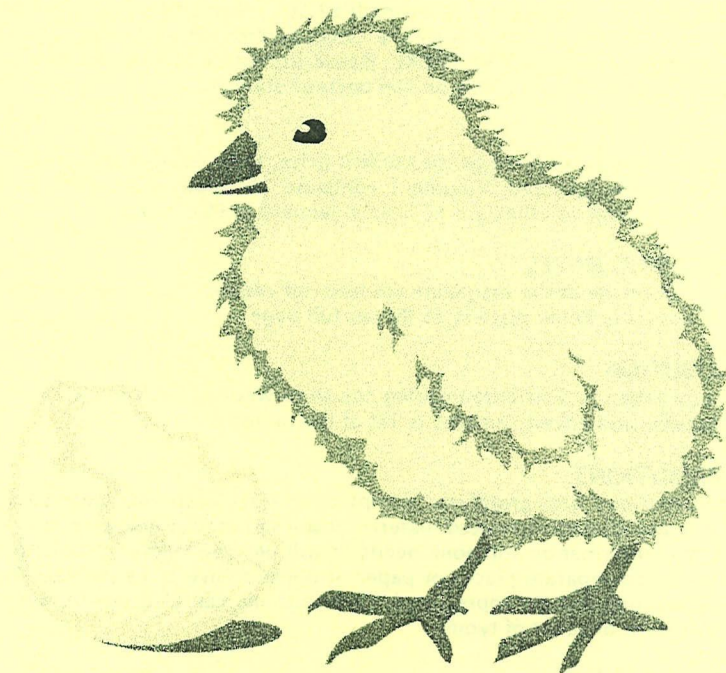


# ADVENTURE PROBE

April 1998

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VOLUME 12 ISSUE 4



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Back issues may be ordered at the current price. Most issues are in stock, but some may have to be reprinted. Volume 1 comprise 19 issues (June 1986 to December 1987), subsequent volumes are 12 issues, January to December .

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All advertisements in the magazine are free for regular subscribers, i.e. 3 issues or more in advance. Trade price is £5.00 per full page.

## **DISTRIBUTION**

Adventure Probe is distributed during the third week of each month. Copy date for contributions and advertisements is 1st of the month.

## **CONTRIBUTIONS**

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief it is - it may be exactly the information someone needs. 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. Contributions can also be submitted on disc, which will save me a lot of typing.

## **POSTAL ADDRESS**

Please send all correspondence, subscriptions, and of course, contributions, to:

Barbara Gibb - Editor, Adventure Probe  
52 Burford Road, Liverpool L16 6AQ  
United Kingdom

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## HALL OF FAME

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

Bev Truter, Edwina Brown, Karen Tyers, Dorothy Millard,  
Laurence Creighton, Ellen Mahon  
and Peter Clark.

Special thanks to the staff of The Copyshop, Allerton, Liverpool

## EDITORIAL

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Welcome to another issue of Probe. This is the first (of many?) to be prepared on my PC. It seemed ridiculous to have a lovely new Epsom printer standing idle while I printed the masters on the old Swift 24, so I decided to jump in at the deep end and learn how to use the PC and Microsoft Publisher earlier than expected.

Geoff, the former printer of the magazine, sent me a template for the magazine pages, and a copy of the font used on the front cover. With these installed. I spent hours customizing the template, and typing up the regular pages, not forgetting to make backup copies on floppy and hard drive, the latter being something completely new to me. Despite all the fantastic choices that were at my finger tips/click of a mouse, including some wonderful clipart and a user-friendly spellchecker (that keeps asking if I mean FAQ rather than 6AQ), I resisted what I believe is known as the "ransom note syndrome". I hope I have chosen a font that will photocopy clearly, but if it proves unsuitable, I will change it for the next issue. I admit I "filled in" with more pictures than I initially planned, but that is because I ran out of contributions and as I wanted to distribute the magazine before the end of July I didn't have time to seek or write extra material.

One obvious advantage now that the magazine is PC-produced is that contributions can be sent on PC disc and loaded straight into Microsoft Publisher, something I found a definite advantage when I came to the Reviews and Solution of the Month sections. With just a couple of minor changes, they looked as if I had typed them directly into the program.

I had planned to say some quite important things in this editorial, but as usual my mind is a blank. Suffice to say that I need a lot of contributions to keep the magazines flowing off the press - and as mentioned above, it will be even more helpful if they are on disc - but not essential, so please do not think that your contribution will be rejected because it is handwritten.

I hope you like the "new look" Probe - comments, suggestions, clipart and contributions will be most welcome.

'til next month, happy adventuring,

*Barbara*

## LETTERS

---

### From Rob Kershaw of Whitchurch .....

Having just received my first issue of this excellent magazine, I can only say that I am shocked that interest in text adventures is still high. I had thought that Probe had closed some time ago (news I found in an old Amstrad Action mag.), but obviously I was mistaken. I am glad that people are making the effort to keep the Amstrad, Spectrum and other 8-bit text adventure games alive, as I have always felt that they were the strongest aspect of the the 8-bit computers. As well as an Amstrad, I also have a PC and I was curious about this emulator that is frequently mentioned. Is it an actual program for the PC, and if so, how does it work? I would be interested in obtaining a copy as I don't know how long my DD1 will last, it is nearly 14 years old! Level 9 games (mentioned in Feb. issue) were among my favourite on the Amstrad, and although I managed to get hold of Red Moon, I would like to get The Price of Magik and Lords of Time, as well as any of the Infocom games (are they available on PC as well?). Can anyone help? Also, if anyone has tips or (grovel....) solutions for the following games, I would be most grateful: Fantasia Diamond, Jewels of Babylon, Castle Warlock, The Island, The Test, Kentilla. All of these are for the Amstrad. Maybe you can help, Barbara? As the Feb. issue was my first, I don't know if these are covered in the other 11 volumes and 1 issue. I have completed the following games on Amstrad: Grue-Knapped, Helvera, Case of the Mixed-up Shymer, The Base. On the PC I have completed Discworld 2, Broken Sword 1, Ultima 8, LBA 2 and Heimdall 2. If anyone needs any help (probably not as these were all fairly easy), then drop me a line:

Rob Kershaw, 24 Alport Road, Whitchurch, Shropshire, SY13 1NP

That's it really, I hope everyone out there can help, and I will try to do as much as I can to contribute to this brilliant magazine in the future.

\*

The above is the "For publication" section of a longer letter from Rob. He goes on to state that he can't afford to subscribe to Probe as he is extremely hard up. He asked for help with "The Taxman Cometh" but didn't enclose a stamp or an SAE. I replied, giving help with his query, plus some information about the availability of emulators, but readers may wish to write to him with more details. (Barbara)

## REVIEWS

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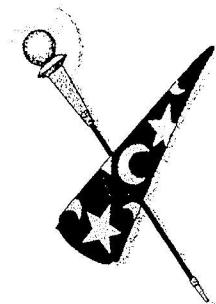
### JOHN'S FIRE WITCH

Written by Michael J. Roberts

Reviewed by Karen Tyers on a PC

I downloaded this from the ftp.gmd Internet site which has become one of my favourite places for shareware and freeware text adventures. All power to the elbow of those who maintain it and those who contribute to it. The game is written with TADS and I believe it is the author's first attempt at using this system. I found no spelling mistakes or bugs in it.

The story starts with you having arranged to meet a friend at a pizza and beer hot spot, but he hasn't turned up. After downing a few beers you get fed up with waiting so you decide to head over to his place to see if he's still at home. Arriving at his place, you find the door unlocked and no sign of your friend. However, you feel somewhat the worse for wear after the beer, so you fall asleep in his living room. Awakening the next morning you find that an horrendous snowstorm overnight has trapped you in the flat, and there is still no sign of your friend, so you decide to start looking around.



Hunting around the house, you will soon discover a couple of letters and a diary, which all make interesting reading. The diary in particular should be read thoroughly as it gives a possible clue to your friend's disappearance. Apparently he has been having vivid dreams about a hole in his basement, and the Fire Witch and Ice Wizard that live down there. It seems that the Ice Wizard has imprisoned the Fire Witch and your friend was obsessed with thoughts of freeing her. The diary also mentions a crystal card, and a magic word....

With much food for thought, you start to explore the lower reaches of the house, and soon discover a hole in the basement wall, and this is where the game really opens up. Going down the hole brings you into an entirely new realm and several puzzles to solve, including how to cross a pit full of spikes, how to stop yourself being frozen and how to open a vault.

