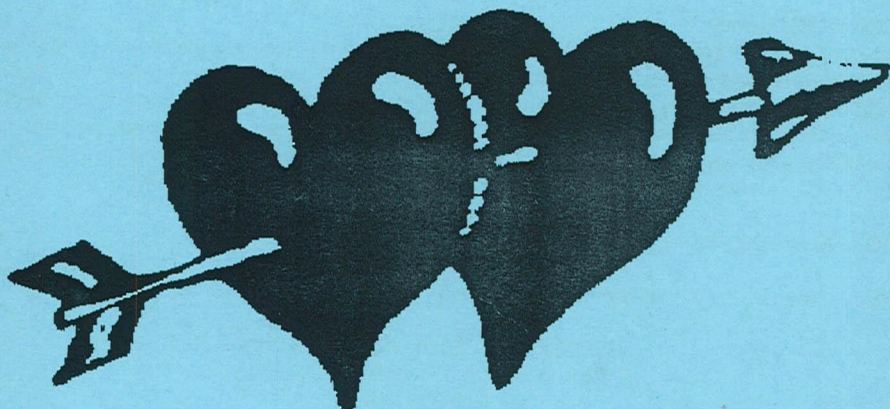
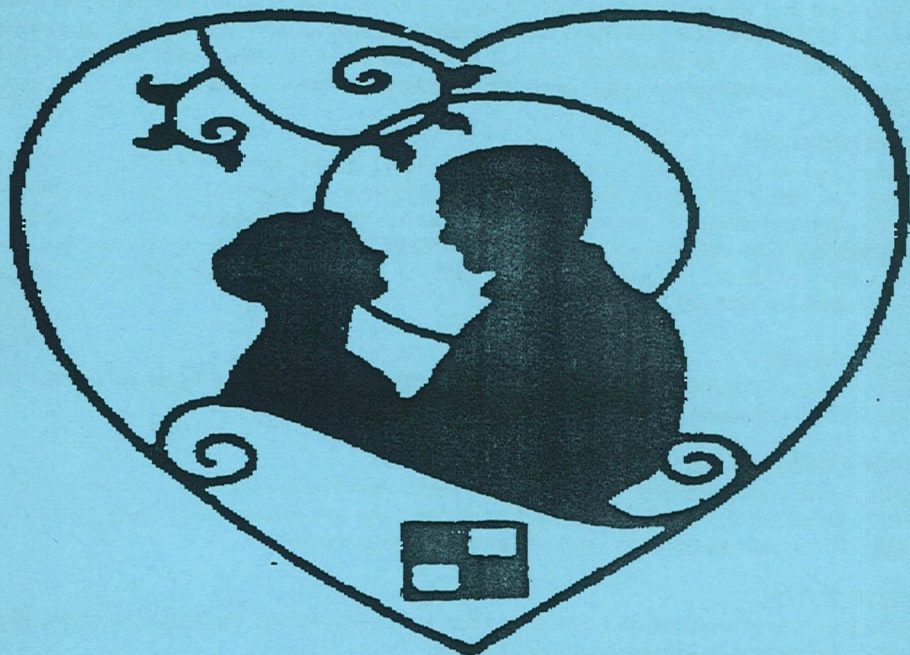


ADVENTURE PROBE

February 1998 £2.00

VOLUME 12 ISSUE 2



EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

COPYRIGHT

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

LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked **NOT FOR PUBLICATION**, or obviously just a covering note for your subscription, contribution etc.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

SUBSCRIPTIONS

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

BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

CONTENTS

EDITORIAL:	4
LETTERS:	4
REVIEWS:	
The Sea of Night	8
Feline Sleepy	9
The Fire Ruby	10
Zork Nemesis	11
The Spectre of Castle Coris	12
Myst	13
Kingdom O' Magic	14
Eye of Bain	15
SPECIALS:	
1998 Adventurers Convention	16
A Timely Warning	17
1997 Interactive Fiction Competition	18
Three Ha'pence a Foot	21
Stage Names	23
Problems	24
ADVERTISEMENTS:	25
ANSWERS:	30
NEWSDESK:	33
HELP OFFERED / HELP WANTED / ADDITIONAL SOLUTIONS:	34
OBJECTS AND THEIR USES:	35
GETTING YOU STARTED:	38
HINTS AND TIPS:	40
SERIALIZED SOLUTION: Dungeon Master 2	46
SOLUTION OF THE MONTH: LA Adventure	47
E-MAIL ADDRESSES:	50
USEFUL POSTAL ADDRESSES:	51
HELPLINES:	Back

HALL OF FAME

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

Jenny Wheeler, Peter Clark, Dorothy Millard, Edwina Brown,
John Ferris, Paul Hardy, Derek Shaw, Karen Tyers,
John Schofield, Pauline Bryant, Colin Steele,
Mary Scott-Parker, Ken Webb,
Doreen Bardon and
Roger Staff

Special thanks to :

The Staff of The Copyshop, Allerton, Liverpool

EDITORIAL

I am still being overwhelmed with best wishes from all you lovely readers. Life isn't quite back to normal, and it seems it may take a little longer than expected, but we have been assured that all the little setbacks are quite normal and only temporary.

This issue has advertisements for three new games. My thanks to the authors for their generous offer to donate the proceeds to Probe – with costs rising it is difficult to keep within budget. If all goes well, there will be more adventures ready for release next month.

It isn't often that I am lost for words, but I now find that after writing my comments to your letters I have already said more than enough – my new year resolution should have been "let the readers reply to letters".

'Till next month, all the best, *Barbara*

LETTERS

From Phil Glover of Hall Green, Birmingham

I read Laurence Creighton's letter in the December issue with interest. Only a couple of weeks before, I'd managed to buy not only King's Quest V but some of the other titles at the same time.

Browsing through a stall at a computer fair I discovered a compilation entitled "COLLECTOR'S EDITION – KING'S QUEST I–II–III–IV–V–VI". An attractive blue and gold box contains two CDs, a booklet advertising other games and an A5 manual detailing the various King's Quest titles. I was lucky enough to buy the compilation for under ten pounds, but I'm sure it often retails at a higher price.

I've seen this collection sometimes listed in mail order adverts. for software, as well as a Leisure Suit Larry compilation. I'm sure this is an ideal way to sample the delights of each game series. Both King's Quest and LSL compilations are published by Sierra On-Line.

*

This letter should have been in last month's magazine, but I could not squeeze it in. My thanks to Phil for being patient.

Phil's comments may be of special interest to Roger Staff who has a letter published in this issue. It seems that if you don't mind waiting until the games have been released for a year or more you can pick them up at bargain prices. As Phil suggests, it is worthwhile checking out computer fairs and the adverts. in magazines. I understand some retail shops specialize in secondhand games for computers and consoles but choice and price may depend on where you live. I *never* discover anything at reduced prices, but fortunately I know a few people who seem to have the knack for sniffing out bargains.

I'm aware that some readers don't like writing reviews, but with so much software available for a wide variety of computers, it would be a help to all of us to know just a little about old and new adventures, especially the minimum requirements (and ideal requirements) to run some PC games. A few lines of recommendation or warning would be very helpful, with or without the reader's name being published. (Barbara)

From Roger Staff of High Wycombe

You won't remember me, but I subscribed to Probe for a couple of years round about 1994/5, having been pointed in your direction by Bob Redrup (who wrote the adventure column in the old BBC Micro User). As with a lot of people I guess, other priorities eventually got in the way and the adventuring just sort of tailed off.

Anyway, a short while back, I got round to sorting out a great mountain of stuff in the back bedroom and came across a pile of old Probes. Thumbing through these brought back memories (nostalgia is a thing of the past!) and now I'm back again with renewed enthusiasm and ready to sign up for another year.

You sent me November '97 as a "tempter" – thumbing through it, it's good to see that things haven't changed that much over the last three years. Most of the old familiar names are still there plus a few new ones. Please start my subscription with the November 1997 issue.

....A plea for help – due to lack of space and demands of work, the trusty Beeb has been relegated to the loft and been replaced by a PC (sorry about that, 8-bitters). Does anyone know of a source of the old Level9 adventures for the PC? The early ones were put out as compilations by a BT subsidiary, call Rainbird who I believe went bust, and the later ones (text/graphic) by a small company in Weston –super–Mare whose name and phone number I have lost. I spoke to Level 9's Pete Austin round about that time, but he couldn't help, having sold the rights to BT.

On a similar note, I see that a lot of games are now available marked as playable on the PC under emulation – where can I get a copy of the emulator? And what is the perceived wisdom as to the best PC adventures to start with?

My best wishes to you and all connected to Probe – may it go on from strength to strength.

*

I'm as amazed as anyone that there are still people interested in Probe. As I lose a few readers, I gain a few new ones, and it is especially pleasing to welcome back former Probers. I have lost touch with Bob Redrup, but will write to him to see if he is still adventuring.

The appropriate emulator (Spectrum or Amstrad) will be supplied when you purchase an adventure from Zenobi Software and The Adventure Workshop. I don't have any personal experience of the Z80 Spectrum emulator for PCs but do know that it is shareware. However, you are advised to buy the registered version (£15, has a save facility and tape support) if you are going to use the emulator on a regular basis. The full version is available from Brian Gaff, 64 Roebuck Road, Chessington, Surrey, KT9 1JX. Brian is registered blind and reads using a closed circuit TV, so please print clearly when ordering, and always enclose an SAE with postal enquiries. He can also be contacted on the 'PHONE (voice) 0181 287 4180, FAX 0181 391 0744 or INTERNET briang@bgserv.demon.co.uk

I understand there is another excellent Spectrum emulator for the PC that is Public Domain and is even easier to use. I will make enquiries and publish details in the next issue.

Am I correct in thinking Level 9 games are now in the Public Domain and can be downloaded from the Internet? I hope readers will write in with information regarding this and other games, plus advice on the various emulators. (Barbara)

From Colin Steele of London

Thank you for the latest issue of Probe. It was with great joy and relief when I saw the familiar brown envelope drop onto my doormat, as I had had visions earlier in the year of Probe joining the rest of the computer mags. in the final great adventure.

A few personal things to go on record.

First, I would like to say how sorry I was for you and the family when I read of your troubles and I only hope that everything will turn out OK in the end.

Second, I would like to thank your family for letting you spend so much of your time trying to please a few twisted minds to achieve their own ends, i.e. solving adventures.

And thirdly, I would like to say a big "thank you" to you from myself and everyone that subscribes to Probe for not taking the easy way out and pulling the plug on the mag. when things started to go pear-shaped. So once again, THANK YOU.

My adventuring time has slowed down somewhat over the last 6-9 months due to trouble with my eyes. My diabetes has got worse (out of control), and I have to go regularly to Moorfields Eye Hospital, London, for laser treatment. At the moment, looking at the monitor, and everything else, is like looking through a fine net curtain, all soft and slightly hazy. It is inconvenient, but if I take a break after half an hour or so it's not too bad. Still, it could be worse, so I'm not complaining.

Now a plea for help if possible. Going through my adventures I came across Tony Rome's "Argon Factor", and thought I would play it again, although I had played it many years ago. The trouble is, I can't for the life of me remember how to get started. All I do remember is that there was a lot of "sudden deaths" in the game. If you could help me get started on it again I would be most grateful.

*

I am very lucky to have an understanding family. They don't share my enthusiasm for text adventures, but they do play the occasional strategy and simulation on one of the computers. As I may have said before, our one and only living-room is also the Probe office, and in fact hardware, software and files have taken over about 60% of the room. However, it is convenient as I am always available should anyone need me. It never occurred to me to close down Probe, and only briefly did I consider making it bi-monthly.

I am sorry to hear about your diabetes. Another reader has just told me she is diabetic, and I know several other readers are recovering from very serious illness, which puts my own troubles into perspective. I'm sure that, with time, my daughter will make a full recovery, and eventually be able to return to work. We just have to be as patient as you and all the other readers have been.

That's what I like, a request for something to be published, and I'm happy to oblige.
(Barbara)

From Christopher Heppinstall of Didcot

We should all praise our dear editoress on yet another excellent issue of Probe (even if my name did appear as David once, though I could do with a dual personality – my current one is often under criticism). I'm sure it will still be going for a long time yet. I totally agree with Karen Tyers' letter concerning contributions and that even a small paragraph is sure to ring some bells with another reader. Which is why I have decided to get typing.

I'm currently trying to get started with writing my own text adventure. I often find myself deleting chunks of programming text and starting from scratch yet again. The only thing that has not changed at all is the game's name "Where have all the puss-cats gone?" – which shows my love for the gorgeous creatures. I am using TADS (Text Adventure Development System) on the PC to write it but, being quite a novice with it, I haven't really got into it yet. Anyone else out there that can give me a few tips? I'd be very happy for some. I had tried many times to create an adventure using the Commodore 64 and the "Graphic Adventure Creator" software which (for Kieran O'Loughlin's interest) appeared on the January 1992 issue of Commodore Format (Power Pack tape number 16). Unfortunately, I had a tendency to delete a partially created game just because of one small..... but very frustrating error. Just as I was about to sit down and get to work properly, the PC took over our house and the Commodore was packed away into the loft.

After scouring the famous GMD site on the Internet, I have downloaded a couple of games to see how far text adventures in the public domain have come since I was playing them on the Commodore 64 (which I keep promising myself to get back down from the attic). One game in particular has me truly stumped. It is called "Coming out of the Closet" and is a single location game (which sounded intriguing). The aim is, as the name should clearly suggest, to get out of the closet. Although the door is unlocked and can even be opened, it seems that you need to perform a certain amount of tasks before you can leave. This is where I am arriving at a problem, I can't! There is only one thing I have been able to do, and which didn't exactly take much effort (a couple of simple commands). Once that has been achieved, I'm totally stuck. The game can handle most commands though, and has a humorous response for nearly all of them – even if they are not carried out. Has anyone else come across this and actually got a little further than myself?

