

ADVENTURE PROBE

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION or obviously just a covering note with a subscription or order etc.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.

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BACK ISSUES

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 .

ADVERTISING RATES

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DISTRIBUTION

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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:

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HALL OF FAME

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

Jean Childs, Alexander Darracott, Bev Truter, Phil Richmond,
Dorothy Millard, Mary Scott-Parker
and Laurence Creighton

Special thanks to:

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EDITORIAL

Welcome to the first issue of the new millennium.

I hope everyone came through without too many problems. I must admit I haven't had any trouble, but maybe that is because my PC is fairly new, and the internal clocks on my old computers are running slow - one of them is still in the 1970's.

The new millennium seems to have brought a different kind of bug - the flu! This may have caused some of you to cancel plans for celebrating Christmas and the New Millennium. Never mind, perhaps you can imagine what might have been and enter the 2000 Millennium Prize Competition - details on page 10.

This issue has taken longer than usual to put together, partly due to the fact that back trouble and a stomach bug meant it was the middle of January before I felt well enough to concentrate on it, and partly because when I was on the computer I was engrossed in playing Atlantis 2. I am half-way through it so maybe I will review it for the next issue, unless someone else would like to do it for me. In fact, until Karen, Dorothy and then Bev sent in reviews I didn't have any to publish in this issue, and the folders for the hints, getting you started and objects and their uses were just as thin, and still are, so here is my usual monthly plea for contributions for ALL sections, but especially the aforementioned ones. Each issue requires a great deal of material but if everyone sent in just a small piece I would be able to spend more time on games and less on searching for and writing suitable material.

As mentioned in a previous issue I found some old Atari games that Bev asked about. They wouldn't convert to the PC AGT so Don Hay converted them to run on the PC under Atari emulation. (I've since learnt how to convert them myself.) The converted files work with both PaCifiST and WinSTon, and having seen the originals on the Atari I can report that they are "just like the real thing" when played on the PC.

Many thanks to Jean Childs who sent me two floppies crammed with black and white clip art that is exactly what I need for illustrating the magazine. If anyone else can send suitable black and white drawings I shall be most grateful as they duplicate better than the highly coloured ones.

'Til next month, happy adventuring,

Barbara

LETTERS

From Peter Smith of Waterbeach, Cambridge

Thanks for the latest edition of Adventure Probe. There's a good bit of stuff in it, rather like finding a previous expedition's equipment when starting exploration.

A big thank you to all those who sent in lists of Atlantis related games. If I wanted to try (plucking one at random) "Behold Atlantis" how could I get hold of it?

I echo the sentiments in the verses about money that Laurence Creighton sent in. It is to IF's advantage that it is non-commercial judging by what happens in the commercial game industry. There's something wrong when games like American McGee's "Alice" can end up being produced.

Noted in the review of "Ten Little Adventurers" a comment about the reviewer being stumped until they found "look up" was a verb. Another question for your readership. Should the description of a particular location make it clear you needed to look up? I haven't played the game yet so it might have done. Instead of "look up" would "examine" do as well?

Suppose you had a bed and the game wanted you to "look under". Instead of typing "look under bed" should "examine bed" do as well? In some ways I think it should. I wonder how many games with Atlantis in will materialize? Hope not too many as I want to get an impression of what they're like for an article I'm going to do.

One thing that strikes me as something I'd like to read is an overview of what text adventures there are, by what authors, which gives an impression of the type of text adventure i.e. setting, suitable for children (which I don't think some games are judging by titles alone), difficulty, has dead ends etc. It is probably a kink in my nature but I wouldn't mind seeing a kind of family tree of text adventures.

It might be fun to set up a web-site which listed as many text adventures as possible, with author and other objective details. Don't know however if anyone else would think this is a worthwhile thing to do.

*

"Behold Atlantis" by Laurence Creighton is available from Zenobi Software for the Spectrum, plus Atari, Amiga and PC under Spectrum emulation. The most economical way for PC owners to obtain a copy is to purchase Zenobi's **complete** collection on a CDROM, only £4.99 including p&p.

When I first took over as editor of Probe I suggested a directory of all adventure games but due to complete lack of response from readers it never got going. However, I agree that the need is probably even more important now than it was 8 years ago, so if anyone has any ideas on how it may be achieved please write in. I think there is a lot more work in it than Peter realizes, but a website may be the answer. I understand some sites are set up so information can be submitted by visitors while online. My server offers free website space but I haven't bothered with it as I simply don't have the time to learn and then operate the site at the moment, but it is something I would like to do if/when Probe no longer exists. (Barbara)

From Dorothy Millard of Croydon, Australia

Having just sent you my list of Atlantis adventures, I thought I would send out a challenge to Probe readers to find the most adventures with "Alien" or "Aliens" in their name.

*

Dorothy has sent me her list of Alien/Aliens, and I will publish this and other readers' lists in the next issue. (Barbara)

DOROTHY MILLARD'S LIST OF ATLANTIS GAMES AS CHALLENGED IN NOVEMBER PROBE

1. Atlantis issued on TRS 80 and Atari 8 Bit - author unknown
2. Atlantis: The Lost Tales - available on PC CD.
3. Trip to Atlantis - Commodore C64 - author unknown.
4. Indiana Jones & the Fate of Atlantis - various computers - written by Brian Moriarty (Lucas Arts).
5. City of Atlantis - Commodore C64 from "Creating Adventures on the C64" book.
6. Adventure in Atlantis - Commodore C64 written by Greg Hassett & Steven Darnold.
7. Voyage to Atlantis - Commodore C64 & PC BASIC written by Greg Hassett.
8. Behold Atlantis - Spectrum - written by Laurence Creighton.
9. Atlantis Adventure - Spectrum - written by M. & J. Gamble.
10. Adventure to Atlantis - Apple 11e - written by Robert C. Clardy.
11. Escape from Atlantis - PC BASIC - written by Thomas Ally.

REVIEWS

NOT JUST AN ORDINARY BALLERINA

Written by Jim Aikin

Reviewed by Karen Tyers on a PC

I downloaded this game from the ftp.gmd.de archive after seeing an announcement on the rec.arts.int-fiction newsgroup and as soon as I read the introduction I knew I was in for a real treat:-

It's Christmas Eve. Rather late on Christmas Eve. Just this afternoon your darling 7-year-old daughter Samantha announced that fully a week ago she mailed a letter to Santa Claus asking for Sugar Toes Ballerina, the unbelievably sought-after, impossible-to-find fad doll of the decade. Unwilling to see little Sam heartbroken on Christmas morning, you frantically phoned every toy store in town. Miraculously, you found a shop that claimed to have a Sugar Toes Ballerina in stock!



But that was two hours ago -- before the flat tire. Now it's getting dark, and icy weather is closing in. The address you were given, on the outskirts of town, has proven to be that of a dilapidated and disreputable-looking shopping center -- not a modern chrome-and-neon strip mall, either, but a hulking two-story structure that looks to be the ill-favored offspring of a fairy castle and a canning factory. The shopping center is tucked well back from the street among brooding skeletal trees. Other than a few dim yellowish lights that show no trace of holiday spirit, the building is shrouded in gloom, and yours is the only car in the parking lot.

Although my own kids are grown up now (well they think they are..) I can well remember the fad toys that were always (and still are) hyped at Christmas, and how kids are made to feel they are missing out if they don't have one. So, with great nostalgia I embarked on my quest for the Sugar Toes ballerina doll.

The first impressions are great. The dark, apparently deserted shopping centre, hardly a sound anywhere, and freezing cold. Wandering around I found I couldn't get very far as seemingly the power was off, and my hands were too cold to do very much. I found a security guard almost immediately but fortunately for me he was sound asleep. Unfortunately his elbow was leaning on a very interesting looking key and I couldn't obtain it straight away as he kept waking up and frogmarching me out of the building.

However, there is a way to get hold of it and after much messing about I managed to do that very thing, and then found I could unlock most of the locked doors in the complex. However, that didn't solve the problem of no power, therefore no lighting. One other problem to overcome initially was the series of security monitors covering the entire centre from the office where the guard is. Eventually, after much pulling out of hair, I did manage to disable them all and find a power source, so was able to explore at leisure.

Perhaps leisure is not the right word here, as there are three floors to the centre, plus the roof, so I found my map sprawling over several pages. There are loads of shops and almost all of them have a unique puzzle attached to them, which in turn relates to another puzzle somewhere else. The difficulty level of the puzzles ranges from easy/medium to oblique/!***! impossible. Well not quite impossible, but some of the hardest I have come across in a very long while. A couple of them put me in mind of Steve Clay's Taxman series some years ago, but don't let that put you off. The game has an inbuilt gradual hint system so if you find you're really stuck you can use that.

I have to say here that I am not sure I am in favour of the in-game hint system, as it makes it too easy to cheat if you are weak willed. I managed to be very disciplined and only resorted to the hints three times, and given the difficulty of the game, I was quite pleased with myself.

On your quest you will come across such things as a depressed elf, a homeless man, the security guard and a rather nasty, very large dog, plus one or two others.

I have to say I haven't enjoyed a game as much in a very long time. It's one of those that keep pulling you back for just one more try. On more than one occasion I found myself looking at the clock to realise it was past two in the morning, and that doesn't happen very often.

The writing is excellent, with very little in the way of errors. Of course, you have to allow for the difference in spelling (eg tire instead of tyre), but I have no quibble about that. The game runs smoothly, and solving one puzzle seems to lead right into another without any let up. I lost count of the number of objects to be found - 63 at the last count, and every one has at least one use. This will give you some idea of the size and complexity of the game.

I haven't quite finished it yet. I have found Sugar Toes, but haven't yet managed to pay for it (I'm very honest you see). This last puzzle has me climbing the walls - I know what to do and I have the necessary items

(I think), but will have to put a lot of time and effort into solving it. There appears to be no built in hints for this last one (deliberate?) so I may well email the author and ask for help.....

To close I would say that this is an unmissable game, and you know me, I don't say that very often.

I WAS A CANNIBAL FOR THE FBI

Written by John Olsen

Review by Dorothy Millard played on a PC under Amiga emulation using the Fellow Emulator.

