

ADVENTURE PROBE

APRIL 2000 £2.00
VOLUME 14 ISSUE 4



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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION or obviously just a covering note with a subscription or order etc.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

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

U.K. £2.00 Europe & Eire (airmail) £2.50 Rest of World (airmail) £3.00

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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.

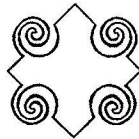
POSTAL ADDRESS

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:

Bev Truter, Laurence Creighton, Frank Fridd, Kez Gray,
John Ferris, Jenny Wheeler, Peter Smith
and Phil Richmond

Special thanks to:

The Copyshop, Allerton, Liverpool for printing the magazine

EDITORIAL

Welcome to issue 167 of Probe. My comments in the March editorial caused quite a stir. Adventure Probe as a paper-based magazine is reliant on subscriptions and any proceeds from the sale of software. The number of subscribers has drifted down for the last three years, which means I don't get as good a deal from the people who do the duplicating each month. I keep down the cost of stationery by buying when it is on very special offer. The sale of software has also declined; I did wonder why, but now I have unlimited access to the Internet I have discovered how much software is there to be freely downloaded. The World Of Spectrum offers a huge catalogue of Spectrum games, PC software of all types is available from many websites, and a search will find free software for most other computers. I can't compete as I have to charge a minimum of £1.50 per disc or tape, £2 if it is still copyright and the royalty has been donated by the author to help the magazine survive.

Those of you who wrote in (and I have a few more letters that missed the deadline and will therefore be in the next issue) want Probe to continue as a printed magazine. I understand their feelings, and would have been adding my voice if someone else had dared to suggest the change. Since my last editorial I've been heartened by supportive letters, emails, and telephone calls and the fact that subscriptions are still being renewed. Providing I can scrape up enough material each month I can't see any change of format for at least another 12 months. I did consider going bi-monthly, but it would be a shame to spoil the continuity.

Adventure2000 now has its own website. Phil Glover, Larry Horsfield and others have worked hard to give as much information as possible, including a history of the convention and Megapoints competition, plus a printable application form for tickets for this year's convention. No doubt I will say more next month, in the meantime check it out at

<http://www.adventureconvention.fsnet.co.uk>

You may notice a link to Adventure Probe. It is only a one-page "advert." at the moment, originally written for the Adventure2000 website and moved when they needed the space. More on this next month.

Sorry this issue contains so much about the Internet. I know not all of you have access, so what would you like to see in a printed magazine?

'Til next month, happy adventuring, *Barbara*

LETTERS

From Frank Fridd of Cliftonville, Margate

Thank you for the kind words you wrote in the 'Unwanted Gift' review in this month's Adventure Probe.

The other thing is about the fee for registered users of the Creative Adventure Toolkit. To register for CAT the fee is £10, not free as you stated in the Probe. The newsletters and the unregistered version of CAT are free but not the registered version.

I am progressing well with CAT in rewriting 'Colditz Escape'. I find CAT very user friendly and Philip is very helpful, and quick, in answering all my queries. Thank goodness for email, eh.

Later on I shall write an article for Probe about the merits and demerits of CAT and my experiences in writing with it.

*

Sorry about the mistake regarding C.A.T. I emailed Phil and he sent the following which very clearly states the correct procedure for registering, a bargain considering the help on offer. Newsletter 2 has a useful routine for locked doors, and Newsletter 3 includes a type-in example game written by George Rawson.

I will be most interested to publish an account of your experiences with C.A.T. and look forward to playing "Colditz Escape" on the PC. (Barbara)

From Philip Richmond of Blackpool, Lancashire

I meant to mention about the misunderstanding with the CAT registration in my last email.

It is possible to write a 'small' adventure using CAT without registering, providing the user doesn't exceed the limit of 80 Response entries. The CAT Player will still run such games and they can be freely distributed without restriction or any further fees.

However, for those writing larger games who will be using CAT a lot, it will be profitable to register as I am offering user support, updates and the newsletter.

If you do want to register just run CAT, go to the 'Help' menu and choose option 'Register CAT'. Note the registration SERIAL number and send it with your remittance. I'll reply with the registration code number to insert which will lift the restriction. Simple as that. You'll then be entitled to user help with the program and any news and the latest update which will be ready very soon.

From Jenny Wheeler of Seaford, Essex

I'm afraid I'm yet another non-active Probe subscriber who nevertheless greatly appreciates the vast effort you put into producing such an enjoyable publication each month.

I would be very sorry to see the end of the written word but "time stands still for no man" and you quite rightly point out that the PC is now taking over our leisure as well as our working lives. I would be interested to know what % of Probe readers do/don't have a PC because as you say, Probe has strived hard all these years to be supportive to all computers in use.

However, I fully support the truly "Adventurous" move towards having an Adventure Probe website. I've no idea what work is involved in such a project but I'm sure it's a lot. I am only a mostly self taught experimenter with my computer and the Net with moderately basic skills but if I can be of even the tiniest assistance to you I would be pleased to help. Do you already have all your existing Adventure Solutions/Hints/Tips etc typed in and kept on disk or is it all still stored as paperwork? – Tasks like that could be an area where I & others could maybe help out? As being able to look up any Adventure by name and find help etc for it would be a great facility.

Just a thought - there could be a "Virtual" Convention arranged in a Chat room somewhere!!!

Talking of which, I think that at last I might actually be able to attend the Convention. I can at least have the Saturday off so would stay Friday night.

One last request. Game reviews, etc. say "can download from Net" but FROM WHICH SITES!!!! FULL addresses please.....!!!!

*

Sorry, I don't know exactly how many readers have a PC. I try to keep the individual record sheets up to date but the "computer(s) owned" section of the subscription renewal form is often left blank. However, it must be well over 50%.

Thanks to Phil Glover, Probe has already dipped a toe in the waters of the Internet - please see my editorial for details. Until I know if I am capable of running such a site I won't do anything drastic, and I intend to keep Probe a paper-based magazine for a while yet. Even since (or despite of) my comments, readers have shown their loyalty by resubscribing for up to 12 months. I think it is only fair to give 12 months notice of the closure of Probe as a printed magazine, so everyone can breath a sign of relief on that score.

I have several hundred solutions taking up space on the PC hard drive, and, thanks for Dorothy Millard, lots on CDROM. I also have quite a lot on floppy disc for the Atari, and fortunately I can get the PC to read them without too much garbage and I'm gradually transferring them as and when required.

I also have thousands of solutions on paper. A fair number of them are typewritten or printouts and may scan successfully, and thanks to a very generous reader I am now in a position to do so. Some are handwritten, others are copies of copies of copies, which means they are in too poor a state to be scanned, and these are typed up when needed, unless I can obtain better copies from elsewhere. I don't receive many Hints and Tips from readers, but what I do have are kept in a folder and typed up when I have time and held on the hard drive, but deleted when published in the magazine. Anything sent via email (reviews, hints, articles, letters) are immediately copied and pasted into the Probe Magazine directory on the hard drive, which saves me a lot of work. I agree that a database of the reference section would be very useful, and I have been thinking about it, but until I have an idea of how much space it will take, and how to actually organize such a massive project, I can't say when this will be available. I could work backwards, as all the magazines prepared on the PC have been saved to floppy, and it should be quite easy to transfer the relevant parts into a database (types she with her fingers crossed!).

I don't go in for "Chat Rooms" but I know some readers enjoy them. My Internet server has just upgraded their equipment, again, and if they offer a "private" room, it could be used as a Probe meeting place. I'll look into it. In the meantime, if anyone knows of one already in existence, or evenhow to set one up, please let us all into the secret.

Sometimes the reviewer states from where they downloaded the adventure, and sometimes, if I know, I remember to add it at the end. However, as you have discovered, this does not happen in all cases, so I've written an article which I hope will make things clearer. In future I will try to remember to publish the full website address at the end of reviews. (Barbara)

From Bev Truter of Carnegie, Australia

Re Edwina's letter in the Feb. Probe, I agree entirely. Games now are far more interesting when you have to perform actions other than the dreary old "examine" (everything in sight) to discover more about your surroundings. Look up, look behind, look under, and even search are all distinctly different verbs to the more general 'examine', and all are commonly found in recent text adventures written with PAW or Quill. I find it gives you more to do, and think about, when there are a variety of verbs to manipulate objects in a game; it definitely makes for more realistic, interesting puzzles if you can't just "examine" and "get" everything.

I saw your solutions for the 2 short games Green Sonja and Saga of a Mad Barbarian, so had a look at both of them. Ugh! Reminded me of another very poorly-written game called Day Trip - I wonder if Day Trip was also written by A.Remic, as it seemed very similar in style and content and lack of ability to spell?!

Re the Atlantis, Aliens, and Adventure games; could I suggest also a list of games containing the word "Castle", and another list of "Treasure" games? I can recall a few "treasure" games offhand - Nether Poppleton Treasure Hunt, Treasure of the Santa Maria, Treasure Isle, Treasure Island (about 4 different versions, I think)...we'll need Dorothy to go through her catalogue and give us a definitive list!

I enjoyed Mary S-P's article on "Blizzard Pass" and various other golden oldies. I never liked graphics in text games because it slowed everything down to a snail's pace on the old C64. I remember playing Monty Python & the Holy Grail (or some such title) on the C64, without discovering a way to save or restore; so each time I found the bunny and came to a grizzly end at the three-quarter-way point I'd have to restart the entire game from scratch, and wait 30 or 40 seconds for every single screen of line-drawings to slowly wander across the screen before the text would pop up. Those were the good old days, before synonyms, when only LOB GRENADE AT BUNNY would do; not THROW GRENADE or any other such variation. I enjoyed the Scott Adams games, and yes! I even managed to finish Savage Island Part 1 on my own (hints? What were they, and how did you get them?) I can't recall now how I got off the raft - did it perhaps entail tying a bandanna around your head? Can't remember, but I do remember getting completely stuck in part 2 of Savage Island, and I finally managed to scrounge a clue-sheet from somewhere to get through that. Part 2 made part 1 look like a doddle!