In my last letter my memory did NOT serve me correctly after all. The Commodore 16 adventure game was actually called "Atomic Mission" (thanks to my mother for remembering that!).

Well, I should really get back to making my own adventure (and trying to make my way through a maze on another one) so I'll stop now. Keep those contributions coming in adventurers – how ever small they may be.

*

Thank you for your kind words. Sorry about calling you David, I try my best, despite all the problems fate has thrown at me lately. There was a good response to Karen's letter, particularly contributions for the review section and now have enough for the March issue, but, as for all sections, I can use always *more*.

I haven't come across a game called "Coming out of the Closet", so if anyone has any information (or even a copy of it for the Atari, Amiga or PC), please let me know and I will gladly forward the details to Christopher, and publish them in a future issue. (Barbara)

REVIEWS

THE SEA OF NIGHT (Release 2)

G. Kevin Wilson – TADS, Freeware.

Reviewed by John Ferris on a PC, available for Amiga, Mac and possibly ST.

There is a certain tranquility among the stars, or so your father used to say before he died, leaving "The Shooting Star" to you. He would tell you grand stories of the pioneer days when pirates sailed these stars and the fat luxury cruisers were their prey of choice. Like your father, you have never amounted to much, just another cargo driver content to sail on...

The Shooting Star, in the Captain's Chair

The control room of "The Shooting Star." The Captain's Chair serves double duty as your bed when you get too tired to stay awake any longer. Arrayed in front of you are a control panel, a status monitor, and a pair of fluffy dice. Behind you is the door leading to the cargo area and ship exit.

So begins this short game by the author of the infamous "The Underoos that ate New York" that took the 1997 Probe Convention by storm. Well, I exaggerate, it was more like a refreshing breeze but you get my drift. Sea of Night is nowhere near as funny as Underoos, nor was it meant to be. Kevin intends to release a series of short games this year, including a sequel to this one.

So, there I was, sailing through space on a pre-programmed course with little to do except cast an idle eye around the control room, another tedious day at the helm. Things then started to go wrong pretty quickly but when I had reacted to the emergency in the right way, I found myself on an alien ship.

I found the nature of my arrival quite amusing when I pictured the scene in my mind. However,

I was seriously injured and had to find help quickly, but where? The alien craft seemed almost organic, there were strange rooms containing even stranger objects and a distorted alien voice speaking in an unknown tongue.

Obtaining medical attention took me a while to figure out, although in hindsight the solution was pretty obvious but I had missed it because I tend not to take risks if I can help it. This is one of those games where you have got to explore by trying everything, taking risks and using good old trial and error. It also pays to read the text carefully. There was one puzzle that had me completely stumped until I read some of the text again.

Sea of Night is a short game of around twelve locations that are well described, building a sense of mystery as the ship is explored. I got a strong sense of how different the ship was to what the player's character was used to. The game captured my interest right from the start and was able to hold it to the finish, like any short story should. Incidentally, I thought the finish was the weakest part of the game, but don't let this put you off.

Technically, I did notice that despite being the second release, the game still lacked some of the final polish that I would expect of bigger games that had been subjected to ultra-zealous play-testers. For example:

> x walls

The walls and floor are a faint pink, coated with some clear, oily substance that makes walking very difficult.

> x wall

I don't see any wall here.

You may consider this a minor point and it is, but one that could be solved by adding exactly seven characters into the source code, a minor addition. As this game is essentially a gift from Kevin Wilson, these things don't matter; the game is strong enough as it is anyway. The only reason to mention the subject is that I would be disappointed to find such omissions in a game that I had either bought or was expected to pay a registration fee for.

A number of alterations have occurred between Releases 1 and 2 that do improve the game but the plot and puzzles remain the same. If you have already played Release 1, I don't consider downloading Release 2 to be worthwhile unless you wish to keep your collection up to date.

In summary, I really enjoyed playing Sea of Night and I thoroughly recommend to all except those totally adverse to science fiction games.

"Sea of Night" is available at [ftp.gmd.de](ftp:gmd.de) (or one of its mirror sites) where it is known as `"son1.gam."` Alternatively, contact me on john@frogs.force9.co.uk and I'll email a copy in return.

FELINE SLEEPY

Written by Edwina Brown

Reviewed by Janet and Brian Sefton on a Spectrum

Set in a country hotel with strange staff (sounds familiar!) this game is a charmer – and it's clever. Full of pussycats and puzzles, the game is nicely paced.

It's enjoyable to have a roam around without finding yourself splashed or splattered and you're allowed to do that; and it's good to get a solution or two under your belt before the going gets hard. Edwina allows you to purr confidently through the game's early locations but beware, the ease of passage can be deceptive.

Finding the unopened parts of the game offers an interesting challenge and in places timing is important. We were pleasantly pulled into the gentle atmosphere and intrigued by the furry characters (the burglar's a gem).

It's a summer's afternoon sort of a game, laid well back with the occasional wasp. Well worth loading. (Oh the temptation to call it the cat's whiskers!).

Atari(e) and Amiga(e) versions available from Adventure Probe, price £2. Please see advertisement in this issue.

I understand the **Spectrum** and **PC(e)** versions will be available from The Adventure Workshop, so please contact Phil Reynolds for details. (Barbara)

FIRE RUBY

Written by Laurence Creighton

Reviewed by Karen Tyers on a PC under Spectrum emulation

This is the latest game to come from the pen of the Master himself, although after playing only half of it I have decided to rename him Laurence the Evil! I always felt that "Mummy's Crypt" was the most difficult game he wrote, but I think personally that this one overtakes it by miles.

You start the game in a boat in the centre of a lake, presumably lazing around and having a good time, until suddenly along comes a bottle floating in the water. On retrieving this you find that there is something tucked inside, which is not going to come out easily...

Having managed to get the boat to shore (watch out for one or two people appearing and disappearing throughout the game who shall remain nameless for the moment), you find yourself on the main street of a small town, where you can visit a library, a hardware store, an antique shop, a beauty salon and a travel agents. First priority is getting what appears to be a map out of a bottle, but this is definitely not as easy as it looks, and even when this is managed, you find that the said map disintegrates in a very few moves... It makes very interesting reading though, telling the story of a lost gem, i.e. the Fire Ruby, of the title, so you decide to see if you can track it down and return it to the proper owners.

Having explored the town thoroughly, you manage at last to find a way to leave (perhaps not in the way you intended, and it's a one way trip!), and find yourself deposited on a small jetty with only one way out. Not too bad you might think, but that exit is unfortunately blocked by a tripwire, and getting past it is no mean feat. A couple of moves further on brings you to the edge of a deep pit, and guess what? The only way is down....

Searching around in the pit, you might find, if you're lucky (not dense like me) that there is a way out up the other side, but it's certainly difficult to locate. While you're down in the pit you can also find a secret tunnel. I thought I was being really clever, until I found that the floor of the tunnel was covered in sharp spikes, and I couldn't get across them.

By this time I was really pulling my hair out, and several very rude e-mails were flying through the air waves, to the said Laurence of Evil, begging for help. I informed him, more than once, that the number of pins in his effigy was growing by the minute!

However, pressing on finds you in a forest, where you can find a convenient tree stump, a cobbler's shop, a locksmiths, an explosives store that you can't get into, a small brook, and the shore of a lake, completed of course by the scenario of "you can't swim so how do you propose to get across?"

A way was found, and as soon as I landed on the other side I was faced with a very high brick wall that had me completely stumped because I had read something and taken it extremely literally. Once past this I came to a cliff which was not climbable, with a path to one side, guarded by some pillars with an electrical current passing between them. When I finally figured out how to get past this, I managed to find the way up the cliff, only to be faced with a locked hut in one direction, and a guarded bridge in the other - and that's as far as I've managed to get so far. I thought I was doing really well until I checked my score and found that I had only achieved 48%!!!

This game (so far) is absolutely packed to the brim with difficult puzzles. I have been playing it for 4 weeks solidly and haven't even managed to get halfway. This is an absolute must for all dedicated adventurers, but I think it will take the most experienced a long time to complete. Certainly not one for beginners.

Spectrum (tape and +D 3.5" disc), Atari(e), Amiga(e), MAC(e) and PC(e) versions available from Zenobi Software. Price : **£1.49** including p&p but you must provide your **own tape or disc** as appropriate.

ZORK NEMESIS

Reviewed by Jenny Wheeler on a 166MMX 32bit Pentium with Sound-blaster Awe 64 sound card and Matrox Mystique graphics card

After an initial frustrating time when I couldn't even start the game, simply because it was unhappy about being played with a left-handed mouse configuration, I have experienced no further problems with it. The graphics, video sequences and sound effects are marvellous and the occasional background music is not intrusive or annoying as in some other games. Having only ever played the original text "Infocom Zork" games on my trusty old C64 I was unsure what to expect from a PC version, but there are enough references to the GRUE, Grue's Frobozz and Zorkmids to give a comfortable sense of familiarity.

I regularly play the game with my friend Gill and it is definitely a case of two heads are better than one! We must admit to having resorted to the unique (to me!) help feature just a little but it is a very playable game. With a little thought and experimentation we have solved many of the puzzles and achieved some satisfying progress although I must admit that we have apparently only so far solved 1 out of 9 puzzles and just obtained the rank of Novice so far.

There is obviously still a lot more for us to find and do but so far it has been a "safe" game and we have not been killed off which as in "Myst" is a pleasant encouragement to explore courageously. Once inside the Temple there is a good deal of exploring to do too and having adapted to the 360° rotational viewing you will soon find a nice lot of objects to read/move/interact with and examine. Although I haven't so far found much to pick up and use as the handbook says there is but I'm sure we will in time!

The object of the game is to find out how to release 4 imprisoned people but a lot of research and clue finding into the problem of how/where that are actually being held is required. The relationship between the 4 elements, symbols etc. has to be borne in mind although there are plenty of clues around in the game and the little brown "storybook" that comes with the game.

All in all an excellent game which I am looking forward to solving (slowly!) over the next few months.

Minimum requirements: 486 processor, 8Mb RAM, Double speed CDROM inc. 32 bit W95 drives, 35Mb disc space, VEGA or PC video card with 1MB RAM, 16 bit High Colour SVGA, Soundblaster 16 compatible sound card, uses Microsoft Direct X.

Published by Activision - price : £9.99

THE SPECTRE OF CASTLE CORIS

Written by Larry Horsfield

Reviewed by Edwina Brown on a Spectrum

"The Spectre of Castle Coris" is another adventure in which you star as Alaric Blackman. Following your success in finding the Axe of Kolt, and returning it to its rightful owner, you have been given the title Duke of High Jamack. You are touring the towns and villages of your domain when your horse goes lame. Leading it to a nearby farm you are made welcome by the farmer and his family. However you are puzzled by their reaction when you mention where you are going.

You leave your horse at the farm and continue on foot. On reaching Corwyn you meet some of the inhabitants, fleeing with all their possessions. They warn you about a Spectre and tell you to go back. You ask them what they mean but they are too frightened to stop and tell you.

Ignoring their pleas you enter Corwyn. So begins the adventure!

At first the town seems to be deserted, with houses empty and shops boarded up. Visiting the tavern, however, you find the landlord and a few customers. Reveal your identity to the landlord and he will tell you how the haunting started and how to make the Spectre vanish should you encounter it. There is nothing surer than this as it pops up with annoying regularity. If you have found the right object it is quite easy to get rid of it though.

The atmosphere is often awesome. For instance, when the Spectre makes an appearance, how's this for making chills run up your spine. "All around you the air becomes icy cold and a mist forms. This solidifies into an apparition of a mysterious figure, wreathed in tendrils of ethereal mist. Taloned hands reach out and pass into your chest. Icy fingers close around your heart and squeeze the life force from your very soul. You die to the sound of demonic laughter...." See what I mean? I hope you're not of a nervous disposition, because that is just the start.

After leaving the tavern you will encounter a few other folk, one of whom will lend you two objects which will enable you to get into the castle grounds. Here, giving help to an old lady and an arthritic groundsman will bring its reward, but beware of a ferocious wolffhound.

Part one finishes when you enter Coris Castle. Most of the action in part two takes place within the castle itself. You will meet members of the castle staff, including Henry the butler, Claude the chef and Sharon the scullery maid. A spot of romance is supplied by Sharon's sister Lynne and her fiance Bill Radulfus. Bill was one of the men of Domreil who joined you in hunting down the Xixon lizardmen. It will give you great satisfaction to wreak vengeance on a goat, which you recognize as being the one which butted you into a cesspit many moons ago. Making friends with a cat (no it's not Custard, long before his time!) is a wise move. This cat, a large black and white tom will prove his worth on more than one occasion.

A very realistic thunderstorm passes over the castle and even this has its use. You will have a fierce fight with Baron Coris, so be prepared!

When you have found and done everything necessary you can return to part one to finish the game. Here you will meet a mad mystic named Iain. You should have something he wants, but don't be too hasty in obliging.

Your task now is to reunite the ghost of Baroness Coris with her mortal remains, and so lay it to rest. Having done this you can then spread the good news to the townsfolk, that the plot to destroy the land of Hecate has been foiled, and all is well. You also tell them that you will return their church to its former glory.

As in all of Larry Horsfield's games there are puzzles galore and numerous locations to explore. "The Spectre of Coris Castle" is a worthy successor to "Axe of Kolt" but, in my opinion a great deal harder. Nevertheless it is great fun to play and think of the satisfaction you will get on solving one of those really devious puzzles. Definitely a game not to be missed.

Spectrum tape (2x48K or 2x128K) price: £2, Amiga(e) (all six of Larry Horsfield's games - 17x48K parts on 2 discs) price: £7.50 available from Adventure Probe.

