Eldritch

A Legacy For Alaric

The Magic Isle

Patrick Walsh

The Case Of The Beheaded Smuggler

S and D.Gray

The Adventurer (ATARI only)

S.Boyd

Knight Life (128k only - Not MAC or
ATARI)

Scott Johnson

Lightmare - The Village Of Delvholm

Sean Vennard

Wizard Quest

Sigmasoft

Elfindor

Square Peg

Aurascop (128k only - Not MAC or
ATARI)

Steve Clay

The Final Demand

Tax Returns

The Taxman Cometh

Sue Medley

The Staff of Power

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Traveller In Black

The Violator Of Voodoo
Aztec Assault
Phoenix
Celtic Carnage

The Balrog

An Everyday Tale Of A Seeker Of Gold
The Secret Of Little Hodcome
From Out Of A Dark Night Sky
Bulbo And The Lizard-King
Fuddo And Siam
Retarded Creatures And Caverns
Behind Closed Doors
Behind Closed Doors 2
Behind Closed Doors 3 - Revenge Of
The Ants
Balrog And The Cat

Terry Taylor

The Labours of Hercules

Essential Myth

Dr.Jekyll And Mr.Hyde (state 48k or
128k)

Scott Denyer

Arnold I / Arnold II
Arnold the Adventurer III

Philip Richmond

Number Six In The Village

Acesoft

End-Day 2240 (ATARI only)

S.McClure/I.Smith

Alien Research Centre
The Hit

Mike Gerrard

One Of Our Wombats Is Missing

All titles are available for the SPECTRUM, +3, PLUS D, ATARI, AMIGA, MAC or PC unless marked otherwise. All prices include for package and posting and are as follows ...

SPECTRUM 48K £2.99 - SPECTRUM 128K £2.99 - SPECTRUM +3 £3.99

SPECTRUM Plus D £2.99 - ATARI £2.99 - AMIGA £2.99 - MAC £2.99 - PC £2.99

All 'EMULATIONS' come complete with a FREE emulator on which to play them and instructions on how to run this emulator will be found on the disk.

AMIGA owners wishing to play '128k' games on their machine will receive a different emulator to the one supplied for '48k' games - please note, this emulator only comes with the first title you purchase and should be used with all future purchases. An additional charge of £1 will be levied for this particular emulator only. Thereafter please state whether you have the emulator or not and all new titles will be forwarded in a format that will run on that emulator and will only cost the 'normal' listed price.

Orders to be sent to

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CUTGATE, ROCHDALE
LANCASHIRE, OL12 7NX

Cheques and Postal Orders to be made out to ZENOBI SOFTWARE

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presents

THE GREAT AUSSIE ADVENTURE

A 2-part adventure by Dorothy Millard

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Explore Canberra and use the Pentax camera to photograph 20 tourist attractions and earn \$200 each from the local press.

Learn all about the important buildings, views and displays in the Australian capital.



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A treasure hunt around a small seaside town. Collect 12 unusual objects and be the first to return with them to the starting point.

A real test of skill. Can you be the first to return to the pub with all the objects?

Each part is completely separate, and can be played in any order.

Available for the Commodore 64 on tape and disc
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Price : £2.50

Send cheque or postal order to:

Adventure Probe
52 Burford Road
Liverpool
L16 6AQ
U.K.

PERSONAL MESSAGES

To Pigpen - Erm, still ticking, is it? Well, I don't really know. I'm all fingers, thumbs AND toes when it comes to technical stuff. That's why I just ummed and ahhed when the monitor went wonky. (Jon)

To Sugar Free M.Polo - I hear if you eat too many sugar free polos it act as a laxative! (Jon)

To M. S-P - Here's one for you; What did the fly say when he flew into the toilet and saw that the seat was raised? "AMEN!" (Ellen)

To Jon - Don't worry, I've asked again. Don't think it got lost on the way here, I think it was sabotaged in the post box - I'll use a different one in future! (Ellen)

To Pigpen - I don't think one of those exist! Henryway, I'm sure you'd not have as much "fun" if you found the hotel first go. (Ellen)

To Mad Cat - The guy on the postcard bears an uncanny resemblance to Nessie, wonder if they're distant cousins? (Ellen)

To Jon - Being off work is "doing my head in". I've even found myself humming along with D. O'D - *Aaarrggghhh!!* (Gilly)

To Matt - You can me-ow that again! (Loobiloo)

To The Old Zetonian - I thought Dot's "insight" was spot on too! (Snow White)

To Jon - 'Course I would - a Linda McCartney one, that is. (Dusty)

To Jon - Maybe, but it so happens it's true! (Fudge)

To Kevin - I've had to get my coat seen to. Boy, Petra has sharp claws, hasn't she? (The Pink Panther)

To Kevin - A little birdie told me you've had a spot of bother with his table. Hope you can sort it out before the winter sets in. (The Pink Panther)

IN TOUCH

C64 ADVENTURE GAMES ON DISK - AS NEW

1. COLOSSAL CAVE/TRUE SPIT/SPACED OUT/UNDERGROUND ADVENTURE.
2. SORCERER'S CASTLE/TRIP TO ATLANTIS/CASTLE ADVENTURE/CAVERN OF RICHES
3. ZORK 3

No prices, just donate to Barbara to help with Probe. Please contact

Ann Bailey, 23 Eureka Road, Midway, Swadlincote, Derbyshire, DE11 7NP

HELP WANTED

Does anyone have a manual for a Commodore 1571 disc drive that I can borrow or purchase? Please contact

Colin Steele, Flat 3, Block F, John Fisher Street, London, E1 8JZ.