This is a small game with only 37 locations, but there is still quite a lot to do. The game leads you gently from one puzzle to the next, and none are too difficult. I would say that this is an ideal game for a beginner. Even experienced adventurers can find few hours amusement with this one.

The author states in the Read Me file accompanying the game, that he is quite happy for the game to be passed on, therefore I am quite happy to send a copy to anyone with a PC but no access to the Internet. Alternatively, I think it is also available on one of SynTax's PD disks [\*].

[\*] #816, also available for Atari and Amiga.....Barbara

## **CONVENTION BLUES**

**Written by Dorothy Millard**

**Reviewed by Bev Truter on a PC under C64 emulation**

"Convention Blues" is a fairly old (mid-eighties, I think) traditional text adventure, in which you must find 10 treasures hidden in an old house. Before you start muttering "corny....." hang on just a minute, because despite its age this is a delightful game to play. The emulated version I played comes with its own "Loader" program which contains help, instructions for playing "Blues", a menu of all Dorothy's other games, and a load facility for loading the game directly from the main menu. This game was Dorothy's first foray into programming in BASIC for the C64, and she describes it as "..... isn't too hard". I'd agree with that assessment, except to add that it's not too easy either - sort of somewhere in the middle between "quite difficult" and "fairly easy".

The introduction to "Blues" runs like this: "You've read all about the Adventurers' Convention held every year, but don't feel qualified to attend. You feel sure someone will make fun of you, even though underneath you're sure adventurers aren't like that. So, unfounded though your assumption is, you set out to prove to yourself that you can complete at least one adventure. Then you will have the courage to attend your first convention." So "Convention Blues" turns out to be the adventure you are so determined to complete, set in an old mansion and its grounds, with problems galore to prevent you collecting all those treasures and winning the game.

Despite the obvious limitations in size and space when programming a game in BASIC, "Blues" works well, has many clever puzzles and an absorbing atmosphere. There's the usual amount of "sneaky" Dorothy-problems - for instance, don't for heaven's sake THROW anything until you've got into that maddening shed that appears to have no entrance. If you use this particular item necessary for getting into the shed elsewhere, you'll be unable to do your shed-breaking thing later, so be warned!

Although location descriptions are very short (by necessity), and many object descriptions lacking altogether, "Blues" nevertheless generates that "MUST finish it" feeling. "Blues" had me scuttling back and forth across its 49 locations for two l-o-n-g evenings, totally absorbed in tracking down those 10 elusive treasures. As I mentioned earlier, the plot might sound corny, but what the heck! Everyone enjoys a treasure hunt, and this one has oodles of cunning puzzles to boot! It is a well-written game with no hiccups or bugs, spelling or grammar are faultless, and I'd recommend it to anyone who would like a peek at an older-style text adventure that is certainly a lot better than many other oldies I've played.

[As mentioned in last month's issue, all Dorothy's adventures are now in the Public Domain. The PC(e) versions are available directly from Dorothy via E-Mail, or you can contact me at the Probe office for a copy of the disc she sent to me, enclosing return postage.

The original C64 versions of all her games, and the Amiga(e) version of "The Great Aussie Adventure" are still available from Adventure Probe Software, price £2 each.....Barbara]



## FIRE RUBY

Written by Laurence Creighton

Reviewed by Bev Truter on a PC under Spectrum emulation

Hundreds of years ago a famous gem - the fire ruby - was stolen from the Sultan of Turkey. No one has ever found it. Can you find this legendary jewel and return it to its rightful heir? Can you overcome all the odds and succeed where others have failed?

The answer to these two rhetorical questions would have been a resounding "NO!!" if I hadn't mercilessly pestered Laurence for hints throughout the course of the game. "Fire Ruby" is the usual Creighton-type adventure romp through exotic scenery, requiring plenty of gung-ho dashing about in an Indiana Jones fashion. This particular adventure is set on a faraway island, and the first fifth of the game has you battling away, first trying to get ashore from your boat, then wandering around the streets of the local town finding some bits and pieces of necessary equipment that you know you'll need before setting off on your journey. Then once you reach destination the game \*really\* becomes increasingly difficult. This is definitely not an adventure for the faint-hearted or the novice adventurer, and Laurence described it as one of the hardest adventures he's written yet. I second that!



The commands look in, look under and look behind (all abbreviated to LIN, LUND and LIND) have to be used frequently and repeatedly, as well as the verb SEARCH. Search is not the same as EXAMINE, and it's wise to search everything, even the most mundane-looking objects and locations, very thoroughly. A whole heap of novel puzzles are scattered throughout this game - where on earth is some dynamite? How does one build something to get across that lake? How do I work out what to do with that nasty tripwire stretched unoblingly across the path in front of me? The solutions to some of the puzzles were sometimes easy to figure out, but how to convince the parser to do what you want is another matter altogether. My advice is to keep it simple, and think of each problem as a "real" situation - what actions would you be likely to try?

As is usual in this kind of game, it's essential to be holding the correct item, as well as attempting the right action, to solve many of the puzzles. Come to think of it, I can't recall a single "easy" puzzle in the entire game, and "Fire Ruby" will have your little grey cells stretched to their limits. Even when/if you find the location of the fabled fire ruby it still isn't obvious how you can actually get it into your greedy little hands.

This is a demanding and sometimes frustrating game to play, but it's worth it for that warm glow of satisfaction when you finally work out that final move.

**Spectrum (tape and 3.5" +D 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.**

### **FELINE SLEEPY**

**Written by Edwina Brown**

**Review by Dorothy Millard (Spectrum Version)**

This is a purrrfect game full of pussycats. Feline Sleepy is a true puzzle adventure with lots and lots of interesting, and sometimes difficult, puzzles to solve. Starting outside an hotel you enter to meet the receptionist and after signing the register you are free to wander around the ground floor, but it will be necessary to obtain keys to most of the upstairs rooms. You will meet all kinds of pussycats, including the receptionist who is a Siamese with the bluest eyes you've ever seen. In another room you will meet a pretty tortoiseshell cat who is sobbing in a chair because her favourite necklace has been stolen. Others include a mischievous tabby kitten and two Burmese cats.

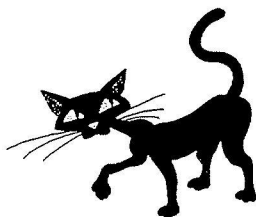
Once you enter the tunnel you will meet Sukie the Ghost who has lost her kitten Pickle and asks you to find him. The rotund brown tabby wearing a white overall is the chef and somehow you must lure him from his kitchen so you can obtain the grey key and enter the pantry. There is a beautiful chinchilla cat is upstairs who is so engrossed in preening herself in the mirror that she doesn't notice you enter. Additionally there is large white cat wearing a roll-necked pullover and a blue Persian cat to talk to.

I started off really well; Edwina has obviously given us some of the easier puzzles to build up our confidence at the start. I sailed through the first dozen or so locations and found heaps of objects after examining, searching, looking in, under, behind and on everything possible. Then things started to get a little harder. After a while I came to a dead end. Time for a break, I thought. When I came back I progressed further and managed to enter a number of the bedrooms upstairs. Once I managed to enter the grey room I thought I was doing really well and that I should be able to complete it relatively easily from here. Well, I was wrong. From this point on I really needed the thinking cap on and it took me quite some time to complete the game. I had to restart a couple of times; once when I eventually realised that the chef was preventing me from getting something in the herb garden and it was necessary to do things in a different order. Another area that had me tossed for quite a while was the balcony. I was sure I needed to enter that last room! It was really nice to play a game in which I didn't "die.!

Feline Sleepy is a charming adventure. I liked the way the puzzles started off easy and gradually got harder. By then I was hooked. Listening to the various conversations was interesting and the writing was adequate without being wordy. I would describe Feline Sleepy as a well written enjoyable game. Most objects and actions are necessary to the completion of the game and I only remember one red herring. Well worth playing. Buy it!

I agree with the review in February's Probe, oh the temptation to call it the cat's whiskers. It does describe it rather well.

**Spectrum (tape), Atari(e), Amiga(e) and PC(e)** versions available from Adventure Probe Software - price £2.



## AN UNDERGROUND ADVENTURE

Written by Mark J. Welch

Reviewed by Peter Clark on an Atari

This is a small adventure and one which would be suitable for a beginner as it is not very difficult.

It appears from the introduction that you are a survivor of a nuclear exchange and have been spending some time looking for any other survivors. Why you should have survived alone is not explained. Anyway, you have heard tell of a system of underground tunnels that were constructed to house the bigwigs during such a war and you set out to see if you can find them. Well I never! Just as you find a large blackened pit you also find a length of rope and begin to climb down into the unknown, dropping your flashlight as you go. You lose your grip on the rope just far enough from the bottom of the pit to survive the fall without injury and, there at your feet, is your flashlight and an iron bar.