Amstrad (disc only, CPM+) price: £6, PC(e) price: £5 available from The Adventure Workshop.

MYST

Produced by Cyan Software

Reviewed by Karen Tyers on a Playstation

I didn't realise until the other day whilst talking to the Grue, how many adventures there are available for the Playstation, mostly transferred from their PC counterparts. As Vicki has a Playstation, I persuaded her to buy me "Myst" and one or two others.

I wasn't really sure what to expect, and the book that comes with the game tells you virtually nothing at all, except to say you should explore and solve the puzzles you find, in order to progress. It is a typical point and click, but very user friendly and the graphics are stunning. Some resolution must have been lost in the transfer from PC but if that's the case then the PC version must be brilliant.

I can't tell you too much about the game as it would spoil it, but I can say that it is totally puzzle oriented, and none of the puzzles are straightforward or easy. However they are soluble with a little logical thought and a lot of head scratching!!! I think I am about a third of the way through this and it just keeps drawing me further in. There are extremely few objects to be found - just puzzles and more puzzles.

I have to say that I think it's brilliant, and remember this comes from someone who has always scorned graphic adventures. If this is anything to go by, I can't wait to get my hands on the sequel, "Riven".

For those of you, like me, who haven't got a snowball's chance in hell of getting a PC, then a Playstation seems to be a much cheaper alternative, especially considering that Sony seem to be bringing out all their PC adventures for it. I can't recommend this game highly enough. It's totally absorbing - ask my family who's been doing the cooking and cleaning; it hasn't been me lately!

KINGDOM O' MAGIC

Reviewed by Peter Clark on a PC

This is really three games in one as there are three quests that you can undertake. The first is the "Good Old Traditional Quest", the second is the "Magnificent 7-11 Quest" and the third is the "Bizarre and Slightly Twisted Quest". Each quest can be undertaken by either of two characters - a dragon-like creature called Thidny or a Lara Croft lookalike called Sha-Ron. I haven't finished the game yet but have started the "Good Old Fashioned Quest" with Sha-Ron.

You start the game in the town of Flake Town where you find among other things, an inn, a disco, a wig maker, a hairdresser and a shop that hires costumes. You will also find an old granny in a rocking chair looking after a child in a bird cage. Throughout the game other characters wander about and you soon learn which ones are helpful and which are just a plain nuisance. The game is played on a night/day basis and some places can only be successfully visited at one time. To give you some idea of the humour in the game, the night sky falls down the back of the screen as night falls and the night sky is broken by a large ball on a chain as day breaks! I found the first part of the game quite easy and it served to lead you into the game which gradually got more difficult as time went on. The hairdresser is a complete Julian Clarey takeoff which had me in stitches and the poser in the disco, from whom you have to get the gold medallion, is good for a few laughs also. The innkeeper has to be spoken to carefully unless you want to get a punch in the mouth for your troubles. This kind of action will result in your strength level being decreased and, when you reach zero, you die. You can return to full strength by sleeping for a night in one of the inns but this will cost you money so you will have to replenish your stock of gold coins by either finding them or taking them from other characters. There are also many spells that you can either find or take from others.

Out in the lake there is a water mill where a mad baker has been put for doing strange things with his baking mixture. He is referred to in the game as Doe-nut. I have managed to get the ferryman to take me there but always get killed in the bakery! I have explored quite a bit of the game but there are still many locations that I have found it impossible to enter for a variety of reasons; mainly finishing up dead as a result of upsetting another character. There is a king and queen living up a tree. the king is looking for some ice for his drink but, as yet, I have been unable to help him. There is a Gorgon in a cave where I have yet to find a way of escaping death.

It is impossible to list all of the locations in this review as there are so many. The box tells me that there are 105. A few of the more corny ones that I have found are, "The Bearing Downs", "Rivendull", "The Kalibre Pass", "Moronica", "Dimwit Dale" and "Rhite-Gard".

At various times during the game you hear the voice of a narrator and sometimes the display switches over to his office. He is extremely sarcastic with his remarks and if you try to pick up something that you shouldn't you will most likely get some sarcastic comment as to why you shouldn't take it. On the Baker's Island I examined a wooden post and the resulting discourse on the life of the tree from being an acorn to being chopped down and made into a post took several minutes. It served no useful purpose either!

There is a long way for me to go in the game and I am barely scratching the surface of the puzzles within it but, with three quests to perform, it is well worth a try especially if you have a slightly twisted sense of humour. Watch out for the spiders!

The game is published by Sci and I have seen it at very reasonable prices in local shops. It needs very little technology for it to run in VGA with 256 colours. Only 10Mb memory, 2Xspeed CDROM and it will run under DOS 5.0 or higher. It is Soundblaster compatible and uses a mouse. The instructions say that it is your own choice of finger!

EYE OF BAIN

Reviewed by Karen Tyers on a Spectrum

How many of you remember the Artic series of Adventures A to whatever. (I can't remember what letter they finished at)? This one is adventure F and was written by Simon Wadsworth in 1984. I have the original cassette, but no inlay card, (one of the dogs probably ate it), so I wasn't too sure what I was doing, but didn't let that stop me.

I started in a hut, chained to a post with only a dagger and a net in sight, but not in reach. I accidentally hit enter and found a picture being drawn, and remembered that Artic used to do it that way, so hit enter again to get rid of it, and carried on. I managed to get myself out of the hut using the wrong exit and promptly got myself killed, so had to start again. However, getting past that little problem left me with a lot more, e.g. a hive of bees who didn't like me very much, a man tied to a post, some undergrowth blocking a path, and a ravine to get across, a desert to cross, and that was just for starters.

Input is just verb/noun as were all adventures back then, and it was very much a case of find item, use item, but the problems were still not easy and I got stuck a couple of times trying to find the right combination of words, especially when I accidentally let an animated skeleton out of a coffin further on. I eventually reached a temple, having found a way to avoid the villagers who killed me earlier, only to find myself confronted by a very large snake guarding the idol of Bain, which I presumed was my goal. Had great fun trying to find out what I needed to despatch said reptile but then found that I couldn't (apparently), find anything or go anywhere.

However, I eventually found a HUGE emerald which was the object of my quest and finally found my way home to fame and riches!

It's fun to go back to some of these oldies and see just how much games have changed over the last 10/15 years. If you can pick up a copy of this, you'll enjoy it, despite the limitations. I find car boot sales can be a major source of old software, and hardware come to that. Brian Sefton tells me that he picked up a virtually unused Speccy +3 for about £2.00 the other week!

Whilst rabbiting, can anyone remember how many adventures were in this set, and their names?

FORCOMING REVIEWS :

2044: SPACE TROOPERS - ANCHORHEAD - CRYPT ADVENTURE - DEVIL'S PALACE - FRUSTRATION - HEXAGONAL MUSEUM - JOHN'S FIRE WITCH - KNIGHTS - LESSON OF THE TORTOISE - LIFE OF A LONE ELECTRON - MOLESWORTH - NIGHT OF THE VAMPIRE BUNNIES - NUCLEAR SUBMARINE ADVENTURE - PERSEUS - PHARAOH / WHITE PALM / MARTEC'S TOMB - SONG OF TALIESIN - URQUAHART CASTLE.

1998 ADVENTURERS CONVENTION by KAREN TYERS

If you haven't already heard about it, you may be interested to hear about the 1998 Adventurers Convention, which is being held in Birmingham (U.K.) this coming October, as it has been for the last 8 years.

The Convention is being held on Saturday, 24th October 1998, in the Ariel Suite of the Royal Angus Thistle Hotel, St. Chad's, Birmingham B4, which is at the end of the A38M and easy to get to from all parts of the country.

The Convention runs from 9am to around 6pm and covers all formats from Spectrums to PCs. Tables are available if you wish to bring along your own computer(s) and we actively encourage this as we depend on those attending to bring their computers, so the more the merrier! If you wish to bring hardware and/or software to sell you are more than welcome to, but no pirated software please!

The event attracts adventure enthusiasts from all over the U.K. including Northern Ireland, and the atmosphere is very friendly and informal. Many of us stay overnight at the hotel and the evenings can be just as lively and interesting as the Convention itself. We have yet to welcome anyone from outside the U.K. to the Convention, but we live in hope!

During the day we have the popular "Megapoints" competition running. In this the contestants get 20 minutes playing time at a specially written Spectrum text adventure, with the object of scoring as many points as possible in the allotted time. There are usually cash prizes and special certificates for the 3 highest scorers. The adventure this year is being written by Ulsterman Jon Scott, author of various Spectrum text adventures published by Zenobi Software. [*]

Tickets are available now and cost 6 ukp per person if you buy yours before 31st July, 1998. Thereafter, or if you pay on the door on the day, the price will be 7 ukp per person. Tickets may be purchased from:

Vicky Jackson
128 Merton Hall Road
Wimbledon
London, SW19 3PZ

Please make cheque/p.o. payable to V. Jackson.

The Royal Angus Thistle Hotel has special room rates for those attending the Convention. These include full English breakfast and are as follows:

Single room: 37.50 ukp per night
Double/twin: 32.50 per person per night

Please contact the hotel to book your accommodation, NOT the Convention organisers. The address and phone number are:

Royal Angus Thistle Hotel
St. Chad's
Queensway
Birmingham, B4 6HY
Telephone: 0121 236 4211

Don't forget to inform the hotel you are attending the Adventurers Convention, otherwise you will be charged the normal room rates!

NOTE: The Convention is on the weekend before the start of the Birmingham Motor Show at the NEC. Whilst the hotel have promised to reserve a number of rooms for us, you are strongly advised to book your accommodation AS EARLY AS POSSIBLE to avoid disappointment.

If you have any queries about the Convention, or would like to reserve tables for your hard/software, please contact Larry Horsfield at the e-mail address below.

alaric@larryhorsfield.demon.co.uk

[*] Jon wrote the text adventure "Murder Mystery Weekend" which is set during last year's Convention. (Barbara)

A TIMELY WARNING – from THE SURVIVOR

In February I acquired a Playstation for myself, knowing full well that Her Indoors would never condescend to touch it. She became a Playstation Widow (as I had been an Adventure one) while I got engrossed in Fifa '98, playing out my fantasy of England beating everyone else in sight, and then roaring off on my Road Rash motorbike, knocking seven bells of you know what out of my opponents!

In a weak moment H.I. conned me into buying a charity compilation CD for the Playstation containing three games, but I still wasn't unduly worried for she NEVER touches games with (dare I say the word) graphics.

Then, to my horror, I came home from my 12 hour shift to find H.I. superglued to MY Playstation, my dinner still in the freezer, and all the animals half-starved. "What's going on?" I ask. "It's Myst" says she. More like fog if you ask me!

Now as H.I. progresses slowly into Myst, the real world seems to be disappearing rapidly, and the questions on my mind are will I ever get MY Playstation back?, will I ever eat again?, and are the animals going to report us to the RSPCA?

A word of warning to you all. If you get Myst, watch out for the fog!

FORTHCOMING SPECIALS:

A BILL OF PLAYER'S RIGHTS by GRAHAM NELSON, abridged by JOHN FERRIS

BELIEVABILITY (and other articles) by JIM JOHNSTON

LEAVING ZORK by JANET and BRIAN SEFTON

PABLO PICKAXE 10 and THE CURSE OF UNPRONOUNCEABLE by DAVID HEBBLETHWAITE

TESTING YOUR OWN ADVENTURE by LAURENCE CREIGHTON

THE DOLL CHILD by MARY SCOTT-PARKER

+ A GREAT ASSORTMENT OF CROSSWORDS, WORDSEARCHES, LISTS, PUZZLES, etc.

THE 1997 INTERACTIVE FICTION COMPETITION RESULTS AND OTHER THOUGHTS by JOHN FERRIS

Probe subscribers with Internet access will have at least heard of this competition, now in its third year. For those without Internet access, I'll explain briefly.

There are two main Adventure / Interactive Fiction (IF) newsgroups, "rec.arts.int-fiction" which deals with writing games and "rec.games.int-fiction" which deals with playing them. As far as I can tell, the competition is open to everyone. The games are supposed to be solvable within two hours, have a solution file and issued as Freeware. The games have to be submitted by a deadline, after which they will be scrutinised by a large number of judges. After judging is complete, reviews will start to be posted and eventually the results are given. There are a number of prizes ranging from money to novelty/rare items and a certain amount of glory.

I have been following the progress of the competition and wading through some of the reviews and I've got one or two thoughts to air.

The results for 1997 were as follows (taken from the original posting with a few snips)

Gerry Kevin Wilson

Newsgroups: rec.games.int-fiction

Subject: [IF-COMP97] Contest Results (sans Prize Draft)

Date: 10 Jan 1998 07:14:39 GMT

The Results:

- 1 - The Edifice, by Lucian P. Smith
- 2 - Babel, by Ian Finley
- 3 - Glowgrass, by Nate Cull
- 4 - She's got a Thing for a Spring, by Brent VanFossen
- 5 - A Bear's Night Out, by David Dyte
- 6 - Sunset Over Savannah, by Ivan Cockrum
- 7 - Poor Zefron's Almanac, by Carl Klutzke
- 8 - The Lost Spellmaker, by Neil Brown
- 9 - Sins Against Mimesis, by Adam Thornton
- 10 - A New Day, by Jonathan Fry
- 11 - Zero Sum Game, by Cody Sandifier
- 12 - Zombiel, by Scott W. Starkey
- 13 - The Frenetic Five vs Sturm und Drang, by Neil deMause
- 14 - Travels in the Land of Erden, by Laura A. Knauth
- 15 - Unholy grail, by Stuart Allen
- 16 - Friday Afternoon, by Mischa Schweitzer
- 17 - Madame L'estrage and the Troubled Spirit, by Ian Ball and Marcus Young
- 18 - Sylenius Mysterium, by C.E. Forman
- 19 - Phred Phontious, the Quest for Pizza, by Michael Zey
- 20 - Down, by Kent Tessman
- 21 - Virtual Tech, by David Glasser
- 22 - The Obscene Quest of Dr Auurdvarkbarf, by Gary Roggin
- 23 - A Good Breakfast, by Stuart Adair
- 24 - The Town Dragon, by David A. Cornelson

I can almost hear some Probe readers muttering "So what?" and for those who don't own a 16 bit computer I would agree with you. However, for those who do, this competition is really good news as they are all freeware. The results also give an indication of those which are worth downloading/obtaining from a PD library. From what I've seen, the top 6 are definitely worth getting, the top 12 if you feel so inclined.