I originally came across Cannibal on the Commodore 64 which was a text only game. This version for the Amiga, written by John Olsen and illustrated by Erik Hermansen, has a point and click interface which works extremely well, but also allows typed sentences, and in fact it is necessary to type in order to accomplish certain actions. Clicking on various parts of the picture enables you to "look at" or "examine," bringing up a description of places and things in the picture. Clicking on objects enables you to examine them and they can be dragged to place them into your inventory. Throughout the game there are several advertisements for the Visionary Programmer's Handbook written by John Olsen as the game was used as a sample to show the potential of this programming language.

Cannibal is a relatively short game and not at all difficult, so it would be most suitable for those new to adventuring. On loading the game you are presented with the opening screen and appropriate music – cannibal drums. The story is straightforward, the FBI has sent you to uncover a cult of cannibals, but you were discovered and imprisoned on a neighbouring island. The cannibals will be coming for you soon and they're hungry. Your objective is to escape before they return. Starting on the west beach of a small island where the warm waters of the Pacific gently lap ashore you see a rowboat but the oars are missing and there's a hole in the back (would be too easy otherwise!) Going east you find a canoe but there is nothing with which to paddle it (of course), so you must investigate the island. Should you be too slow to escape the island the cannibals will land, you will hear those drums again, and the game will end with you in the cannibal's pot. Should you be successful however you take taken aboard a passing freighter and enjoy your leisurely trip back to civilisation and your job at the FBI.

In conclusion Cannibal is a fun game and I enjoyed replaying it in this new format.

2000 MILLENNIUM PRIZE COMPETITION

Edwina Brown suggested asking readers to send in stories of how they celebrated the coming of the millennium.

I know some of you had a great time, others, like myself, didn't celebrate at all, so I am amending the competition idea slightly so you can say how, in an ideal world, you **WOULD** have liked to celebrate such an occasion. You can, of course, tell us how you **DID** welcome the new millennium.

Please enter, you may even win one of the appropriate prizes, which are:

2000 MILLENNIUM UNDATED DIARY AND NOTEPAD
(donated by Edwina)

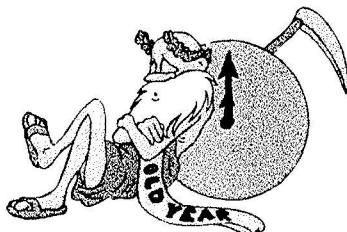
THE MILLENNIUM CROSSWORD BOOK
(a perplexing collection of crosswords)

A MILLENNIUM BUG IN A CAN
(the perfect computer pet)

Closing date: 28th February 2000

12 SIGNS THAT YOU'VE HAD TOO MUCH OF THE 90'S sent in by Laurence Creighton

1. You tried to enter your pin number on the microwave.
2. You haven't played solitaire with a real pack of cards in years.
3. You have a list of 15 telephone numbers to reach your family of 3.
4. You e-mail your son in his room to tell him that dinner is ready, he e-mails you back "What's for dinner?"
5. Your daughter sells Girl Guide cookies via her web site.
6. You chat several times a day with a stranger from America, but you haven't spoken to your next door neighbour yet this year.
7. You didn't give your valentine a card this year, but you posted one for your e-mail buddies via a web page.
8. Your daughter just bought a CD of all the records you used to play at college.
9. You check the ingredients on a can of chicken noodle soup to see if it contains Echinacea.
10. You check your blow dryer to see if its Y2K compliant.
11. Your grandmother clogs up your e-mail inbox, asking you to send her a JPEG file of your newborn so she can create a screen saver.
12. You pull up in your own driveway and use your cellphone to see if anyone is home.



'TWAS THE NIGHT BEFORE THE YEAR 2,000... sent in by George Rawson

Twas the night before Y2K,
And all through the nation
We awaited The Bug,
The Millennium sensation.

The chips were replaced
In computers with care,
In hopes that ol' Bugsy
Wouldn't stop there.

While some folks could think
They were snug in their beds
Others had visions
Of dread in their heads.

And Ma with her PC,
And I with my Mac
Had just logged on the Net
And kicked back with a snack.

When over the server,
There arose such a clatter
I called Mister Gates
To see what was the matter.

But he was away,
So I flew like a flash
Off to my bank
To withdraw all my cash.

When what with my wandering eyes
Should I see?
My good old Mac
Looked sick to me.

The hack of all hackers
Was looking so smug,
I knew that it must be
The Y2K Bug!

His image downloaded
In no time at all,
He whistled and shouted,
Let all systems fall!

Go Intel! Go Gateway!
Now HP! Big Blue!
Everything Compaq,
And Pentium too!

All processors big,
All processors small,
Crash away! Crash away!
Crash away all!

All the controls
That planes need for their flights
All microwaves, trains
And all traffic lights.

As I drew in my breath
And was turning around,
Out through the modem,
He came with a bound.

He was covered with fur,
And slung on his back
Was a sackful of virus,
Set for attack.

His eyes -how they twinkled!
His dimples -how merry!
As midnight approached, though
Things soon became scary.

He had a broad little face
And a round little belly,
And his sack filled with virus
Quivered like jelly.

He was chubby and plump,
Perpetually grinning,
And I laughed when I saw him
Though my hard drive stopped spinning.

A wink of his eye,
And a twist of his head,
Soon gave me to know
A new feeling of dread.

He spoke not a word,
But went straight to his work,
He changed all the clocks,
Then turned with a jerk.

With a twitch of his nose,
And a quick little wink,
All things electronic
Soon went on the blink.

He zoomed from my system,
To the next folks on line,
He caused such a disruption,
Could this be a sign?

Then I heard him exclaim,
With a loud, hearty shout,
A Happy New Year to all
As your computers die out !

JOKES

sent in by Laurence Creighton

Q 1. How do crazy people go through the forest?

A 1. They take the psycho path.

Q 2. How do you get holy water?

A 2. Boil the hell out of it.

Q 3. What do prisoners use to call each other?

A 3. Cell phones.

MILLENNIUM ADVENTURE PUZZLER

by Martin Bela

Just fill-in the missing letters to reveal the titles of 20 adventures which have all appeared in Adventure Probe.

Each title has three consecutive letters from the word MILLENNIUM in it (i.e. MIL, ILL, LLE etc.) as indicated by the *'s.

For example, -W-- -IN-D-M V-***- would be TWIN KINGDOM VALLEY.

- 1) THE ***L--- D-LL-- -R-AT --W-L H-IST
- 2) K--T***-
- 3) -T--E-***- -A-OR
- 4) P--J--T -***-IL---ON
- 5) M--T--Y OF I-D-S -***E-
- 6) -***- -A--E- I- -ALE--***E
- 7) T-- S--RD -- V-R***L--N
- 8) -HE- -AY -HE -O-LD -*** -IE I- F--E A-- -C-
- 9) H***S-- L--O
- 10) S--SS F-***- R---S-N
- 11) -Y-N-S*** A-V--T--E
- 12) --X--R-- O- T--T-N-- V-***-
- 13) --***-R-***A
- 14) F-RT---- -F K-***-
- 15) --NGD-- -- H-***
- 16) A-***E
- 17) --PE-***
- 18) S-O*** ---P
- 19) -ABA- -- ***-ON -OR-ON
- 20) -O***- -O-- -O -O----OO-



ADVENTURE MILLENNIUM - A LOOK BACK

by Alexander Darracott

The millennium is here - it is now the year 2000 and I hope that everyone out there in adventureland are not badly affected by the much hyped millennium bug! The party of a lifetime has finished and everyone is getting back to normality of life. Indeed, now is a great time to reflect and remember the good times of the past 1,000 years. Unfortunately, text adventures have not been around that long so I will settle with 14 years: back to the days when the 8-bits ruled the computing world (Spectrum, Commodore and even the Amstrad were the top sellers) and the time where, at Christmas 1986, we had our first computer - the Amstrad CPC464, a Stone Age instrument by today's standards but back then it was state of the art.

My first gaming moments were spent with the Amstrad, adventure and otherwise. The games that we had at first were the cheap old games from Amsoft such as Roland Goes Digging, Laserwarp and Electro Freddie. Over the years we accumulated a load of titles for the old 8-bit, including lots of adventure games from an assortment of software houses and soon had my distinctive favourites, which included Red Moon, Gnome Rangers and near enough any other Level 9 and Infocom games. Later on my father bought a lot from the likes of Adventure Workshop, The Guild and Zenobi. All have released great adventures, especially Zenobi whose classics include Agatha's Folly (a brilliantly written game that invites you to explore a house, once owned by a lady called Agatha, in an attempt to discover what happened to the old dear), Sherlock Holmes, and Arnold the Adventurer.

My interests and love for adventure games grew in 1992 when on my 12th birthday I had my very own computer - the Sinclair ZX Spectrum +2 (which I still own to this very day). Accompanying this, I had a load of Your Sinclair magazines with covertapes, which included many text adventures. There were plenty of text adventure games on the Speccy and many of them were cross formatted, meaning a game released on one machine would find itself on a series of other machines.

Also in 1992, for Christmas, I had my first 16-bit machine - the Sega Mega Drive. Whilst there were no text adventure games released there were quite a number of role-playing and adventure games. Sega's own Shining series (Shining the Darkness, Shining Force and Shining Force 2) was very popular. There are other good ones like The Story of Thor, Fatal Rewind and The Fairy Tale Adventure. However, the Mega Drive never quite had the excellent range of RPGs compared to the Super

Nintendo, Mega Drive's main rival, which had the better range of adventures, and it showed with the likes of Zelda.

I did not play on the Speccy for much of 1993 until the last quarter of the year, and for Christmas of that year I had a Spectrum +3 with tons of adventure games, all from Zenobi Software, and all the games were brilliant, and still are! My favourites include their version of Sherlock Holmes and Agatha's Folly. Adventure gaming improved greatly in Christmas 1994 when I acquired an Amiga 500 - quite literally a ton of adventures and an assortment of strategy games were released for this machine over the years. I recommend an investment in The Lost Treasures of Infocom: a collection of some of the greatest adventure games ever written - all the early Zork games are there, and these are probably the best adventure game series and is still going strong today in Hi-tech guises on the PC. Other great games include all the Level 9 games as well as the Rainbird/Magnetic Scroll gems as well. Other legends include The Secret of Monkey Island and the Eye of the Beholder series. Personally, I think the Amiga was the best 16-bit for adventure gaming overall.

