

# 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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## HALL OF FAME

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

Peter Clark, Dorothy Millard, Martin Bela, Laurence Creighton, Edwina Brown,  
Jonathan Scott, Bev Truter, Ellen Mahon, Michael Robinson,  
Mandy Rodrigues, Steve Clay and Phil Richmond.

Special thanks to :

Geoff Lynas for his usual excellent printing job.

## EDITORIAL

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Welcome to the November issue. I know it is late, and despite every effort to get it out before Christmas, it looks as if it won't be despatched before the New Year. I have already started the December issue, and if the hardware keeps going I should be able to get the December one ready for photocopying before 31st December, so it should follow on very soon after the November magazine. Of course, at this time of year our postal service goes haywire, and some of my mail is taking up to 6 days to reach me, which hasn't helped matters.

More about the December issue. It will look and read Christmassy, even though you will be reading it in January. It will, as usual, contain the index, which takes a long, long, time to prepare, but I find it useful, so I assume other readers do. I have some excellent contributions, but more will be appreciated.

My hardware situation has improved in the last few days. I now have a "new" secondhand monitor, which is marvellous now that I have it tuned the way I like it. It isn't the same model as my other; it is an earlier one, but doesn't seem to have had as much use because it was very clean inside, and the screen display is slightly sharper than my old one. I did have one problem - I had put the lead for the old one somewhere so safe I couldn't, and still can't, find it. All is now sorted out, thanks to an old friend. All this is very boring, but some of you may sympathize and appreciate that unless you are comfortable at the keyboard, and don't get a headache after 30 minutes typing, things are going to run smoother and quicker.

I have been so busy trying to sort out the hardware problems, preparing this issue, and still find time to give a little thought to the Christmas shopping that I haven't played any adventures. I now have the Amiga back (it has to go with the broken monitor because the engineer usually only does PCs and needed it to check the repair) so if anyone wants to purchase titles from The Adventure Probe Software Amiga catalogue, I am now back in business.

Which is more than Phil Reynolds (of The Adventure Workshop) was when I telephoned him today. As mentioned in the Newsdesk, someone has stolen his computers, and so he is unable to process orders at the moment. If it had to happen, it couldn't have happened at a worse time of year! He has asked me to assure readers that they will, eventually, receive their orders, but please be patient, he has to negotiate with the insurance company, obtain replacement computers, and remake all the inlays etc. for the adventures. As someone who "fiddles" for hours to do this for just one title, I can appreciate the amount of work involved. Good luck Phil.

Enough of the doom and gloom. I'm sure there must be some good news somewhere.

Phil Richmond tells me a few more people have bought his C.A.T. utility, and he and I are hoping this means that there will be some new adventures for the Amiga in the near future - see the Newsdesk for details of an upgrade to C.A.T. which will be ready in February '98.

One last apology. I usually send out my Christmas cards with the December issue, but due to the chaotic situation, I didn't have them ready to go out with the October magazine. I am sure I will still be writing an editorial next December, so I will keep them safe(?) so that they can go out in good time.

'til next month and next year, happy adventuring.

*Barbara*

## LETTERS

---

**From Laurence Creighton of Cape Town .....**

Re: Writing A Quilled Adventure On The PC

For the purpose of this missive, I am assuming everyone has either written an adventure on the Spectrum or at least played one on that machine. For the Neanderthals that have done neither, "The Quill" is a first-class adventure-writing utility written primarily for the ZX Spectrum. I don't intend to use this forum to debate the Quill's virtues or drawbacks, but suffice it to say it is MY utility of choice and has served me well.

To use it on the Spectrum one first has to load the program in. I am not going to get into the actual writing or creating of the game, just the mechanics of the thing. Using it is straightforward enough, and then comes - inevitably - the long series of saves and verifies. Sooner than later one starts to see an ever-shrinking "bytes left" message, and one then has to turn to the Press to compress the data and make more memory available.

Eventually a point is reached where it can be said "That's a wrap" and once again the interchange of tapes, lots of saves and lots of verifies - and quite a few reels of tape lie scattered on the desk: the Quill, the Press, a tape of saved data, a tape holding the character set, etc. All in all I think I spend more time saving, loading and verifying than actually writing the puzzles!

I think by now it is common knowledge of my inability to use the Spectrum in conjunction with my TV. (A taxi service antenna causing major interference at the same frequency.) So I started to think about writing a PC adventure. Some years ago I wrote "The Well Of Zol" originally on the PC using the AGT system, (The Adventure Game Toolkit) which is an American effort by a crowd now no longer in business. It had its advantages but the disadvantages outweighed them. They were many and varied and eventually I was persuaded by John Wilson to rewrite the game for the Spectrum - which I did.

I wanted to continue writing but I wanted to use the Quill system. With (not) a little help from dear friends, some snapshot captures were made of the Quill and Press on disk and these I could load into my Spectrum emulator. It worked like a dream. Writing was a dream as I didn't have to sit with my Spectrum with trailing cables to TV, power pack, tape deck, etc. Everything was done on the PC. Saving was a delight: it is not done in the usual way, i.e. by pressing "I" and giving it a filename. It is done by going through the emulator and pressing F10 and saving the file as a ".TAP" file (the .TAP standing for "tape"). In other words, one saves the data as a tape-emulated file. Loading in the Press and, later, the character set was just as simple and saving the final game was a matter of seconds. Once the game was complete and saved, it could be run and then saved as a snapshot in Z80 format for anyone with the emulator to play.

There is a feature on the emulator called TAPtoTAPE which speaks for itself. It will convert the .TAP file to tape format which can be saved onto a cassette tape.

I enjoyed writing "THE FIRE RUBY" in this manner, and I shall be writing another by this method again soon. If anyone wants to try writing by this method and needs to ask me a question or two, don't hesitate to ask - my address appears in Probe as well as my e-mail address (preferred).

I'd like to end by wishing each and every one of you a Merry Christmas and a happy and prosperous New Year.

### **From Michael Robinson of Dewsbury .....**

I feel I must comment on Zenobi's "Long Goodbye". I read the Newsdesk item with great sorrow as, someone who came upon "Probe" late, and the Zenobi consequently, I can only say that I have found that Zenobi have provided great games at a very competitive price, and I feel that the Adventure Scene can ill afford to lose people like these, and will never be the same again. Is there any news regarding who will be marketing any new games from Laurence Creighton, Jack Lockerby, etc. for Spectrum?

Also, what about the wealth of games currently sold by Zenobi, will these be taken on by someone else?

Also, is there a final order for Zenobi?

\*

I haven't heard from John Wilson for about a month when he wrote to cancel his subscription to Probe. As far as I know Zenobi will continue to supply software in the catalogue for a few more months, but it would be advisable to buy now rather than later (too late!).

The Adventure Workshop will be publishing Edwina Brown's latest game, "Sleepy Feline", and if all goes well it should be released at the end of January/early February.

At the time of writing this I have not received confirmation of who will be publishing Laurence's "The Fire Ruby", although I am sure it *will* be published by someone, hopefully very soon, so keep an eye open for future announcements in Probe. George Hoyle does not subscribe to Probe, and I have no news concerning his game, "Seaside Sorcery". Jack (Lockerby) and I have had a brief informal discussion and I feel sure that when he writes a new adventure, it will be published either by myself through Adventure Probe Software, or maybe The Adventure Workshop. I have also received a few enquiries from authors about publishing new games.

Sorry about being so vague, but at the moment there just isn't any more definite news. (Barbara)

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

Dear Barbara,

How on earth did you make sense of the last episode of "The Prisoner" then, Barbara? I remember watching it when it was originally broadcast, and also when it was re-run a few years ago, but I still work out what the last episode was supposed to mean. You will enlighten us won't you, Barbara? That last episode (entitled "Fall Out") was, after all, a bit of a rush job when Patrick McGoohan (who devised the series with script editor George Markstein) was called upon to terminate the series prematurely, resulting in only 17 episodes instead of the 26 to 30 episodes that Lew Grade (the then head of ATV) had wanted.

Anyway, I guess I'd better let you get back to some adventure-related letters (unless of course, you really want some more Prisoner info!).

\*

I think Martin has missed out a "can't" in the above. I did say that it made A BIT MORE SENSE. I loved the episodes with Alexis Kanner, and thought the final episode turned the tables on the aliens and made THEM mad, instead of vice versa, but I may be wrong, and welcome further details and enlightenment. (Barbara)

# REVIEWS

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## THE BEAST OF TORRACK MOOR

Written by Linda Wright (1988)

### Reviewed by Bev Truter on a PC under Spectrum emulation

Up until now I have ventured almost exclusively in the world of PC text adventures, but having recently discovered all ye olde Spectrum games available for playing under emulation on the PC I'm like a kid with a new toy! Among all the old Speccy games I've unearthed so far, *The Beast of Torrack Moor* stands out head and shoulders above the rest for sheer enjoyment, atmosphere and entertainment. This is text adventuring at its finest, and I only wish I'd discovered the old Speccy games about a decade ago, instead of last month. Anyhow, without further ado, here's the storyline of "Beast".

You are a journalist (of unspecified gender) working for a small local newspaper called the *Lowsea Gazette*. Nothing very exciting ever happens, but one morning you are shaken out of your usual state of vague boredom by the arrival in the morning post of a rather unusual letter. It's from Rose Myrtle in the village of Puddlecombe, and she writes about rumours of a strange beast roaming the moors near Puddlecombe. A large black animal has been spotted, some of Farmer Lamb's sheep have been mauled, and the vet reckons it's a mystery. Miss Myrtle suggests that perhaps you could visit Puddlecombe and unravel the mystery.

The editor isn't too happy with you at the moment - says what the paper needs is a decent story and fantastic pictures, instead of the usual drivel about the local W.I. that's been churned out lately, so when you show him the letter he's thrilled, and insists you leave immediately for Puddlecombe and Torrack Moor to find out all you can. Better still, stay there overnight he says, go to the moor, track down the beast, and take some photographs. He hands you a fiver, and tells you to get going.

So off you head for the wilds of Puddlecombe and the moor, but first check your desk drawer, and find something warm to wear before venturing outside, where there's a bus stop conveniently located just outside your office. You soon arrive in Puddlecombe, and this is where your adventure really begins. You first have to find and talk to a wide variety of people, who all share the same low opinion of Puddlecombe's Ranger. Most of them will give you advice, or perhaps vital items you will need if you intend spending a cold and wet night on the moors trying to find the mysterious "beast". You'll have to explore Puddlecombe thoroughly to find all the various bits and bobs of equipment. e.g. some food, a camera, a map, and it's only safe to tackle the moors after you have found all the equipment necessary to survive a night in the great outdoors.

The inhabitants of Puddlecombe are well-described and fun to interact with. They each have a distinct personality, and it wasn't long before I started having suspicions about each of them in turn. IS Miss Myrtle really such a sweet old dear, or does her eccentric exterior hide something more ominous? Then there's the Vicar - perhaps just a shade too well-meaning and obliging? However, the plot doesn't hinge on you discovering anything sinister about any of the folk, it depends more on you surviving a night on the moor in (relative) comfort, and waking up fit and alert the following morning.

The endgame of "The Beast" is timed, so whatever time you enter Torrack Moor with all your equipment you notice that "dusk is falling and it will soon be dark" whether it is 4.30pm or 7.30pm. This adds an extra strand of tension to the game without being a nuisance, as after you've worked out what has to be done there is ample time to do everything that a man/woman's gotta do before your torch batteries give up the ghost and flicker out of existence.

"The Beast" has a delightful "Famous 5" sort of feel to it – well, "Famous 1" in this case. Will you be able to survive a night on Torrack Moor? How will you find "The Beast"? Is there a film in your camera? (Can you find a camera? Your editor said only to "use your initiative" to obtain one.) A great sense of adventure and mystery is maintained throughout the game by good writing, excellent location descriptions and imaginative puzzles, and overall I found it absolutely compelling to play. Puddlecombe here I come – if only it weren't fictional!