"The Edifice" is concerned with human evolution, the player character slowly evolves from primate to man in three stages. "Babel" is set in an abandoned Arctic research station and "Glowgrass" has the player taking the part of a futuristic archaeologist. "Sins Against Mimesis" is so full of in-jokes as to be incomprehensible to those on the "outside."

Now onto some thoughts about the competition and adventure games on the Internet in general. First it's good to see the number of entries growing rapidly, from about ten in 1995 up to over 25 this year. This has only got to be good for adventures. It also shows that the most popular adventure writing system is Inform with TADS being some way behind. A number of other systems were present with one entry each.

The more people who are trying to write them the better. More games, more ideas, more novelty. The boundaries are being stretched and authors are beginning to experiment, some even with success. Experimentation is what is needed. There is a school of thought that says that the fantasy-based adventure game is exhausted, burnt out, boring and dead. In some ways I agree. In a number of games I've found myself with a sword and a lamp in front of a cave entrance and thought "Can I really be bothered? I've been here before. I know the lamp will run out very soon and there'll be one more fat grue."

In other ways, I don't agree. I like western movies. Okay, the ones about shooting large numbers of American Indians are not exactly politically correct these days but that was only one plot line. The western became unfashionable and no-one made them anymore. Then "The Unforgiven" arrived at the cinemas and the genre was reborn.

To make any impact these days on the Internet scene, a fantasy based game would have to be different. Not a "warmed over dose of Tolkien" as someone put it. I agree, let's put the fantasy back into the fantasy genre. I like fantasy, but I also like novelty.

Authors should never be afraid to experiment, especially if they are not writing for profit. I can understand a reluctance to try unproven or radical ideas if an author is trying to sell the games they write. To sell anything it needs to be commercial or remarkable. I could be described as a scientist, or at least I have a science-based career (for want of a better description) and a lot of what I do is experimental. Experiments are wonderful things, sometimes they work and sometimes they don't and you end up with a strange green blob in the bottom of the flask. But you don't know what will work in practice until you try it. If it fails, it's still a result. You know that particular way of doing things doesn't work so you try to figure out why they don't and come up with another way. It also pays to give the strange green blob the once over because you might have found something you weren't looking for (like penicillin or pure Green*.)

One experiment that didn't appear to work was a game called "The Tempest" which included the entire text by Shakespeare and a rewrite of the Inform libraries into Shakespearean language. A lot of hard work I agree and an interesting concept but it just didn't work, according to the judges. The harshest review called the game "unnecessary." It didn't make the top 24 anyway.

Some authors have said that the competition has given the incentive to write, some the incentive to finish a game they have been working on. Others have even submitted their first effort which usually doesn't go down well with the judges.

It seems a lot doesn't go down well with the judges. Perhaps it was the large number of entries that got them in a bad mood or perhaps the number of "pointless entries" they had to wade through. Yes, one judge reviewed several entries as "pointless" and in some cases I dare say they were right. I get the idea that the competition is not for the beginner.

One of the nice things about Probe is that the vast majority of reviews tend to be constructive and well written, although I did read one about five or so years ago which managed to avoid telling me anything about the game! (The fact I still remember it shows how unusual it was!) Now the reviews that have been posted on the newsgroups have been a mixed bunch. Some, as I've already mentioned, were terse and dismissive. Others were actually abusive to the author, it never fails to amaze me how brave people get on the other end of a modem. That's one of the dark sides of the Internet.

The other extreme I've found are some really huge reviews that I've struggled to get through. Interactive fiction seems to be heading towards the realm of literature and is beginning to be reviewed as such. The language used, the style of writing, the atmosphere is submitted to inordinate scrutiny which any budding author might find frightening. The people who write these things take them very seriously (some of them are studying Literature at college and it shows) and while I admire the effort and skill, I have to smile to myself. Probe (or Syntax even) probably wouldn't stand for 3 page reviews.

One thing I have noticed and agree with is what is known as the "Players Bill of Rights." This very American-sounding article (written by a Brit.) is an unofficial list of rules that adventure games will abide by. Such things as no sudden death locations and no illogical puzzles.

With IF moving towards "proper literature" there is also a move towards "puzzle-less IF". Adventures without puzzles? They sound like those storybooks where you choose from a menu of alternatives which determines which page you go to. The Grue! did something along that line a couple of years ago which I believe could be placed into the "negative result" experiment category where sales were concerned, although things might have changed since and I'm sure he put some puzzles in there somewhere.

Why write IF without puzzles? What would make someone "play" such a "game"? To pull off something like this the writing would have to be really good. You would have to redefine what "interactive" means in such cases. Part of me wonders if some authors are feeling restricted with the genre and are heading towards pure fiction in the more traditional sense. I'll be able to find out about this concept when I download "Mercy" which is supposed to fall into this category.

I've used "adventure games" and "interactive fiction" interchangeably in this epistle but I wonder how long it will be before the two become distinct from each other. Adventure games will always be those which directly descended from Colossal Cave (alias Advent.) and are very puzzle orientated. Interactive fiction might begin to move away from the puzzle elements, perhaps even leaving them out altogether. I hesitate to use the term "Interactive Literature" because it's horribly pretentious but that may be where some want to go.

Well, those were my thoughts on some of the current issues on the Internet IF scene which Probe readers hopefully will find interesting. What I have noticed is how different it appears to be to what we know from Probe. I'll be interested in reading other views on this or related subjects.

* Pure Green - From a certain episode of Blackadder.

THREE HA'PENCE A FOOT

I'll tell you an old fashioned story
That Grandfather used to relate,
Of a joiner and building contractor;
'Is name, it was Sam Oglethwaite.

In a shop on the banks of the Irwell,
Old Sam used to follow 'is trade,
In a place you'll 'ave 'eard of, called Barry;
You know, where black puddin's is made.

One day, Sam were fillin' a knot-'ole
Wi' putty, when in thro' the door
Came an old feller fair wreathed i' whiskers;
T' owd chap said "Good morning, I'm Noah".

Sam asked Noah what was 'is business,
And t' owd chap went on to remark,
That not liking the look of the weather,
'E were thinking of building an Ark.

'E'd gotten the wood for the bulwarks,
And all t' other ship-building junk,
And wanted some nice Bird's-Eye Maple
To panel the side of 'is burk.

Now Maple were Sam's monopoly;
That means it were all 'is to cut,
And nobody else 'adn't got none;
So 'e asked Noah three ha'pence a foot.

"A Ha'pence too much," replied Noah,
"Penny a foot's more the mark;
A penny a foot, and when rain comes,
I'll give you a ride in me Ark."

But neither would budge in the bargain,
The whole daft thing were kind of a jam;
So Sam put 'is tongue out at Noah,
And Noah made "Long Bacon" at Sam.

In wrath and ill-feeling they parted,
Not knowing when they'd meet again;
And Sam had forgot all about it,
'Til one day it started to rain.

It rained and it rained for a fortnit,
And flooded the 'ole countryside;
It rained and it kep' on raining,
'Til the Irwell were fifty miles wide.

The 'ouses were soon under water,
And folks to the roof 'ad to climb;
They said 'twas the rottenest summer
That Bury 'ad 'ad for some time.

The rain showed no sign of abating,
And t' water rose hour by hour;
'Til the only dry land were at Blackpool,
And that were on top o' the Tower.

So Sam started swimming to Blackpool;
It took 'im t' best part of a week.
'Is clothes were wet through when 'e got there,
And 'is boots were beginning to leak.

'E stood to 'is watch-chain in water,
On t' Tower top, just before dark,
When who should come sailing towards 'im,
But old Noah, steering 'is Ark.

They stared at each other in silence,
'Til t' Ark were alongside, all but;
Then Noah said, "What price yer Maple?"
Sam answered, "Three ha'pence a foot."

Noah said, "Nay, I'll make thee an offer,
The same as I did t' other day;
A penny a foot and a free ride.
Now, come on lad, what does tha' say?"

"Three ha'pence a foot," came the answer;
So Noah 'is sail 'ad to hoist,
And sailed off again in a dudgeon,
While Sam stood determined – but moist.

Noah cruised around, flying 'is pigeons,
'Til t' fortieth day of the wet;
And on 'is way back, passing Blackpool,
'E saw old Sam standing there yet.

'Is chin just stuck out of the water;
A comical figure 'e cut,
Noah said, "Now what's the price of yer Maple?"
Sam answered, "Three ha'pence a foot."

Said Noah, "Ye'd best take my offer;
It's t' last time I'll be hereabouts;
And if t' water comes half an inch higher,
I'll 'appen get t' Maple for nowt."

"Three ha'pence a foot it'll cost yer.
And as for me," Sam said, "don't fret.
The sky's took a turn since this morning;
I think it'll brighten up yet."

STAGE NAMES sent in by LEE MORRALL

By what name do we now these members of the rock 'n' roll fraternity better as?

1. Stuart Goddard (born 1954, London)
2. Francis Avallone (1939, Philadelphia)
3. Richard Starkey (1940, Liverpool)
4. Priscilla White (1943, Liverpool)
5. Marc Feld (1947, London)
6. John Bongiovi (1962, New Jersey)
7. Vincent Furnier (1948, Detroit) – stage name inspired by the ghost of an English witch, called up at a ouija board session!
8. Declan McManus (1955, London)
9. Robert Allan Zimmerman (1941, Minnesota)
10. Saul Hudson (1965, Stoke-on-Trent)
11. Reginald Kenneth Dwight (1947, Middlesex)
12. Richard Wayne Penniman (1935, Georgia)
13. Derek Dick (1958, Edinburgh) – his landlady gave him a nickname because he spent so much time in the bath!
14. Georgios Panayiotou (1963, Finchley)
15. Eric Clapp (1945, Surrey)
16. John Osbourne (1948, Birmingham) – not Australian!
17. Gordon Sumner (1951, Northumberland) – given his name after something nasty flew up his trouser leg at a concert!
18. Frederick Bulsara (1946, Zanzibar)
19. Louis Firbank (1942, New York)
20. Harry Webb (1940, Lucknow, India)
21. Helen Folasade Adu (1959, Nigeria)
22. John Richie (1957, London)
23. Annie Bullock (1939, Tennessee)
24. Paul Hewson (1960, Dublin)
25. Steveland Judkins (1950, Michigan)

COMING SOON – GROUP NAMES

PROBLEMS sent in by ELLEN MAHON

1. George could see that the finish line was near, and with a burst of speed he passed the others and won the race by several feet. Although first prize was £1,000 and a beautiful glass trophy George never received either. Why?
2. There are six ears of corn in a hollow stump. If a perfectly healthy squirrel carries only three ears out each day, how many days will it take him to empty the stump?
3. Bill and Ben were driving along a deserted road from the town of Proton to the town of Micron. It wasn't until they came to a multiple fork in the road that they faced a problem. The sign had been knocked down, and they were faced with choosing one of five different directions. Since they did not have a map, and there was no one around to ask directions, how did Bill and Ben find their way to Micron?
4. Two mothers and two daughters were fishing. They managed to catch one big fish, one small fish and one fat fish. Since only three fish were caught, how is it possible that they each took home a fish?
5. There is a word in the English language in which the first two letters signify a male, the first three letters signify a female, the first four letters signify a great man, and the whole word, a great woman. What is the word?
6. Pete Proud was asked how many ducks he had. "Well," he said, "they just walked down the path and I didn't actually count them, but I remember one duck in front of two ducks, another duck behind two ducks, and another duck between two ducks." How many ducks does Pete Proud own?
7. Sid Silly boarded a flight to Israel; he noticed an old acquaintance at the back of the plane. He shouted a greeting to his friend by name, then knocked on the door of the cockpit to say hello to one of the pilots, who was also an old friend. Several moments later Sid was arrested. Why?
8. Kerry Queen, a professional writer, was sitting in his cabin writing a letter. There was a violent electrical storm outside, and suddenly Kerry died. How did he die?
9. Something extraordinarily unusual happened on the 5th June 1978 at 12.34pm. What was it?
10. A team of avid mountain climbers paid a lot of money to be the first to scale a mountain. After several days of climbing, the party finally reached the pinnacle, and to their dismay, found a cabin and three frozen bodies. Since the men were the first to climb the mountain, how could this be possible?

MORE NEXT ISSUE

ADVENTURE PROBE SOFTWARE

presents

FELINE SLEEPY

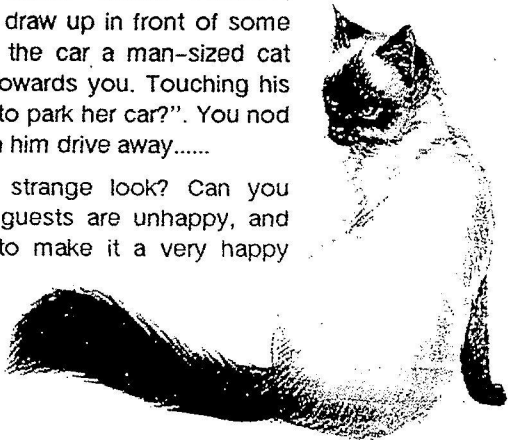
by Edwina Brown

Your name is Jenny and you are taking a holiday touring England.

