

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. to -

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CONTENTS

EDITORIAL:	4
LETTERS:	5
REVIEWS: Avalon II - The Island Of Darkness	9
Dragon Quest	11
Hide And Seek	12
Operation Turtle	13
Murder Mystery Weekend	14
SPECIALS: Mentor's News Nine	16
Get Real	17
At Home With The F.B.I.	18
A Joke	20
Ten Really Adventurous Activities	21
The Facts of Life	23
Answers to "Famous Faces" Competition	32
ADVERTISEMENTS:	24
PERSONAL MESSAGES / IN TOUCH / HELP WANTED:	33
NEWSDESK:	34
OBJECTS AND THEIR USES: Laskar's Return / No.6 - In The Village	35
GETTING YOU STARTED:	36
TREASURE CHEST:	38
HINTS AND TIPS:	39
SERIALIZED SOLUTIONS: Dungeon Master 2 / Ringworld	46
SOLUTIONS OF THE MONTH: Who's Afraid Of The Balrog	49
E-MAIL ADDRESSES:	50
USEFUL POSTAL ADDRESSES:	51
HELPLINES:	Back

HALL OF FAME

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

Ron Guest, Dorothy Millard, Mary Scott-Parker, Paul A Hardy,
Edwina Brown, Jonathan Scott, Bev truter, Martin Bela,
Frank Oliver, John Schofield, Ann Bailey,
George Rawson and Keith Burnard.

Special thanks to

Paul A Hardy for software.
Christopher Heppinstall for the cover picture
and Geoff Lynas for his usual excellent printing job.

EDITORIAL

The fates conspired to dash all my good intentions to get this issue out early. The Atari keyboard was in such a state that I just had to ask a kind man to take out hundreds of screws to see what he could do with it. He worked wonders, and I now have a fully-working machine, but it meant I fell way behind with all the work concerning the magazine. However, the new keyboard is quieter (much to my family's relief) and the "s" key is working fine, so there shouldn't be as many typing errors in this issue – no Moe or Mosses instead of Moses – but there was one more unpleasant surprise; two days later my 8 year old Phillips monitor took a wobbly, and I am now using a television, which is *not* ideal for word processing. I'm keeping my fingers crossed that my monitor is repairable, otherwise I will have to look around for a *very cheap* replacement – any offers.

There is more bad news in the "Newsdesk" section. Some of you will have already received John Wilson's "Long Goodbye" letter, and it won't have come as too much of a surprise to his dwindling band of customers. It was inevitable that the time would come when orders didn't warrant all the time and expense. I also know that the battle with the Internet pirates can not be won, and has caused such scars and ill-feeling that you just have to give in if you are to preserve your sanity. I honestly think these pirates are so conceited that they do not give a damn about the consequences of their actions. If they want to do something, they will.

In the "Help Wanted" section there is a plea from George Rawson for information about adventure writing utilities for the PC. I didn't have room to mention Damian Steele's excellent article on Page 28 in the September '96 issue of Probe, but I think George is really looking for something that is the PC equivalent to the Quill and PAW. I have no practical experience of using these utilities under Spectrum emulation, but know from readers comments that they work very well, and a tape interface means you can load and save straight from and to tape instead of converting the programs to snapshots. I hope someone with first-hand experience can advise George, and if they care to send in a short, medium or long article, in plain English, I will be very pleased to publish it.

Now an apology to Jean Child who kindly answered my plea for a copy of "Legend of the Sword". Sorry Jean, but it came while I was Atari-less, and I couldn't even write to thank you, let alone play the game.

Did anyone else see, or maybe even remember from the original transmission, the final episode of "The Prisoner". It was on Bravo a few weeks ago, and I sat enthralled in it as it seemed to make a bit more sense this time. Does anyone else think it is *the* original "Alien Abduction" storyline?

I've kept the good news to the last. I am delighted to announce that after hours and hours of checking and re-checking, the following readers have won the prizes in Probe's 11th Birthday "Famous Faces" Competition.

1st – David Haire 2nd – Pauline Bryant 3rd – Steve Clay

Congratulations to them, and everyone who sent in entries. The answers are on page 32 in this issue, and I can understand why so many of you thought Roy Castle, Doris Day and Marion Brando were amongst the many faces. There were 89 faces, and I must give a special mention to Steve Clay who filled the 99th space with "The Invisible Man" – I was tempted to give him an extra mark, but even if I had, it would not have affected the result.

All the best, *Barbara*

LETTERS

From Dorothy Millard of Croydon, Australia

NEWS FROM THE "NET"

While recently "surfing the net" I discovered several games that I originally played on the C64. They are TRANSYLVANIA and CRIMSON CROWN (Transylvania II), written by Antonio Antiochia and distributed by Polarware Penguin. These PC versions have recently been placed in the public domain together with another game which I hadn't heard of called TALISMAN: CHALLENGING THE SANDS OF TIME. They are patched versions which removes copy protection and fixes video bugs. In order that Crimson Crown can be played, the riddles which originally came with the packaging have been placed in a readme file and in Transylvania a copy of the business card has been included.

I originally completed Transylvania on the C64 but Crimson Crown crashed when loading the graphics on side two so I had only completed approximately two thirds of the game. I was therefore pleased to at last have the opportunity to play this game to its conclusion. The main difference between the C64 and PC versions is the speed with which the graphics are displayed on the screen. It just doesn't compare and this certainly made the game more playable without the "thumb twiddling" while waiting for the pictures to draw. However, the games are showing their age, the graphics being very basic.

I heard from a friend that HORROR OF RYLVANIA, one of the Adventions games, has been placed in the public domain and was available for download from the Internet. Previously only the demo version was public domain and, as I thoroughly enjoyed the demo, I was anxious to obtain the full version. However, I was unable to find it, so I E-Mailed the author, Dave Leary, and he very kindly gave me an internet address where it could be found.

Additionally while looking around the GMD site in Germany, I discovered that HUMBUG and JACARANDA JIM by Graham Cluley have been placed in the public domain. I had been trying to obtain a registered version of Humbug for some time - it looks as though I have saved myself some money!

Another program downloaded from the GMD site in Germany, SIR RAMIC HOBBS AND THE ORIENTAL WOK, appears to have a problem and won't load. I downloaded a second copy but it was the same. Has anyone got a working copy?

If anyone would like a copy of any of the above PC public domain games they are welcome to write to me at 12 Venetian Court, Croydon, Vic. 3136, Australia, or E-Mail me at dddmillard@hotmail.com.

*

This is the kind of response I was hoping for when the articles about adventures on the Internet were published in Probe.

I wonder if the C64 versions of Transylvania and Crimson Crown are also PD, and if so, does anyone have a full working copy of the latter? (Barbara)

From Mary Scott-Parker of Nunclose

I am grateful to John for his illuminating History lesson – they were never like that at school, (at least not the one I attended). Had they been, I might have been a little more prepared, when, at the age of 10, I encountered my first “Cavalier”, or perhaps it was a “Roundhead” – no matter – the essential thing is that it wasn't a banana, as I first thought.

I was 10 years old and brotherless, so my knowledge of this vital area of “History” was hazy, to say the least. I would have reached out and taken the proffered banana from the seedy little man in the cloth cap and grimy mack, had it not been for the strange behaviour of my friend, who, significantly in hindsight, had three older brothers.

The two of us were paying a visit to the local museum, and had paused to admire a family of stuffed owls in their glass case, when a strange little man slid from behind the golden eagle and positioned himself in front of us. It seemed to me that he had a strange expression on his face as he held out the forbidden “fruit”. My friend's reaction puzzled me greatly. Dodging behind me immediately, she gripped my shoulders, so that I could not dislodge her, and sniggered loudly, and somewhat indiscreetly, I felt, as I gazed at the little man uncomprehendingly. After all, what was so funny about a banana, I wondered – until the penny finally dropped.

Thus, my first, but thankfully not “hands-on”, experience of “soldiers” did little to whet my appetite – or indeed kick-start the green-eyed monster, favoured by Ron. In fact my junior school was girls only, so I (and, I suspect, a great many other girls) barely knew what a urinal was, let alone yearned to spray the walls in these, obviously hallowed, establishments – and as for spying on the collective, “I can pee a rainbow” chorus, well, I can honestly say that I didn't, but the lack of canals hereabouts was probably a significant factor.

No – the green-eyed monster didn't make an appearance until later – years later in fact – during my daily walks with the dog. German Shepherds need long walks so distances need to be carefully calculated and balanced against the cups of tea taken prior to departure. About a mile along the road is a lay-by and it is into the lay-by that an astonishingly large number of men drive for a two minute gaze into the adjacent (and, I have to say, not very exciting) field. Picture the scene – the car/van/lorry pulls up and out hops the driver. After a furtive look about he strolls round to the other side of the van, admires the field for a couple of minutes, returns to the vehicle, whistling nonchalantly, and then drives off, with a smug wave of superiority.

Now this, I must admit, is where the “Cavalier” or “Roundhead” really comes into its own – and I do admit to feelings of envy at the freedom and simplicity of it all (no seats to be lifted either!). The inventor who comes up with a female adaptor will certainly get my order. What would she call it, I wonder.... “P'S R US” perhaps, or “COCK-AU-VAN”? Suggestions would be welcome (I think).

*

Send your suggestions and I will see if they are suitable for publication. (Barbara)



From Frank Oliver of Patrington

You can't beat the letters page, where else could you get a story of Roundheads and Cavaliers or little boys making rainbows in the canal. Normally I wouldn't comment on such things but I would have thought Cavaliers gentlemanly enough to remove their hats when entering a place of great reverence. Little wonder the Roundheads were victorious in the civil war, the Cavaliers not being able to hit their target from 18 inches (12 inches for those who aren't very tall). Little wonder the King was beheaded, which seems a most fitting punishment.

What has all this got to do with making rainbows in the canal I hear you say. I don't know really, but what I do know is that it is wrong to mock the afflicted. There is nothing stopping a girl or woman standing on a river bank trying to reach the other side (Little White Dove tried, although she drowned herself like most girls do). Its the effort that counts, even if they miss the river altogether. And let's not forget that saying by that most famous lady (I think it was Mary Whitehouse), or did I hear it passing through the red light district? 'When you've got one of these you can always get one of them'. I wonder what that was supposed to mean?

Now for something more serious, and more relevant. Steve Clay, John Wilson, and John Ferris have given us a good insight into the decline of the Amiga. I think John Ferris hit the target (no doubt a Roundhead) with his view of the Amiga being in a state of suspended animation. By and large people are no longer prepared to fork out for what is considered a dying format. Software houses like Vulcan are on a loser producing cd only games for the Amiga as Steve Clay pointed out, unless of course they intend the software to run on a PC as well. Both versions can fit on one cd. While John Wilson noted that an Amiga magazine survey had shown that 80% of their readers had an upgraded hard disk driven A1200, a similar survey conducted by a pd company showed that 75% of their clients still used A500s. What this goes to prove is that the magazine readers are enthusiasts, while the A500 users have given the magazines and their A1200 software giveaways up as a bad job.

Shame on anyone who compares an A500 with a 1mb PC286 (only joking). My A500 has a modest hard drive and uses the rom of my A1200 to boot Workbench 3. You would need a nippy 4mb PC386 to draw a comparison and even then the game software available for a PC386 is not in the same league as the A500. You can fit quite a bit of programming in a 1mb Amiga. Half of a 1mb PCs memory vanishes in its operating system. Equivalent programs also tend to be twice the size on the PC.

There is of course a good way of upgrading your A500 Amiga, and that is by buying a fast PC and complimenting it with an Amiga emulator. This isn't a joke. For the last couple of days I have had one up and running, it's quite stunning to watch. We are all familiar with the PC Speccy emulator. This isn't a downgraded Spectrum nor is the public domain UAE emulator a downgraded A500.

Using my own game 'Time Warrior' on the Spectrum I was able to emulate the plus D version of the game. It allowed me to run all four 48k programs as a single game, plus allowing me to pick all the pictures up from disk so as not to use program memory. On top of that it allowed me to port some of the Amiga graphic files along with the story 'Shades of Evil' over to the PC to display in full PC mode. The PC Amiga emulator looks as handy.

I own a PC DX4 8 Mb ram running at 100Mhz. Pretty slow by today's standard. The PC emulates my Amiga game at 78% of A500 speed in the 'all stops pulled out' mode, or at 46% using an 800*600*32000 colour screen. Which quite frankly (that's me) looks excellent. Far better than a television cum monitor display on the Amiga. That surprised me.