NEWSDESK

Latest Release From Zenobi Software

This month sees the release of THE ISLANDS OF SINBAD by Jack Lockerby, based on the famous Arabian Nights' tale. It will be reviewed in a future magazine. Price : £2.99 on Spectrum (tape and +D), Atari(e), Amiga(e), PC(e) and MAC(e). £3.99 on Spectrum +3 disc.

PC News

Steve Clay has written to say that there is a CD ROM Collection of all Zork titles, including the graphic adventures. Price in Virgin, Liverpool, is £29.99.

Second-hand Software Lists For Most Computers

Walter Pooley told me about ACE SOFTWARE run by Alan Cresswell. He has lists of software for sales for Amiga, Amstrad, Atari ST, BBC/Electron, C64, Spectrum and VIC 20. Most of the titles are arcade, but there are some adventures listed. Prices look reasonable, and vary according to condition. Alan kindly sent me all the lists, but a large SAE will get you one or more of your choice. Apply to Ace Software, 18 West Street, Geddington, Northants, NN14 1BD.

Retrogames Magazine

I understand this magazine is advertised in the glossy magazines. Steve Clay was curious, and sent off his £2.50 for the latest issue. As it was not what he expected he kindly forwarded the magazine to me. It is 20 sides of A4 paper, 15 sides containing letters, news and articles about old computers and reviews of classic arcade games for them. This issue (May/June) has articles about the BBC and Atari and two interesting titbits about the Lynx handheld machine (did you know it was originally intended to be tilt controlled, and if the machine had become popular Lords of Midnight would have been released for it?). The remaining pages consist of lists of second-hand software, mainly for Spectrum, C64 and Atari 2600 and 7800, but also for MSX, Oric, Vic 20, Intellivision and others. I think some of the games are overpriced (£20 for the C64 disc version of Little Computer People!), most prices range from £1 to £7. Some hardware and accessories are also listed.

I admit that at first glance Retrogames didn't seem value for money, but when I had half an hour to really study the magazine I could see that it is aimed at players of classic arcade games, and that the original advertisement Steve saw could have been misleading as I think it emphasised the software for sale. The only address I can find in the magazine is c/o 61 Baccara Grove, Bletchley, Milton Keynes, MK2 3AS (cheque/p.o. payable to J.Moore), Tel. 0181 203 8868

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. ALPINE ENCOUNTER, ESCAPE FROM PRISON ISLAND, EXCALIBUR (J.Higham), ISLAND OF MYSTERY, NIGHT OF THE VAMPIRE BUNNIES, NUCLEAR SUBMARINE ADVENTURE, QUEST FOR THE POORLY SNAIL, ROBINSON'S REQUIEM, SKI ADVENTURE, TOUCHE.

E-MAIL ADDRESSES

LAURENCE CREIGHTON – Larry@Gem.co.za

JOHN FERRIS – john.m.ferris@corp.courtaulds.co.uk

PHIL GLOVER – pglover43@aol.com

LARRY HORSFIELD – larry.horsfield@explosion.nemesis.co.uk

DOROTHY MILLARD – dddmillard@hotmail.com

PHIL REYNOLDS – phil@darkmoon.force9.net

WHAT'S THE SCORE?

SCARY MANSION Pt.2 played by John Schofield on a Spectrum

GIVE BONE to the skinhead so you can close the door – score 9

EXAMINE CORPSE to find the suicide note – score 2

EXAMINE SAFE to find change to bribe the policeman – score 3

TALK TO THE COOK to give you doubts about Barry's alibi – score 1

GIVE BONE to get rid of the dog – score 8

MOVE PORTRAIT to discover a safe – score 8

OPEN SAFE (must wear Brut 48, sunglasses and Trendy disguise) – score 8

EXAMINE DISCS to find the John Miguel Char CD – score 3

GIVE MAGAZINES to Jim so you can get his helmet – score 8

EXAMINE HELMET (must be carried) to find some grease! – score 1

USE GREASE to open the Butler's door – score 8

CE BUTLER to find a blond hair – score 5

Wait at the Stone Bridge for Alan to appear and drop the paper clip (150 turn into game) – score 6

THROW KNIFE to kill Quarryfarty – score 7

SAY BARRY to Inspector Retard carrying all the evidence (hair, note, document, knife, bag of money, computer disc and bloodstained clothes) to prove Barry Flip's guilt – score 5

Total – 82

Note : scores for part one were published in Probe, February '95.

OBJECT AND THEIR USES

AGATHA'S FOLLY compiled by Karen Tyers on a Spectrum – also available for Atari(e), Amiga(e), PC(e) and Amstrad

Part 1

Boatsail lake
Notepadread
Chairsit
Wood/legstie for oars
Keysunlock various
Bellows infate boat
Flat rockscrape wallpaper
Bushesexam for gatepost
Gatepostsaw then use as handle/lever
Deskexam and look under
Key with labelread label
Caropen boot
Feather dusterdust cobwebs
Spongeremove wallpaper
Samplerdecipher symbols
Generatorswitch on for light
Waterwheelmake it turn
Journalread
Hairgrippick lock
Groceriestear box
Cardboard strips
Parchmentread
Sawgatepost
Trowelscrape leaves
Stoolstand on it
Stringundo
Bookread
Pictureexam and decipher