**Spectrum (128K only) tape, Amiga(e) and PC(e) £2.99 Spectrum +3 £3.99** available from Zenobi Software.

**Amstrad (disc only) £5** available from The Adventure Workshop.

## **CAVES OF DYNATY**

**Written by Nathan Fritz**

### **Review by Dorothy Millard (PC Version)**

The opening screen tells you that at one time the planet Dynaty had been the home of an incredibly advanced race, but much time has passed since then and the Dynatians mysteriously disappeared long ago. All that remains of their fantastic civilisation are the ruins of their immense cities. When Dynaty and its ruins were accidentally discovered by a space trader it created quite a stir on Earth and a team of archaeologists were immediately sent there to recover what remained of their colossal cities. However after five years the scientists were forced by a lack of funding to cease their investigations and the planet was again abandoned.

Now the exploration of Dynaty has been rekindled by independent archaeologists and guess who is to lead the expedition! You find an area that appears to have been overlooked previously and set to work looking for artefacts. You discover a small switch hidden behind a halking statue made of some indeterminable material and upon closer examination you see the faint outline of a doorway. Impulsively you press the switch and a panel covering the door slowly slides sideways revealing a dimly lit cavern. Of course you can't resist the temptation to enter and explore but the panel closes behind you and there is no turning back. You are now in the Caves of Dynaty.

Written with the Adventure Game Toolkit (AGT) this is a fairly short adventure and not too difficult. The object is to escape with information and relics on the Dyantian race. It is an enjoyable game which most experienced adventurers will complete in an evening and which would be suitable for the newer adventurer. The author has very thoughtfully provided you with a map grid and even told you in which square to start. This certainly made mapping easier and I appreciated his forethought. Puzzles include defence and maintenance robots, a slime creature and a power leak, in addition to the usual doors/grates etc. to be opened. The scoring is rather odd though and seemed to go up and down depending on which direction I took. I finished the game with a score of 480 out of 440 which I thought was rather clever! Certainly worth a look.

## **KIDNAPPED**

**Written by Jack Lockerby**

**Reviewed by Karen Tyers on a Spectrum**

You start this game outside your own cottage, where your parents have recently died. As you start looking around the cottage and outbuildings, you meet the local minister who walks along the road with you, telling you that you are in fact the son of a local rich man and he hands you a letter to be delivered to this man's brother, whereupon you will come into your inheritance.

Your task it seems is fairly easy, just travel to your uncle's house and hand over the letter. Not so, of course. First you have to get there, and once you do, you find that your uncle doesn't really want you in the way. So it is that you find yourself knocked out, and when you come round you are on board a ship.

There are many pitfalls on your way to your uncle's house including how to help a local farmer, and how to avoid getting killed off by robbers who are lying in wait for the stagecoach!

However, you eventually come to on a ship, where all is not as it should be (of course!). You will meet a man called Alan who knows your father and asks you for help. In the process of helping him, the ship gets wrecked and you find yourself on a rocky shore surrounded by woodland full of unfriendly soldiers. There is much to be found out here which will help you in proving your identity, and once you have learned all, you can cross some moorland (again avoiding soldiers) and make your way to the river. Getting across here proved difficult as I had not gathered all the necessary information and had to backtrack several times.

Once across the river you can make your way to a solicitor's house in town, and provided you can tell him your name and show him the documents required, you will come into your inheritance.

I have to say this was not one of my favourites, but a good game nonetheless.

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

## **LAST HUMAN by DOUG NAYLOR (book)**

**ISBN: 0-670-85255-4**

**Reviewed by Steve Clay**

This was the first Red Dwarf novel to appear after the break-up of the Grant Naylor partnership. In a curious twist I have reviewed the next novel, Backwards, in a previous issue of Probe.

Last Human, like Backwards, begins where the novel Back To Reality left off, although the rescue of Lister from the backwards reality is not recounted in this story and also Holly, the computer on-board Red Dwarf, has managed to resurrect Kochanski so the crew is up to five which, judging from the way the TV series is heading, is how Doug Naylor likes it.

The story follows the fortunes of the crew after they miscalculate a flight through the Omni-Zone. They manage to put themselves into an alternate reality where they find another Red Dwarf. The difference with this Red Dwarf is that all the crew are dead with the exception of the alternate Lister who is not to be found on board. He has been captured by the GELFs – Genetically Engineered LifeForms, created by scientists in a bid to populate new planets. However crossing slugs and giraffes was not a winning formula and these GELFs have broken their programming and now populate a small asteroid. The alternate Lister (from now on Lister2) has been imprisoned in Cyberia for a crime he hasn't committed yet. Cyberia is the ultimate prison. Using images from the prisoners own subconscious the GELFs create a VR of the individuals idea of Hell. The original crew of Red Dwarf decide they have no choice but to save Lister2 and set to the task.

This task involves trading with the Kinatawani (not sure if the spelling is right here, folks!) who supply the crew with a virus. As a trade they take numerous pairs of jeans, cheap watches and Lister. He is taken as the groom for the chief's eldest daughter.

The Kinatawani are large ugly, hairy creatures with a language that can be compared with a footballer clearing his throat. The rest of the crew agree to rescue Lister as soon as Starbug is ready to fly. Lister springs himself out of unholy wedlock and the team fly off to deal with the GELFs. They deal with the GELFs using the virus from the Kinatawani. This virus destroys electricity. It penetrates the asteroids power supply and frees the Siberian inmates from their electric Hell. It also destroys the artificial gravity generator which sends the inhabitants out of control. Lister rescues his alter-ego who turns out not to be too nice a guy and promptly fells his saviour with a spade. Starbug arrives to save Lister2, who they think is the original Lister.

This oversight is discovered by Kryten spotting irregularities in the medical records of the two Listers. Lister2 catches Kryten reading his records and promptly attempts to kill the droid. At this point the Kinatawani arrive and ask for what belongs to them. Lister2, not knowing that it is he they want, tells Kryten to co-operate. He does and the crew head back to rescue the original Lister. And so the story continues with Rimmer meeting somebody from his past and ends up surprising everybody. The whole thing ends nicely, although the bits of Last Human are a bit messy. The dialogue between the characters is spot-on with Rimmer suffering at the hands of Kochanski. She takes full advantage of her superior rank and Rimmers inability to disobey an order no matter how frightened he is.

There is one point in Last Human that mentions that the Stasis booth on Red Dwarf does not slow time down 100 percent only 95 percent. Now if my maths is right and I stand to be corrected; Lister was in Stasis for three million years so if only 5 percent of that time really passed for Lister he would still have spent 150,000 years in the booth and would be dead! This is a major flaw as the whole Red Dwarf story is based on Lister surviving the destruction of the crew of Red Dwarf.

When I first read Last Human I was a little disappointed in it but this second read has improved my opinion. I think Backwards is the better story with Last Human being more like a collection of TV episodes. It would be nice if Cat had more involved storylines. The note about Rob Grant in the preface is not as caustic as I remember and is perhaps more of a sly dig. Overall, it is worth reading both Last Human and Backwards as they both add a bit more to the Red Dwarf story but they show what each brought to the partnership. It might be better for all if the partnership was reformed!

## **RIVEN**

**(The sequel to MYST)**

**Reviewed by Mandy Rodrigues on a Pentium 166 MMX PC, 32Mb RAM**

Where do you start to describe RIVEN to someone who hasn't seen it? Would you really describe Riven as an adventure game or as a whole, totally new experience in adventure playing? Once long ago, when there was only the text adventure, you had to rely on your imagination to provide the reality, the colour and the realism in order to bring your adventure to life in your mind. With Riven, it is no longer necessary to do that. When you load Riven you enter a whole new world. It is a beautiful world, full of strange creatures, people and experiences unlike anything you could experience before, except in your imagination or deep within the pages of an absorbing book. Imagine a strange world rather like "The Land" in the Chronicles of Thomas Covenant, "Shannara" created by Terry Brookes or "The Four Lands" described so beautifully in the Belgariad by David Eddings.

Now imagine yourself wandering within those worlds, totally absorbed, surrounded by the sights and sounds and beautiful music of a world. Not as if you are looking at a computer screen but just as if you are a real part of the world, able to interact with it and wander around at your leisure. Wander down to the shore of a beautifully blue ocean and see and hear the waves lapping onto the sand at your feet. See the graceful creatures that, disturbed by your presence, slip off the rocks and into the sea with a loud splash to swim away timidly. Press a button and watch in amazement as a monorail vehicle arrives before you and opens its doors and unfolds its steps invitingly. Step inside and operate the controls yourself and take a roller-coaster ride of a lifetime. You really gasp at the pitch and sway at incredible speed as you travel to another part of the land. Just as you think you are about to crash you glide gracefully to a halt and alight. Imagine turning knobs and handles and operating wheels on the strangest contraptions you are ever likely to see. See the results, sometimes not what you would expect, of your actions. Lower a submarine into the depths of the sea and take an underwater ride of a lifetime. Better still, jump into a device and, if you are daring enough to pull the lever, take an even more incredible ride through the underground of Riven to yet another destination.

All the while you are desperately trying to understand the language that you hear from holograms, people and writing around you. Why do the inhabitants sound alarms when they see you approach, why do mothers grab their infants and run off to safety when they see you in the distance? Why do they lock themselves in their houses when they see you coming? What is the meaning of the religion of the people of Riven. You see renderings in their temples and shrines and long to understand.

A wander through a forest gives you some indication of the beauty of the flora and fauna. The strange insects that glow and buzz around you as you flit lazily between the trees. There are occasional rumbles from underfoot and the ground trembles for a moment. You come upon a strange stone hollow, obviously some kind of dry pool and you turn the tap on the rim and water trickles in to fill it half way in a manner that is so realistic that you lick your lips in anticipation of a taste of the cool spring water that glistens at your fingertips.

What are the secrets of Riven, what are the problems that you have to put right? You are told nothing, only that you must explore and make Riven your own land, as if you are one of the inhabitants. Only in this way can you discover what it is that you need to do.

Personally, I am at the exploration stage and am quite happy with that alone. If what I have seen so far is any indication of the treasures in store then I am well and truly hooked on this Riven experience. I bought this on the recommendation of one of our highly thought of adventure authors and I have to say that I am not disappointed at all. If this is an indication of where computer adventures are heading then lead on! It was almost worth buying the computer for in itself. It has to be seen and experienced to be believed.

The adventure comes on FOUR CD Roms, a small instruction booklet, mainly for installing and game play instructions and no other information whatsoever, apart from an advertisement to buy a full set of maps and solution. But you really don't need anything else. If it takes me years to figure it all out I won't care one bit. Give yourself a real treat and try this one for yourself!

Minimum system requirements are Windows 95, 100 MHz Pentium or faster, 16 Mb RAM, 75 Mb hard drive space, 4 Speed CD ROM drive or faster, 640 x 480 display High Colour, Windows compatible sound device, Video and sound cards compatible with Direct X.

Cyan Productions, Red Orb Entertainment. A division of Broderbund Software Inc. Available in most computer shops, rrp £34.99 (I paid £29.99, so it pays to shop around for the best price).

## **STARSHIP QUEST**

**Written by Larry Horsfield**

**Reviewed by Edwina Brown on a Spectrum**

"STARSHIP QUEST", sequel to "Magnetic Moon" is once again a three part adventure.

The first part is entitled "The Abandoned Planet" and you, Mike Erlin, start where you left off aboard the spaceship "Stella Queen". Your one wish is to stay on the planet and try to discover the secret of the two discs given to you by High Priestess, Jaelaine. Permission to do this has not been granted, so you must take matters into your own hands and once again jump ship. You have just two minutes to gather up any equipment you may need and get to the lifeboat, before the "Stella Queen" goes into hyperspace. There are a number of useful objects to be found, but you cannot carry them all, so which do you take?