On average 46% is a good speed figure to use. Time Warrior really needs the high res screen because the text is high res on the Amiga and the pictures are digitised. Normal arcade games get away with a lower resolution but again slow down to around 46% because of their graphics intensity. The bottom line here is that to run at A500 speed you need at least a 120Mhz Pentium. But having said that all those games I found too difficult to play on the Amiga are playable on the DX4.

PCs can't read Amiga disks so to get around this 4 virtual floppy drives are created. Once the Amiga disks are converted to ADF files you can play multidisk Amiga games running from your PC hard drive, even those which refuse to load from anything but DFO on the Amiga.

On the down side the sound isn't too hot, but it can be switched off. The main bug is getting the emulator up and running, then knowing how to convert the Amiga disks to PC files. Once you get the drift of converting an Amiga game it is faster than formatting a disk. There is a problem transferring between Amiga and PC because the ADF files are 900k long. I don't have a problem but some may have to compress the files to get them onto a double density PC floppy.

Basically my PC has been converted into an A500 with 4 drives and 2 meg of chip memory, which has 24 bit graphic capability. When Windows boots I click on Amiga then press enter and I have a loading Amiga, with Workbench or whatever. The emulator is freeware and available on the net. The guy who wrote this, although not the best person to explain himself, certainly hit the mark. Oh no! not another Roundhead.

All in all I suspect everything that runs on the A500 will run on the PC. Workbench is spot on. I suspect it will also handle A1200 software but I haven't had the time to look into that. If anyone out there has the Amiga version of Time Warrior and wants it to run on their PC, give me a ring on 01964 630713

From Ron Guest of Newark

I know this is an adventure magazine and feel a bit guilty to admitting to and asking help for an arcade game.

The game is called MR DOHS CASTLE. It completely disappeared from the seaside arcades three or four years ago. It is a platform game where you knock out blocks with a mallet to trap the monsters. I shamefacedly have to admit that I was completely addicted to this game and suffered severe withdrawal symptoms.

I have never seen or been able to find out if this game was ever converted to home computers. If any reader knows anything about MR DOHS CASTLE, if it has been converted to computer or if there are any clones or similar games. I would be eternally grateful. I still get the odd urge to do battle with Mr Dohs Castle monsters. if anyone could give me any information on the game.

I don't mind anyone writing in about their other "habits" providing they are legal. I know some readers either play arcades themselves "as a change from text adventures", or have friends or relatives who do. I hope someone recognizes the game. I can vaguely remember playing a game involving climbing boxes to reach the top and trapping monsters on the way, but have no idea of the title so wouldn't know the disc even if I found it. In the meantime, have you played an excelent Amiga puzzle game called MARBLES? I can recommend it (Barbara)

REVIEWS

AVALON II – THE ISLAND OF DARKNESS

Reviewed by Paul Hardy on an Amiga 500

AVALON II – THE ISLAND OF DARKNESS is a single-player Role Playing Game very much in the style of Electronic Arts' "The Bard's Tale" trilogy. The plot involves the town of Isla being descended upon by an "Evil Force", and the mayor appeals to roaming adventurers to save his town from the ensuing darkness which will prevail if the "Evil Force" is not vanquished.

This is where you come in and the game begins. From Isla's Adventurers' Guild you may create up to six characters (or load the pre-created party) from a total of eight races and eight professions. Many of the familiar races are included such as Elves, Gnomes and Trolls, Knights, Monks and Wizards, although only certain race/profession combinations are available – for instance you could not have a Troll Healer, as Trolls tend towards more evil magics. Each character also has a number of statistics such as Strength, Intellect and Life Points (Hit Points) and magic-users also have Magic Points too. (Every spell costs a certain amount of Magic Points to cast, and if a magic-user has insufficient Magic Points he will not be able to cast the required spell. Magic Points may only be regained through resting the party whilst in the game's dungeon areas.)

Once you have your six characters, you are free to take a look around the town of Isla. This is represented by a static picture with a menu below it offering choices of places to visit, very much like in Mindscape's "Legend". Places of interest include the Adventurers' Guild (where you may hire new characters), the Armour Shop (a general purpose store to buy and sell equipment), the Temple of Paladin (for healing, curing of diseases and reincarnations – at a price), the Training Guild (for level advancement and new spells), and the game's two dungeons, the Dungeon of the Isla and the Tower of Lord Roa.

It is in the game's dungeons that "Avalon II – The Island of Darkness" really comes alive. The graphics are amazingly good and update smoothly, and the sound effects – although sparse – are adequately atmospheric. Whilst in dungeons you gain another menu which offers you the choice of Cast a Spell (each spell deleting a certain amount of Magic Points), select a character to Leave the Party (and return to the Adventurers' Guild), Change Rank (to alter characters' positions in the group), Pick Lock (to open a locked door if you have a Thief in the party), Rest Party (to regain Lost Life and Magic Points), and Use Item (to activate an item one of your characters is carrying).

Resting successfully can only be achieved when the party steps onto a circle painted on the dungeon floor with a "C" on it, signifying "Campsite" most likely, something which I only realized through trial and error as the game comes with no instructions on the disk, and thus requires the player to have at least some knowledge of this type of game to play it through successfully! Whilst camping though, one character member is required to be posted as guard, and he of course will not regain any Life or Magic Points due to not receiving a proper rest.

I encountered only two types of monsters in the dungeons, being Giant Frogs and Giant Lizards, although I suspect there may be many more monster types to fight in later stages of the game.

None of these combat sites were random either, which is a cartographer's dream – anyone mapping the game would be able to pinpoint exactly where combats would occur, but the creatures met and their numbers (one to three of each creature) were random, and so could still be a surprise!

Fighting in the game was a doddle. At the beginning of each combat round you receive the chance to either Fight for that round, or try to Run Away. Fleeing always seemed to work, although you don't gain any experience points or gold pieces for battles you escape from. Opting to fight brings up a combat menu where each character in the party in turn is given a number of options for you to select from, such as strike a blow, defend, or cast a spell, etc. very much in the style of Reline's "Legend of Faerghail". Once all your combat orders have been input you receive a scrolling message giving a battle report, details of who hits what, who casts what, and who is slain, etc. Then, when the report is finished and the combat round is over, you are given the chance to either Fight for another round or Run Away if there are still opponents left standing. If all your opponents are slain, then all surviving characters gain gold pieces and experience points for the battle, with dead party members receiving nothing!

Musically, "Avalon II – The Island of Darkness" is superb. Lovely pan pipe loading music really sets the scene before the game even begins, and once in the Adventurers' Guild another little ditty begins. Indeed, every location in Isla has its own beautiful music (with the exception of the dungeons) and it's obvious ZERET have really gone to town writing good music specially for the game. It really does add an extra dimension.

However, the game does suffer from a number of spelling mistakes in its text messages, the most noticeable being when a teleporter is activated and you receive the message: "BAEM ME UP, SCOTTY". On the whole though, these keyslips are easily overlooked and do not really dampen one's enjoyment of the game in general. Yet it would be nice to see them rectified in later versions of the program, all the same.

However, not so easily overlooked are two bugs in the software which all too soon bring the game to a grinding halt. In the Dungeon of Isla, a Spirit gives the party a key with which to unlock the door to the library in Lord Roa's Tower – this key doesn't appear in anyone's inventory, and, upon approaching the door in question, you soon realize the door will remain locked, and still cannot be opened! "Maybe we should look for the key", says the party's Thief happily, and seemingly quite oblivious to the fact you've since received a text message saying you have been given that very key. The key never enters the party and, although you receive the message saying it is being given to you, the object simply never materializes. It's as though the programmer's coded the text message when you receive the key, but forgot to tell the program to actually *give* the key to one of your characters. So, the door to the library remains locked and what lies beyond cannot be accessed; thus a whole portion of the game becomes unexplorable.

The second bug is of a similar sort. To enter Lord Roa's dungeon you need a Permit, and without it you are refused entrance. However, even *with* the Permit you are still refused entry because you are told you do not have it, even though it appears in your group's inventory! Reading the Permit in question informs you that it will allow the bearer entry into Lord Roa's Dungeons, but the truth of the matter is it will not. Trying to *Use Permit* has no effect whatsoever here, and no matter which character carries the permit or in which backpack/hand slot, you will still find yourself denied access. It's a real shame, and spoils what would otherwise have been an excellent game.

All in all, then, "Avalon II - The Island of Darkness" is visually pleasing and musically superb. The menus are self-explanatory and the game is easy to pick up with only a little playing time. Combat is handled effectively and is exciting, and the game is logical to map, which should please all you cartographers out there. A number of spelling mistakes spoil things slightly but are a minor aberration considering the otherwise impressive gameplay, and don't distract the player too much. It's just a major letdown those two bugs are present, and effectively stop you in your tracks just when you begin to make serious progress and really start to enjoy yourself in the game.

Come on ZERET, let's have an updated version with the bugs fixed, and then "Avalon II - The Island of Darkness" could well be one of the best RPGs out there in the PD market.

DRAGON QUEST

Written by Jack Lockerby

Reviewed by Karen Tyers on a Spectrum

Writing this series of reviews has had one really good outcome for me. I get to play a lot of old favourites and some I haven't tried yet. Yes folks, Pigpen has to confess that there are a few "Lockerby" games she hasn't played (smack my hands, and only my hands please!)

Thus it was that I loaded up "Dragon Quest" from my "haven't touched yet" pile to be informed that Smaegor, the mightiest of dragons, had the nation in a grip of terror. Not only had he stolen the King's staff of Office, but he had doubled his demands in regard to the yearly tribute paid to him. The King then proceeded to say that I (me?!) was the last hope for the nation, and if I failed, the future was indeed bleak. I needed to find and locate the Staff of Office to prove that Smaegor had been defeated once and for all.

I had a quick peak at my inventory - not much here, just a cloak to get me home when I had finished, and off I went. The first thing I stumbled across was a weary traveller and on speaking to him, found out he was in dire need of water. Not having any on my person, I immediately set out to find some. During the course of these early travels I came across a small village which appeared to be deserted. Careful searching of the huts is the order of the day as quite a few things are sneakily hidden here. I also found the Chief who is quite willing to help provided you can let him have some tobacco. Further on I found a beautiful clear pool of water, but as yet I had no container so I had to keep looking. I eventually found one and managed to rush back to the traveller who was so grateful he gave me a pouch of tobacco which I immediately took to the Chief. For all my pains, all he gave me was a tatty old book, but beware, this book is vital to the completion of the game!

Having managed to find my way across the desert without dying of thirst I found myself in a small town of sorts, where I found a barber, a stables, a bank and an inn. There is also a wise old owl sitting on a notice, and on examination, found that he was holding the key to Smaegor's lair, but how to get it from him? Whilst pondering this, I managed to get myself thrown into jail. Having extricated myself from this predicament I found myself somewhat richer, so treated myself to a haircut and then bought a horse which is needed later.

There is a lot to do in this little section and there is one vital item that was so well hidden that I missed it and got right to the end only to be fried by the dragon. I had to backtrack quite a bit before I finally managed to locate it!

Onwards again and found myself climbing a volcano, where there was a locked door in the side of the mountain. Opening this led into a series of tunnels around the dragon's lair, but fortunately they were too small for the dragon's body so I was safe for the time being. Unfortunately, the floor of these tunnels was pitted with holes that had either to be negotiated or climbed down. After much trial and error (error being the operative word), I found myself in Smaegor's den and had only to defeat him....

The man at Zenobi knows how I adore finding "hiccupps" and although this is an older game, I managed to find one! Just a little tip for those of you who may not have played this – don't carry the map when trying to translate anything else because the programming will only allow you the translation of the map. However, if you put the map in a container you'll be okay.

This game is typical of Jack, and I got stuck many times. However, you have probably already gathered that I liked this one very much and it is now amongst my top twenty favourites.

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

HIDE AND SEEK

Written by Edwina Brown

Reviewed by Bev Truter on a PC under Spectrum emulation

Although at first glance this text adventure appears to be "one for the kiddies", HIDE AND SEEK is quite complicated and requires you to solve some fairly difficult puzzles to progress through the game. So despite the almost childish flavour of the introduction, don't buy this game for your offspring – try it yourself! "Hide and Seek" is a charming, relaxing, entertaining romp through an adventure set in a fairytale, and I mean that literally, setting.

Typing HELP brings up a screenful of verbs used in the game, and some handy abbreviations which include TH for THROUGH, R for REDESCRIBE a location (instead of L or LOOK), and RS and RL for RAMSAVE aNd RAMLOAD. Look under, look behind and look in have no abbreviations, and are NOT the same as LOOK. The text is an easily-readable white on a black background, with your input in vivid yellow.