Part 2

Crystal shardscut creepers
Shellput berries in and squeeze
Furry creaturetie vine to him and throw pebble
Pebblesthrow
Red/Blue parchmentread
Paperread
Scarfwrap hand
Featheruse with berry juice
Berriessqueeze
Nutsdrop in low passage
Fruitrub over white parchment
Stalactitebridge chasm
Long vinetie to creature and stalactite
Crystalput in mosaic

GETTING YOU STARTED

BLOOD OF BOGMOLE played by Edwina Brown on a Spectrum – also available for PC(e)

WAIT (until the fly land on your face), SLAP FACE, GET FLY, EXAM WEB, EXAM SPIDER, PUT FLY IN WEB, GET COIN, CLIMB TREE, GET BUCKET, EXAM BUCKET, DOWN, EAST, GIVE COIN TO TROLL, WET, WAIT (until a passing rain cloud showers you), LOOK, FILL BUCKET, EAST, DOWN, EAST

DARK CITADEL played by Barbara Gibb on an Amiga

Pick up the book and examine it – note exactly what it says, it will help you when you reach the end of the first level.

Enter the room to the east and pick up the bucket – note its condition and the presence of a well. Return to the first room, pick up the silver key and use it to open the door to the south. Enter the room, pick up the rock and knife – note the big rock for later. Leave the room via the bottom left-hand exit, picking up the scroll on the way. Examine it to see the Spell of Levitation. Pick up the silver key and retrace your steps to the big rock. Use the Spell of Levitation to move the big rock, revealing the floor underneath. Break the floor (need the knife) and turn the tap to fill the drinking fountain. Exit to the west into a wooden-floored room. Collect the stick and gum. Go east and south to the fountain room. Drop the bucket onto the floor, eat the gum then use it on the bucket to mend the hole. Pick up the bucket and fill it with water. Pick up the fish and cheese (the apple is a red herring). Go to the forge room and extinguish the fire with the bucket of water, drop the empty bucket and pick up the pliers, horseshoes and string

FLIPPING THE LID played by Barbara Gibb on an Atari

Note that from the start your inventory includes a green bottle, a golden key, a silver key, a golden pomegranite, a cigarette holder (made of juniper wood), and some silver coins.

You start in a large hall – the only location you are allowed to save and load your position. 1 (leave the room), 3 (right arch), 1, 1 (leave the room), 2 (stone door), 3 (open sandwich).

You are now in a small chamber where you see two books, the green one is titled "Creatures of the Catacombs" and the brown one is called "Runic Translation – A Beginners Guide", 1, 1 (note details about the Questing Beast). You exit the room because you hear footsteps. 1, 2, 3, 1, 2 (note details about Balin Le Sauvage), 1, 2, 3, 1, 3 (note details about Gollum), 1, 2, 3, 2 (brown book – note details as these are needed to help you translate 16 power words found scattered around the catacombs), 1, 4, 2 (back in large hall).

2 (stay to look round – see three alcoves), 1 (left alcove – see a skull), 1 (take skull), 1, 1 (left arch), 1, 1, 1 (now in a large room with three doors), 2 (green door), 1, 2, 1, 1, 1, 1, 1 (speak to Shakin' Stevens – he sings his own version of "This Ole House" and gives you some hints)

FRANKENSTEIN'S LEGACY played by Dorothy Millard on a C64

Start on a dirt path outside the mansion. I (you are carrying an envelope), OPEN ENVELOPE (a house key and a letter were inside), READ LETTER (it says "as my last living relative you are entrusted with a great mission", signed Victor Frankenstein), DROP LETTER, N (porch), UNLOCK DOOR (using the key), OPEN DOOR, N (entry hall), DROP KEY, W (dining room), EXAMINE TABLE, GET CANDLE, N (kitchen - leave the dried lemon), EXAMINE CUPBOARD, GET THREAD, GET MATCHES, S, E, N (library), GET PEN (the bookcase slides to reveal a passage), DROP PEN, N (dim alcove), LIGHT CANDLE, W (top of stairway), D, W (to Frankenstein's old laboratory)

LIFE OF A LONE ELECTRON played by Barbara Gibb on a Spectrum - also available on Atari(e), Amiga(e), PC(e) and Amstrad

You start beside your crashed orbital. X ORBITAL (a complete write-off), X ORBITAL (this time you see a small bonnet, *not* the sort that is worn!), OPEN BONNET (see engine), X ENGINE (see fanbelt), REMOVE FANBELT, SEARCH ORBITAL, TAKE BOTTLE, X BOTTLE (contains pills), EMPTY BOTTLE, X PILLS (4 black and 4 red), W, W (small park), X LADY (she is all hot and bothered), TALK TO LADY, FAN LADY (with fanbelt - she gives you a jumper), X JUMPER (vibrating), W (bandstand), X CREATURE (a plug for Microfair Madness), SEARCH BANDSTAND, TAKE TRUMPET, W (greasy bit), CATCH QUARK IN BOTTLE (need empty pill bottle), E, N, X TREES, SEARCH LEAVES

MINDIFGHTER played by Edwina Brown on a Spectrum - also available for other computers

D, E, GET DOG, E, N, N, GET NEWSPAPER, READ NEWSPAPER, N, N, GET WRENCH, N, GET RAG, W, S, W, W, GIVE DOG TO FOXES, S, GET RAT, E, E, N, GET CHISEL, S, S, E, E, S, S, E, E, S, S, W, D, GET SNOWSTORM, BREAK STAIRS

