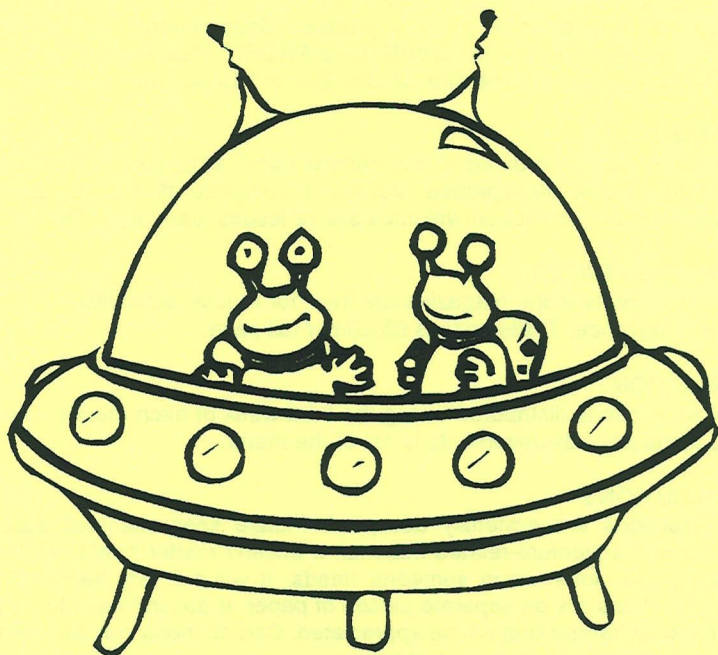


ADVENTURE PROBE

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BACK ISSUES

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

ADVERTISING RATES

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DISTRIBUTION

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

CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief it is - it may be exactly the information someone needs. It will be very helpful if items for different sections are on separate pieces of paper. It doesn't have to be printed or typed but best handwriting will be appreciated. Contributions can also be submitted on disc, which will save me a lot of typing.

POSTAL ADDRESS

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

Barbara Gibb - Editor, Adventure Probe
52 Burford Road, Liverpool L16 6AQ, U.K.

CONTENTS

| | |
|--|----|
| EDITORIAL: | 4 |
| LETTERS: | 5 |
| DIARY: | 9 |
| REVIEWS: Batch Adventures | 10 |
| Chessmaster 2 | 11 |
| Mini Reviews: | 13 |
| SPECIALS: Competition | 13 |
| British Exams | 14 |
| Ghosts, Ghouls and Things That Go Wooooah! | 16 |
| The Maid and Mr. Berman | 19 |
| Sports Commentators Gaffes | 23 |
| PLAYSTATION NEWS | 24 |
| WEBSITE OF THE MONTH | 26 |
| ADVERTISEMENTS: | 27 |
| NEWSDESK: | 32 |
| HELP WANTED / WANTED | 33 |
| OBJECTS AND THEIR USES: | 34 |
| GETTING YOU STARTED: | 36 |
| HINTS AND TIPS: | 37 |
| SOLUTIONS OF THE MONTH: | 42 |
| SERIALIZED SOLUTION: | 46 |
| USEFUL ADDRESSES: | 51 |
| HELPLINE: | 52 |

HALL OF FAME

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

Richard Batey, Mandy Rodrigues, Laurence Creighton,
Steve Clay, Dorothy Millard, Phil Richmond,
Terry Taylor, Peter Smith and
John Tobin

Special thanks to:

The Copyshop, Allerton, Liverpool for printing the magazine

EDITORIAL

Hello everyone. Sorry this issue is late but I had trouble collecting enough material to give it a balanced content.

Well, it is October, and that means the convention is nearly upon us. I hope you all have a great time, but remember it is only as good as those attending make it. Just imagine if no one went to the trouble of taking hardware and software - you would have a room full of people and nothing to do! So, I appeal to you, on behalf of Larry and Vicky (THE management), to take your computers and software. I know some of you, like me, are a bit apprehensive but I'm assured computers, especially PCs, are no longer the fragile equipment they used to be and providing you pack them carefully they will survive the journey to Coventry. ALL types of computers are needed, especially PCs, and the more computers there are the more people who can enjoy themselves at the same time! So, if you are travelling by car, don't travel alone, bring a friend, i.e. your computer. I thank you.

The advantage of SurfUnlimited is being able to search for really interesting but slightly obscure (at least to me) websites. I am always amazed at how bad and how good they can be. Sometimes I find some real gems, especially if they report the latest news about films and television. The Riverworld novels were almost the last books I read before I discovered computers and adventures, so the following snippet caught my eye.

"According to the Hollywood Reporter, Philip Jose Farmer's Riverworld series of novels is to become a new TV series. For those who haven't read them, the books talk about a planet where everyone born on Earth between 99,000 BC to 2200 AD suddenly appear, lining the banks of one enormous river. SFX fave Alex (The Crow, Dark City) Proyas is set to work in conjunction with Alliance Atlantis on the series, will executive produce and direct some episodes (including the pilot). To make the story squeeze into a televisual format, the series will focus on a small group of people on "an epic voyage up the river", according to Proyas. "This will be the core of our series." Given Proyas' impressive track record and Farmer's high standing in the world of SF literature, this could be a very exciting project indeed. Rest assured that we'll keep you updated as soon as we find more. "

My only reservation is the director, but it looks as if I will just have to hope he is faithful to the books. All the best to everyone.

Barbara

LETTERS

From Steve Clay of Ellesmere Port

Many apologies for the length of time it has taken me to supply you with something for Probe and apologies also to Mary Scott Parker for the long delay in replying to her question regarding Terry Pratchett and Douglas Adams.