You play the role of Alfred, one of the "little people" – fairies and elves – who live in the village of Seahaven. There's a knock at the door of your house one morning, and your friend Dido enters in a very distressed state. She's a teacher at the village school, and it appears that the wicked Hedda has stolen the entire alphabet and scattered the letters far and wide in Seahaven, so now Dido can't teach the children to read. Oh dear sounds like a job for Alfred. She warns you that not all the letters will be in their usual form but if you tap them with a special wand you will see them as they really are, although other objects will remain unchanged when tapped. She leaves you with the wand and a satchel for storing the alphabet, so now it's up to you to find those missing 26 letters.

Depending on your mood at the time, the introduction might strike you as either quaint and charming, or overly-cute and pretentious; but whichever the case, persevere for at least 15 minutes longer with "Hide and Seek" and you'll be drawn into its charming world and fairytale atmosphere. Pixies, elves and fairies inhabit the village, as well as a few "ordinary" folk like the farmer, the people at the bus stop, and the surly gardener/groundsman (shades of Graham Cluley's "Humbug" here!).

Many of the puzzles are of the "find X and give it to Y" variety, but as you progress further into the game the puzzles seem to become more and more difficult. HOW can you reach that patch of flowers up on the cliff? What on earth will persuade the groundsman to let you walk on his precious green? Will you ever be able to get inside the hallowed interior of Seahaven's Golf Club? And although you might find some equipment for getting gold, there doesn't seem to be any of the precious metal in sight, or out of sight, for that matter.

Talking to everyone you meet is essential, and listening to their replies can be very helpful in discovering what you need to do, or where to go. Examine, move and search are all different verbs, so there's plenty of hunting about and exploring to do.

"Hide and Seek" is well-written, with short but excellent location descriptions, no spelling/grammar glitches, and no programming bugs. It hits exactly the right note of "quaintness" without teetering over into overly-cute, and the other-worldly kind of atmosphere is maintained throughout the game. This is an adventure with no killing, fighting or unpleasantness in it, so there's no nail-biting tension or drama; but on the other hand there's plenty of fun to be had and sheer entertainment in your search for the missing letters.

"Hide and Seek" is a thoroughly likeable game, well worth the (small) asking price.

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

OPERATION TURTLE

Reviewed by Dorothy Millard on a Spectrum

It's October, 1943 and you have been briefed by British Intelligence that recent reports from units of the French Resistance suggest that the Germans are developing a secret weapon that could lead to the invasion of Britain. These reports name the region in which the work is taking place but unfortunately few other details are known. As a British Agent you are being parachuted into occupied France, with orders to discover the exact whereabouts of these weapons and to report back with full details.

The game opens with you suspended beneath your parachute above French soil. Within minutes you land safely, but the parachute which was carrying your radio failed to open and has landed many miles away and is no doubt destroyed. Your orders are to contact the resistance movement as soon as possible and you are given a verse to memorise.

From the start in a field where you landed, your first job must be to destroy evidence of your arrival. A radio is conveniently hidden in a nearby farmhouse and you obtain a hint, but first you need the correct code to send a message. A visit to a nearby Gypsy caravan will reveal the body of a British Intelligence Officer who has been strangled and a note which needs to be decoded. Next you meet a man in black who tells you to rendezvous with Pierre at the cross on the hill. Eventually after meeting many more people, including a girl in a red dress, and visiting the sewers, jeweller's shop, town square and a cellar, amongst others, you eventually come to the passages which lead to the vast hangar-like building where men in white overalls are working on large machines resembling tanks - this is the "Turtle", and it is here that you will eventually find the plans. Now that you have the plans and, hopefully, the relevant code it is just a matter of returning to the farmhouse to use the radio. Once the message has been sent you must negotiate the minefield on the beach in order to reach the submarine and escape.

There is much more to "Operation Turtle" than first impressions indicate and many characters to interact with, there are also many occasions when you will "die" or be captured by the enemy, so make sure you save regularly throughout the game. On the whole I enjoyed playing "Operation Turtle", despite being arrested and interrogated many times by Lutz, the Gestapo officer and meeting other German officers only too often. I even managed to get run over by a train, but I suppose that should teach me not to play on the railway tracks! Help is available in the form of a poem and also by typing HELP, which will give several cryptic clues throughout the game.

I found "Operation Turtle" (a golden oldie) to be a challenge to get everything in the correct order and thoroughly enjoyed working it out.

MURDER MYSTERY WEEKEND

Written by Jonathan Scott

Reviewed by Barbara Gibb on a Spectrum 128K

This is the game that came into being after Jonathan attended his first (and hopefully, not last) Adventurers' Convention in Birmingham in October 1996. I think it is loosely, *very loosely*, based on events that weekend. I'm sure it won't deter anyone from attending this year, and hope no one will be too disappointed if they don't meet the same characters encountered in the game.

At the start you will be asked if you are male or female, your response governing whether you find a purse or wallet, and the garment(s) in your suitcase, although you actually play someone with the neutral name of A.D.Venturer. After parking your car in the car-park, you collect a few things from the inside of the car, and then wonder what to do about your heavy suitcase. There is a clue about this, but I was still stumped for a long time, so I left my suitcase in the boot for the moment (after it had been stolen a couple of times).

My next problem was how to book into the hotel. The entrance door mysteriously opened for me as I approached it, and the receptionist wasn't present at the desk, so I made my way up to the lounge where I hoped to meet my fellow adventurers. No one was there, or at least no one who would acknowledge my presence. A quick visit to the adjoining bar and kitchen and then a bit a head scratching over a clue I had found, and I was able to get my hands on the key to my room. My luggage problem was eventually solved, and I now had the means to attract the attention of other adventurers.

Things seemed to be moving along nicely and after an eventful meal I had an even more eventful evening, however all I will say about it is that it started with me asking the barman about those aptly-named Uncivil Servants, and finished with me having trouble getting back into my room and a dream that is an adventure in itself. The dream, in which you are either Jake or Jane, depending on what you typed in at the beginning of the game, is, I think, more devious than the rest of the game, and I spent days solving what is really only a smallish section of a very large adventure.

When you wake up on Saturday morning you are either ready to attend the Convention, or in for a nasty shock, depending on what you have and haven't done on the previous day. If everything is correct, and you have regain possession of your ticket, Vicky will allow you can enter the Ariel Suite where the convention is in full swing.

Up to this point I had been playing the game mostly with the "brief" option activated, but preferred the "verbose" option when playing the Convention section. You are allowed 500 moves to complete this section, and that should be plenty, if not. I hope you have a saved position just prior to entering the Ariel Suite.

Some new, and many seasoned, conventioners are scattered around the Suite, each one eager to show what they can offer in the way of help and/or entertainment. I'm not giving too much away if I advise you to visit the Megapoints Corner first. That should start off a chain of puzzles, which will take you in a full circle.

Saturday night's meal ends with you accepting a challenge to perform three dares - spin the centrepiece, obtain a glass of water and enter a locked room. Not too difficult if you have been friendly and helpful to your fellow adventurers, but a nice lead into the bit that gives the adventure its title.

On your return to the Royal Angus Thistle Hotel, you will find that you can't enter the restaurant where the Murder Mystery Evening is taking place. The Cliff Richard Fan Club won't let anyone enter, but if you can give them the password you will receive The Potion of Youth, thus allowing access to the grand finale. There are ten suspects, all with wonderful names like The Pompous Prat (who you met earlier in the adventure), The Dodgy Geezer and The Flying Dutchman. You can interrogate each of the suspects and then arrest the one you think is the villain. A great finish to one of the most complicated games I have ever played.

The text is very descriptive, and players like me who have never attending this venue shouldn't have any difficulty visualizing the scene. The layout seemed so logical that I am sure it is an exact replica, from the roof down to the church on the other side of the subway.

Everyone who attended the 1996 Convention is mentioned in the game, and if they all buy a copy sales should be good. Convention stalwarts like Ellen Mahon, Wynne Snowdon, Lorna and Danny Paterson, Margaret and Mike Crewdson, Larry Horsfield, John Ferris and John Schofield, to name just a few, all have their own part to play in the proceedings, as do first timers like John E. Nicholls, Hilary O'Connor and Karen Tyers. Sorry I can't mention everyone, I simply do not have enough space.

I have tried to give you a flavour of the game without giving away any of the answers. It is crammed with puzzles, and even now, months after completing the game, I am still amazed at how many puzzles Jon has written into something that I would have expected to be a rather limiting scenario. The two visits to the restaurants are very well done, the Friday night one stopping just short of being very bizarre, and the dream sequence is a game that could stand on its own - I have certainly played smaller games of lesser quality.

Please do *not* be put off MURDER MYSTERY WEEKEND by thinking that you can't play it unless you have insider knowledge. Although I have stated several times that it is, in my opinion, a difficult game, the puzzles are all solvable with brainpower and clues and information extracted from the wordy text: failing that you can always write to Zenobi or Probe.

Spectrum 128K only (tape & +D disc), Amiga(e) and PC(e) £2.99. Spectrum +3 3" disc) £3.99 - sorry no Atari(e) or MAC(e) - available from Zenobi Software.

Mentor's News Nine

Redthorn looked up at me, a slight smile upon her lips. She was lying in my bed where I had, an hour or so ago, deposited her.

Cautiously, she raised herself into a sitting position, holding the bedclothes to her chest negligently as she did so. Her smile broadened slightly. "*Krangarian Swamp Fever?*" she questioned me, laughter colouring her tone of voice. "How did you think that one up? Dotran, I *couldn't* believe my eyes when I saw you standing there." Her gaze flicked to Vana (who had been oddly silent) almost questioninglly. It was obvious to me that, despite the image which her face presented, Redthorn's mind was working furiously to comprehend my relationship with Vana. I smiled inwardly. Given my - admittedly brief - relationship with Redthorn some months before, this did *not* surprise me.

"But *why* are you here, Dotran? What business could you possibly have in the Southern Lands? You never mentioned to me having an interest in coming here," Redthorn continued in a soft, almost musical voice, conveniently failing to notice the inquisitive *stare* with which Vana favoured her.

Briefly, I told her of Draffan's plight - and of Vana's sister. Redthorn's face lost its smile. Silently, she reached out to Vana. Vana's hard stare softened as she took in the expression on Redthorn's face. She gazed at Vana with such deep empathetic understanding and concern that tears sprang suddenly into Vana's eyes.

"Dotran, do you plan to rescue Vana's sister, and then petition the Sorcerer/Emperor to help your friend?"

I nodded. "Or perhaps offer to undertake a quest on his behalf in *exchange* for his aid. After all, there must be *something*, somewhere in the world which he would like to possess."

"Forget the idea," Redthorn advised me in a voice which held more than a note of finality. "The Emperor is ruthless. He *has* to be to maintain his position. He would *know*, as soon as you stood in his presence, that you had had a hand in freeing his favourite. If you were to seek him out *before* rescuing Vana's sister, he would *sense* that you plot *something* against him. His abilities are legendary, and his fame is well deserved. You could *not* stand in his presence without his knowing you to be an enemy. And that is how he sees *everyone*. If they are *not* his allies, they are his *enemies*. If you plot against the *least* of his possessors, you may as well plot against *him*. Forgiveness is *not* in his nature. I doubt you'd even manage to speak before he understood you to be an enemy and destroyed you."

"Even if you *didn't* plan to free Vana's sister," Redthorn continued softly, "your quest to obtain the Emperor's aid for Draffan would be doomed. For the Emperor to grant such requests would make him display weakness, and encourage other such petitions. He would *never* do that. He would take the opportunity to show the whole Southern Continent his continuing ruthlessness by having you put to death for your presumption. He would believe, rightly so, that *any* thinking of plotting against him would then consider *long* and *hard* whether the risk of discovery outweighs the potential rewards. If you follow this plan, Dotran, you condemn yourself to death."

I gazed intently at Redthorn, weighing her words in my mind. I knew enough of her logical mind to know her to be amazingly astute.

"I have been here *months*, Dotran. I have had time to observe how things are done. I have seen, first hand, how the Emperor rules his lands. He is ruthless and cruel - but to his people he is fair and just. This combination keeps him in power. But *any* male foreigner is an immediate candidate for execution. Dotran,

if you stand before the Emperor, he *will* kill you. You may trust my words."

I nodded. She was incapable of lying. My heart sank. I knew that I had failed Draffan. Why had I ever listened to Morana? Why had Morana ever indicated that I *could* be successful? It made no sense to me.

Vana looked at me. "What will you do?" she asked me. "Attempt to rescue your sister, as I promised, and escape alone. Then, I will try to find *another* way to cure Draffan."