QUEST FOR THE POORLY SNAIL played by Barbara Gibb on a Spectrum

Start in a cell, you can see a note and a bottle of poison. READ NOTE (hint), TAKE BOTTLE, R (repeat until a guard arrives with some food), POISON FOOD (you give it to the guard who eats it and dies), EXAMINE GUARD, TAKE UNIFORM, WEAR UNIFORM, W (okay if wearing uniform), N (a trapdoor opens and you fall into a cellar where a dwarf thinks you are a guard, however you convince him you are in fact an escaping prisoner - Borin the dwarf will now accompany you throughout part one), FILL BOTTLE WITH ALE (need empty poison bottle!), U

WHAT PERSONAL COMPUTER played by Richard Batey on a PC

GET PRESS RELEASE, READ IT, GET LETTER, READ IT, DROP IT, EXAMINE COMPUTER, TYPE DIR, TYPE ACCOUNTS, TYPE WORKPROC, ANSWER PHONE, TYPE TIPS, S, GET SHOE, S, GET JACKET, WEAR IT, LOOK UNDER BED, GET LEFT SHOE, WEAR IT, WEAR RIGHT SHOE, N, E, GET KEY, S, GET STEPLADDER, N, N, DROP LADDER, U, PULL TILE, D, U, PULL TILE, D, U, PULL TILE, D, S, E, EXAMINE HEDGE

DUNGEON MASTER 2: THE LEGEND OF SKULLKEEP played by Mary Scott-Parker on a PC

This *Getting You Started* in DM2 is really aimed at those who are new to *Dungeon Master*. *Dungeon Master 2* is a tricky game, (in my opinion) and, obviously, meant as a follow up to *Dungeon Master* and *Chaos Strikes Back*. To be honest, I wouldn't like to have tackled *Dungeon Master 2* knowing none of the basics, because the baddies come at you thick and fast, often possessing evasive skills unknown to their predecessors, and a feeble party of beginners doesn't stand much chance. A safe haven is essential, to enable the party to build up skills and strength, but it must be a place which provides food and water – or pretty soon the party will starve to death.

Having chosen your champions from those on display in the treacle mines – climb the ladder – collect the goodies in the room and try a few spells (such as light – LO FUL and the essential fireball LO FUL IR). When all party members can cast fireballs, unlock the door (the key is on the shelf behind the Sun Crest picture) and head North (the corridor points north) into the middle of the field, killing the glops on the way, then West past the teleport pad and the fountain and enter the food shop to get the sun key from one of the tables in there. Also buy water bottles, flasks, food and a compass, which will suffice in the meantime. Fill water bottles at the fountain in the shop (you can't use the big one outside) before leaving.

Head back East (the other shops can wait until later) and find and unlock the Sun door. Head North, through the arch, East to the carved stone and then thirteen paces North will bring you adjacent to a ladder going down. Descend the ladder into a little room with a closable door. In the room beyond are bats, which can be killed and eaten, either by closing the door on them at the right moment, or by throwing fireballs. The latter is best because it enhances Wizard skills, and if all party members practice throwing fireballs they should be able to gain several Wizard levels before they leave. There is a waterwheel in the room beyond at which the water bottle can be filled. The bats can inflict poison, so make several cure poison potions (LO VI BRO) for emergencies. If the bats don't provide enough in the way of food while the party is practising, then climb the ladder and head North through the arch to Thorn Demon Meadow.

Avoid confrontation with the Thorn Demons for now, and head a few steps West, to a ladder going down and here you will find another bat-infested cave. Head North in the cave to find a green gem regeneration point. Take the gem and head back to the shops, where this can be traded for food – cheese is a good buy – until you start killing the Thorn Demons, which provide excellent steaks, filling the food bars right up and enabling the party to practice in earnest. When the party can throw decent fireballs (ON FUL IR) – the first character is the power-level of the spell – head back to the Thorn Demons and stand just beside the tree and the path back to the arch. The Thorn Demons can proceed to this point but not beyond it, so the party can entice them with fireballs and then sidestep left to avoid their attacks.

With lots of steaks, and water from the first bat cave, the party can practice until their wizard skills are impressive (they'll need them). Priest skills are also vital – practice making potions (LO ZO BRO RA to increase Mana is a good one to practice for obvious reasons).

(More next month)



HINTS AND TIPS

ALIEN ABDUCTION? played by Barbara Gibb on an Atari

Coloured Shapes/Green Button Puzzle

What do the spots mean?

One *green* spot means that the colour, shape and position of one object are all correct. Two green spots mean you are doing well with 2 exactly correct, and three green spots mean you have hit the jackpot.

A *yellow* spot means correct colour and shape but it is in the wrong position.

A *red* spot means either the colour *or* shape is correct.

A *black* spot means that the colour, shape and position are all wrong.

How do I change the Colour and Shape?

Turning a shape (you must be specific, especially if there are more than one the same) will make it change colour in a precise sequence.

Pushing a shape will make it change shape, also in a precise order.

The answer is random. I found it best to concentrate on one object at a time, working it through the sequences until I had a green spot, then moving on to the next one, and so on.

When you successfully solve the above puzzle, you are "transported" to what, at first, looks like your home and surrounding countryside. However, you will notice that your thinking stump is a fully grown tree (in fact it hasn't been chopped down yet). Touching an object also tells you that it is smooth, without sharp edges.

Explore the area to discover there are "barriers" preventing you from going anywhere except the immediate area and town.