I rate Pratchett much higher than Adams for the simple reason that Adams managed two maybe three good books; The first two Hitchhikers and one of the Dirk Gently novels while Pratchett has had a few disappointments the majority of his output ranges from good to excellent. As to my favourite Pratchett novel I find it changes all the time, I like the darker stories such as Lords and Ladies and Hogfather with the latter being my current favourite. I have read a lot of Robert Rankin and have enjoyed most of his output. There is a quote on one of his books that 'The more you read him the funnier he is!' and I agree totally with this. I used to read Tom Holt but apart from 'Expecting Someone Taller' and 'Flying Dutch' I have been a bit disappointed. I recently read Holt's 'Snow White and the seven Samurai' a great title but crap book, one great idea in the whole book lampoons Windows replacing it with Mirrors that allowed you to access the land of fairy tales.

Very disappointing!

From Peter Smith of Waterbeach

Thanks for the latest edition. I thought I would drop you a quick line lest I get into the Hall of Infamy as opposed to the Hall of Fame!

I've joined the Joneses and got my own domain name at:

<http://www.alofmethbin.com/>

The reason I mention this is that on the Adventure page there is a first draft of a queryable database of graphic Adventure games. Depending on time energy and if my sense returns this may get expanded and developed. Comments welcome.

The following is a series of emails from John Tobin who had a lot of trouble getting some AGT adventures to run on his PC. As some of them were by Bev Truter I emailed her to see if she knew of any previous problems. She suggested it may be the speed of the processor and said Dorothy Millard had experience a similar problem. Dorothy not only recommended Slowdown but attached a copy which I forwarded to John. If anyone would like a copy just let me know. (Barbara)

From John Tobin of Litchfield

Many thanks for SLOWDOWN program. This has solved the problem I had with Witchfinder but has not helped with Princess Trilogy. When running SLOWDOWN the program does not recognize any of the file names on the disk. I have tried to look at the file listing on the disk but only get file not found or access denied messages. It would appear that a block has been put on access in the DOS environment set up by SLOWDOWN.

The problem occurs on both WIN95 and WIN98.

Any further ideas would be welcome.

As I was out of ideas I offered to publish a plea for help in Probe. (Barbara)

Thanks for offer to put details in the magazine, however with the help of a book on DOS from the library I have found how to access the Sir Arthur, and Jack of Hartz programs from SLOWDOWN.

The Alandria program does not respond to commands used for the other programs, however while playing about I came across a method of accessing this as well (it was not worth the trouble).

If you would like the details or someone else has the same problem let me know and I will send you the details of what to do.

Many thanks for all your help.

I emailed John to ask if he could send details of how he managed to get the games to run, especially as I am on the verge of obtained a faster processor and may run into the same trouble. (Barbara)

Experiments with SLOWDOWN have produced the following way to access the programs.

Start by creating a new folder on the hard disc and name it for the program you want to run.

Access the program folder and open it, from the edit menu click select all to highlight all the program files, and copy the files to the new folder.

Copy the Slowdown file to the new folder.

The new folder should now contain the program files and the slowdown file.

To run the program open the (new) file and double click the slowdown file, the slowdown window will open. At the prompt type RUNB ART (or JOH) and press return. The program should now run.

For ALANDRIA at the prompt type INSTALL and press return, the directory window will open, press any key as directed and repeat, the program should now run.

If you get an error message repeat the RUNB (or INSTALL) instruction.

I hope this makes sense.

You may have problems with your 500mhz upgrade as I am running a 434mhz celeron.

If you have any problems with above let me know and I will try to sort them out.

*

My congratulations to John for his perseverance. I am so pleased he can now enjoy playing Witchfinder, Jack of Hartz and Sir Arthur.

Has anyone else had a similar or entirely different problem? Don't just give up as there is usually someone who can help. (Barbara)



From Phil Richmond of Blackpool

It was very nice of you to print Frank Fridd's review of CAT in this month's issue. Frank certainly described it in much detail and I'm sure your readers will now have a much clearer picture of the program's features and capabilities.

He also gave me permission to put his article on my web page at:

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

My page now also contains several screenshots of the program and I have added a visitor counter as well.

Here's something which should be of considerable interest.

The Windows ported version of 'The Quill' by Nigel Arnold is promised for beta release on Saturday 2 September. It will be free and can be downloaded from:

<http://www.winquill.co.uk>

WinQuill will run existing real 'quilled' games in .SNA format or you can write your own games from scratch on your PC using a neat looking Windows IDE interface. (There are some screen shots on the Winquill site).

At the moment there is only a tutorial that can be downloaded which is basically the same as the original Gilsoft Quill manual.

You can also join the Winquill discussion group by following a link on his page.

Nigel says Saturday's download will include all the necessary help files, manuals and example games as well as the WinQuill engine and the WinQuill Editor.

Adventure gamer sent me the following news:

IN THE DEAD OF THE NIGHT FOR FREE DOWNLOAD

Adventure-Archiv has got Trecision's permission to offer their former shareware adventure game In the Dead of the Night as freeware download. The game is one of Trecision's first adventure games, and is DOS-based. Trecision is known for games like Ark of Time and Nightlong, and will

release their adventure game Watchmaker before Christmas 2000. The game can be downloaded from

<http://www.crosswinds.net/~slydos/i/coveri.htm#DON>

I remember playing this game on Amiga and reviewed it for Syntax or Probe. If my memory serves me correct it was quite a good adventure with neat graphics and audio.