Oh, you mentioned suggestions for games readers might want featured - could you possibly print a review, hints or clues for FAULTY TOWERS?

And I still haven't got the Atari-emulated games up and running, although I've discovered a site on the Net to download old Atari games from. Any hints on running the PacifiST emulator, or WinSTon would be greatly appreciated. I've tried Pokey, plus 2 other DOS-based emulators without success, and although I've got PaCifiST loaded on the hard drive, I've been too discouraged by my previous 3 failures to give it a go. Sue wrote a brief article on using WinSTon, but what I'd really like to see is an article called "Atari emulators for Idiots/Beginners", or something like that. I've never even seen a real, live ST, let alone used one, so I'm utterly clueless.

*

By all means send in your lists for Castle and Treasure - I'll publish at least the longest list.

I don't have any hints or solution for "Faulty Towers", so will have to appeal to readers to help on this matter - *anything* will be useful.

For about 4 years I typed up Probe on an Atari STe so I know a little, a very little, about the original machine. I have managed to find out how to work PaCifiST and WinSTon once they are running correctly and hopefully details will be printed elsewhere in this issue. I have working copies of both PaCifiST and WinSTon on my machine, and as recently advertised in Probe I can get WinSTon plus one game, such as "Droolig and the King's Gold", "Lasar" and "The Mystery of Old St. Joseph" on a floppy. It works on my machine, and maybe it will work on yours. As the name implies, it runs through Windows.

If anyone can write an article for us idiots, please, please send it to me. (Barbara)



"For that problem, sir, you need to contact the wizard of DOS."

From John Ferris of Potters Green, Coventry

Thanks for the latest issue of Probe, it was a sight for sore eyes after I returned home from night shifts at sunny Grimsby. After said shifts everything is feeling a little surreal, it's a sort of jet lag.

Your editorial was thought-provoking, you must be having quite a struggle keeping Probe going and yes, I know I fall into the "not active readers" category. Time seems to be my problem. Put it this way, at work we are supposed to take all our holiday entitlement by the end of March. As of today, I have six days holiday left to be taken before Monday. I'll get to carry them over, but that moves the problem over to next holiday year. The more time I work in Grimsby, the further behind I get in my normal job. The less holiday I can afford to take. At this rate, if I'm spared, I'll take half of 2008 off.

The idea of Probe moving to a web based publication (hopefully it won't come to that) is an idea which has been proven to work. The ICPUG (Independent Computer Products User Group) ran for 20 years with a printed journal, then ceased rather suddenly. ICPUG now exists on the web and seems to be doing reasonably well.

Barbara, if it does come to having to put Probe on the web, considering what happened with ICPUG (last printed issue got somewhat catty) I recommend that the transfer to web is organised and implemented well in advance, or as in advance as possible. I would prefer to have Probe as a paper magazine, but that's probably a bit rich coming from a non-contributor. I actually enjoy reading about the Spectrum adventures, especially as I can play them on an emulator.

Incidentally, when you said (page 5) that "Most players will romp through a simple verb/noun game of the 80's" I actually laughed out loud. Gee, I must be really thick.

I'm sure you will have a number of offers for people who might wish to look after, host, publish or whatever webby word means "do" the Probe web sight. At the moment I have a domain (web site) called

www.adventureprobe.f9.co.uk

There is nothing on there at the moment. There is no point me offering to host it because I would be rubbish at it, I wouldn't have the time to give it the attention it deserves. It arose from those internet articles I wrote yonks ago.

If you get a willing volunteer to do it, hold on, you could do it yourself. If you can figure out a DTP package, Barbara then you are probably overqualified for web publishing! A web authoring package (I have a demo of Hotmetal 3 which would do it) and an FTP program and you are away. And then you wouldn't have to worry about keeping to deadlines.

Anyway, if you, or willing volunteer(s) want to use the website (because the address is good and easily remembered) then it should be a simple job for me to transfer ownership to whoever. A matter of changing owner details and passing on passwords (which should be changed). I will check this out with Force9 (ISP). Oh, it's a free site as well with local telephone access rates.

There also is something called "an Electronic Forum" which is a glorified mailing list. Basically a Forum is a number of users, each with an email address, a sort of club. When a member emails the forum, the email is automatically forwarded to every member. It's like a private newsgroup, only you don't get any weirdoes trying to post XXX website addresses and suchlike. It's also possible to moderate the content. On the one I use, it's also possible to communicate by chat and even voice (need a microphone attached to your sound card) which might be fun.

If this is of interest to you, I could set one up quite quickly. The fact that more than one person can "moderate", if required, means that holidays (in Grimsby) won't get in the way. Only downside is that each email has a short advert attached (about 3 lines) which a. keeps the service free and b. never gets read by me anyway!

Just a few ideas, but hopefully Probe will continue on paper. If you wish to publish this email next Probe, please feel free or reply by email.

*

I know readers have other commitments and demands on their leisure time, and that Probe is not the "be all and end all" for you as it is sometimes for me. Providing the readership doesn't fall below an economic level (see my editorial for thoughts on this), and I can assemble enough material each month, I see no reason to cease publication in the near future. However, I am the sort of person who likes to take a small step before the big one, and I should have a copy of HoTMeL Pro 4 soon so I can make up a dummy website and play around with it - in my spare time, of course, before making a final decision. I'll let you know if I succeed. I've already let John know I don't need the www.adventureprobe.f9.co.uk site - see my editorial for explanation. (Barbara)

From Kez Gray of Warrington, Cheshire.....

Greetings A.P. fans everywhere!

I noticed in the last issues' editorial our good lady editor Barbara was concerned with the lack of contribution/input to the magazine from readers and was considering whether or not to put A.P. on the 'net as a website. This is a shame as I find I quite enjoy reading through the 'zine in it's A5 booklet format inbetween computer sessions. So come on people out there - let's save A.P. by throwing in a bit more input - what d'ya say?

I also noticed that Peter Smith and Steve Clay commented on my usual Ghosts, Ghouls & things that go "Woooaah!" section - thanks guys. I will now attempt to expand on the things you brought up.

Peter - Yes, you're correct about the "Hand of glory". I've come across various lores and concepts about this particular subject. The Hand of glory was the hand (usually the left hand) cut from the corpse of a criminal (usually a murderer) as they hung from a gibbet or hangman's noose (probably to save having to dig up the grave). It was an item supposedly used a lot by witches and thieves, as one of its main abilities was (upon the user saying the correct incantation and lighting a candle in the middle of the palm - or (in other versions) the five fingers were set alight) to send everyone in the vicinity into a deep magical sleep. The item reputedly was created through black magic and was thought to have symbolic connections to the "Goat of Mendes" (the goat of witchcraft pertaining to Satanism which was sometimes depicted in a pentagram or a preachers' pulpit, with four horns and a long lit candle in the centre of its' forehead). The goat has long been associated with mystical religion as it was venerated in ancient Egypt as a symbol of fecundity and may have been the idol Baphomet, worshipped by the medieval Knights' Templar. It was turned by Judeo-Christianity into the devil, thereafter to be worshipped at witches' sabbats and satanic ceremonies.

Steve - Ah, the Edgehill mole! Now you ARE asking something. I believe I may have heard a whisper or two of data on this intriguing fellow - but unfortunately not enough for me to expand on the subject as fully as I'd like. But "Spring-Heeled-Jack" I do know something about. No-one ever caught him and no-one ever found out who he was (or if indeed he was human when it comes down to it!). He didn't just appear in Liverpool though, he was sighted in various parts of the UK including London, Sankey and (believe it or not) Warrington. Wally Barnes (the infamous Warrington Ghost Hunter & Writer) actually wrote a report on this strange creature in one of his "Ghosts of old Warrington" book series. There are still a number of theories about Spring-Heeled-Jack" ranging from him being a ghost,

demon or being from another dimension - but one theory that was taken quite seriously was the possibility that he may have been an alien practical joker or inventor! The thing is he was last sighted jumping over a huge brick wall with super-human ease whilst yelling "Goodbye" and has never been seen since. Unless he re-appears sometime in the future I guess we'll never really know who (or even WHAT) he was....

Oh well - time for me to do some more Ghosts and Mysteries Hunting! So Ta-ta for now everybody and thanks for the comments - I'm glad you've enjoyed my section so far.....plenty more reports and stuff where they came from, as you'll hopefully find out this month!

*

Thank you for the vote of confidence. I intend to keep the paper version of Probe going for as long as possible, and, for a while, will probably run it side by side with any website I may operate. I like to flip through a booklet rather than scroll up and down a screen, and know many of you take Probe to work and read it on the bus, train, etc, and at breaktimes - you can't carry a computer with you, unless you are rich and have a laptop!

It is very interesting to read about local legends, and ghosts, demons, etc. are very popular at the moment, especially as the basis of films and television series. (Personally, I though American Gothic and Brimstone were the best, and they were cancelled, I wonder if they got took close to the true?) The "Ghosts, Ghouls and Things" I've been published from time to time have been taken from an article which listed them in alphabetical order, but inspired by the readers comments, Kez has sent me a separate article about a Dr. Wong Wen-hao, which I've published in this issue. (Barbara)

From Peter Smith of Waterbeach, Cambridge

Thanks for the latest copy of Adventure Probe! Reading your editorial made me a little sad. Don't let things get you down.

Firstly the Internet and World-wide Web has changed everything. At work I check out the Adventure game websites each day (much as other people check out the daily papers.) And there's the newsgroups. Adventure Probe does have a feeling to it which it would be difficult to do on a web-site. It often seems like with change you lose things - I'm sure that happened when books came along, and people starting reading stories rather than listening to story-tellers.

Secondly it was interesting to see your comment about PCs taking over. I've just had a frustrating time with the PC my mother has. The registry got corrupt (very easy to do this) and so I found myself reformatting the hard disk and re-installing Windows. That all worked to my amazement. It was then I realised I needed to re-install the modem if she was to get back online. I found this just impossible. Despite hours of trying everything I could think of, and reading magazine articles, I couldn't achieve this. Almost as hard as playing "Timelapse". It was enough to make me think about defecting to the other side and buying a Mac.

Thirdly there is hope perhaps for revival in the text adventure scene given that graphic adventures are in the doldrums. Southpeak's "20000 Leagues" has just got cancelled. I've started getting interested in text adventure partly because few true graphic adventures are getting produced. I'm in two minds about the new "Gabriel Knight" because it has some kind of arcade sequence towards the end. "Sanitarium" was a painful letdown as it too finished with an arcade sequence which I found impossible - it didn't beat with a tough puzzle, it beat me with reflexology.

I'd like to try and make it to "Adventure2000" (at least no mention of Millennium in the title given the dispute over when the next millennium starts.) I would stay overnight.

*

You have my sympathy. I too thought I would be offline for days when I decided to install my server's new software. It took four attempts before I succeeded, so goodness knows what it will be like if the modem ever goes wrong.

I like to check the main text adventure site at least once a week and find access is quicker during the day. I hope you are correct in your belief that text adventures are becoming more popular. I firmly believe that if Gilsoft had managed to release PAWS for the PC they wouldn't have gone "out of fashion" quite so quickly; but as most of you know, they have never "gone away", and with C.A.T. already available, and the imminent release of A.C.E., things are looking good.

Thanks for the warning about "Sanitarium". I 'm a long way from completing this game, and I think I will leave it alone for a while. (Barbara)



REVIEWS

THE TWILIGHT ZONE

First Row Software/CBS

Review by Dorothy Millard (PC & Amiga Versions)

On the PC version of The Twilight Zone, the opening screen went so quickly it wasn't possible to read it without the aid of a "slow-down" program. Graphics take up most of the screen with four lines of text at the bottom. The quality of the graphics in the PC version are very poor and blocky with only a few colours. However the graphics on the Amiga version are FAR superior and pressing the return key closes the graphic allowing you to read the text more easily. Additionally the Amiga version has atmospheric music.

It is a surreal game in which you are in the dream world of the Twilight Zone. There is no real story as such (unless I missed something in the packaging because I downloaded both programs from the Internet). You go from scenario to scenario doing heroic deeds. I don't think I will be giving too much away if I tell you that later on you learn that you are being tested by aliens. The first scenario commences with you in a sloppy but familiar bedroom where after getting up and getting dressed, you head towards the railway station and board a train. Reading the newspaper you learn that the lead story is about a woman who was killed in a freak accident at the railway station yesterday. Shortly you are confronted by your first challenge, how to get away from the man who turns into the grim reaper and chases you and in the process you must save a young boy.

After burying the body of a soldier you find yourself by a picket fence which you have been building and onto part 2. Going north you see a burning barn where you hear a cry for help. Another heroic act sees you saving the little girl who is inside. Heading towards a nearby truck a woman hands you the keys but when you put the keys in the truck and start it, instead you find yourself on the racing track. Note some Americanism creeping in here in that you must type STEP ON GAS and STEP ON BRAKES in order to operate the car. Eventually winning the race you step up onto the podium, but when you reach out to take the trophy everything goes black and you are in the next scenario being knighted. Apparently you are the last hope to save the kingdom. A large part of this section consists of answering riddles in order to open doors. The riddles aren't difficult and even I (who is notoriously hopeless at answering riddles) managed to work them out. Once through all the doors you arrive in a large man-made room where you see two wicked devils sitting on a pedestal.

After answering yet another riddle you are able to take the sword and return it to the king. Having saved the kingdom you find yourself in a long sweeping field where you see an exit sign in midair. Going through the exit you are swimming in non-existent liquid and then finish up back in front of Duvall's toy store ready for part 3.

Heading towards the warehouse and entering, you fall into the water and swim to a nearby island. Going north you are outside a large mansion where you meet the hunter who challenges you. Having been blindfolded and led away you are taken to the jungle, the blindfold is removed and the hunt begins. Going south finds you face to face with a hungry tiger in the jungle. Having managed to outwit the tiger you must use your wits to survive and eventually trap the hunter. Boarding a nearby boat you are transported back to the warehouse and must visit the museum which is guarded by lasers. You enter to the mirror room and after a number of button presses find yourself on a stairway. After making your way through several more doors you finish up in a huge stadium where people are cheering for you and apparently you have proven yourself and your entire species. There is a twist at the end which you must learn for yourself.

This is quite an old game and it shows in the quality of the parser, e.g. examine must be typed in full and the PC version understands take not get, but the Amiga game did understand get and on the whole the parser in the Amiga version was better. However pressing F3 on the PC version repeated the previous move and this didn't work on the Amiga. Both versions understood GET ALL and TAKE BALL THEN EXAMINE IT. The programming is a bit iffy in places, for example in one location you are required to throw a brick through a window in order to gain access, but if you try to examine window you are told it isn't there. On another occasion there is an object "some grass" but if you try to examine grass you are told "it's not here" and examining the girl when carrying her tells you she is not here too.

On the whole I enjoyed playing THE TWILIGHT ZONE. I would definitely recommend playing the Amiga version with superior graphics and sound, rather than the PC version.

The PC version can be downloaded from

<http://www.theunderdogs.org>

or send me a blank disc. I think if you use the tz.bat file to start the game it will be a text-only version. I don't know if the **Amiga** version is available for downloading, but I have a copy if anyone is interested. (Barbara)

HARBORO

Written by Dorothy Millard

Reviewed by Edwina Brown on a PC under C64 emulation

Harboro is one of Dorothy's earlier games, and the very first of hers that I played. Then it was on the Commodore, I have now replayed it on the P.C. and enjoyed it just as much as before. Dorothy tells me the locations are based on the Leicester town of Market Harborough, where her mother used to live. Some of them are fictional, but anyone knowing this town will probably recognize the canal, market, pubs etc.

You play the part of Special Inspector Francis and have been sent to Harboro, a small market town in England. At the start of the adventure you find yourself in the interview room at the town's police station. A murder has been committed, and although the police have arrested a suspect they do not have enough evidence to convict him. So your task is to gather more, and return to the police station with it. The police will then be able to proceed further. You are given a letter which will enable you to get some money, but everything else will be entirely up to you.

It is advisable to first make a map, as the town is large and it is easy to get lost. You can wander along beside the canal, visit the park, an ancient stone circle, local church, and many other places. You can buy a drink at the Queen's Arms and visit a few shops. In one of them, in order to obtain something you need, you have to be light fingered! Don't worry though, it is in a good cause. Make sure you smarten yourself up before visiting the Manor House, then you will be able to enjoy tea and biscuits. You should have something to give the lady of the house, if so you will receive a useful item in return. In your wanderings you will meet some colourful characters. There is a hungry beggar, a thug who won't let you pass, a vampire, some shopkeepers and of course the lady of the manor.

Of course there are a lot more things to find and do, so this game should keep you engrossed for a long time. It is not one of Dorothy's more difficult ones, so even novices to adventuring will be able to enjoy it. If you haven't already played Harboro, why not give it a try?

Available for **C64 (tape or disc)** from Adventure Probe, price **£2**, 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. They can also be downloaded from the Internet - I'll try to find out the best sites for the next issue. A Spectrum version of Harboro may have been released. If you have a copy please let me know (Barbara)

GHOSTS, GHOULS AND THINGS THAT GO "WOOOAAH!" IN THE NIGHT

by Kez Gray

This month we move from the UK to an interesting report I came across from China about the deadly appearance of a ghostly Concubine.....

Dr Wong Wen-hao (who was the Chief Secretary for the Government in Nanking) was driving from Nanking to Wukong in 1954 when he became involved in a motor accident which left him seriously injured and unconscious for more than six weeks. Whilst in his unconscious state he sometimes would mutter incoherently, complaining that "some woman" was bothering him and he wished her to be driven away. Suddenly one day, for no apparent reason and with great difficulty, he wrote the three Chinese letters that spelt out the word "Sze".

Concerned about Dr Wong, his son-in-law consulted a planchette board (a device similar to a ouija board for contacting and talking to ghosts or spirits) and surprisingly received two messages believed to have been sent by Dr Wongs' mother. The messages were "deceased Concubine" and "make the grave early".

Upon further inquiries the son-in-law discovered that Dr Wongs' grandfather had started a business in Shanghai, and that a young Concubine named "Sze" had loaned him the money to do so. After the grandfathers' death, his family had turned their backs on the Concubine and simply would not recognise her. Sze entered a nunnery and not long after doing so she died and was given a perfunctory burial with no memorial to her name. It appears that several members of Dr Wongs' family whilst on their deathbeds, had reported that Sze the Concubine had visited them and demanded a re-burial and a memorial tablet in the family hall.

Dr. Wongs' father consulted a medium who revealed that Sze had caused the motor accident in which his son had been injured, and that Dr Wong would die unless her demands were met in full. Dr Wongs' father was quite skeptical - but all the same he had Szes' remains exhumed and re-interred with the proper ceremony and had a tablet set up to her memory.

Unbelievably, three days after Szes' demands had been met, Dr Wong (whose recovery was thought impossible by his British doctor) actually - and fully - came out of his coma.

BACKING UP YOUR COMPUTER

by Laurence Creighton

Recently I bought a new PC, or rather had it made to my own specifications. I knew I would need to reinstall all my programs on to the drive, so prior to abandoning my old PC, I started making backups of data that I would need to reuse.

I felt it was a waste of floppy disks to back up the programs themselves - for them I have the original CDs or disks; it was the data that was to become a nightmare. Many files, and directories, were well over 1,44 megs which is the capacity of a floppy. I could have made use of Microsoft's Backup, but I knew from past experience that it is slow, unreliable and decidedly "iffy." I have Lotus Smart Suite, and one of its programs is Lotus Organizer in which I store anniversaries and birthdays. This data file is now almost 3 megs big. How to preserve it? - It certainly would not fit on to a floppy....

I looked on the Internet, and found a freeware program called "SplitIt-95". It is so easy to use, A non English- speaking could use it! Basically it splits a (one) file into pieces, each of which fits on to one floppy. To join the pieces up again, one merely copies them into the relevant folder and hits the join button!

I have many folders, such as clip art I have accumulated which is 20 megs big. I zipped them all together using WINZIP and split the resultant file into separate floppies that could later be joined again to form one file or folder.

These disks I will not wipe clean - they are my backups. Everyone has or will experience a crash and it is wise to copy your own created data to a floppy, say, every Monday night. One day when Armageddon arrives all you have to do is reinstall your programs and reinstall the zipped and split files. Join them and then unzip.

What precipitated this missive? I had a crash last week - on my new computer!! It just would not boot. My guru had to reformat the Hard Drive and reinstall (detestable) Windows 98. Thank heavens I had all my data on floppies and ready to use. It took me only two full days to reinstall and add the data.

May it never happen to you.....but be prepared.

PABLO PICKAXE MOVES HOUSE

A Shaggy Dog Story

by David Hebblethwaite

'Down, boy! Down! I said *get down!* No, not that—*please!* Nooooo!'

Merlin Mudpie looked on in horror as his dog, one of those huge, slobbering, shagpile-carpet-on-legs affairs, ripped up his copy of Bigdipper's *Elemental Card Tricks for Beginners*.

'That cost me an arm and a leg!' he wailed. 'No, no, not the'—a crash of broken pottery and the splash of water soaking the floor—'screaming pool.'

'BAD DOG!' shouted a voice from the doorway. The dog instantly froze, then sat on its haunches. It began to whimper.

'Pablo!' exclaimed Merlin as the adventurer ambled into the room.

'Aw, come here boy,' said Pablo, and the dog wandered over meekly to lick his hand. 'Since when did you have a dog?' he asked Merlin.

'Since last week. I thought it'd be a change from the usual toads, birds, and rocks.'

'Rocks?'

'Don't ask. Anyway, ever since I got him, he's been eating me out of house and home. Literally. I don't know what to do with him.'

Pablo patted the dog's head. 'He seems all right to me.'

'Then why don't you have him?'

The adventurer looked up. 'Are you serious?' he asked. 'For one thing, my house isn't big enough.'

'Look, I'll *buy* you a house, if that's what it takes to convince you.'

'You're having me on now Merlin, aren't you? How can you afford to buy me a house.'

'I'm a wizard, I've got money...at least, I can magic it up.'

'Then why aren't you living in a big palace and rolling in it?'

'Do you think I want everyone to know? And besides, I've never managed to cast the spell before.'

Pablo read from the housing ads in that day's *Ouch Euphonium*:

"For sale: mansion with 4000 rooms, full retinue of servants, dragon pen, harem with wide range of concubines, only 5 million Gold Pieces..."

'Stop right there,' said Merlin. 'Find something cheaper.'

'Damn.' Pablo scanned the broadsheet. "Ah, this sounds good: attractive cottage situated in picturesque countryside. Extremely spacious. Needs a little work. 15 thousand Gold Pieces. Apply Loki Ladders." Sounds just what I need.'

Merlin was less enthusiastic. 'Well,' he said, 'the price is right, but Loki Ladders is a wizard, and a very tricky one at that. I wouldn't trust him as far as I could throw him.'

'I think it sounds all right. I'm going to go for it.'

Merlin smiled grimly. 'If that's what you want. But don't say I didn't warn you.'

Loki Ladders was a tall, dark-haired man with a very intricate beard. His small eyes glinted in the light, and when he smiled it put you in mind of the word 'vizier'.

'I'm so glad you're interested in the house, Mr Pickaxe. It's only a short walk to the property, if you'd like to come with me,' he'd said.

His 'short walk' had turned out to be a long trek through rough scrubland, dense forest, and near-impassable mountains. And after running from trolls, wolves, and angry birds with impossibly large wingspans (*That's the kind of roc Merlin was talking about*, though Pablo as he ran for his life), the wizard, the adventurer, and the dog had arrived in an empty field miles from anywhere.

'Here we are,' announced Loki Ladders.

Pablo, gasping for breath, looked around. 'Where's the house?' he gasped.

Ladders took Pablo's bag of Gold Pieces. 'This is it,' he replied, gesturing at the field around them. 'I told you it needed a little work. Have fun.'

He disappeared.

Pablo sank to his knees.

The dog licked him.

AS RARE AS by Steve Clay

This little piece was prompted by what seemed to me to be a simple request; "Do you have an Amiga mouse?"

The response was along the lines of; <intake of breath> "An Amiga mouse? Their as rare as..."

...Hens teeth.

...Nuns bad habits.

...rocking horse poo.

...an honest politician.

...a PC that is still state of the art by the time the cheque has cleared.

For anybody interested I obtained my Amiga mouse from Hisoft. The price was £4.95 each. I ordered two and they charged me just £2.00 p&p.

TOO LATE sent in by Laurence Creighton

A young executive was leaving the office late one evening when he found the CEO standing in front of a shredder with a piece of paper in his hand.

"Listen," said the CEO, "this is a very sensitive and important document here, and my secretary has gone for the night. Can you make this thing work?"

"Certainly," said the young executive. He turned the machine on, inserted the paper, and pressed the start button.

"Excellent, excellent!" said the CEO as his paper disappeared inside the machine. "I just need one copy."

THE AIRPLANE

sent in by Laurence Creighton

One night, a twin-engine puddle jumper was flying somewhere above New Jersey. There were five people on board: the pilot, Michael Jordan, Bill Gates, the Dalai Lama, and a hippie. Suddenly, an illegal oxygen generator exploded loudly in the luggage compartment, and the passenger cabin began to fill with smoke. The cockpit door opened, and the pilot burst into the compartment.

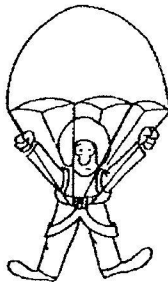
"Gentlemen," he began, "I have good news and bad news. The bad news is that we're about to crash in New Jersey. The good news is that there are four parachutes, and I have one of them!" With that, the pilot threw open the door and jumped from the plane.

Michael Jordan was on his feet in a flash. "Gentlemen," he said, "I am the world's greatest athlete. The world needs great athletes. I think the world's greatest athlete should have a parachute!" With these words, he grabbed one of the remaining parachutes, and hurtled through the door and into the night.

Bill Gates rose and said, "Gentlemen, I am the world's smartest man. The world needs smart men. I think the world's smartest man should have a parachute, too." He grabbed one, and out he jumped.

The Dalai Lama and the hippie looked at one another. Finally, the Dalai Lama spoke. "My son," he said, "I have lived a satisfying life and have known the bliss of True Enlightenment. You have your life ahead of you. You take a parachute, and I will go down with the plane."

The hippie smiled slowly and said, "Hey, don't worry, pop. The world's smartest man just jumped out wearing my backpack."



WHERE TO FIND PC and SPECTRUM ADVENTURES ON THE INTERNET by Barbara Gibb

The main site for PC text adventures is run by the German National Research Centre for Information Technology based in Sankt Augustin, Germany, Europe, Planet Earth (their words). This is a no-frills site, by which I mean there are no banners, no graphics, no coloured text, no fancy effects, etc. to annoy the serious user. The database is well organized, and if you go to the main site at

`ftp://ftp.gmd.de`

you will see a selection of directories. Click on **if-archive** to see more folders, one of which is **games**. Click on this folder to get yet another selection. You are getting closer to what you may be looking for as the choice now includes **agt**, **alan**, **inform**, **pc**, **pheonix** and **tads**. Within each of these folders are the actual adventures you are looking for. For example, if you want a copy of "The Mulldoon Legacy" click once on **inform** and then the game filename to see

`ftp://ftp.gmd.de/if-archive/games/inform/Mulldoon.z8`

in the location box of your browser.

Now you have to save it to floppy disc or hard drive. The method depends on what sort of file it is, at least in my experience (please correct me if I am doing it wrong). If it is zipped it generally brings up a requester asking if you want to "open it" or "save to disc". Click on "save to disc" to bring up a "Save as" window. Browse to find the drive and folder you wish to save to (I advise either a floppy in drive A or a temporary folder on your hard drive), make a note so you don't forget about it and can find it when you are offline. Downloading can take anything from a fraction of a second to a couple of minutes, and the window will automatically close when it is finished. Sometimes the file will load on screen, in which case you have to use "save as" in the FILE dropdown menu on your browser (I use Netscape but Explorer is probably very similar) and select where you want to save it. as above.

Large games and those with multiple files are zipped, and these are easily unzipped with PKunzip or Winzip. One word of warning, some adventure files require the interpreter or run time system to be added before they will run, e.g. Mulldoon.z8 needs either frotz.exe or WinFrotz.exe. (depending

on whether you wish to play it through DOS or Windows) and some, such as a TADS game may need tr.exe and/or trcolor.exe plus several more or even completely different ones, if an older game (I have never fathomed out how you know what it wants so I generally give it everything to be on the safe side. I'm sure this is wrong but so long as the game runs, who cares!). The most recent TADS games require htmiltads in order to run. AGT games, when unzipped, usually come as a complete runnable game, which is nice, as Mark Williams says in the famous advert. The necessary interpreters are found in the if-archive menu, or you could do as I do, find a similar game that you know works and copy the files across to the new game's folder.

The German site is mirrored in several parts of the world. I find that the UK site is often quicker to access, so it is worth trying

www.firedrake.org/if-archive

I'm not sure of the addresses for other parts of the world. If anyone knows, please let me know and I will add them to the list. (Firedrake's homepage also has a link to a website that lists sites for conventions, which, when I have the time, I will investigate further.)

If you want to play Spectrum games on your PC using a Spectrum emulator, you can download adventures from The World of Spectrum, run by Martijn van der Heide of The Netherlands. The home page is

<http://www.void.demon.nl/spectrum.html>

From there you can look at various sections. **Archive!** contains the games files, including a section for text adventures. There is a large selection, including games by Karen Tyers and Larry Horsfield who have given their permission. There also seems to be a lot from the Zenobi catalogue but how legal this is I'm not sure. The games come as .z80, .tap or .sna and download quickly. The files are accessed by clicking on a letter of the alphabet, e.g. R gives a list of games including Rhyme Cryme by Karen, Revenge of the Space Pirates Pt.1 & 2 and Run, Bronwynn, Run by Larry, and Realm of Darkness by Jack Lockerby.

Emulators can also be downloaded from this site; **Z80 (v3.05)** and **X128** are two of the best. They may require additional files before they will run, and these should be available from the same site. The Z80 will probably be the shareware version, which has limitations. The X128 is freeware, and the one I supply on the disc with Adventure Probe Software games.

HOW TO USE THE WINSTON ATARI EMULATOR FOR THE PC

by Barbara Gibb

What you will need

The WinSTon emulator can be downloaded from the Internet. The latest version is v0.2 release 2. It will have to be unzipped. The emulator usually requires the correct TOS roms (Atari operating system) to be added before it will work - these are also available from the Internet. Download at least 3 **TOS roms** (I suggest 1.00, 1.62 and 2.6 but as they don't take much room why not get them all). The Little Green Desktop website is a good place for everything you need. They have an appropriate name, and helpful advice in Atari-style windows. Contact them at

<http://winston.fatal-design.com/desktop>

You will also need one or more adventures in a format that it can read; these must be copied into the **DISCS** folder. The German site at <ftp://ftp.gmd.de> seems to have only a few, and I have never got any of them to run. There are other sites, but these seem to only offer arcade and rpg type games. Zenobi have 5 CDs with "piles of games" on them, but these are also mainly arcade and rpg games. The only adventures I have are those converted by myself and a third party because they are not available for the PC and therefore playing them under Atari emulation is the only alternative to playing them on a genuine Atari ST.

When first running the emulator you may have to configure it to suit your computer. Click on the **OPTION** icon (left of the heart button) . The TOS may need changing. Look in the **files** subfolder - **TOS 162.rom** works on mine for most adventures, but TOS 2.06 is needed for some, so browse for one that works.

To load WinSTon and Adventure

As it is meant to run through Windows, you will have to open the appropriate folder and double click on the **WINSTON.EXE** file to load the emulator. (A **shortcut** does, of course, eliminate a couple of stages.) You should see the standard green desktop screen of the Atari ST. Even if you haven't used a genuine Atari ST you will know you have the right screen when you see it.

The **F12** key toggles the cursor between a black arrow (Atari) and a white arrow (Windows). So, if your cursor is a black arrow, press **F12** to change it to the Windows arrow. Use this to click on the button for drive A (the left one of the two at the top left of the window). This will open a window showing the selection of games in the DISCS folder. Click on the title of your choice, then click on **OPEN**.

You will now be asked if you wish to "reset ST", so click on **YES**.

You should now see a window and your cursor should be a black arrow as you are now playing on an "Atari". Carefully double click on **RUN.TTP** (if viewing as icons) or **game filename** (if viewing as text). Type in the filename of game if requested, and press enter or click on **OK** for the game to load. Some games will show a game prg. icon - double click on this for it to automatically start. A two-disc game does not seem to work from both drives, so toggle the cursor and insert the appropriate file into drive A on request, and say **No** when asked if you want to reset ST.

Saving and Restoring a Position

Saving a position and restoring it depends on the game being played, e.g. for an AGT game just type **SAVE** to get the usual request for a filename; type whatever you wish to use as a filename and press enter for it to save.

To restore a position, type **RESTORE** during play to be given a list of filenames for any saved positions for that particular adventure. Type in the chosen filename and press enter for the adventure to resume from that position. If the "disk" becomes full you can delete an unwanted saved position by dragging the appropriate icon onto the trash icon when the window is open on the green desktop screen.

Quitting the Adventure and Emulator

Typing **QUIT** in the adventure you are playing should return you to the green desktop screen.

Press **F12** to get the white (Windows) cursor back. Now click on the cross in the top right hand corner of the window, and any subsequent windows, to close down.

This is just my way of doing things. If anyone can add or correct details, please let me know.

Next month I will attempt to explain how to use PaCifiST.

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 KINDLY 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
Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

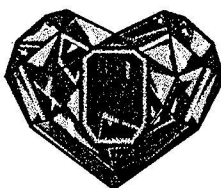
EDWINA HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

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

© Peter Clark 1999

PETER HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE SPECTRUM, AMIGA(e) and PC(e)

Do you have a cupboard full of adventures that you found impossible to complete?

Do you wonder why there has never been a solution offered for some adventures?



The answer is usually because the adventures are bugged!

Dorothy Millard is on a crusade to find these adventures and ensure that they can be played to a finish. The following "fixed" adventures are the result of hard work by many people, and I am grateful for their help.

If you would like a version that you can at least complete, I am offering them at **£1.50** each to cover costs.

DUNSHALT DONUT

MAGICAL MYSTERY TOUR

THE SEFTON MANOR ASSIGNMENT

Available for **Spectrum** (tape or 3.5" or 5.25" +D)
also **Amiga** and **PC** under Spectrum emulation

from

Adventure Probe
52 Burford Road
Liverpool L16 6AQ

(If you have any adventures that you think fall into the above category, please let me know and I will see if a "fixed" version can be found....Barbara)

ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE PC

THE PRINCESS TRILOGY

JACK OF HARTZ
by Bev Truter

SIR ARTHUR
by Lyn

THE SEARCH FOR PRINCESS ALANDRIA
by Jason Billard

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

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

All three adventures on one disc

only **£1.50** from

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Liverpool
L16 6AQ



OBJECTS AND THEIR USES

TREASURE ISLAND (Jack Lockerby) - available for Spectrum, C64, Atari ST, Atari(e), Amiga(e) and PC(e)

Part One

BAG OF COINS - Go to Spyglass Inn and give the bag to Long John Silver.

BARREL - By the main mast aboard the Hispaniola. After you have fed the rope into the davit two crewmen will pass talking about a meeting at the barrel - enter the barrel and LISTEN. Go to the Captain and him about the mutiny. You are told what to do once you are on the island (part two).

BLACK SPOT - In Billy Bonds clenched fingers. Open fingers or unclench them. When accosted by muggers in Bristol just SHOW SPOT.

BOOK - Search Pew after he has been killed. Give it to the Captain.

CHEESE - In the larder. If you take it Silver will reappear and take it from you. You can only enter the larder when Silver is not in the galley.

CHEST - In the cupboard. Unlock it with the key from Billy Bones.

DAVIT - At stern end of ship. Feed the rope then releases lever. This is how you get back on board in part 2.

EYE PATCH - Buy it with the penny and wear it to enter the Spyglass inn.

KEY - Around Billy Bones neck. Examine the bed, examine the body, then undo buttons or open shirt. The key unlocks the chest.

MAP - In the oilskin packet. Give it to either the Doctor or the Squire.

PENNY - In the Longboat in which Blind Pew arrives. Once the pirates are in the inn searching for the map, you have sufficient time to go to the cove and search the longboat.

PIRATES - They appear when you first LOOK OUT TO SEA but make sure you have found the map beforehand.

PIRATE GUARDING STORES - Give him the tankard of rum.

ROPE - In the store room aboard ship. See davit.

SCROLL - Go aboard the Hispaniola and give it to Captain Smollett.

TANKARD - In the galley. You can't get it whilst Long John Silver is around. Tell him to report to the captain.

Part Two

AXE - In deep excavation. Sharpen the axe on the White Rock, then use it to chop the trees at location of Pine Trees east of Stockade.

BERRIES - On the twisted bough west of the Stockade. Drop the berries where the goats congregate. When a goat appears just MILK GOAT.

CAVE - To find it TELL BEN ABOUT SILVER/MUTINY. If you TELL DOCTOR ABOUT CAVE (after you have found it) he will give you a paddle.

CHEESE - Give it to Ben to find out where the coracle is hidden. With a pail of milk and spoon, STIR MILK which turns to curds and finally to cheese.

CORACLE - Found in the tent down from large bird after you have given Ben Gunn some cheese. Use it to board the Hispaniola after the mutiny has started. When you come up against the anchor rope cut it (ned knife) to set the ship free. Keep paddling until the stern of the ship is towards you.

MOTH - Go up the large tree, examine the branch to find a caterpillar. Pick a few leaves and put both caterpillar and leaves in your pocket. The caterpillar will eventually change into a moth. Release it at the White Rock.

PAIL - Search the cave to find it - see berries.

PICKAXE - Found in the deep excavation. Use it along with the shovel to repair the north wall of the Stockade.

PISTOL - In swamp-like area frequented by wildfowl, west of North Inlet. When you hear men fighting, HIDE until all is quiet then search the dead pirate. Back on the ship Israel Hands will help you beach it but he will kill you unless you carry the pistol and KILL ISRAEL or FIRE PISTOL.

SPADE - Found in deep excavation - see pickaxe. Dig several times in deep excavation to find a doubloon and a bar of gold. Also dig in cemetery to unearth the knife.

UNSQUARED TRUNKS - Needed to repair wall of Stockade.

WOODEN SPOON - Search the Stockade. Needed to make the cheese.

GETTING YOU STARTED

MULLDOON LEGACY (Release 4) played by Barbara Gibb on a PC

You start in the Tangled Forest being pursued by a mob of men as you have just shot one of the King's deer. I (a piece of blue coral which you snatched from the neckband of the deer), X CORAL, RUN (repeat if necessary until you enter a clearing - see a mesh of purple light), PUT CORAL IN MESH (creates a vortex), ENTER VORTEX (transported to the top of a tower turrent 2 miles away from your pursuers). When you press the spacebar the game "restarts" outside your grandfather's museum, in the present.

I (note from your grandfather, a museum key and a torch), X TORCH, X KEY, X NOTE (note details, especially reference to "the other key", nice pun), X BACK OF NOTE (note details), X URNS, FEEL IN URNS (now have a half brick), N (top of steps - see a keypad), X KEYPAD (see 4 numbers), PUSH OTHER KEY (as advised in the note), PUSH SELECT (hear a clunk), UNLOCK DOOR WITH KEY, OPEN DOOR, X DRAGON, RUB DRAGON, X UNICORN, RUB UNICORN (it will make a "re-appearance" later in the game, but earlier in time!), N (into foyer of museum).

X DAIS (see a black button), DROP ALL *before* STAND ON DAIS, PRESS BUTTON (nothing seems to happen), WAIT, WAIT (an upside-down Christmas tree lowers through the hole in the ceiling! - you have 4 moves before it ascends but can press the button again if necessary), X TREE (not in good condition, you see fairy lights), ENTER TREE (must have empty hands), X BULBS (off), TURN BULBS (tree ascends - dark if you haven't turned on the fairy lights). You are now in the Museum Shop area.

W (souvenir section), NE (surrounded by brochures), X BOOKLETS, TAKE GUIDE, X GUIDE (can be use as a reference), S, E, LOOK UP MUSEUM IN GUIDEBOOK, LOOK UP SHOP IN GUIDEBOOK, ENTER BOOTH. X TERMINAL (need a password), LOOK UP ADVERTS IN GUIDEBOOK (note adverts if plural, cameo is mentioned in first advert.), TYPE CAMEO ON KEYBOARD (see a map), EXIT, W, NE, X PHOTOCOPIER, MOVE PHOTOCOPIER (reveals a small hatch), OPEN HATCH, ENTER HATCH (dark), S (generator room), X GENERATOR, DROP ALL (guide slides down the chute), THROW SWITCH (need hands empty - nothing happens, come back later), S (down the chute)

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

(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), LEAVE TRAIN (you get off as there is a screech of brakes... the man was in fact the grim reaper – note in the PC version you must WAIT until you hear the screech of brakes), E (the grim reaper is following you), S (a young boy steps between you and the grim reaper), WAVE PENDANT AT REAPER (he halts but the pendant becomes hot and you drop it), SAVE BOY (you have defeated the reaper this time and in place of the pendant is a heart-shaped locket), GET LOCKET THEN EXAMINE IT (could hold a picture), S, S, E (by construction site)

HARBORO played by Dorothy Millard on a C64 - also available on PC(e)

(Start in police interview room), N (into the cells), EXAMINE CELLS (the suspect is behind bars), S, S, W, S, S, E, E, N, E (hardware store), E, STEAL PLANK (okay but don't get caught), W, S, W, W, N, SW, N (splash, you are in the round pond - good job it wasn't deep), NW, W, W, W, S, S, SE, SE, SW, W (banks of the canal), S (the bridge is down after the last storm), REPAIR BRIDGE (with the plank), S (across the repaired bridge to Charles Lane), W, SW (into housing estate), W, W (into white cottage), GET CREDIT CARD, E, S, S, E, E, N, E, S (School Lane), E (school playground), E (outside classroom), GET LEVER, W, W (back to School Lane), N, W, NW, N, E, N (across the repaired bridge)

HINTS AND TIPS

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

Got that sinking feeling? - hold the grass. Don't be in too much of a hurry to leave the quicksand, find something first.

Sieve the sand at your landing location.

At the entrance to the grotto, say an appropriate magic (anagram) word and wave the rod. Don't forget to examine the split boulder.

A pair of wings and a scale can be found in the grotto.

LISTEN to the hermit's last word when you give him the leaf.

ARNOLD THE ADVENTURER 2 played by Barbara Gibb on a PC(e) - also available on Spectrum Atari(e) and Amiga(e)

Many of the locations in Arnold 2 were first visited in Arnold 1 and some characters you will meet will refer to your deeds in this game. It is more enjoyable to play the the trilogy in sequence.

Examine under the stove and sit on the chair to obtain two useful items.

You need the wheel and sawdust from the hamster cage.

Dig in the field to find a gold coin.

Burn the straw in the barn to find a spoon.

Give the cabbage to the boy in exchange for some beans.

The sailor wants something fishy - but it is a red herring and you can ignore him.

Blow the sawdust (into the eyes of the attendant) at the kennels to gain access to the back room.

Release Tharg who will now be your faithfully companion.

Give the spoon to the old woman.

Buy the axe and oil pouch at The Olde Shoppe.

The Dancing Adventurer

Bar - Lift the lid of the piano to find some wire.

Main bedroom - Examine under the bed to find a pen. Move the rug and prise the floorboard with the pen. Insert your hand into the hole to find a map.

At the lake - do not wake the fisherman, unless you want to die! Board the boat to go to the island (need chair leg as oar).

Give the Micro Adventurer magazine to the adventurer in the forest.

Eat the beans so you can jump onto a ledge.

To avoid the boulder, tie the chain to the handle then pull the chain.

You have to READ MAP when lost in the tunnels.

Throw the rock at the shelf to get the key.

Tickle the guard (to death) with the feather.

Examine under the bed in the cell to find a tunnel.

To free Winthorpe - kill the spider and CUT WEB (need the sword for both actions). Winthorpe will now accompany Arnold and Tharg for the rest of the adventure.

You will always get killed if you enter the courtyard.

Press the button for a wall to revolve.

Stand on the table in the secret room then go U to enter the master bedroom.

When you confront The Schwartze you are dead unless you have both the Tharg and Winthorpe the Wizard with you.

PUT (small) SCHWARTZE IN JAM JAR to complete adventure - now play Arnold the Adventurer 3.

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

Cell Block (east) - UNLOCK CELL (need set of keys) then enter the cell and pull the torch to reveal an exit north.

TURN WINCH to open the grate, allowing you to pickup the Ming Vase. OUT from here leads to the woods.

Masterpiece - Found in the room west of Wine Cellar. Examine it for a clue to a puzzle.

Mirror in Duke's Room - The message found on the North Ledge on the north side of cavern is a clue (See Precision Corner in the March issue for exact sequence of inputs).

When in the secret passage behind the mirror - PUSH ROOF to reveal an exit upwards to the Top of the South Tower.

Drop the iron bar in the Crevice Cave. It falls into a room below (the south end of the Split Room). Go there and pick it up and drop it in the north end of the Split room *before* you pick up the Globlet.

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

Clock Bomb on the roof

You need:-

Date from the SEED packet in Plants and Seeds dept. on Ground Floor.
TWEEZERS from Cosmetics Dept. on Ground Floor.
KEYPAD from Television Dept. on 2nd Floor.
PAPER from Aerial on roof.

Actions:-

Go to CLOCK, INSERT PLUG (into keypad).
TYPE 0104 (to defuse bomb).

THE DARK FOREST played by Dorothy Millard (C64 version)

BEAR TRAP

Avoid the bear trap which is north of the clearing where you start, east of Berry Hamlet, south of the field with the well in it and west of the market square.

Randomly you may find the right word to escape but it is easier to just avoid it.

OBJECTS

At random locations you will find various objects which you are asked if you wish to open. When you answer yes you will randomly either find the items listed below or an evil orc will jump out, losing you strength.

Old glass bottle – a large cloud of smoke appears and the essence gives you new strength and life.

Large oak chest – much treasure is contained within and you are a rich man.

Vellum book – contains six powerful spells.

Box of exotic fruit – you are so tempted that you eat several, they are delicious and add to your strength.

A gold locket on a chain – has a small portrait of the beautiful Princess Caroline. It is quite valuable.

PEOPLE YOU MEET

Whether you fight or run from the following people depends entirely on your attributes and whether you are strong enough. Fight with the attribute in which you are the strongest. Sometimes you have no choice but to fight.

Grendal the Hermit
Sir Rufus of Gascony
The Black Knight
A Band of Ten Robbers
A Ferocious Bear

WELL

The well is random and most times you will fall in and lose money and strength. If you do succeed however you will find a small niche in the wall hiding a gold figure, the Ram of Anag and carved on the base is the word "Grandos." This adds considerably to your wealth.

Note GRANDOS is an anagram – DRAGON.

GATEWAY TO KAROS played by Barbara Gibb on a BBC and PC(e)

Go NW at the "thickest part of the forest" to a narrow defile. HACK PATH and go N to enter the Hidden Valley. Find the large cave which has 6 gold coins.

Go to the Armourer's Shop and buy the sword (25 copper coins) and coat of mail (40 copper coins).

Go to the Small Shop and buy the screwdriver and rope (5 copper coins each).

Unscrew the cylinder to find a small metal plate inside. The inscription can't be read without the aid of a magnifying glass.

You can fill the bottle with water at the stream.

(Next month - a long sailing journey)

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

Hedda's Cottage

Back at Hedda's Gate, dope the Dog by putting the Pill into the Bun and throwing it to the Dog.

Pick the lock of Hedda's front door. In the Hallway open the door into the Dining Room. A dog from upstairs means you must find an alternative exit from the House.

Another Trophy will be found on the Table

Reading the Book gives you the Magic Wall Spell.

In the Kitchen, a Phial should be found on the Worktops, and the door unbolted and opened to provide an exit.

Give the Axe to the Workmen, but you will have to wait 25 turns for them to finish. Speak and your reward is another Trophy.

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

Finding the Girl's Photo

Put the crucifix (which you should have made from the cane) in the hole in the base of the statue in the Priest's quarters, then turn the crucifix to reveal the photograph.

Opening the Wooden Box

Throw it into the river, then push it under the surface to unlock it.

You need the mechanical arm to get it out of the river one location to the east.

Assembling a Token of Respect

Pick some daffodils in the park.

Wrap them in the polythene bag.

Add the black ribbon from the coffin.



Entering your Uncle's Flat

Before entering the lobby of the block of flats ensure you are **carrying** the bunch of flowers (token of respect), steel key, credit card, iron bar and rope.

Show the flowers to the Landlady, then put them ON the other tokens outside the flat.

Unlock the door and try to open it, now put the credit card in the gap to lift the latch.

To ensure you can re-enter the flat, go to the kitchen and open the rear window. Go out onto the ledge and examine it. Put the bar in the hole and tie the rope to it.

You will have to leave the flat in 17 moves or less otherwise the Landlady will call the police.

JEWEL OF KNOWLEDGE played by Barbara Gibb on a PC

Rub the bug to produce a flame.

Ask Allarah the High Priest(ess) about each of the dragons and the jewel. Touch the mist to leave the Amylyan Druids' Temple.

Gypsum Flower Garden Maze - This is a brilliant idea. To progress you have to deal with the flowers in a different way at each location. e.g SMELL FLOWERS (you start to sneeze over one of the flowers, which disintegrates and the sediment is picked up by the breeze and blows to the NE) so go NE. At this new location you could try PULL FLOWER - this time the sediment is blown to the south. Continue until you arrive at an Obsidian Door.

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

At the South Side of the Swamp, the hemisphere on the machine flashes. PRESS HEMISPHERE and your other self appears. Providing you are carrying the crystals of endothorium, he will offer a swap for exomercurium powders. Agree to the swap and THROW POWDERS to freeze the Swamp.

In the desert, THROW DISC at the Pteromorph, then input YES to catch the egg, then go in the same direction in which the Pteromorph flew off.

The goggles must not be worn more than absolutely necessary. After following the Pteromorph, do down into the passages, but take no advice from the dog. Instead WEAR GOGGLES and go in the direction indicated by the fledgling in the egg. Waste no turns and DROP GOGGLES immediately when the fledgling breaks out of the egg.

When all six of the holocrys have been taken, take the cap, mirror and magnesium nodules back to the robot camp (use the password the correct way round). Go east, say YES to the dog and keep going until you emerge from the Molecular Singularity at the Top of the Hill where you see a pyramid guarded by robots.

The robots cannot see behind themselves. Wait at the bottom of the steps until they cross just above you. Go U, E, N, N, W, D to escape them. Save the game at this point as there is no room for error from now until the finish.

SOLUTION OF THE MONTH

LOST IN TIME

Written by Laurence Creighton

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

I (nothing), U, READ WRITING, D, E (inside shack), X BED, TAKE BLANKET, X BLANKET, SHAKE BLANKET (key falls out), TAKE KEY, LOOK UNDER [bed], TAKE PIGGY [bank], W, D, TALK STRANGER (given torch), TAKE PAPER (blows into valley - you will find it later), X TORCH (needs battery), SW, TAKE SPECS, X SPECS, WEAR SPECS, USE SPECS (coded hints), NE, SE, E, E (forge), X FIRE, TAKE SPATULA, SEARCH FORGE, TAKE BELLOWS, X BELLOWS (need repairing). Do *not* get coin out of piggy bank here. W, INSERT SPATULA (into piggy bank - coin drops out), DROP PIGGY, DROP SPATULA, TAKE COIN, TALK WOMAN, BUY APPLE (need coin from piggy bank), W, S (by barbed-wire fence), COVER FENCE (with blanket), CLIMB FENCE (see cave to south and brick building to east), UNLOCK DOOR (need silver key), DROP KEY, E, REMOVE BRICK (building starts to collapse), TAKE SPADE, W (to safety just as building collapses), E (to pile of rubble), DIG (need spade), DIG (again), TAKE BATTERY, INSERT BATTERY (into torch), TAKE DYNAMITE, W, ON TORCH, S (into cave where Harold wants food and chases you out), I (should have apple, if not go and buy it with the coin from the piggy bank), S, GIVE APPLE (he takes it and leaves), MOVE STRAW, TAKE BAR, X BAR (not much useyet!), X CRACK, TAKE LEAF, X LEAF (should be useful), N, DROP TORCH (not needed again), CLIMB FENCE, N, NW, U, E (in shack), X BULB, X WIRE, TAKE TAPE, MEND BELLOWS (with tape), X STOVE, X ASH, BLOW ASH (with repaired bellows - find sesame seed roll), TAKE ROLL, X ROLL, RUB SEEDS (off roll), TAKE SEED, W, D, SE, E, E (forge - if you have the bar the blacksmith should be here), TALK BLACKSMITH. Ensure you have used the bellows before you GIVE BELLOWS (to blacksmith), GIVE BAR (he strengthens it), X BAR, W, W, NW, U, U, W, X GRATING, LOOK THROUGH (grating), INSERT BAR, TAKE PARCHMENT, E (hungry), EAT ROLL (minus seeds!), D, D, SW, S (laboratory), TAKE BOTTLE, X BOTTLE (sulphuric acid), N (by fissure), X FISSURE, READ PARCHMENT, SQUEEZE LEAF (onto parchment), READ PARCHMENT, DROP LEAF, DROP PARCHMENT, I (should have dynamite, bottle of sulphuric acid and sesame seeds, plus helping specs if wish).

Good idea to save your position as this is a point of no return.

JUMP BACKWARDS (now across fissure), W (east shore of lake). X CANOE (has hole), LOOK IN [canoe], TAKE SOCKS, BOARD CANOE. Just west of centre of lake the canoe sinks. SWIM (to shore where policeman warns you not to take the dynamite into the village), W, N, NW, W, W (junction - don't go any further west than this whilst carrying dynamite), NE, N (outside village dump), E (need permit), PUT DYNAMITE [down], PUT BOTTLE [down], S, SW, N (dark alley), SEARCH ALLEY (found body and policeman arrives), HIDE (until he goes), X BODY, TAKE ID [card], X ID (needs photo), MOVE BODY, TAKE COIN, S, W, W (main street), SE, TALK QUOINE, X COIN (the one found under body), SELL COIN (given two £1 coins), NW, W (outside photobooth), IN (inside booth), INSERT COINS (now have photo), INSERT PHOTO (into ID - too big), X CURTAIN, PULL THREAD, TAKE THREAD, X SLOT, TAKE COIN, OUT, E, S, TALK TAILOR, GIVE red] THREAD (from curtain), TAKE SCISSORS, CUT PHOTO, INSERT PHOTO, N, N, WEAR ID, N (OK if wearing ID with photo), U, W (permit office), TALK CLERK, [say] DUMP, GIVE COIN (from slot in photo booth), X PERMIT, E, D, S, E, E, NE, N, SHOW PERMIT (it isn't the right one), S, SW, W, W, N (OK if still wearing correct ID), U, W, EXCHANGE PERMIT, E, D, S, E, E, NE, N, SHOW PERMIT (OK this time), REMOVE ID, DROP ID, DROP PERMIT (neither needed again), E (top of dump), X DUMP, TAKE TROWEL, DIG (not here), W, S, SW, E, E, SE, S. Before going east ensure you have the trowel. E (to lake, policeman will go away for one move only), SWIM (can only do this when policeman is absent), DIVE, X BED (of lake), DIG (need trowel - find vase). As you auto-surfaced DIVE again, TAKE VASE, DROP TROWEL (auto-surface again), SWIM (to shore), W, N, NW, W, W, W, N, TAKE DETONATOR (not for sale), GIVE VASE (given detonator), S, E, NE, N, TAKE DYNAMITE (left here previously), E, PUT DYNAMITE [down], W, X DETONATOR, EXTEND ANTENNA (of detonator), PRESS BUTTON (dump blows up), DROP DETONATOR, TAKE BOTTLE (of acid you left here), E, X BAG, POUR ACID (from bottle onto bag which disintegrates), TAKE DART (only item left in bag), X DART, W, S, SW, E, E, SE, S, S.

I advise you to SAVE or RAMSAVE here as there is a chance the dart will miss. S (outside cottage - see Doberman), FIRE DART (at dog - now docile), IN (see dead body and Harold the Hermit - without gun this time), X HAROLD, TALK HAROLD, GIVE SOCKS (from canoe). Harold says he will leave the sonic mobilizer with his friend at the flea-market), X BODY, REMOVE SHOES (from body), TAKE SHOES, X SHOES, REMOVE PAPER (the one dropped by the time-traveller and blew into the valley), X PARROT, GIVE SEEDS (parrot gives you a clue), FEEL UNDER [table], TAKE NOTES, X NOTES (£50), OUT, N, N, N, NW, W, W, W (outskirts), N (flea-market), TALK ASSISTANT, GIVE MONEY (£50 - now have sonic mobilizer), X SONIC, S, W, NW (village green), TALK STRANGER, GIVE SONIC, GIVE PAPER (with bar codes). 100/100

SERIALIZED SOLUTION

RAMA (Sierra)

The game begins with the player in a drone shuttle, being transported from the Newton bay to a spot at the hub site inside the shell of RAMA. When the player arrives in RAMA and exits from the shuttle, he or she is immediately greeted by Nicole des Jardins.

After Nicole speaks and takes the cable car down to the floor of RAMA, the player obtains his arm computer, an all purpose knife, and a flashlight from his locker, #2. None of the rest of the lockers are accessible at this time.

Approach the hub site computer and view the nine introductory vidmails. These vidmails can only be seen at this particular location in the game.

After Richard Wakefield's introductory vidmail completes, noise will be heard from locker #9 indicating that the lock has sprung. From this point forward, whenever the player is near this locker, a sound will be heard from inside it. Locker #9 doorknob will also become a hotspot after the Wakefield intro vidmail has been read. When the player opens the locker, Puck comes out and makes a little speech. Puck is then available to the player throughout the rest of the game, offering hints and information at key places. After the player obtains Puck, the cable car reappears at the hub site.

Next the player reads Michael O'Toole's introductory vidmail. The code given to the player (Code= 4143) by O'Toole in his vidmail will activate the cable car and carry the player down into RAMA at any time after Puck is in the player's pocket and the O'Toole vidmail has been accessed.

Walk away from the hub site computer after having seen the introductory vidmails. If the Wakefield and O'Toole vidmails have been viewed, then a realtime vidmail transmission from Francesca Sabatini will interrupt the game. Francesca asks the player to fetch her cigarette lighter from her locker. Her locker key, marked with the #6, is on an International Broadcasting Corporation (IBC) key ring somewhere around the hub site.

Find the ladder and descend to the ledge. View the nuclear bomb. Pick up Francesca's key ring that is lying on the ledge in the opposite direction from the bomb. Return to the lockers at the hub site.

Open locker #6 (Francesca's) and obtain eight objects that are inside. The objects are her cigarette lighter, three matrix puzzle pieces (PL11x- Good, PB32z- Bad, and PL21y- Bad), two map puzzle pieces (NY Map Section A and CP Map Section A), an unmarked key of exactly the same vintage as the key that was used to open Francesca's locker (which can only be seen if everything else is taken out), and a data cube containing a written memo from Francesca to David Brown about strategies for obtaining greater personal publicity from the mission. This data cube may be inserted into the computer and read.

Discover that the new key opens Otto Heilmann's locker (#7). Obtain two objects that are inside, namely the straight lens for the optical instrument in the Wheel Region and an encrypted data cube. If the data cube is placed into the computer, the message that will come out is a memo from Otto to his henchmen. The heading and subject (Code name: Trinity) on the message can be read; the rest is encrypted.

After all tasks at the hub site are completed, the player may enter the cable car and descend to the tent site on the floor of RAMA. Actually, the player may make this descent without opening either Francesca's or Otto's locker. In that case the player will have a direct encounter with Francesca when he tries to exit from the tent site. She will request that the player return to the hub site for her lighter.

Once the player has completed all the play at the hub site, after the passage of a specified amount of time he will first receive a realtime vidmail from Nicole asking him to come on down, and then later another vidmail from Dr. Brown ordering him to come to the floor of RAMA.

During the ride on the cable car from the hub site to the tent site, dawn will come to RAMA. If the player returns to the hub site later, he will see different lighting conditions and vistas of RAMA in the background. Future cable car rides will be instantaneous and uneventful.

Explore the tent site. Discover the specimen tray, currently containing two matrix puzzle pieces (PL11y- Bad and PL21z- Bad), a map piece (NY Map Section B), and a red herring piece (one of the tools from the mouth of the crab biots). Discover and open the refrigerator, which at this time contains nothing. Find the three data cubes that Francesca promised to leave at the tent site on the table next to the specimen tray. These are the Getting to Know You videos and can be played at any time. On the table next to the computer, find a new data cube. This one was left by Nicole, after she met the player at the hub site, and contains a handwritten note from her as well as an excerpt from one of her favorite novels, 3001 by Arthur C. Clarke.

Throughout the game, astronauts will be placing other objects in the specimen tray and in the refrigerator. Of prime importance is the fermentation agent for the still, which will be located in the refrigerator throughout the rest of the game after the gate to the second tier of London is first opened. Other matrix puzzle pieces, specifically PB11x- Good, PB21z- Bad, and PL32z- Bad, will appear in the specimen tray at specified points later in the game, triggered by the player's failure to pick them up the first time he was in the region where they initially were located.

Try to exit from the tent site. Encounter Irina Turgenyev, who has come to the tent site to retrieve a cable that will be used in the attempted capture of a crab biot. After departing, the player will immediately receive a realtime vidmail from Dr. Brown explaining about the crab biot hunt and asking the player to explore RAMA on his own. Dr. Brown's vidmail will also contain a photo of the crab biot. Soon thereafter the player will find himself represented as an icon on a third person navigation map.

From this point in the game until the player is allowed to enter the Iceport, the game is decidedly non-linear and can be played in many different sequences. What is essential is for the player to pass through the Beam Region, the Wheel Region, London, and Bangkok, accumulating both the inventory medallion and the four objects upon it (the avian ring, a free wild card, the human lair talisman, and the octospider lair talisman). Until he has accumulated all these necessary items, the player will not be allowed to enter the Iceport and continue with the next part of the game. In this walkthrough the following specific sequence is assumed for the play: Beam Region, London, Wheel Region, Bangkok.

Whenever the player is not in one of the four specified regions, he is wandering on the Central Plains in a third person view. During these interim phases of the game, the player may encounter biots or other astronauts. These encounters also impact the play and will be scheduled by the game partly deterministically and partly according to the player's progress. This walkthrough will include one set of possible encounter sequences.

During his search for the Beam Region, the player may encounter crab biot and centipede biot icons on the Central Plains navigation map. Standing directly in front of a crab biot icon will cause death. There are three death scenes in the game, depending upon if the player is killed by a spider biot, a nuclear blast, or some other phenomenon. Each involve meeting Arthur C. Clarke. If a crab biot kills the player, the generic death scene is triggered. Note that standing one space to the SIDE of the crab biot will allow the player to see a side view of six crabs, in bowling pin formation, passing through the area.

Coming within one pixel of the centipede biot icon will permit the player to see the centipede biot in detail, and also to grab a matrix puzzle piece (PL22y- Bad for the first centipede to pass, PL21x- Good for the second centipede to be encountered, PB31y- Bad for the third centipede, continue to cycle until all three have been taken, then no more puzzle pieces). Centipede biots do not harm the player. After six centipede biot icons have appeared during the course of the game, these biots do not appear anymore on the Central Plains. The two bad puzzle pieces are lost from the inventory of the game. The good puzzle piece then goes to Nicole des Jardins and an astronaut encounter with her is set up for the player on the Central Plains at the first available opportunity. She remains the next free astronaut encounter until the player finally runs into her.

Enter the Beam Region. Approach the Trash Biot. This prompts a video encounter with Reggie Wilson, who explains the trash system in RAMA, gives the player a data cube of the crab biots in bowling pin formation, and then departs. Watch the animation on the data cube. Pick up one matrix puzzle piece (PL22z- Bad) from the bin at the Trash Biot.

Observe the paraffin cube with the wild card inside. Pick up the concave optical lens near the paraffin cube. Pick up Central Plains map piece near cube. Pick up matrix puzzle piece (PL31x-- Good) also near cube. Note: if player enters and leaves Beam Region without picking up PL31x, the Central Plains map piece, and the concave optical lens, it is assumed not only that other astronauts have been in the Beam Region during the interim, but also that the crab biots came through the area and picked up the trash. The matrix puzzle piece (PL31x-- Good) and the Central Plains map piece will both be in the trash biot bin on the player's second time through. Failure to acquire these puzzle and map pieces on the second pass will cause them to move to the trash pit, and be gunked, where they can be found subsequently in the game. In this case, the player must enter the Wheel Region and solve the still puzzle before he can complete the play in the Beam Region and London. If the concave optical lens is not picked up during the player's first sojourn in the Beam Region, another astronaut picks it up and places it in the refrigerator at the tent site.

Observe the biot hangar. Find broken red glass shard in corner near the biot hangar. Pick up New York map piece near hangar, as well as matrix puzzle piece PL32y- Bad. This puzzle piece and map piece will follow the same sequence (Beam Region to trash biot bin to trash pit with gunk) as PL31x described above. The broken red glass shard will remain fixed in place throughout the game.

(More next month)

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