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

To get rid of boulder – Light fuse (need flint), drop dynamite first. Go away and wait 2 moves. You will hear an explosion.

Shimmering Veil – Play music on the organ. The veil will go and you can now proceed south.

CASTLE ADVENTURE (B.Eaton) played by Barbara Gibb on an Amstrad

You will never raise the portcullis, so find a way in via the moat.

The lance and skeleton are red herrings.

This game has lots of secret exits.

Try lifting, pulling, pushing and turning structures and fittings, also inserting objects, and putting one object into another.

Note the name on the parchment, you *will* need it when you are in danger.

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

Act Three

Visit the library and pick up the poker and look at it to see it is bloodstained. Also note the presence of pink feathers.

There is a walking can in a secret room – usually the one behind the mirror.

Enter the playhouse to see Lillian reading a book to her dolls.

Visit Celie in her shack. She will invite you in if you knock and return her healing necklace. Talk to her to hear a story, and ask her about Sarah. If you ask her you can take the carrot – but you have to get close enough to pick it up!

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

Part Two

At the right moment JUMP S from the carpet to the ledge.

Let sleeping dogs lie.

You must be wearing the amulet so that it deflects Karma's lightning bolt.

Waving the wand turns the cross above Karma's head to lead and he turns into a demon.

Throw the spear to kill Karma/demon.

You can summon the carpet by blowing the whistle.

JUMP S onto the carpet to be carried back to the Silver Tower to complete the adventure.

ESCAPE FROM PRISON PLANET played by John Schofield on a Spectrum – also available on Amstrad and PC(e)

Part One

Find a hard hat in the Space/Time Laboratory.

Check the floor in the Ante Room.

The Lift Key and a Penknife can be found in the Workshop.

Use the ladder in the store-room to be able to power up your find in the Small Alcove. You can then open the safe.

Part Two

Molehills make easy digging.

Use force on the locker.

The brambles are in your way.

The dog is hungry.

Look in receptacles, under bunks and behind screens.

The notice board has vital information.

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

Dig in the secret cave, also on the south bank of the lake.

Kill the ghoul with the sword.

You have to wear the flippers to swim across the lake, and if you also have the tube, flask and mask you can swim down and dig to find a talisman.

The zombie shouldn't attack you if you are protected by the talisman.

Give the poisoned meat to the mutant lion.

KQUEST played by Dorothy Millard on a PC

In shipwreck – look at the skeleton for the log which should be read three times to discover the safe combination.

To deal with the shark – leave the ship to ocean floor then immediately return to ship and the shark will become stuck.

To exit the shipwreck – look boiler, open grate, go in, then up.

Return to the bank and deposit all treasures.

To deal with the bank robber – drop the banana skin.

LABARINTH played by Barbara Gibb on a Spectrum

Dig the soft ground by the pond, you can now unlock the gates.

I've heard about people talking to the trees, but not talking to moss!

You can GO (through the less solid north) WALL.

Talk to Sir Basil Rathbone, and then pick him up.

There is always death beyond the steel door, so knock on the *big* knocker of the wooden door.

Ensure you are carrying the fairy when you walk along the tunnel for the first time.

Wear the cotton wood (up your nose) when moving through the Bog of Eternal Stench (N, E, N, W) and don't remove it until you are west of the bridge.

Ignore the banana.

LABOURS OF HERCULES – available on Spectrum, Atari(e), Amiga(e) and PC(e)

General Advice

HUNGER – the first pangs of hunger will be felt after 400 moves. This can only be staved off by the food from the tables, which in turn can only be obtained after The Symphalian Birds have been killed (6th Labour). The other items of food in the game can all be eaten, but will not stem the hunger. Warning : if the cake is eaten, the final labour can *not* be completed.

COLD – will kill if you are not wearing the necessary garment.

LEGEND OF LEYDON HOUSE played by Dorothy Millard on a C64

When the torch starts to dim CHANGE BATTERIES – assuming you have them of course.

In this game there are lots of one way situations.

When you return to the inn it is necessary to visit the tap room in order to set a condition so it becomes night time, as you can only enter the kitchen at night.

LIFE OF A LONE ELECTRON played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e), MAC(e) and Amstrad

The bouncy jumper is the answer to the obstructive dog problem.

Go S into the Sea of Elektriz. Examine it, then SWIM E.

Give the gold leaf to Matthew Einstein.

Examine material at the west end of the laboratory to find an ION.

Doesn't everyone keep their "hoover" in the cupboard under the stairs?

LISTEN in the entrance hall of the neutron house – go E at your peril.

In the kitchen – you need something from the drawer. The combination to open the cupboard is on a piece of paper in the litter bin.

To get rid of the baby – open the window *before* GIVE BLACK PILL to baby (which floats 6 feet in the air) then PUSH BABY out of the window.

MAGIC SHOP played by Barbara Gibb on an Atari

Give the mirror to the creature, then take it back.

Casting a spell may convince the Imp the creature is still alive.

Casting another spell gives you a new one which will be useful when you enter the "dice world".

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

The centaur sentry won't appreciate your lack of musical ability.

In the high east/west tunnel – throw the plank to "walk over the tangle of wires". If you pick it up to expose the wires and then throw the rod onto them it completes an electrical circuit and activates the corpse. Quick actions are now required if you are to avoid being killed.

Being kind to an amphibian may save your life later in the game.

A jet of hot water can get rid of the Old Man of the Sea from your back.