Suddenly, in a quiet country road a deer dashes across in front of you. Shaken you pull into a layby to calm your nerves. You must have fallen asleep as a whole hour has passed. You decide to check into the next hotel, so start driving.

Before long you see a sign which reads "CATNIP HOTEL". Turning in through the gateway you draw up in front of some imposing steps. As you get out of the car a man-sized cat dressed in porter's uniform comes towards you. Touching his cap he says "Would madam like me to park her car?". You nod dumbly, hand him the keys and watch him drive away.....

Why does C. Ustard give you a strange look? Can you discover the reason why so many guests are unhappy, and then solve a lot of tricky puzzles to make it a very happy ending to the day?



**Available for the ATARI ST & STe
and AMIGA 500, 500+, 600 and 1200
under Spectrum emulation**

Send cheque or postal order for £2 to

Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

EDWINA HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

presents

THERE'S A HOLE IN YOUR BUCKET

by Karen Tyers

You must all have heard the old song "There's a hole in my bucket, dear Liza, dear Liza"

Well, your dearly beloved wants to clean the windows and when **She Who Must Be Obeyed** says "JUMP", you always ask "HOW HIGH".

Unfortunately your bucket (if you knew where it was) has a hole in it, but all you have to do is find it, mend it, fill it with water and hand it to SWMBO



Feeding the farm animals and filling the duck pond are just a few of the tasks facing you before making SWMBO happy.



This brilliant adventure was originally written for the Megapoints competition at the 1997 Adventurers' Convention. Now you have a chance to test your adventuring skill. How far can you get in the first 30 minutes?

**Available for the ATARI ST & STE
and AMIGA 500, 500+, 600 and 1200
under Spectrum emulation**

Send cheque or postal order for £2 to

Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

KAREN HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

presents

THE DRAGON DIAMOND

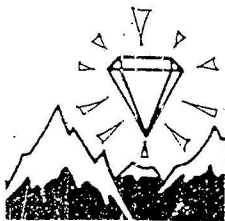
by Kenneth Pedersen

You are Bash the Barbarian, in another world which is ruled by your wife, Queen Drana. She is very beautiful, but also very evil. You are her 13th husband – the twelve other husbands she had are now all stuffed. Queen Drana wants you to find the fabled **DRAGON DIAMOND** or else you will end up the same way!

Leon, her chauffeur, drives you in a carriage to the outskirts of the Forest of Fear, where, it is said, the Dragon Diamond can be found. The two of you alight – you know Leon hates you because he is in love with your wife.

Your adventure begins here

This is a two-part text adventure written using the Graphic Adventure Creator. The adventure was originally written for Commodore Force's Megatape, and the main character is named after the writer of the magazine's Adventure column.



**Available for the COMMODORE 64 on tape or disc
also
AMIGA 500, 500+, 600 and 1200 under C64 emulation**

Send cheque or postal order for £2 to

Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

**KENNETH HAS KINDLY DONATED ALL PROCEEDS
TO THE PROBE FUND**



WoW SOFTWARE



presents

THE PORTAL

by PETER CLARK

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

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

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

OUT NOW

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

only £5

Available from

WoW Software

52 Burford Road

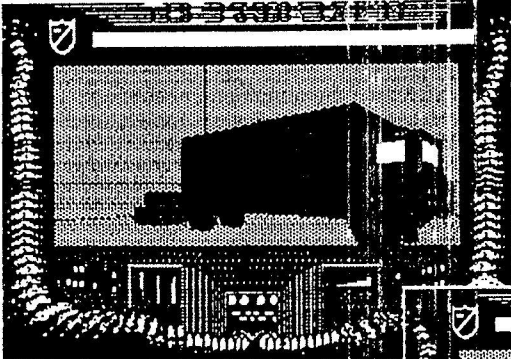
Liverpool L16 6AQ

U.K.

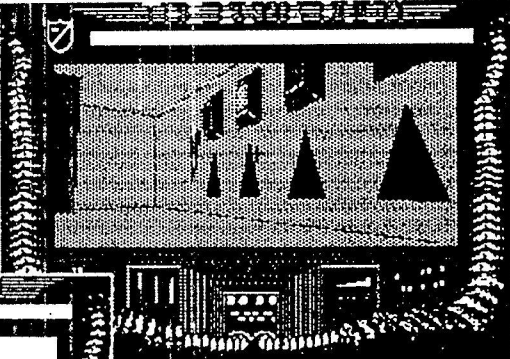
(cheque/p.o. payable to B.J. Gibb)

THE BOMB ROOM

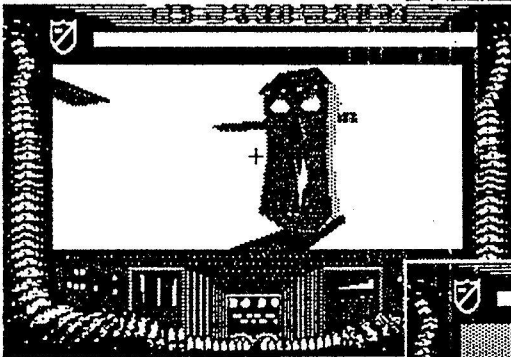
A new FREESCAPE
solid 3D game for
Amstrad CPCs



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




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



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

Order from:



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

ANSWERS TO QUIZZES IN PREVIOUS ISSUES

PROBLEMS (Nov. '97)

1. The rabbit crawled into the garden and brought the lettuce to the edge of the fence. Then he squeezed back outside, and ate the lettuce through the fence.
2. There are 4 four-footed animals, 2 two-footed animals and 5 snakes.
3. There are nine in the Plum family. Since each daughter shares the same brother, there are six girls, one boy and Mr and Mrs plum.
4. She slid a newspaper under a door, and made Suzie stand on one side of the door, and her brother on the other.
5. It should be pronounced "Volume Nine".
6. The nail would be at the same height, since trees grow at their tops.
7. Therein - the, there, he, in, rein, her, here, ere, therein, herein.
8. Sandy died of suffocation. Sandy was a goldfish whose fishbowl was knocked over.
9. There are four daughters and three sons.
10. The rope is not tied to anything else.
11. The letter "M".
12. He hung his hat on the end of his gun.
13. Mount Everest.
14. Gilly is 12 years old.
15. The players were all professional musicians.

REVENGE OF THE SONG TITLES (Nov. '97)

- | | |
|------------------------------|--|
| 1. Love Is All Around | 10. Man In The Mirror |
| 2. Song 2 | 11. Paranoid Android |
| 3. Strawberry Fields Forever | 12. Heartbeat |
| 4. Father And Son | 13. Another Day In Paradise |
| 5. White Wedding | 14. Lifted |
| 6. Any Dream Will Do | 15. Summer Nights |
| 7. White Cliffs of Dover | 16. You've Got To Pick A Pocket Or Two |
| 8. Waterloo | 17. Don't Cry For Me Argentina |
| 9. Circle of Life | 18. Milkman's Son |

- | | |
|---|---|
| 19. I Believe | 35. That's What Friends Are For |
| 20. Blueberry Hill | 36. Private Investigations |
| 21. They're Coming To Take Me Away | 37. Letter From America |
| 22. Space Oddity | 38. The Ugly Bug Ball |
| 23. Becoming More Like Alfie | 39. I Shot The Sheriff |
| 24. The Grand Old Duke Of York | 40. There's No One Quite Like Grandma |
| 25. I'm A Pirate King | 41. Happy Wanderer |
| 26. And That's Before Me Tea! | 42. New York, New York |
| 27. Graceland | 43. Tiptoe Through The Tulips |
| 28. If You Don't Want Me To Destroy You | 44. House Of The Rising Sun |
| 29. Jailhouse Rock | 45. Remember You're A Womble |
| 30. Walking On The Moon | 46. Don't Turn Around |
| 31. Glass Onion | 47. I Can't Dance |
| 32. Road To Nowhere | 48. I Just Called To Say I Love You |
| 33. Three Little Pigs | 49. Satisfaction |
| 34. My Way | 50. Two Pints Of Lager And A Packet Of Crisps, Please |

'Ello 'Ello 'Ello, What's All This Then? 4 (Dec. '97)

1. The first mate told Mr Smith that the ferry was coming in, and not leaving as he had thought.

2. Cars/motor vehicles.

3. Charlie "Fingers" Fletcher was a burglar. He went into the unlit house by a back window, and found his way to the living room. The fireplace reminded him he was cold, so he thought he'd warm himself up before robbing the house. As he was doing so, a voice behind him said, "Stick 'em up!" and, being a placid sort, he did. He collapsed with laughter when he heard the voice say, "Who's a pretty boy then?" and, "Polly wants a cracker!" and realized he'd been "arrested" by the owner's parrot.

4. While the couple were riding around at night, their windscreen wiper had broken. The lady had tied a string to each wiper blade, and had pulled the strings back and forth to keep the wipers going. The attendant couldn't fit a new motor, so they had to keep going.

5. She called out, "Quick, my husband's coming!"

Reason: They were both having affairs.

TREES (Dec. '97)

- | | |
|---|--|
| 1. Spruce | 17. Date Palm |
| 2. Chestnut | 18. Tulip |
| 3. Plum | 19. Monkey Puzzle |
| 4. Birch | 20. Family Tree |
| 5. Scots Pine | 21. Umbrella Tree |
| 6. Pear | 22. Eucalyptus |
| 7. Yew | 23. Copper Beech |
| 8. Laurel | 24. London Plane |
| 9. Ash | 25. Bird's-Eye Maple {* |
| 10. Tree Of The Knowledge Of Good
And Evil | 26. Olive |
| 11. Apple | 27. Sycamore |
| 12. Poplar | 28. Judas Tree |
| 13. Weeping Willow | 29. Locust Tree |
| 14. Cherry | 30. Yggdrasil |
| 15. Royal Oak | {*} Please see "Three Ha'pence A
Foot" elsewhere in this issue. |
| 16. Holly | |

ADVENTURE PROBE '97 (Jan. '98)

- | | |
|---|------------------------------|
| 1. A six-headed Hydra Monster. | 13. Sapleaf. |
| 2. The National Anthem. | 14. Asda. |
| 3. A tabernacle. | 15. Because of the crossbar. |
| 4. Video Electronics Standards Association. | 16. The Sheikh of Avarice. |
| 5. He had to drive his kids to school. | 17. Skoda. |
| 6. H'fidra. | 18. 18 inches. |
| 7. Gorak, | 19. Vanina. |
| 8. A tag-line. | 20. John Nicholls. |
| 9. Nickelodeon. | 21. The Prisoner. |
| 10. Berrium Depe. | 22. The Bus Queue Jump. |
| 11. 7 Gold Pieces. | 23. The Diogenes Club. |
| 12. The number of magpies. | 24. Nobby Fink. |

NEWSDESK

Next London Meeting

The next London meeting will be held on Saturday, 4th July at Hamilton Halls from about 11.30am. If the weather is nice they will be sitting outside, if not probably upstairs. Everyone is welcome, and if you don't recognize anyone, just wave a copy of Probe and someone is bound to notice and invite you to join the group. For further details please e-mail either Karen Tyers or Larry Horsfield; their e-mail addresses and Karen's telephone number are at back of this magazine).

New Releases from Adventure Probe Software

In alphabetical order – **THE DRAGON DIAMOND** by Kenneth Pederson is a two-part adventure programmed using the Graphic Adventure Creator. Written for the Commodore 64 by Kenneth, who is Danish, it is a traditional text adventure and a clever reader has converted to run on the Amiga under emulation. **FELINE SLEEPY** by Edwina Brown is a Spectrum PAWed game and has been thoroughly playtested (I dare someone to find a bug!). This has been converted to run on the Atari and Amiga under emulation. **THERE'S A HOLE IN YOUR BUCKET** by Karen Tyers is a Spectrum PAWed game, written for the 1997 Megapoints competition. This has also been converted to run on the Atari and Amiga under emulation. Please see advertisements in this issue for full details of all three games.

I understand the Spectrum and PC(e) versions of "Feline Sleepy" and "There's A Hole In Your Bucket" will be available from The Adventure Workshop – send an SAE to Phil Reynolds for details (address at the back of the magazine).

If You Can't Beat 'Em Then Join 'Em!!!

This is the message from John Wilson of Zenobi Software, and I quote: "In the past the Cat and I have crossed swords with the guys on the "Net" on more than one occasion and the end result has always been the same – nobody seems to care if the stuff they are offering belongs to them or not – so we have decided to opt for the age-old approach of "jumping on the bandwagon" in order to provide YOU with an opportunity to relive the memories of yester-year and replay some of those classics from bygone days.

With this in mind we have put together a compilation CDROM containing "hundreds" of SNA, Z80 and TAP files These files contain many of the games that YOU – the ardent adventurer – cut your teeth on. Now admittedly some of the games are cr*p, some files are duplicated and there may be more than one version of the same game in amongst them all but at less than **5p per file** what have you got to lose? We guarantee you will unearth a couple of long-lost treasures in amongst them all.

So if you fancy recapturing those heady days when "Adventure was King" just drop a line to the usual address and enclose a cheque, postal order or good hard cash to the value of **£25** and in return we will send YOU a shiny new CDROM containing stacks of memories A free emulator will be supplied on Floppy disk Hopefully the CDROM will be an "ongoing" project and I aim to search out even more files to add to it. The idea is that YOU (the customer) can then "upgrade" your CDROM for an extra **£10** and build up a nice collection of playable games in the process "

John assures everyone that the CDROM does not contain any adventures by Larry Horsfield or The Adventure Workshop.

HELP OFFERED

By KAREN TYERS - many **PC TEXT ADVENTURES** are available for downloading from the Internet. They are usually P.D. or sometimes described as Freeware. If you would like a particular game but don't have access to the Internet, Karen has offered to do it for you.