Well, you've made it! You have landed on a part of the planet which looks very much like home. Gently rolling countryside, long grass dotted with trees and you can see an overgrown path leading to some derelict buildings. Take a good look around these first few locations, otherwise you could miss some things crucial to the completion of the game.

You will find a rather greedy badgit (a cross between a badger and a rabbit), and as the way to its heart is through its stomach you should soon be able to get it on your side. Some of the creatures you meet later will not be so friendly. There is a spaceport to the north but you cannot reach it overland. Find your way underground and there is transport in the form of a tubecar. If you have chosen your equipment wisely you will soon be able to get mobile. A word of warning, mind you don't crash!

A droid you find will need cleaning and oiling. Do this, and if you can learn his language, he will prove to be a polite and helpful ally who will help with your escape from the planet. You will also need to know the language in order to read various signs, etc. which you will come across. When you eventually take off, an illuminated sign in the space jeep tells you your destination is Fathnar.

Some time later the viewscreen shows a planet covered in forest, with only a few large oceans. You descend and land on a small spaceport, so you leave the space jeep to have a look around. Suddenly you hear a noise, the jeep is taking off without you. You are stranded! Recovering from the shock you then realize that this is not Fathnar but another alien planet. It is to prove even more hazardous than the first. So ends the first part of the adventure.

Part two, "Marooned", sees you in the middle of the deserted spaceport. Search it well as there is much to find. There is a water-filled moat surrounding it in which hostile creatures lurk, and as the bridge which once crossed it has a gap in the middle you will have to find another way across.

Once over you make your way down woodland trails which are beset with difficulties and dangers. You come across a frightened native girl with her foot caught up in some tree roots. Free her and it will pay dividends later.

Nothing can stop you from being captured by a group of natives, who seem intent on sacrificing you to their evil god Antar. You must find a way of escaping from the hut into which you are thrown. If, after escaping, you manage to elude them at first, they might well catch you when reaching the soft mud of the marsh. That is if you are not prepared.

There is a small island in this marshland where, sitting outside his hut, you will meet a wizened old man. Be kind to him and you will obtain something useful.

This part ends in a small cave, where you fall asleep on a pile of furs.

Part three, "The Last Starship" starts with you awakening in the small rock cave. Going outside you see that you are on a hillside, at the foot of which a path leads through a dense wood. Follow this and you will reach a pleasant village which lies at the foot of a massive hill. Coming shortly to a wide river, you must find a way to get across. Then once over you see a rope bridge which leads up towards the top of the hill. To get on to this bridge you must pass two tall columns which are covered in weird plants, not an easy matter! When you do get to the other end of the bridge you will meet the Guardian who tells you to find the Star Matrix and bring it back to him. Your prize will be the Last Starship of the Galaxans.

To do this you have many dangers to overcome; swimming in a large underground pond and through submerged tunnels, exploring caverns and jumping across ledges, to name but a few. When you finally return to the Guardian with the Star Matrix he will transport you to Fathnar spaceport where there are still puzzles to solve before you can take off and reach safety.

As with "Magnetic Moon" there are many times when you meet with sudden death, but Larry allows you to be resurrected, so don't forget to ramsave now and again.

As you can see this is a game in every sense of the word and it should keep even the most experienced adventurer racking his or her brains for weeks. I was well and truly stuck on many occasions and had to ask for help.

"STARSHIP QUEST" is a most enjoyable game and excellent value for money. Definitely one to add to your collection.

**Spectrum tape (3 x 48K or 3 x 128K)** £2.50 available from Adventure Probe.

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

**Amiga(e)** (6 titles on 2 discs totalling 17 x 48K parts) £7.50 available from Adventure Probe. (Single titles £2.50 each on request).

## CONVENTION 8 by PETER CLARK

---

October the 10th dawned bright and clear,  
At last that wondrous day was here.  
The day that some hotel staff won't mention.  
The start of Annual Probe Convention.

Cases packed and in the boot,  
Carrier bags all stuffed with loot.  
First stop is Newmarket town,  
To pick up dear Edwina Brown.

It's A14 and then M6,  
I'm glad I've had my Weetabix.  
At last we turn without compunction,  
Into Brum from Spaghetti Junction.

Hotel room found and case unpacked,  
Piles of PC software stacked.  
It's time to head for the lounge methinks,  
For a couple of well earned jugs of drink.

Most arrive in an hour or so,  
We talk all evening – where to go.  
At the suggestion of Scottish battalion,  
We decide that night to eat Italian.

After food it's back to ale,  
Each one of us has tales to tell.  
Subjects range from A to Z,  
And soon it's yawns and off to bed.

In the morning we turn our feet,  
To breakfast room where we all eat.  
Then lines of people soon appear,  
At the Ariel Suite which is quite near.

Computers and keyboards are being set up.  
Monitors flicker, screens light up.  
Boxes of software soon appear.  
How much for this? Is what we hear.

Lines of people sit and play  
The Megapoints game that's for today.  
"I've scored 20 someone shouts"  
Jenny says, "But I've scored now!"

Far too soon the clock strikes five  
Packing up time has arrived.  
All tables cleared and software stored,  
It's time to eat – Get the tea poured.

Later on we've washed and changed,  
A murder evening is arranged.  
We see the body and check the clues,  
He's dead – got nothing else to lose.

During dinner hints are found  
Describing life of him on ground.  
We know culprit! Used the clues,  
But what's all this about sheep abuse.

The murder solved. The music starts  
Into the bar the throng departs.  
We watch a certain fair-haired Miss go  
And leap around inside the disco.

The evening ends in its usual way  
Around the bar. Needless to say,  
The same old faces, same old friends  
Hours later the evening ends.

Sunday morning comes around  
And all too soon we hear the sound  
Of sad goodbyes "Safe journey home"  
"Write soon", "Don't forget to phone".

Don't you worry, years go fast,  
Twelve months will soon again be past.  
Eight Conventions in a line,  
It's time to plan for number nine.

## SIB by DAVID HEBBLETHWAITE (Pablo 9)

---

A change of scene.... no Orcs, no soldiers of the Evil Nasty Bad Guy (boo, hiss), no witches, no immortal warriors, no Drimkins, no magic swords called Sid, no spaceships, no Xaavans, no mutants, no drunken sheep farmers, no gnarled, twisted trees and shadows, no sand dragons, no elephants, no monkeys, no babies, no large white balloons, no Village Guards, no Orc ale and not a Trillion in sight.... but soon he'll wish there was.

Pablo had been invited to a meal at Caer Catflap. He'd been invited there because his teenage sister, Petula Pickaxe, was going out with one Chas Catflap, a distant member of the (extensive) Catflap family. Chas was regarded as a bit of a black sheep of the family by Lord Clarence and Lady Ceceilia Catflap, which shows what they know about their family, because if you take a look at the Catflap family as a whole (and believe me, that's an awful lot to look at), you can see that, in fact, Lord and Lady Catflap are the black sheep of their family...

Although the meal was to celebrate the "involvement" of Petula Pickaxe and Chas Catflap, neither of them were there, because Lord Catflap considered them both to be "ghastly little oiks". And so there was just Lord Clarence Catflap, Lady Ceceilia Catflap, and Pablo Pickaxe, tucking in to a five-course meal....

"No!" Don't use that one!"

"Why not?" It's a fork, isn't it? Sir."

"Yes, but that's your bally carrot fork, not your bally duck fork!"

"Oh, sorry. I didn't know, Sir," said Pablo.

"Clarence!" said Lady Catflap.

"Yes, dear, I was coming to that," said Lord Catflap. "Now, young man," he said, turning to Pablo, "we have a job for you."

"Uh-oh," muttered Pablo under his breath; and then, louder, he said, "Really? What is it? Sir."

"Glad you asked, old boy, it's – NO! Don't eat your asparagus with your soup fork!"

"Excuse me, Mister Catflap, but did you say "soup fork"? Sir, asked Pablo.

"Yes, I bally well did!"

"But... you don't eat soup with a fork. Sir."

"I'll have you know that I do! I suppose you eat it with a spoon, eh?"

"Yes, Sir."

"Of course you do! Bally new-fangled bally ideas, I don't know..."

"Get back to the point, Clarence," insisted Lady Catflap.

"Hmm? Er...yes dear. What we want you to do, young man, is to look after that ghastly little oik of a relation of ours, and that ghastly little oik of a sister of yours, when they go to... wherever it is ghastly little oiks like them go to. You know, just make sure they don't get up to... whatever disagreeable things ghastly little oiks like them get up to."

"I see. I think. Sir," said Pablo uncertainly.

"Good, good," smiled Lord Catflap. "That ghastly little oik of a relation of ours is a member of his school's debating society. Take that ghastly little oik of a sister of yours to meet him there. Go on, off you go."

"But...I haven't finished...Never mind. Sir."

Pablo stood with his teenage sister Petula outside Wallflower Incomprehensible School. Wallflower was the only town in Ouch with an incomprehensible school. It was for the students that the teachers at other schools couldn't understand. The staff at Wallflower Incomprehensible couldn't understand them either, but at least they were all in one place.

The school's debating society was chaired by Chas Catflap. This was because he was bigger than the other members, believed in brute force, and didn't have the intelligence to know when not to use it. The society debated motions such as, "This House finks that Orcs stink", and "This House agrees wiv me that sharks don't make good pets, cos the fins get stuck in yer teef". The House invariably agreed with the motions, which were chosen by the chairman, because the members were frightened of what would happen if they disagreed. The society had just debated the motion "This House finks that there ain't nuffin better than bricks for brekkie, cos they're the most delishusest fing in the world" (sic), and the chairman went out of the school building, saw the love of his life, and dragged him across to meet Petula, howling.

It was the middle of summer. "Don't you think you ought to have a hat on?" asked Pablo.

"Don't patronize me!" shouted Petula. (That was her favourite phrase. She didn't actually know what it meant, but thought that it sounded good. Another favourite phrase was "I have rights". When questioned as to what those rights actually were, she gave no reply, because she didn't know; and often invented her own rights.)

Petula stopped suddenly, turned and waved. "Chas!" she called.

Pablo looked at Chas, and groaned.

Chas Catflap was a hulking mountain of a creature. He wore a leather jacket with more studs than a stable the size of the Pacific filled with stallions; dirty dark green jeans; and army boots that looked as if they had been made battered and broken. His expression suggested that the interior of his head could be invaluable to scientist researching into black holes. His nose was pierced, a small ring joining his two nostrils. This was the first in a long chain of linked rings that hung by his side. The last ring was linked to the collar of a dirty little mongrel dog. "Hiya Pet," he grinned. This is my dog, Tossler." He pointed to the mongrel, who was chewing on Chas's hair, which reached down to his ankles.

"This is my brother, Pablo," grumbled Petula.

"Pleased to meet you," said Chas, extending a filthy hand toward Pablo.

"Charmed, I'm sure," said Pablo quickly, declining to shake Chas' hand.

"So where are we going?" asked Chas.

"How about a drink?" asked Petula.

"Yeah. Why not?" Chas and Petula set off, arm-in-arm. Petula thought that the sun shone out of Chas' ears. She was nearly right – the sun actually shone *through* his ears.

Pablo followed them, at a distance commonly defined as "Near enough to make them think you're with them, and far enough away from them to make any passer-by think you're not".

There are two main establishments in Wallflower, opposite each other in the same street. One of them was called "Plonker's Whine Bar", and the other was called "The Drop Inn". A Troll guarded the door to Plonker's. You could call him a bouncer, but Trolls don't really bounce people, they squash them. You see, the Trolls in Ouch are *really*; awesomely thick. They have trouble with words of one syllable, in any language. They haven't even mastered grunts. Imagine Chas Catflap multiplied a million million times, and you won't have an idea of how stupid Trolls are.

The party approached the two taverns. The Troll picked a beetle from his ear, and ate it. "Let's go in there, shall we?" asked Chas, pointing to Plonker's.

"I don't think we ought to," said Pablo, "I mean, look at the Troll."