Monkey Puzzle Room – to hear a magic word do *not* take the lamp through the south portal. Saying the word in the dark is rewarding.

To return safely south from the mineshaft you need to take the antidote to the Manticore's sting. (ENOTSDAOT TAE)

Beads can be used to put a wild animal to sleep.

MIDNIGHT THIEF played by Barbara Gibb on an Amiga

You need the needle to pick the lock of the front door of Hastegin's Mansion house.

Pulling something in the lounge reveals a secret study east of the dining room.

There are three objects to be found in the secret study – the chest contains two, and you must SEARCH the shelves to find a third.

Note the description of the pendant.

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

Part Two

At the start of part two check the sand where you had been lying.

Dig (with hands) at the depression to uncover the body of Wray who has been killed with a dagger.

Wait until the sun is at its hottest then use the monocle to focus the sun onto the bonds.

The seaweed is worthy of a close inspection.

You can kill Anderson with the sharpened dagger.

Scrape the wall to reveal an interesting inscription.

RED ALERT played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and Amstrad

Tie the wire to the brackets then get the doctor to trip over it.

Inject the lunatic with the syringe.

To access the flat – press the button to summon the lift, go east and press the red button to ascend. Go west to exit the lift, and then OPEN FLAT WITH CREDIT CARD.

Use the cylinder of CO² to fizz a bottle of water and drop it in the kitchen to open the cupboard.

RETURN TO JURASSIC PARK played by Barbara Gibb on an Amiga

Part One

Look under the dead Raptor to find a pass which means you can now enter the locked bunkers.

You will automatically kill the Triceratops and T-Rex if you enter their locations with the rifle; but you will have to input SHOOT DINOSAUR to kill the Brachiosaurus.

The live Raptor is smarter than the other dinosaurs. I found it best to enter the location from the South, then RUN away and return, later, from the north to find it eating a dead animal and unaware of my presence.

You need the explosives and lighter to kill the Dilophosaurus.

When you have killed all the dinosaurs wandering free, and providing you have the water bottle and pass, you can open the ornate door.

SEA PHANTOM played by Barbara Gibb on a C64 – also available on PC and Amiga(e)

Read the newspaper and diary for information.

The iron key, found on the patio, unlocks the door to the lighthouse.

You don't have to carry the oars in order to use them in the dinghy.

The Sea Phantom can only be boarded if you have read the newspaper.

You need the matches, found in the kitchen, to light the lantern.

Put the skeleton in the captain's cabin.

The sledgehammer isn't needed until the *end* of the game!

The Sea Captain's ghost will give you four sets of instructions obtained by looking at:-

- a) the telescope in the guest room (must have visited the Sea Phantom first).
- b) the spyglass at the top of the mast of the Sea Phantom.
- c) the mirror in the sewing room.
- d) the mirror in the bathroom.

TIME MACHINE played by Barbara Bassingthwaighe on a BBC – also available for most other computers

Wear the gloves and smash the window to get into the house.

Examine the painting to get a key.

Hot Fetid Swamp

To get rid of Brontosaurus on causeway – feed him biscuits.

Dig on the small island for a Prism.

Brig

Climb the rigging to the crow's nest for a Prism.

Sphinx

Climb the statue to find a Prism. Feed the meat to the snarling dog.

Grassy Plain

Lever the metal plate with the crowbar. In the power room – smash generator, the robot is defunct.

TODDLER TROUBLE played by Barbara Gibb on an Atari(e), also available on Spectrum, Amiga(e), PC(e) and MAC(e)

Burn the cardboard statue to obtain a green stone.

The Marsh Hare will only accept you if you are dressed for their particular tea party.

When you have the index FIND PAGE and READ PAGE so that you know where to find Mrs. Turnip's journal.

SOLUTION OF THE MONTH

GOLDEN LOCKET

Written by Keith Burnard

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

Start by some bushes chased by a bear. RUN N, RUN W, RUN U (to top of rock pile), TAKE ROCK, THROW ROCK (at bear which runs away), X ROCKS (find compass), TAKE COMPASS, D, E, TAKE STETSON, E, X HOLE (see snake on a coat), BREAK BRANCH, TAKE BRANCH, W, HIT STETSON (need branch), DROP BRANCH, TAKE STETSON, X STETSON (see egg), TAKE EGG, E, DROP EGG (snake swallows it and slithers away), TAKE COAT.

W, N (open plain), WEAR COAT, WEAR STETSON (both needed as protection against the heavy rain), E, E, N (near a camp), CALL OUT (to alert stranger otherwise you are shot), APPROACH CAMP. You now have only three moves before he returns. X CAMP, TAKE BOTTLE (of oil), LEAVE CAMP, W (by hut), X HUT, X LOCK (key rusted in lock), OIL LOCK (need bottle of oil), DROP BOTTLE, UNLOCK DOOR, REMOVE KEY (otherwise you are locked in hut), ENTER HUT, X CHAIR (find empty canteen), TAKE CANTEEN, X STOVE (find poker), TAKE POKER, X TRUNK, OPEN TRUNK (locked), LEVER TRUNK (need poker), DROP POKER, X TRUNK (full of fool's gold - leave it), X LID (see words), READ WORDS (route through desert), LEAVE HUT.