For more details, please contact Karen Tyers at Bay Horse Farmhouse, Aldwark, Aine, N. Yorks. YO6 2NB - Tel. 01347 838667

Please note that John Ferris is also offering to download games - see his article "The 1997 Interactive Fiction Competition Results" in this issue.

*

By LAURENCE CREIGHTON - I am happy to answer queries relating to **my own games** - but by e-mail only. Please contact Laurence Creighton at Larry@Gem.co.za

HELP WANTED

I am playing **MAGICAL MYSTERY TOUR** and have come to a halt at several locations i.e. mirror/cobwebs, dark cellar, and entrance to cave. Can someone please help with individual problems, or supply a solution?

Please contact Doreen Bardon, "Rivendell", 24 Sycamore Close, Slingsby, York. YO6 7BG. Tel. 0653 628509, E-mail. KABVENOM@aol.com or the Probe office.

ADDITIONAL SOLUTIONS

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

2044: SPACE TROOPERS - ANCHORHEAD - CASTLE DRACULA (PC basic) - DEVIL'S PALACE - DEVIL'S SCEPTRE - FELINE SLEEPY - FIRE RUBY - HUGO 1 - HUGO 2 - HUGO 3 - JOHN'S FIRE WITCH - LAST CITY (PC basic) - LOST SPELLMAKER - MERCY - MINI ADVENTURE - NOT A PENNY MORE, NOT A PENNY LESS - ONE DARK NIGHT - PHARAOH/WHITE PALM/MARTEC'S TOMB - SANCTUARY - SECRET QUEST 2010 - SINS AGAINST MIMESIS - SKELVULLYN TWINE - VIAL OF DOOM.

OBJECTS AND THEIR USES

BLACK FOUNTAIN played by Pauline Bryant on an Amstrad – also available on PC(e)

PART ONE

- Scrollgives you status of court official
- Lyreplay it to get string
- Stringfor bow – give to Boris
- Empty flaskfor chati
- Tinderboxto light torch
- Dirty dishes wash them to get bird
- Dead birdpluck it for feathers
- Feathersfor arrows – give to Aristo
- Herbsfor chati – give to Brusto
- Flowersfor Isharina
- Moneyto buy goods and pay toll
- Parchmentgive to Ashna
- Staffto knock on door in cave
- Vinesto make rope
- Oily ragsfor torch
- Spool threadfor torch
- Old documentread it for information about mine
- Manualread it for information about torch
- Pile rubbishexamine it
- Twigsfor torch
- Ghenkokill it and give to Skudo
- Ghenko skinfor tramp
- Meatused in part 2
- Black bagused in part 2
- Lambfree it and give to Shepos
- Fleecewear it in the mountains
- Torchfor down mine

Lump metalgive to Mesto
Swordused in part 2
Rockfalldrink chati to move it
Brown bearhug it
Door in caveknock on it with staff

PASSWORD FOR Pt.2 – VENTURE ONWARD FRIEND

PART TWO

Meatgive to slimy creature
Black bagto put crystal in
Swordto cut chain in dungeon
Flaskfor water
Gravelexamine it to find map of tunnels
Toadkiss it, it's your brother
Mossexamine it
Emeraldsthrow into hole in witch's cave
Pendantto charm the snake
Posterread it to find answer for sprite
Crystalput into fountain
Spritetalk to him, the answer is "laughter"
Dying eaglegive water to him, he will help you later on
Dead fishgive to the desert men
Snakecharm it
Banglerub it to get crystal
Spadedig in desert to find gold
Goldgive to guard at gate
Bookread it
Unlit candlelight it at fire and put into skull
Plankto make a bridge
Keyunlock dungeon
Skullput lit candle in it
Cloakto wipe mirror clean of glue

Wheelturn it to open gate
Long chaincut it with sword and kill monster with it
Jug of hot watersteam mirror to melt glue
Mirrorshow to Abhaldos
Monsterkill it with chain
Fountainput crystal in it

CHARACTERS

Agunogives you a scroll
Messengertalk to him
Chefwill give you a bird when you wash dishes
Garrosask him to open gate
Ashnagive him parchment
Isharinagive her flowers, she will give you money
Grindosask him to sharpen axe
Doormanshow him scroll
Chandosask him for rope, give him vines
Borisask him for bow, give him string
Aristoask him for arrows, give him feathers
Brustoread sign, ask him for brew, give him herbs
Torllopay toll
Skudogive him ghenko
Charmostells you to go away
Mestogive him metal
Tramposgive him skin
Sheposgive him lamb

CURSE OF CALUTHA played by Doreen Bardon

In addition to those listed in Probe, Vol. 11, Issue 6 (June '97)

Cheststand on it, and give to wizard

GETTING YOU STARTED

ARGON FACTOR played by Dorothy Millard on a C64

Your objective is to recover a video tape to prove your innocence.

Start in your spaceship. EXAMINE SHIP (you see a large viewing screen, computer and a button), ASK COMPUTER (you enter the Black Hole and emerge by a strange planet), E (you land on the Planet Argon), OPEN LOCKER, GET web PISTOL, EXAMINE PISTOL, SEARCH LOCKER, GET CRYSTAL, EXAMINE CRYSTAL (it emits a powerful light), PUSH BUTTON (the escape hatch below opens and a ladder slides down), D (to beneath your ship).

E (to a High Plateau), D (you are in a hole), S (into a dark tunnel – some rocks fall and block your retreat), W (into a large cave), SEARCH CAVE, GET GEIGERcounter (the ray flashes then fades), S (into a ventilation shaft – you lose your grip and finish up in a laboratory), EXAMINE LABORATORY (hidden in an alcove is a disk), GET DISK

CITADEL OF YAH-MON played by Dorothy Millard on a C64

Start alone in a small boat. N, N, N (suddenly there is a deafening roar and the island of Yah-Mon breaks the surface), N N (to beach – the boat drifts off and you are stranded on the island), N, N (into cave), GET burning TORCH, GET SWORD, GET SANDLES, S,

COUNTDOWN TO DOOM (Topologika) played by John Schofield on a Spectrum +3 – also available on Amstrad, Atari, BBC and PC

You start in what used to be the control room of your spaceship, but after the attack it looks more like a junkyard.

GET EXPLOSIVE, N, LIGHT FUSE, DROP EXPLOSIVE, S, WAIT (for the bang!), N, PUSH DOOR, (off its hinges), NE, E, E, N (the metatermites set off for your cargo hold), GET GUN, S, W, SW, U (on the glacier – you can only survive a few turns), W, W, FIRE GUN (makes an exit west and warms the location), DROP GUN, E, E, SE, W, W, E, NW, S, SE (the diggers don't allow you time to get the goggles), NW, N, N, N, N (the allodile deals with the diggers, but you can't return this way), GET AEROSOL, E, NE, N, E (through the exit you made earlier), E, E, SE, W, W, E, NW, S, SE, GET GOGGLES, WEAR GOGGLES, NW, N, E, N, E (wearing the goggles, you can now enter the swamp area to the north and see which directions to take to the island)

FIRE RUBY played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), MAC(e) and PC(e)

Start in a boat in the centre of a lake. I (nothing), LUND SEAT (you look under the seat and find a 10p coin), TAKE COIN, WAIT, WAIT, WAIT (this time a bottle appears), TAKE BOTTLE, LIN BOTTLE (you look in the bottle and see that there is something inside), ROW to SHORE (now in the main street of a small harbour), S (library), SEARCH LIBRARY (see a photocopier), X PHOTOCOPIER (see a slot and plug), LIND SIGN (you look behind the sign and find a screwdriver), TAKE SCREWDRIVER, MEND PLUG, DROP SCREWDRIVER, N, SE (beauty salon), TALK LADY(cheeky!), X COUNTER (see some eyebrow tweezers), TAKE TWEEZERS (lady won't let you), BORROW TWEEZERS (okay, but you can't take them out of the salon), SAVE or RS

FRUSTRATION – available on Atari, Amiga and PC

Start at bottom of manhole. I (grocery list), READ LIST (note the items listed – you have to find all six), DROP LIST, TAKE SWORD AND LAMP, N, N, N (on narrow path), W, W, N (centre of garden), E, SE (inside garden hut), PRESS GREEN BUTTON (something has been unlocked), NW, NW (at door of mansion), N (into hallway of mansion – this is a good location to store objects), LIGHT LAMP (everlasting), D (cellar), SW, E, NW, W, NE, NE, E (deep in cellar), TAKE TALISMAN, E (chamber with door – see platform, container, arrow and locked door; 4 heavy objects – two on platform and two in the container – will open the door, if correctly balanced), W, W, N, NW, NE (bottom of stairway), U, U, N, U, E (centre corridor at door), N (disconcerting cubical room), N (dilapidated shop), N, E (locksmith's workshop), EXAMINE TABLE (see a hammer), TAKE HAMMER FROM TABLE (one of the 4 weights), W, NE, E (inside wine emporium), TAKE BOTTLE, EXAMINE BOTTLE (empty), WEAR TALISMAN, OPEN TRAPDOOR (if wearing the talisman you are safe from the killer grey mist), D (small subchamber), TAKE KNAPSACK, LOOK IN KNAPSACK (see a note), TAKE NOTE FROM KNAPSACK, WEAR KNAPSACK, U, W, NW, NW, SW (Finebone's office), TAKE glowing KEY, PULL LEVER (if you have pressed the green button in the garden hut, a recess will be revealed), LOOK IN RECESS, TAKE GLOVES FROM RECESS, PUT ALL EXCEPT THE NOTE IN KNAPSACK, EXAMINE DESK (see six coloured buttons), READ NOTE

JERRICK BONESNAPPER 2 : DOMAIN OF THE SHADOW LORD played by Paul Hardy on an Amiga

Start in Alfan's laboratory. EXAMINE ALFAN, TALK TO ALFAN, TALK TO ALFAN, EXAMINE BOOKS, EXAMINE DESK, EXAMINE PORTAL, GO PORTAL. When you arrive in the copse EXAMINE TREES, N, N, N, EXAMINE ROAD, E, E, EXAMINE ROAD, EXAMINE HILL, S, EXAMINE SHACK, GO SHACK, EXAMINE JANDOR, EXAMINE RUBBISH, TALK TO JANDOR, TALK TO JANDOR

MONSTER played on a Spectrum (128K only)

You start with an empty rucksack and a torch. SE, SE, GET SILVER NUGGET, SE, TORCH ON, GET GOLD NUGGET you see a huge rock door but you are not strong enough to move it), NW, TORCH OFF, NW, NW, E, UP, E, S, E, E (you meet the Wizard who tells you to find his Staff of Power ... he also gives you a password), W, GET BELT

PRINCE OF TYNDAL played by Edwina Brown on a Spectrum

S, E, N, EXAMINE FIELD, LOOK, DISMANTLE SCARECROW, GET POLE, S, ENTER COTTAGE, OPEN TRAPDOOR, D, GET KNIFE, GET COAT, WEAR COAT, EXAMINE CELLAR, LOOK, GET HOOK, UP, GET CANDLE, LEAVE COTTAGE, W, W, ENTER TOWER, U, FIX HOOK, HOOK ROPE, BURN ROPE, D, GET ROPE, LEAVE TOWER

SPIRO LEGACY Part 1 played by Derek Shaw on a Spectrum – also available on Amstrad and PC(e)

TURN RADIO OFF, W, U, E, EXAM TABLE, LOOK IN MIRROR, OPEN DRAWER, EXAM KEYRING, E, GET DUCK, W, GET SUITCASE, W, D, GET PACKAGE, OPEN PACKAGE, READ WHITE LETTER, DROP WHITE LETTER, READ BLUE LETTER, DROP BLUE LETTER, INVE, DROP PAPER, S, UNLOCK CAR, ENTER CAR, DRIVE TO ABBEYVILLE, LEAVE CAR

HINTS AND TIPS

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)

The notice on the casino is a clue.

When you are tied to the rails, you can only escape if you have the hacksaw, and find somewhere safe to hide when the train arrives.

Retrieve your revolver before using the dustbins to short-circuit the electrified fence.

Make sure no one can hear the shot when you kill Zimmerman.

BEGINNING OF THE END played by Barbara Gibb on a Spectrum – also available on Amstrad, Atari(e), Amiga(e), PC(e) and MAC(e)

The carpet in the entrance hall gives you a hint.

Stand on the stone at the dead-end.

Do not wear the gauntlet when picking a flower.

Examine the flower for a hint.

The gardener will follow you when instructed, or you can tell him which direction(s) to go and follow him. Either method, you both need to go to the north end of the long corridor. When there, tell the gardener to go E but ensure he goes alone and carries a flower.

CITADEL (Jack Lockerby) played by Barbara Gibb on a Spectrum – also available on Atari(e), Amiga(e), MAC(e) and PC(e)

At the lake – note exactly what the snakes are doing and also fill the helmet with water.

A helmet of water followed by a helmet of earth will deal with something hot.

A bracelet will give you the strength to lift something.

Turn the sword in a specific direction, then note the design on it.

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

Carve the truncheon (now have a wand).

Throw the pamphlet.

Move the bodies to clear a doorway east.

HELP INC played by Barbara Gibb on an Amstrad

Flagpole

Get the flag then exaggerate the swinging movement of the pole and jump – you'll have a safe landing if you have dealt with the haystack earlier.

Rescuing the Cat

Use the flag to get the bull to chase you to a specific location.

ELVEN CRYSTALS 1 played by Barbara Gibb on an Atari

You can walk through the flames if you are carrying the white crystal.

You need the spike and the vine from the graveyard.

Dig the cairn (need spade) to reveal the entrance to a tunnel.

You need a stone to get past the vampire bat.

Use the spike to find a way out of the tunnel to a monastery.

A chalice of holy water is a weapon against the Zombi.