This is where the game really starts and you enter the tunnels through a convenient door to the west. You shortly come in contact with a wolf! Goodness knows how it has survived in the tunnels for so long as throughout the rest of the complex there is no food or water to be found. You will also encounter a mutant and the same applies here. Their poor quality of life can soon be ended as they can be put out of their misery by using the iron bar or a handy laser gun that is found close to the entrance.

There is really little to do in this game after dispatching the two aforementioned characters as it is then a matter of exploring and mapping the game. There were a few objects to be found but apart from scoring points for finding them they had no use. A couple of the objects did have a use. One, a key had a obvious use and the other, a module, was the way of escaping the underground complex. There were no real puzzles and far too many useless locations. I found two large crates/boxes which were easily opened but the contents were unobtainable and, as far as I can see, had no purpose. I also discovered a fair number of locked doors which did not need unlocking as there was no need to pass through them.

As far as bugs were concerned there were no real howlers but the usual fault in so many of these free games where the location description tells you that "There is a red triangle on the wall" and asking the game to "examine the triangle" produces the reply "there is no triangle here". As someone who has written several games myself, I know that this can easily happen but it does show a lack of proper playtesting.

The game finishes in a different and quite abrupt manner and although I managed to complete it without scoring the maximum number of points, I did not get the feeling that I wanted to play the game again to see what I had missed.

As I said at the start of this review, this is a game for a beginner or one to pass away a spare half an hour.

[Thanks to the generosity of readers I have a good collection of games for the **Atari**, so if anyone is interest in the above adventure please let me know....Barbara]

## **SLACKER X**

**A Scatological Breakthrough in Adventure Gaming**

**by The Velvet Jester**

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

Try as I might I found it impossible to like anything at all about "Slacker X". I like to think I am broad-minded but I just found this romp into drugs distasteful. I did not enjoy it.

According to the introduction you wake up in a room that is spinning clockwise. You can't remember who you are, where you are, why you are here or who threw up on you. Then you remember that there was a party last night, a dude gave you some pills and that you are in the back room of the party. Now you know where and how you got here only two things remain to be discovered; who are you and who threw up on you!

The game goes on to talk about horny teenagers, drinking beer, smoking pot and sex. This just about sets the scene. I recommend you avoid it.

# SOME INTERESTING OXYMORONS

## sent in by Laurence Creighton

---

What is an oxymoron? Webster's defines it as "A combination of contradictory or incongruous words". I have listed about 50 here which I found on the Internet, can anyone dream up some others?

ACT NATURALLY  
RESIDENT ALIEN  
GENUINE IMITATION  
AIRLINE FOOD  
SAME DIFFERENCE  
GOVERNMENT ORGANISATION  
ALONE TOGETHER  
SILENT SCREAM  
LIVING DEAD  
BUSINESS ETHICS  
BUTT HEAD  
SOFTWARE DOCUMENTATION  
SWEET SORROW  
SYNTHETIC NATURAL GAS  
PASSIVE AGGRESSION  
CLEARLY MISUNDERSTOOD  
PLASTIC GLASSES  
COMPUTER SECURITY  
TIGHT SLACKS  
PRETTY UGLY  
RAP MUSIC  
EXACT ESTIMATE  
NEW CLASSIC

FOUND MISSING  
ADVANCED BASIC  
SAFE SEX  
GOOD GRIEF  
ALMOST EXACTLY  
SANITARY LANDFILL  
LEGALLY DRUNK  
BRITISH FASHION (?)  
SMALL CROWD  
SOFT ROCK  
MILITARY INTELLIGENCE  
CALIFORNIA CULTURE  
NOW, THEN  
CHRISTIAN SCIENTISTS  
TAPED LIVE  
PEACE FORCE  
TERRIBLY PLEASED  
POLITICAL SCIENCE  
DEFINITE MAYBE  
DIET ICE-CREAM  
WORKING VACATION  
RELIGIOUS TOLERANCE  
TWELVE-OUNCE POUND CAKE

AND FINALLY..... MICROSOFT WORKS !!!



# RECIPE FOR AN ADVENTURE

by Barbara Bassingthwaight

---

## Ingredients

Interesting storyline  
Various locations  
Extensive vocabulary  
Many objects  
Lots of puzzles  
Trolls, Orcs (optional)  
Red herrings

## Method

Write an interesting storyline.  
Mix in various locations.  
Beat in an extensive vocabulary.  
Stir in some useful objects.  
Add a liberal sprinkling of logical puzzles.  
Throw in a few Orcs and Trolls (optional).  
Bone and skin a few red herrings and add them to the game.  
Finally add a pinch of genius from the writer.  
Leave to mature, then send it to a playtester.  
Release onto the open market.



# ALTERNATIVE SONG TITLES (THE 1/3)

## by David Hebblethwaite

---

1. Coverings for arms, that are the same colour as chlorophyll.
2. My father collects and disposes of household refuse stored in outdoor receptacles as a profession.
3. Canine quadruped used for hunting.
4. Additional unspecified person or thing makes an incision with its teeth in finely powdered dirt.
5. Colloquial expression indicating the affirmative.
6. My identity is that of an intergalactic traveller residing in built-up areas.
7. Pieces of material used to propel ships by catching the wind, of a sanguine hue, seen against the background of the ending of the day.
8. It is my wish to exist in a similar manner to yourself.
9. A success rate of approximately 66% should not be seen as a failure.
10. Distance of 14 080 yards in an upward direction.
11. Thick, lumpy substance consisting of imaginary beings that induce fright.
12. I desire to educate the people of this planet in the production of harmonious sounds with the vocal cords.
13. London road famous as the home of a fictional detective created by Sir Arthur Conan Doyle.
14. Elegance that astounds.
15. The Earth's natural satellite in its entirety.

16. I am a device designed to contain and pour a liquid prepared from leaves, that is of a minuscule size.
17. All of my actions are carried out for your sake.
18. At a previous time.
19. Encounter a family of cartoon cave-people.
20. It is certain that you used to be a very young child that was attractive.
21. Hours of darkness without any noise.
22. Large automobile used to carry paying passengers that is the colour of lemons.
23. That man does not have a large weight rather, he is a sibling of mine.
24. The state of being part of a nation's maritime forces.
25. Vapour given off by burning materials enters your organs of sight.
26. Deciding on a course of action.
27. Pleasant series of sounds produced by instruments, that relates to the nocturnal hours.
28. I take the form of an implement used to remove particles of food from the enamel structures of the mouth that is coloured a pale red.
29. The day after today, every one of us will take a journey to a location where wild animals are kept in enclosed environments.
30. Enquiry made by a Scottish person to a man whose name is the same as that of a cartoon duck, concerning the location of his garments for covering his lower limbs.

## BELIEVABILITY by James G. Johnston

---

I was recently asked what I thought was the key factor in adventure writing and having given the matter some thought, gave the following reply - 'Believability'. Now I have to explain what I mean by 'believability' and to do this I will go back to when I was Dr. Watson to a young adventure writer, Ross Harris. We were in the middle of developing a Space Prison Adventure which involved escaping from the prison sphere, travelling the interconnecting passage, setting a timed explosion in the passage and sealing the administration sphere. After waiting for the resulting explosion to blow the administration sphere clear of the prison, the emergency pod is operated to complete your escape.

We had just hit a problem of believability. How did you indicate the method of waste disposal for hundreds of prisoners in space and about the same number of guards etc? Too costly to shuttle down, you could not store it nor could you push it out into space. The waste would be gravitationally attracted to the largest body near it - the prison station - and end up clinging to the walls. Yeugh!! We were in the middle of detailing a central globe in the passage which would covert the waste to compost in its inner portion, the compost being used for food cultivation in the outer portion. As I was leaving, Ross handed me a set of sheets and asked me to glance over them. The sheets referred to a proposed 'spooof' adventure. Unfortunately time and the nature of things has meant that neither 'Space Prison Breakout' nor 'The Kidnap of Kristofer Rambo' was ever completed but here is the detail.

This 'spooof' adventure is based loosely on Winnie the Pooh stories but, for copyright reasons, claims to never have heard of 'Pooh stories' before creating these original characters and story!!

### Characters

Winno the Pugh (pronounced Pyuo). A friendly bear with many friends and a particular liking for hunny whiskey. Not a lot of brain though.