In 1996 I acquired a Commodore 64 which had many classics, just as the Amstrad and the Speccy. The Commodore had a longer life than the Amstrad and the Spectrum because of its better graphics and sound capabilities, therefore more adventures were released for it including The Bard's Tale 2 and 3, something Spectrum and Amstrad owners were starved of.

In 1997 and 1998 I had a Sony Playstation and a Sega Saturn. Out of the two, the Playstation proved to be the most popular, so therefore there are far more adventure games for it than the Saturn. These adventures are not text ones, but are point and click adventures and arcade role-playing/adventures games. A perfect example of a great game on the Playstation is Final Fantasy 7 with Final Fantasy 8 being released a little while ago to a mixed reception.

This concludes my (brief) personal reflection on the last 14 years that I have been playing adventure games. I can only wonder what the next 1,000 years will bring to us. More powerful consoles? More powerful computers? Even more realistic games? The integration of film, games and music? Who knows? One thing is for sure is that Retro games will be around for ages to come, and so will the old and gold text adventures.

Wherever there are video games there will always be adventure games, all in different guises and gimmicks as technology moves forward at the ever fast pace.

A MYSTERY SOLVED (or SO NOW YOU KNOW) sent in by Dorothy Millard

The following information regarding **CASTLE OF TERROR** has been taken, with permission, from a web site dedicated to Classic Adventure Solutions which is run by Jacob Gunness. Over the years there has been lots of discussion as to whether or not you can or cannot kill the count with the wooden stake. Well, below is the answer.

I would recommend this site to anyone looking for a "classic" solution. Covered are all the older machines. It does not cater for graphic adventures, i.e. Kings Quest etc. If you log on you will even be able to read my interview! The address is:

<http://hjem.get2net.dk/gunn/>

Michael Lambert has gone to great lengths to track down Grahame Willis, author of Castle of Terror. After calling around a dozen people who weren't the right Grahame, Michael managed to find him. I'm very grateful for that! Read on to see Grahame's insights on the puzzles that have disturbed many adventurers' sleep!

Michael,

You have completed the adventure!

*There are no other exits and **you cannot kill the Count with a wooden stake as there is no such object** - the message about the bat and the wooden stake was deliberately suggestive so as to invite addiction (I was a sadistic bastard in those days - some say I've not changed!)*

For those who said you could break the spear and use that - they're dreaming!

As for the point score, points are obtained from certain actions and deducted for other actions, so even though you've finished, the score may not be as high as you would like.

Some of the positive scoring actions are :

*Getting the soup,
Moving the sack,
Unlocking the wheel,
Lowering the drawbridge
Knocking on the door
Opening the door with the key
Helping the villagers (Digging in the field)
Helping them again and again
Waiting in the Inn
Getting the book (and putting it back)
Lighting and Extinguishing the candle
Pressing the skull
Killing the Knight [note from Michael: this is not possible]
Rescuing the maiden (obviously!)
Killing the Count (likewise)
Clearing the spider's web
Using the rope to cross the pit*

Some negative scoring actions are:

*Climbing the ladder
Trying to pass the Knights
Being bitten by the spider
Falling into the dungeon
Breaking your toe
Eating the food
Fighting the knight (when not well armed/protected)
Being killed by the knight (though the points are pointless once you're dead)*

I have a nasty suspicion that you've done all of this and found that 290 might just be impossible anyway - I can't remember!

Sorry to disappoint :)

Regards, Grahame



TEN YEARS ADVENTURING (Part Three)

by Jon Scott

My distinct memories of the 'early-to-mid-90s', are that adventuring was declining more and more and it seemed (in my pessimistic assessment) to be on the slippery slope to oblivion. Zenobi, WoW and the other adventure houses were still pumping out adventures at a fare old rate, but some of the other long-serving adventure producers had folded up. But all was not lost - and to offset any gloomy aftertaste created by this introductory paragraph - I firmly believe that these years witnessed some of the best text adventures ever. The remaining stalwarts of adventure-writing kept the games flowing; what's more, games of the same standard and playability as ever. Sadly these years (i.e 1993 onwards) also saw some of the finest of our adventurers passing away.

1993 kicked off with the ejection of "Cockroach" from the pages of Adventure Probe. This controversial figure was too much for some people, so they called in the exterminator! Cockroach's soapbox was very different from the usual article that appears in Probe, especially since he got in a lot of people's hair. January '93? Was it that long ago? It only seems like yesterday, to be honest.

Out of the Limelight by Stephen Boyd and I was released early this year too. It was a departure from my own "wacky" style - the wackiness was due to the fact I was a teenager. I've calmed down a lot since then; I'm now very sensible.

One of the big 'games of excellence' of '93 was Steve Clay's *Tax Returns*, a real puzzler, and a very popular game to boot. Who ever thought that a game about H.M. Inspector of Taxes would be so well-loved? It was oozing with quality, this one. Similarly, the PC conversion of The Grue's *Four Symbols* was another highlight of '93, and I had the honour of reviewing it for *Probe*. This is a game to rival the quality, playability and prose of any classic Infocom or Level 9 game, and it's homegrown too - The Grue! lives in Ormskirk.

One of our main avenues of advertising new Spectrum adventures (and giving away free text adventures on cover tapes), the glossies, were no more. *Crash*, *Your Sinclair* and *Sinclair User* had finally folded and, what was worse, *From Beyond* breathed its last in mid-1993 as well! As far as I can recall, Tim Kemp lost enthusiasm, especially with all the work involved producing the magazine and the dwindling number of subscribers and contributors.

At least *Probe* and the Amstrad, C64, Amiga, Atari ST and PC mags were still going strong, although it's true to say that the remaining 8-bit mags only gave about one page to adventuring, or were on the verge of folding. *Probe*, with its multi-computer coverage, was here to stay, though!

Two other particularly good games from 1993 spring to mind, viz Jack Lockerby's superb *Theme Park* and Laurence Creighton's *Lost in Time* - two very different games which kept me up some late nights, I can tell you!

In '93 I endeavoured (unsuccessfully) to convert the game I co-wrote with Stephen, *For Pete's Sake*, to the Amiga, but not only did HatRack, the adventure authoring program, defeat me, so did TADS on the PC at a later date. It just wasn't to be.

Settlement XIII, *A Serpentine Tale* and *Unnkulian One-Half* were among some of the other marvellous games that 1993 had to offer. All in all, a generally good year for adventuring - because although our numbers were gradually dropping (both in terms of players and writers) - the passion for adventures amongst the remaining folk was still fiery, ardent, tempestuous and all that.

For the 'Northern Ireland Contingent' of adventure-writers, 1994 was the year of conversions and the completion of some work spilling over from 1994. First of all, Stephen did some brilliant conversions to the Amstrad of *For Pete's Sake*, *Escape from Hodgkins' Manor*, *Red Alert* and *The Beginning of the End* which were published by WoW Software - it was great to port these games over to another 'platform' and a C64 conversion would have been done if we could have found the means. Converting *EFHM* from Quill to the PAW involved a bit more programming - and it plays much better than the original Speccy version. Second, I volunteered to convert a number of great games by Peter Clark (*Escape from Prison Planet*, *Hounds of Hell* and later *A Midsummer Day's Dream*) from the Amstrad to the Spectrum. I enjoyed these games immensely and I am glad I was able to help get them across to the Amstrad. They were eventually released by the Adventure Workshop and I might add that I somehow squeezed *EFPP* into a 48k Speccy, but stood no chance with the other much larger games. It made a pleasant change from just writing games. Thirdly, we managed to get *The End is Nigh* and *Lycanthropy* written this year; had to keep the fans happy!

I particularly appreciated two games this year, *Leopold the Minstrel* by Jamie Murphy, and Dennis Francombe's *Fisher King*. Playing these two games alone proves that, although text adventures had declined in quantity, one thing that wasn't lacking was quality. These authors make that

an easy hypothesis to prove. Not to forget other top-class games, *Twelve Days of Christmas* by Diane Rice, *The Obscure Naturalist* by Peter Hague, *A Promotional Prospect* by Sharon Harwood and *The Well of Zol* by Laurence Creighton.

Sadly, another adventure publication was no more - *Red Herring* sank to the bottom of the ocean, never to resurface, in mid-1994. Although I never actually subscribed to *Red Herring* due to the fact that I couldn't afford it, I know that it will be remembered for its quality.

The biggest shock in 1994, however, came with the death of June Rowe. Barbara's editorial (June, 1994, p. 2) read, ". . . June Rowe passed away peacefully in her sleep, soon after her 65th birthday . . . June was the nicest, gentlest person I have ever met. We have been friends since meeting at the first Adventurers' Convention, and anyone who's seen the video of the second Convention will know how unassuming but very knowledgeable she was. She was a brilliant playtester, and many authors who needed her advice owe at least some of their success to her. Adventurers who didn't know her personally will know her as the co-author of *Jester's Jaunt* . . ." I was one of the people who never actually met June, but her kindness, pleasant character and adventuring skills shone out from the pages of her playtester's report and from *Probe*. I would like to echo Barbara's sentiments; June's death was a big loss to Adventuredom. (To be continued.)

LOGICAL sent in by Frank Fridd

Two nuns went out of the convent to sell cookies. One of them is known as Sister Mathematical (SM) and the other one is known as Sister Logical (SL). It is getting dark and they are still far away from the convent.

SL: Have you noticed that a man has been following us for the past half-hour?

SM: Yes, I wonder what he wants.

SL: It's logical. He wants to have his way with us.

SM: Oh, no! At this rate he will reach us in 15 minutes at the most. What can we do?

SL: The only logical thing to do of course is that we have to start walking faster.

SM: It is not working.