"Plonker's is better than the Drop. Anyway, Trolls are complete idiots," said Chas.

"Takes one to know one," muttered Pablo.

"Come on, bruv," said Petula, "show that big, stupid Troll what you're made of." With surprising force, she flung Pablo right into the Troll's huge belly, the Troll growled threateningly.

Now, now," Pablo said quickly, backing away. "let's talk about this like sensible people. Er, nice Troll, nice - ouch."

Pablo carefully carried three glasses from the bar to their table in the Drop Inn. His encounter outside had left him with a sore nose after the Troll hit him. (This is something used in cartoons, where the dynamite is supposed to kill the goodies, but when the baddies get caught in the explosion, they survive intact. And besides, I don't want to kill Pablo off; it wouldn't be very interesting.) As he approached the table, he heard Chas and Petula engaged in conversation.

"And then I told him where he could stick it!"

"Really? Where?"

"On the wall, next to the picture of Granny."

"Excuse me, but what are we talking about here?" asked Pablo when he reached the table.

"My poster of "The Slaughterers", my favourite heavy metal group," explained Chas.

"Sounds a bit violent to me," said Pablo.

"Not really," said Chas, "the lead singer, Tarquin Thumbscrews, likes crotchetting."

"I always thought it was "crowshay"," said Pablo.

"What's that?" asked Petula.

"Knitting with one needle."

"That's daft," said Petula. "Give me "Fake Prat" any day. Ooh, Robbie!"

"Oi, oi, oi!" shouted Pablo. "I've had enough of that for one lifetime. I think "Fake Prat" are a bunch of idiots anyway - ghck!"

A huge, bald man from the next table had stood up and grabbed Pablo's neck with fingers as thick as a Troll. "I like "Fake Prat", chum, and I don't like to hear anything bad said about them. Understand?"

"Ghck!" said Pablo.

*"Do you understand?"*

"Yes!" squeaked Pablo.

"Good!" said the big man, and dropped Pablo on his stool.

"I think we should go now," said Pablo urgently.

"Hang on a minute," said Chas. "I haven't finished my drink!" He downed a pint of Puissant's Finest.

Pablo drank his glass. "Yes - very - nice," he wheezed.

Pablo was beginning to feel a bit worse for wear. During his night as a minder, he'd been thumped by a Troll, almost strangled by a "Fake Prat" fan, and he had a huge hangover from that drink of Puissant's Finest. Now he was about to enter a disco.

The Drimkin in the ticket office regarded the three carefully. "What do you want?" it squeaked.

Petula walked over to the counter. "I'm a young girl who wants to go into the disco," she said.

"Can't let you do that," squeaked the Drimkin. "We had a girl in earlier, and she looked nothing like you, so you can't be a girl, so I can't let you in. More than my job's worth."

"Let us in or I'll pull your ears off," growled Petula.

"Well," said the Drimkin carefully, "if you put it like that... in you go."

Pablo and Chas hurried inside the disco, before Petula turned on them. Petula stared threateningly at the Drimkin, and followed the others.

Coloured lights pulsed in Pablo's head. Loud, discordant noises assaulted his ears. These lights and noises were not a product of Pablo's increasingly bad health. They were, in fact, a product of the electrical equipment in the disco. The DJ, Mad Max Mashedpotato, wore a shirt almost as loud as the noise he played, and a long blond wig (forgive him, he's Mad). The record finished. Mad Max spoke:

"Yeah!" That was a waaaay cool track from that waaaay cool heavy metal outfit, "The Slaughterers", as requested by that small army of fans in the corner. "Rock Your Head Off", what a tune! Hey, did you know, the lead singer likes crotchetting?"

"Crowshay!" chorused the "Slaughterers" fans.

"Whatever," said Mad Max. "Anyway, now a track from "The Grasshoppers", "When I'm Here No More."

"The Grasshoppers" were a band from 30 years ago. They split up when one member, John Jampot, was killed. He had recently been resurrected, to record a song with the rest of the band about scree and bird droppings. Nice.

Suddenly, the song stopped. "I'm sorry," said Mad Max. "but there's someone here who doesn't like "The Grasshoppers" and he wants us to play a "Fake Prat" tune instead. This is to Petula, from Chas. Aah."

The "strains" of "Fake Prat" emitted from the loudspeakers. Pablo groaned, put his hands over his ears, and ran for the exit. On his way, he bumped into a man. But not just any man...

"It's you!" said the big man from the Drop Inn. "You don't know good music when you hear it, sunshine. I'm going to get you!"

"Please," pleaded Pablo as the big man loomed over him. "I'm sure you don't really want to – ghick."

"Don't worry, bruv," said Petula. "A meal in a restaurant can't hurt."

"Don't count on it," said Pablo.

The restaurant served food from the distant and exotic land of Yowi. To Pablo, whose eyes were not up to scratch at that time, the menu appeared to be in code. "What's....Number 4?" he asked.

"Spicy prawn balls and bean sprouts," explained Petula.

"What a code!" gasped Pablo. He called the waiter.

The waiter was a small man with glasses. "Gleetings," he said. "What would you rike?"

"Number 7," said Chas.

"I'll have number 21, please," said Petula.

"Uh–huh," said the waiter, noting down the orders. "And what would you rike to eat, Sir?"

"I'll have..." said Pablo, squinting at the menu, "...Number 55."

"Number 55," said the waiter. "Thank you for your order. Your meal will be leady shortly." He walked away from the table.

"What's this drink?" asked Pablo.

"Sake," said Petula.

"I'm serious!" said Pablo. "I want to know what this drink is."

"It's called sake," said Chas. "Rice wine."

"Rice wine?"

"The waiter's here," said Petula.

"Number 7," said the waiter, putting a plate on the table, "and Number 21."

"What about my meal?" asked Pablo. "Number 55."

"Yes, Number 55," replied the waiter. "Hee–ya!" He hit Pablo on the head.

"Ow!" exclaimed Pablo, rubbing his head. "What was that for?"

"Number 55. Chop suey," explained the waiter.

"That does it," said Pablo, standing up and turning to leave.

"Where are you going, bruv?" asked Petula.

"I'm going to the Adventurers' Guild," said Pablo. "I quit."

Pablo entered Wallflower Adventurers' Guild and walked over to the reception. The receptionist saw him, and spoke:

"You are standing in Wallflower Adventurers' Guild. The receptionist is standing behind the reception desk. What do you wish to do?"

"Your location descriptions aren't up to much," said Pablo.

"You cannot do that," said the receptionist. "What now?"

"Look, can't you just talk normally?"

"You cannot do that. What would you like to do?"

"Er...Quit."

"Are you sure?"

"Yes."

"Okay. Pablo Pickaxe, you are no longer an adventurer. Now get out of the guild before I call the militia!"

"Charming," said Pablo, and hurried outside.

Outside the Guild building, a journalist approached Pablo. She was Nicola Noseyparker, from the television news. With her were a cameraman, and a man who was holding, an onlooker later remarked, a beaver on a stick.

"Mr. Pickaxe, is it true you have given up being an adventurer?" asked the journalist.

"Go away, I don't want to talk about it!" shouted Pablo, covering the camera lens with his hand.

"What will you do now?"

*"Go away!"* Pablo hurried off down the street and round a corner.

Nicola Noseyparker turned to the camera and said, "Is this really the end of Pablo Pickaxe's adventuring career, or will he return? Is this another nail in the coffin of adventuring? Pablo Pickaxe is certainly painting pictures of uncertainty. The ball is now in his court. This is Nicola Noseyparker for Ouch Television News, outside Wallflower Adventurers' Guild. All right, boys, that's a wrap."

[Pablo 10 coming to your magazine soon]

## PHRASES AND SAYINGS

---

How many can you guess from the initials given below.  
e.g. TNFLAOF is There's No Fool Like An Old Fool.

1. IFAPIFAP

5. TEBCTW

9. AGTMCTAE

2. AFILAW

6. E,W,HB

10. BNTF

3. AEHIHC

7. TEJTM

11. TBTILAF

4. DITBPOV

8. ELH

12. BOAFFT

# A FEW MORE DANGEROUS SPORTS

## by STEVE CLAY

---

Following on from the article on adventurous sports by Jon Scott, [\*] I include a couple more that are within the reach of everyone no matter how tight their finances.

### **Christmas shopping:**

A seasonal sport that can also be played with a lesser degree of violence the day before any bank holiday. A good 'Shopper' will begin early and only leave the arena when the last late-night opponent has left. Thrills can be experienced in a variety of ways, the 'Trolley Dash and Bash' being the most popular event. The vehicle used by the Shopper can be rented for a pound coin – refundable at the end of play – the 'Shopper' can be battered, bruised, assaulted and insulted all in the name of commerce. The true Shopper will try to ensure they have a 'One Wheel Wobbly' which adds an extra dimension. The Shopper can select a game from a great number of options. The Chase sees the Shopper try to follow another customer around the shop. The chase is over if the Shopper crashes into the target due to a sudden stop or if the Shopper is struck from behind by another player. Passing is a more dangerous affair with the Shopper trying to pass other vehicles without making full-blooded contact. Points are awarded as follows: 10pts for a clean overtake, 5pts for a side by side scrape but 10pts off for a major impact. Try this game with a dozen eggs in your trolley.

Other events without a trolley include trying to pass someone carrying a large package without catching a blow as they suddenly turn to wave to a friend or view a shop window. Or conversely the Shopper can attempt to bustle through a high street or shopping precinct with a large package and try to hit as many people as possible. Please note that the use of umbrellas in the above sport is far too dangerous to be recommended.

### **Granny Baiting:**

Originally a side-line to the sport of 'Shopping', Granny Baiting has developed into a well followed sport in its own right. The original Granny Baiting was to pick an old couple in a supermarket and staying behind them all the way around, doing a whole week's shopping without overtaking or having a nervous breakdown. Easy on paper but to participate takes real moral fibre. To constantly pull up short as your Granny stops dead to look at the bags of mixed nuts only to leave them alone 'because they get under their plate', to put up with the bickering of a couple married for 50 plus years over the merits of Bransten pickle takes a trained mind. This variety of sport includes other dangers including the dreaded trailer. This is a two-wheeled box that Grannies seem to trail behind them, it is normally full of potatoes. much the better when they stand it up on your toes that it should weigh around 25lb thus helping the metal stabilizers pierce your shoes. This is a seemingly gentle pastime but few can honestly claim success.

The most dangerous sport in the Granny field has only recently been developed thanks to Grannies losing their manners of the last few years. 'The Bus Queue Jump' is so dangerous that no insurance company will offer cover. Arrive at a bus-stop AFTER there is a number of Grannies in residence. When the bus arrives try to jump the queue. The Jumper should be ready and willing to receive a plethora of blows, jabs and thumps. Watch out also for well-aimed walking-sticks.

Once on the vehicle the fun continues with the 'Granny Mutterer'. Here the beaten Grannies will speak in hushed tones – although loud enough to be heard by the Jumper- of 'When I was young' etc. The mutterer is a short lived event with most Grannies getting off after no more than three stops.

Finally one sport I had intended to include was withdrawn at the last minute after consultation with the wife. She objected to the inclusion of the male-dominated sport of trying to tell a woman she is wrong and blaming everything on their hormones. If you wish to try this sport for yourself buy a good, strong helmet and a pair of earplugs!

[\*] Probe, September '97

## LIMERICKS by EDWINA BROWN

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A fearless adventurer named Fred  
Vowed "By nightfall my foes will lie dead"  
But his sword was all bent  
And his shield had a dent  
So he went to the movies instead.

\*

This knight into battle was sent  
So being a rather vain gent  
He took combs for his locks  
Some clean undies and socks  
And a mirror to hang in his tent.