Kristofer Rambo. Your average growing-up child. At the time of the story, about to leave home to go on a special holiday, called Supervised Community Work, the result of being caught playing his favourite pastime (Granny Scaring).

Hee Haw. A very sarcastic donkey, suffering from acute depression due to a part of his anatomy having dropped off. Suggestions from his friends of "sticking it on again with superglue" or "strapping on an artificial one" have increased his depression and sarcasm.

Snigger. A striped cat-like creature. Spends his time playing practical jokes, when not watching Kristofer Rambo 'Granny baiting'!

Twiglet. A small very nervous piglet who has difficulty making up his mind what day it is.

Titchy. A small and extremely timid creature of unknown type. The only creature in the whole world who considers Twiglet superior to him.

Bajars. Disgusting, offensive, mindless, moronic animals who live in a commune in 'Bajar's Wood'

Hamsturs. Small rat-like creatures who, having no courage of their own, live in the fringe of the Bajar Commune and will do anything to be recognised as Bajar friends.

This list of characters was rounded off with a fancy bird called Yowl and two jumpy characters called Regretta and Rue (a mother and son).

Now read on!!

## An introduction to Pugh's Adventure 'The Kidnap of Kristofer Rambo'

### Chapter One

IN WHICH WINNO THE PUGH FINDS OUT HE MUST GO AND RESCUE KRISTOFER RAMBO, AND THE READER WORKS OUT THAT HE ONLY NEEDS TO LOOK AT THE TITLE TO SEE WHAT HAPPENS.

Winno the Pugh woke up, suddenly, in the middle of the night and listened. Hurriedly, he lit the candle he kept by his bed for such occasions. Avoiding the beer cans strewn across the floor, from Kristofer Rambo's farewell party held a few nights before, he made his way to the airing cupboard to see if anybody had been trying to

steal his hunny-still or any of the illicit liquer he had laid down since. "That's lucky, that," thought Pugh. "Books, and I can get away with mis-spelling liquer!"

Anyway, to Pugh's great relief, none had been touched.

"I think....." he smiled, "I think it's going to be one of those get-up-in-the-middle-of-the-night-and-have-some-whisky-days!"

He leaned down and picked up a half-full bottle, opened it gently, paused briefly to sample the sweet aroma of hunny, then downed the lot in one. Smiling from cheek to cheek, he made his way back to his bed with a glow in his tummy.

Just before he reached the bed, however, he heard the noise that had initially woken him up. It sounded like the sort of noise a Hamstur would make if used to hammer a nail into a heavy wooden front door.

"Hum ho, it sounds like the sort of noise a Hamstur would make if used to hammer a nail into my heavy front door", agreed Pugh.

Cautiously, or as cautiously as a Pugh can be with the contents of a half-bottle of hunny whisky in him, he made his way to the door. Slowly he opened the large wooden door and saw before him a large Bajar carrying a very dazed looking Hamstur. "Are you Winno the Pugh?" asked the Bajar. "Yes I am", replied Pugh politely... but just before he could say more, he belched a loud and fruity belch.

Now a Pugh belching is not a pretty sight, at the best of times, but coupled with the hunny whisky and the candle, it became a very effective flamethrower. The Bajar squeaked a pitiful little squeak that you might do if caught by surprise by a Pugh with a flamethrower and ran off into the woods in a fast-zig-zagging-I-don't-like-being-on-fire manner.

Pugh eventually looked away and was about to close the door when he saw the message nailed there. The nail was bent and crooked, as if it hadn't been knocked in with a hammer. It was also rather sticky. At any rate, it had ruined his lovely teak door, the one Kristofer Rambo's daddy had given him in exchange for the spiky weeds that were growing in Mr. Pedro's garden. He decided then and there, as Pughs tend to do, that he would get even with those Bajars.

He ripped the note off the door and read it. It said, "WE BAJARS HAV KRISSEFUR ROMBOW AN WIL REELEEEZE HIM IN ERXECHANG FOR TWELRVE BOTTLES OF HUNNY WHISKY".

This annoyed Pugh so much that he uttered a lot of naughty words that can't be said in children's books - including two new ones. There were two reasons why this annoyed him so. Firstly Bajars only like twelve year old hunny whisky, which is very hard for a four year old bear to acquire. The second thing was the atrocious spelling, as most animals in the wood, (except Rue, who was too young), could spell perfectly but whenever the Author typed what they had said or written, it always contained appalling spelling mistakes just to make him look good. And with a determined stomp that annoyed teddy bears make, he went back to bed.

## Chapter Two

IN WHICH WINNO THE PUGH FINDS A MYSTERY OUTSIDE HIS VERY FRONT DOOR, AND HEE HAW IS AS SARCASTIC AS EVER.

Pugh got up with a start. He hadn't the faintest idea how it had got into his bed, just that it was there. He wished it wasn't. But now he had woken up properly and had looked under his bed, he found that it had gone as suddenly as it had appeared. Anyway, it had turned out to be fine day in the wood and the birds were singing loudly. Too loud, Pugh could still hear them even when he played his Walkman full blast. He decided that birds singing would be very nice, if conducted out of earshot of his humble dwelling. "I pay my rates," he cried, "I'll have to put a stop to this right now!".

A few minutes later, the birds saw a small bear leave Pugh's house with a very determined stomp. Indeed they had never seen Pugh with such a determined stomp before. In fact it was because of the stomp that they never noticed the flock of Kestruls until it was too late.

A small bear was seen heading back to Pugh's house with a slight spring in its feet.

After elevenses, Pugh decided that there had been enough waffling in this chapter and so he set out to tell his friends about Kristofer Rambo and his capture. For the first time that day, Pugh looked at the ground. There he noticed something that he had not seen before.

A dark path led off from his very front door into the wood, following a brand new clearing. A Mystery!! "A mystery!!" gasped Pugh, ("A mystery!!" repeated the Narrator), "and one outside my very front door, I must investigate at once, if not sooner!" decided Pugh.

Pugh followed the trail and found that it led to Twiglet's house. At least, it would have yesterday when the house hadn't been razed to the ground. The air was thick with the smell of burnt fur.

Twiglet was sitting in the exact spot where his house wasn't, evidently wondering why not. He was covered from head to toe in soot. Pugh thought of a extremely witty thing to say but decided against it on the grounds that it may have been taken as racist and, worse still, the book taken off the market.

"Ddddid yyou see tttthe ccomet last night Pugh?" stuttered Twiglet.

"No," said Pugh, temporarily forgetting the plight of Kristofer Rambo.

"It came all the way through the wood and hit my lovely house and burnt it all up!"

By this time Pugh was totally engrossed in Twiglet's story. To think that a comet had been at his door - and he had been fast asleep. "Tell me more," enquired Pugh, trying to hide his excitement.

"Well, it was big, about the size of a Bajar - but, of course, you never see a Bajar on fire and it made a sort of horrid noise as it dodged from side to side."

"And then it hit your house?" asked Pugh.

"Yes, and burned it down. But I don't think it meant to. It even left a large pot roast ready cooked for me, but the really funny thing was that it must have known that Titchy was visiting me".

"How was that?" inquired Pugh.

"Well it left me a small pot roast for him".

Though Pugh had no Brains, even though it had a capital 'B', for no obvious reason, he was not slow. Pugh made a hasty retreat once

Twiglet started pestering him about making the incident about the comet into a Pugh Hum. However, the sun was shining. This was just the kind of day that Pughs like to hum and Pugh hummed the best hum that Pugh had hummed in a long time.

Why is it when I write a sign  
or attempt to write a letter  
The spelling is the worst there's been  
The more twisted it seems the better.  
But when I hum a poem  
and this seems strange to me  
The words come out the right way round  
and rhyme most perfectly.

But the end of the second chapter had been reached and he still hadn't told any of his friends.

"Not to worry," he thought, "That's the way they pad out these books."

And Pugh went straight to bed, with a smile that only comes if you know that people have found out that the chapter titles lie.

The broad outline of the locations and tasks followed and it looked a good 'spoof'. The skilful way he had used the graphics for the insert and the adventure introduction to paint the scene and set up the personalities ensured a high believability factor.

Having got this far, the actual adventure did not create a great deal of difficulty since the clues/puzzle information would flow naturally from the introduction and characters would act accordingly.

Thus you would never expect Snigger to go to the Bajars' lair and demand the whereabouts of Kristofer Rambo but he would take part in a practical joke on them.

Twiglet will never do anything about anything on his own but if his little friend Titchy, who looks up to him, makes the request (maybe on behalf of the adventurer), he will find it difficult to refuse.