N. The desert is to the west. You should have compass, canteen, and know the route from the lid of the trunk. W (water-hole - do not drink the water, it is poisoned), N (bushy area), X BUSHES (see paper), TAKE PAPER (bush too prickly), X PAPER, READ WRITING (clues), E (by stage-coach), X STAGE, X BARREL, TURN TAP, FILL CANTEEN, DRINK WATER, ENTER STAGE, REMOVE SEAT, TAKE HAMMER, LEAVE STAGE, N (now on other side of desert).

DROP CANTEEN, DROP COMPASS, PICK FLOWERS, W, X STONES (a warning - return later), E, N (Tinsas City), E (city jail), X DESK, OPEN DRAWER, X DRAWER (find key), TAKE KEY, W, S, E (entrance to ghost town), E, E (cemetery), X GRAVES, PLACE FLOWERS (on grave), W, N (barber's shop), X CUPBOARD (locked), INSERT KEY, UNLOCK CUPBOARD, X CUPBOARD (find saw), TAKE SAW, S, W, N (old town jail), X FURNITURE, SAW BENCH (into planks using saw), DROP SAW, TAKE PLANKS, S, S (mortuary), X CARPET, REMOVE NAILS (need hammer), MAKE LADDER (need planks, hammer and nails), DROP HAMMER, N, E, S (saloon), X WALLS (see moose's head), TAKE HEAD (out of reach), LEAN LADDER, CLIMB LADDER (ghost won't appear if you have put flowers on grave), X HEAD, PULL ANTLERS (head falls to floor), D, TAKE HEAD, X HEAD (see money), TAKE MONEY, X MONEY (lots of dollar bills).

N, W, W, W (stony ground), W (e/w trail), REMOVE STETSON, DROP STETSON, WEAR HEAD, W (scare Indians), TAKE POUCH (phot falls out), DROP POUCH, TAKE PHOTO, X PHOTO, E, E, E, REMOVE HEAD, DROP HEAD, N, W (gunsmith's), GIVE MONEY, BUY THEM, X GUN (six bullets), E, N (by well). The snake is dead. X BUCKET (find glasses), TAKE GLASSES (drop photo down well), TURN HANDLE (lower bucket), CLIMB D (to bottom of well), X LEAVES (see photo), TAKE PHOTO, CLIMB U, N. Do *not* return to Tinsas, otherwise the sheriff will arrest you for spending counterfeit money.

N (top of mountain - see a Walton!), SHOOT WALTON (need gun), X MAN, E, E, S (cave), SHOOT CAT (need gun), X CAVE (find beard), TAKE BEARD, N, E (in quicksand), FIRE GUN (hunter hears the shot and rescues you - now have 3 bullets left), N (Miss City), WEAR BEARD, WEAR GLASSES, E (saloon), X STRANGERS, SIT DOWN (a Walton approaches), SHOOT WALTON, X MAN, TAKE LOCKET, W, N (near fire), CREEP W, W, N (across border - see third Walton), SHOOT WALTON, SHOOT WALTON (last bullet). If you have both the photo and locket you kill him. TAKE CHAIN, E (inside villa), LIE DOWN.

ADVENTURE COMPLETED

SERIALIZED SOLUTION

RINGWORLD played by Phil Reynolds on a PC

(continued from last month)

After another conversation with Hindmost you put down near a cave and leave the lander with Seeker to investigate. Talk to Seeker and he insists on going in alone. All your dialogue choices will result in you returning to the lander's bridge to observe through Seeker's remote camera. As you watch the camera ceases to function but not before it records the hideous face of one of his attackers. You have to go and rescue him and Miranda suggests you take a medi-kit with you in case Seeker is hurt. Go over to the elevator and open the doors then go in and press "level 2". When you arrive go over to the door to the right of the elevator and touch the door to open it. Go over to the shelf to the right of the hanging spacesuits and get the medi-kit from the shelf. Now return to the elevator and press "level 1".

Leave the lander via the ladder and enter the cave. There is a bat creature caught in a snare just inside the cave but there is nothing you can do to help it yet. Just in front of where the rope holding the snare is fixed to the floor is a camouflaged hole which, if stepped on, drops you into a pit where Seeker is lying unconscious. If you miss this trap just keep walking left and you will eventually be captured by the cave dwellers who give off pheromones that render you helpless to resist.

You are taken to the cave dwellers chief. He mumbles about food while you try to negotiate for the stasis box you can see amongst the skulls in the back of the throne room. He eventually has you thrown into the food pit. Look at Seeker to see that he has been drugged then use the medi-kit on him. You inject a stimulant, but it's not enough to bring him around.

Look around the cave and you will see a bone lying on the floor near the back wall, pick this up then go over to the hole at the left just above where Seeker is lying and touch it to climb through. You are back in the cave's entrance where the bat creature is hanging. Walk to the left of the screen and carefully around the cave dwellers trapdoor. Use the bone to cut the rope holding the snare to free the bat creature then walk left again until you are again captured by the cave dwellers and thrown into the pit.

Try to climb through the hole again and the bat you aided will appear at the hole and tells you that he wishes to return the favour you did him by rescuing him. He gives you a cylinder of a drink that neutralises the effects of the cave dwellers pheromones. You drink your share of the potion automatically, so go over to Seeker and use the antidote on him to bring him round.

Talk to Seeker then climb through the hole and walk left to avoid the trapdoor until you meet up with the bat creature again. Talk to the bat to discover a way into the cave dwellers throne room, then go over to the pillar indicated by the bat, but as soon as you move toward the pillar the cave dwellers will appear. Quickly select your stunner and stun one of them, the rest will run off and won't bother you from this point on.

Touch the protruding rock on the side of the pillar to open a hole which you go through to enter the throne room. Go over to the stasis box and pick it up then walk off the right edge of the screen to leave the room and crawl out of the tunnel. Just to the right of the pillar on the ground is a large rock, this covers the other entrance to the pit. Push this out of the way and Seeker will climb out. You both return to the lander.

Once back on the lander, the ship makes its way towards the next stasis box contact. Your team discusses how to get into the stasis box. They eventually ask you for ideas, choose the "I'll check the computer" option and they leave for the landing bay where the box is stowed.

Touch the console on the left wall of the bridge, this is the computer console. Click on "Next Page" to see more topics, then click on "Stasis Field" to elect the topic. Click on "Subject" to display the first page of text, and repeatedly click on "Next Page" to see more info until nothing new is shown. Click on "Exit" twice to return to the view of the bridge.

Enter the elevator and press level 1. When you arrive walk to the right half of the landing bay and over to Miranda and Seeker. Talk to Miranda - you will describe what you learned from the computer - and Miranda will extract a gadget from the stasis field and zap you with it accidentally, thankfully, you only feel a tingling in your fingertips.

The second box is somewhere in the vast field of Slaver Sunflowers. As you and Seeker discuss how to retrieve it, you will recommend that you wait until nightfall, while Seeker will suggest using your probe to retrieve it. Your response will result in either you piloting the probe in an arcade sequence, avoiding patches of sunlight that will allow the sunflowers to attack the probe, or in Seeker piloting the probe himself. If you pilot the probe, and it takes too many blasts, it will return for repair, and you'll start over from scratch. Eventually, you or Seeker will pilot the probe to the box, and the probe will return too damaged for future use.

Miranda reports on her analysis of the gadget from the first box. It is a Sunflower control mechanism with neutral patterns, allowing the Sunflowers to be jammed and directed by the device. Miranda thinks the device may be usable on other neutral patterns, as well. You take the device, in case it may be needed in the future.

You all return to the bridge and discover that the third box is under the Great Ocean, too deep to reach with suit. The sensors show a lifeform near the beach and you go out to make contact. The lifeform is Skeenar, a friend of Louis Wu, she greets you and agrees to take you to her leader to see if he will help with the recovery of the box. As he will not come to the shore, you must swim under the water with her.

Go back to the lander, enter the elevator and press level 2. Go into the airlock chamber and get the red suit hanging in the racks which you put on. Press the red button on the airlock door to leave the lander and return to the beach. Talk to Skeenar and walk into the water. The game will take over here. You and Skeenar will swim to Lord Poria's palace. He will ask you to retrieve a translator box that was taken by the Explorer who lives in a "sky house". The translator allows the Coastal Sea People to talk with dolphins, and with it they can ask the dolphins to retrieve the box.

After the conversation, you will find yourself back in the airlock chamber. Touch the empty hooks your suit used to hang on to remove the suit and store it then go back to the elevator and press level 3. Talk to Seeker and he will direct you to the nearest floating building.

Go into the elevator and press level 1 to return to the landing bay, then press the buttons on the console behind the bulkhead to the left of the elevator. These are the flycycle controls, and will bring up a cycle that Quinn will board and fly to the "sky house".

Talk with the man sitting at the work bench, he is the Explorer and he's not very co-operative. He says that if he has the translator box, he is "sitting on it 'til a Bandersnatch flies", and he asks you to leave. Stun him then look at the tube on the left wall of the room. There is a glint of metal from it; touch the tube to take the object which turns out to be a key. Pick up the jar from the left hand end of the workbench then look at the books on the shelf until you identify one that looks like a novel. Touch it to examine it and you will find a piece of paper hidden in a hollowed out compartment. Look at the paper in your inventory, it has the numbers 2,4 and 3 written on it.

Now look at the seat. The screen will display a close up of the seat. There are a triangle at the top of the screen, and a squiggly line on the edge of the chair. Look again and the game will confirm that there is a mark on the floor and a mark on the chair. Click on the right of the seat to turn it clockwise, then click again to turn it again. Click on the left side of the seat four times to turn it the other way, then click on the right three times, and the tile the seat is mounted on flips over. Look underneath the tile to reveal a floor safe, unlock the safe with the key that you found and take the translator box.

Go over to the barrel with a cork in it and pull out the cork to empty some of the contents of the barrel out onto the floor. Look at the pool to find out it is some kind of lubricant, then use the jar on the pool to fill it.

Walk back up the stairs to fly the cycle back to the lander and store it, then go back to the beach and give the translator box the Skeenar. She will send the dolphin after the stasis box and will return shortly to report that the dolphins have found the box but cannot reach it as stinging anemones are surrounding it. Give the lubricant-filled jar to her (the lubricant protects the dolphins' skin). Skeenar will return again to report that the lubricant worked, but the dolphins cannot pick up the box to return it.

Go back to the lander and over to the computer console on the right wall. Touch it then select dolphins and click on subject to read the entry. Click on "Next Page" until you've read all the information, and click on "Exit" twice to return to the landing bay. The dolphins need mechanical hands, so how about that damaged probe? Go over to the repair console in the right lower corner of the room and touch it to bring out the probe and dismantle it. Get the hands, then return to the beach. Give the hands to Skeenar and she will deliver them to the dolphins. This time she returns with the box. Take the box and Skeenar will wish you well in your search for Louis Wu and Chmee. You then return to the lander.

(more next month)



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