\*

"That cave's very dark!" muttered Mike  
"And there's something in there I don't like"  
As his lamp had no wick  
And his gun just went "click"  
He scarpered off home on his bike

## PROBLEMS sent in by ELLEN MAHON

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- 1) A starving rabbit came upon a farmer's lettuce garden which was surrounded by a picket fence. The rabbit knew that he must eat soon or he would die. The problem the rabbit faced was that he could barely squeeze through the fence, even in his hungry condition. If he were to go inside and eat the lettuce, he would be too fat to escape should the farmer come by. The other problem facing the rabbit was that the lettuce was too large to push through the fence. How could the rabbit manage to eat the lettuce and still be able to escape?
- 2) There is a cage in the City Zoo that hold a variety of jungle animals and creatures. In the cage there are 11 heads and 20 feet. There are twice as many jungle creatures with four feet as there are jungle creatures with two feet. How many creatures of each kind are in the cage?
- 3) Mr and Mrs Plum have six daughters and each daughter has one brother. How many people are in the Plum family?
- 4) Suzie and her younger brother are fighting. Their mother, who had had enough, decided to punish them by making them stand on the same piece of newspaper in such a way that they couldn't touch each other. How could this be done?
- 5) Peter Pratt thought that it might be nice to join the army, so he went to the local Library to find a book on Volunteers. While walking along the row of books he saw one with VOLIX written on its spine. How should the title of this book be pronounced?
- 6) When Gilly Jones was 6 years old she hammered a nail into her favourite tree to mark her height. Ten years later at sweet sixteen, Gilly returned to see how much higher the nail was. If the tree grew by five centimeters each year, how much higher would the nail be?
- 7) "Therein lies the secret", said Suzie. "For you see, there is a seven-letter word in the English language that contains ~~16~~7 words without rearranging any of its letters." What is the word?
- 8) Shadow discovered Sandy lying on her side in a puddle of water and broken glass. When the doctor arrived he pronounced her dead. Since Sandy had no cuts on her body, how did she die?
- 9) In the Smith family, each daughter has the same number of brothers as she has sisters. Each son has twice as many sisters as he has brothers. How many sons and daughters are in the Smith family?
- 10) A horse is tied to a five metre rope in front of an old saloon. Six metres behind the horse is a bale of hay. Without breaking his rope, the horse is able to eat the hay whenever he chooses. How is this possible?
- 11) What occurs once in every minute, twice in every moment, yet never in a thousand years?
- 12) A world famous magician was bragging about his marksmanship. He claimed to be able to hang up his hat, walk 50 metres blindfolded, then turn and shoot a bullet right through his hat. Since he could not see through his blindfold, how could he manage to perform such a feat?
- 13) Before Mount Everest was discovered, what was the highest mountain on Earth?

14) When asked how old she was, Gilly replied, "In two years I will be twice as old as I was five years ago." How old is she?

15) Four men sat down to play. They played all night, 'till break of day. They played for gold and not for fun. With separate scores for everyone. When they came to square accounts, They had all made quite fair amounts. Can you, the paradox explain. If no one lost, how could all gain?

## IT'S A MYSTERY

---

Anne was a normal teenager. She lived with her father – her parents having separated – in a large house in the country. At the time of the occurrence, her father was abroad on a business trip; and the only other person in the house was the maid.

On the night in question, Anne went upstairs to her bedroom in the attic at 10.30pm. A quarter of an hour later, the maid went to her own bedroom on the second floor, took some sleeping pills, and immediately fell fast asleep.

The following morning, when Anne did not appear for breakfast, the maid went to investigate. There was no sign of Anne in her bedroom, and the bed did not appear to have been slept in. The police were summoned immediately; Anne's father was recalled from abroad; and her mother, having been informed of the disappearance, also turned up at the house.

When the police arrived, they noticed the following in Anne's bedroom:–

There were no obvious signs of a break-in, but

Many of the ornaments from the bedside cabinet were scattered about on the floor.

All her jewellery was still there – nothing, in fact, had been stolen.

The face of Anne's watch was found on the floor, smashed, with the hands stopped at 11.07pm; but there was no sign of the watch's strap – that was missing.

Her bottle of pills, which she took for vertigo, was empty.

Perhaps most sinister of all, on the mirror, written in Anne's own lipstick, was the word "BOATHOUSE".

A thorough search was made, but there was no sign of Anne; nor was a ladder found, by which she could have climbed out of her window.

The police were baffled – can you explain what happened?

\*

There is no definitive answer to this mystery. You must use your own imagination to explain what took place that night. But, whatever your explanation, it **MUST** account for **ALL** the known facts.

\*

(I look forward to receiving and publishing a lot of explanations...Barbara)

# REVENGE OF THE SONG TITLES

by DAVID HEBBLETHWAITE

---

1. Amorous feeling exists in all surrounding places.
2. Second musical composition that has words.
3. Eternally areas of grassland in which small red fruits grow.
4. Male parent along with male offspring.
5. Marriage ceremony in which a formal dress is worn by the bride.
6. A series of pictures seen while sleeping will suffice, no matter which it is.
7. Snow-coloured rockfaces at a southern English port.
8. Site of a famous battle which is also a London station.
9. The continued existence of beings, regarded as a round figure.
10. Male human contained within a flat, reflective object.
11. Robot with human appearance that is abnormally suspicious of others.
12. Rhythmic pulsing of blood-pumping organ.
13. One more period of sunrise to sunset, spent in a state of complete happiness.
14. Moved to a higher position.
15. Hours of darkness in the hotter months of the year.
16. It is imperative that you steal money from a single compartment in a garment, or from a couple of them.
17. Insistence to a South American country not to shed tears over the speaker.
18. Male child of one who delivers a white liquid obtained from cattle.
19. I accept as true.
20. Natural incline with small fruits that are the colour of the sky.
21. Those persons are approaching with the purpose of removing me from this place.
22. Unusual phenomenon found outside the Earth.
23. Acquiring a greater resemblance to a Michael Caine character.
24. Noble and aged peer from an ancient northern city.
25. Declaration that one is the ruler of sailors who rob ships.
26. Furthermore, that is done prior to my evening meal.
27. Erstwhile home of Elvis Presley.
28. In the event that it is not your desire for me to annihilate you.
29. Swaying motion of building where convicted criminals are held.
30. Perambulating upon the surface of Earth's natural satellite.

31. Layered vegetable with a pungent smell, made of a brittle and transparent material
32. Tarmac-covered pathway leading to no place at all.
33. A triad of small pink farm animals.
34. The method which I use.
35. That is the purpose of amiable companions.
36. Inquiries carried out confidentially.
37. Epistle with its origins in a large country consisting of a union of approximately fifty states.
38. Formal dance for unattractive insects.
39. The person who killed with a gun the peacekeeping officer was me.
40. No person exists who resembles exactly a parent's mother.
41. Individual who rambles aimlessly, in a contented state.
42. City on the east coast of the USA, and its state.
43. Move on the ends of the feet, among cup-shaped flowers.
44. Building of residence, relating to upward-moving solar body.
45. Recall the fact that you assume the identity of a fictional character inhabiting Wimbledon Common.
46. You must not rotate yourself to face the opposite direction.
47. The range of my abilities does not extend to moving to music in a series of fixed steps.
48. The purpose of my visit was merely to express my deep affection for you.
49. Feeling of gratification and comfort.
50. Request for forty fluid ounces of a light-coloured beverage made from hops, and a bag containing thinly-sliced potatoes.

## TEN SUBJECTS FOR A LIST OF TEN

compiled by DAVID HEBBLETHWAITE

---

1. Things you find down the back of the furniture.
  2. Annoying moments in adventures.
  3. Pets you wouldn't want to keep.
  4. Obscure words.
  5. Horrible sandwich fillings.
  6. Unusual souvenirs from holidays to far-flung corners of the globe.
  7. Combinations of colours that you'd never wear.
  8. Reasons why the world isn't fiat.
  9. Strange names for body parts.
  10. What you'd do with a million pounds.
- Anyone like to send one in?

# WoW SOFTWARE

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---

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## **The Second Pit**

*How cruel it seems! Our simple existence turned upside down in less than three months of arguments, tears and hatred. Is that all it is, three months since Mother died? For Eleanor and I, it has been a dreadful time. We have whispered to each other while sitting in the garden or in the security of our bedroom, "How could he do it, our kind-hearted Father? How could he bring her into our home so soon after Mother's death?"*

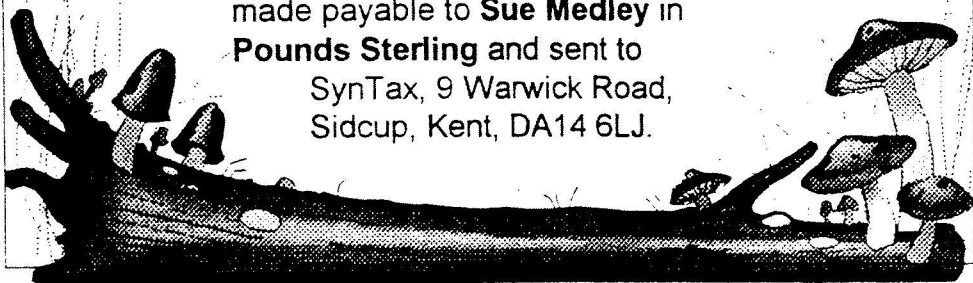
*Even now, as I lie in bed in our oak-beamed bedroom, I can hear vague snatches of our stepmother's callous voice ...*

So starts *The Second Pit*, written by Andrew and Tom Craig and programmed by Sue Medley using TADS. Not a traditional puzzle-solving text adventure, *The Second Pit* is a much darker, and sometimes surreal, experience as you journey with Tom and his sister, Eleanor, from their home into a dark and threatening land, where almost everything and everyone seems to be against them, where enemy can often masquerade as friend, but real friends can turn up in the most unexpected places.

*A registered copy of The Second Pit costs £5.00 or you can buy both The Second Pit AND Oklib's Revenge for £7.50*

***Now available for PC, ST and Amiga!***

Cheques or postal orders should be made payable to **Sue Medley** in **Pounds Sterling** and sent to  
SynTax, 9 Warwick Road,  
Sidcup, Kent, DA14 6LJ.



# The Adventure Workshop

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# The Adventure Workshop

Adventures for the Amstrad

**NEW RELEASES**

## The Bardic Rite

By Jamie Murphy

The second game of the Leopold the Minstrel Trilogy

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

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

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

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

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

## MATCHMAKER

by JACK LOCKERBY

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

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

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

## 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.

# THE ADVENTURES OF PABLO PICKAXE

by David Hebblethwaite

You've read the book ... now hear the words!

Yes, now you can hear about Pablo's exploits in this great new audio production!

Featuring Pablo's first eight adventures, as read by the author himself, David Hebblethwaite!

Also featuring numerous sound effects and stuff like that, and a gaudy green box!

This cassette is only ~~£2.50~~ plus postage and packing (UK 50p, overseas £1)

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## PERSONAL MESSAGES

---

To All - I'll just wait for your replies welcoming me back. (M.Polo)

To M.Polo - Don't think I'm up to kicking Orcs - yet. But I'm getting there, I've already seen off a couple of Trolls, and a rabid rabbit. (Ellen)

To M.Polo - Good to have you back again, you've been sorely missed. The ol' column just hasn't been the same without you. (Loobiloo)

To Matt - Hey matey, who so quiet? What's been happening? (Loobiloo)

To M.Polo You betcha I am, and he's feeling *even* happier! (Snow White)

To Jon - Need any help to keep "it" up, as M.Polo requested? If you do, I'm always willing - and able - to offer any assistance I can. (Snow White)

To Petra - You must have an *awfully* big latch, if you can put a door on it. (Dopey)

To The Old Zetonian - Flippin' heck, what have you done to Snowy, she's even worse than me now? (Grumpy)

To Wynne - Boo, hoo, Ellen's nicked my peanuts. (Fudge)

To Ellen - I know of a good alternative to "snail-mail" - no, not e-mail. Y'see, you just need to have a good arm and to be able to throw the letter/package miles? (Jon)

To Gilly - Have you heard the new D.O'D Dance Mixes? (Jon)

## HELP WANTED

---

If someone can tell me how to open the remaining 4 portals and/or where to fire the fire key in HEXEN (follow-up to "Heretic") I'd be grateful (sic).