You, as Winno, are fortified with hunny whiskey to keep yourself on top of the situation and, if successful in rescuing Kristofer Rambo,

must pay for all the booze at the celebration party (Do you really want to give away all that hunny whiskey?)!!!

I trust that I have managed to put across what I feel is the main criteria for any piece of fiction (story, film, play or computer adventure) to be successful - believability.

If the reader finds himself saying "wait a minute, that's not practical (possible, logical, etc.," then you have failed to maintain your illusion and your story, instead of giving pleasure, irritates and believability is gone forever.

To illustrate a breakdown in believability, I will take an example from a current adventure. You are required to cross a river! You search around for a means to cross. Six locations away, unknown distance, you find a boat. GET BOAT, WEST, WEST, SOUTH, SOUTH, WEST, DOWN, DROP BOAT, ROW BOAT ..... Wait a touch! Shipmate! I was brought up in a fishing town on the river Forth and I never saw a boat under 12 ft. Built as boats are, to be buoyant and safe as possible, it took about eight of us to move our 17ft. racing yawl, on rollers, down the 500 yards of soft sand to the water edge. We were glad of a rest before preparing the boat for sailing.

Wandering about with a boat on your back, dropping it so that it falls directly and unharmed into the water, with you in it, then calmly rowing away, without mention of oars at any time, is to me utterly unbelievable and at that point the 'adventure' finished for me.

Without believability, you are wasting your time.

1. While you are preparing the data for your adventure, check that at every stage that it is believable to you.
2. Get a friend to read it over and give you his opinion and a note of any suspect points.
3. Ask your playtesters to give their opinion on believability.

You cannot overcheck for believability.

(Originally published in SynTax issue 26, editor - Sue Medley)

**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! Not that she cares about the diamond, but she says that her men need courage.

You are driven to the outskirts of the Forest of Fear, where it is said the Dragon Diamond can be found. You are brought there in a carriage, which is driven by Leon (the Queen's chauffeur). You arrive at the forest and you both alight from the carriage. 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 **C64** on tape or disc  
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**KENNETH HAS KINDLY DONATED ALL PROCEEDS  
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# ADVENTURE PROBE SOFTWARE

presents

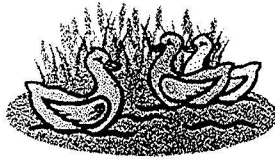
## THERE'S A HOLE IN YOUR BUCKET by Karen Tyers

You must all have heard of 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?

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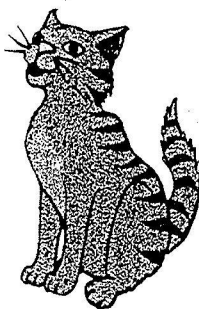
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## FELINE SLEEPY by Edwina Brown

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 lay-by 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?

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# WoW SOFTWARE

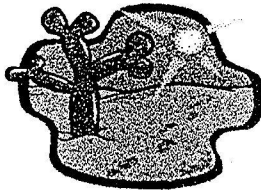
presents

## THE PORTAL by Peter Clark

You are driving back to East Anglia along the M25 after visiting a good friend in Hampton. 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, 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?



Available for the **Amstrad 6128** and **PCW**  
(please state which when ordering)

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PETER HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

# NEWSDESK

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## Amiga Disc Drives

As stated in last month's issue, the internal drive on my Amiga 600 has been giving me trouble, and I appealed for information about suppliers. I now have one, thanks to Walter Pooley seeing an advertisement in the latest issue of Amiga Format. I telephoned the company at 10am on Friday, and the drive came before 10am on Monday, how's that for service!

The company is Golden Image (UK) Ltd., 65 Hallmark Trading Estate, Fourth Way, Wembley, Middlesex, HA9 0LB. Tel. 0181 900 9291, Fax. 0181 900 9281. The drive was £28 + £3.50 p&p, and they accept Mastercard and probably the other usual credit cards. When ordering be sure to state the model you require as the 600/1200 and 500/500+ drives are different. I now realize that I should have asked what else they are able to supply.

## Wibble

Readers may remember me mentioning this new magazine for PC owners in the Newsdesk of the January issue. I have now subscribed to it, and Angela has sent me the long-awaited fliers to enclose with this issue. Newish PC owners who don't understand the jargon and can't understand most manuals and information sheets, may find it very helpful.

## Adventure Probe and WoW Software

As Karen Tyers, Edwina Brown and myself have not heard from Phil Reynolds of The Adventure Workshop, they have given me permission to publish the Spectrum and PC(e) versions of their latest games, in addition to the Atari(e) and Amiga(e) versions - please see reviews and advertisements for details. I hope to be in a position to offer more games for these formats - watch this space.

Peter Clark has also kindly donated all proceeds for his games to the Probe Fund, and I send my thanks - all contributions are very gratefully accepted. I haven't increased the price of the magazine since I took over as editor in June 1992, and thanks to the generosity of many readers I won't have to in the foreseeable future.

# IN TOUCH

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**WANTED** - The following C64 games. **BACK TO THE PRESENT** (6 parts), **DEMIGOD**, **MICRO DRIVING**, **NIGHTLIFE**, **NIGHTWING**, **ZZZZ** and **BARD'S TALE 3**.

Please contact Colin Steele, Flat 3, Block F, Peabody Estate, John Fisher Estate, London E1 8JZ. Tel. 0171 481 3968. I will reimburse all expenses.



## ADDITIONAL SOLUTIONS

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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.

ACORN COURT, ADVENTURES OF ELIZABETH ("EL") HIGHE, CAPTAIN CUCKOO, ESCAPE FROM ATLANTIS, ESCAPE FROM MAYA'S KINGDOM, KOOK-U, LOTTERY, MAROONED AGAIN, MY FIRST STUPID GAME, NIGHT AT THE MUSEUM FOREVER, PUBLIC DOMAIN LIBRARIAN BLUES, SEA OF NIGHT, SLACKER X, SON OF STAGEFRIGHT, THERE'S A HOLE IN YOUR BUCKET, TIME KILLER #1 - CLAUSTROPHOBIA, TIME TRAVELLER, UNDERGROUND ADVENTURE, VINDALOO, WAYSTATION, ZANFAR.

## OBJECTS AND THEIR USES

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ODINSHRINE played by Barbara Gibb on a C64

Lamp ..... light source  
Desk ..... has a drawer  
Drawer ..... contains a golden key  
Golden key ..... opens golden door  
Food ..... prevents hunger syndrome  
Plank ..... walk it to your death  
Sword ..... prising tool  
Panel ..... has 4 buttons  
Red button ..... releases poisonous gas  
Blue button ..... creates a forcefield  
Green button ..... gives a holographic message from the author  
Orange button ..... give a holographic message about your task  
Glowing crystal ..... touch it to get the glowing glove  
Dragon flask ..... need when dragon is defeated  
Warrior flask ..... brings statue into action  
Golden trinkets ..... red herring  
Viking statue ..... comes to life with correct summons and incentive  
Blue book ..... contains the bird statuette  
Black book ..... needed to summon the vg statue  
Onyx ring ..... red herring  
Onyx rose .....give to Hel  
Bird statue ..... give to Odin  
Quartz rose ..... give to Frigga  
Glowing glove ..... adds power to your hand  
Onyx runestaff ..... wave when under water  
Golden dragon ..... killed by Viking warrior  
Dark crystal ..... expired glowing crystal  
Onyx leaves ..... pry with sword to increase crystal glow  
Rose-shaped crystal ..... increase its power, touch it to get to Sif.



# GETTING YOU STARTED

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## **Dr. DEATH'S HOUSE OF HORRORS played by Dorothy Millard on a PC**

Start in a medieval dungeon with the walls pressing in around you. EXAMINE dressing TABLE (note it has a drawer, but you can't open it), PUSH TABLE (you move it beneath the window), CLIMB ON TABLE, CLIMB THROUGH WINDOW (to a short alley), EXAMINE TRASHCAN (leave the bottle), E (by a large Victorian mansion which is Dr. Death's House of Horrors Wax Museum), EXAMINE BELL, PULL BELL (you trigger a trapdoor mechanism and fall through to a short stone hallway), S (into Eighteenth Century France room), EXAMINE FIGURE, EXAMINE BASKET, EXAMINE SKULL (leave it), PULL LEVER .....