SL: Of course it is not working. The man did the only obvious thing to do. He started to walk faster too.

SM: So, what shall we do? At this rate he will reach us in one minute.

SL: The only logical thing we can do is to split. You go that way and I'll go this way. He cannot follow both of us.

So the man decided to go after Sister Logical. Sister Mathematical arrives at the convent and is worried because Sister Logical has not arrived. Finally, Sister Logical arrives.

SM: Sister Logical! Thank God you are here! Tell us what happened!

SL: The only logical thing happened. The man could not follow both of us, so he followed me.

SM: So, what happened? Please tell us.

SL: The only logical thing to happen I started to run as fast as I could.

SM: So what happened?

SL: The only logical thing to happen. The man also started to run as fast as he could.

SM: And what else?

SL: The only logical thing to happen. He reached me.

SM: Oh, no What did you do then?

SL: The only logical thing to do. I lifted my dress up.

SM: Oh, Sister. What did the man do?

SL: The only logical thing to do. He pulled down his pants.

SM: Oh, no! What happened then?

SL: Isn't it logical, Sister? A nun with her dress up can run faster than a man with his pants down!

WHAT COMES NEXT? by Peter Clark

Whilst eating a meal with some very good friends on the Saturday evening of this year's convention we began to discuss the progress that computers have made since we met at that first convention ten years ago. At that time the vast proportion of home computers available to the masses were mainly in the Spectrum and Amstrad ranges with a certain amount of others such as the Commodore and the Oric making up the rest. There were rumours of advances in the Atari and Amiga direction, but these were in the 16-bit area and mostly beyond the pockets of the average adventurer.

As time progressed, it was the Spectrum and Amstrad in the 8-bit field and the Atari and Amiga in the 16-bit field that held the centre stage. There were innovations with the Spectrum as the old rubber keyboard was replaced by the, more acceptable, hard keyboard. Various versions raising the memory from 48k to 128k also appeared. The original idea of having a separate tape recorder was soon forgotten when the Amstrad 464 came on the scene with a built-in tape deck. It was not long after this that the temperamental nature of this loading device gave way to the Amstrad 6128 with a 3 inch-disc drive. Just why this odd size of disc was chosen I don't know when the already accepted standard was the 3½inch drive. The Spectrum followed suit again with the 3 inch drive. There were a few more variations on the theme to come with the take over of Sinclair by Amstrad and the release of the Amstrad 6128 Plus which never really caught on. In the mean time, as the cost of the Atari and Amiga machines had started to drop, the adventuring brigade was buying more of these. Most of the people who had started to write their own adventure games were using The Quill, Graphic Adventure Creator or Professional Adventure Writer. Although GAC had been re-written for the Atari, PAW and The Quill never made it. As PAW is the more versatile and powerful of these utilities, fewer adventures were now being written.

However, the great thing that the newer 16-bit machines offered was graphics. After the feeble attempts of the Spectrum and Amstrad at pictures, most of which were turned off by true text adventurers, these new machines actually sported "moving" pictures. I can remember staring in amazement as the lead character in King's Quest I moved in slow jerks across the screen. The speed of the 16-bit machines, although much in excess of the previous generation of computers, was still not enough to produce real moving pictures and so the text adventurers still continued to exist. With the advent of TADS and AGT etc. it seemed as though the text adventure was still king.

Along came the PC and all things in computing were about to be shaken up. At first these new powerful machines were only to be found in the office and any games available for them were limited to the likes of Solitaire etc. As with all things computing, prices started to fall and the possibility of owning one of these machines at last became a reality. Over the last five or six years the number of people having a PC as a home computer has increased in leaps and bounds and the supply of games for them has increased proportionally. The technical side has, as we all know to our cost, taken off also and processing speeds have increased at a pace that could not have been imagined a few years ago. The quality of graphics and sound are now far in excess of what could have ever been imagined when the first convention took place ten years back. We are now fast approaching the point where what we see on our computer screens is almost as good quality as that of the television set. The introduction of DVD will, I think, bring that situation to fruition. We have all played adventure games that put us in the centre of the "film" as it were and can listen to stereo sound whooshing around us as though it were real.

The point is where do we go from here? Assuming that improvements in sound have gone just about as far as they can go and that there is little point in increasing the speed of the computer above what is needed to give a large, smooth colourful picture, just what can be achieved by further research? It has been said that if Man can imagine something then it is possible. If that is so, let us look at the futuristic programs that we see on the television. Star Trek has been with us for many years and in the later stages the Holo-Deck has been around. Is that the next step? Three-dimensional graphics have been tried both with computers and, many years ago, in the cinema. Coloured spectacles etc will never catch on so is the hologram the next step?

Ten years ago we would never have thought that it would have been possible to get a computer to do the things that it now does. When we sat in Birmingham back in 1990 did any of us ever think that adventure games would be anything like those that are accepted as normal today? If there is an Annual Probe Adventure Convention in ten years time I wonder just what we shall be seeing on those screens around the Ariel Suite. Will we, in fact, be looking at screens at all or will we be wearing strange helmets or entering portable holo-decks? I wonder. Whatever the future holds in the way of interactive fiction, (Politically correct adventure games) I'm sure that there will still be a nucleus of people tapping away on their keyboards or whatever takes their place either writing or playing text adventure games. Just as the cinema and television has not done away with the book, there will still always be a place for a good text adventure.

What Next... Examine computer "Hmmmmmm!" What do you think???

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM, ATARI(e), AMIGA(e) and PC(e)

THE NAMELESS ONE

by Dennis Francombe

It all began one evening when Arthur, the King, held court at Camelot. After the feasting, as the wine was drunk, when the air was filled with knightly voices boasting of knightly deeds, the doors suddenly burst open with a noise like thunder and a young man entered - a youth of such presence that the voices died upon the air.

Into the still silence the youth spoke. "My Lord King, I have come from a far land, from which my mother sends to you her greetings, this ring and a scroll. I have no name until the King shall give me one and no arms to bear save those that are in the bounty of the King."

He handed the ring and the scroll to Arthur, who looked long upon the ring. The colour drained from his face and he whispered in the ear of Guenever, the Queen. Arthur read the scroll and then spoke. "I will arm you, Sir, of my favour - but you must prove yourself before I may name you. Take yourself, then, to the waste lands of Senaudon where the Princess, Blonde Esmeree, is captive - held under a magic spell. Return her to Camelot, and that which is lacking shall be yours. This is a duty that I owe to your lady mother."

He ordered his Seneschal, Sir Kai, to see to the arms and turned again to his Queen, who comforted her stricken Lord. So was sown the seed which would lead to the end of the Table Round and to the death of Arthur, the King.

This two-part adventure is the telling of one of the Arthurian legends, beautifully written by Dennis Francombe, with help from John Schofield.

Only £2 for Spectrum (tape only)
also Atari, Amiga and PC under Spectrum emulation

Available from

Adventure Probe Software
52 Burford Road
Liverpool L16 6AQ

DENNIS HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE ATARI and PC(e)

The following adventures are Atari AGT text adventures which have been converted to run on the PC under Atari emulation such as WinSTon and PaCifiST.

DROOLIG AND THE KING'S GOLD by Jon Dixon

Once upon a time there lived a wealthy king. Everything was fine until one day a dwarf called Droolig appeared. The dwarf vowed to steal the king's wealth. However, just as he was muttering the magic word a guard entered the treasury, surprising Droolig who made a fatal error and banished the treasure and himself to the labyrinth under the palace. The king proclaimed that whoever kills Droolig and returns the treasure shall marry his daughter and receive half the treasure for himself. A short game for 6 - 8 year olds.

LASAR by Curtis Froom, Steve Carkner and Julie Froom

Ellasal of the Evil Force has kidnapped all the villagers and King Egdirdoog has set you the task of ridding his kingdom of this beast and location all the villagers so that normality may return. You will be rewarded handsomely upon your success. Over 50 locations, including a simple maze, with interesting puzzles and the occasional touch of humour.

THE MYSTERY OF OLD ST. JOSEPH by Rick Lamberson

This text adventure is centred around the actual places and landmarks of Port St. Joseph, a friendly community on the northwest coast of Florida. The town is rich in history, which is reflected in its museums and libraries. A visit to the local History section of the library will provide a good foundation for your quest; who was Jake "The Snake" Smith, what happened to Captain Dreggs and where will you find the Florida prison records for 1875-1900?

Available as

Single game per disc for Atari ST
Single game + WinSTon emulator for PC (requires Windows '95 or '98)
All 3 games on one PC disc if you already have an Atari emulator

Price **£1.50** per disc
from
Adventure Probe Software
52 Burford Road, Liverpool L16 6AQ

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR C64, SPECTRUM, AMIGA(e) and PC(e)

THE MILLION DOLLAR GREAT JEWEL HEIST
by Dorothy Millard

The story so far?

You awake with a headache in the living room of a large mansion. You have a large lump on the left side of your head; you wonder how it got there your memory is slowly returning and you vaguely remember someone hitting you, but why?

You ask yourself, "What am I doing here?" Unfortunately there is no one around to answer your question as the place seems deserted. You consider your predicament and decide it would be a good idea to get out of this place and get help before anyone returns.

Can you remember what happened, and why? Can you escape? It is up to you

Originally written on the C64 using the Quill, and converted to the Spectrum using P.A.W.

C64 (tape and disc)
Spectrum (tape and 3.5" +D)
Amiga under Spectrum emulation
PC under Spectrum emulation

Only £2 from

Adventure Probe
52 Burford Road
Liverpool L16 6AQ

DOROTHY HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURES FOR SPECTRUM 128K and PC(e)

THE LOST CHILDREN

by Larry Horsfield

In this one-part text adventure you play Duke Alaric Blackmoon who is concerned about the disappearance of children from farms and villages surrounding a vast desolate moor in the far north of your demesne, now renamed the Duchy of Corwyn. A mad hermit, known as Raving Richie, told you about an ancient dolmen known as "The Devil's Gateway" used by minions of the Devil. When you visited to dolmen you realized its powerful magical force, so you consulted Magor the Sorcerer. He said the gateway is closed from this side but he can open it briefly to allow one person to pass through, but only one as it would take all his power to do so. You equipped yourself with weapons, food and money to cover every eventuality, and Magor gave you an amulet which you must wear as protection against certain forms of magic.