"But, as soon as the favourite's disappearance is discovered, the whole of the Southern Continent will be looking for her. You will find all the teleportis disabled - except *one*," Redthorn informed me quietly, her eyes solemn. I felt a twinge of uneasiness.

"Where?" Vana demanded.

Redthorn's eyes remained locked upon mine. "There is a teleport in the Palace which is *not* locked to *any* other teleport. It is the teleport which the Emperor himself utilizes when he wishes to see events abroad first-hand. It is exclusively for *his* use, and he is so jealous of it that he won't even trust his *guards* to guard it. It can take you to *any* major city outside the Southern Continent. You have but to say the name of the city."

I stared at her in disbelief. "Like, *Kranger*, for example?" I whispered, a heavy burden suddenly seeming to lift itself from upon my shoulders. If this were true then the plan to rescue Vana's sister could become one of speed and daring, and escape could be successfully accomplished before anyone even realised what we had done.

Redthorn nodded at me, her eyes suddenly glittering. I understood this indication of excitement and amusement at the notion. I glanced at Vana, but Redthorn's mood was infectious. "It's *one hell* of a risk," I observed, a broad grin stretched across my features.

"Do we have another option?" Vana inquired of me; and then her face, too, broke into an answering smile.

More seriously, I shook my head. Vana nodded her understanding and agreement. "Then *we have* to try it!"

I glanced at Redthorn. "I'd *love* to see the Gloomy Forest again," she said simply, wistfully.

Slowly, I nodded at both of them. "We rescue Vana's sister, and try to escape via the teleport in the palace," I said.

Later that night, Redthorn, having borrowed some clothing of Vana's, moved to the living-quarters, discreetly leaving Vana and me alone.

We said little as we undressed and slipped into bed. There was indeed, little to be said. Our lovemaking was frantic, and the fatalistic thought crossed my mind that this night might well be my last.

Afterwards, we lay side by side, the silence seeming unnaturally loud.

"Dotran," Vana suddenly said in a voice both low and clear. "I'm frightened. I don't *want* to die. Not now. - I *love* you, Dotran."

I opened my mouth to answer her, but she shook her head and put her fingers on my lips to prevent me. "No, don't say anything, Dotran. In this place, in these circumstances, it would sound as though you are just trying to humour me. Until we have rescued my sister and are safely away, I *don't* want to know *what* you were going to say."

As Vana rested her head upon my shoulder, I shivered. As though from far away, I felt that someone had just walked slowly and deliberately over my grave.



GET REAL by STEVE CLAY

Fact, as the saying goes, can be stranger than fiction. Here are a few pieces of information that could be adapted for use within an adventure.

The Archerfish

This nifty little chap spits a jet of water at flies skimming the surface above. The fly is stunned, drops onto the water and the Archerfish has lunch. Increase the size of the fish and you could have the cause of the Bermuda triangle. The players task could be to destroy the pest.

Elephants

As everyone knows, the elephant will head for an elephant's graveyard when it is about to die. If the elephant was a swarm of mutant thingies heading for their spawning ground and the players' village was in direct line, then perhaps a game or scenario could be dreamt up. Maybe the Thingies need to consume human flesh before the spawning.

Whales

Or rather the eight foot long intestinal worms that inhabit some of these creatures. Idea, the parasite becomes detached from the host and needs to find a new one. Or perhaps the player can be sent underground to destroy a parasite itself to the foundations of a city and is currently feeding on the inhabitants.

Chameleon

The famous hue-changing lizard. The old tale of the chameleon bursting into flames when placed on a tartan background is a myth. Fortunately, adventure authors seldom worry about myths. Lead a giant chameleon into a tartan walled room and see it burst into flame. Or give the chameleon a vain streak and have it die of shame when it reaches the tartan room.

These are only a few ideas. Look out for books on weird and wonderful creatures in the library.

(The above was originally published in Adventure Coder, issue 23)

Please send in any ideas that you think may help the few authors who are still actively writing adventure games, I'm sure they will be much appreciated.

When watching TV adventure series such as Hercules and Xena I often think "that would make a good puzzle in an adventure game" but never seem to remember to write anything down on paper as a reminder. One of my favourite, older, programmes is MacGyver, in which the hero usually had to get out of very awkward situations, often with little more than a Swiss Army knife..... Barbara

AT HOME WITH THE FBI by DAVID HEBBLETHWAITE

Have you ever noticed how all those FBI agents on programmes like The X Files always seem to be working? Have you ever wondered what they do in their spare time? [*] I have, and it prompted me to write the following, which is my idea of what it could be like when FBI agents stop working for the day. It's probably wildly inaccurate, but hey, it's only for a laugh.... but what if it *is* accurate? The truth is out there....

The Scene: Federal Agents Cubby Muddler and Nana Bony have been invited to dinner by their fellow Agent, Philip V. Zimmerman, and his wife, Fifi. Our story begins outside the Zimmermans' home. A car pulls up, and Muddler and Bony get out. Zimmerman and Fifi are waiting to greet them.

MUDDLER: *(to Zimmerman)* Good evening, Agent Zimmerman.

ZIMMERMAN: *(to Muddler)* Good evening, Agent Muddler.

BONY: *(to Zimmerman)* Good evening, Agent Zimmerman.

ZIMMERMAN: *(to Bony)* Good evening, Agent Bony.

FIFI: *(to Muddler and Bony)* Hi there Cubby, Nana.

MUDDLER: *(to Fifi)* Good evening, Mrs Zimmerman.

BONY: *(to Fifi)* Good evening, Mrs. Zimmerman.

FIFI: Say, let's go inside. We don't want to be standing out here all night, and anyway, dinner's nearly ready.

The Federal Agents follow Fifi into the house, along a darkened hallway, and into the darkened lounge.

BONY: Why is it so dark in here?

ZIMMERMAN: I don't turn the lights on, Bony. You'll have to use your standard-issue FBI torches for light.

Muddler and Bony get out their standard-issue FBI torches and wave them around.

FIFI: Coffee, anyone?

MUDDLER: Not for me, thank you. My physician has told me to decrease my intake of caffeine.

BONY: Thank you, Mrs. Zimmerman. I'll have a cup of freshly-ground coffee with 7.83 millilitres of skimmed, pasteurized milk from a healthy cow kept in acceptable living conditions within the political boundaries of the United States of America. And the coffee must have been grown in the shade.

ZIMMERMAN: I'll have a cup of strong black coffee, please. You know I'm the one who's always tired and depressed.

After the coffee, the four go through into the dining room. Fifi brings out the meal – a joint of pork and vegetables.

BONY: Is this meat from a pig reared in acceptable conditions, fed organically-grown fodder, and from a country with a non-oppressive regime? And have these vegetables been grown without the use of dangerous chemicals, in soil with safe levels of bacteria?

FIFI: Er.....I think so.

MUDDLER: I'm afraid I'll have to pass over the pork. My physician has told me to decrease my intake of animal products.

ZIMMERMAN: *(nodding)* You must keep up your physical condition, Muddler.

MUDDLER: That's true. Hey, Zimmerman, I need to use the bathroom. Could you tell me where it is, please?

ZIMMERMAN: *(shaking his head)* I'm sorry, but that information is classified.

MUDDLER: But Zimmerman, I really need to go to the bathroom!

ZIMMERMAN: I'm sorry, Muddler, but I can't help you. It's classified information.

MUDDLER: *(whispering to Bony)* I'm gonna try and find the bathroom. Cover me.

BONY: *(suddenly realizing something)* I think I left my spare torch in the car. I have to go look for it. Come and help me, Muddler. Excuse us.

Muddler and Bony get up and walk out of the house. they proceed to walk carefully around the outside, looking through each window for the bathroom. At one point, they find a workman kneeling over the body of another workman.

BONY: *(showing badge)* Agents Nana Bony and Cubby Muddler, Federal Bureau of Investigation. What happened here?

WORKMAN: *(almost crying)* We was just working on those power lines up there, when he slips on something, and WHAM! Next thing I know he's fallen off and he's down here, like this!

MUDDLER: *(examining body)* He's dead.

WORKMAN: *(angry)* I know that, Mac! Any fool can see that!

MUDDLER: Bony, can you ascertain the cause of death?

BONY: *(carefully examining body)* It's hard to be certain, but I would guess that he suffered a severe blow to the head, and fractured his vertebral column. However, I am unsure as to the cause of his injuries.

MUDDLER: Perhaps extraterrestrial life-forms interfered with him in such a way as to cause these injuries?

WORKMAN: I'll tell you what killed him! It was the hundred-foot fall that did it!

MUDDLER: *(standing by a window)* Hey, I've found the bathroom!

BONY: *(to workman)* Now, don't worry, we'll sort this out, and try to find out what happened to your friend. I just have to go with my partner now.

Muddler and Bony climb through the window and into the bathroom. Looking around, they see the room is filled with scientific apparatus and strange mechanical devices.

MUDDLER: What is going on here?

The bathroom door opens. In the light of a standard-issue FBI torch. Agent Zimmerman is revealed.

ZIMMERMAN: You are not allowed in here! This is a secret government testing site for the new left-handed shoe. I'm placing you both under Federal arrest.

A figure suddenly appears at the window.

FIGURE: Not so fast!

MUDDLER: *(to figure)* You're that dead workman!

FIGURE: I'm not dead. I'm Agent O. Cuba Taglioni, Federal Bureau of Investigation. You're all under Federal arrest for allowing this international criminal into the United States.

Agent Taglioni holds up the joint of pork Fifi served for dinner.

JOINT OF PORK: It's a fair cop – sorry, Fed!

TAGLIONI: As you can see, this criminal is a master of disguise.

Muddler, Bony and Zimmerman are then taken away to start a new life behind bars in Sing-Song prison, along with the joint of pork. Muddler now has all the time he wants to speculate about life, the universe, and if there's actually anything the doctor hasn't told him to cut down on.

[*] Dana Scully gets tattooed and dates gorgeous Rodney Rowland, and Fox Mulder watches adults-only videos. (Barbara)

A JOKE by STEVE CLAY

Betty is out walking in the woods when she sees a frog.

"Hi" says the frog. "I am really a Prince and if you kiss me I will change back and marry you.

Betty picks up the frog and heads for home. After a while the frog asks, "Aren't you going to kiss me then?"

"No!" replied Betty. "Princes are ten a penny but a talking frog, that is serious money!"

TEN REALLY ADVENTUROUS ACTIVITIES

by JON SCOTT

1. Mountaineering

What could be more exhilarating than setting out into the mountains with a map, a compass and a heavy rucksack packed with essential equipment to climb some of the most challenging mountains in Britain, Europe, or even the world? Taking on the countryside, and developing one's own technical skills – be it navigating, scrambling, or climbing – in any weather conditions is what makes mountaineering the exciting adventure that it truly is. Whether you're tackling Mont Blanc, Ben Macdui or merely a local hill, the adrenalin will flow like nothing else.

2. Kayaking

Surely no other water-based activity can supersede or even excel that one great challenge, kayaking, the responsibility of looking after one's own kayak as one makes one's way down the waterways; over cascades, and paddling with the most vigorous motion any sportsperson needs to exert. If one can be described as a "human dynamo", then success in kayaking is guaranteed – it takes persistence and resilience to achieve, but when you do, the sense of having done something truly amazing will remain with you for many years!

3. Orienteering

Map and compass pinned together like Siamese twins, without the constraint of a rucksack and with the freedom of movement many other sportspeople often aspire to, orienteering demands peak fitness and navigational precision. An optimum of brawn and brain? But even if one lacks fitness, good technical navigational skills can make up for this; and vice versa. So a good orienteer is one who can strike a balance – a happy medium – between the two pre-requisites of the sport. But, whatever your skills, you will get immense satisfaction from the sport.

4. Windsurfing

Never mind "surfing the Net", why not take to the wilds, oops, the waves, with a sailboard for another adventure of a lifetime. Windsurfing is by no means restricted to teens; anyone can (and should) participate. Riding the waves is a fantastic activity involving large inputs of practice to develop one's balance, timing, other technical skills and, of course, confidence! The sheer comfort of a wetsuit could almost convince one to wear them about town, but it would solicit a few not surprising glances from the general public! Perhaps the most accessible and inexpensive marine sport (we don't see many teens sailing or doing subaqua, do we?), windsurfing is undoubtedly "way cool, man!"