Dig a hole at the bottom of the well.

The Hobgoblin's lair has an entrance halfway up/down the well.

Ensure you are carrying the white crystal when you deal with the Hobgoblin and so complete the adventure.

Type EVILFINK to access the "hidden" adventure.

FLIPPING THE LID played by Barbara Gibb on an Atari

The Snowman

Investigate 3 times, then choose to destroy him. Burn him using tinderbox and staff.

13th, 14th and 15th Words

Ensure you are bitten (only ONCE) by the creature hiding in the centre alcove at the start location. Now choose 2 (centre archway), continue choosing 1 (north) until you enter the large hall with picture, then choose 1 (the left-hand passage to the north), and 1 again (north) to enter a small chamber. Pick the number 2 option (stay and investigate) to discover the secret passage, now click on 1 (leave the room), 2 (green door to the east) and stay there to investigate to "hear" three very important words.

GREAT ARCHAEOLOGICAL RACE played by Bev Truter on a PC

Machine in Rubber Supplies Office

Get the latex block from the Glade in the jungle, then open crate in Storage and get bands. Open compartment, put bands and block in compartment, close compartment. Go E to the office, open the box and read the catalogue. You need to make the vacuum hose, then come back to Rubber Supplies and recycle it to make the gas mask when you are finished with the hose. Read black label, get black disk, insert black disk in slot. Examine the screen, then push button. (You can't see a button on the panel of the machine, but it's apparently there somewhere.) Open compartment and get hose.

LANDS OF LORE played by George Kersey on a PC

In the White Tower on Level One – in the niche with the scroll that says JUST RING put a green ring into niche.

To fight the spirits in White Tower on Level Three – use the gray cube. You can also use it to destroy one of the read gates.

One of the creatures in the Forest has the gray cube – he will drop it when you kill him.

Give Draracle a treasure and he will give you some information. He lives deep in the Mines.

HEZARIN played by John Schofield on a Spectrum +3 – also available on BBC, Amstrad, PC and Atari

1. To use the bag – FILL BAG WITH (object) and simply GET (object) to retrieve it. Some objects won't fit in the bag. The featureless plains to the west lead nowhere.
2. The road north of the village is only climbed at the end of the game.
3. A useful manhole cover can be found in the forest. Just retreat in the opposite direction to find your way out (e.g. N, N, N, N, GET COVER, S, S, S, S).
4. Climb the ancient tree to find three useful objects.
5. Examine the lantern to find a piece of paper. The lantern has no further use. Do NOT examine or read the paper at this stage – this should only be done AFTER saving the game prior to venturing along a smoke-filled passage. The paper is a map of this passage and the author has not allowed you to save the game and proceed by trial and error (the map, showing the positions of pits you can fall down, alters randomly).

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

Find some trees to climb. If you look to the sea whilst up three of them, you should see objects drifting ashore (eventually). Be persistent when looking.

You should discover a digging tool at the Roc's egg.

Bury the body, but sift the sand first.

You should dig up a rock which is used for breaking boxes, branches, crushing something and moving serpens.

The chalk can be separated from the skeleton provided you use the branch correctly.

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

Search Laskar's body twice before you talk to him.

The disc is a source of light.

The meteor will move a door-bolt.

The red button on the device is a self-destruct button, don't press it!

Don't go east from Laskar's body.

Stabilise the ladder with the paper, not the saw.

LOST CHILDREN played by John Schofield on a Spectrum 128K

Do something to the Wizard's glider which could cause a nasty accident! Then leave the tower to watch.

You must enmesh the troll officer before killing him.

The children can be freed with the Wizard's key or with the crowbar.

You shouldn't need any more help!

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

The Haunted House

First, ensure you are carrying the pillow to "cushion" the blows from the furniture the poltergeist hurl at you.

Note the direction you are *facing* and from which direction the missile was thrown – you should always move in the opposite direction – e.g. if you are facing south and struck on your right arm it means it came from the west, so go EAST.

Work your way through the house to the Deserted Railway Platform.

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

How to get the six keys across the River Styx

You can't take more than 2 keys across at the same time, at least one key must be present on every journey, and keys seem to disappear unless you drop them in a specific order. Read on if you can't, or won't, be bothered working it out.

Get the LARGE BRONZE KEY and the SMALL BRONZE KEY from the cupboard. Go W and summon the ferry by blowing the horn. Drop the horn, and when the ferry arrives go N to enter – ensure you have your licence! Drop the LARGE BRONZE KEY into the boat then WAIT until the ferry arrives at the other side and disembark by going N. DROP SMALL BRONZE KEY.

WAIT for the ferry to reappear, go S and when it reaches the other side, go E back into the shack. As there is a key in the boat, you can now get one key at a time from the cupboard (LARGE SILVER, SMALL SILVER, LARGE GOLD then SMALL GOLD). When you are on your final journey, pick up the large bronze key before leaving the ferry – all six keys should now be present.

OPEN DOOR played by Edwina Brown on a Spectrum

Cast police spell at the painting.

Dial the number on the paper.

The key unlocks the chest in the cellar to get Heinz spell.

When in the amazing garden go east twice, then dig.

To get the bone – enter the hole.

Cast Heinz outside door 57.

THE PORTAL played by Barbara Gibb on an Amstrad

You can't walk cross the ice, or unfreeze it, so find another way.

Buy something in the general store.

Be very observant in the apothecary.

Imitate the villagers when inside the long hall; before you leave you should find some objects.



SIMON THE SORCERER played by Barbara Gibb on an Amiga – also available on Atari and PC

How to find the Woodcutter the first time

From courtyard – walk E, W, E, N, E (wise owl), E, E, NE (palaeotologist), E (centre of the forest), E, E (to woodcutter sitting outside his house).

How to find the woodcutter again

USE the MAP, click on the Centre of the Forest and go E and E.

How to get the woodcutter to move

Go to the icy location with the stone wizard. Use the metal detector to find some milrith (an anagram of mithril) ore, but you can't dig it out. When you can give the fossil to Dr. Von Jones he will ask you where you found it and goes off to look for himself. Either walk or use the map to travel to the Sleeping Giant and go W.

Look at the dirt to discover some milrith ore. Pick it up and go back to the village via the map. Visit the blacksmith and use milrith on the anvil. The blacksmith will make an axe head. Take this to the woodcutter, who will now go off to try it out. You can now enter his house!

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

At spaceport SEARCH JUNK twice.

Pull droid out of the junk.

The droid will need cleaning with the oily rag.

When you see a large wasp-like flying insect WAKE BADGIT (do this quickly).

Any time after waking him you can take the badgit back to his burrow. You will then be able to keep the fruit you pick!

RHYME CRYME played by Barbara Gibb on a Spectrum (128K only), also available on Amiga(e) and PC(e)

How to get the Pig from Tom

Walk on the flowerbeds east of the Picnic Area, then pick up the hosepipe whilst Mary is busy repairing the damage.

Go to the hole at the Open Green and say hello to Dr. Foster. Find a nearby tap, connect the hose, plug up the hole then turn on the tap to full the hole with water.

No doubt Mary will reclaim the hosepipe too soon, so look for it 4 locations away.

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

Part Two

The paint and butter will "activate" the bracelet.

Get Fred to follow you to a location where his skills will be useful.

You need a working ultrasound detector and a cage to catch a bat.

As soon as you enter the fairground, X (Kevin's) TROUSERS.

VALHALLA 3 played by Barbara Gibb on an Amiga

Level 3

Put the chemistry on grandmother's bed. Pick up the gambling potion and drink it at the roulette wheel to open the nearby chest. The symbol obtained, with another similar symbol, will open a chest. Put the noose on Ruth Ellis' shrine to get a spider. Examine it via your ancestor to learn more. (An altered version is what Eve wants.) Put the piece of paper on King Herod's shrine then the seaweed on the Flame of Oceans.

WITCH'S CAULDRON played by Ray Clayton on a C64

In the room with strange signs make a strange key.

When climbing the rope be sure to carry the lamp.

The name of a witch's party helps your escape.

ZORK NEMESIS

Pick up the pointer/rod from the sundial. Check the drawing on the table in the laboratory.

Move the map screens in the library until a passage is revealed (see Precision Corner in last month's issue if stuck).

Move the head of the statue to face Malveaux's symbol to open the door.

At the sundial, fit the pointer then rotate it to cast a shadow on the appropriate planet.

Hang a mirror on the first left hook to see one candle is different. Locate this candle and extinguish it to be transported to the centre of the temple where you see a burning candle on an altar. Extinguish this candle to restore Malveaux's power. Visit him in the crypt for an explanation concerning some of the strange things encountered.

SERIALIZED SOLUTION

DUNGEON MASTER 2 – THE LEGEND OF SKULLKEEP

Played by Mary Scott-Parker on a PC

PART 7

At this stage of the game I had decided that the author was a sadist – what should have been a hard enough game, with all the complex puzzles to be solved, is made almost impossible, and off-puttingly annoying by the constant attack, every few seconds, by enemy minions. Once a monster is dead that should be the end of it. Send hoards of them in the beginning for a tough fight, requiring a bit of strategic planning and clever tactics, by all means, but at least let the player have a bit of respite to work out the puzzles in peace, when he/she has finally dispatched them,

Anyway to the game. You are now – or should be – in the reflector room – having successfully avoided the two moving teleporters. It's worthwhile saying (if it's not too late) that the game should be saved before quitting the corridor for the teleporter room – because at one end of the room are four pits and if the teleporters manage to make you fall down one [and they will] you will have to re-negotiate the ram's heads – a fate too awful even to contemplate. To close the pits and open the locked door opposite a coin needs to land on the pressure plate at the centre of the pits. Activate a Scout Map and send a Scout Minion to the centre square. Throw a coin at it and it will hit the minion and land on the pressure plate – closing the pits and unlocking the door.

The pits in the reflector room need to be closed. Standing on the floor-plate near the central pillar will release a fireball from behind the pillar. This will hurtle round the room bouncing off the reflectors. You need to angle the reflectors across the pits [with the levers] so that the fireball hits its point of origin on the other side of the pillar. It's easier to ignore the floor-plate generated fireballs – just send one of your own North, so that it hits two reflectors and then the target. Standing on the floor-plate by the central pillar, toggle the lever while looking at the Scout Map, to see which position removes the reflector in the centre of the far room [which stops fireballs hitting the target]. Once that reflector has gone send a fireball North across the pits, and toggle the other levers until the reflectors direct the fireball onto the target to close the pits.

Once the pits are closed the reflectors can be moved, one at a time, to the teleporter room – to “box” the teleporters into a corner – then you can walk round the room and climb the ladder without being teleported at an inconvenient moment. Blast the wooden door in the reflector room to find some red armour. Inside the Valve Room [through the door opened by the Master Key] get rid of the Minion and turn on the four valves. Go through the Reflector Room again and climb the “up” ladder. There is a locked door on the south wall which requires the Onyx Key to open it. There is a teleport pad to the North. SAVE the game before entering the corridor with the lightning rods. Cast ACCELERATE and race through in the slight pause that occurs after each series of lightning bursts. Press the lever round the corner to switch off the lightning temporarily. In the niche are two keys – the Onyx Key and the Skull Key. If both keys are lifted together a trap is activated making movement impossible. If you lift the Skull Key first drop it again and place the cursor point directly on the other key. It may take several attempts to lift the Onyx Key. Open the locked door with the Onyx Key and press the lever round the corner, to the right, in the room beyond, to lower the ladder.

SOLUTION OF THE MONTH

LA ADVENTURE

Written by William Quinn

Played by Dorothy Millard on a C64

Part One

ENTERING GAME – Start sitting at a desk in front of your computer. GET CAN of hydro-soda, EXAMINE COMPUTER, GET CAN, EXAMINE CAN, OPEN CAN (you are drawn into the TV screen), EXAMINE PULSE (you are carried into the game), EXAMINE RUBBISH, GET PIPE, EXAMINE PIPE, E to dead end, EXAMINE LORRY, READ NOTICE (note the telephone number), W, W to subway entrance (don't use a taxi until you have had your face changed or you will finish up in jail, in which case just type ESCAPE), D to subway, EXAMINE TRACKS, JUMP TRACKS (you pole vault to the other side), D, GET COIN, U.

FACIAL SURGERY/HAIRDRESSERS – S to mall entrance, E to Cafe Central, N, E to hairdressers, LISTEN WOMEN, W, S (a telephone is here), INSERT COIN, DIAL 555371 (you call the surgery for an appointment), DIAL 911 (only kidding!), S to facial surgery (you have facial surgery and wake up in bed), EXAMINE BED, W, N, GO ESCALATOR, N, E to hairdressers, SIT SEATS (you get your hair done), EXAMINE HAIRDRESSER (he does not notice a woman "frying" under the drier), WARN WOMAN (note you must have had facial surgery first – just in time... she gives you some money), LOOK, GET MONEY, EXAMINE MONEY (\$20), GET TIN of hairspray, EXAMINE TIN (smelly stuff), W to sports shop (leave the bowling ball as it is a red herring), TALK WOMAN, BUY hiking BOOTS, S to Cafe central, GET WHISTLE.

GAME MACHINE – SE to noisy machines, EXAMINE CROWD (you see the machine of your dreams), EXAMINE MACHINE, SPRAY HAIRSPRAY (the crowd parts), SIT MACHINE (you enter Hellzone 5), SW, E, SW (you corner the Mechanoid and win... the manager hands you a token for completing the game), EXAMINE TOKEN, NW, GO ESCALATORS, SW to street, BLOW WHISTLE (a cab driver takes you across the road), EXAMINE BUM, TALK BUM, GIVE TOKEN (he gives you a can of drink), S, NE, GO ESCALATORS.