*

I downloaded In the Dead of Night which took approximately 15 minutes. It looks and plays like the Amiga version I have which I seem to remember is shareware and has a cut-off point not far into the game, but I may be wrong as it is so long since I played it. I'll download WinQuill asap. (Barbara)

From Dorothy Millard of Croydon, Australia

Did you know that when you copy files to a CD they automatically become write protected, so that if you later copy them back to your hard drive, programs that write to files won't work unless you clear the read-only attributes? An example of this is the Commodore C64 VICE Emulator where you need to save your settings.

I recently came across a very useful utility called CROA which makes it extremely easy to clear read-only attributes of a folder, all sub-folders and files. This is particularly useful after copying files from a CD Rom to a hard-drive. The program can be downloaded from:

<http://www.davidcrowell.com/zips/CROA.EXE>
<http://www.davidcrowell.com/croa.html>

It is extremely easy to install, just double click on CROA.EXE and follow the simple on-screen instructions. Once installed to use you simply use the RIGHT MOUSE BUTTON to click on a folder, bring up a menu and click on CLEAR READ-ONLY ATTRIBUTES.

DIARY

28th OCTOBER - ADVENTURE2000 convention at Kenilworth Suite, Coventry Hill Hotel, Rye Hill, Allesley, Coventry, West Midlands, CV5 9PH, U.K. Saturday, 9am to 6pm.

REVIEWS

BATCH ADVENTURES

Written by Arthur DiBianca (1997)

Review by Dorothy Millard (PC Version)

I decided that I would like to play something easy, without the need for too much brainpower, the other night and the three Batch Adventures fitted the bill perfectly. There are three games, or rather three parts of the same game. They are Privateer, Privateer – Righteous Fire and Wings of Glory. They are called Batch Adventures because they have been written for the PC completely in batch files. One thing to note here is that they must be loaded from a MS Dos prompt. There is no story as such, other than the king who goes looking for his breadstick! The three parts are in themselves relatively short and took approximately 15 minutes each to play. The puzzles are not of the brain storming kind, but more of the “explore and think a little” kind.

At the start of the first part I found myself walking along a sunny north/south path near a small stream and, as there was nothing else to do in this location, I went north to a sunny path where a large hole leads down and a bridge crosses a stream west. Of course I immediately tried to go down, only to find it was dark, so I retreated until a source of light could be found. Moving on to the edge of a paved road I discovered a box wrapped in decorative coloured paper and needed to find a way to remove this. This brings me to the vocabulary in these Batch Adventures which is extremely limited and only understands the normal things such as directions, up/down, look, get/drop and read. Additionally there is examine, say and use. Typing help brings up a list of verbs understood and because the choices are limited there is no problem with word games, if it isn't on the list then the game doesn't understand it. So when solving puzzles just try the words known and eventually you will work out the answer. Most objects are manipulated by typing USE (object) and the appropriate action is taken, for example USE SHOES takes you across the road, as wear is not understood.

Once part one is completed you are given the king's word which will be needed in part 2, however when you complete part 2 the word you are given isn't used in part 3. Part 2 starts in a sunny clearing containing the statue your name was inscribed on at the end of part 1, but now it is unreadable. It is in this part where you are told on reading the paper that “The king has gone off looking for breadsticks.” It is also in this part that you manage to make a rope out of the newspaper using a very special

yellow machine. Must be magic! Wings of Glory (part 3) commences with you standing in a vast cavern on the brink of a chasm after crossing the bridge, which collapsed behind you. Reading the book gives hints on how to get the frosty glass bottle, which is frozen, to the desk and then what to do with it. The puzzles are a little harder in part 3 and the jewelled match which you eventually create truly has a magical long life. I've never known a match to last as long, but then I've never had a jewelled one before! Once you become energetic and zippy from your explorations you are able to traverse the dirt road to arrive at the gates of the city and completion of the game.

I really enjoyed playing these Batch Adventures. They are certainly nothing special, especially in these days of advanced parsers etc, but for an hour or so I did have fun just solving the puzzles and getting that wonderful sense of achievement when a game is completed.

Download from <ftp://ftp.gmd.de/if-archive/games/pc/batchadv.zip>
or send a blank formatted PC disc and return postage to the Probe office.

CHESSMASTER 2

Reviewed by Steve Clay on a Playstation

This is not an adventure but a version of the classic board game for the Playstation. Chess programs and computers have been bedfellows almost since the first computer was powered up. Since those early days the intelligence of the computer opponent has improved to such a degree that recently a computer beat a grandmaster.

Chess players have been well supplied with programs on the PC and other home computers but the Playstation is not so well catered for. Chessmaster 2 promises just about everything a chess fan could wish for.

Playing games such as chess on the PC or Amiga is straightforward thanks to the mouse but a Playstation pad is a different kettle of fish, so it is rather surprising that there is no option available to use a Playstation mouse. That said the pad turned out to be quite suitable once I remembered I wasn't playing an action game and rapid pummelling of the buttons was only a recipe for disaster. The direction buttons move the cursor around the board with the other buttons used to select your piece and its destination. The first couple of games had me pressing the square button by mistake as I went in for the kill, this button changes sides in the game which is only useful if you are getting a drubbing. There are keys to change the views from 2D to 3D and the ability to zoom the camera in and out.

You can save the game at any time to a memory card.