5. Bungie-jumping

Not so much a "sport", more a once in a lifetime challenge (flipping expensive too), little else could match the fleeting exhilaration of jumping from a bridge with a line attached and as one reaches the bottom of one's fall to have the shock absorbed by a "bungy" – an almost elasticated piece of fibrous rope – it apparently does wonders for sufferers of 'whiplash'. The Czech (corr-zech me if I'm wrong – could be Slovak?) car company, Skoda, are apparently going to replace all their shock absorbers with bungies. Now if you believe that, you will believe anything!

6. Rock-climbing

Lightly clad and wearing specialist rock shoes, this activity requires immense strength in the fingers, hands and arms. The ability to hold firmly onto the tiniest of handholds is essential in order to scale the most threatening rockfaces. Not only this, but for safety's sake the serious participant must be fully conversant with the use of ropes (whether they are Hawers, Kernmantel ropes or accessory cords and how to KNOT properly), belaying devices, karabiners and so on. Rock-climbing can be carried out either as part of mountaineering or as a sport in its own right, and it is normally recommended that beginners start on climbing walls in order to gain the necessary experience. Once you reach to top of your climb, surely there is no better way to end the day than by abseiling back down again?

7. Mountain-biking

If you don't fancy taking to the hills and trails "on Shank's mare", then surely there is nothing to stop you leaping on a mountain-bike and seeing the scenery that way? Oh, there is, is there? Cycling is one of the most popular activities in the UK – in fact, it is so popular that many people don't realize that it is an activity, more a form of transport! So why not extend it that one bit further – take it off the road and into the "wolds" (here I go using that word again). But there are many mountain-bike enthusiasts out there and the fact that they generally ride along rough terrain and not smooth road surfaces does not bother them in the slightest – in fact, it most certainly adds to the attraction of the sport. Navigation is as important as in mountaineering, sailing, canoeing, skiing and all the rest. One of the main technical skills is bike maintenance – but it by no means detracts from this great sport.

8. Dinghy sailing

Mastering the art of honing one's control of rudder and sails (be it aft, fore or whatever) to perfection is just one of the joys of dinghy sailing; but you can derive much more enjoyment from the activity than just this, because although the technical skills form a basis for further development of the sport, they are not the only superb feature of sailing. Being out on the open waters is part of the "feel good factor" of sailing (good thing Will Hutton isn't involved, eh?), as is the groupwork that is inevitably required – and yet it is pure escapism. Stopping off at a small island for lunch or to explore is all part of the fun – it's amazing how many historical sites are in the middle of lakes!

9. Skiing

This is one for those of you who don't like climbing – after all, only a magician could ski uphill (and a good one at that). Skiing involves speed, so naturally you must be quick to react otherwise you could fall down a crevasse. But if you want *safe* slopes or challenges, albeit dangerous, ones that is up to you. So off-piste (oo-er) skiing is certainly an option, but what fun – slaloming – that *is* excellent...whee! And, what's more, you can ski as easily in Scotland as you can in the Alps – there may not be as big an area to ski down, but so what?

10. Parachuting

No, I'm not joking, I'm serious about this one. Parachuting is just as valid an activity as anything else. And it's safer than crossing the street – there are numerous ways of getting the parachute released, even if the cord breaks(!) Aside from the obvious fun to be had in the air while sky-diving, the alternative to parachuting is parascending. Unlike skiing you can go up, up, up and away! It is still technically a "parachute activity", so it's not out of place here...

This article was written to interest adventurers in non-computer adventures. If you know any other suitable activities let me know!

If you want to try these out write for info to

OUTWARD BOUND
P.O. BOX 219
WINDSOR
BERKSHIRE
SL4 1XR

(Why not try one or more activity, and include it in the computer adventure you will have time to write while recovering from the nervous breakdown, broken leg, pulled muscle, etc.... so that couch-potatoes like me can imagine the thrilling experience of it all..... Barbara)

THE FACTS OF LIFE



This is the story about four people named Everybody, Somebody, Anybody and Nobody.

There was an important job to be done and Everybody was sure that Somebody would do it. Anybody could have done it, but Nobody did it. Somebody got angry about that, because it was Everybody's job. Everybody thought Anybody could do it, but Nobody realized that Everybody wouldn't do it. It ended up that Everybody blamed Somebody when Nobody did what Anybody could have done.

(The above was sent in by two readers, Keith Burnard and Hilary O'Connor - author unknown)

The Adventure Workshop

Adventures for the PC

PC Games

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

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

Emulated Amstrad CP/M Adventures

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

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

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

Emulated Amstrad Adventures

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

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

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The Adventure Workshop

Adventures for the PC

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

Emulated Spectrum Adventures

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

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

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The Adventure Workshop

Adventures for the PC

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

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

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

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

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

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ADVENTURE PROBE SOFTWARE

presents under licence

DIE FEUERFAUST (The Fist of Fire)

A four part text adventure
by LARRY HORSFIELD

Journey across Germany on horseback, foot and
er..... well, it is up to you to find out.

Help the folk you meet and they will help you.

Cast Spells. Recover the FIST OF FIRE

only £3 (payable to Adventure Probe)

for the AMIGA (under Spectrum emulation)
and SPECTRUM (+D version)

from

52 Burford Road
Liverpool L16 6AQ
U.K.

(Spectrum tape and +3 disc version available
from The Adventure Workshop)

TIME WARRIOR

Time Warrior takes you from the future to the past to remove a great evil. For centuries the world has been enslaved by a single being. In the future he cannot be harmed, but in the past he is vulnerable to a wise adventurer.

This Amiga version of Time Warrior comes on 2 disks and will run on any system with 1 meg of memory or more. The game play is identical to that of the 10 disk hard drive version, which was circulated on Amiga Format cd. Only the frills are missing.

This adventure can be played totally as a normal text adventure, or for those who have syntax problems control can be administered via a mouse. It uses a palette of 80 colours and displays text in flicker free high resolution mode to ensure ease of reading. Locations, people and objects are all graphically depicted. Both pictures and text are simultaneous and updated with every move.

Where Time Warrior differs from most adventures is in the fact that it tries to portray itself as real life, despite its science fiction background. Real life is hard to define, but for those of you who attend the forthcoming Murder- Mystery gathering, break that particular adventure down into its basic ingredients and see what is required to solve the mystery. Ingredients such as clues, communication between individuals and of course artifacts. See what is employed to achieve realism in your quest, then see how it compares with a normal computer adventure.

Time Warrior carries full onboard instructions plus extra info files for those who wish to dig further. For those who have read the novel 'Axe', your arrival in the past begins an extension to this story. Every effort has been made to make this adventure playable even for the most naive. The game leads, it does not expect the player to simply wander around in hope. What I am sure will please a lot of people is that during the game there are no disk changes.

This adventure is available from F1 Software, 1, Lower Mill Close, Goldthorpe, Rotherham, South Yorkshire, S63 9BY. Tel 01709 888127. The full priced game costs £5.99 or £4.99 for those who already possess the playable pd demo.



WoW SOFTWARE

presents

THE PORTAL

by PETER CLARK



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

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

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

OUT NOW

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

only £5

Available from

WoW Software

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U.K.

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

THE TAXMAN COMETH

At last the Taxman has made his way to the Amiga.

This is a true AMIGA game and not an emulation!

A text adventure in the classic tradition with enough brain-blending puzzles to keep you busy for hours!



- * Can you deal with Phoebe's staircase?
- * Or how about a determined dwarf?
- * Try out the infamous moving blocks!
- * Work your way out of Halfpint's dumbwaiter!
- * All this and more awaits!

The Taxman Cometh is available for the Amiga
for only **£3.00** (including p&p) from

Steve Clay,
17 Stanlaw Road,
Ellesmere Port,
South Wirral,
L65 0EY

(Cheques/p.o. payable to S.J.Clay)

ANSWERS TO THE "FAMOUS FACES" COMPETITION

TOM CRUISE	JOHN CLEESF	MICHAEL ASPEI
BRUCE WILLIS	ROBBIE COLTRANE	SEAN BEAN
OPRAH WINFREY	JULIE GOODYEAR	GWEN TAYLOR
DON JOHNSON	JILLY GOOLDEN	PETE SAMPRAS
GOOFY	TERI HATCHER	DEAN CAIN
GARY GLITTER	MADONNA	ROD STEWART
CELINE DION	GILLIAN ANDERSON	SHARON STONE
NOEL GALLAGHER	ARTHUR LOWE	AMANDA BARRIE
FREDDY STARR	PAT PHOENIX	ROBERT POWELL
GLORIA HUNNIFORD	JOHNNY BRIGGS	JASPER CARROTT
DAFFY DUCK	BOB GELDOF	LULU
MACAULEY CULKIN	CHRIS EVANS	BLYTHE DUFF
LINFORD CHRISTIE	CLINT EASTWOOD	SARAH KENNEDY
MICK HUCKNALL	JOHN HANNAH	JOHN PEEL
PAULA YATES	HENRY KELLY	GEORGE RAFT
DAVID ESSEX	DANIEL DAY-LEWIS	ROBERT MITCHUM
RICHARD GERE	MICHELLE PFEIFFER	KOO STARK
DENZEL WASHINGTON	EDDIE MURPHY	DIANA ROSS
MARTIN LANDAU	NICK NAIRN	MICHAEL CAINE
SEAN CONNERY	MICHAEL KITCHEN	DAVID NIVEN
LIAM NEESON	JOHN DENVER	NASEEM HAMED
DIANE KEEN	GREER GARSON	HUGH GRANT
MURRAY WALKER	JULIE WALTERS	MICHAEL DOUGLAS
JOHN THAW	MICHAEL HESELTINE	GEORGE CLOONEY
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HARRY ENFIELD	BARBARA EDEN	RUBY WAX
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LISA-MARIE PRESLEY	LISA SIMPSON	LEWIS COLLINS
BUGS BUNNY	HENRY FONDA	DANIEL O'DONNELL
KERMIT	JOHN LOWE	

PERSONAL MESSAGES

To Ellen - I hope you are now fighting fit, ready for all those adventuring battles. (Barbara)

To Ellen - Are you sure? I thought it might have said, "Ron's been here again - I might have guest" (Mary S-P)

To Snow White - I don't remember there being a dwarf called "Bill". (The Old Zetonian)

To Ellen - You should try the new Anti-saboteur postboxes that Royal Mail are issuing. If anyone tries to sabotage them, it self-destructs! (Jon)

To Gilly - I find that ear-plugs are the best solution! (Jon)

To Dusty - Ah, one of those soya things - so ya been eating them? (Jon)

To Fudge - Oh, I never doubted that for a minute. An hour, more like. (Jon)

IN TOUCH

WANTED - Does anyone have a copy of Level 9's RETURN TO EDEN, that I could buy, borrow or hire, also Scott Adam's PIRATE ADVENTURE, on either Amiga disk or Spectrum tape? Please contact Ann Bailey, 23 Eureka Road, Midway, Swadlincote, Derbyshire, DE11 7NP.

FOR SALE - On CD ROM only - KING'S QUEST V £5, KING'S QUEST VI £5, MYST £16, RETURN TO ZORK £16, PHANTASMAGORIA £26 (7 CDs and suitable for over 18 year olds only). Prices include postage. Please contact Keith Burnard, 206 Cranford Lane, Hounslow, Middlesex, TW5 9JD, or phone 0181 572 5727 *after 6pm.*

HELP WANTED

Can anyone supply full solutions for PETE BOG (Infected Software) and ESCAPE FROM DEVIL'S ISLAND (Dave Watson)? Also, does anyone have a solution for SKULVULLYN TWINE that gives the exact word for word inputs for part three? Please contact either Dorothy Millard, 12 Venetian Court, Croydon, Vic. 3136, Australia, or the Probe office.

Does anyone know of an Adventure Game Maker, Creator or Toolkit (like Phil Richmond's CAT) for the PC? Please contact George Rawson, 9 Tudor Road, Woodside, South Norwood, London, SE25 4RH. Tel. 0181 656 9070.

NEWSDESK

News from Vulcan Software

THE STRANGERS is Vulcan's first release on CDROM. It is a multi-player, 8-level action adventure, requiring a minimum of an AGA Amiga, Hard drive, 020 CPU, 2MB chip and a **FOUR** speed CD Rom. PRICE - £24.99 (plus £2 postage is you live overseas).

Coming soon are HELLPIGS and WASTED DREAMS, described as "larger than life graphic adventures". Also in the pipeline are VALHALLA 4, UTOPIA 2 (strategy adventure) and GENETIC SPECIES (3D action game).

No doubt ALL of the above will require a 4 speed ROM Drive, which is why Vulcan have sent out leaflets offering, for a limited period, such a drive and all vital accessories for £149.99.

Creative Micro Designs

Alan Bairstow of CMD has sent me a letter to say he can supply hardware and software for C64 and C128 users. I have looked through the list supplied and they seem a bit on the expensive side, but maybe that is understandable as most of them are imported from the U.S.A.

If anyone is interested, send a large stamped, self-addressed envelope to A.J.Bairstow, 14 Glamis Close, Garforth, Leeds, West Yorkshire. LS25 2NQ, telephone (before 9pm) 0113 2861573, or e-mail Allan@Lentil.org

"The Long Goodbye" from Zenobi Software

I have just received a letter from John Wilson to say he will not be releasing any new titles, but will continue to supply, for the moment, existing titles - so get your orders in quick, before the shutters are pulled all the way down.

This means that Jack's "The Islands of Sinbad" is their last release, and "The Fire Ruby" by Laurence Creighton, "Feline Sleepy" by Edwina Brown, and "Seaside Sorcery" by George Hoyle, won't be on the Zenobi label - news about them very soon, I hope.

So, one more publisher has extinguished the lantern/lamp/torch/glow-worm for the last time. I hope John has enough good memories to keep him going in whatever fate has in store.



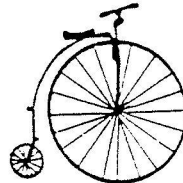
OBJECTS AND THEIR USES

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

- Ropeclimb to reach overhang, then pull. Rub on wheel in cave
- Leatherclean sensor on spacecraft
- Signboardinsert in sand outside cave
- Cratestand on it in cave
- Knifeget it sharpened, cut packet and open coconut
- Tincontains resin for hands, search for coin
- Packetrat poison, sprinkle at crate
- Coinpay owner of hardware store
- Logchop for wedge for window
- Fuelfor outboard motor
- Woodwedge window
- Axechop log
- Funnelfill outboard motor
- Bottleput coconut milk in it
- Gliderjump off cliff
- Parasolprotects head
- Coconutprovides milk, then throw at monkey
- Ballooninflate and give to snake
- Remotekills spider and saves spacecraft
- Meteoritemagnetic, moves bolt on stable door
- Parchmentget Laskar to translate for password
- Discprovides light in tunnel
- Crystalpowers remote
- Pitchforktoss straw in stable
- Paperfold for wedge for ladder
- Sawnot used

NO.6 – IN THE VILLAGE played by Barbara Bassingthwaighte on a Spectrum – also available on Atari(e), Amiga(e), MAC(e) and PC(e)

- Badgewear it to get through cottage door
- Batteryinsert it in lantern
- Parachutewear it when you jump 2000 ft.
- Lanternuse it to give light in cave
- Boat hookhelps you reach lantern
- Frogmanexamine him to get wetsuit
- Wetsuitwear to climb over electrified fence
- Keyturn it to start microlight plane
- Microlight planefly it away to freedom
- Clotheswear over wetsuit



(The above are the only items required for a successful escape)

GETTING YOU STARTED

DEATH VALLEY played by Dorothy Millard on a C64

Start lost in a desert. I (you are wearing sunglasses and have a paperback survival manual, a flare pistol containing one cartridge and a map), READ MAP, EXAMINE MANUAL, E (to ledge - do not go east from here or you slip and fall), W (to by an abandoned jeep), GET MATCHES, DROP MAP, N (to steep hill), GET OBJECT (it is a canteen), EXAMINE CANTEEN (empty), N, GET PAPER, READ PAPER (it is a joke), N (you go nowhere), S, S, W, W, N, DROP flare PISTOL, DROP PAPER, E (beside a skeleton), GET BACKPACK, OPEN BACKPACK

ENCHANTED COTTAGE played by Edwina Brown on a Spectrum - also available on Amstrad, Atari ST/STE, C64, Atari(e), Amiga(e), PC(e), and MAC(e)

I, READ BOOK, EXAM CUBE, EXAM LABEL, PRESS RED SIDE, PRESS GREEN SIDE, PRESS WHITE SIDE, PRESS YELLOW SIDE, EXAM DISCS, JUMP ON GREEN DISC, W, W, IN, EXAM BOAT, EXAM BAG, ROW BOAT, OUT, PUT OAR IN BAG, S, E, NE, D, N, HIDE IN BAG (do not get out until Troll falls in pool), OUT, N, E, EXAM MOSS, GET MOSS, W, S, S, U, SW, W, S, U, EXAM GOAT, FEED GOAT (need moss), GET TRUMPET, EXAM TRUMPET, U, IN, EXAM GUIDE

THE PLAGUES OF EGYPT played by Barbara Gibb on a Spectrum

Part One

I, EXAM SHOES, EXAM CLOAK, LOOK IN POCKET, TAKE KEY OUT OF POCKET, TAKE CARD OUT OF POCKET, EXAM CARD (entitles you to enter the palace and free travel on the ferry), N, W, W, S, S, S, U, U, W, EXAM DOOR, OPEN DOOR (need silver key), ENTER ROOM, EXAM DESK, GET PURSE, LOOK IN PURSE, LEAVE ROOM, E, D, D, N, N, N, E, E, N, D, READ NOTICE, WAIT (until ferry arrives), Z, BOARD FERRY, Z, Z, Z, Z, LEAVE FERRY, U, N, N, NE, N, NE, N, N, EXAM BENCHES, GET DAGGER, S, S, SW, S, SW, S, E, SE, Z (until the Egyptian attacks the Israelite), KILL EGYPTIAN

RONNIE GOES TO HOLLYWOOD played by Dorothy Millard on a Spectrum - also available on Atari(e), Amiga(e), MAC(e) and PC

Start lying in bed in the master bedroom of the Whitehouse. OUT (note the limpet mine by the bed), E (by windows), OPEN WINDOWS (you enter the balcony but are pelted with rotten eggs), GET SHOES, W, GET TIE, W (back to bedroom), DROP TIE, DROP SHOES, S (into bathroom, ENTER BATH (to wash off the rotten eggs), GET TOY (submarine, OUT, OPEN CABINET (you see a deaf-aid), GET DEAF-AID, WEAR DEAF-AID, GET SHIRT, WEAR SHIRT, N, W, (by small cupboard), OPEN CUPBOARD, GET TRUSS, WEAR TRUSS, E, N (you bang your nose on the door), OPEN DOOR (you enter the walk-in cupboard), GET WIG, S, GET SHOES, WEAR SHOES, GET TIE, WEAR TIE, W

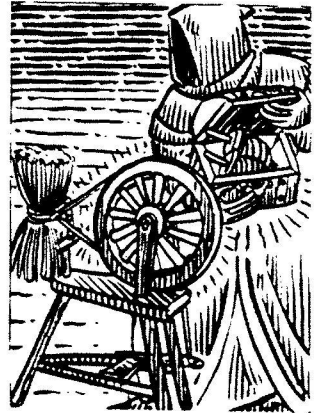
LOOM played by Barbara Gibb on an Atari

On the start location, examine the single leaf on the tree to learn it is the last of the year. Leave the screen by walking off the left side of the picture.

Walk down the sloping path into the village and enter the tent to the left of the picture. Walk right to discover three sections of the long tapestry, note that the pink one is incomplete. Examine each of them to learn some interesting background information. Continue right until you encounter some Elders having a heated discussion. You automatically hide behind a pillar and eavesdrop as the program takes over for a few minutes. When you are back in control Dame Hetchel has become a swan's egg, and the three Elders have become swans and flown off. Walk to the distaff and then approach the egg. When you click on the egg you are given some notes which make up the OPENING draft, these will appear at the bottom of the screen. If you have carefully noted the correct sequence, click on the egg and then each note in turn (ECED) to crack the egg and release Hetchel in the form of a black cygnet. She tells you something about yourself and then flies off to join the other Elders. You can now leave the tent.

Go up the sloping path and leave the screen towards the left to enter a forest where you will see five trees, four with holes in their trunk. Check each one, three are occupied, one is empty. Leave the screen left to enter the graveyard where an owl is perched on a gravestone. Continue towards the thorns and examine them so that a rabbit scampers out and is caught by the owl. Return to the empty hole in the tree and examine it to find it is now occupied and you learn the notes that make up the NIGHT VISION draft.

Return to the village via the sloping path, move to the right and enter the tent with the opening facing you. You can't see much as it is quite dark. Move towards the dark area to the right of the screen - an icon depicting a pair of eyes and the word darkness should appear. Click on the notes of your NIGHT VISION draft to see a spinning wheel. Examine it for the notes for the STRAW INTO GOLD draft. Walk to the pile of straw and use the correct sequence of notes to turn the straw into gold. Now leave the tent.



Enter the tent to the far right of the village. Examine the pot on the fire to learn the DYEING draft - you can now practise by changing the colour of the heap and wool into a nice shade of green, although you can't improve the ugly green colour of the cloth. Examine the flask
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SPACE BONES played by Barbara Gibb on an Amstrad

Start in the reception area. I (carrying nothing, wearing leather bodywrap). EXAMINE HOLOGRAMS (told your quest). N. N. N. N (master control room). EXAMINE CHAIR (like Kirk's in Star Trek). EXAMINE BLACK BOX (note response). S. S (dining room). EXAMINE PANEL. TOUCH PANEL (small pill lands at your feet). TAKE PILL. EXAMINE PILL (bears the inscription "up"). NW (circular domed area). TAKE CARTRIDGE. EXAMINE CARTRIDGE (label reads "Revenge of the Cameras From Beyond The Stars"). W (by entrance to airlock). TOUCH PLATE (door opens). W (into airlock). TAKE MAT. EXAMINE MAT. E. E. SE. S E (star chamber)

TREASURE CHEST

GHOST RIDERS OF EL DIABLO played by Dorothy Millard on a PC

Silver Bullet	Examine table in newspaper office
Silver Bar	In safe
Pocket Watch	Examine shelf behind bar
Silver Dollar	Spin wheel in saloon
Silver Belt Buckle	Examine desk in school house
Silver Crucifix	Examine pews in church
Silver Watch Fob	Examine desk in saloon office
Silver Nugget	Examine chimney in shack
Silver Spur	Dig hay in stables
Sheriff's Star	Examine cot in jail cell

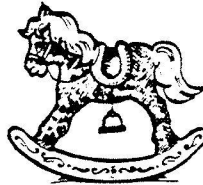
HAMPTON MANOR played by Dorothy Millard on a PC

Ruby	Open drawer in library
Sapphire	Move tile on roof
Emerald	Move log in mural
Opal	Move bones in bear cave
Topaz	Kick mound in room with termites near chasm

RED HERRINGS

MADCAP MANOR played by Barbara Gibb on a Spectrum

Fishing rod
Yoghurt maker
Digital clock
Glasses
Electric drill
Cuddly toy
Rocking horse



HINTS AND TIPS

ALIEN ABDUCTION? played by Barbara Gibb on an Atari

How do I get the duck?

The axe does not appear to be real. You get the duck at the first attempt, but going NE loses it and the test is reset. Go to the garden well to the NW of the back porch and examine it. Take the rope, also the bucket (which is full of water). Now pour the water into the cylinder and you should be able to get the duck successfully.

What do I say to Dad?

Ask him about anything and everything, especially about the Aliens, the library and things you find during the game.

Do I use the car?

You can ENTER CAR and DRIVE into town – you have no choice as to the destination. GET OUT of CAR to leave it.

I can't enter the Library

Try asking your dad about it first – note his comments as they may help you when you return and gain access.

Pop's Store

You can swap the duck and broken hoe for a real hoe. Note that you can hear the occasional click whilst in his (and your Dad's) presence – this is a clue that they are not real but simulations created by the aliens.

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

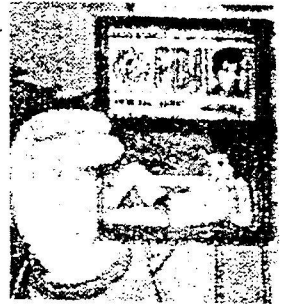
Before leaving the start location, ensure you have the detective pen.

Find Lumberjack's address in the telephone book.

Cut the thief-proof device with a hacksaw – keep the hacksaw, it is needed again later in the adventure.

When a policeman stops you entering Lumberjack's office, show your badge. He will give you a message, so deal with that first, and return here later.

A pickpocket will steal your billfold. Hope it was empty – you will find he has dropped it not far away.



BOOK OF THE DEAD Pt.1 played by Barbara Bassingthwaighte on a Spectrum – also available on C64, Amstrad and PC(e)

Play the flute to put the snake to sleep. Feed the rotten meat to the crocodiles.

Mix gum, water and charcoal to make ink. Write I.O.U. to buy the syringe.

Eat the sailor's brains first, then the scribe's brains, then the priest's brains.

Board the boat and set sail. Wear the blindfold at the end of part one.

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

The box will help you reach the object on the ledge in the damp cellar.

Lay the beam across the gap in the causeway.

The sword will be useful when you find a door that is stuck.

The rope is used to escape from the castle and so complete the adventure.

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

Act Three continued

Spy on Clarence and Rudy arguing about Gloria.

Find Wilbur's body in the chapel. Look at it then search it to find a monocle. the monocle can be used to examine *close/y* objects of interest during the rest of the game.

If you have the poker, using the monocle to examine it will confirm the presence of blood.

You can go through the back door of the chapel and visit the graveyard. The ghost of Sarah rises from one of the graves. Note the large tombs for later.

Visit the coach house and search the carriage to find the crowbar. Pick up the oil can from the workbench. When you return to the front downstairs hallway, look at the suit of armour and oil the visor (with the oil can). Now you can open the visor to find a valve handle. You can see a yellowed note which is a message to Sarah from her parents.

DUNGEON ADVENTURE played by Gill Barry and Jenny Wheeler on a C64

Carry the shield to enter the room with a spiked door to get the gauntlet which you wear to pick up the gold ring in the red-gold room. Then throw the ring into the room on the ram with a "hand" sign outside it.

In the skinner box press button 9 then in the reward room press 4 to get the sapphire.

Drop the salt pig and the ornate box into the water by the ladder to get gems.

Fill the cracked pot from the cell with slime from the toadstool cavern and drop it at the goat location before trying to take the horn.

ISLAND OF MYSTERY played by Dorothy Millard on a PC

Press nose on the idol in the temple.

A box is hidden in the stump – pick the lock with the hairpin.

To get the bucket – chop down the tree.

Mix gunpowder with charcoal from charcoal bed, sulfur from yellow beach and saltpeter in the bucket.

The move the boulder, drop bucket containing gunpowder, load pistol with bullets then shoot gunpowder.

In the cave, dig to discover a passage south, then SAY ALCADOM.

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

Part One

Power up the transporter in the Physics lab.

In the reception – read the register and look in the drawer.

The penknife opens tins.

The books are covering something very useful.

You need the sandwich for part 2.

Part Two

A quick snip disables the security camera.

There's something under the model and in the pen holder.

The cigarette lighter is the key to the Ammo. store.

To board the ship you need a spacesuit, your I.D. and a loaded weapon.

Your call sign can be found in the Navigator's cabin and the ship's I.D. was on the noticeboard.

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

You can safely eat the food for 5 points.

The answer to the demon is on a piece of paper.

The ring, talisman and book give you the password demanded by the old man.

Open the safe to release the souls from their torture and so complete the adventure.

LABARINTH played by Barbara Gibb on a Spectrum

You can't repair the bridge, so jump from rock to rock.

A disembodied head is your means of getting onto the tall wall. GO ROPE to land at the base of the wall.

If you hang around, the gates leading into the Goblin city will transform into a giant warrior. Sir Basil Rathbone will attack the small troll controlling the giant.

The answer to the chasm problem can be found at the top of a tower.

GO CASTLE will take you to the throne room.

Answer the Goblin king's riddle to rescue your baby brother and so complete the adventure.

MAGIC SHOP played by Barbara Gibb on an Atari

In the "dice" world click on the figure until he rolls the dice. Using a spell will ensure you win the game with a six.

LEGEND OF THE SWORD played by Barbara Gibb on an Atari

The scroll (found in the room at the top of the Keep) tells you where to look for the healing sword and shield, so note the details.

Before leaving the Keep, look through the window to see your next destination.

When inside the shack, pick up the biscuit and bone, and read the calendar for some vital information. The rug is covering a secret exit.

The dog is friendly, so pat him then give him the bone. He is a small dog, so it is a good idea to break it for him. Note what he does, then investigate to find something.

The tunnel leads to the bank of the river, follow the footprints for a painful surprise. Be careful what you do with the black berries. Climbing a tree will help you find the shack again, although you may not need to go inside again.

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

Empty the packet of sherbet into the plastic bag.

You have to wear the IONed suit in order to get past Norman and so enter the nightclub.

Don't hang around after giving a bag (of sherbet) to the Baron.

Give the money to the female electron – you will be arrested and locked in jail.

There is a special chip on the plate of food.

To escape from jail – press the button on the box you should have obtained from Einstein.

MANOR OF DOOM played by Edwina Brown on a Spectrum

After winding the cuckoo clock – swing pendulum. Pull a book from the bookcase.

When you open the chest the snake will bite you, so "drink antidote".

Wear the specs to read the piece of paper.

Cut the suit of armour with the hacksaw.

The rusty key opens the door north of the butler's quarters. Wear the mask before going in. Give the other mask to the woman you find there, then take her out of the room.

MIDNIGHT THIEF played by Barbara Gibb on an Amiga

The book on the desk in the study tells you how to deal with a demon.

Read the book in the master bedroom to learn about something tragic, and the letter concerning the consequences of that event.

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

A neat bit of voodoo will make the nasty little goblin yell a magic word.

Treasures should be dropped in the Keep, so be sure you have no use for the before entering this location, as death awaits you if you attempt to leave the Keep with anything other than the lamp.

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

Part Two

A piece of fencing and the oily substance from the sponge will enable you to get the winch working. Now you can operate the drawbridge.

Do *not* go charging into the hovel – try to see what is inside before deciding what to do.

Cooper keeps killing me! – knock twice then lead him to the drawbridge which you can use as a weapon!

PROMOTIONAL PROSPECTS played by Barbara Gibb on a Spectrum – also available on Amstrad and PC(e)

Car

Examine your notebook to find out where to go to visit Timothy's parents.

Mr. and Mrs. Bailey

Talk to them about Timothy, his school, and his bedroom.

Look around, and ask them about the photograph.

You can't take the photograph, but you make a note of an important date, and can ask a few more questions before leaving.

School

Telephone to make an appointment with the principal.

Visit her office and ask about Timothy, his teacher and class.

Pick up the scissors when in the classroom.

Ask the teacher about Timothy and his friends.

Library

Read the magazine for a clue.

Bar of local pub

Talk to Bill the barman to learn Don will be in later.

Bus Shelter

Search the kerb to find something useful.

Hospital

In the X-Ray Dept. examine the doctors to see one has lost something. Examine the patients to see one acting suspiciously. Get the object he drops and return it to its rightful owner.

You can only enter the records office if wearing a white coat.

Search the cabinet to find a useful tool.

You can only SEARCH FILES if you have Timothy's birthday in your notebook, and the young doctor is distracting the clerk.

Hide the file in your bag before leaving the room

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

The same bunch of keys that opened the cabinet and door to the padded room will also open the door to the boat.

You should finish part one with 125 points. If you are 5 short, you may have omitted to SAY TO POLICEMAN "FOUND MONEY".

RETURN TO JURASSIC PARK played by Barbara Gibb on an Amiga

Part Two

You can FOLLOW (the spots of) BLOOD to find a wounded soldier. Try to rescue him.

Find Denis Nedry – he can't tell you anything, but can still help you enter the Visitor's Centre. The map isn't needed.

It is important that you crack the code to open the cabinet in the hatchery.

You need two discs, and the power turned on to operate the computer – note the codes.

There is a portable keyboard somewhere in the "nerve centre".

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

You need the kerosene, wick and match to light the lamp in the lighthouse.

Feed the rats in the hold of the ship.

You need the empty jug and cork when you want to capture some fog.

Leave the lantern in the sea cave and take the skeleton to the Captain's cabin.

The belaying pin is useful for smashing things.

Drinking the wine will give you the strength to go East through the windy opening in the cliff.

Smash the safe with the sledgehammer and pick up the gold doubloons to complete the adventure.

SHADOWS OF THE PAST played by Edwina Brown on a Spectrum – also available on PC(e)

Pull the lever before going east.

Examine the figure but ignore Sid's plea to drop the gloves.

Cast fire at oak door three times. Treat the heat demon likewise.

Get the rope from the black oil.

To escape from chamber – you will need to cast life. If you do not have enough power to do this, type BUZZ DOG so that your power will then go up to 255. (This tip was given to me by Sue Roseblade).

Also, your staff will be re-charged during the storm.

Push the boulder three times to reveal a trapdoor.

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

You need four stones to activate the statue which leaves, allowing you to go south.

Something is thrown at you when you dance in the bar.

The ear trumpet makes a good megaphone – use it to move Pete.

Push <colour> lollipop and note a song title to end part one.

TROUBLE WITH TROLLS played by Karen Tyers on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)

Search the chest from all angles. Search Blooknok's cottage thoroughly.

Don't eat the jellybabies.

Stuck on an icy slope – remember how you tobogganed on tin trays!

Locked door a problem – go find a nail. Teapots often contain more than just tea.

VALHALLA 3 played by Barbara Gibb on an Amiga

Level 2 – third gargoyle key

Using the key left when the 2nd Gargoyle disappeared, unlock the door at the corner of the building to the west of the Prospector's Pool. Pick up the key from the square root symbol stone and unlock the door to the west of the bride-to-be.

Pick up the nightcap found near the cooking pot and put it on Wee Willie Winkie's tomb to obtain some sleeping powder.

Pick up the $E=mc^2$ sign and put it on Albert Einstein's tomb. Pick up the cake and put it on the square root symbol stone for a small key to appear – this unlocks the nearby chest so that you can obtain a deaf potion.

Pick up the coin from beside King Arthur's tomb. Go to the violinist, drink the deaf potion and put the coin in the collection hat. Pick up the tankard.

Put the sleeping powder in the ale barrel and fill the tankard with the drugged ale to give to the jailer. You can now get the key to unlock the padlock and release the forger. Pick up the note and read it.

Find and pick up the passport and "Er. Yes" sign. Go to the Librarian and talk to him. Examine the "Er, Yes" sign and drop the passport beside him. Pick up the book and examine it to see a "Bowl better" potion *recipe*.

Level 3 – to start

I advise you to always carry the brown book (about your ancestors) and the green book (about your living relatives). The blue book gives you a clue about how to open the chest between the pair of crossed swords. One of the objects needed is quite difficult to see as it is the same colour as the floor.

Put the hatchet on Lizzy Borden's shrine.

To get rid of Auntie Maud put the Nursery Rhyme on the table beside her. She will disappear and you can now go up the staircase.

SERIALIZED SOLUTIONS

DUNGEON MASTER 2 – THE LEGEND OF SKULLKEEP

Played by Mary Scott-Parker on a PC

The Clan Key Pieces

When the characters have built up their skills – especially Wizard and Priest (mine were ON MASTER in both by this sage) it is time to move on. On a stone table, within a stone circle to the North of the Thorn Demon Meadow, is the first Clan Key piece and the Lightning Key. This area is patrolled by Vortexes – or Vortices if you prefer – either way they are whirlwinds which throw Lightning Bolts about and twist away when you try to hit them. The only successful spell is a heavy duty DES EW at point blank range, the best plan, I have found, is to protect the party with FUL BRO NETA fireshields and simply ignore them. Walk right through them, grab the keys and the Magic Map, the three Mana Blossoms nearby and leave.

Open the Lightning Door and proceed about 18 paces East to the first Fairy Cushion, watching out for the Thieves who patrol the area. Stolen items can be retrieved from their dump-site later. Get the Fairy Cushion, head North to the second one. East through the arch and get the Bainbloom. The Wolves are best avoided if possible, as attacking one will bring others. Just ignore their attacks and drop down the first pit round the corner which gives access to the caves below.

Get the three Strength potions from the alcove and head West to the boulder. This needs to be moved two paces East to allow access to the cave beyond. The Strength potions here are a tease – they are not needed to shift the boulder. There are three more Strength potions in the next cave and a ladder up.

On the surface head West to find a bone in a niche, and the idea is that if you keep throwing it, it will keep the Wolves amused. Go back East a little to find a few more items, then go back to the bone alcove and head West and South to a stone table containing the second Clan Key piece, the Moon Key and the Scout Map. Retrace footsteps to the ladder, descend and make sure the entire party is 100% healthy and no one is carrying too much. Climb the ladder, head 3 paces East, then North through a gap. If any party member is injured, or hungry then the party will not be able to proceed through the bog. Head West along the corridor and at the end a door will open allowing access to Thorn Demon Meadow.

Save the game in the Bat cave and head East again through the Lightning Door to the Teleport Pad. Deal with any Thieves – following them to their dump-site to retrieve stolen items. On the Teleport Pad is a Tech shield and with this the party can teleport – either to the home base or back to the place they teleport from if it wasn't the home base. Open the Moon Door and proceed South to the next Teleport Pad.