CASINO – W, N, D to subway, JUMP (across the tracks), U, GO TAXI, NE, EXAMINE CARNIVAL, E, E, WEAR BOOTS, GO FLOAT, EXAMINE HI-FI, LOOK, GET HEADPHONES, D, SE to beach house, EXAMINE MAGNET (ignore it), EXAMINE COUNTER, EXAMINE FAN, SE to beach front, EXAMINE LAKE (floating in the water is a bottle), LOOK, GET bottle of RUM, S to beach, DIG SAND, LOOK, GET WATCH, EXAMINE WATCH, W into Casino, EXAMINE OWNER, STAKE WATCH (you win a ticket), EXAMINE TICKET, EXAMINE TICKET (a day's free microgliding).

ISLAND – SW, SE to fountain, EXAMINE FOUNTAIN, EXAMINE WATER, LOOK, GET large KEY, E, N to beach, EXAMINE BOAT, TALK MAN, GIVE FREPSI (he gives you a pair of skis), WEAR SKIS (you ski across to the island – ignore the small ring, another red herring), U to small hill, READ NOTICE (note don't be tempted to feel in the hole as "it's a bug in the game!!!), D, SW to drinks shack (a drunken sailor is here), GIVE RUM (he flakes out), EXAMINE SAILOR (in his coat you a walkman), GET WALKMAN, NE, WAVE (finally someone stops for you..... you are taken back to the beach).

FILM – N, N, NW, NW, W, W, SW, E to play school, EXAMINE CHILDREN, GET CHILD, W, NE, E, EXAMINE RUBBISH CONTAINER (padlocked), UNLOCK LID (with the key), EXAMINE CONTAINER, GO CONTAINER, EXAMINE RUBBISH, LOOK, GET BOOK, EXAMINE BOOK (the highway code), E, SE, SE, S, S, S, W to fountain, S to where the film crew is (the child turns out to be the director's son.... the director offers you a part in the film), EXAMINE FILM, EXAMINE DIRECTOR, STAND FRONT (you are thanked but as the director has no money he lends you his credit card to buy one thing), EXAMINE CARD.

PLAYING WITH THE BAND – SW to street, GO ROAD (good job you had the highway code), S to other side of the street, GET PLECTRUM, N, NE, N, E, N, N, NW, NW, W, W, SW, HAIL TAXI, D to subway, GET PIPE, JUMP TRACKS, S, E to Cafe Central, GO ESCALATORS, SW, BLOW WHISTLE, N (to music shop), BUY GUITAR (using the credit card), S, S, NE, GO ESCALATORS, E to circular stage, EXAMINE BAND, PLAY GUITAR, W, W, N, D to subway, JUMP (across the tracks), U, GO TAXI, NE, E, E, SE, SE, S, S, S, W to fountain, S to where the film crew is, GIVE CARD back to the director.

LEAVING IN MICROLIGHT – N, NW to outdoor shop, HIRE MICROLIGHT (you hop in and take off..... after a while the engine gives out and you crash land).

PART 1 COMPLETED – The Code for part 2 is MIA2435AD3

Part Two

CONSTRUCTION SITE/STATUE You have crash landed at a small airport, GET RING (enter password), MIA2435AD3 (you dive out of the way and run for your life), EXAMINE RING, NW to construction site, SW, S to where the blind man with a paper stand is), EXAMINE MAN, STEAL PAPER (he hears and throws something at you), LOOK, GET HARDHAT, EXAMINE HARDHAT, N, NE to construction site, WEAR HARDHAT, GO BUILDING (a chunk of concrete hits you on the head.... you grab something and retreat), I (you have a ladder), SW to statue, EXAMINE LADDER, EXAMINE STATUE, CLIMB LADDER (you knock something off the statue), LOOK, GET KEYS, EXAMINE KEYS, DROP LADDER.

GARAGE – NE, SE, GO BUILDING to a highly secured building, SIT SEATS (you see something), LOOK, GET life FLOAT, EXAMINE FLOAT, EXAMINE DESK, E to travel shop, GO photo BOOTH, GET KNIFE, EXAMINE KNIFE, EXAMINE CURTAIN, RIP CURTAIN, LOOK, GET CLOTH, OUT, W, W, NW, SW, SW to garage, EXAMINE PUMPS, GO SHOP (the attendant won't let you), SHOW KNIFE (he says "go ahead"), GO SHOP, GET SPANNER, EXAMINE SPANNER, EXAMINE RUBBISH, LOOK, GET CAN of oil, EXAMINE CAN, OUT, E, SE to where the hamburger stand is, EXAMINE HYDRANT, LOOK, GET baseball BAT, EXAMINE BAT, EXAMINE STALL, BUY HAMBURGER (you are given one to shut you up), EXAMINE HAMBURGER (you find a couple of pieces of tomato).

COOK – NW, N, N to bar, EXAMINE TV (you can hardly see the picture for food), CLEAN TV (using the cloth.... the barman thanks you and gives you a free beer), EXAMINE TV, LOOK, GET glass BOTTLE, EXAMINE BOTTLE, BREAK BOTTLE (not that easy), S, NE, SE, EXAMINE BUS (the driver is asleep), WAKE DRIVER, EXAMINE BUS, GO BUS (you arrive at the bus terminal, D to an outdoor restaurant, EXAMINE COUPLE, E to kitchen, S (the cook won't let you), EXAMINE COOK (he's preparing a salad), GIVE TOMATO (he says it will have to do), EXAMINE COOK (he says "get those plates out of my sight"), EXAMINE PLATES, GET PLATES, W to restaurant, GIVE PLATES (they thank you), E, EXAMINE COOK, S to car park, EXAMINE PORSCHE (locked), UNLOCK PORSCHE (using the keys), GO PORSCHE, EXAMINE DASHBOARD (you find something in the glove compartment), LOOK, GET PASSPORT, EXAMINE PASSPORT (it has someone else's photo).

LAKE/JEWELLER - W to carpark, S to playground, GO SLIDE, GO SWINGS (you break it), GO SWINGS, GO ROUNDABOUT, LOOK, GET planks of WOOD, EXAMINE WOOD, N, N, W, W, GO BUS, NW, SW, S, SE, SE to lake, EXAMINE OARS, GO BOAT (you use the planks of wood to row to the far side), N to jewellers, EXAMINE JEWELLER, GIVE RING (he says he will take it if you can fix his van for him), OUT to back street, EXAMINE VAN (it is out of oil), FILL CONTAINER (with the oil.... it is going find now), GET BRICK, W back to jewellers, GIVE RING (he gives you his baseball card), EXAMINE CARD, S to lake, GO BOAT (to other side).

SKATING RINK/BASEBALL STADIUM - EXAMINE LAKE (you drag something out), LOOK, GET SKATES, EXAMINE SKATES, NW, NW, N, NE, SE, GO BUS, D, E, S, S, W to skating rink, SE (the ice is too slippery), WEAR SKATES, SE (you glide across the ice on the skates and enter the baseball stadium), EXAMINE TURNSTILE, SCAN CARD, PUSH SEATS, LOOK, GET STAPLER, EXAMINE STAPLER, D to centre of diamond, HIT BALL (strike!), HIT BALL (second strike), HIT BALL (this time it falls back and hits you in the face), GET BALL, U, NW, NW, E, N, N, W, W, GO BUS.

DOG/GYM - NW, SW to where the statue is, BREAK BOTTLE WITH BRICK, I (you now have a piece of glass), EXAMINE GLASS, READ GRAFFITI (note it is necessary to type to incorrect spelling of graffiti - it reads "BUD SPUD Fitness King '98"), S, SE, SE, EXAMINE DOG, THROW BALL (the dog chases it dragging the woman behind), SW to dead end, W to sports centre, TALK INSTRUCTOR (she tells you to sign your name), SIGN BUD SPUD, S to gym (leave the weights), EXAMINE WEIGHTS, SE to pool, EXAMINE POOL, GO POOL, GET COIN, OUT, NW to gym, EXAMINE BENCHES (you see a jacket), GET JACKET, EXAMINE JACKET (you find a piece of paper), I (it was a cheque), N, E, NE, NW, NW.

PHOTO/BANK/AIRPORT - N, NE, SE, GO BUILDING, E, GO BOOTH, INSERT COIN, PUSH BUTTON, OUT back to travel shop, GET PHOTO, STAPLE PHOTO (into your passport), EXAMINE PASSPORT, EXAMINE BROCHURES, W, N to bank, CASH CHEQUE, S, E back to travel shop, BUY TICKET, EXAMINE TICKET (a ticket out of the game), W, W, NW, SW, S, SE, SE, SW to dead end, E into the airport terminal (save game here), EXAMINE MACHINE, SIT SEAT, SHOW PASSPORT (you are on the plane waiting for takeoff), WAIT until you take off.....

CONGRATULATIONS You did it!

However there are 5 secret room - type Zzap to start again.

Secret Rooms

Notes:

1. The ending of this game is most peculiar and it is difficult to know whether or not you have finished.
2. Various names etc. can be typed in which gain responses but don't help with the game, some to try are WILLIAM QUINN, JANET HEMPHILL, SEAN ELLIS, BILLY POLLOCK, LODGE PARK, THE KID, ZZAP, SHE'S OUT OF CONTROL, DEAD, CATHERINE HICKS, PEPSI, DEDICATED, CHEAT, 90210, GABBY, SHAWN, HELLO, GOODBYE.
3. The 5 secret rooms are
 - a) The Spot
 - b) Slashes House
 - c) Cheat Room
 - d) Outside House
 - e) Living Room.

RACING PORSCHE/ICE SKATING RINK - ZZAP (restora saved position), NAMES ("I put quite a few names in the program, Can you tell me what they are?" see note 2 above), LIFEFORM or NIGHTMARE)thank you for mentioning my previous game - have a lolly on me), LOOK, GET LOLLY, LICK LOLLY (well it tasted good), AMI DOLEN (last seen near building - DEMOLISH BUILDING), W, NE, NW,NW, N, NE, SE, GO BUS, D, E, S to carpark, GO CAR, PULL GEARSTICK (you arrive at The Spot), RACE, BURN LIKE HELL (you win and receive a present), GET sealed BOX, OUT, S, W to ice skating rink, MELT ICE, LOOK (you see "The Un-See-Able Object" - can't see it though, probably because you can't see it!), E, N, N, W, W.

AMI/SLASHES HOUSE - GO BUS, LIFT BUS, LOOK, GET the cheat ACTIVATOR, GO BUILDING, N to bank, SQUEEZE HOLE (you find yourself at Slashes House faced with snakes which you can't do anything about - if you try to go north you will die), S, S, W,DEMOLISH BUILDING, LOOK, GET AMI, EXAMINE AMI, NW to construction site, DEMOLISH BUILDING (you see the "Not-Hold-For-Very-Long object -obviously you can't hold it for more than one move!").

CHEAT ROOM - SW, S, SE, SE, SW to dead end, REMOVE WALL (you find yourself in the Cheat Room), ACTIVATE CHEAT (must have the activator but nothing seems to happen except you are told that it is activated!).

WARP - W, S, SE to pool, GO POOL, GO PLUGHOLE (you warp into another area.... you are outside a house), KNOCK DOOR, KNOCK DOOR LOUDLY (you enter to a living room.... a double teleport warp is here), GO TELEPORT (you have access to the teleport controls.... the answer is in the sealed box).

This appears to be about as far as you can go as there is no way through the teleport and no further way to finish the game.

E-MAIL ADDRESSES

DOREEN BARDON - KABVENOM@aol.com

PETER CLARK - clarkpg@btinternet.com

LAURENCE CREIGHTON - Larry@Gem.co.za

JOHN FERRIS - john.ferris@courtaulds.com

PHIL GLOVER - pglover43@aol.com

CHRISTOPHER HEPPINSTALL - Hobbes1683@Aol.com

LARRY HORSFIELD - alaric@larryhorsfield.demon.co.uk

DOROTHY MILLARD - dddmillard@hotmail.com

PHIL REYNOLDS - phil@darkmoon.force9.net

JON SCOTT - jonscott@freeyellow.com *Or* scott-jm@ulst.ac.uk

EDMUND SMITH - edmund@zetnet.co.uk

KAREN TYERS - ktyers1951@aol.com

USEFUL ADDRESSES

Adventure Probe - 52 Burford Road, Liverpool L16 6AQ

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

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

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

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

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

Fictitious Frobisher - 1 Heath Gardens, Coalpit Heath, Bristol. BS17 2TQ

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

Format Productions - 34 Bourbon Road, Gloucester. GL4 0LE

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

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

Laurence Creighton - 603 Hillside Heights, Wessels road, Green Point, 8004
, South Africa

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

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

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

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

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

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

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

WoW Software - 52 Burford Road, Liverpool L16 6AQ

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

ADVENTURE PROBE HELP LINES



ISLA DONALDSON	0141 9540602	SUN - SAT Noon - 12pm	Amstrad		
BARBARA BASSINGTHWAIGHTE	01935 426174	SUN - SAT 10am-10pm	Spectrum & BBC		
BARBARA GIBB	0151 280 5616	Afternoon & Evening	Various		
MANDY RODRIGUES	01492 877305	Mon-Fri 10am - 9pm	Various		
PHIL GLOVER	0121 777 7324	Mon-Thurs 6pm - 10pm	& Sun 11am - 5pm	Sam Coupe	
JENNY PERRY	0181 9794851	Any evening except Monday before	10pm	PC & Spectrum	
STEVE CLAY	0151 200 5861	Mon-Fri after 7pm	Sun - any time within reason	Not Saturday	PAW & AMOS
KAREN TYERS	01347 838667	Spectrum Golden Oldies	Any day - 10am - 10pm		
DOREEN BARDON	01653 628509	MON-FRI 6pm - 10pm	WEEKENDS Any reasonable time	Spectrum	

THE ULTIMATE INFOCOM HELPLINE

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

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

ADVENTURE PROBE

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

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN