

ADVENTURE PROBE

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Copies can be ordered monthly or in multiples up to 12 issues, sorry, no discount for quantity! Prices per issue:

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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

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:

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HALL OF FAME

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

David Hebblethwaite, Doreen Bardon, Phil Richmond,
Dorothy Millard, Steve Clay, Laurence Creighton,
George Rawson and Peter Smith

Special thanks to:

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EDITORIAL

Welcome to yet another issue of Probe. With fewer and fewer readers taking an active part in the magazine I'm not sure how many more there will be but safe to say it will survive until the end of this year. I seem to spend more and more time pondering over what I can include in each issue. I still feel I have to give a service to those who do NOT have a PC, and strive to keep the magazine true to its original intentions, but as it is meant to be a magazine for adventurers it should cover all computers. However the list is getting shorter and soon everyone will get a PC. This will probably mean Probe, if it continues, will be a freely-accessed website rather than a printed magazine. I have thought about this, but not done anything as I know it will involve a lot of work setting up the site and first I must be sure no current reader will suffer if/when the change happens. Readers comments will be much appreciated.

As most of you know, an annual convention is held in October, and this year there is a change of venue and name - see Newsdesk in this issue. Further to Larry's news, Phil Glover is setting up a website dedicated to the convention, and Larry is writing articles explaining the history of the convention and the famous Megapoints competition. Details of the venue and how to get there will also be included. More news when the site is finished.

I tried to help Larry with some of the details of the Megapoints competition and managed to identify all but one of the games used. The only information I can find for the 1993 game is that it was by Martin Freemantle and, in the cool air of this morning my mind is beginning to work and I am almost sure it was "Curse of the Serpent's Eye". If someone can confirm, please let myself, Phil Glover or Larry Horsfield know asap.

Bye for now,

Barbara

LETTERS

From Peter Smith Waterbeach, Cambridge

Another issue which I have to be careful what pages I look at! (I've just started "Gabriel Knight 2" so the walkthrough is nice to have around just dangerous if the eyes wander accidentally like when I checked your E-mail address.)

Some good comments from Edwina on my question about "examine" versus "look up". I quite accept as fair what she has to say. It's interesting to hear how ideas for the game came about. I'm a bit like that - I like knowing the background to books or films or games I encounter. It adds depth to the experience. So how games are written is an interesting topic I feel.

Her reply does prompt me to hazard another question (I haven't played the game.) Was there a clue that you should look up in that particular room? Or just knowing that there was a verb "look up" that's enough and you should do it everywhere? I'd prefer the former something like you see fallen leaves or flowers on the carpet, or if on conversation with the hotel staff they tell you about the difficulty watering lofty flower trays. Quite a range of material in "Probe". I was struck by Kez Gray's piece on "Wooohh" things. I knew a little about mandrakes but not of them getting fed by criminals' flesh and blood. Doubtless there is a lot of mandrake lore out there. What I had come across was that mandrakes got confused at one stage with the hand of glory (main de gloire in French close to mandragora) which was the hand of an executed murderer. This was supposed to have magic powers. Strange lot our ancestors. They would probably think us strange too.

*

That is why I try to keep to a format for the magazine. You can safely read it, from front to back, starting with my editorial, then letters, then reviews, then the specials, then advertisements, then the newsdesk, before coming to the reference section which is not meant to be read until needed, i.e. you require help with a particular game. Over the years it has grown into a very comprehensive library on a great many games. Readers are encouraged to suggest games to be featured in future issues.

Nowadays authors are, from necessity, much more devious. Most players will romp through a simple verb/noun game of the 80's. I may be wrong but I think Simon Avery was the first, if not definitely *one* of the first, to introduce LOIN, LOBE, etc. in his Quilled games, which made them more interesting as well as more difficult to play. (Barbara)

From Steve Clay of Ellesmere Port, Cheshire

A couple of things from recent issues I would like to reply to.

Firstly the David Hebblethwaite review of *The Last Continent* by Terry Pratchett (October 1999). Totally agree! Without doubt the worst Discworld novel. Fear not David *Carpe Jugulum* - (You should see what the spell checker thought about that.) - is vintage Pratchett and would appear in my top five Discworld books and the *Fifth Elephant* is an average Discworld novel.

The *Ghost and Ghouls* items by Kez Gray have been interesting. What about the *Edgehill Mole*? This was a gentlemen who helped soldiers, who upon returning from the Napoleonic wars found themselves unemployed. The gentlemen, whose name unforgivably escapes me, paid the soldiers to dig tunnels and huge chambers underground around Edgehill in Liverpool. The soldiers were paid and often banquets were held in the chambers they had excavated. There are currently feasibility studies going on into the prospect of opening these tunnels to the public! Also from Liverpool is *Spring-Heeled Jack* a figure who was witnessed to jump up the side of houses and up high walls many times around the city. Why he did this and who he was are both a mystery.

In the Jan. 2000 issue (Happy new year by the way) Peter Smith asked whether "Examine bed" should do the job of "Look under bed". My own way of dealing with this would be to suggest in the response to "X bed" (Keep using those synonyms) that looking under the bed would be a good idea. Example;

X BED>

It is unmade and a tad smelly. It stands high off the floor as if the owner stores items in the same way as most teenagers.

LOOK UNDER BED>

It is dark under there. Perhaps a light may help.

And so on...

In the same issue Karen Tyers had a pop at my *Taxman* games! Suggesting that they were difficult. It has been said that the *Taxman* series are not the easiest introduction to adventuring but I can say with hand on heart that when I wrote the first one I thought it would be aimed at beginners. Following play test reports and comments in reviews I realised that I was no judge. The later games however were meant to be devious. Devious I can do!

Finally, *Wanted* - a getting you started for *Discworld 2: Missing Presumed...*

REVIEWS

BROKEN SWORD

Reviewed by David Hebblethwaite on a PC

Broken Sword was my first proper graphic adventure (unless you count Myst, which I don't, as I got through it almost entirely using the help system). The plot is basically this: you are George Stobbart, a young American on holiday (vacation?) in Paris. You are sitting outside a café and are nearly killed when a clown blows it up. You quickly meet Nicole Collard, a photojournalist and the second most important character after George. You uncover a mysterious and dastardly plot to resurrect the power of the Templars. On your travels throughout Europe and the Middle East you will end up on top of a train and held at gunpoint on top of a Syrian hill, among other things.

I don't want to say much about the plot as it would ruin the game if you haven't played it. What I will talk about is how I found the game and how it compares to text adventures. I found Broken Sword to be much more plot driven than normal text adventures; closer to interactive fiction, whatever that term really means.

There are objects to pick up and puzzles to solve, but I seemed to spend most of the game walking about and talking to people. One of the most frustrating things was not being able to move between locations instantly and not being able to speed up animations that I'd already seen before dying (which happens a fair bit).

The puzzles were sometimes difficult to solve as I couldn't specify exactly what I wanted to do; on occasion, I ended up solving the puzzles by accident just through random clicking! Also on the down side, the ending is quite weak; there's a long animation sequence where the plot is revealed, but you don't actually have to do much; it's Nicole who ultimately saves the day. And I would have preferred more supernatural elements.



So does this mean I didn't like it? No; the plot is involving, there's a great variety of locations to explore, lots to see and do, and some of the dialogue is very funny. Despite the main character being American, a very British streak of humour runs through the game. Wait till you meet the cleaner who talks to his polishing machine (Mr Shiny), or the carpet seller who replies 'Yes, yes, carpets yes?' whenever you talk to him.

Broken Sword was an interesting game to play, and satisfying to complete, but I still prefer text adventures, where you can be more specific about what you want to do. If you have the patience to sit through lots of walking and dialogue will find an enjoyable game; but it won't be everybody's cup of tea.

If you're stuck in Broken Sword, visit

<http://www.revolution.co.uk/sword1/Hints.htm>

for a hints page.

DRAGON OF NOTACARE

Written by David Edgar

Review by Dorothy Millard (Spectrum Version)

Dragon of Notacare is a short easy game most suited to newer adventurers. I found it easy but that is not to say that there is anything wrong with it. In fact I enjoyed playing a game which didn't tax me too much and which I could finish in an hour or so.

You are told that a terror has befallen the peaceful village of Notacare. A terrifying dragon has been attacking the village and it is your job to find and destroy it. To prove to the villagers that you have killed the dragon you must take back to the village an article of proof.

Starting in the Village of Notacare my quest to kill the dragon took me first to a farmhouse, then into the vast caverns before arriving at a native camp where I joined in the dancing. From there, after acquiring some useful equipment, it's off to tackle the dragon. Once you have the dragon's head as proof that you have killed it, you must find a way to return to the village. Of course, in true adventuring fashion, the boat required to take you across the lake to where the village is, had a hole in it and must be repaired. After repairing the hole in the boat I returned via the back gate to the village and the accolade of the residents for saving the village.

Most objects are just lying around waiting to be taken and a couple of others can easily be found by examining things or giving an object to someone. The examine command is not well implemented and most objects and items in descriptions cannot be examined, but for such a simple type of game it didn't matter too much. Recommended as a bit of light relief between more complicated games.

Available for **Spectrum** (tape or +D 3.5" disc), **Amiga(e)** and **PC(e)**.

THE NETHER POPPLETON TREASURE HUNT

Written by Edwina Brown

Reviewed by Doreen Bardon on a PC(e)

The small village of Nether Poppleton has a Treasure Hunt competition; solve all the clues which you find in the village, and collect on the way various types of Butterflies, and the prize will be yours - a weekend away at a famous Hotel in Birmingham.

Looking in your inventory, you hold an envelope. On opening this you find a piece of paper which says "Flowers flowers all around, there the first clue will be found'... so what are you waiting forgo. (but don't forget to read the rules first.) And don't drop the envelope, you will need this to hold eight differently disguised Butterflies."

Leaving the village hall you stand on the green of this pretty village - which way? North, south, east or west? The village contains a shop, a pub, the local church, a library and of course the school. Some places are not open yet, but will be as you pick up more clues. Walk around and enjoy the scenery, there is no time limit, you may even see some of your friends looking for clues too.

Edwina has certainly taken some time in compiling the eighteen clues, which are not all on pieces of paper. I really enjoyed playing this game, at one particular place I tried to shake something and was told 'right idea, but wrong location', this had me baffled but it all became clear when I found another identical item to shake, I should have remembered this tip from Edwina, because I know this local farmyard well!

The game is not large, some 70 odd locations, and fits onto an A4 sheet. The solution however will take up more space. There are quite a few characters around for you to talk to, and the animals are important too, they are all really friendly. This game has a 'short' list of useful verb/noun inputs, e.g. lund, loup, loov, lobe, loin, etc, which I think has now become the norm for most adventures nowadays; they make the adventures much more interesting.

Here is yet another superb game written by Edwina, using the PAW. Thoroughly recommended, treat yourself to another gem from Edwina.

Available for **Spectrum 128K** (tape and +D 3.5" disc) and **PC (under Spectrum emulation)** from Adventure Probe. Price £2.

NIRVANA

Written by Wimsey Games

Reviewed by Bev Truter on PC

NIRVANA is an elderly text adventure from the mid-eighties, and is surprisingly well-written, given its age. There is a novel directional system for negotiating yourself about the game - you can use N,S,E and W; but LEFT, RIGHT, FORWARDS and BACK turns out to be less confusing, as each time you move to a different location you turn around to face the direction in which you went. You soon get the hang of it though, although it's essential to make a map to avoid confusion.

The Nirvana of the title is a beautiful but evil witch, who lives on the top of a mountain near your village of Lostwithiel. Each full moon she kidnaps a young man from the village, who experiences something worse than death itself (?). The fence surrounding her luxurious marble palace is decorated with the heads of these unfortunate young men, and it's your mission to put an end to the dreadful Nirvana and her evil habits by entering her palace, finding the means to resist her magic, and discovering the whereabouts of a crystal bell. Ringing the bell in her presence will finally destroy Nirvana and set the village free.

Throughout the game you meet various people who will give you advice and help you on your way; and quite early in the game you will have to find a way of getting safely into and out of the palace. There are also her two hunting hounds to deal with, and that pool full of piranha ... and an avalanche. Among the characters you meet are poor old Ben, who managed to escape Nirvana's clutches, and a lonely king in his Mountain Hall.

Location descriptions are short but atmospheric, and there are several good medium-difficulty puzzles in NIRVANA to wrestle with - I particularly liked the "plank" and "ear" puzzles. NIRVANA never seemed to get much attention in its heyday, and I can't understand why, as it's an intelligently written game with interesting problems and a nice overall atmosphere. The author originally requested a small registration fee, but the game is complete and finishable in its unregistered form. Perhaps the rather different directional commands instead of the more usual N, S, etc. would put people off, but NIRVANA is well worth the effort of making a decent map and persevering with.

NIRVANA has a neat geographical layout, and although it's been a while since I played it, I recall there weren't that many locations - well under 50, at any rate.

There's always a smug glow of satisfaction to be had when the "baddy" in any game is finally vanquished, and NIRVANA is no exception - you'll feel justifiably proud of yourself when you ultimately destroy Nirvana and release your village from her ghastly influence.

Overall this is a satisfying adventure to play through, with no noticeable grammar or spelling errors which can so easily destroy the atmosphere of any text adventure. As an afterthought, for those who insist on getting the full score in any game, I should mention that although I played and completed NIRVANA several times I never managed to finish with the full score. The best I could manage was 93/100; so I don't know if I missed doing something vital, or if there's a bug in the scoring system.

HAMPTON MANOR

Written by Art LaFrana

Reviewed by Bev Truter on PC

HAMPTON MANOR is yet another old(ish) but well written, absorbing adventure. But first, the boring techie stuff. Hampton Manor uses all the usual commands common to most text adventures, but EXAMINE and LOOK are not understood by the parser. This avoids a lot of unnecessary typing, and all the information you need is contained in the location descriptions. Commands can be entered using a two-word verb/noun input (eg unlock door), or four-word commands (unlock door with key). SCORE, QUIT, SAVE and RESTORE are self-explanatory, and the text colour is white on black. There is no status line with room descriptions, score, or move counter, but all locations are well-described, and a score (out of 100) and rank can be obtained by typing SCORE. Hampton Manor comes complete with a separate hint file, but this provides pointers in the right direction, rather than sledgehammer clues.

The author rates this game as having a difficulty level of Intermediate, and I would agree with that. It has over a hundred locations, and a series of connected problems to solve in order to complete the game. There is a fascinating storyline with a definite horror/adventure thread running through it, and nail-biting tension is maintained all the way - my poor fingers will never be the same after all that furious gnawing.

The introduction to Hampton Manor tells of its dark history. Murder, suicide and mysterious disappearances have continued for almost 100 years. Even as an author of horror stories (read the manuscript you are carrying to get an idea of your literary capabilities in that field) you feel a bit uneasy at the thought of living here for the next month, trying to finish your latest book on time for your publisher. The last family living here disappeared about seven

years ago, and since then the Manor has remained empty. Your publicist, Charles, was the last person to visit the Manor to check it prior to your arrival, and the doctors are still trying to help him.... Uh-oh, this is beginning to sound a bit ominous. The first thing to do on arrival is to get inside the manor, and try to discover what has been going on, but where did Charles leave the front door key?

After finding the key and entering the manor, you will discover there is something decidedly nasty down in the cellar, and you'll need determination (and a strong set of fingernails) to finally rid the manor of the evil that seems to be everywhere. Treasure-seekers are also catered for, as there are 5 gemstones to be found, which have a functional as well as monetary value. The only slight criticism I have is about the two "maps" in the game - which show how to get through the two sections of a shortish maze. Both maps are unnecessary, but both can be ignored if you want to do your own maze-mapping thing. On the spelling and grammar front all seemed well, but I was so absorbed in the game that perhaps I didn't notice anything amiss.

The strong plot, interesting locations and a vague feeling of impending disaster lifted this game out of the ordinary for me. Hampton Manor is a good example of just how entertaining and absorbing a shareware product can be. Play and enjoy!

Download **NIRVANA** and/or **HAMPTON MANOR** from the Internet, or send a blank PC formatted disc and return postage to the Probe office.

LAND OF THE GIANTS

Written by Dorothy Millard

Reviewed by Doreen Bardon on a PC under C64 emulation

Written in 1989, and still being played 11 years later! This is a very simple 10 locations game, designed for younger children, just right for a first adventure. You have been told to rescue Peter and Mary, who have been captured by a giant, and find the golden egg. A fairy tale game with a happy ending.

Available for **C64 (tape or disc)** from Adventure Probe, price £2, or **free** if included with any other C64 game, and on Dorothy's compilation disc of **ALL** her C64 games (zipped!) in a format ready to play on the **PC under C64 emulation**. An emulator called PC 64 is also on the disc.

YELLOW PERIL

Written by Dorothy Millard

**Reviewed by Doreen Bardon on a PC under C64
emulation**

I have just had the pleasure of being able to play this game (a kind of sequel to Land of the Purple Sea), and many more of Dorothy's games. (Thank you Dorothy, for sending me the games and the emulator). If there is anyone else out there, (like me), who has not had the chance to play Dorothy's games, go on try them. This game has been written on the Quill.

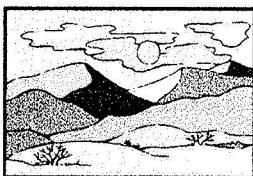
Yellow Peril, sounds good, I really enjoyed playing this game right from the start. There are loads of locations, lots of items to find and use, plenty of puzzles to think about, people to help out, people to get rid of, did I say people, well sort of, one is YELLOW and it's a WHATSIT, whatever that is! And of course there is the Yellow Peril who will want 10 items - these items are there, but can't be seen, if you know what I mean, but holding a certain magic item will enable you to see them more clearly.

There have been quite a few hints and tips in AP, which enabled me to complete the game. I was, however, stuck on a couple of puzzles, and Barbara and Dorothy gave me hints, one being for the deep pit which I was unable to climb into, (even though I had a ladder), maybe it's because I have forgotten how to play quilled games, and its lack of inputs etc. - all I had to do was drop ladder, and climb ladder!

This game should keep you occupied for a few nights, or longer; it's one of those games where you just have to try out a bit more.

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[Note: There may be a **Spectrum** version of Yellow Peril somewhere out there - if anyone has a copy please let me know..... Barbara]



THE UNWANTED GIFT

Written by Frank Fridd

Reviewed by Barbara Gibb on a PC under Amstrad emulation

There are gifts that are useful, and gifts that are not, the latter usually get put away never to see the light of day again. Then there are gifts given by a god! You can't put them away in a drawer or cupboard, the gods have a nasty habit of taking offence, and somehow you don't think Zeus would take to the idea of you refusing his gift of a personal cloud which he gave as a reward for rescuing him in *Where Is Zeus?* It was a talking point in your village; every time you went out of the house the cloud, which you felt you had to name so you chose Horace (after the Latin lyric poet and satirist?) followed you. It got so that you didn't go out much, and your friends thought you had become too high and mighty, and therefore avoided you. Fed up with the situation, yet not wishing to annoy Zeus, you decide to find a way of getting rid of the cloud without incurring his wrath.

So, today is the day. However, before you step outside you must find your umbrella to prevent Horace from giving you pneumonia. You think you last saw your umbrella in the cellar, but as you haven't been down there for a while you must be careful going down those steps. That little problem solved, you look around to see what else you will need before leaving home. Mmmm, some money, or the means of obtaining money may be useful; and just in case you fancy a swim (as if it isn't enough that Horace is doing his best to wet you) your one-size-too-small costume and a towel. You leave home, vowing not to return until you find a way of losing Horace. So ends part one of this three-part adventure.

Part two begins immediately outside your house. Wandering down the road, and maybe seeing your friends in the distance, you collect a couple of items that look as if they go together, and eventually arrive at the beach you last visited when you were looking for Zeus in your previous adventure. The beach looks deserted, but appearances can be deceptive. You find a private place to change into your swimming costume (even Horace respects your privacy) and go for a swim.

The result of the swim should be a turning point in your relationship with your friends, and your thoughts should be about them waiting for you in the clubhouse, which is much easier to enter this time. Treat your friends and they may now talk to you and even make some helpful comments. The club garden is still there, but no balloon this time, so you will have to find another form of transport if you wish to continue your quest. So ends part two.

The third part begins with you on the beach of an island. Experience tells you that there is bound to be a few useful items hidden around and so you gather an assortment of objects that look promising. Oh dear, the inevitable chasm. Just how many ways are there of crossing a chasm? Surely it can't be as easy as walking along that old, rotten tree to the other side? Well, I'm not going to tell you how, but all the clues are there if you look around, check your inventory and imagine yourself standing there, umbrella protecting you, yet you need both hands free!

There is a jungle on the other side, and a tiger lying in wait for you, and beyond that a native village which is your final destination. Zeus doesn't seem to mind when you eventually find a "good home" for Horace, so you can return home with a clear conscience, and a much humbler man,

This is a text adventure written in Basic for the Amstrad, and converted to run on the PC under Amstrad emulation. The Amstrad version requires a saved position from the end of part one in order to begin part two, and a password to begin part three. However, as the emulator will only save as a snapshot of the entire game, Frank has reprogrammed it specially for the PC so passwords are used to begin both part two and three. By the way, I find the Amstrad emulator easy to use, and it is included on the game disc, and an instruction sheet provided. Spectrum owners will have to wait a bit longer as the Spectrum PAWEd version is still being playtested.

The Unwanted Gift is a worthy sequel to Where Is Zeus? The storyline is continuous, and only lack of memory on the Amstrad prevented it from being in two or even one part. Zeus did not have the last word, but is he just biding his time? Only Frank knows!

Available on **Amstrad** - 3" disc £5, 3.5" disc £2, and **PC under Amstrad emulation** - £2.



SOMEBODY EXPECTS THE SPANISH INQUISITION by Peter Smith

I can forgive Microsoft Word for not making a good cup of tea. It's supposed to be a word processor. When I'm eyeball to eyeball with Word across the keyboard I know what I should or shouldn't be doing. If I do the wrong thing with Word, like asking for a nice cup of Earl Grey tea, then I accept I'm in for a dubious experience. An unrewarding experience. A funless experience. A cup of tea-less experience. However with Adventure games I don't know what I should or shouldn't be doing. That's the whole point of them? And most of the time when I play Adventure games I do what I shouldn't be doing, usually several times over. How good an experience an Adventure game is depends on what happens when puzzles aren't solved, more than when they are.

Yes, as you solve the puzzles in an Adventure game let's have great cutscenes. Yes, when you finish the game let's have a great finale. But I like games where the author has thought about mistakes you might make, and provided behaviour for them. I like games where there are things you can do, things to look at, people to talk to, as part of the background to the game as much as solving puzzles. Some, perhaps many, may play Adventure games just to pit themselves against the puzzles. Game developers may rightly wonder about wasting time and space on behaviour which game players may not even see if they don't make that mistake, or if they're following a walkthrough. This comes down to personal taste, but I'm not completely alone — see reviews which regretted that Broken Sword II didn't have the same detailed background as the original Broken Sword. As an analogy I read the footnotes in science fiction books by authors like Jack Vance which don't add anything to the story, but add to the sense of time and place.

Let me try and explain what I like. In Simon the Sorcerer the error message you get when trying to pick up things depends on what the thing is — so a tree is too heavy, and Simon prefers blondes to the blacksmith. This is a step up from just being told "nothing happens". In Kings Quest VII: The Princeless Bride there are numerous cutscenes showing you dying as a result of mistakes you can make. You can jump suicidally into an empty grave whereupon your name gets inscribed on the previously blank tombstone. Nice touch. In Dark Side of the Moon there is the roller-coaster ride which can see you drowned, pulverised, macerated, incinerated, etc. It's worth taking the wrong route once or twice just to see what happens.

What I find a little off-putting is just getting a standard error message no matter what you do. In Nightlong there's a lava pool in the VR amusement

park. I tried random objects on it like bits of paper, which in real life would burst into flames. Nothing happened past inappropriate error messages. It struck me that it would be cute if the game had allowed you to throw useless inventory items into the lava pool. I wouldn't ask for much in the way of cut scenes, a sizzling noise and a couple of sparks would do. As an aside, I really like problems where the silly answer is the right answer. One of my all-time favourite moments was maltreating the pirate's wooden leg in Monkey Island 2. Beautiful just beautiful.

This is probably due to an insecurity complex but I like games that give you some encouragement if you get an answer half-right. I like it to be clear if you can interact with items or not, even if you don't yet know how. Good examples: in Nightlong you can shoot the werewolf with ordinary shot, it just doesn't die. In Sanitarium at the start it will tell you that you can't grasp the power cable with your bare hands, or you're not near enough to reach it. In Indiana Jones and the Fate of Atlantis on the team path you have to get an item from Trottier. This game is very well written here as in other places. There is a real sense of interaction as Trottier will either flee in terror or walk out in annoyance according to how well you dress up. Is this, though, helping Adventurers too much?

I often do the same thing several times in a game. It's irritating to get the same reaction each time, particularly if it's a long cutscene or dialogue. In Monkey Island 1 I kept getting captured again and again by the fruity cannibals. But it wasn't boring. Each time they tried to seal up the door of the hut in a different way. It was worth getting captured again and again just to see what kind of door they would try next. In Simon the Sorcerer you have to get past a very hungry frog at one stage to be able to get a particular item. While the cutscene for getting swallowed by the frog was the same, you could click to skip it and that was fine. What wasn't fine was trying to get Rosella to enter Malicia's house in Kings Quest VII. A bug? here meant trying this tens of times before I managed it. I got sick of seeing the same sequence over and over again. Perhaps the game could have decided that if you've seen the death sequence once or thrice that's enough, and after that prevented Rosella going in unless she could manage it (saying something like "that nasty dog's going to sniff me out again".)

Unsatisfactory is when continuity or story logic gets lost amid the puzzles e.g. the Quandary review of Hell: A Cyberpunk Thriller mentions that if you go to Hell too early you tell the general you're going to free him before knowing you want to. Sometimes games act very arbitrarily which spoils the sense of immersion I'm after. For example in Nightlong you cannot pick up the Egyptian book until you've been to the Sphinx. Or in Kings Quest VII Rosella can only use the stools in the Troll kingdom when the game wants

her to use them. The Quandary review of Blackstone Chronicles mentions there are problems which even if you know the answer you must wait for a character to give you the clue.

Adventure games should seem like whoever wrote them was awake. A classic example from the past of how things should be — in Indiana Jones and the Fate of Atlantis you can tell Omar you've lost the mask and so can't trade it. If later on you speak to Omar and decide you want to trade the mask after all he will be puzzled as you said you lost it. Great little stuff. A classic example from the present of how things should NOT be — in Cydonia you have to do a number of things at the beginning. You're supposed first off to talk with a fellow astronaut. If you have this talk after you've done everything the conversation tree still assumes you have these things to do.

Finally an example to prove there are still people out there writing Adventure games as opposed to manufacturing them. In Dark Side of the Moon there's a videophone system. You can call, for instance, Brave Hope Corporation on the videophone. If you call after Chief Grice has made you a wanted person "Brave Hope" will tell you encouragingly they don't take calls from wanted felons. And suggest you turn yourself in as well. This has nothing to do with solving DSOM - but it cheered me up no end.

Originally published in Quandary #16. Check out their website at <http://www.iinet.net.au/~quandary>

MORE GHOSTS, GHOULS & THINGS THAT GO “WOOOAAH!” IN THE NIGHT

By Kez Gray

POLTERGEIST

Poltergeist are not ghosts in the ordinary sense as they are invisible. They usually make their presence felt by throwing, moving or breaking objects and sometimes make things become very hot or very cold. Some poltergeists sing, play music or make “rapping” noises. In one case in the late 1960's a building in Kilakee, Ireland was invaded by hats of all types. They came overnight without explanation. Bells rang, glue appeared on walls, and furniture was smashed to pieces. The mystery was never solved. In some cases poltergeists have proved harmful to people, as in the case of “The Lawfords Gate Poltergeist”. Poltergeist is a German word which means “noisy spirit”.

LOGIC PUZZLES sent in by Bev Truter

A) One for Haul and Haul for One

According to legend, the treasures buried by four notorious pirates still lie undiscovered on different islands in the Caribbean. From the clues given below, can you work out the names of each pirate and his ship, discover where he is supposed to have buried his treasure, and what each treasure is rumoured to consist of?

Clues

- 1) Captain Death's treasure, buried according to legend on the island of Misterio, wasn't the golden dishes intended for the King of Spain; this wasn't the loot said to have been hidden by the captain of the "Terror".
- 2) The gold bullion was buried, so they say, by the pirate who had named his ship "Bella Donna".
- 3) The 'pieces of eight' are supposed to have been buried on Santa Luisa; the treasure hidden on El Dorado by the captain of the "Dragon", according to the old stories, wasn't the King of Spain's dishes.
- 4) The "Sea Wolf" wasn't captain Slaughter's ship.
- 5) Captain Gore, so the stories go, hid a great hoard of rubies and emeralds which he had stolen from the Spanish Main.
- 6) Captain Cain was one of the pirate captains.
- 7) San Pablo was one of the islands.

B) A Vroom With a View!

At a specialist motor show I spotted four very impressive 'custom cars' - vehicles built to their designer's personal specifications. From the clues given below, can you work out the name and type of each car, what kind of engine powers it, and who the designer is?

Clues

- 1) The "Privateer" wasn't a pick-up truck.
- 2) Bernie Jones' super-modern motor caravan didn't have a Honda engine.
- 3) Mick Angelo's vehicle, powered by an American Ford engine, wasn't the "Wildcat" sports car, which wasn't the work of top female designer Alma Tadema.
- 4) Neither the "Challenger" nor the 4-wheel drive off-road vehicle had a Ford engine.
- 5) Three of the 4 engine types were Ford(USA), Ford(UK) and Rolls-Royce.
- 6) One of the cars was called "Judy 2"
- 7) One of the designers was called Van Dyke.

TEN YEARS ADVENTURING (Part 5)

by Jon Scott

The reason that this series of articles runs from the start of 1989 to the end of 1998 is that I gave up adventuring after writing *Wartorn Land* in late '98. I decided - for some curious reason now lost in the not-too-distant mists of time - that I wouldn't be playing or writing any new adventures. This, in part, explains my non-appearance at this year's Convention.

I selected as my 'final' contribution to *Probe* these articles. But, while reading through old copies of *Probe* and loading up various games to refresh my memory, nostalgia struck. So, nearly a year after bringing to a close my ten years of dedicated adventuring, my interest was renewed. It goes to show that you can take the adventure away from the adventurer but you can never take the adventure out of the adventurer's heart. I look forward to another ten years reading the scintillating pages of *Probe* and playing and writing adventure games.

1997, after the fate accomplished by going to the Convention in '96, *Murder Mystery Weekend* - the game of the same - was a *fait accompli*. *All In a Day's Work* was the other game that was released - but little did I know that *Murder Mystery Weekend* was not only destined to be my last game released by Zenobi but also the last in the 1990s. Stephen Boyd did more conversions including *Labour Pains* and *Lycanthropy*.

Barbara managed two February issues of *Probe* this year and no March issue (check it out yourself!).

This year was another very tragic year for adventuring due to the death of Joan Pancott after suffering from a long illness. In Lorna Paterson's tribute (*Probe*, April 1997, p. 2) was the following: "Joan's passion for adventuring came second only to her love for her family. She was very proud of them all. I consider myself fortunate that I was regarded as an extension of that family.

"The telephone calls have now stopped [reference to their many conversations on the phone] but I will never forget Joan. She was a very brave, uncomplaining lady who is sadly missed. The spirits of the Witch of Wessex will live on."

This resounding eulogy from a dear friend of this remarkable lady does more justice to Joan than I ever could. The respect and admiration we all have for Joan Pancott, a true doyenne of adventuring, is still as strong today as ever.

Although text adventures were continuing to get more and more thin on the ground, I must specifically mention:

Hide and Seek by Edwina Brown - Edwina shows us that there's plenty of life left in the text adventure genre with this magnificent debut which is original and highly enjoyable;

Karen Tyers' Rhyme Cryme - Who says you can't make a good adventure out of the traditional Nursery Rhymes? Karen's proves them wrong and the game is a joy to play and has some hilarious moments.

The Citadel by Jack Lockerby - Jack is still producing immensely quality games in the classic fantasy vein that he mastered many, many years ago. This is a cracker.

The Portal - More superb quality from Peter Clark, one of the few remaining Amstrad writers (though to be honest, there aren't many Speccy or C64 authors about!) - this game was great.

I went to the Convention again, but this time I flew (definitely less tiring as Birmingham is a long way from Londonderry). My favourite Convention, but I got 'volunteered' to do the Megapoints - more about that later. The Convention was another massive success and there were some new faces as well. Out of them all, this was the Convention that I found it most difficult to leave! It was with a tearful eye that I finally headed off for the train to the airport and the return journey home.

No complaints about the games that came out this year. Thin on the ground, as I said earlier, but there was no shortage of quality.

It was this year that we all got a big shock. We sort of knew that it was coming, that Zenobi Software, by far the most prolific of all the software houses in the late 80s and for most of the 90s, and the brainchild of the great 'El Supremo', John Wilson, was closing down as an adventure publisher. The old titles on the catalogue would still be available, as well as the massive range of brilliant CDs since then. We all received "THE LONG GOODBYE", what was without doubt one of the most poignant circulars ever sent from Zenobi, and you can look back to an issue of *Probe* from that time to see exactly what John said in that circular. It was devastating. The end of an era. And a great era at that.

1998 had its ups and downs for me. The ups included another flight to Birmingham and the downs involved my (later aborted) decision to stop adventuring.

I won't go into detail again about the games that were released this years, but there were some good ones.

Adventure Probe Software and *WoW Software* (both now running from Barbara's home address) are the main text adventure "software houses" these days. Barbara has since then produced the main output for adventuring, both the staple (pardon the pun) magazine that is *Probe* and the adventure games of most of adventuredom's best present-day writers. With the help, of course, of those folks who write the home-grown games and of the various contributors to adventuring.

Names, names, names. That is what the focus and theme of this latter part of this series of articles is. Look at the names throughout 1998's issues of *Probe* and if you compare them to those of various issues throughout the 1990s you will see that, sadly, a large number of our (former) adventuring bodies have "abandoned" ship. They have given up their hobby. Or they aren't as prominent as they once were. Not only in the Hall-of-Fame in the magazine, but also in the names of those who are writing games. Without our present (and, it must be said, élite) complement of adventurers, the hobby that we love would be no more. But, despite the decline over the years as other more brainless games have taken over the imaginations of our former fellow-adventurers, the passion and the enthusiasm of the remaining adventurers is unquenchable. So although we obviously owe a lot to the writers and players of yesterday, they are the writers and players of yesterday and we can continue, those of us that remain, to continue to develop our beloved adventuring as we enter the twenty-first century (whether you reckon its beginning to be 1 January 2000 or 1 January 2001 - whichever, we'll get there eventually). Long live adventuring!

After another brilliant convention (check out my article for details - I don't intend to repeat them here due to time constraints), and having finished writing *Wartorn Land*, I made the (ludicrous) decision to give up adventuring. But then I quickly realised that I couldn't live without it. I must be an adventure addict, and of that I'm proud. Hopefully that's the case with everyone else who's reading this.

In conclusion, then, (a rather abrupt conclusion but it's my series of articles and I'll finish it how I want to) ten years adventuring were ten years well worth it. I wouldn't have missed a minute of it. **1999** was adventure-hibernation for me (due to my self-imposed exile) and in the first half of **2000** (due to business; i.e busy-ness - not business as in commerce or industry) you won't hear a cheep out of me, apart from - obviously - these reflective articles. However, around the time of August or so I'll be back!

I AM A "CAT" LOVER!

by George Rawson

Yes, since my friend Philip Richmond produced his first Creative Adventure Toolkit (CAT) for the Amiga, I have been a devotee of his programme.

I started writing a text adventure called "Shield of Destiny" with still graphics and sounds included on my old Amiga, but when that lovely machine suddenly bit the dust, I transferred my affections to a PC. I was stuck with a part finished game that was no good for man or beast, and it, together with all the notes and plans and maps went in the bin!

Then along came Philip with his excellent version for the PC and so, throwing caution to the wind, and at the age of 84 I decided to dredge my memory and start the whole game again from scratch. Whether I will ever get it finished is anyone's guess, but it keeps me busy and also keeps the old grey matter functioning I am pleased to say. So "Shield of Destiny" is back in the making again.

I personally think that the PC version is far superior to the Amiga version, and I find it very easy to use, not only me, for I have introduced my 12 year old grandson to it and he seems to have taken to it very easily. Which proves that the programme is very suitable for all ages!

Philip is to be congratulated on producing a very useful tool for making Text Adventures - and I would recommend any would-be adventure writers to give it a try.

[Download C.A.T. from Phil's website

www.richmond62.freemove.co.uk/index.htm

or send £1.50 incl.p&p to the Probe office for a copy on floppy disc. Phil also sends Newsletters via email to registered users - registration is **free**.....Barbara]



PLAYSTATION NEWS

by Steve Clay

I know playing point and click adventures or strategy games on a Playstation can be irksome when using the standard control pad. Sony have produced a mouse and mat compatible with the Playstation for the games which support it. However the price is a bit steep ranging from £19.99 up to £25.00 depending where you buy. There is now, at last, a replica Playstation mouse available for £11.99 with mouse mat. Available from Gameplay {Customer Service: 0870 444 0666} or contact by post: Gameplay, Entertainment House, Cross Chancellor Street, Leeds, LS6 2TG.

Playstation 2 is almost here. March 1st is the scheduled release date for the machine in Japan. The U.K. can expect to see the machine six months later, just in time for Christmas 2000. The expected price is thought to be £229.99. Features of the new machine include backwards compatibility, so no need to throw away those old games. Playstation 2 will also support DVD. Given that a DVD player alone is currently priced at £200.00 Playstation 2 begins to look like a bargain. Needless to say the expected graphics and sound capabilities of the new machine will be more awe-inspiring, more wondrous blah, blah, etc. than anything seen before. But will the gameplay improve? Playstation 2 will also have the ability to take a modem allowing access to internet sites and allowing the user to download games, play multi-player games and gain access to upgrades to current software. Also proposed is a type of hard drive device to allow downloading of music, games and movies.

Edios, the people behind the Tomb Raider series, have apparently had a bit of hard time of it commercially. It seems that apart from Ms Croft nothing else is selling. One of the games that has not flown off the shelves is Legacy of Kain: Soul Reaver. Despite numerous high scoring reviews the game has not been a success. I liked the look of the game and managed to get it in the January sales for a bargain price. And what a bargain! The games has one of the richest storylines for its type, the introduction is one worth watching time and again while the in game graphics are wonderful. These are loaded from disc constantly as you play thus reducing loading times to a bare minimum. The story behind Soul Reaver is an intriguing one telling the story of how Raziel, once a favoured general, was banished by his master, Kain, because Raziel evolved ahead of Kain and grew wings. Kain took umbrage at this and, as shown in the film sequence, had Raziel's wings snapped prior to throwing him into the abyss. The story continues decades later with Raziel being resurrected and given the task of overthrowing Kain and the remaining generals. The game takes place on

two planes the spectral and the material. With Raziel's skills and abilities being different on each. I have only scratched the surface of a game that oozes quality in every area and while I admit I may be over egging the pudding I think this is the most complete game I have played on the Playstation. I have not gone into great depth as I hope to review the game fully at a later date. If you get the chance then get this!

Another Discworld game another slating from the glossy magazines! Discworld Noir has you playing a private eye, Lewton, in a game not based on any Terry Pratchett novel I know about. I haven't seen or played the game so the glossy magazines is my only experience of it. The problem I have with the Discworld games is that I expect the same quality as I get in a Discworld novel and alas this has yet to be the case. I think I'll hire this one from the video shop first, definitely a try before you buy.

Final Fantasy VIII (FF8) is out now and carries on where FF7 left off. In depth role playing liberally interspersed with glorious film sequences and backed up by a wondrous soundtrack. As someone who has been putting off FF7 until I have finished a few of my outstanding games the news that FF8 is here and on four CD's makes me realise I had better start soon. The story is based around Squall a young mercenary who is in for the money. He is hired by a princess to rid her land of evil and so on. Usual RPG fare it seems. Apparently Squall is not the most charismatic hero in an adventure game with most reviewers finding it difficult to like the lead character. Sounds to me like bad news in a four CD game!

A while ago I reviewed Overblood for Probe. Now we have Overblood 2 which seems to be drifting away from the first game and trying to involve more RPG elements. There would appear to be even more emphasis on using your gun to solve 'puzzles'. This is great pity as the main attraction of the first game for me was the way puzzles were constructed and the use of objects in the solving of them. At the time of the review I hadn't quite finished it and the ending of the first game was disappointing in the reliance on using a gun to win the day. It seems that Overblood 2 has abandoned puzzle solving for agility with a fire button! I am quite surprised therefore that glossy magazines don't think much of it either.

If the Final Fantasy series seem like to lengthy investment of your time then perhaps Jade Cocoon may be of interest. The producers estimate around 24 hours playing time to solve the task of ridding your forest of evil spirits. (There's a definite theme with these RPG's don't you think?) The game is obviously not as in-depth as FF7 or FF8 but to me and many like me this is plus point. The game includes the ability to create your own little monsters who can then be merged and used to fight battles for you. Perhaps another try before you buy?

Out now and already hitting the shelves of many High Street stores at the budget (Ha!) price of £19.99 is Xena: Warrior Princess another game with a colon. This is another game that appeals to me because the reviewers say it is easier to complete and get into than the Tomb Raider series - a series of games that I think are grossly overrated and would perhaps not have been quite so magnificent if the lead character was a lantern jawed bloke in a safari suit. Anyway Xena is based on the television series and the game apparently sticks close to its TV counterpart which is unusual in itself. A good licensed game! Shock, horror! The monsters Xena encounters look suitably impressive in the screen shots and you get to use her trademark weapon The Chakram. So if you liked the idea of Tomb Raider but despaired at the actual game try this!

Finally a small preview has appeared for the Playstation version of Planet of the Apes. Said to be an action adventure the only screen shots I have seen appear to come from the FMV opening sequence. More news as and when.

STRANGE BUT TRUE **sent in by Laurence Creighton**

The following are what you can learn about computers in films:

- You never have to use the spacebar when typing long sentences.
- All monitors display two-inch-high letters.
- You can gain access to any information you want by simply typing "ACCESS ALL SECRET FILES" on any keyboard.
- A hacker can get into the most sensitive computer in the world before intermission and guess the secret password in two tries.
- Complex calculations and loading of huge amounts of data will be accomplished in under three seconds.
- Modems transmit data at two gigabytes per second.
- Most computers, no matter how small, have reality-defying 3D, real-time, photo-realistic animated graphics capability.

ADVENTURE PROBE SOFTWARE

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

MAGNETIC MOON

A 3-part text adventure by Larry Horsfield

You are Mike Erlin, an officer on board the "Stellar Queen", and your adventures started during exploration of star Achenar. The crew of the scoutship "Pathfinder" have lost contact and when the "Queen" arrives at their last reported position there is no sign of Pathfinder and her crew. suddenly a tractor beam lashes out from the surface of the moon. The helmsman eventually regains control of the ship and manages to land.

Commander Pocks scans the moon for signs of life and reports that the source of the tractor beam is a huge installation situated deep below a range of hills some kilometres west of the 'Queen's present position. You are upset to be left out of the search party and decide to go it alone to search for an entrance to this installation. You must find yourself some equipment, as the moon's atmosphere, such as it is, is highly toxic. The first obstacles you have to get past are the captain and Commander Pocks themselves - they are both still in the main control room and you must find a way of getting off the ship without being spotted by either!

Originally written for the Electron and BBC in 1986 using the Quill, "Magnetic Moon" was converted for the Spectrum in 1988 using PAW. There are two versions, 48K and 128K, the latter having more text and a few extra puzzles, but both are still massive games. Either version is available on tape and +D 3.5" disc for the Spectrum and the 48K version has been converted for the Amiga under Spectrum emulation. Now the 128K version has been converted to run on the PC under Spectrum emulation without the need for a saved position to begin parts 2 and 3 (you can now play them out of order but it won't make sense!). The appropriate Spectrum emulator is supplied on the game disc.

Only £2

for Spectrum (tape and +D disc)
also Amiga(e) and PC(e) under Spectrum emulation

Available from
Adventure Probe Software
52 Burford Road
Liverpool L16 6AQ

LARRY HAS DONATED ALL PROCEEDS TO THE PROBE FUND

WoW SOFTWARE

ADVENTURE FOR AMSTRAD and PC(e) (SPECTRUM VERSION AVAILABLE SOON)

THE UNWANTED GIFT by Frank Fridd

This 3-part text adventure, a sequel to "Where Is Zeus", is dedicated to the memory of Joan Pancott, founder of WoW Software. Without her commitment and enthusiasm to computer adventures of all kinds, especially Amstrad games, the world of fantasy would have been a poorer place.

Since rescuing Zeus from his prison in "Where Is Zeus", you have become rich and powerful. There is only one problem. Zeus, in gratitude, gave you one unfortunate gift, a rain cloud. Every time you go outside the cloud enthusiastically pours rain onto you. No one will come near you and you feel very lonely. You decide something must be done to get rid of the cloud, which you have called Horace, without offending Zeus.

This Amstrad version has been amended slightly so it can be played on the PC under Amstrad emulation. Although Amstrad players will need a special saved position to start part two, and a password to start part three, PC owners will need passwords for parts two and three.



Available for
Amstrad CPC6128 - £5 on 3" disc - £2 on 3.5" disc
PC under Amstrad emulation - £2
(cheque/postal order payable to B.J.Gibb)
from
WoW Software
52 Burford Road
Liverpool L16 6AQ, U.K.

FRANK HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM 128K and PC(e)

THE NETHER POPPLETON TREASURE HUNT by Edwina Brown

The village is buzzing with excitement as a treasure hunt is about to start and the competitors are congregating in the village hall. You have been told that every contestant completing the requirements laid down in the rules will win a small silver cup. In addition, the first ten to return will win a weekend break for two.

The setting is the village of Nether Poppleton, parts of which are based on a real village and includes a park, windmill, village green, river, farm, shop, library, school, various cottages, and a public house with the picturesque name of "The Bee and Butterfly".

Your fellow competitors are familiar to Probe readers, maybe you will meet yourself? So open the large envelope containing the first clue and collect the eight butterflies on your way, and you may win a short holiday in a certain hotel in Birmingham - shame it is not for real!

Another delightful adventure from Edwina. Meet an assortment of villagers and treasure hunt helpers and enjoy the lovely setting of an English village.



Only £2

Spectrum (tape and +D 3.5" disc)
and PC(e) under Spectrum emulation (supplied)
from

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Liverpool
L16 6AQ

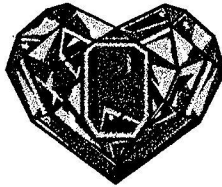
EDWINA HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

WoW SOFTWARE

THE CONFESSOR'S SAPPHIRE by Peter Clark

You are Jim Cordle, apprentice to a silversmith in London. All day the talk has been about the robbery of a sapphire from the Confessor's ring, part of the Crown Jewels. On your way home you decide to call in at The Black Boar Inn for a well earned drink. Here, a chance find sets you on a dangerous but exciting adventure.

This massive three-part text adventure requires you to follow up the lead found in the inn. This will involve entering and escaping from one of the Towers, a barge journey, a surprising discovery in a Nunnery, being attacked by thugs, obtaining the means to return to London, and most of all, finding the clue to eventually track down and hold on to the stolen sapphire.



£5 (disc only)

(cheque or postal order payable to B.J.Gibb)

Available for **CPC6128** from

WoW Software
52 Burford Road
Liverpool L16 6AQ

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PETER HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

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

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NEWSDESK

ADVENTURERS' CONVENTION

Larry emailed me to say that the new name he have chosen for the Convention is.....

ADVENTURE2000

.....as suggested by Jenny Perry.

Due to the Birmingham Thistle Hotel, the venue for most of the previous conventions, has doubled the cost of the Ariel Suite (to £400!), the organizers are looking for new venue. After discussions at the Hamilton Halls meeting in London on Saturday, Larry contacted the Coventry Hill Hotel (one of three shortlisted) and was informed of a very favourable hire cost for the room, and a very reasonable flat rate for accommodation.

Vicky Jackson has made a provisional booking for the room for **28th October**, but they need to know, as soon as possible, how many people will be attending and how many of them will be staying overnight at the hotel.

Larry will have "cased the joint" by the time you read this. If it proves suitable, the booking will be confirmed and ticket application forms printed and distributed.

C.A.T. FOR THE PC

On 5th March Phil sent out Newsletter #1 which is full of details on how to use the C.A.T.

If you are on the Internet you, and registered (free) as a user you should already have received your copy.

If you are not on the Internet, and would like a copy of the utility and the newsletter, send a blank formatted disc and return postage to the Probe office

The newsletter gives lots of helpful tips, and is in plain text - I have checked and it loads into Notepad, WordPad, Word Perfect, Word 97 and Microsoft Publisher. I can supply a printout if required.

CRYO TAKES OVER DREAMCATCHER

The following is their official press release.

Cryo Interactive Entertainment Partners with North American Game Publisher, DreamCatcher Interactive Inc.

(Paris/Toronto – March 3, 2000) - Cryo Interactive Entertainment is pleased to announce the acquisition of North American game publisher, DreamCatcher Interactive Inc. The French publisher will assume control of the company from its former majority shareholder, WorldWide Interactive Discs Inc.

Richard Wah Kan, founder, President and Managing Director and Marshall Zwicker, Director of Sales will continue to manage the company and will be minority shareholders.

DreamCatcher Interactive Inc., has been operating profitably as a publisher and distributor of entertainment software titles in the US and Canadian retail markets.

There is a natural synergy between Cryo and DreamCatcher as the two companies share a similar business approach to the entertainment software market.

"Our strategy for expansion into North America consists of three steps," stated J.M. Lefranc, Chairman of Cryo Interactive.

1. Develop a marketing and distribution arm for Cryo's adventure games, which currently represent 50% of the product line-up.

2. Establish a strategic partnership to distribute our action titles in the US market.

3. Start up a Cryo Networks subsidiary in the North American market.

"Partnering with DreamCatcher completes the first step of the strategy," said Lefranc. Richard Wah Kan, the founder of DreamCatcher, stated,

"The alliance between our companies combined with the quality of Cryo's adventure titles and DreamCatcher's well established North American distribution channels will allow us to claim a major share in what we believe is an under-serviced genre in the entertainment software marketplace."

Cryo Interactive Entertainment is a publicly traded company with annual sales in excess of US\$35 million. Headquartered in Paris, France, Cryo develops and markets entertainment products for the PC, Mac and console platforms.

DreamCatcher Interactive Inc. located in Toronto, Canada, is forecasting sales of CDN\$6 Million for the year 2000 with the release of 12 new titles. DreamCatcher is currently licensing titles from Cryo and other developers in the US and abroad.

www.cryo-interactive.com
www.dreamcatchergames.com

[I hope this isn't a one-way deal, i.e. concentrating on distribution in North America and ignoring the rest of the world! I have been drooling over DreamCatcher's The Riddle of the Sphinx, due to be released Spring 2000, and heavily featured with its own website. However, after an unsuccessful search for a U.K. supplier for some of their other titles (Legend of the Lotus Spring, Traitor's Gate and The Crystal Key) I wasn't hopeful of getting it unless I bought it direct from DreamCatcher. Now it looks as if I MAY have a better chance as Cryo's software are marginally more obtainable. The release of Safe Cracker, advertised as a puzzle game for all the family, has been changed from 13th March to 31st March, and maybe the delay means it will be more widely distributed - I'm keeping my fingers crossed Barbara]

IN TOUCH

WANTED - SPECTRUM +3 with both disk drive and tape connection in working order, plus tape lead if possible.

Please contact Mrs. Joan Hutchings, 1 Devon Court, Stirling Way, Ramsgate, Kent, CT12 6PJ Tel. 01843 580095

PRECISION CORNER

CASTLE BLACKSTAR - available on BBC, C64, Spectrum, Amstrad, PC(e) and other computers (?)

In Duke's Bedroom

EXAMINE MIRROR (see a friendly face), SAY FRIEND, LOOK (mirror surface is shimmering), IN (dark - so ensure you have your lamp).

OBJECTS AND THEIR USES

H.R.H. played by Barbara Bassingthwaighte on a Spectrum - also available on Amiga(e) and PC(e)

50p piece	Pay for photographs to be developed
Beret	Wear it to get into the Tower
Big ears	Wear them in Prince Charles' bedroom
Black Rod	Knock on door with it
Bottle of gin	Give to policeman outside No.10
Brick	Throw it at the supermarket window
Camera	Take picture of Princess Diana in bath
Can of oil	Oil kitchen door
Carnations	Give to Queen Mother
Cigarette	Give to Princess Margaret
Crown jewels	Give them to Prince Charles
Daffodils	Give to Queen Mother
Dog bowl	Put dog food in it to feed corgi
Dog food	Feed corgi
Dress	Wear it to get into No.10
Giro	Cash it at the Post Office
Gloves	Wear them to climb up the drainpipe
Key	Unlocks walk-in cupboard
Litter	Throw it by Unisex loo
Naughty knickers	Drop by Archbishop
Photo	Take to the Sun newspaper
Pink elephant	Give it to William for the spider
Roses	Give to the Queen Mother
Secateurs	Cut prickly plant
Spanner	Throw at mower
Spider	Drop it by old woman to get the bus pass
Stink bomb	Drop to clear Queen's bedroom
Ticket	Gets you into the Wax Works
Tin opener	Open tin of dog food
Tulips	Give to Queen Mother
Wig	Wear it to get into No.10

GETTING YOU STARTED

CRYPT ADVENTURE played by Dorothy Millard on a PC

(Start standing at an open gate somewhere in the English countryside), E, E (church), E, E, N (north transept - note what the engraved tablet says), S, S (to south transept - note clue "A" is one of the four), S (into churchyard maze), E, GET FLORIN, S, W, S, W, N, W, N, GET LADDER, S, S (note clue "D" one of the six), S, E, S, GET HALFCROWN, N, W, N, N, E, S, E, S, S, E, N (you fall into an open grave), GET SKULL, DROP LADDER, U W, N, N, N, E, N, W, N (back to south transept), N, E (altar), GET CANDLE, GET MATCHBOX, N, N (into vicar's office), WAKE VICAR (he welcomes you to St. Huberts and tells you about it), W, S, S (spiral stone staircase), LIGHT CANDLE, D, N (to crypt entrance), S (side chamber), GET GOBLET, N, W, W, W, N (side chamber), OPEN SARCOPHAGUS (1), IN (to a stone platform), D (passage), GET rat CAGE, E (round table where a knight throws you out), S (Merlin's Chamber where a black cat is looking at you)

THE TWILIGHT ZONE played by Dorothy Millard on an Amiga and PC

PART 1

(Start in a sloppy but familiar bedroom), GET UP, GET CLOTHES, WEAR CLOTHES, TAKE MONEY, EXAMINE MONEY, TAKE WALLET, EXAMINE WALLET, PUT MONEY IN WALLET, EXAMINE CALENDAR, READ CALENDAR, EXAMINE POSTER, READ POSTER, PUT WALLET IN POCKET, EXAMINE TV (in perfect working order), TURN ON TV (hear a message that the city is under siege), EXAMINE BED, EXAMINE DRESSER, E (hallway), EXAMINE PICTURES (you select one at random - repeat until you see the one with the picture of a grave on the hill which is a hint), D, READ TIME MAGAZINE, READ MAD MAGAZINE, W (kitchen - no need to do anything here), E, E (outside house), N (intersection), EXAMINE FLOWERS, EXAMINE TRICYCLE, N, N, N (train station), NE (counter), GET IN LINE, BUY TICKET.

W, W (conductor takes your ticket and you board the train... you are in a carriage with a man and a woman), GET PENDANT, EXAMINE PENDANT (has a slot), GET CARD (business), READ CARD, PUT CARD IN PENDANT (fits perfectly), GET NEWSPAPER, READ NEWSPAPER (the lead story is about a woman who was killed in a freak accident at the railway station yesterday), WAIT (until the lady gets off the train in a panic),

DISCWORLD 2 - available for Playstation and PC

ACT I: THE RITE STUFF

Once you have been given the task at the start of the game, head out of the main hall and into the High Energy Facility in the Unseen University (UU) grounds. Take the bellows, magnet and test tube and leave. Head towards the plaza and buy the dubious popcorn from Dibbler. At the Fool's Guild, head down the hole in the ground to the sewers. When you see the grate the milkmaid is standing on, use the bellows on her to loosen some sequins (glitter dust for AshkEnte).

Travel to the Shades and walk past the Troll's Head to the Mortuary (look for the sign of the shrouded corpse). At the bottom, right-click on the resting witch to identify her and then pick up the knife. Head back up and enter the Troll's Head. Find the vampire and talk to him. Go on, he won't bite. Let him show you his lovely teeth. Talk to Casanunda, asking him about ladders and witches so that he gives you his ladder. Take the matches on the bar and order a drink, leave the inn and head right (past the beggars) and up the street to Gimlets. Talk to Gimlet then ask him about candy-rock. Go to the table, take the chilli and use the menu. Talk to Gimlet again to order a 'mouse in a bun'. Now leave the Shades.

Head for the wandering shop and talk to the old woman. It doesn't give you any clues but should give you a laugh. Take the incense, stuffed fish and flamingo then go to the docks and throw the fish into the water. Pick up the stunned bird, use the knife to cut the fish-net and pick up the hammerhead shark. Go back to the Unseen University and go into the garden. The objective here is to swipe the croquet sticks (for the rite) from the Bursar, the Dean and the Librarian by using the shark, flamingo and wading bird (respectively) on them. Having done this, walk over to the vertical maze, where you have to catch the rooster.....

DRAGON OF NOTACARE played by Dorothy Millard on a PC under Spectrum emulation

(Start in the village of Notacare), INVENTORY (carrying tobacco), N (north/south road), N (T junction), E (end of road), D (bottom of cliff in an old disused quarry), GET MATCHES, GET LADDER, U, W, W, W (outside farmhouse), ENTER FARMHOUSE (you meet Farmer Beccy) GIVE TOBACCO (he tells you that the password you need to get back to the village via the back gate is "EGGY"), GET LANTERN (unlit), LEAVE FARMHOUSE

HINTS AND TIPS

A HERO FOR SORANIA played by Barbara Gibb on a PC(e) - also available on Spectrum and Amiga

Door leading south from Courtyard - OPEN DOOR to go north into Courtyard. PRESS BUTTON under the stairs in the Tower Room to open it from the courtyard side.

Unicorn (after you have freed it) - You need a lotion (berries + water + time) in your bowl. Rub the lotion on the wounds to be given a diamond.

Maze of trees - First you need a "compass". CHIP SEAM of odd rock (need hammer and chisel) at abundance of rocks location to get a stone with a hole through it. Combined with a piece of string it makes a pendant. When you are lost in the forest of trees, the pendant, if worn, will send glowing beams in particular directions. Using these directions, explore the forest and find a saw stuck in a tree, and a sad fairy.

Need a "boat" to cross the river? - Cut the sign at the crossroads (need saw), then take the pole and CARVE POLE to make a pair of oars (need saw, hammer and chisel). Take the sign and oars to the river. Drop the sign into the river, board it and paddle south. Pick a leaf before paddling east to land on the other side of the river.

CASTLE BLACKSTAR played by Barbara Gibb on a PC(e) - also available on most other computers

You need the set of keys to unlock the Iron Door in the Damp Passage.

Can't get the diamond from the statue? - Note the location description in the Statue Room. Push/move the statue. Go east and push the round-shaped button but do not re-enter the Statue Room unless you wish to be killed. Instead go S, SE and D to the Tall Room - should see the diamond and the broken statue which fell through the trapdoor when you pushed the button.

Can't get past the invisible hand in the Gloomy Corridor? - The hand won't allow you to go E, so THROW FLOUR to make the mischievous gnome visible, then he will run away.

Chapel - You are safe if inside the pentacle when the skeleton horseman appears. READ dusty SCROLL to banish him back to Hell.

THE ELEVENTH HOUR (Terry Braverman) played by Barbara Gibb on a PC(e) - also available on Spectrum and Amiga(e)

Car Headlamp Bomb in Car Accessories Department on 4th Floor

You need:-

Aerosol of WINDOW POLISH from Double Glazing Dept. in Basement
SCREWDRIVER from Electrical Dept. in Basement
CLEAN CLOTH from Nurse's room on 6th Floor
CAR HEADLAMP from Car Accessories dept. on 4th Floor

Actions:-

EXAM HEADLAMP (note description), SPRAY POLISH (need aerosol),
WIPE LENS (need cloth), REMOVE SCREWS (need screwdriver),
REMOVE RING, REMOVE BULB (bomb defused).

HARVESTING MOON played by Barbara Gibb on a PC(e) - also available on Spectrum and Amiga(e)

Drop the banana skin at the grassy mound to distract the litter-conscious warden, giving you enough time to obtain the sun hat.

Wear the hat to make yourself look older so you won't be taken to the lost children's tent.

It is safe to go down into the wishing well.

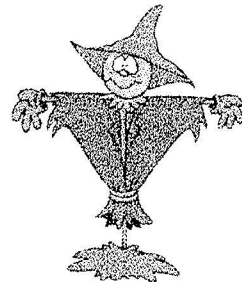
The green door leads to a dark dungeon. Switch on the light which will let you see *for a few moves*.

Drop the bones by the scarecrow.

When at the rear of the coach, bang on the coach so the driver comes to investigate. You can now enter the coach to get a vital object.

The blue door leads to a lift.

The tanning oil will lubricate the lock on the wooden door marked PRIVATE.



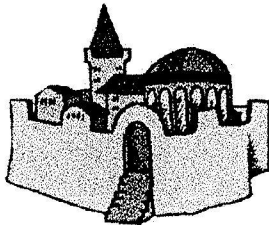
HILLSFAR

MAGE'S QUEST - Mission One

1. Find the Mage's Guild and have a chat with the Master.
2. Leave town and head for the Trading Post.
3. Ride to the Shipwreck; once there, take the hidden trail to the Dead Dragon where you must locate the Squid's remains.
4. Return to Hillsfar and enter the Magic Shop where you should talk to the owner.
5. Return to the Dead Dragon for a hint about the Hydra's Den Pub.
6. Visit the Hydra's Den Pub and listen to the gossip about the Trader.
7. Ride to the Trading Post and chat with the Trader.
8. Return to the Magic Shop and, once again, talk the owner.
9. Walk to the Guild and request an audience with the Master to finish the first mission.

MAGE'S QUEST - Mission Two

1. Have a word with the Master of the Guild.
2. Leave town and ride to the Trading Post where you should have a chat with the Trader.
3. Find the Bookstore and have a talk with the owner.
4. Return to the Magic Shop and obtain a hint about the Archery Range from the owner.
5. Attend the Archery Range and reach the THIRD level in order to obtain a new clue.
6. Take a walk to the Hydra's Den Pub. Have a beer and listen to the gossip, especially that concerning the Ruins.
7. Visit the Ruins where you must unlock the chests until you discover a Gold Pendant.
8. Return to the Hydra's Den Pub where you should charm the Barmaid.
9. Make sure that you have 500 Gold Pieces or more and stagger to the Dragon's Lair Tavern. When there, charm the barmaid.
10. Finally, return to the Guild where you should talk to the Master in order to end the quest.



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

Give the Lager to the Shepherd and then the Knife to enable him to open the Bottle so you can borrow his Crook to enable you to get the Trophy from behind the fallen tree. Return the Crook to the owner to be rewarded with yet another Trophy.

Wander around the Downs until you trip over something. A search will reveal a Magnet.

Back in the Living Room, strike another Match and get the Nails using the Magnet.

Nail the Planks using the Hammer and Nails to make the Bridge safe enough for the Old Lady.

Replace the Hammer in the Shed, then knock on her door again. Talk to her to be invited inside. Look on her table and talk again to be invited to take a couple of Buns.

JEWEL OF KNOWLEDGE played by Barbara Gibb on a PC

Use the lye and moss (sponge) to clean the skeleton in the Lonely Burial Ground.

You need to wear the crampons to climb the shaft from the Gaseous Geyser to the ledge where you will find Ariana.

To break through the west wall in the Gaseous Geyser block the hole with something to build up the pressure in the geyser until the floor and wall give way.

Perseverance is needed to break through a huge block of ice in the Frozen Foyer.

Be brave and look in the white dragon's mouth. Don't leave the lair without finding a wonderful magical object.

Think carefully about what the mushroom in the Fungus Forest resemble.

When you find Jacob's body retrieve his travelling sack and check out its contents.

**LOST TWILIGHT played by Barbara Gibb on a PC(e) -
also available for Spectrum 128K**

FINDING THE GIRL AND LAYING HER TO REST

Go to the statue in the garden and examine it -note the crack under the chin. Examine the pedestal to find a chisel. Now, if you also have the hammer you can CHISEL HEAD FROM STATUE until it falls off. Drop everything and pick up the head.

Go to the boathouse and pick up the aqualung.

Go to the jetty and wear the aqualung and the mouthpiece. JUMP into the lake and if you have the head as a weight you will stay underwater. Search the weed and pick up the oar.

Go north to the centre of the lake. Search the weed here to see an overturned boat. Examine it and using the oar lift the boat to discover the gruesome sight of the chained remains of the girl. Break the chains which are brittle with age, and drop the head so you can pick up the remains.

You will now automatically return to shore. Discard the aqualung.

Go to the chapel graveyard and go down into the open grave. Drop the remains, go up and find the spade so you can fill in the grave. It may be beneficial to return here later in the game.

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

PRESS PENTAGON to cause fog in the swamp to be able to pass the allodiles. (You can never go safely south across the swamp.)

The Shifting Halls cannot be mapped because anything dropped is stolen by the Scavengers. There are only two locations and any direction takes you from one to the other. Take advantage of the Scavengers' habit and DROP ROD then go N and N back to where you dropped it. The Scavengers have waved the rod and made the Hall full of smoke. You see them leave in one direction (random). Go in this direction to reach End of the Halls. The rod is not needed again.

SEASIDE SORCERY played by Barbara Gibb on a PC(e) - also available on Spectrum, Atari(e) and Amiga(e)

Shop

Lantern - X SHELF to see it. Talk to the elf to be told all items cost 5 silver coins each, but he is a shifty little elf and when you try to buy it he says it is not for sale so you have to BRIBE ELF which will cost you 10 gold coins.

Packets - X COUNTER to see them in a display case. X PACKETS to be told they are candy covered pebbles, very popular with trolls, so they must be a good buy! BUY PACKET will cost you 5 silver coins.

Hotel

Function Room - examine the notice board to learn the Sorcerer's Awards will be held here with fabulous gold trophies to be awarded to the best wizards.

Reception desk - talk to the dwarf and rent a room which will cost you 10 gold coins. Pick up the key and examine it to see it says room 12.

Room 12 - admire the view from the window and examine the various features. Examine the curtains and untie the cord. Untidy the four-poster bed. Search the toilet to find a bottle of bleach hidden behind the cistern.

SPIRITWRAK played by Barbara Gibb on a PC - also available on Amiga

GOVERNOR'S HOUSE

Waiting Room

Read the subway brochure to learn about the GUS, the transport system. Search the peach-coloured couch to find a coin. Examine the clock and turn the knob until it rings - the receptionist will rush out declaring it is lunchtime. You can now pick up the ledger and read it.

Office

As you enter, the governor starts to talk to you. You can't interrupt him but you do gain a coin which he thrusts into your hand. You can see a shiny key on his desk so ask him about it. Pick it up, he only mildly complains.

SOLUTION OF THE MONTH

GOING CRITICAL

Written by Laurence Creighton

Solution by Barbara Gibb based on author's own solution

Available for Spectrum, Atari(e), Amiga(e) and PC(e)

Start in a small clearing at the foot of a hill. I (nothing), U, U (top of hill), READ SIGN, LIND WALL (you look behind the wall and see a sharp knife), GET KNIFE, LIND WALL (this time you see a discarded aerosol), GET AEROSOL (out of reach), D, D, E, E, S, S (large field), SEARCH FIELD (you find a wedge of wood), GET WEDGE, N, N, SEARCH PATH, GET SANDPAPER, W, W, W, W, W (outside a dark and gloomy shed), ENTER (door closes behind you), SEARCH SHED (too gloomy), SAND WEDGE, DROP SANDPAPER, INSERT WEDGE (too keep door open), SEARCH SHED (see a locker), OPEN LOCKER (locked), X SHED (see scuff marks near legs of locker), MOVE LOCKER (reveals a tiny niche), LIN NICHE (you look in the niche see a crowbar, leave for the moment).

OUT, E (outside small wooden hut), ENTER, LUND TABLE (you look under the table and see a rug), SHAKE RUG (find a small key), GET KEY, LIFT RUG (reveals a trapdoor), OPEN TRAPDOOR (stuck), X DESK, OPEN DRAWER (won't), FUND DESK (you feel under the desk and find a button), PRESS BUTTON (drawer opens), LIN DRAWER (find a box of matches), GET BOX, X WALL (see a thermometer screwed to the wall), X THERMOMETER, OUT, W (outside dark and gloomy shed), LIND SHED (you find a watering can), GET CAN, X CAN (empty), W (twisted path), SEARCH PATH (see a tap), FILL CAN, LIND TREE (see a tall ladder), TAKE LADDER (it is tied to the tree), CUT CORD (need knife), DROP KNIFE, GET LADDER, E, E, E, E, E, N (ledge by deep chasm - see a lone tree), LEAN LADDER (against tree).

S, W, W, W, W (outside gloomy shed), ENTER, UNLOCK LOCKER (need key from wooden hut), LIN LOCKER (find a spade), GET SPADE, GET CROWBAR (from niche), OUT, E, E, E, E, E, S, S (large field), WATER MOUND (need can filled with water - can grabbed by Bev Truter), DIG (need spade - find a screwdriver), DIG (this time you find a worm), DROP SPADE, GET WORM, GET SCREWDRIVER, N, N, W, N (on ledge), CLIMB LADDER (which you place here earlier - see a bird in a nest), X BIRD (hungry), GIVE WORM, SEARCH NEST (find a pair of gloves), GET GLOVES, D LADDER, S, W, W (narrow rocky path), WEAR GLOVES **before** GET GLASS, PRISE BOULDER (need crowbar, which is grabbed by Jon Scott - recess is revealed for later), W (outside wooden hut),

ENTER, UNSCREW THERMOMETER (which breaks and the mercury forms a pool), DROP SCREWDRIVER, RUB GLASS (in mercury to make a mirror), OUT, W, W (twisted path), TALK WOMAN (short sighted because she isn't wearing her contact lenses), GIVE MIRROR (plus gloves so she doesn't cut her hand - can now go south).

S (grassy clearing), GET LANTERN, X LANTERN (empty), SEARCH CLEARING (find a magnet), GET MAGNET, N, E, E, E, N (in tiny recess off rocky path), GET OIL can, SEARCH RECESS (find a bottle of paraffin), GET BOTTLE, S, W (outside wooden hut), ENTER, OIL TRAPDOOR (note you dropped the can of oil), GET OIL (needed again), OPEN TRAPDOOR, FILL LANTERN (need bottle of paraffin), LIGHT LANTERN (need box of matches), ENTER TRAPDOOR (to cellar - need lit lantern, see a blind woodcutter and axe), GET AXE (prevented), TALK WOODCUTTER, LIN BOX (coin falls out), GET COIN, GIVE COIN (woodcutter leaves), GET AXE, U, DROP LANTERN, OUT, E, E, E, N (ledge), CHOP TREE (need axe - tree now spans the chasm), DROP AXE, S, W, U, U (top of hill), USE MAGNET (to attract the aerosol), GET MAGNET (needed again), D, D, E, N, I (should have oil, matches, aerosol and magnet), SAVE (as crossing the chasm is a point of no return), CROSS CHASM.

E (boulder blocks way east - see a security pass), GET PASS (can't), FUND BOULDER (find a coupon), GET COUPON, X COUPON (free transportation on a bus for the duration of this adventure), W, W (in forest maze), NW, LIND TREE (find a fishing net), GET NET, X NET (needs mending), NE, S (back at chasm), N (outside Inn), ENTER, LIN TANKARD (see a sewing needle), USE MAGNET (to get the needle, autdrop the magnet), OUT, N, N, W (park), X GARDENER (you pull a length of cotton from his overall), DROP BOX (to make room in your inventory), X BROOM (ignore chewing gum), TAKE COTTON, THREAD NEEDLE, GET BOX (do **not** forget to do this), TALK GARDNER, GIVE OIL (he gives you the broom), E, S, W (bank of stream), FIX NET (need needle threaded with cotton), DROP NEEDLE, FISH (repeat input until you fish out an old ticket), DROP NET, GET TICKET, X TICKET (soaking wet receipt from a cloakroom).

E, N, W (back in park), SAVE/RS position. I (ensure you have the aerosol of insect repellent from behind the wall), W (by refuse bin - see a wasp), SPRAY WASP, DROP AEROSOL, SEARCH BIN (find some perfume), GET PERFUME, E, E (outside hairdressing salon), ENTER (note what the hairdresser is doing), GIVE PERFUME, say DRY TICKET (see dries it with the hairdryer), OUT, S, S, ENTER (Inn), E (by counter in cloakroom), GIVE TICKET (must be dry - now have an overcoat), SEARCH OVERCOAT (find a £1 coin), SEARCH OVERCOAT (nothing), SEARCH OVERCOAT (find a piece of paper (prescription) which flutters to the floor), GET COIN, GET

PRESCRIPTION, W, OUT, S, W (forest maze), SW, SW (outside derelict hut - see an old watchman), TALK WATCHMAN, GIVE OVERCOAT (to watchman who shows you a secret way into the hut), GET NOTE (£5), SWEEP FLOOR (need broom from gardener - find a pen), DROP BROOM, GET PEN, X WALL (see 2859 written in the dirt), OUT, E, N, X TREE (see 7302 carved on tree), NW, S (back at chasm), N, N, N (see three men), TALK MEN, GIVE NOTE (need £5 note), say ROCK BOULDER (they go to do this for you), S, S, S, E (pass now clear of the boulder), GET PASS, X PASS, SIGN PASS (need pen), DROP PEN, WEAR PASS, W, W, SW, SW (outside derelict hut), LUND CHAIR (see a pair of wirecutters), GET WIRECUTTERS, E, N, NW, S, N, N, N (by bus stop outside the hairdressing salon - should see a waiting bus), I (should have matches, £1 coin, pass, coupon, wirecutters and prescription).

BOARD BUS (need coupon, you alight at a bus stop at the bottom of Main Street), N (outside butcher's shop), ENTER, TALK BUTCHER (wants his cleaver sharpening), GET CLEAVER, X CLEAVER (filthy and blunt), OUT, S, BOARD BUS (note you are now outside the nuclear power station), BOARD BUS (now outside salon), S, W (bank of stream), WASH CLEAVER, E, N, BOARD BUS (now at bottom of Main Street), N, N, N (outside cutler's shop), ENTER, TALK CUTLER, GIVE COIN (also give *clean* cleaver for sharpening), LUND COUNTER (you look under the counter and find a small key), GET KEY, OUT, S, S, ENTER (butcher's shop), GIVE CLEAVER (given a juicy bone), OUT, N, E (dead end), X PANEL (locked), UNLOCK PANEL, X PANEL (see numeric keypad), 2859 7302 (the numbers from the wall and tree - power now off).

W, ENTER (pharmacy), GIVE PRESCRIPTION (given sleeping powder), OUT, S, S, BOARD BUS (now at nuclear power station), E, E (see Alsatian dog on other side of fence), CUT FENCE (need wirecutters), DROP WIRECUTTERS, SPRINKLE POWDER (onto bone), THROW BONE (to dog), ENTER HOLE (to forecourt of power station), ENTER (told to put pass on OCR), REMOVE PASS, PUT PASS (on OCR), WEAR PASS, SAVE, ENTER (now have 50 moves to complete adventure).

N, W (staff rest room), SEARCH ROOM (see a wastebasket), LIN BASKET (see a scrunched up ball of paper), GET BALL, E, S, W (store room - see a crate), X ROOM (see an iron girder suspended above the crate), LIGHT BALL (need box of matches), THROW BALL (rope burns, girder crashes down and smashes the crate, revealing a lever), PULL LEVER (hear rumbling sound), E, N, W (staff rest room), LIND DOOR (see a radiation-protection suit behind the door), GET SUIT, WEAR SUIT, E, N, N (by reactor), GET KEY, S, W (control room), INSERT KEY, TURN KEY.

100%

SERIALIZED SOLUTION

THE BEAST WITHIN - GABRIEL KNIGHT PART 2

CHAPTER 6

This is possibly the most difficult part of the game. You play the first part as Grace. Exit "down" then click on Gabriel. Now leave the Dungeon where this Chapter began and go to the Town Square. Go to the Post Office and click on the buzzer. Read the letter that you receive from Von Glower. Go to the Gasthof and take the bread roll from the basket on Mrs Smith's table. Talk to her about all topics available then return to the Schloss Ritter bedroom. Click on the sheets at the end of the bed to get a pillow case.

Return to the Dungeon where Gabriel is and use the roll on the pigeon then use the pillow case on the pigeon. Go to Allotting on the map and click on the church. Click on the display case on the wall in the middle of the screen. Click on the sign and the limbs in the case. Exit the closeup and go left around the hallway. Enter the door and click your wallet on the basket with the water on the table. Go to the Neuschwanstein, the castle, living room. Click "down" and Grace should see a scene with a child. Walk back to the section where the child just tried to sit, wait until the guard is away, then click on the chair. Click the bottle of water on the chair then exit "up" and "left" into the bedroom. Sweep the cursor across the bottom of the wall to the right of the Living Room door.

Go to the Grotto and wait here until the guard goes to the Study then sweep the cursor along the left wall of the Grotto. When it becomes a dagger, click. Go to Singers Hall and exit "down" and "right". Click the pigeon on the doorway to the left. Go back to that part of Singers Hall where the wolf panels are seen then click on the yellow portion of the middle panel on the right wall. (A square portrait) The portion you want is just above the floor line where the cursor becomes a dagger.

Now exit the Castle and go to St Georg' Church. Go into the crypt area and click on the lower area of Wolfgang's coffin then on the lid then on the silver heart. Go back to Schloss Ritter and talk to Gerde about the silver heart. Return again to St Georg's and enter the crypt and get the silver heart in closeup then click on the heart to take it. Now you should go back to Allotting and enter the priest's office. Use the silver heart on him and you'll end up in a shrine. Note the display case on the right side of the room and the doorway on the doorway on the right side of the room. Click the silver heart on the basket on the right side of the altar. The wind will start to howl. Click on the doors to the right to open them and blow out the candles.

Click on the chair to the right of the display case. Click on the left urn on the bottom shelf to get Ludwig's diagram. You will automatically return to see Georg and give him the opera manuscripts. Two months now pass and you start Chapter Seven.

CHAPTER 7

You are still Gracie. Click on the table to get a program. Click on the opera poster. Exit "down" then right, then go to the door at the end of the hall to go into the Office. Click on the notice board and pick up the seating plan.

Exit the notice board closeup and click on the table. Pick up the opera glasses and the "to do" list. Read the list then talk to Gabriel. He is the one laying on the couch. Go out of the room and go "down" and into the Auditorium (The open doors). Talk to Georg then talk to the men with the chandelier who are on the left up high. Look at Wagner's theatre diagram in your inventory and then click on the "X". Look at the seating chart and click on the box where the "X" was. This is the Mittelloge.

Leave the Auditorium and go left up the stairs. Click on the double doors to enter the Mittelloge. Now exit back out to the Upper Level Hallway. Go right then go to the door at the back of the hall. Look out of the small window. (Click twice) Turn the spotlight on by first clicking on it then clicking on the switch. Click on the bottom handle of the spotlight in closeup and then move the spotlight around with the cursor until it is over the Mittelloge. Click to set it in place. Now return to the Foyer. Use the seating chart on the Usher then exit to the right and go through the door to the left where you can see a small set of stairs.. Now go through the door at the back of the hall. Click on the section of ropes on the back wall. Sweep the cursor to the right where it becomes a dagger again in the closeup to get the rope. Note the "oops" comment from Grace.

Now go down the stairs on the right and to the Basement. Go right then click on the panel on the north wall. Click on the keys in the closeup and go left and down. Click on the left door to go into the Props Room. Go left and click on the sign on the left pile of stuff. Exit the closeup and go through the door and click the keys on the Basement door to lock it. Go right, right, right, down, down, to enter the Furnace Room. Open the furnace door and then click on the coal in the bin on the right to shovel some in. Click on the furnace controls below the furnace door and then on the "Automatisch" button. Now click on the handle and turn it all the way to the right. Exit the closeup and go left through the door then right into the Foyer. Go right then to the door at the end of the hall. Click on Gabriel to see a long video sequence. You will return automatically to the Foyer.

Go right then through the door at the end of the hall into the Office. Click on the fancy dress to get dressed up and return to the spotlight room which is up the stairs to the right and at the end of the hall. Click on the little window then click the opera glasses on Mittelloge. Go to Upstairs Central Hallway and click on the Mittelloge doors. Click the rope on the handles then click on the door for another closeup. Click the "PRIVATE" sign on the handles. Grace goes off scene and Gabriel takes over back in the Props Room.

CHAPTER 8

Go left then click on the chest standing on its side to move it. Use the Ritter dagger to remove the ventilation cover. Click on the open ventilator to enter it. Go north twice then west to finish up back stage. Click on the rope section of the back wall. There's a roll of black tape there on the right hand side of the closeup. It's a bit difficult to see but it's there. Click on it twice to take it. Note that Gabriel says "oops" here as did Grace. Exit the closeup and go through the right hand door into the Dressing Room. Click on the clothes rack on the left then click the minstrel costume in your inventory on Gabriel. Click on the dressing table and on the pot of powder. Click the powder on the mirror. About this time you will hear someone coming so click on the screens at the back of the room to hide behind them. After Englehart enters click the black tape on him to tie him up. Now you change into a wolf. You are treated to a video sequence showing this. You, as the wolf, are now in the basement but so is Von Glower.

SAVE YOUR GAME HERE!

The game here changes to a first person, or wolf, view. Your task is to trap Von Glower which you must do by closing the right doors. As you close them with your snout as a wolf, you are unable to open them again once shut. To close a door click on the lower part of the door where your cursor becomes a dagger. Von Glower will attempt to avoid you as all he wants to do is escape. Read the next part carefully as there is no room for a mistake. "left 2" means go left twice and "forward 2" means go forward twice etc.

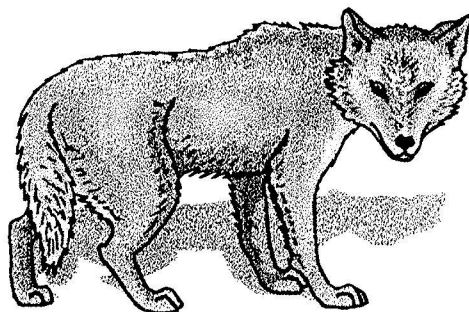
CHAPTER 9

Turn right, Go forward 2, Turn left 2 and close the door. Turn right. Go forward, Turn left 2 and close door, Turn right 2, Forward 2, Turn left 2 and close the door, Turn right, Go forward, Turn left and close the door, Turn right, Forward once, Turn left, Go forward once, Turn left, Go forward once, Turn left 2 and close the door, Turn left and close the door, Turn left, Go forward once, Turn right, Go forward once and close the door in front of you, Turn left, Go forward once, Turn right, Go forward once, Turn right, Go forward 3, Turn right, Go forward 2.

STOP AND SAVE YOUR GAME here as you do not want to have to go through all of this again and it is possible, even likely, that you will be killed again shortly!

CHAPTER 10

Go forward into the Furnace Room. After the short video, click on Grace then click on the furnace door to get Grace to open it. Now click on Gabriel again, the grey wolf, to give him control. You should now make sure that your cursor is lined up with the left edge of the coal bin and about half way up. Wait for Von Glower as the wolf to leap up at Grace then, immediately he crosses your cursor, click on the wolf. If you miss-time it you finish up getting shot by Leber. If you are lucky and click at the right time Von Glower gets pushed into the furnace, Grace slams the door and Von Glower dies in the flames. You now get the ending movie and that's it. It did take me many goes to get it right so be prepared for a bit of trial and error.



ARE THERE ANY ADVENTURES YOU WOULD LIKE TO SEE FEATURED IN FUTURE ISSUES OF PROBE?

IF SO, JUST LET ME KNOW AND I WILL SEE WHAT I CAN DO. I WELCOME SUGGESTIONS FOR SOLUTIONS, HINTS AND EVEN REVIEWS.

OF COURSE, IF YOU CAN SEND A CONTRIBUTION IT WILL MAKE LIFE EASIER FOR ME AND GREATLY IMPROVE THE MAGAZINE. Barbara

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