With any chess game the whole thing falls flat on its face if the opposition does not provide a challenge. Chessmaster 2 offers everything that most players could ask for. Only grandmasters may find it lacking. There are dozens of opponents to select from each with differing strengths, weaknesses and personalities. The way the computer opponents play depends on how much the value the various pieces, the contempt for accepting a draw, they each have a depth of thinking rating and to top it all a graphic of their face. As well as this vast array of computer opponents you can create your own someone more matched to giving your talent - or lack of - a test. Skill level for computer players can be set anywhere between 0-100 and depth of thinking can also be set. If you set this to 1 then your opponent will think only one move ahead and obviously you should soon defeat this opponent. Set it to 3 or 4 and even on a low skill level you'll get a tough game. I should think even very good players would find an opponent to challenge them.

Chessmaster 2 provides you with a host of options on how the game plays, looks and sounds. You can choose from twenty different chess sets including traditional Staunton through marble or opal pieces to fantasy figures. The fantasy set looks like the Myth and Magic range of figures. This set looks great but I found it too difficult to discern what piece each figure represented. . You can change the board from wood to rose, green or blue marble. The screen background can be changed to stones or another from a small selection. All this is topped off by a choice of musical sound tracks. "Soundwaves" being my current favourite.

There is a training mode that will teach non-players how to play. There are tournament modes, time limits can be set for speed chess fanatics. There is also a feature that allows you to develop a chess rating although in this mode some of the time options and the ability to undo previous moves are not available.

The only problems I had with Chessmaster 2 were down to me rushing button presses and thus switching sides or undoing moves by mistake. The rest of it is all in the plus column I think. The vast array of options and opponents provide enough value and entertainment for the majority of chess players out there.

I got this game for a bargain £4.99 but I have seen it in several high street stores for £14.99. If you want a chess program for the Playstation then Chessmaster 2 is the one to get.

MINI-REVIEWS by Peter Smith

"THE LONGEST JOURNEY" has plenty of puzzles and locations and characters. What has alienated me most from it is the dialogue - to me sub "Phantom Menace" waffle. It's "May the Balance be with you" rather than "May the Force be with you". The writing takes itself too seriously and the whole magic vs science idea has been done many times better e.g. by such authors as Roger Zelazny.

"DISCWORLD NOIR" on the other hand doesn't take itself too seriously and is all the better for it. This is a rich game to play with great allusions in it (there's a good one to Dr Who near the end.) The only word of warning is don't click too fast (as I did when playing it.) You can click through scenes and the game will fail to add required clues and items to your inventory.

These are all subjective comments of course - other people have raved about "The Longest Journey" and they are quite entitled to do so.

COMPETITION

To win a pristine copy of the 1999 Discworld Ankh Morpork City Watch Diary crack the following code and answer the question.

Using the Buckingham alphabet.

JBFIS WLEIV IE9GB FIRLJ IRCLS SBKBF RLJIL NFYSB
XFBJG BFIRB JEBJY CLFFL JJBFI TRIKN LQSHI LQAGA
JBEBK VIJST QIGBF I

Answers to:

Steve Clay
17 Stanlaw Road
Ellesmere Port
Cheshire
CH65 OEY

BRITISH EXAMS...

sent in by Laurence Creighton

The following questions and answers were collated from last year's British GCSE. (16 year olds)!

Q: Name the four seasons.

A: Salt, pepper, mustard and vinegar.

Q: Explain one of the processes by which water can be made safe to drink.

A: Flirtation makes water safe to drink because it removes large pollutants like grit, sand, dead sheep and canoeists.

Q: How is dew formed?

A: The sun shines down on the leaves and makes them perspire.

Q: What is a planet?

A: A body of earth surrounded by sky.

Q: What causes the tides in the oceans?

A: The tides are a fight between the Earth and the Moon. All water tends to flow towards the moon, because there is no water on the moon, and nature abhors a vacuum. I forget where the sun joins in this fight.

Q: What guarantees may a mortgage company insist on?

A: If you are buying a house, they will insist you are well endowed.

Q: In a democratic society, how important are elections?

A: Very important. Sex can only happen when a male gets an election.

Q: What are steroids?

A: Things for keeping carpets still on the stairs.

Q: What happens to your body as you age?

A: When you get old, so do your bowels and you get intercontinental.

Q: What happens to a boy when he reaches puberty?

A: He says goodbye to his boyhood and looks forward to his adultery.

Q: Name a major disease associated with cigarettes.

A: Premature death.

Q: What is artificial insemination?

A: When the farmer does it to the bull instead of the cow.

Q: How can you delay milk turning sour?

A: Keep it in the cow.

Q: How are the main parts of the body categorized? (E.g. abdomen.)

A: The body consist of the branium, borax and the abdominal cavity. The branium contains the brain, the borax contains the heart and lungs, and the abdominal cavity contains the five bowels, A, E, I, O and U.

Q: What is the Fibula?

A: A small lie.

Q: What does "varicose" mean?

A: Nearby.

Q: What is the most common form of birth control?

A: Most people prevent contraception by wearing a condominium.

Q: Give the meaning of the term "Caesarean Section."

A: The caesarean section is a district in Rome.

Q: What is a seizure?

A: A Roman emperor.

Q: What is a terminal illness?

A: When you are sick at the airport

Q: Give an example of a fungus. What is a characteristic feature?

A: Mushrooms. They always grow in damp places and so they look like umbrellas.

Q: Use the word "judicious" in a sentence to show you understand its meaning.

A: Hands that judicious can be soft as your face.

Q: What does the word "benign" mean?

A: Benign is what you will be after you be eight.

Q: What is a turbine?

A: Something an Arab wears on his head.

Religious Education

Q: What is a Hindu?

A: It lays eggs.

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

by Kez Gray

BAT-BOY HYBRID?

According to reports in the “Weekly World News” press, a controversial creature thought to be some form of half-bat/half-human entity (which has accordingly been nicknamed “Bat-Boy”) has been captured and is now being held at a secret government medical lab.

Acting on a tip, governmental agents captured the creature just days ago near Lake Tobesofkee (in America). It is claimed that an anonymous source in federal law enforcement informed the press. Reactions to the capture of “Bat-Boy” are many and differing, ranging from elation and relief to outrage and pity. Many people feel the strange child is somewhat aggressive and dangerous - although there are others who feel that it is the United States Government who have been the aggressive party in capturing him and that Bat Boy should be given his freedom.

It appears that controversy has surrounded the tiny bat-like creature since 1992 when he was reputedly discovered in a cave from where he was captured and taken to a secret location, from where he was studied by government researchers. There are also rumours that whilst at this location under government control, the “Bat-Boy” suffered some form of abuse from his captors (although exactly what TYPE of abuse is not sufficiently explained).



As of then the large-eared entity, whose sense of hearing and strength are said to be superhuman, has escaped and been recaptured on several occasions. The last time he made the news was in 1997 when the 2-foot-tall freak of nature managed to escape once more from a federal lab, this one in Wheeling, West Virginia.

Since then, amidst countless sightings and rumors, the creature has remained on the loose. Experts have allegedly described the creature as "quick, powerful and as vicious as a lion in the wild."

A recent story on the tiny entity (again published by "Weekly World News") prompted calls to the FBI, CIA and other federal agencies—one tip resulted in Bat Boy's re-capture.

The pressmen's source who it seems was present during the re-capture stated that, "He didn't surrender easily. Several agents were wounded. Finally he was subdued using tranquilizer darts." Although some are relieved, not everyone is happy that the child is now back in custody.

Biologist Dr. Andrew Retlin, (a leading authority on the bat child) said, "There's not one case on record of Bat Boy attacking a human unprovoked, and scientists who have interacted with him say he's intelligent, sensitive and even gentle by nature. He just doesn't do well in captivity. As long as he's free and unmolested, he's no danger to anyone. He never asked for all this attention and he doesn't deserve a life in which he'll be probed and examined in bizarre medical experiments."

Since I began this report I have received an update on the case from the Weekly World News, which reads as follows:

A half-human "bat boy" that was captured in West Virginia last spring has escaped from the research facility where he was taken for observation—and is still running free!

Zoologist Ron Dillon said the 2-foot, 19-pound creature was last seen in downtown Wheeling, on September 10. In spite of his small size, the boy has razor-sharp teeth, the strength of an ape and should be considered extremely dangerous, the expert said.

"This is a tragedy beyond measure," continued Dr. Dillon, who has been studying the bat boy since his capture last May.

"This little creature is quick, powerful, and as much as I hate to say it, as vicious as a lion in the wild. If he feels his life is threatened, he will lash out without fear of consequences.

"We mustn't forget that this child evolved as a cave dweller and knows nothing about our society and civilization.

"I hope and pray that we are able to capture him before anybody gets hurt."

As Weekly World News and other major media reported earlier this year, Dillon and his research team found the bat boy while studying subterranean life-forms in a cave near Seneca Rocks in the Shenandoah Mountains.

The experts subdued the creature with a tranquilizer injection and took him to a private facility in Wheeling to continue their observations.

At the time it was reported that the boy had large amber eyes that allow him to see in the dark and oversize ears that work like radar.

It was also noted that the boy, who appears to be three or four years old, consumed his weight in live insects every day.

"As time went on we determined that the boy possesses an intelligence rivaling that of the smartest chimps and apes," said Dillon.

"We felt like we were on the verge of learning how to communicate with him when he twisted the heavy steel padlock off his holding cell and escaped. The bat boy was last seen heading south and there's no telling where he will turn up next," continued the expert.

"He moves so quickly that I wouldn't be surprised if he was in Virginia or Kentucky by now."

Dillon refused to speculate on what might have caused the boy to flee the facility and flatly denied rumors that a drunk custodian beat the creature the night before he escaped.

The expert went on to say that he and his research team set traps in and around the mountain cave where the boy was originally captured.

But at this late date, it's highly unlikely that he can or will return to it.

Dillon said that he has warned authorities across the country to be on the lookout for the creature.

Given enough time, he explained, the bat child could turn up anywhere in the United States.

"Our task is all the more difficult because the bat boy moves by night and sleeps by day," said Dillon.

"It's a little like trying to spot a shadow on a cloudy, moonless night.

"The harder you look the less you see. That's what we're up against."

THE MAID AND MR. BERMAN sent in by Laurence Creighton

Attached is some correspondence which actually occurred between a London hotel's staff and one of its guests. The London hotel involved submitted this to the Sunday Times.

Dear Maid,

Please do not leave any more of those little bars of soap in my bathroom since I have brought my own bath-sized Dial. Please remove the six unopened little bars from the shelf under the medicine chest and another three in the shower soap dish. They are in my way.

Thank you,
S. Berman

Dear Room 635,

I am not your regular maid. She will be back tomorrow, Thursday, from her day off. I took the 3 hotel soaps out of the shower soap dish as you requested. The 6 bars on your shelf I took out of your way and put on top of your Kleenex dispenser in case you should change your mind. This leaves only the 3 bars I left today which my instructions from the management is to leave 3 soaps daily. I hope this is satisfactory.