Please contact Laurence Creighton (e-mail and postal addresses at back of Probe) or the Probe office.

★

Can someone please tell me if ULTIMA 4 for the Amiga has one or two disks? My secondhand-bought package contains cloth map, books, even a metal ankh, but only ONE disk, yet the packaging states TWO disks?

Please contact Steve Clay, 17 Stanlaw Road, Ellesmere Port, S. Wirral, L65 0EY.

## NEWSDESK

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### **News from The Adventure Workshop**

Due to one or more despicable persons stealing his computers Phil Reynolds has lost all his inlays which were on his hard drive, he is unable to process orders, and can't send and receive e-mail messages or access his website. It also means he can't prepare new games for release. Please be patient if you are waiting for software and messages, Phil will be back in business as soon as possible.

### **Amiga C.A.T. News**

Phil Richmond is updating his Creative Adventure Toolkit authoring utility to include, amongst other things, the facility of speech input to Characters.

The ability to give commands, instructions or orders to creatures, monsters, people and the like should add an extra dimension to CAT games, and allow puzzles to be designed which rely on Character cooperation.

Characters can be ordered to get, drop, wear and remove items, move in valid directions, give the player or other characters objects, wait and follow, display their "inventories" and many other things too.

The Characters will understand "it", "them", "him" and "her", "all" commands, including "all except" and multiple commands, e.g.

>say to farmer,get hat,wear it,go e.nw,drop all but knife

The Characters will carry out commands, singly, each turn of the game - so puzzles can be devised that depend on multiple actions being carried out in the same timeframe. For example, a rusty lever might need 2 or 3 pulls to release it during the SAME game move!

This is similar to the feature provided in PAW, except that it will be SO MUCH EASIER to implement, and there is no restriction on the number of commands which may be given to a Character(s).

This updated version is due for release in February 1998.

## IN TOUCH

---

**WANTED** - CPC games : Red Scorpion, Battlezone, Clover and Smart (Ariolasoft), Paranoia Complex (Gremlin), Passengers on the Wind (Infogrammes), Taking Tiger Mountain (Design Design), and others.

Please send list with prices to:

Martin Bela, 11 Colwell Drive, Brookside, Alvaston, Derby, DE24 0UP.

## GETTING YOU STARTED

---

### **DIAMOND TRAIL** played by Edwina Brown on a Spectrum

N, GET KNIFE, E, GET BAG, W, S, W, N, GET PURSE, OPEN PURSE, GET NOTE, S, S.E, N, DROP NOTE, GET COIN, S, W, N, CROSS ZEBRA, S, ENTER DELI, USE COIN, GET HAMBURGER, EAT HAMBURGER, S, GET MATCH .....

### **ISLANDS OF SINBAD** played by John Schofield on a Spectrum – also available on Atari(e), Amiga(e), MAC(e) and PC(e)

I (wearing clothing and footwear), X SAND, X SEA, X TREE (see exit up), U, X TREE (see small branches), X BRANCHES, LOOK SEA (random, so repeat until you see a body moving with the tide), D, SE, X SEA, X TREE (see exit up), U, LOOK SEA (random, so repeat until you see a box moving with the tide), D. The body may be here now – if not, WAIT until it appears. X BODY (see a white turban), REMOVE TURBAN (you have a length of cloth), X CLOTH (15ft. long), WEAR TURBAN (to leave your hands free), DIG GRAVE (told you need an implement), SW, X SEA, X TREE (see an exit up), U, LOOK SEA (random, so repeat until you see a plank moving with the tide), D. The box will be here now. X BOX (a ship's carpenter's), OPEN BOX (you can't), GET BOX, NW, X SEA, X TREE (see exit up), DROP BOX, U, X TREE (see a bunch of bananas), GET BANANAS, DROP BANANAS (to the ground), D. The plank should be here by now. GET ALL, X PLANK (12ft. long), E, S, W, X SAND .....

### **LOST CHILDREN** played by John Schofield on a Spectrum 128K – also available on PC(e)

I (food, wearing clothes and an amulet), X FOOD, X AMULET, X DOLMEN (a shimmering curtain of energy). You can go south through it only after rescuing the children. SW, SW, SW, SW, W (now in Anne's cottage), X ANNE (smoking a cigarette), X CIGARETTE (hand-rolled), ANNE "HELLO", ANNE "CIGARETTE" (she can't roll them one-handed yet), ANNE "TOBACCO" (she grows it herself), BUY TOBACCO (she will give you a pouchful for some seashells), ANNE "DOLMEN" (she tells you of the lights, trolls and children), ANNE "CHILDREN" (the trolls from the mountains took them – someone has a hold on them), ANNE "TROLLS" (they were nice to her, she trades tobacco for materials to make trinkets to sell in town for supplies), ANNE "TRINKETS" (she shows you a jewellery box with seashells and gemstones), ANNE "SEASHELLS" (children who lived in Torham Bay collected them for her), ANNE "GEMSTONES" (the trolls dug them up deep in the mountains for her tobacco), ANNE "MOUNTAINS" (home to the trolls through a maze), ANNE "MAZE" (only Bob knows the way through – he's lived in the foothills), ANNE "BOB" (he's her brother and likes tobacco), ANNE "WOODS" (they are much more peaceful than the town), ANNE "TOWN" .....

### **STARSHIP QUEST** played by Edwina Brown on a Spectrum – also available on Amstrad, Amiga(e) and PC(e)

AF, PO, AF, ST, SAY GOODBYE, PO, AF, SEARCH BAY, GET CHARGER, AF, ST, SEARCH CUPBOARD, GET FLASHLIGHT, PO, FO, FO, FO, PO, U, PRESS BUTTON, FO, SIT, WEAR HARNESS, PRESS AUTO, REMOVE HARNESS, U, AF, PRESS BUTTON, D .....

**MURDER MYSTERY WEEKEND played by Barbara Gibb on a Spectrum 128K – also available on Amiga(e) and PC(e)**

You start inside your car in the car-park of the Royal Angus Thistle Hotel. I (have a map), X MAP, READ LEGEND (hint), LIFT MAT (now have a ticket), X TICKET, FEEL BETWEEN SEATS (now have a purse or wallet, depending on whether you are playing as a female or male), OUT, X CAR. Do *not* open the boot yet, otherwise you will automatically remove your suitcase, which is too heavy to carry, and will be stolen if left unattended. NW (St. Chad's Queensway – a strong gust of wind blows your ticket towards the cathedral – you will need help to "cross" the road to retrieve it later), N (outside hotel), E (note how the door mysteriously opens), E (reception), SEARCH UNDER DESK CAREFULLY (ask suggested on the map – now have a luggage trolley), X TROLLEY (note response for later), W, W, S, SE (back at car), OPEN BOOT, PUT SUITCASE ON TROLLEY, NW, N, E, E, S (by lift – but can use the stairs if you wish), S, U, U, N, SW, S (note women hogging the telephones), E (far end of lounge), X UNCMIL SERVANTS, X BAR (see some sticky tape), TAKE TAPE, W, NE (kitchen), X CUPBOARD, READ SIGN (hint), W, SW, N, NE, S (stairs), SAY ENALP (a hand appears and gives you a vial of acid), N, SW, S, NE, E (back in kitchen). The chef won't let you touch his cupboard whilst he is present, so you have to get rid of him. X CHEF (note moustache), STICK TAPE TO MOUSTACHE, PULL TAPE, POUR ACID ON PADLOCK (you now have a bag of flour), W, SW, N, NE, S, D, D, N (reception), W, W (outside hotel), THROW FLOUR (to reveal the invisible door-opener – you now have your room-key), S (by lift), PRESS BUTTON (you didn't want to struggle up the stairs again with your suitcase, did you?), PRESS 3, S, E, E (if you have the room-key you should now be outside room 33), UNLOCK DOOR, IN, REMOVE SUITCASE FROM TROLLEY, DROP TROLLEY, OPEN SUITCASE, X SUITCASE (find a pair of knickers or boxer shorts, depending on whether you are playing as a female or male), X KNICKERS/X BOXERS (find you copy of Adventure Probe), X PROBE .....



**RETURN TO EDEN played by Barbara Gibb on an Atari – also available for most computers**

You start in the control room of your crushed stratoglider. I (you own nothing), E (walk-in cupboard), TAKE RADSUIT AND WEAR IT, TAKE COMPASS, TAKE GEIGER COUNTER (the watch, calculator and tent are not needed), W, OUT (meadow of bright flowers), E (by huge molehill), DIG (revealing a passage), D, D, D, E, S (comfortable cave with soft leaves – you start to yawn), SLEEP (there is an explosion outside, but you are safe here), N, E, U, E (by solid rockface – see a spade), TAKE SPADE, W, DIG (a passage leading upwards), U (geiger counter emits a warning – asked if you wish to wait until it is safer), YES (now amongst the charred remains of the stratoglider), DROP RADSUIT, E, E, E. You should hear a droning sound, HIDE otherwise the gunship may kill you, E, S (bend in forest path), DROP GEIGER (otherwise a parrot may steal it), TAKE BEAN, EXAM BEAN (edible), EAT BEAN (feel stronger and can now carry more objects), SE (green sward by high cliffs), TAKE PEA (a bird swoops down and eats it, lays an egg and departs. If it doesn't appear when you take the sweet pea, WAIT here until it arrives and takes it from your hand), TAKE EGG, EXAM EGG (oddlly vegetable and starting to sprout). A see bee will soon appear, WAIT until it lands and drops something, LOOK, TAKE TELESCOPE, LOOK THROUGH TELESCOPE (see a dome and the city's defences), DROP TELESCOPE, PLANT brick EGG (it grows into a colossal houseplant), IN (inside houseplant), TAKE FISH FUNGUS, EXAM FUNGUS, OUT, W, .....

**MYTH (Magnetic Scrolls) played by Barbara Gibb on an Atari – also available on Amiga, Amstrad, C64/128, Spectrum and PC**

Start outside Hades' gates. A Hydra stands between you and the gates. I (trident, shield and slip of paper), X TRIDENT, X SHIELD, X PAPER, READ PAPER, E (tranquil garden – see a lamb, an altar and two stones), X ALTAR, X TREE, CLIMB TREE, WAIT (repeat until the lamb sits in the shade under the tree), JUMP (onto lamb, breaking its neck), TAKE LAMB, PUT LAMB ON ALTAR, X STONES (one is large and flat, the smaller one is club-shaped), X FLOWERS (one is a foxglove), X FOXGLOVE, TAKE LEAVES, X LEAVES, PUT LEAVES ON LARGE STONE, GRIND LEAVES WITH SMALL STONE, DIP TRIDENT IN LIQUID (prongs now coated with poison), W, THROW TRIDENT AT HYDRA, X HYDRA, TAKE TRIDENT, CUT OFF HEAD WITH TRIDENT, TAKE HEAD, OPEN GATES, N (beside the River Styx), N, ASK SOUL FOR COIN (he won't give it to you, but if you have sacrificed the lamb on the altar, Fate will appear, resurrect the soul and give you his bag of obols), X BAG (contains 100 obols), E (into wooden shack) .....

**PALACE ADVENTURE played by Dorothy Millard on a PC**

Start outside the palace complex. LOOK SIGN, LOOK GATE, OPEN GATE, N (into main palace courtyard), LOOK STATUE (of an elephant wearing sunglasses), E (to palace garden), LOOK WATER (don't be tempted to enter though, as alligators are waiting for you), W, W (into livestock enclosure), LOOK ELEPHANTS (leave them), E, N (steps up to palace – note don't go east as guards will kill you, or west as you will only finish up in a snake pit), OPEN ENTRANCE, N (to large entrance hall), LOOK RUG (hint about alligators), W (into an informal reception), LOOK MURAL .....

**SKI ADVENTURE played by Dorothy Millard on a PC**

Start in a parking lot to the south of the alpine base area.

N (lobby), READ LEAFLET (welcome), U (employee's lounge), GET KEY THEN EXAMINE IT (a car key), E (bathroom), OPEN MEDICINE CABINET, LOOK IN CABINET (empty), W, D, S (back to parking lot), EXAMINE CAR, IN (car, UNLOCK GLOVE BOX WITH KEY, OPEN GLOVE BOX THEN LOOK IN IT (see note), READ NOTE (welcome!), OUT, UNLOCK TRUNK WITH KEY, OPEN TRUNK THEN LOOK IN IT (see toolbox and ski boots), DROP KEY .....

**CHANGELING played by Dorothy Millard on a Spectrum**

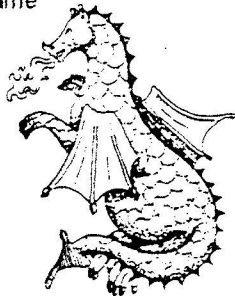
Start in the dark tower. GET BOTTLE, EXAMINE BOTTLE (see a small key inside), GET CHEST (too heavy), N (entrance hall with a locked door), W, S (library), GET BOOK, OPEN BOOK, READ BOOK (hints), N, E, E, S (kitchen), OPEN CUPBOARD, GET FOOD, GET WINE, THROW BOTTLE (in the fire where it explodes in the heat), GET KEY (too hot), THROW WINE (puts out the fire), GET KEY (magic), N, W, UNLOCK DOOR (with magic key), S, UNLOCK CHEST (with magic key), DROP KEY, GET RING, WEAR RING, GET ROBE, WEAR ROBE, GET CAPE, WEAR CAPE, GET KNIFE, EXAMINE KNIFE (inscription on the blade says ARTHAME), READ BOOK (carrying knife – hints), N, N (outside tower where you meet a small dog – note for later), W (dense forest), W, W, EAT FOOD (for points only), E, W, E, N, CLIMB VINE (now see a vine – you can cut the vine with the knife if you wish but there is no need), CLIMB TREE (see a huge tree northwest), NW (clearing).....

## OBJECTS AND THEIR USES

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### THE CITADEL (J. Lockerby) compiled by Karen Tyers

- Horn / torch .....obtain dragonflame
- Piece of glass .....x building, x door, look under a table, and get past troll
- Backpack .....carry all and free man
- Lamp .....light source
- Tiny key .....open door on stone building
- Spade .....dig in various places
- Flint .....light lamp
- Vase .....contains large key
- Ball of dung .....use dung insects to feed bird, then rub dung over arms
- Large key .....opens door in wall
- Sword .....attracts water snakes
- Stepladder .....place under trapdoor in ceiling
- Garlic buds .....carry to ward off bats
- Helmet .....can be used to carry water and earth
- Knife .....repair guides on bridge
- Vine .....repair guides on bridge
- Bracelet .....gives extra strength when worn
- Wand .....wave to dispel marsh mists
- Triangle .....fits in triangular shape in wall
- Hammer .....break finger of statue
- Ring .....place on statue's finger
- Disc .....opens door to dragonflame



## HINTS AND TIPS

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### **AFTER THE PARTY played by Barbara Gibb on a C64**

You need the steel key to unlock the door on the 1st floor corridor.

Use the lift to reach the 3rd floor.

You need the strip of plastic to open the door to the executive suite.

In the executive washroom – examine the cubicle and look in the cupboard then X MIRROR to see a “new you”.

When in the secretary’s office:

- a) open the drawer to find a paper clip
- b) look under the desk to find a rubber band
- c) write a message – need pencil (which breaks) and printer paper. Insert the paper and change to use the copier to obtain 40 copies of your HELP message.

### **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)**

It will take a while for Wauchope to transcribe the tape, so you can spend the time visiting locations within walking distance.

Be careful crossing the road.

Thoroughly check out the fire hydrant.

As Harry Lumberjack has changed his appearance since you last met, ask the barman to point him out to you.

Harry may tell you about his bank account, which is useful as you don’t have any money. It is also wise not to carry any money until *after* the pickpocket has stolen your billfold.

Crush the pills (using the brick) on the office desk.

You will need your hands empty in order to SCOOP up the pill dust.

If you have taken precautions not to be heard making the appointment with Parker, he will be safe, and tell you some important details about Wilder and Malone.

### **BEHIND CLOSED DOORS played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)**

Some Inputs Just For Fun

UNFOLD GAZETTE and READ GAZETTE. EXAMINE CROSSWORD then EXAM each of the unsolved clues and ENTER the correct answer.

EXAMINE door HANDLE. LISTEN. CATCH FLY. STAMP ON ANTS.

EXAMINE CISTERN, EXAMINE CHAIN.

EXAMINE LEFT WALL, READ SCRIBBLE.

JOHN, ZENOBI, WICKET and HOLLY.

### **DARK CITADEL played by Barbara Gibb on an Amiga**

Use the pliers in the "brown floored room" to find a key which enables you to unlock the chest in the room to the south.

If you drop the stick, then use the string on it, then the magnet, you make a fishing pole. You can use it to get a silver key from the well – this opens the door near the previously opened chest.

You need the knife to break a floor tile to find a ring.

Use the rock in the catapult to get rid of the obstructive green Orc. Go through the now clear doorway and continue east until you can go south. Collect the silver key and bell.

To get rid of the mouse, stand between the two barrels close to the mouse, drop the cheese on the square in front of you (two squares in front of the mouse). The mouse will run off with the cheese, leaving you free to collect the Spell of Shrinking.

### **DRAGON QUEST played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), PC(e) and MAC(e)**

You have to dismount at the foothills of the volcano. Something useful is hidden here. Chop a nearby tree with the axe.

Translate the notice on the large door half-way up the volcano – then unlock the door with the key the owl dropped. Before going through the door, prepare yourself – you need the sword and a lit lantern.

Before sliding, ensure you have something that will give you a soft landing.

Throw the branch across the gap in the floor. Examine the tunnel to see a hook and use this and the rope to get yourself across.

### **FLIPPING THE LID played by Barbara Gibb on an Atari**

The 1st and 2nd words (of 16) are on the picture in the large hall north of the red door. The 3rd and 4th words are on the stone.

Knight in small dark chamber – steal up behind him and knock him out with the marble bust. Pick up the crystal ball and leave.

Take the cakes out of the oven, then talk to the sad man (King Alfred?) and give him the crystal ball.

To free the little dragon – burst the bubble with the sword.

When the ghost attacks the dragon, attack it with the cigarette holder.

If you allow the dragon to keep the diamond, then leave and return, you will be given some red sneakers.

The 8th word is on the label on the gramophone record.

Give the hot cross bun to the man behind the barred window and note what he says.

You can pick up the horse only if you have the shield and chain mail.

## **HAMPTON MANOR played by Dorothy Millard on a PC**

To obtain the book, say **EXTRANEUS** in the strange room in the crypt. Carry the book to survive the evil mist at the X spot. To find the strange room, go to the glowing pool in the crypt then down, east and up.

Bury mirror using Peter's map to get to the X spot.

Revive Peter (the skeleton), the bear and the girls' parents (the two bodies).

## **HILLSFAR**

### Cleric's Quest – Mission Two

A) Having rested, talk to the Master of the Temple of Tempus.

B) Locate and enter one of the Town's sewers. When opening one of the chests, you will discover a small Thief. Do NOT report him to the town guards; instead show pity in order to receive your next clue.

C) Find the Dragon's Lair Pub. Treat yourself to a meal and listen to the local gossip, especially that concerning the Haunted Mansion.

D) Walk to the Haunted Mansion and break in. Search the chests until you discover a note.

E) Leave town and head for the Hut. Again, search the chests. Eventually, you will come across an Old Man who will give you your next clue.

F) Locate the Old Ruins and open the various chests. You should find a bottle of Incense.

G) Finally, return to the Temple and seek an audience with the Master. You will be rewarded for your help.

## **LOST CHILDREN played by John Schofield on a Spectrum 128K**

In the mineshaft, try going further – for once it's not a "sudden death".

To carry out Jenny's job, you need a ladder, floorboard, hammer, nails, felt, slates which you cut yourself and, finally, a borrowed saw (make sure you return it in time!).

You still have to find a cairn from Jenny's directions – look at the eastern foothills, ENE of the dolmen. Bob's cave is behind the vegetation.

To reach the cave near the jetty, use a shield like a toboggan and make sure you have some headgear on.

The way out of the cave is through the roof.

Show Anne the red plant and then ask about the ingredients.

## **MIDNIGHT THIEF played by Barbara Gibb on an Amiga**

Put the ruby on the anvil so that the blacksmith hits it, reducing it to dust. Plant the seed, in the Temple Garden, then water it with the whisky.

Ensure you have all the ingredients and wearing the items of protection before **KNOCKING LOUDLY ON DOOR** of Harlequin's house in Wind Street.

Harlequin will summon a demon, and you have 2 moves to **THROW** the **DAGGER AT SARIPHAGOS**. Release Hastegin. You are now very rich and therefore no need to be a thief.

**MINDFIGHTER played by Edwina Brown on a Spectrum – also available on most other computers**

Part 1

Examine the rubble by clock tower to find way down into shelter.

When you meet Daryl give him the snowstorm.

Sleep amongst crates until a ship arrives (three times).

To get on ship – INHALE, HOLD, EXHALE, PORTRAY EVENTS THROUGH EYES, METAMORPHOSE INTO EAGLE.

Empty petrol from jerry can on deck.

Get lighter from pocket and burn rag.

Go to road by old wall ruins, Professor Fergere will talk to you.

Go to southern fence and metamorphose (save game first) – end of part one.

**MISER (J.Lockerby) played by Barbara Gibb on a C64 – also available on Spectrum, Amstrad, Atari(e), Amiga(e), PC(e) and MAC(e)**

The landlord of the inn will reward you if you help the drayman unload his cart.

The proprietor of the orphanage will respond to you pulling the chain, and invite you in if you have a jug of rum for him.

Prepare a meal for the orphans. Don't leave until you find a hammer.

Go FORWARD in time to Bob Cratchit's house and LISTEN.

Get a spike from the railway sleeper, using the claw hammer.

Travel BACKWARDS and enter the barn. Use the hammer to hit the spike into the barrel, then take the spike out to allow the barrel to empty. It is now lighter than before!

You need a lit candle as a light source when in the dark hole beneath the trapdoor.

**MISSION X played by Barbara Gibb on a C64 – also available on Spectrum and Amiga(e)**

The teleport system lands you in the middle of a busy roadway but you are safe if you are wearing the cloak.

Note the inscription on the memorial plaque.

Remove the cloak *before* hitting the guard with the iron bar.

Disguise yourself as a guard to move around. You will be saluted, but not challenged.

You need the ID to open the door to the locker room.

Reset the computer and then input the co-ordinates for Earth.

Fire the laser to release the spaceship.

Read the manual to learn how to operate a spaceship.

Wear the spacesuit then escape in the spaceship to complete adventure.

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

Part Two

If you have the hammer you can place the stake in the ground on the promenade. Attaching a rope will enable you to climb up and down, thereby avoiding McCleary on the beach.

Talk to some of the local people (mayor, barber/student surgeon, policeman) when in the village.

Ask Sutherland to shave you – be careful what you leave in lieu of payment.

The young woman will get out of the river if you don't watch her. She will tell you some important news.

Find a place where you can overhear Muller and Baker – their conversation should give you an idea on how to get Baker to tell you about the crew. You can also search him and so have the means to reclaim an important object.

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

Press the button on the gate intercom to be told the Freemans aren't at home. WAIT *in* your car until they arrive. Try again to RING LUKE, then use the intercom again.

Visit the park, consult your notebook and if you have some vital information in it you will solve the mystery.

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

Part Two

The rat wants some salt in exchange for a leaflet.