Magor cast a spell at the gateway, which flickered and disappeared - the landscape on the other side changed, and, taking a deep breathe, you stepped through the gateway. After a moment of disorientation you looked around at your new surroundings..... the rest is in The Lost Children.

Find and help a variety of characters to gain sufficient knowledge to discover where the children are being taken, and then free them to bring joy back to your land. This is a massive 128K game in the best tradition of text adventures. Lots of characters to interact with, objects to obtain and use, a variety of locations to visit (some, as usual, difficult to access), and lots of atmospheric text.

Available for

Spectrum 128K (tape and 3.5" +D)
PC (under Spectrum emulation)

Only £2 from

Adventure Probe
52 Burford Road
Liverpool L16 6AQ

LARRY HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR C64, SPECTRUM, AMIGA(e) and PC(e)

TROUBLE AT BRIDGETON

by Dorothy Millard

You are in charge of Bridgeton Asylum for the afternoon, but something is wrong ... it is far too quiet ...

You've really hashed it up this time. It is your fault because you forgot to lock the door and so everyone has simply walked out. Your only option is to round up all 10 patients and persuade them to return quietly before you are found out and lose your job.

Better get a move on

In this text adventure you must locate each patient and using a variety of methods, return them safely to the asylum ward. They are scattered around the town of Bridgeton, which has a couple of hotels, a main shopping street, an apartment building and cottages, a nice park with flowerbeds and children's playground, and a pub.

Originally written on the C64 using The Quill, the Spectrum PAWed version has been used for the Amiga and PC under emulation formats.

Available for

C64 (tape and disc)
Spectrum (tape and 3.5" +D)
Amiga under Spectrum emulation
PC under Spectrum emulation

Only **£2** from

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ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE PC

THE PRINCESS TRILOGY

JACK OF HARTZ

by Bev Truter

SIR ARTHUR

by Lyn

THE SEARCH FOR PRINCESS ALANDRIA

by Jason Billard

When Bev and Lyn played "The Search for Princess Alandria" and discovered how awful it was, they started off just "correcting" and embellishing the original, but after about a week we both altered course completely, and branched off into separate directions and ideas. The result is "Jack of Hartz" by Bev and "Sir Arthur" by Lyn, two very different adventures.

All three begin with you charging off on a mission for your King to search for a missing Princess. However "The Search for Princess Alandria" finishes after 30 moves with the message to send \$10 for a completeable version whereas "Jack of Hartz" and "Sir Arthur" are complete adventures and Freeware (*). Although both take place in three distinct areas - the King's lands, an underground cave system, and the land beyond a lake, they have unusual and different endings. Other than a similarity in geography, and some of the characters, the plots, puzzles, events and final outcomes are very different from the original Alandria.

All three adventures on one disc
only **£1.50** from

Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

NEWSDESK

PC C.A.T. by Phil Richmond

I received the following email from Phil, and print in full.

Calling all adventurers and adventure authors,

I have a pre-release test version of CAT almost ready which can be downloaded from my under construction web page from Saturday afternoon 15th January 2000. 1300Hours GMT.

Works on Windows 3.11, Windows 95 and Windows 98.

Required memory 8MB

File: catadv.zip (930kb)

<http://www.richmond62.freemove.co.uk/index.htm>

The program can be unzipped to anywhere on your hard drive.

To delete/uninstall the program just delete the main program directory 'catadv' and all of its contents or drag it to recycle bin.

There is no demo game as yet, and the doc file is not quite finished (eventually will be a Windows help file).

If you care to download it, I should appreciate any comments/queries that you have.

The program operates on similar principles to Quill/PAW/GAC or STAC

If you have used Amiga CAT you will find many familiar features, especially the coding technique, as I have tried to convert as faithfully as possible, but expect the program to improve and get better.

The program supports windows bitmaps for graphics and wave files for sounds.

It is possible to write a game database with this test version.

If you know of anyone else who may be interested in writing adventures for the PC using CAT, and might like to see this test version, please pass the word on.

I have tried to make it as easy to use as possible and with everyone's help I will endeavour to improve, add new features and make it a great creation tool for existing or new adventure writers!

Best wishes and Good Adventuring, Philip.

philip@richmond62.freemove.co.uk

IN TOUCH

FREE - just pay postage

VOICE TYPE SIMPLY SPEAKING for Windows 95 - The Home Edition of IBM Voice Type 3.0 UK English. Turn your spoken words into notes, papers, and e-mail by simply speaking to your computer!

REMOTE CONTROL NET SHOOTER - Browse the Internet. Make profession presentations. Control multimedia applications. Provides mouse control from a distance: up to 7 metres. Windows 95 compatible. User programmable function keys.

The Net Shooter puts all of your PC's functions right in your hand. Click a button to operate your CD or VCD player, click another and you are instantly browsing the World Wide Web - you don't even have to touch your mouse!

It is fully programmable, you can assign your own functions to each button. Open spreadsheets, launch multimedia applications, access your e-mail, use it as a pointing device for on-screen presentations and more!

It is ideal as a professional presentation tool. Free ShowWiz presentation software is included. System requirements: IBM or compatible, Windows 95, Sound card, SoftMPEG or MPEG Card for VCD operations, Netscape Navigator or Windows Explorer required for Internet operations.

If you want either or both please contact Mary Scott-Parker on 01228 536362

HELP WANTED

From Dorothy Millard

I have been playing **KEY TO PARADOX** by Charles Sharp on an Amstrad Emulator and I have almost finished it. I'm near the end and have got the word to speak to the eyes, but cannot find a way to return to the location where the eyes are! Can anyone help?

If you can help Dorothy please contact her direct (email address on inside back cover) or the Probe Office.

OBJECTS AND THEIR USES

DARK TOWER by Jack Lockerby available for C64, Spectrum, Atari ST, Atari(e), Amiga(e) and PC(e)

- BIRD'S NEST - stuff it down the cottage chimney then push it down.
- DICE - found in nest guarded by bird - give them to dice-playing orcs.
- SPECS - dropped by old man from the cottage when you talk to him - wear them to read small writing and also to read the runes on stone archway but must have first visited rose bush location to change specs into rose-coloured specs.
- RING - found on bottom of pool after you have stirred up the sediment. It will help you out in many tight corners. When worn you can rub it to give you light and turn it to make yourself invisible for 3 turns. Point it at a single enemy. Practice makes perfect!
- CLOAK - wear it to scare bird guarding the nest. See loom.
- PHIAL - found in grave with dead orc - drink it to become stronger.
- SPADE - search the vegetation - use to dig up dead orc.
- HORSE - really a unicorn minus its horn.
- WHITE ROSE - pick one from the rose bushes. See ladybird.
- GAUNTLETS - search the bushes - wear them so that you can turn the dome. See chalice.
- MEAT - found in meat store - its food for the dogs. See bottle.
- TROLL - guarding underground entrance to the Dark Tower - just remember he doesn't like the light. See ring.
- GIGANTIC ORC - guarding the bridge - make a point of using the ring.
- DOG-HANDLING ORC - see gigantic orc.
- DICE-PLAYING ORCS - guarding silver goblet. See dice.
- LOOM & SPINNING WHEEL - found in the cottage - use them to make a cloak. See dice.
- BLACK SACK - found in the chest in the cottage - it will hold all that you find and you can climb into it to pass through the archway.
- HORN - high on a wall in the Dark Tower - climb on the table to obtain it - fit it on the horse and then ride unicorn in the end game.
- DOGS - running loose on the first level of the Dark Tower - trap them in their compound and then feed them poisoned meat.
- CARPET - in the cottage - it has a loose piece of yarn at one end. Pull yarn to form a ball and then go to work room and make a cloak.
- ORC ARCHERS ON ROOF - the only way to avoid them is by making yourself invisible.
- CHALICE - one of the stolen items that you must return with. Found under dome on the platform - examine platform then turn on the switch. Wearing the gauntlets turn the dome clockwise.
- DIAMOND-STUDED EGG - search dead dog handler. See chalice.

PEARL NECKLACE - around neck of statue in room on 4th level. The room has a tipping floor - the only way to obtain the necklace is via the platform in the roof below - climb on platform after first removing the chalice. Take it back with you.

TABLE - dead dog handler lying across it - push him but you must have drunk the potion first. Use the table to reach the horn and also to reach the trapdoor in the ceiling in the dogs' compound.

LEVER - examine room below first level to find it. Pull it twice to trap the dogs in the compound. Be careful not to open the trapdoor in this room until you have trapped the dogs.

BAND OF ORC SOLDIERS - guarding the perimeter of the base of the hill below the Dark Tower. Always RAMSAVE when using this route as there is a 10% change of getting caught.

SKULL - found when you try to move the skeleton. Wear it when climbing the flagpole and then swap it for the crown that you find on the top.

CROWN - take it back with you. See skull.

CROSS - found in secret room above the dogs' compound. Take it back with you.

BOTTLE - full of poison - search the dirty rags. See meat and dogs.

KEY - unlocks the chest - feel or search the mantelpiece.

LADYBIRD - blocking the tunnel under Shadow Mountain. Examine it then throw the rose either east or west.

PRECISION CORNER

NOT JUST AN ORDINARY BALLERINA played on a PC

Monitors

X DIAL - should be set to 1, if not TURN DIAL TO 1, PRESS YELLOW BUTTON,
TURN DIAL TO 2, PRESS RED BUTTON,
TURN DIAL TO 3, PRESS GREEN BUTTON,
TURN DIAL TO 4, PRESS YELLOW BUTTON,
- all monitors now on M.

Power Keypad

PRESS 4, PRESS 1, PRESS 3, PRESS 0, PRESS 4 (41304 appears on keypad and lights go on in *most* of the locations in the precinct)

(Congratulations x 5 is you worked that one out !)

GETTING YOU STARTED

BEHOLD - ATLANTIS played by Barbara Gibb on a PC(e) - also available for Spectrum, Atari(e) and Amiga(e)

Start on the main street of Thira. I (wearing faded jeans and a T-shirt), X JEANS (find drachmas), X SHIRT (says "I love Laurence Creighton's games"), N (into hotel room), OPEN WARDROBE, X WARDROBE (see suitcase), OPEN SUITCASE, X SUITCASE (see bathers and matches), X SUITCASE (this time see a pair of goggles), REMOVE JEANS, TAKE BATHERS, WEAR BATHERS, TAKE GOGGLES, S, S (general store), BUY TORCH, BUY KNIFE, X KNIFE, N, E (main square), WAIT (until a youth appears - do *not* examine him), TALK YOUTH, GIVE JEANS (for sandals), WEAR SANDALS, W (back at main square), X POLE, WAIT (until man with mule appears), RIDE MULE (need drachmas - note what he mutters). You are now on the volcanic beach - okay if wearing sandals. DROP DRACHMAS (for end of game), TAKE SPADE, SWIM, WEAR GOGGLES (to protect your eyes), DIVE (dark), SWITCH ON TORCH, W, E, DIG (find a stone), TAKE STONE, X STONE (a whetstone), S (to entrance of cave blocked by kelp), CUT KELP, SCRAPE KNIFE (on stone), CUT KELP (with sharpened knife), W

MYSTERY OF OLD ST. JOSEPH played on a PC(e)

You start on the oildock of St. Joseph bay. I (nothing), E (see a ladder), U (to top of oil tank with a view of the bay to the west, a factory to the north, and a small town to the east), D, W, N (into warehouse), TAKE BOBBY PIN, EXAMINE IT (should be useful), E, E, E (lobby of an auto parts store - owner is asleep and you are told "please do no disturb"), TAKE FLASHLIGHT, EXAMINE IT (has batteries), W, W, N (deserted railroad dock), ENTER BOXCAR (as you enter it begins to move), LEAVE BOXCAR (this is the only way of getting here), S (on steps of the Gulf Co. Public Library), ENTER LIBRARY, E (local history section - see old book), EXAMINE BOOK, READ BOOK (see a drawing of Captain John Dreggs coming ashore with yellow fever - it shows him wearing a large gold medallion which was buried with him, you also learn his first mate was Jake "The Snake" Smith), W, LEAVE LIBRARY, N, ENTER BOXCAR (which now moves south), LEAVE BOXCAR (you are now standing at the railroad crossing at the sw corner of town), W, N (at the gates of Old St. Joseph Cemetery), ENTER GATE



I WAS A CANNIBAL FOR THE FBI played by Dorothy Millard on a PC under Amiga emulation

(Start on the west beach of a small island where the warm waters of the Pacific gently lap ashore), EXAMINE ROWBOAT (the oars are missing and there's a hole in the back), DIG (find a piece of driftwood), EXAMINE DRIFTWOOD (leave it), LOOK AT OCEAN (note the speck on the horizon), E (west beach), EXAMINE CANOE (the oars are missing), GET BOTTLE, EXAMINE BOTTLE (it's sealed), DIG (find a book of wet matches – leave them), W, S, DIG (find the wooden handle to a shovel), GET HANDLE, S (green meadow), W (inside shack)

NOT JUST AN ORDINARY BALLERINA played on a PC

You start in the parking lot of Flogg & Grabby's Stufftown. S (main entrance), X TRASH RECEPTACLE, LOOK IN TRASH, TAKE BAG AND GLOVES FROM TRASH, X GLOVES, X BAG, LOOK IN BAG, TAKE SCRAP OF PAPER, X SCRAP OF PAPER, READ SCRAP OF PAPER (a note to Ray - clues), S (chilly passage - note niche to the NW), S, E, E (children's play area), X POSTER (note colours and numbers), W, W, N, N, W (security office), X BOX, OPEN BOX (locked), X GUARD (asleep, with his elbow on a brass key, also note revolver), TAKE KEY, PULL KEY (you nearly wake the guard), X MONITORS (showing either M, O or S depending on their status - you need to turn all the monitors to M using a combination of 4 dials and three coloured buttons so guard can't detect you as you move around - see Precision Corner for exact solution if stuck, but only as a last resort!), X GUARD, TAKE REVOLVER, E, NW (niche), FIRE REVOLVER, WAIT (guard rushes along the chilly passage), WAIT, WAIT (guard goes towards the front entrance), WAIT, SE, W, TAKE KEY, E, NW (back in niche), WAIT, WAIT (guard returns to his office), WAIT, SE, W (guard asleep again), PUT REVOLVER IN BAG, UNLOCK BOX WITH BRASS KEY, OPEN BOX, PRESS O BUTTON (this opens most but not all of the doors), CLOSE BOX (very important), E, E (candle shop), X SHELVES, TAKE MATCHBOOK AND CANDLE, PUT ALL IN BAG, W, S, E, E (children's play area), X BLACKBOARD (has some numbers - the clue for turning on the power/lights), X NUMBERS (note details), W, W, N, N, N (main entrance), E, E (behind the stairs), TAKE CABLE, W, W, S, S, S, E, S (bottom of stairs), S, S, W (foot of a power pole), U, TAKE GLOVES FROM BAG, WEAR GLOVES, ATTACH CABLE TO CONNECTOR, D, X JUNCTION BOX, X PROTUBERANCE, ATTACH CABLE TO TERMINAL, X KEYPAD (numbered 0 to 4), PRESS ? (see Precision Corner, but only if really stuck)

HINTS AND TIPS

BEHOLD - ATLANTIS played by Barbara Gibb on a PC(e) - also for Spectrum, Atari(e) and Amiga(e)

The match is a red herring.

The slimy passages are a maze. From the top of the well go S, S, N and N to a vital location. SW will return you to the top of the well.

A hook and jar are the solution to the ring on the finger problem.

When revived, Leskos will ask you for the password - did you note what the mule owner muttered?

Take a chance and jump down the well. Examine the walls for something to help you obtain the priest's cloak in the vestry.

When in the well, crawl to find a rope.

Wear the cloak so you can stay longer in the ice room.

Examine the slime more than once.

Chop the mound of ice with the ice pick to find a document of authority.

FILL the wineSKIN with sea water then empty it on the dry ground in the garden. Dig in the mud with the spade.

DANCE or JUMP in the double circle of stones to create a hole in the ground leading to an underground cavern.

Use the large sponge as a trampoline.

Heed the advice given on the sign at the abyss. You need the rope to cross it one way and a coin to return.

With the correct input the lump of clay will open the wooden door leading to the Queen's chamber.

Free the Queen and King to be well rewarded.

If you left the drachmas on the beach at the beginning you will be able to complete the adventure.

AGE OF EMPIRES 2 played on a PC

Press ENTER and type

MARCO to reveal the map
POLO to remove the shadow
ROBIN HOOD to get 1000 gold

HEDDA'S REVENGE played by John Schofield on a Spectrum (128K only) - also available on PC(e)

Going to the West End of the Beach will smoke out Ned and Ted.

Returning east or leaving the Cave, you will meet the Girl again. Just talk to her again to receive another TROPHY.

The Puppy is found on the Road to the Golf Club. The Chocolate is the key gaining its affections - but you will have to chase after it several times first. Take the puppy back to the man to be rewarded with a Bottle of Lager.

Ned and Ted are now at the 18th Green, but the Groundsman will chase them off in a few turns.

Up the Oak Tree, just be patient for the Jackdaw to fly off. The Trophy in the nest in the hole can then be yours.

The Pail can only be filled at the stream. Find Ned and Ted in the Woodland and dampen their spirits to get Faye's Hat. Find Faye again in the Paddock and be rewarded with her Riding Crop.

Another Trophy can be found under the Bridge.

In the Vegetable Field, find a Spinning Wheel and take it to the Spider for yet another Trophy.

Find a Box of Matches in the Barn.

In the Loft, talk to the Farmer's Wife to learn about Belinda and receive a Packet of Bean Seeds. Be sure to read the instructions.

Look over the Fallen Tree to see another Trophy.

Reel in the Fishing Line to find another Trophy.

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

The levers in the laboratories are Anjith's way of closing the stairs. To get the tuning right, from the Great Hall go W, BREAK LEVER, SE, BREAK LEVER, E, BREAK LEVER, NW (Great Hall). Having prepared to way call ANJITH, W, he pursues you. SE, E, NE, BREAK LEVER starts the stairs closing, W, U, and you just make it in time.

Go north to the Laboratory without delay and BREAK APPARATUS to give you a little more time. W to the Library SAY APERIR to make a rustling noise from one side of the room (random). Go in this direction and SEARCH SHELVES to find a manuscript.

The letters on the parchment in the Way of Darkness and on the manuscript could be made into TARNIS but in fact make TAMIS. Entering this word completes the game with a score of 1100.. YES gives the final messages.

There is a limit on the amount of objects which can be WORN. This prevents you taking the boots through the Way of Darkness, etc.

The Wild Woods maze can't be solved after finding the obsidian bar (so that you can't break another slab with it).

SEARCH FOR THE WONDERFUL WHOTSIT played by John Schofield on a Spectrum (128K) - also available on PC(e)

Sudden Deaths to Avoid

1. Entering or leaving Bertha's Caravan wearing your shoes.
2. Turning on the ghettoblaster in Bertha's Caravan.
3. Climbing in the coffin after opening it with the box of chocolates.
4. Attempting to jump across the pit before making it bottomless - or without wearing the parachute afterwards.
5. Pressing the dartboard with the pole whilst not wearing the parachute.
6. Not getting out of the way of the Wheelie bin in the passage.

HILLSFAR

FIGHTER'S QUEST - MISSION 3

1. Talk to the Master of the Guild.
2. Search the building next door to the Stables until you meet a character called Hector.
3. Search the Cemetery and open the chests until you find a Map.
4. Leave town and head for the Big Tree where you should open the chests in order to locate a dead body.
5. Return to the Archery Range where you must reach the **5th level** before getting another clue.
6. Return to the Master of the Guild for a talk.
7. Enter the Arena and fight until you have managed to defeat Taurus to get another clue.
8. Freshen up at ANY Inn. While you are there, listen to local gossip, especially the information about the Healer.
9. Walk to the Healers in the South of the town. There talk to the owner for yet another hint.
10. Make for the Rock Quarry; you can find it using a secret path from the Hermit's House. Open the various chests until you find a Bonnet.
11. Return to the Guild and talk to the Master.
12. Rest up at ANY Pub. Again, listen to the gossip until you hear something about the Guild.
13. Confront the Master of the Guild.
14. Leave town and head for the Ruins. Search there until you discover Ariana.
15. Finally, return to the Master of the Guild.

HOUSE OF THE Os played by Bev Truter on PC

Mrs.O won't allow you further into her house?
Remove your shoes in the Foyer.

Can't find something to eat to prevent starvation?
There's something in the cabinet in the Kitchen.

Can't reach the cabinet?
First drop the crate, then put the tray on the crate, then put the phone book on the tray. Finally, "stand on book" to reach the cabinet.

Mrs. O throws you out when you read the note on the mirror.
Get note, then go NW to the bathroom. Mrs.O won't follow you here, so read the note then flush it down the toilet.

Clues contained in the note:
The combination of the safe is 3 numbers, then 2 numbers, then 4 numbers.
The field glasses should be hung on the hook in the foyer.
Four purple birds have moved into the backyard.

How to go down the chute to the Laundry.
Get the bowling ball and put it in the chute.

Sally-Ann, the teenage daughter.
Find the cottonballs in the bathroom cabinet, and "stuff cottonballs in mouth". Make sure you look under the bed before you do this, as she throws you out of her bedroom, and won't let you in again.

Felix, the white cat in the bedroom.
Get the jug of cold water from the refrigerator in the Kitchen, then "pour water on cat".

Ginger, the brown dog in the Laundry.
Get the large pill from the upstairs bathroom cabinet, and enter the Laundry via the laundry chute in the Linen Closet upstairs. Put pill in bowl. Examine the pipe here - it has a hole and must be fixed before you can use the washer and dryer.

Nicky, the black dog in the Kitchen Nook.
Open basket, get biscuit, and give biscuit to WOMAN, not the dog.

How to open the door in the Kitchen Nook.
Pry door with machete.

HOUSE OF THE Os played by Bev Truter on PC continued

How to light the ornate candle.

Go N-E from Kitchen Nook to the East End of the Deck, and look under the furniture.

Where to find the safe.

In the Livingroom, move picture.

Where to find the numbers for the safe.

In the Kitchen Nook, examine table, examine papers, read papers. The numbers you need are the O's Social Security number - 987-12-6543.

How to remove the rusty nail holding the fence.

First get the pliers and can of spray paint from the Garage maze. Pull nail with pliers. Get the carrot from the Vegetable Garden, and the lumber from the Flower Garden.

The Bee.

Spray bee with can of spraypaint from the Garage maze.

Mrs. O won't allow you to go upstairs from the Lower Hallway?

After digging around in her garden, your jumpsuit is filthy, so you'll have to wash and dry it in the Laundry.

Washing your clothes.

Put carrot in hole to fix the pipe - you hear water flowing to the appliances, and you can now "turn on washer", etc.

Cutting the lumber.

Examine radial saw, press button, cut lumber. It falls to the ground in two pieces. "Clean sawdust" with vacuum cleaner to exit.

Drilling holes in wood (with the drill press).

Remember the note you read, then flushed down the toilet?

How to reach the Eastern Lawn

Tie rope to furniture, throw rope, down. Make sure you're not carrying too much weight, or the rope will fray and you'll plummet to your death.

The Squirrel.

Get the staple gun and staples (examine shelf in the closet in the garage for the staples), then shoot squirrel with gun, twice.

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

To get to Charles' room in Buckingham Palace go UP, UP, and EAST from staterooms.

Wear ears and copy Charles' actions.

Take ticket to Madame Tussauds and get the wig and dress from dummies.

Wear wig and dress to get into 10 Downing Street.

When Princess Margaret refuses the cigarette try again.

Throw spanner at mower. Climb in mower to get oil.

Go up to the nursery in dumb waiter.

Get make up box from walk-in cupboard.

When the Queen Mother follows you in Clarence House give her some flowers. There are plenty to be found, tulips, roses, etc.

You will need the corgi to get through the children in Hyde Park.

Throw brick at supermarket window to get dog food.

RETURN TO DOOM played by John Schofield on a Spectrum +3 - also available on BBC, Amstrad, Atari and PC

To avoid running away beyond the Scary Jungle, PRESS HEXAGON for lightning and then WAIT for it at the Scary Jungle when you can then go southwest.

Don't wear the cap until absolutely necessary.

Take the dog up the north-south Alley in the jungle. At the north end he will warn of the approaching protorhinoceri and make a safe hiding place west.

On the Bare Hill, wait for the dog to return and JUMP. Accept his offer to help.

SOLUTIONS OF THE MONTH

CELL OF THE RIDGES

Solution by Barbara Gibb on a Spectrum

Start in a cell - note the hole in the ceiling. I (carrying a length of rope), X ROPE (note its condition), THROW ROPE (repeat if necessary until it catches), U (you don't succeed but this is the only action I have found that gives you the information about a glass box - the rope has disappeared and you will have to re-start, but at least you are better informed).

TAKE STONE, THROW STONE (through hole - Harangus Beast peers down), SAY TO BEAST "HELP" (he grunts and moves away), WAIT, (repeat input until a small knife is dropped through the hole), TAKE KNIFE, N (Observer attacks you - now back in cell), N (Observer has seen you again), RUN W (you have confused Observer), N (small chamber), SEARCH STRAW (find skin of dead Sornel Beetle), TAKE SKIN, CUT HOLE IN SKIN (need knife), WEAR SKIN (Observer is terrified and runs away). You can't go beyond the door to the north yet, so return S, E and E (to doorway), OPEN DOOR, TURN HANDLE, TURN HANDLE, TURN HANDLE, TURN HANDLE, OPEN DOOR, REMOVE SKIN and DROP SKIN before going E (into cell where you see an Ecan - if you are wearing the beetle skin he runs away, which is *not* what you want), TALK TO ECAN (clue), SAY TO ECAN "HELP" (needs food), X WALLS, TAKE FUNGI, X FUNGI (tastes like meat), UNTIE STRING, X BOX, LOOK IN BOX, TAKE BOTTLE FROM BOX, X BOTTLE, X GARGOTHS (apart from looking at the database I don't know how you know you have gargoths), CUT GARGOTHS CAREFULLY (need knife), COLLECT BLOOD (need bottle), TAKE BOTTLE (of blood), POUR BLOOD ON FUNGI (now have a strange food), GIVE FOOD TO ECAN (who is now willing to help), X ECAN, SAY TO ECAN "GIVE ME CATCHER", SAY TO ECAN "W, W, S". Now follow him W, W, and S (into your former cell).

SW, X WHEEL (note for later), TAKE HAMMER, NE, GIVE HAMMER TO ECAN, SAY TO ECAN "U, SMASH FLOOR" (Ecan goes through the hole, carrying the hammer), Now go SE or SW to avoid the falling ceiling, WAIT then return NW or NE. Ecan and Harangus Beast should both be present. SAY TO BEAST "OPEN TRAPDOOR" (you now have another companion), SAY TO ECAN "N, W, N", SAY TO BEAST "N, W, N", N (Gresham follows you), W, N (to small chamber - see a stout door, Ecan and Beast).

Save your position as it is now a case of good timing so that you and your companions' actions are co-ordinated.

SAY TO BEAST "SMASH DOOR"
SAY TO BEAST "WAIT, WAIT, N"
SAY TO ECAN "WAIT, N"
N (you are all now in the High Chamber - meet the Emperor Master)
SAY TO BEAST "WAIT, WAIT, KILL MASTER"
SAY TO ECAN "WAIT, KILL MASTER"
KILL MASTER (need knife)

SEARCH MASTER (now have a strange tool and piece of paper), X
PAPER (a map), X TOOL (not very helpful response!), UNDRRESS
MASTER (now have the Master's robe), SAY TO BEAST "WAIT", SAY TO
ECAN "WAIT" (come back for them later in the game), S (Gresham still with
you), S, S (ignore the pole), W, N (room full of glow-beetles), CATCH
BEETLES (need catcher from Ecan - repeat input until you manage to
catch one), PUT BEETLE IN BOX, W, X WALL (see lever if have glow box),
PULL LEVER (need strange tool - spiked sphere stops swinging and rises),
W (room with two levers and two signs), READ METAL SIGN, READ
WOODEN SIGN, PULL METAL LEVER.

E, E (do *not* go north), NW (need glow box to see an exit), NW (entrance
hall to the Maze of the Ridges), SAY TO GRESHAM "READ MAP". The
map is the piece of paper you found on the Master; it tells you the route
through the maze. You know the correct route, so when a mirror slides
across, repeat the input until allowed to go in that particular direction. So go
N, W, N, E, SE, S, NE, E, NW, W, N, N (into tiny room), WEAR ROBE (now
disguised as Master), W (okay if wearing robe), REMOVE ROBE, SHOUT
TO SLAVES "LEAVE". To leave the maze go E, S, S, W, E.

SE, SE, S, INSERT ROPE (now have a long length of good rope), E, N, N,
N (High Chamber where you left the Ecan and Beast),
SAY TO BEAST "S, S, E"
SAY TO ECAN "S, S, E"
S, S, E
SAY TO BEAST "S, SE"
SAY TO ECAN "S, SE"
S, SE (in cell by window)
X BLOCK
SAY TO BEAST "NW, SW, TURN WHEEL" (okay if the metal lever has
been pulled)
GIVE END OF ROPE TO ECAN
SAY GRESHAM "HELP ECAN"
WAIT (block should rise)
THROW ROPE OUT OF WINDOW
CLIMB DOWN ROPE.

Well done!! You have escaped from the Castle.

THE END

SERIALIZED SOLUTION

THE BEAST WITHIN - GABRIEL KNIGHT PART 2

CHAPTER 1

Walk over to the desk and click on the newspaper to read it. Click on it again in the inventory to make out some words. Take the car keys from the hook on the wall. Open the duffle bag. Pick up the letters, wallet and dagger that are in it. Read the two letters that are in your inventory. Click on the stationery on the desk to write a letter to Grace. It should show up in your inventory. Leave the inside of the farmhouse and go right until you are at the edge of the forest then click on the tree line to investigate the scene a bit. You should find a flattened patch of ground. Pick up the hairs from that spot. Check the muddy area by the water trough to find a paw print. Go to the barn to the left of the car and click on the cement.

Return to the muddy area and use the cement to make a cast of the paw print. Go back over to the muddy area and take the cast. Click the car keys on the car to drive off. Select Thalkirchen from the Munich map. Click on the Zoo sign that talks about wolves. Click on the wolves to try and call them then go and talk to the Zoo Worker. You will be told all about the missing zoo wolves. Make sure that you ask him about everything. Now go left and talk to Klingmann. Ask him about "himself" twice then "research" then "missing wolves" then "how long have the wolves been missing?" Go through all dialogue choices and eventually he will say "Thomas" which is what you need him to say.

Return to the farm then go to the tape recorder controls. Click on the tape labelled "Klingmann" then click on the LOAD A button. Click on any blank tape then click on the LOAD B button. Click on the "SPICE" button. On the splice control screen pick the words from the dialogue (Klingmann's voice, not your own) until the splice buffer says, " Thomas? Herr Doktor Klingmann here. Show our wolves to Mr. Knight" Click on the TRANSFER button then exit the tape recorder.

Go back to the Zoo. Check Klingmann's coat. You will find a receipt inside it. Now take the tape labelled "Klingmann Splice Tape" from your inventory and click it on the walkie talkie. Now go to the wolves kennels to meet Thomas again. Click on Margarite, one of the wolves, to check her tag. Click on her again and you'll get to pet her and get a few hairs. Now leave the Zoo and return to the Farm. Look at the receipt in your inventory. Turn it over in the inventory. Click on the words to try and read them. They are backwards so click the receipt on the mirror to read it.

Now go to the Marienplatz in central Munich. Click left then then on the spot in the middle (The green lighting) then click on the office doors. Talk to Ubergrau. Pick every dialogue choice. Go to the University and click the wolf hair from the farm on Michael. Now click the wolf hair from the zoo on him then give him the paw print cast. Try to exit the room and you'll get an evidence report. Go to the Marienplatz again and click right. You'll walk all the way to the corner. Click around the corner and you'll go into Dienerstrasse. Click on the right side of the street to find the Post Office. Click the Gabriel to Grace envelope on the Post Office Doors. Now go up one block from the Post Office and click on the doors of the building to the right. (The Hunt Club) Talk to Xavier and tell him you're an avid hunter. Now go back to Ubergrau's and ask him for the family papers. He will tell you that it will take a while so you've got some time to kill.

Go back to the main street and click Down into the subway. Choose the Police Station in the top right hand corner of the map. The desk man will tell you in German to leave. Go back to Ubergrau's Office and he will have your papers ready for you. Now return to the Hunt Club and tell Xavier that you are from a prominent German family. Click the family papers on him and end Chapter One. Watch the ending video and now we swap to take the part of Gracie.

CHAPTER 2

Click Down then on the door. Exit to the Main Hall. Talk to Gerde about Gabriel and research several times. Actually you have to go through all the choices. Go outside through the grey doors the take the path down to the left. Go right and click on the Gasthof which is the building on the furthest right. Talk to Werner Huber, the barman, about the case. Go through all the dialogue choices.

Leave the Gasthof and walk over to the building with the blue doors. Click on the left blue door, which is the one that isn't raised up on steps, and then click on the window. This is the centre portion. You'll meet Herr Habermas. Use each of the dialogue choices. Return to Schloss Ritter and back to Gabriel's room. Check the fireplace and click on the tools in the fireplace to go into closeup. Click on the screwdriver to pick it up. Examine the bare patch on the fireplace then click the screwdriver on the rivet in the bare patch. Open the closet and click on the opening to go through the secret passage. Click on the right side of the hallway to go into Gerde's room. Look in the closet that you just came out of and take the Library Key that is hanging there.

Go back to Gabriel's room and click the key on the locked door. Click on the occult bookshelf which is the second column from the left. Discover

Grace's character in the ensuing fight. Read the warning letter to Ludwig that just showed up in your inventory. (It was in the werewolf book) Read all the pages of the werewolf lore book. Check the shelf on the far right for Christian Ritter's journal. Read it in the inventory. Click the cursor when it reads "exit" over the desk. Click Professor Barclay's card on the phone on the desk. Check the biography shelf which is the leftmost column of books. Now go back to the town square and back into the Gasthof. Talk to Werner again, this time about Ludwig. Go to the Rathaus Courtyard and click on the closed window of the Town Hall again. Go through all the dialogue options. You will be taken to the dungeon. Examine the window and click on the church in the window closeup. Exit to the Courtyard and click on the closed window again. Go through all the dialogue choices again and he should give you a note.

Go to St George's Church. Click left from the entrance to the square and up the steps to the door. Give the Mayor's note to the priest who is the man that you finish up standing next to. Go to the Courtyard again and click on the closed window yet again. Pick the dialogue choice "Church Records."

Return to Schloss Ritter and to the Library. Check Christian Ritter's journal again then sit at the desk and click on the typewriter on the desk in the Library. Go down to the Main Hall and click the new package with no address on it on Gerde. After the fight, go to the village and walk up to the Post Office which is on the right hand side of the screen north of the Gasthof. Click the addressed package on the Post Mistress to mail it. Click your wallet on the Postmistress to pay the postage and this will end Chapter 2. Now we change back to Gabriel.

CHAPTER 3

Read the newspaper. Check Von Glower's card in your inventory. Click on it to get his address. Go to Ubergrau's office. He'll give you Gracie's package. Open it in your inventory to read her letter. Talk to Ubergrau and ask him about Ludwig II a couple of times. Now go back to Marienplatz where you always first show up by the subway terminal. On the right side of the screen your cursor should become a dagger over a little shop. Click here to go into a closeup then click on the door to go in. Click on the thing on the left side of the counter. It is a cuckoo clock. Click Gabriel's wallet on the shop keeper to buy it.

Now go back to the street and click on the corner to right again. Go round the corner and up one screen to the area of the Hunt Club. Note the crowd. Click on the crowd to get close. Click on the man in the black suit a couple of times to get his attention. He ignores you so click the evidence report from your inventory on the TV newswoman on the left.

Now go into the Hunt Club and talk to Xavier. Go through all the dialogue choices. Go through the door on the left then through the door on the right side of the room. Click the cuckoo clock on the plant in the hall. Now QUICKLY go back to Xavier's desk. Wait, and the clock will go off and Xavier will leave his desk. Click on his desk then the drawer then click on the keys. Go back to the hall with the plant. Click the keys on the door on the left side of the hall. Click on the plant to get the clock back again then click the clock on the plant again. Return to Xavier's desk quickly again. Once again he goes off. Click on his desk, the drawer and then click the keys on the drawer to return them.

Now go back to the room with the plant and get the clock from the plant. Now click on the door on the left hand side to go down to the Basement. Sweep the cursor towards the right and, when it turns into a dagger, click. Examine the photos in the closeup. Now exit the closeup and click over by the animal heads on the wall. Sweep the cursor over the table and when you pass over the little black book it should become a dagger. Click on it to take the book. Click on it in closeup to read it. Exit the closeup and Von Zell will catch you and take you back upstairs. Talk to him to find out that he's a bit of a bad'un. Ask him about anything but be aware that the last question you ask him will mention "Trophies". After that he leaves in disgust.

Leave the Hunt Club and go to Von Glower's house. Talk to him about everything. You can also check the mask on the wall for extra points. Leave the house and go to the Police Station. Talk to Leber. Use all dialogue choices. Now check the map on the wall. Click on the closeup. Click on the small bit of white paper on the top right hand corner of the map. Click your notebook on it to copy the phone number.

Go back to the Huber Farm. Use the number that you just copied (Grossberg's) on the phone on the table on the right side of the screen. Click on the stationery to write to Grace. Go to Ubergrau's office. Talk to him about missing persons then go to the Post Office and click the letter to Grace on the Post Office door to send it. Now go back to the Hunt Club and into the Meeting Room. Click on Priess and talk to him using all the dialogue choices. When you finish, the others will arrive. Go to the two men by the bar and talk to them using all the dialogue choices. Note that Von Aigner lies about not knowing Grossberg. You should get invited to the hunt eventually. Now go over to Von Zell and Klingmann and pick the choice to ask for a magazine. In inventory, click the tape recorder on the magazine then click the magazine, with the bulge, on either Von Zell or Klingmann to replace it. That will end Chapter 3. Now we are returned to play Gracie again.

(More next month)

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STEVE CLAY (PAW and AMOS)	0151 2005861	Mon - Fri after 7pm Sun - any reasonable time
ISLA DONALDSON (Amstrad)	0141 9540602	Sun - Sat Noon -12pm
BARBARA GIBB (Various)	0151 280 5616	Afternoon and Evening
PHIL GLOVER (Sam Coupe)	0121 7777324	Mon - Thurs 6pm - 10pm Sun 11am - 5pm
SUE MEDLEY (Various - especially PC)	0181 302 6598	Any day 9am - 9pm
MANDY RODRIGUES (Various)	01492 877305	Mon - Fri 10am - 9pm
KAREN TYERS (Golden Oldies)	01347 838667	Mon - Fri 6pm - 11pm Sat - Sun Any reasonable time

THE ULTIMATE INFOCOM HELPLINE

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

Call GRUE 01695 573141 - 7.30pm - 9pm Mon - Friday
or write to

64 County Road, Ormskirk, Lancs. L39 1QH

**MAKE SURE YOU TELEPHONE ONLY AT THE TIMES STATED
PLEASE ENCLOSE AN S.A.E WHEN WRITING FOR HELP**

Some helpers also have an e-mail address -
please check the previous page for details.