Kathy, Relief Maid

Dear Maid

I hope you are my regular maid. Apparently Kathy did not tell you about my note to her concerning the little bars of soap. When I got back to my room this evening I found you had added 3 little Camays to the shelf under my medicine cabinet. I am going to be here in the hotel for two weeks and have brought my own bath-size Dial so I won't need those 6 little Camays which are on the shelf. They are in my way when shaving, brushing teeth, etc. Please remove them.

S. Berman

Dear Mr. Berman,

My day off was last Wed. so the relief maid left 3 hotel soaps which we are instructed by the management. I took the 6 soaps which were in your way on the shelf and put them in the soap dish where your Dial was. I put the Dial in the medicine cabinet for your convenience. I didn't remove the 3 complimentary soaps which are always placed inside the medicine cabinet for all new check-ins and which you did not object to when you checked in last Monday. Please let me know if I can of further assistance.

Your regular maid, Dotty

Dear Mr. Berman,

The assistant manager, Mr. Kensedder, informed me this A.M. that you called him last evening and said you were unhappy with your maid service. I have assigned a new girl to your room. I hope you will accept my apologies for any past inconvenience. If you have any future complaints please contact me so I can give it my personal attention. Call extension 1108 between 8AM and 5PM.

Thank you.

Elaine Carmen, Housekeeper

Dear Miss Carmen,

It is impossible to contact you by phone since I leave the hotel for business at 745 AM and don't get back before 530 or 6PM. That's the reason I called Mr. Kensedder last night. You were already off duty. I only asked Mr. Kensedder if he could do anything about those little bars of soap. The new maid you assigned me must have thought I was a new check-in today, since she left another 3 bars of hotel soap in my medicine cabinet along with her regular delivery of 3 bars on the bath-room shelf. In just 5 days here I have accumulated 24 little bars of soap. Why are you doing this to me?

S. Berman

Dear Mr. Berman,

Your maid, Kathy, has been instructed to stop delivering soap to your room and remove the extra soaps. If I can be of further assistance, please call extension 1108 between 8AM and 5PM.

Thank you,

Elaine Carmen, Housekeeper

Dear Mr. Kensedder,

My bath-size Dial is missing. Every bar of soap was taken from my room including my own bath-size Dial. I came in late last night and had to call the bellhop to bring me 4 little Cashmere Bouquets.

S. Berman

Dear Mr. Berman,

I have informed our housekeeper, Elaine Carmen, of your soap problem. I cannot understand why there was no soap in your room since our maids are instructed to leave 3 bars of soap each time they service a room. The situation will be rectified immediately. Please accept my apologies for the inconvenience.

Martin L. Kensedder Assistant Manager

Dear Mrs. Carmen,

Who left 54 little bars of Camay in my room?! I came in last night and found 54 little bars of soap. I don't want 54 little bars of Camay. I want my one bar of bath-size Dial! Do you realize I have 54 bars of soap in here. All I want is my bath size Dial. Please give me back my bath-size Dial.

S. Berman

Dear Mr. Berman,

You complained of too much soap in your room so I had them removed. Then you complained to Mr. Kensedder that all your soap was missing so I personally returned them. The 24 Camays which had been taken and the 3 Camays you are supposed to receive daily (sic). I don't know anything about the 4 Cashmere Bouquets. Obviously your maid, Kathy, did not know I had returned your soaps so she also brought 24 Camays plus the 3 daily Camays. I don't know where you got the idea this hotel issues bath-size Dial. I was able to locate some bath-size Ivory which I left in your room.

Elaine Carmen, Housekeeper

Dear Mrs. Carmen,

Just a short note to bring you up-to-date on my latest soap inventory. As of today I possess:

On shelf under medicine cabinet - 18 Camay in 4 stacks of 4 and 1 stack of 2.

On Kleenex dispenser - 11 Camay in 2 stacks of 4 and 1 stack of 3.

On bedroom dresser - 1 stack of 3 Cashmere Bouquet, 1 stack of 4 hotel-size Ivory, and 8 Camay in 2 stacks of 4.

Inside medicine cabinet - 14 Camay in 3 stacks of 4 and 1 stack of 2.

In shower soap dish - 6 Camay, very moist.

On northeast corner of tub - 1 Cashmere Bouquet, slightly used.

On northwest corner of tub - 6 Camays in 2 stacks of 3.

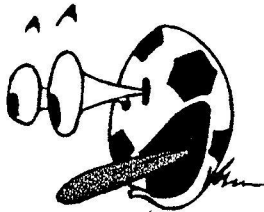
Please ask Kathy when she services my room to make sure the stacks are neatly piled and dusted. Also, please advise her that stacks of more than 4 have a tendency to tip. May I suggest that my bedroom window sill is not in use and will make an excellent spot for future soap deliveries. One more item, I have purchased another bar of bath-sized Dial which I am keeping in the hotel vault in order to avoid further misunderstandings.

S. Berman

MORE SPORTS COMMENTATORS GAFFES OVER THE YEARS!

Compiled by Kez Gray

1. "Three 140s on the trot - the last one was 100."
(SID WADDELL).
2. "John Bonds' smile is always very, very good radio."
(MIKE INGHAM).
3. "After a goal-less first half, the score at half time is 0 - 0."
(BRIAN MOORE)>
4. "I wouldn't mind being a fly on Larry Lloyds' shorts."
(MARTIN JOHNSON).
5. "He's got 3 goals in 4 games - you can't beat that."
(STUART HALL).
6. "West Ham...like actors playing to an empty stage."
(BRIAN BUTLER).
7. "I would advise anyone coming to the match to come early and not leave until the end, otherwise they might miss something."
(JOHN TOSHACK).
8. "...and how long have you had this lifelong ambition?"
(GARY DAVIS).
9. "If Tchiakovsky was alive today he'd turn in his grave."
(SIMON BOOKER).
10. "He lived until he was 80 - from when he was born until he died."
(HUNTER DAVIS).



PLAYSTATION NEWS

by Steve Clay

Alien Resurrection: Apparently the film was a bit of a disappointment but it would seem that Argonaut have decided to take their time in producing the Playstation game. The time spent appears to have been spent wisely as many of the reviews and previews seem to agree that the atmosphere of the game is incredible and the tension that the films built their success on is here by the bucket. The game has avoided being just a shoot 'em up by toning down the actual battle sequences. There is a large element of exploration through the ship and gaining access to other levels. There is a constant fear factor as the tension is built up via a proper movie style soundtrack in which footsteps tap and big acid dripping aliens skitter across gantries above you. Added to this is the computer Father telling you what is going on around the ship. The game is often played in near or total darkness to add to the tension. This sounds like one to play with lights out!

Parasite Eve 2: Another case of what happened to the first game then? Parasite Eve was a game much previewed in the Playstation press a year or two back but never actually appeared as a UK release. However Parasite Eve 2 has made it and provides players with an action adventure that mixes puzzle and gun action. This mix seems to be common now in the Playstation world and I think you have to accept a degree of action if you want to play any type of adventure. To be fair I have only found the shooting/fighting getting in the way at the end of Overblood, most of the action sequences seem to be fair and pitched just right. Back to Parasite Eve. the game is based on a Japanese novel about human genetics. The plot in Parasite Eve follows heroine Aya Brea as she tracks down mutants that have evolved from human genes. The game starts in a tower block where Aya attempts to track down those responsible for the carnage. Added to gunpower Aya has psychic abilities as well, with greater powers being unlocked as the game progresses. Apparently the puzzles are not as testing as they should have been which is a pity.

Alone in the Dark 5: If we missed the first Parasite Eve game then the Playstation has missed four instalments of Alone in the Dark. However it would appear that the producers have gone to no end of trouble to delight Playstation gamers. It would seem that producers are going more and more for atmosphere in games and putting the creeps up players seems to be number one priority. Alone in the Dark has you wandering around seeing your way with a torch which casts realistic shadows around your location. The torch is also used to view the props that will provide the solution to puzzles that stand in your way. The two disc game has you playing Edward

Carnby on the first searching out clues to the murder of Charles Fisk. The second disc has you playing Aline who is searching for her father and some ancient tablets her father and Fisk were searching for. Another creepy adventure for the Playstation.

Legend of Dragoon: As mentioned in previous Playstation news pieces I have mentioned the blossoming market for RPG in the UK since the arrival and commercial success of Final Fantasy 7. Sony have decided to take a dip in these lucrative waters with Legend of Dragoon. Judging from previews knocking around Dragoon seems to have borrowed from a few previous games. The lead character, Dart, looks a lot like the bloke out of Final Fantasy, Squall also as the game progresses Dart learns that he is a member of the Dragoon race who have the ability to sprout wings in a similar way to Legacy of Kain. Value for money seems assured as the game comes on four discs, whether that is good or bad news remains to be seen. Apparently the game is out now, but all the screenshots have the text in Japanese, maybe one of the puzzles is to learn Japanese.

Koudelka: Now Koudelka looks the business. This is another RPG but with a horror theme. Indeed it reads like a Hammer horror movie from time gone by. Koudelka is summoned to a monastery by a ghost. Helping her along is handsome chappy Edward and sticking his oar in is a priest who looks like the old-school blood and thunder type. This trio set out to investigate the secrets of the monastery. Being a RPG there are battles, sub-quests and spell casting a go-go. The graphics look superb but as with Dragoon, despite release apparently imminent all the text is in Japanese.

Tomb Raider 5: As I have mentioned before I am no fan of these games but apparently Tomb Raider 4 was supposed to be the final chapter and ended with Lara waving goodbye. However Tomb Raider 5 is due to appear and cleverly will concentrate on adventures Lara had long ago. This opens up the possibilities for Tomb Raider 25 as far as I can see. There are also rumours that there will be a set of new adventures for Playstation 2.

Final Fantasy 9: Brief mention here that the next instalment of the classic RPG is due before Christmas. Fans will no doubt lap it up, while the uninitiated - which still includes me - will remain unsure as to what the fuss is about.

Silent Hill and Resident Evil 3: These are a pair of games I recently purchased. I have had brief play with both and have to say that they both ooze atmosphere. Both, surprise, surprise, have horror based plots. Silent Hill looks like a horror B-Movie with our hero running around the town in search of his missing daughter. The fog bound town is seemingly deserted except for a ghostly child and hoards of zombies and other horrors.

Resident Evil 3 implies so much urgency in the quest and also the fear of the inhabitants of the city that you feel thrown in at the deep end. There are puzzles a plenty and as with Silent Hill it looks a quality product. As I am in deep with other games I have set these aside to concentrate at a later date.

Soul Reaver update: Still playing this game and it is still wonderful. I have hit a section of the game that requires a lot of gliding and retracing your steps but as it leads to the end of the next section I need to persevere. If you haven't bought this yet then I am wasting my breath!

Memory card bargain: Nearly all Playstation games require or make use of memory cards. So if you have an Index store near you then you can get 3 memory cards for 10.99. Catalogue number 180-299.