## **DRAGON DIAMOND played by Dorothy Millard on a C64**

Start at the outskirts of the forest of fear. EXAMINE CARRIAGE, EXAMINE LEON, KILL LEON, EXAMINE BODY (find a long rope), N (into forest), EXAMINE BUSH (there's something under it but the thorns prevent you from getting it), W, W, CLIMB SAPLING, CUT BRANCH (it falls to the ground below), D, EXAMINE MUD (find the branch), DIP HANDS (in the mud which hardens), E, E, EXAMINE BUSH (you find a big axe under it), EXAMINE AXE (sharp), W, W, NW (waterfall), WASH HANDS (now clean), EXAMINE WATERFALL (see a cave behind it but it's dark), SE, E, E, E, GET STRING, PULL STRING .....

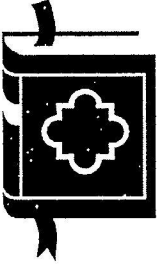
## **H.R.H. played by Edwina Brown on a Spectrum**

GIVE CHEQUE, S, PRESS BUTTON, S, S, W (when phone rings), ANSWER PHONE, E, E, E, S, SAY CYNTHIA NEGATIVE, DRINK CHAMPAGNE, N, W, W, W, ANSWER PHONE, E, E, E, S, SAY SYLVIA NEGATIVE, DRINK CHAMPAGNE, N, W, W, W, ANSWER PHONE, E, E, E, S, SAY SARAH POSITIVE, DRINK CHAMPAGNE, SAY SARAH POSITIVE, N, GET ELEPHANT, W, W, PRESS BUTTON, N, N, N, GET EARS, GIVE ELEPHANT, S, E, DROP SPIDER, GET PASS, EXAM PASS, WAIT (for a 74 bus). When bus arrives EXAM BUS .....



**JOHN'S FIRE WITCH** played by Karen Tyers on a PC - also available on Atari and Amiga

Start in living room. X JUNK, GET JUNK, N, GET LETTER, READ LETTER, E, GET LETTER, READ LETTER, GET PAN, W, S, U, N, SEARCH CLOTHES 3 times (find crystal card, picture and modem), GET CARD AND PICTURE, LOOK UNDER BED (find book [diary] and battery), GET BOOK, GET BATTERY, READ BOOK (learn what you have to do and a magic word), S, E, GET FLASHLIGHT, X FLASHLIGHT, PUT BATTERY IN FLASHLIGHT, W, D, D (basement), GET BOARD, W, LIGHT FLASHLIGHT, D (Red Grotto), S, E, X NORTHERN CELL (see your friend frozen in a block of ice), W, S, S (edge of pit), X PIT (full of spikes but could be jumped with care), DROP ALL EXCEPT FLASHLIGHT AND CARD .....



**KARYSSIA** played by Edwina Brown on a Spectrum

EXAM PAINTING, W, GET SAPPHIRE, W, CLIMB TREE, N, N, GET GOLD, S, E, N, HELLO FLORA, YES FLORA, BUY GROWTH, S, E, N, N, GET ROPE, S, S, E, PLANT ACORN, CAST GROWTH, TIE ROPE, CLIMB DOWN ROPE, GET AMULET, D, N, OPEN DOORS, N, HELLO LORANIN .....



**LAST DAYS OF DOOM (Topologika)** played by John Schofield on a Spectrum - also available on BBC, Atari and PC

Out of the crew, only you and your robot dog can survive. N (the ship is tilted), U, NE, SE, SHAKE TREE, GET ROD, NW, SW. The dog is only just visible. WAVE ROD (you pull out the dog), HEEL (for him to follow), S, FETCH (the dog gets the red sphere), SE. (this way covers you with alkaline mud which will protect you from the acid globule), N, N, NE, S, DIG (at the fumarole - you release something down a channel), S, DIG (you release the object again). To prevent covering the object with debris where it has emerged, you must go back N, N, SW, D, D, E (here is a metallic cylinder which you released by digging .....



## SEASIDE SORCERY played by Bev Truter on a PC

Examine your suitcase, then take wallet from suitcase and take matches from suitcase. (You must be carrying the wallet to use the money in it). Examine the goblin on the beach and talk to him. Go to the Shop, examine the elf, the shelf (you see a lantern) and the counter (you see many packets). Talk to the elf and buy packet, the BRIBE ELF to get the lantern.



Go to the pier entrance and theatre, then examine the troll and talk to him. DO NOT give him the packet yet. Walk around the theatre and examine both the sea and the beach.

In the hotel examine the man lurking in the function room (he leaves) and read the notice on the board. Examine the floor, then go to Reception and talk to the dwarf. RENT ROOM and he puts a key on the desk. Go up in the lift to your room (unlock and open the door first) and examine the curtains - you see a cord tied to the rail. Untie cord and get it. TIE CORD TO PIPE at the side of the hotel near the cliff edge, then CLIMB CORD and SEARCH NEST .....

## THERE'S A HOLE IN YOUR BUCKET played by Dorothy Millard on a Spectrum -also available for Atari(e), Amiga(e) and PC(e)

(Start in farmyard), INVENTORY (wearing an old overall and some wellies), EXAMINE OVERALL, EXAMINE WELLIES, E (kitchen), EXAMINE LIZA, TALK TO LIZA, EXAMINE SINK, EXAMINE CUPBOARDS (notice a gap), EXAMINE GAP, FEEL GAP (your fingers are too big), OPEN CUPBOARDS, E (hall), EXAMINE PLANT (standing on a stool), MOVE PLANT, GET STOOL, EXAMINE STOOL (one leg is shorter than the others), U (your bedroom), EXAMINE BED, EXAMINE PILLOW, LIFT PILLOW (find a book), READ BOOK (about diving water), DROP BOOK, LOOK UNDER BED (see scissors but you can't reach them), MOVE BED (you pick up the scissors), EXAMINE SCISSORS, D, S (living room), EXAMINE CHAIR, LOOK BEHIND CHAIR (find a waste paper basket), EXAMINE BASKET, LOOK IN BASKET (find a crumpled ball of paper), UNSCREW BALL, READ PAPER (letter from the water board) .....



## HINTS AND TIPS

---

**ACHETON** played by John Schofield on a Spectrum +3 - also available for BBC, PC and Atari

The bottle can be filled with water at various locations, including north of the Slab Room.

The Slab Room is a good "centre of operations" location as most exits from it lead to the various separate areas of the game. Also, to the NW is a convenient "star" room.

Empty the coat pockets to discover two useful objects (there are no red herrings in this game).

Take the keys to unlock the manacles in the Stock Room. Try digging in the Tomb Room and throw the manacles to immobilize the skeleton.

The Fissure Chamber is light. The fissure can be jumped but only if carrying no more than one object.

**BEGINNING OF THE END Pt.1** played by Barbara Gibb on a Spectrum - also available on Amstrad, Atari(e), Amiga(e), PC(e) and MAC(e)

The gypsy won't accept the shells at first - get the psychic to remove the "superconductive nucleosonic power" and note the location changes status for a short time.

Pick up the crisps left behind by the vampire as this is important when you complete part one.

All 5 Peripheral Teleports (obelisks) have to be activated - need teletoken.

- 1) in chamber west of the Hall of Flames
- 2) north of the store room
- 3) north of long tedious corridor
- 4) north of the north part of caravan site
- 5) west of the south part of the caravan site

**CASE OF THE MIXED-UP SHYMER** played by Edwina Brown on a Spectrum - also available on Amstrad, C64, Atari and probably Amiga and PC

After removing the springs from the mattress, talk to Humpty Dumpty.

Give the key to Tom Tom not the farmer.

In the chip shop, give the bottle to Jack.

Take Dok Wot San to the well.

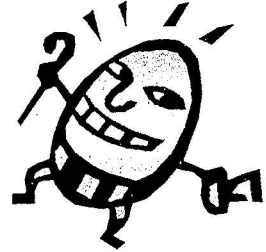
Inside the village church, ring the bell.

When Tommy Stout is at the well, give the rope to him.

You need hammer, nails and wood to mend the boat.

To get the nails down the stairs from the tower, put them in a bowl.

Before leaving don't forget to return Wee Willie Winkie's lantern.



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

Shake the statue to obtain a disc. To obtain the ring you have to hit/break with statue's finger with the hammer.

Before entering the opening in the rockface ensure you are carrying the horn, ring and disc.

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

Wear the gauntlet when you give the boot to the troll, then remove and drop it.

Throw the cheese at the chimera.

Give the ham to the ghoul - Morgan rewards you with a green scabbard.

## **GREAT ARCHAEOLOGICAL RACE played by Bev Truter on a PC**

### Cavern, Boulder and Crevice

Get URN at entrance. Tie hose to stump at Top of Crevice, then go N to Ice Room. Put blanket on cube, turn blanket on - the ice melts and you find a GOLD BAR.