Through the Arch to the East of the Teleport Pad is the Axeman Field and it is a great source of income. Don't go too far from the arch to begin with – just kill the Axemen as they come and quickly collect their axes before they can retrieve them. When laden with axes, return to the home base shops, and sell them in the Weapons shop, where the best price is to be had. Axemen regenerate frequently so this is an endless source of income. Wait until all the current Axemen are dead then proceed North to the stone table to find the third Clan Key piece and the Energy Key.

Further North is an arch, through which are Palmapple regeneration points and three more shops. The Axemen regeneration point is just North of the stone table, as is their dump-site. They are thieves too, and if any of the party's weapons go missing in this vicinity, then look for them under a pile of skeletons nearby.

Before unlocking the Energy Door save the game, because beyond it an Attack Minion will erm..... attack and after that they never leave you alone. Make sure the party has done all its practising in peace because after this they will find you whenever you are – even behind closed doors.

Through the Energy Door head West and go through the arch into the Graveyard, where the gate will clang shut behind you – it cannot be opened from inside. In the Graveyard avoid the big statue and the one in the centre, as approaching them will cause Spectres to appear. Head South through the arch into the Tree Gorgon area, where it is best not to linger. Go quickly South until you meet a tree (8 paces, I think) and then head East and hurry through the swamp (don't be overloaded or injured) to the temple.

Inside the temple follow the right-hand wall to a boulder and push a button to reveal an alcove containing a magic box and the FUL Key. Head East and North, round the right-hand wall, to the stairs, avoiding the other squares as some are covered pits. Make a Party Shield YA IR, and some DES EW spells and descend the stairs. Stay at the bottom and kill the two or three Wraiths when they appear – then activate the Magic Map and collect the various items. There is a chest hidden behind a wall in the big room below the moving pits – a button is revealed when a stone in the wall is removed.

Climb the stairs and go to the entrance to the moving pit room (the one furthest away from the stairs). Activate the Scout Map and send the eyeball to the door in the South wall of the moving pit room to monitor the pits. ACCELERATE – (OH IR ROS), pick up the FUL Key, so that it is on the cursor, and, using the keyboard when the pits are in a favourable position, run for the lock, push in the key, side-step left and press the door button. Inside the passage stepping on each of the foot-plates will release a Mummy from a stone sarcophagus, so the best plan is to step backwards onto each plate and blast the mummies with a Fireball. Behind the tapestry are several gold coins, a Guard Minion, the sword Fury and the OH Key.

Return to the FUL door, activate the Scout Map and send the eyeball to the OH door in the East wall of the pit room. As before, cast ACCELERATE and with the OH Key in hand run for the door. Inside the room is a table holding the last Clan Key piece. It will always be on the opposite side of the table until you place a coin there. A shopkeeper will materialise and turn the table round, allowing you to take the last Clan Key piece.

Leave the temple by the North door and visit the Magick shop to the West. The Emerald Orb and the Staff of NETA are good buys here for the journey ahead. The hedge to the North of the fountains will open, so you don't have to go back through the Graveyard, the door leading back to the home base will automatically open when approached from the South.

(to be continued next month)



RINGWORLD

Played by Phil Reynolds on a PC

(continued from last month)

In another automatic sequence Seeker briefs you on the next site and you gain a stasis field control unit and an empty stasis box from Miranda. You and Seeker then take the flycycles to Map of Earth. The two of you encounter a non-human slave washing clothes by the shoreline. He is terrified of Seeker, and will not talk to you. The two of you decide to walk closer to the city, and discover a Kzinti nobleman being pulled by a human slave. Your conversation reveals that Kzinti came from the Map of Kzin and conquered the Map of Earth, and that the current Patriach is a telepath who has more ability than he should. His "Silver Crown" is undoubtedly a Thrint telepathic amplifier helmet. Seeker heads off with the flycycles to hold them in reserve, while you continue on your own. Talk to the slave, and he will reveal that the "silver crown" is hidden in the Patriach's chambers; he suggest that you dress as a slave to get into the castle, and you take a set of the clothes the slave was washing. Walk off the left side of the screen and you put on your disguise, continue to the left until you reach the castle gates. You can now con your way into the castle, and be shown to the overseer of slaves. The overseer will assign you to the dining hall, but before you walk out, pick up some of the dry straw from the door.

Walk out of the door to the hall, then go right and walk off the lower right side of the screen to reach the dining hall. Watch as the Patriach kills a clumsy slave, and gets blood on his tunic, then talk to the Patriach to volunteer to get him a new tunic. You automatically pick up the tunic, walk out of the door that you entered by and walk off the screen at the upper right side to reach the entry hall to the Patriach's chambers. Show the soiled tunic to the Kzin guarding the chamber and you will con your way in. Once inside go through the door at the back of the room into the closed, ignore the tunics, you don't need to take one back to the Patriach. Look at the statue on the column between the tunics, there are arrows in the quiver on its back. Look at the lone arrow sticking up diagonally over the statue's left shoulder to see that it is attached at a strange angle. Touch the arrow and one of the cabinets on the left of the room will open revealing two swords. Look at the swords and take the short sword, then walk off the bottom of the screen to return to the Patriach's chambers.

Put the sword in the carving of a sword to the right of the door and a panel will open. Take the helmet then go over to the bed, the game will not let you walk past the guard with the helmet - you need to create a diversion to distract him. Put the straw on the bed then get a candle from the candlestick and put it on the straw to start a fire. Now that you have a diversion, walk out of the chambers and you duck out of the way to wait for the guard to smell the smoke. When he does, he will rush into the chambers, and you will walk back out into the open. Go to the balcony at the back of the screen and use your scanner to contact Seeker. The two of you will escape back to the lander.

Another automatic sequence follows, and when it is finished you will find yourself beside the "Sky Silver" again. Use the stasis field negator on the ship and the field drops. You will now get a close up of the ship's sealed hatch - touch the panel to the left of the hatch, and an alien keyboard will appear. You have to push the buttons so that a completed picture appears in the screen below: the correct order is 3rd top button. 1st bottom. 1st top. 2nd bottom, 2nd top and 3rd bottom - the hatch will now open.

Look around to see there is a badly injured alien in there, some sparking wires, a maintenance panel, and 2 modules in storage slots. The alien tries to warn you of an antimatter containment failure but you can't do anything in here as yet except to touch the alien and pull him out of the ship. Talk to Miranda and she will report on his condition. He says that their engineer used an escape module to transport to the sister ship, and repeats the warning about the antimatter. Use the telepathic on the alien and he gives you the magnetic key for the panel. Enter the ship again and use the key on the panel and it drops open, revealing a glowing sphere of antimatter. Use the empty stasis box on the glowing sphere, the box wraps itself around the antimatter, and puts it into stasis. Take the sphere then take the modules from their slots below the wires and leave the ship.

Try to take the telepathy helmet off the Tnuctipun, it seems he's using it in its original purpose, to control the others. Seeker and Miranda seem completely under control and you notice a ringing in your ears and a tingling in your fingers. When did you fingers tingle before? When you got zapped by the sunflower control. Use the control device on the Tnuctipun and he collapses; you then take the helmet away from him. The group discusses what to do with him, and decides to seal him back in his ship. Touch the Tnuctipun to return him to his ship, and reactivate the stasis field.

The game takes over from here. Your group returns to the lander and makes plans to prevent the Destroyer from destroying the Puppeteer Fleet of the World. You plan to lob the antimatter the the Destroyer from the lander, but the others question how you will get out of there alive. You tell them that you have a hunch about the devices you took from the Tnuctipun ship. As the lander approaches the Destroyer, you briefly regain control of the game. Select the module you removed from the Tnuctipun ship in your inventory, and click it anywhere on the screen to activate it before the Destroyer opens fire with its lasers. You will be transported back to Lance of Truth in the nick of time. The antimatter explodes, obliterating the Destroyer, then Hindmost tries to bully the gang into turning over their discoveries, but they thumb their noses and return to the Ringworld. Game completed.

SOLUTION OF THE MONTH

WHO'S AFRAID OF THE BALROG

Written by MARLON (Margaret Crewdson and Lorna Paterson)

Solution by Barbara Gibb on an Amstrad

Start on a rocky hillside. I (magazine, mug of cocoa and wearing a pair of pyjamas), X MAGAZINE, READ MAGAZINE, X DOOR, X LINTEL, DROP MAGAZINE, DROP MUG, CLIMB LINTEL (now hanging from lintel), X LINTEL (piece of charcoal falls off), D, TAKE CHARCOAL, TAKE MAGAZINE, TAKE MUG, D, X GRASS (see postbox), X POSTBOX (see letter inside), X PYJAMAS (note pocket and cord), X POCKET (find a piece of chewing gum), CHEW GUM, TAKE CORD, TAKE GUM, STICK GUM TO CORD, PUT CORD INTO SLOT, PULL CORD, TAKE LETTER (automatically replace cord in pyjamas), X LETTER, CHANGE ADDRESS (need charcoal), DROP CHARCOAL, POST LETTER, WAIT. Repeat WAIT until you see postman trudging up the hill. U, X HILLSIDE, HIDE (behind rock), WAIT (note what happens at the door), KNOCK TWICE (just like the postman), WAIT (aperture opens in door), ENTER APERTURE.

You are now inside Balrog's domain. WAIT until Balrog appears, must be carrying the magazine. E (office of Lords and Ladies), X PEOPLE (see Anjo Cantpot - an anagram for dear Joan Pancott), GIVE MAGAZINE TO ANJO, I (now have a ball), W, W (office/bedroom), OPEN DOOR, W (kitchen), X TIN (empty), X COOKER, TAKE GLOVES, WEAR GLOVES, PUT MUG IN MICROWAVE, REMOVE GLOVES, CLOSE DOOR (see bag hanging on it), TAKE BAG, X BAG, OPEN DOOR, E, E, N, N, N, W (refrigerated room), X GNOME, GIVE MUG TO GNOME, TAKE LARD, E, X WALL (see dial), X DIAL (set to ON), TURN DIAL (now chilly), S, E (circular room), BOUNCE BALL HARD, TAKE PLATE, W, S, E (snake pit - if chilly the snakes will be docile), TAKE SNAKES (need bag), D (bottom of pit), TAKE SALT, U, SE, NE, TAKE BOWL, NW, SW, W, S, W, W (you automatically empty the bag).

E, X DESK (find paper), E, N, W (room with numbered squares), X FLOOR (note numbers), X PAPER (from desk). Note that from the bottom line and reading from left the shaded squares are 3, 4, 5, 6, 5, 4, 3, 4). DROP PAPER, STAND ON EIGHT (3rd number on floor), X FLOOR (new set of numbers), STAND ON SIXTEEN (4th number on floor), X FLOOR, STAND ON TWENTYFOUR (5th number on floor), X FLOOR, STAND ON THIRTYTWO (6th number on floor), X FLOOR, STAND ON FORTY (5th number on floor), X FLOOR, STAND ON FORTYEIGHT (4th number on floor), X FLOOR, STAND ON FIFTYSIX (3rd number on floor), X FLOOR, STAND ON SIXTYFOUR (fourth number on floor), W (alcove), TAKE POTATOES, X POTATOES, I (now have a playing card), X CARD (ace of clubs), E (flung across room), DROP PAPER.

E (back in tunnel), N, W, X ELVES, GIVE CARD TO ELVES, X CONTAINER (full of flour), TAKE FLOUR (need bag), TAKE KNIFE, X KNIFE, E, S, S, W, W (kitchen, automatically put flour in tin), DROP BAG, X SINK, TAKE ROLLING PIN, MAKE PIE (need bowl, flour, lard, salt, rolling pin, potatoes, knife, snakes and plate), WAIT (pie cooks), TAKE GLOVES, WEAR GLOVES, TAKE PIE, E, WAIT. Repeat WAIT until Balrog appears, takes the pie and gives you a key), REMOVE GLOVES, DROP GLOVES, E, N, N, N, N, UNLOCK DOOR, TAKE KEY (stuck), N (curtained room), X TRENCH (see princess), X WALL (see ring high up in opposite room), I, DROP anything you are carrying, CLIMB CURTAIN, SWING TO RING, TURN RING (twisting the ring so that the platform rises), D. 100%

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(I don't have access to the Internet, but understand that Warner have closed the official Babylon 5 site. If you are interested, Channel 4 have a site at <http://www.channel4.com/>)

It is not listed under Drama - Channel 4 prefer to pigeon-hole it as Entertainment - LATE NIGHT entertainment judging by the transmission times.....Barbara)

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