Rub some slime to see a switch to reveal a hidden exit south.

The bench in the studio is worth investigating.

Perkins will copy something, for a price.

**RETURN TO JURASSIC PARK played by Barbara Gibb on an Amiga**

Part Two

Using the portable computer and codes, you can open the gates to each of the paddocks.

You need the explosives and lighter to deal with the triceratops.

Poison the brachiosaurus – you need a rope and bush.

The rifle should have enough ammunition in it to kill the T-Rex, providing you haven't already dealt with the dilophosaurs.

The wounded soldier may know where you can find some buried ammunition. You will need a broken bottle and canteen of water to recover it.

The mechanical digger is the tool for dealing with the velociraptors.

The complete the adventure, rescue the wounded soldier and go to the picnic area were a helicopter will be waiting for you.

## **SAFARI (aka AFRICAN ADVENTURE on C64) played by Richard Batey on a PC – also available on Amiga**

Throw the spear three times to kill the alligator.

Jump the quicksand. When the game asks you if you are sure you want to do this, say yes.

Drop the mouse by the Leopard.

The sugar cane becomes a flute. Using the flute, charm the Viper.

Once charmed, you can use the Viper to attack the Dog.

Trade the beans in the village for the nose ring. Change the ROM when you can.

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

### Level 2

#### Fourth Gargoyle

Pick up the truffle from where the 3rd Gargoyle had been. Put it in the pig trough. Pick up the door key which unlocks the door blocking your access to the letter. Post the letter to open the chest. Pick up the Book of Nonsense and put it on Edward Lear's tomb. Pick up the strait jacket and put it on Great Houdini's tomb. Pick up the 1984 sign and put it on George Orwell's tomb. Pick up the Gargoyle key and unlock the last gargoyle to complete Level 2.

### Level 3

Take a close look at the key found near the headless suit of armour. It will eventually open the nearby door.

Duplicate the cookie and eat one for a clue about how to deal with the Blarney Stone.

Put the shamrock on the table in front of the witch who knows St. Patrick to get a voodoo doll.

Drink the stealth potion so that you can approach the butterfly. Put it on the bug case to obtain the Czar's crown.

Put the crown on Ivan the Terrible's shrine. The key obtained opens the chest near the Egyptian tomb.

Put the new penny on the Flame of Antiquity.

Talk to Eve (I think she looks like Groucho Marx) to learn what she wants. Each time you put the correct object on the cushion she will give you a useful item.

Put the Valentine's Card on the Flame of Cupid.

Give the copy of "Gone With The Wind" to the romantic witch.

Put the map of White Chapel on Jack the Ripper's shrine to get a song cookie.

Spread the news that you are leaving.

Put the sponge, soap and rubber duck in the bath.

Put the picture of the old person on the Fountain of Youth and pick up the picture of a new born baby. You can now give Eve her "new" object.

Pick up the pyjamas and put them on the grandfather's bed to obtain a vanity cookie.

# SERIALIZED SOLUTION

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## DUNGEON MASTER 2 - THE LEGEND OF SKULLKEEP

Played by Mary Scott-Parker on a PC

### PART FOUR

To get through the door, which only opens for a split second when something is on the pressure plate, use the Minion Map. Activate map, put a cross on the pressure plate square, then go and stand in front of the door, facing it. Drop an expendable object, then click on the map, on the picture of the minion going towards the cross. The minion will then take the object to the plate and drop it there, allowing the door to open briefly. Press the button on the other side of the door to keep it open.

The Tech Eyes in the corridor beyond are not a tease. If they see you - and they will - giant fireballs will be activated and these mean instant death. Fortunately the eyes can be disabled. Activate the Scout Map and press the ROS button to illuminate the false walls. Go back through the door, head East, then South, through a false wall, to disable the first eye. Inside the false wall itself, turn to face West, and press a button to make the wall to the South disappear, allowing access to the second eye. Go back through the door to the first [now disabled] eye and head South, then West, through two false walls, to find a gear and from here you can disable the last two eyes.

Proceed along the corridor through the arch and past the source of the fireballs to a room with a sink and a down ladder. Its best to prepare some DES EW spells and go down the ladder at this point to kill the nasties, before you drop in under less favourable conditions.

Find the false walls to the South of the sink to gain access to a teleport pad and use it to return to the home base. Replenish supplies if necessary and go to the Weapons shop through the Axeman field. Buy four large gears - to make life easier later on and a vacuum fuse.

Just out of interest, if confronted by an Attack Minion in the shop, before the purchases have been made, go outside to deal with it. If you fire at anything inside the shop the Guard will chase you out with Ninja tactics and will refuse to let you back in.

Return to the castle, through the teleporter at the home base, and take the gear from the alcove in the room with the sink. Save the game.

There are four doors beyond, all needing a gear to activate them. The first gear is provided and it is perfectly possible to open all doors with just this one gear. Put in the gear, press the button to open the door and step forward into the door frame. Turn to watch the pit behind open [and the first door close] and then step back to retrieve the gear and repeat with the other doors. There's no need to retrieve the gear from the last door as the door closes anyway and, if you want to repeat the journey, another gear will be provided in the alcove. Obviously, with four gears, the passage is easier to navigate and the doors stay in the ready-to-open position. The nasties in the room below can be walked through [if you havent already disposed of them] although, after a while they do regenerate.

# SOLUTION OF THE MONTH

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## BEYOND EL DORADO

Written by Laurence Creighton

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

Start at crossroads. I (nothing), E, S (small open clearing), X TREE, X BARK (see hollow), X HOLLOW, INSERT HAND (now have an old trowel). If you had been carrying any objects you would have dropped them, so don't leave without picking them up again. N, E, IN (witchdoctor's hut), TALK DOCTOR, TAKE JAR (not yet), OUT, E, NE (see dog sleeping on a parchment which you can't get yet), LIND KENNEL (find crowbar), TAKE CROWBAR, X CROWBAR (can be used only once), SW, W, W, W, S (by cottage), LIND COTTAGE (find besom), TAKE BESOM, IN, E (bedroom). Ignore the hanger for the moment. LIND DOOR (find kerchief), TAKE KERCHIEF, WEAR KERCHIEF, W, S (kitchen), X LAMP, LIN LAMP, TAKE WICK, X WICK (trace of oil), D, X BARREL (one hoop loose), PRY HOOP (need crowbar), U, N, OUT, N, E, E (a beggar will probably ask for help – you can do so a little later), E, E, S (area of ashes), SEARCH ASHES (find dummy – ignore it), SWEEP ASHES (need besom), TAKE PENCIL, X PENCIL (needs sharpening), DROP BESOM (not needed again), S (by totem pole), X POLE (you can't climb it but you will, eventually, be able to get your hands on the ruby), N, N, W, NE (back at kennel), WAKE DOG, WAVE HOOP (dog leaps through the hoop and goes away), DROP HOOP (not needed again), TAKE PARCHMENTS.

SW, W, W, W, W, NW (must be wearing the kerchief), SEARCH YARD (*repeat* input until you find something), TAKE KNIFE, X KNIFE, OPEN KNIFE (too rusty), SQUEEZE WICK (oil drips onto knife if carried), OPEN KNIFE, SHARPEN PENCIL, DROP WICK, DROP KNIFE, TAKE FLINT, SE, DROP KERCHIEF, S (edge of quicksand), X QUICKSAND (see stepping stones just under surface), X PARCHMENT, JOIN DOTS (need parchment and sharpened pencil), DROP PENCIL, CROSS QUICKSAND (need marked parchment), DIG (need trowel), TAKE SILVER coin, X SILVER (large coin), DIG (*repeat* until you find something), TAKE CALUMET, X CALUMET, CROSS QUICKSAND (still need marked parchment), DROP PARCHMENT.

N, E, S, IN (cottage), E, TAKE HANGER, W, S, D, LIND BARREL, TAKE SWATTER, U, N, OUT, N (crossroads), E, E (beggar should be here), GIVE SILVER, I (now have a copper coin), E, E, E, X ROCKS (see rope and hook), TAKE ROPE (can't reach it), X HANGER, UNTWIST HANGER (now have a length of wire), BEND WIRE (into hook), HOOK ROPE, DROP WIRE, TAKE ROPE. I advise you to RS or SAVE to tape/disc before the next input as I think there is a chance you may get killed. LUND ROCK (*repeat* until a spider appears), SWAT SPIDER, DROP SWATTER, TAKE SPIDER, W, W, W, IN (witchdoctor's hut), GIVE SPIDER, DIP ROPE (into cauldron – the brew strengthens the rope), TAKE JAR (okay now), OUT.

W, W, N (by turnstile), X TURNSTILE (note takes a small coin), INSERT COPPER (the silver coin would have been too large), N (through turnstile), THROW ROPE (to ledge), CLIMB ROPE (okay if you have strengthened it – if you need to go down rope the input is D ROPE), IN, N (cave – see a tribal chief), X CHIEF (note description), TALK CHIEF, GIVE CALUMET. The chief leads you to the totem pole which he causes to vibrate so that the ruby falls down, TAKE RUBY.

N, N, W, W, W, W, N, N, CLIMB ROPE, IN, N (cave where you met the chief), X PENTAGRAM, X HOLE, X RUBY, INSERT RUBY (reveals path to the north), REMOVE RUBY, (the wall remains open, for the moment), TAKE RUBY, LIN JAR, TAKE GUM, You can now CATCH FIREFLIES in the jar. If the gum is still inside it is now too late to obtain it ! (should have jar of fireflies, trowel, ruby, gum and flint), N (wall closes behind you).

E (shore of lake), DIG, DIG again (find a shell), DROP TROWEL TAKE SHELL, X SHELL, PLUG HOLE (need chewing gum), LIN LAKE (see sunken canoe), LIN LAKE (this time you see an old football boot), TAKE BOOT, TAKE CANOE, BAIL WATER (from canoe with "repaired" shell), Note you automatically plug the hole of the canoe with the chewing gum, BOARD CANOE (to travel to east side of the lake).

E, E (base of cliff, see creeper), CLIMB CREEPER (to unsafe ledge), LIND BOULDER, TAKE FOOTBALL, D CREEPER (just before the ledge collapses), E (river blocking the way eastward), W, X BOOT, DROP BALL, WEAR BOOT, KICK BALL (the boulder falls from the ledge to dam the river), E, CROSS RIVER, E, S (dusty road, see haystack), SEARCH PATH, TAKE ROD, X ROD (clue), X HAYSTACK, STRIKE FLINT (to ignite top half of haystack), TAKE MALLET.

S (by shrine), X GUARD, TALK GUARD, GIVE RUBY, IN (need jar of fireflies as a light source), S (by great altar), X ALTAR, LUND COVER (clue), N, E (small burial chamber), X SARCOPHAGUS, LIN SARCOPHAGUS (see arm), X ARM, CLIMB IN (now inside sarcophagus), SHAKE HAND (trapdoor appears), ENTER TRAPDOOR.

W (to a warren of passages – this is a small, easily-mapped maze), S, NW (to pool of water), LIN POOL (clue), DIP ROD (into pool – now a glowing rod which has a limited lifespan), NE, SE (long underground passage), S, S (outside great temple), TOUCH WALL (with glowing rod – door appears), DROP ROD, PUSH DOOR, ENTER TEMPLE (see ladder).

X LADDER, CLIMB LADDER (into loft), PULL LEVER, TURN LADDER (so the "missing rung" part is at the bottom). Note that you automatically dropped all carried objects, TAKE JAR, TAKE MALLET, D LADDER (now see a passage leading south), S (sacred inner sanctum), SEARCH FLOOR (see jade figurine), X FIGURINE (something inside), HIT FIGURINE (with mallet as per etching on altar), DROP MALLET, TAKE KEY, X KEY.

Now to find the tribal chief, N, OUT, N, N, NW, SW, ENTER TRAPDOOR, CLIMB OUT, W, OUT, N, N (see tribal chief), TALK CHIEF, GIVE KEY.

100/100

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