Return to the Cavern - the rope bridge breaks and all your belongings drop down to the crevice floor. Climb down the hose, collect everything, and get the candle and the BRONZE IDOL from the Temple.

Return to the Cavern with boulder, put idol in left indentation. At north end of cavern "dig wall" with the shovel then continue N and U to the Peak. Smell, and you detect the aroma of Butterscotch. Pray and a MEDALLION appears.

Return to the cavern, put medallion in middle indentation.

### **HEZARIN played by John Schofield on a Spectrum +3 - also available for BBC, Atari and PC**

To find your way through the maze, use the twig to DOWSE or DIVINE safe directions. Get some wiffinweed as well as the garnets whilst in the marsh. Discard the twig when out.

Dig in the Rubble Pit to find a brass wheel.

Nine objects carried is the maximum.

Going down the pothole at the Bottom of the Scarp lands you in a river. Saying the word seen on the bridge immediately after passing under it teleports you to the Fountain Cavern - but you need a torch, and it's not necessary until much later,

In the Level Tunnel CLIMB WALL and JUMP to break off a torch.

Take note of which instruments are being played in the Music Room. The first letters of each instrument provide you with a tune to play much later in the game (e.g. drum, flute and 3 accordions gives D, F, A, A, A - note that a double bass give D, B).



## HILLSFAR

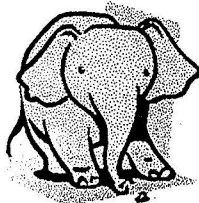
### Fighter's Quest - Mission Two

- A. Talk to the Master of the Guild.
- B. Search around the outside of the Great Castle.
- C. Visit the Rat's Nest Pub and listen to the gossip relating to the sewers.
- D. Descend into a sewer and open the chests until you meet a Beggar who will give you a hint about the Arena.
- E. Defeat the Orc in the Arena for a vital clue.
- F. Travel to the Hermit's House and open the chests in order to uncover a Poster.
- G. Freshen up at the Rat's Nest Pub and buy the Barmaid a beer while you're there.
- H. Enter the Haunted Mansion and search the TOP LEFT portion of the maze. Hidden in one of the LEFT HAND walls is a Secret Passage. Enter the Secret Room and locate Jared. Help this character to proceed.
- I. Enter the Fighter's Guild and talk to the Master to end the Second Mission.

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

You should have found something to move the elephants under the tree. It's safe to feed them from up there.

If you think you've missed something - have you tried digging twice?



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

Talk to each character at least once as it is the best way to gain clues.

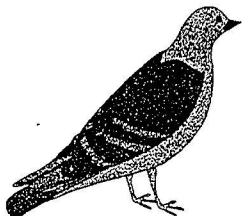
The tentacled creature in the Swamp of Despair is deadly - unless it can be repelled by something.

Orc-slaying is a worthwhile occupation.

You will need someone's help to activate the portal - a friend of Alfon's perhaps?

Not all magical items may work to your benefit.

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



Wander around until you find the pigeon - I found it in the Scientist's Laboratory. Feed it so that it will allow you to pick it up. Now take it to the millet in the Astrologer's Sanctum.

Allowing it to eat again should reveal some important letters. Typing the letters will cause a crack in the fabric of space-time, revealing a statuette.

When you have found all the treasure, go to the Keeper who will ask you to join the Companionship of Murdac and then ask which object you wish to take on your journey. Think back to the beginning of the game to know which one!

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

Part Two

Give the logbook to the policeman.

If the bathing beauty has told you about the boy in a cottage in the village, you can go into the garden and knock 3 times on the door. When the lady rushes out to find her husband, break down the door.

**NETHYHEL played by Edwina Brown on a Spectrum**

Hail a cab and say to the driver ETNA ROAD.

In Dr. Morgan's house, enter the circle.

Examine Dr.Morgan's body and read the paper.

Say to stalker, ERIF ERAM FIREM.

Give paper to lady in library.

Give the notebook to Laura.

Take a taxi to the station and buy a ticket for Littleton from the machine.

Buy a spade and a bullet-making kit at the General store.

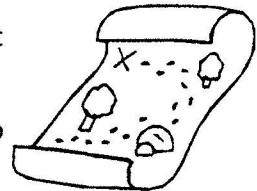
**PIRATE ADVENTURE played by Barbara Gibb on a Spectrum - also available for most other computers**

The plans for building a boat are in the chest in the shack.

You can set sail in your boat - but not when the tide is out.

The map tells you where to dig for the first treasure.

Dropping the parrot will get rid of the snakes so that you can pick up the second treasure.



**THE PORTAL played by Barbara Gibb on an Amstrad**

The beads (minus the string) can be used to open the casket in the vault.

Be patient when at the entrance to the cave.

If you leave the truck without finding something - it is too late to retrieve an important object.

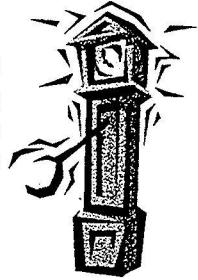
**RHYME CRYME** played by Barbara Gibb on a Spectrum (128K only) - also available on Amiga(e) and PC(e)

To get Jess the black and white cat

Tie a rope to the bucket, put some catnip in it and lower it down the well. When you raise it, Jess will be inside, attracted by the catnip.

To get the goose for the farmer

Unlock the clock using the key given to you by Miss Muffet, look inside. If you are carrying the sacking (dropped by Tom Tom) you can throw it to get the goose. Giving the goose to the farmer will allow access to the farmyard.



To get eggs, flour and plums for pie

Eggs - make a chicken costume (need jumpsuit, glue and feathers) and wear it to enter coop.

Flour - move the rocks (need crowbar) so mill wheel turns, then go inside and look inside the barrel. If you have the paper bag you can collect some flour.

Plums - lean the ladder against the tree, climb the ladder and shake the branch so fruit falls off.

**RINGS FOR BONY FINGERS** played by Barbara Gibb on a PC

At the start, don't try to move the lid of the coffin - you escape through the base.

You need a spike to open the door of the crypt - it is also used to open other things later.



When you have a lit torch, return to the coffin and read the writing now visible.

Dig in the cave to find a ring - one of 10 scattered around the game. Digging a second time in this location will reveal a new exit.

## **SANCTUARY played by Dorothy Millard on a PC**

Use the flying saucer, GO SAUCER, to go to different places - Crater Lake, Spirit Lake, Walla Walla.

Light the fuse on the dynamite to get through the locked door of the hardware store.

At Rickfield Service Station pump fuel into the jug then pour it into the saw, start the saw and cut logs at Spirit Lake.

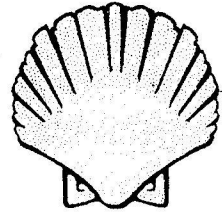
Light the wood and the hot campfire will melt the block of ice, releasing the frozen metallic object.

Examine the floating corpse for a flashlight.

## **SHIPWRECK played by Barbara Gibb on a Spectrum**

You will find a shell on the beach.

There is no way to avoid capture by the natives - but you can cut yourself free if you have the shell.



Use the pole to move the tombstone.

Mend the basket with the reed mat.

The native chief will become friendly if you give him something. Ask him to follow you and lead him to the banana tree and LIFT him. If you have the pole he will knock down a bunch of bananas. SAY LEAVE for him to return to his village.

Drink the potion when bitten by a snake.

Sharpen the knife on the stone so that you can cut the creepers - now have a rope.

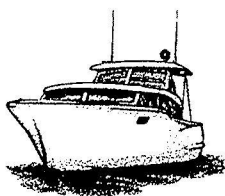
At the cliff-face, climb a tree and make use of the rope/creeper to reach the cliff-top and so find a paddle.

When you have sunk waist-deep in the soft ground - throw the rope at the overhanging branch and pull yourself out of the marsh.

## **SPANISH TREASURE played by Barbara Gibb on a C64**

You need the screwdriver to open the grille in the tunnel - but only safe if you have flicked the switch in the safe.

Buy a speargun and hire a boat. **TAKE LAUNCH** when at the harbour. Go S, S, E and E to a private jetty.



When out of fuel **FILL TANK** (need oil drum on trolley).

Go to Sinbad's Rock and pick up a pebble from the shallow water.

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

The machinery in the funhouse is disrupting the hologram so insert the key and press the button to be re-united with Kevin.

If you have the camera fitted with the flashbulb you can take a photograph.

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

### Level 3

Put the brown cube on the X-Ray machine, then the lies in the lie detector. You should have a picture of Cinderella. Now you can talk to Eve who will ask if you want to marry Ezmerelda. **LOOK AT** the ER NO sign, then **PUT** the picture of Cinderella on the cushion beside Eve. Put the ring beside Cinderella who turns into Ezmerelda. Return to where you first met Ezmerelda and pick up the marriage certificate and take it to the Registrar witch. Read the note and follow its advice concerning its disposal.

Put the dice on the board game to open the nearby chest to get another metal ball. Now break the second sphere to obtain the Light of Valhalla (a weapon).

After killing Eve, return to where you met Cinderella/Ezmerelda and pick up the piece of paper and give it to Uncle Henry to finish.

# SOLUTION OF THE MONTH

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CRIMSON CROWN (Transylvania II)  
Antonio Antiochia (Polarware/Penguin)  
Played by Dorothy Millard on a PC

## Notes:

1. In the commercial version a parchment was included in the box giving the riddles asked by the gryphon. As at September, 1997, the game has been placed in the public domain and the riddles are in a read me file which comes with the game.

2. If a spectral sage appears just leave the location.

GRYPHON - (Start on the lake shore by a sleepy willow tree), E, N (a trapdoor opens and you plummet down into darkness to a subterranean crypt), E (cave), LOOK IN CRYSTAL BALL (you are advised of your quest... the crystal ball explodes and you find yourself in front of iron doors), READ SIGN (a riddle), SAY WINDMILL (doors open), N (musty crypt), ERIK, TAKE SWORD (the sword gives itself gladly to the chosen heir), S, PUSH BUTTON (in the picture - nothing happens), W (misty cavern), LOOK MIST (discover a secret passage), GO PASSAGE, D (staircase to an oddly-shaped cavern), N (gryphon's den), EXAMINE GRYPHON, TALK TO GRYPHON (he challenges you to answer three riddles which are in a parchment which either came with the game or is in a readme file), SAY FEAR, SAY CLOUD, SAY DREAM (the gryphon's treasure is revealed), GET jewelled SCEPTER, EXAMINE SCEPTER.



ZOMBIE - S, S, W, N, E (before abandoned house), EXAMINE HOUSE, ENTER HOUSE, U (attic), GET CANDLE, EXAMINE CANDLE, D, LEAVE HOUSE, W, S, E, N (oddly-shaped cavern), LIGHT CANDLE (from the torch on the wall), S, W, N, E, ENTER HOUSE, EXAMINE CRATE, OPEN CRATE (a zombie emerges), BURN ZOMBIE (it flees), DROP CANDLE, GET MOUSE, EXAMINE MOUSE, GET burlap SACK, EXAMINE SACK (a magic sack), LOOK IN SACK (it contains a black ring and a strange looking flute), LEAVE HOUSE.

FROG/OWL - W, S, W (under large shady tree), W (a fearsome feline bars your way), SABRINA, CAST SPELL (it dashes off), W (clearing where

you meet a witch), EXAMINE WITCH, LOOK IN KETTLE (a pleasant smelling mixture boils within), EXAMINE MIXTURE, WAIT (until Erik drinks some of the mixture, if he hasn't already), E, E, S, S, WAIT (if necessary until Erik turns into a frog), GET FROG, W (lake shore), DROP FROG (he hops into the lake and emerges with a silver coin), CLIMB TREE, GIVE MOUSE (to the owl who files off hooting if ever you need me just whistle), D, GET COIN, EXAMINE COIN.

CEMETERY - E, N, N, N, N, E (cemetery), EXAMINE GRATING (rusted closed), ERIK, PRY GRATING WITH SWORD, D (to an underground annex - the grating slams shut behind you), PUT SCEPTER IN SACK, GET CENSER, EXAMINE CENSER (engraved on the bottom are the words "wave me"... it is full of unlit incense), SAY WINDMILL (a wind blows and you find yourself elsewhere in front of two iron doors).

WIZARD ZIN/WITCH - W, D, D (oddly-shaped cavern), LIGHT CENSER, S, W, N, W, N, N, N, U (high chamber in the castle), N (a spirit wind hurls you down), U, WAVE CENSER (a blood-curdling howl erupts from the walls of the chamber), N (chamber of wizard Zin), EXAMINE ZIN, TALK TO ZIN (he wants you to return an ancient tablet stolen by the witch), S, D, D, D (treasure chamber), SABRINA, GET SCROLL, EXAMINE SCROLL, SABRINA, READ SCROLL (it's a spell of laughter), U, U, S, S, S (back outside), E, S, W, W (to where the witch is), SABRINA, CAST SPELL (the witch erupts with laughter and becomes totally incoherent), DROP CENSER, GET TABLET (Erik drinks some more potion), E, E, N, W (outside castle), N (Erik turns into a frog), GET FROG, N, N, U, N (to where the wizard Zin is), GIVE TABLET TO ZIN (he tells you "Loreli" is the word that will let you across).



COBRA/FAIR DEAL SAM'S - S, D, S, S, S (back outside castle), E, N (you are standing before a mysterious cave), PUT SCROLL IN SACK, GET FLUTE (from the sack), N, N (a giant cobra rears its head), PLAY FLUTE (the cobra is hypnotised and slithers away), W (Fair Deal Sam's place), EXAMINE SAM, TALK TO SAM (he says he has just the thing for you but it's not free), GIVE COIN TO SAM (he gives you the sphere of annihilation), LOOK SPHERE (you see the faint outline of a creature).

CROSSING THE CHASM/ESCAPING FROM THE PIT - N (high ledge), DROP FLUTE, SAY LORELI (a bridge is formed and you finish up in a dark pit), EXAMINE PIT, EXAMINE WATER, SPLASH WATER (to revive

Sabrina), LOOK GROUND (see a hole into which water is running), SABRINA, WHISTLE (the owl flutters by and drops a branch with a beehive at Sabrina's feet), GET BRANCH AND BEEHIVE, EXAMINE BRANCH, EXAMINE BEEHIVE (empty), PUT BEEHIVE IN HOLE (water starts to fill the pit), HOLD BRANCH, WAIT, WAIT (the water is rising), WAIT, WAIT, WAIT, WAIT (you have escaped by floating up with the branch but Erik is unconscious), SPLASH WATER ON ERIK (he wakes up).

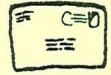
TROLL - N (maze of dungeon caverns), W, ERIK, GET BROADSWORD, N, N, GET SCEPTER, N, N, GET glowing SPHERE, EXAMINE SPHERE (you see the figure more clearly - it's the centaur), S, E (small musty cavern), WAIT (until troll appears), PULL LEVER (a gate of iron bars crashes down blocking the only exit), ERIK, ATTACK TROLL (the troll runs into the gate knocking himself out), EXAMINE TROLL, PUSH LEVER (gate opens), W, S, W, W, N (troll's den), GET SCEPTER, S, E.

CENTAUR/DRAGON - E, E, GET gleaming black RING, EXAMINE RING, WEAR RING, N, E, E (north/south castle corridor), W (broad chamber where you meet the centaur), EXAMINE CENTAUR, THROW SPHERE AT CENTAUR (it vanishes leaving behind the bow and arrow), GET BOW AND ARROW, E, E (dragon's den), EXAMINE DRAGON, WAVE SCEPTER (the dragon says that together you can defeat the foul vampire), DROP SCEPTER, W, S.

BLACK SENTINEL/VAMPIRE - W, N (eerie room), EXAMINE STATUETTES, EXAMINE BASIN, DIP ARROW IN WATER (the tip glows), S, E, E, N (you meet the menacing black sentinel), EXAMINE SENTINEL, LOAD BOW, SHOOT SENTINEL (an arrow pierces his armour and consumes him from within), DROP BOW, S, S, W, S, W, S, E (seaside), DIG IN SAND, GET SHELL, EXAMINE SHELL, LISTEN SHELL (will help against the vampire), W, N, E, N, E, E (north/south castle corridor), N (throne's antechamber facing two huge iron doors), CALL FURY (the dragon comes and tears open the doors), N (vampire's throne room where the dragon knocks off his crown), ERIK, GET CROWN (a spell causes his feet to be stuck to the ground), ERIK, WEAR CROWN (he is no longer under a spell), GET ERIK (the spell is broken), S, S, S, W (a violent tremor shakes Karel Turg and the mountain begins to collapse), S, W, S, E (seaside), WAIT, WAIT (the ground shakes), WAIT, WAIT, WAIT (you hear the dragon roar), WAIT, WAIT, WAIT (you hear the vampire), WAIT, WAIT, WAIT (a merchant ship comes into view from around the cove and spots you).

THE END

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