Playstation 2: Some more news on the new console. It is due out in October and UK purchasers can expect to pay £299.00 a juicy £100 more than the rest of Europe. Must be the strong pound or the weak Euro or leaves on the line or nasty rip-off. (Delete as applicable). Also the peripherals are likely to cost double that of Playstation 1 equipment. Nice!

PS One: This is a new remodel of the classic Playstation. The console is smaller and has a couple of new features including the ability to plug in a mobile phone so as to download data from the Web. This feature may be a long way off as it is not yet available in Japan so don't hold your breath!

WEBSITE OF THE MONTH sent in by Dorothy Millard

Readers may be interested in a FREE daily newsletter for PC users which contains hints and tips (PC not adventure related), links to fonts, themes and various useful utilities.

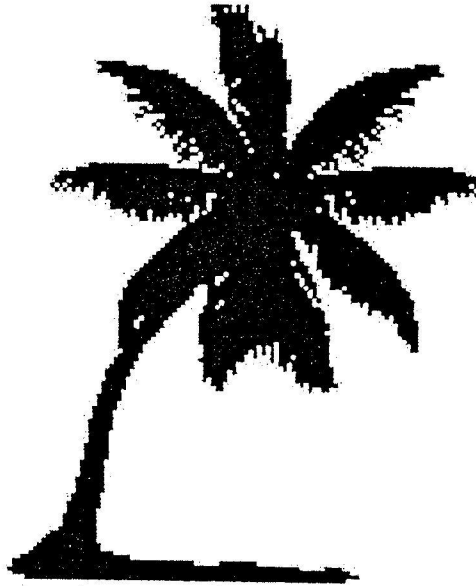
It is good just to keep informed of what is going on. Lockergnome has been running for some time now. I often find something useful and you can easily skip any parts that aren't of interest.

If you would like a sample copy delivered to your mailbox go to the following address

www.lockergnome.com

Desert Island Disks

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The magazine for Spectrum games. Featuring reviews, maps, high scores, tips, adventures, internet, pokes, competitions, games for sale, news, desert island games and more.

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ADVENTURE PROBE SOFTWARE

ADVENTURES FOR SPECTRUM 128K and PC(e)

THE LOST CHILDREN

by Larry Horsfield

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

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

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

Available for

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

Only £2 from

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Liverpool L16 6AQ

LARRY 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)

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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM, AMIGA AND PC(e)

A HERO FOR SORANIA

by Doreen Bardon

It's summer at long last, and a perfect day for a stroll in the country. You set off down the lane, when suddenly from around the bend, come several motorbikes. You jump out of the way, and land in a roadside ditch. Muttering rude things under your breath, you scramble out and brush down your clothes. When the dust has settled, you look around, only to see a crossroads which you are sure wasn't there before....

Exploring, you find a castle and a very unhappy King sitting on his throne. He says "Welcome to the kingdom of Damia. I am king Aldred. Have you come to my rescue young sir? I need a hero to find my crown and its jewels, which have been scattered throughout the land by an evil witch. She has also sealed up my daughter, Princess Sorania, in one of the tower rooms. Will you heed my plea for help? If you do, the hand of the Princess will be yours in marriage."

A lovely traditional adventure with lots of puzzles. Can you solve them and become a HERO?

As this is a 128K adventure it won't run on the Amiga or Atari under emulation, however Philip Richmond has programmed it for the Amiga using his C.A.T. utility, so it will run as a stand alone adventure on any Amiga with 1 meg of memory.

Available for
Spectrum 128K (tape and 3.5" + D disc),
Amiga 500/500+/600/1200
PC (under Spectrum emulation)

Only £2 from
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© Doreen Bardon

DOREEN HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE PC

THE PRINCESS TRILOGY

JACK OF HARTZ

by Bev Truter

SIR ARTHUR

by Lyn

THE SEARCH FOR PRINCESS ALANDRIA

by Jason Billard

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

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

All three adventures on one disc

only **£1.50** from

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NEWSDESK

CREATIVE ADVENTURE TOOLKIT News

Phil says "The C.A.T. web page has been updated on 16th September, 2000. The latest full version 'catadv.zip' (1305 kb) can be downloaded at:

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

If you already have the CAT program, you can update your current version of the program by just downloading the 'catedit.zip' (94 kb), 'catrun.zip' (47 kb) and 'cathelp.zip' files only and unzipping them to overwrite/replace the existing files currently contained in your CAT main program directory. This easy method will automatically update your program to the latest version. Ensure you unzip the files to eg: C:/catadv/

I have decided to make the program entirely free from now on, in keeping with a lot of other good adventure creators that are currently available. Although free, Registration is still required. The reason for this is that it helps me to maintain a contact list of serious users and I can better judge how many people are interested in writing adventures with the software.

The program is now free and available to all who may be interested in using it to write text adventure games for the enjoyment and benefit of the Interactive Fiction community at large.

I would like to thank those who have supported CAT previously and encouraged me to improve and develop the program.

The update is a minor revision with some fixes and improvements. Any databases created with previous versions will work OK in the updated program.

CAT DISCUSSION GROUP

Phil Richmond tells me he has just started a CAT discussion forum for users. You can visit it from my website page:

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

or directly from:

<http://boardserver.mycomputer.com/list.html?u=RichmondP&f=1>

HELP WANTED

Has anyone managed to complete a Spectrum game called **THE FIVE DOCTORS** (not the BBC version as this is different)?

It is a reasonably easy game but near the end when you try to go U (listed in location description and according to the solution I obtained) the game responds with "eh!" Not a very informative response. I have checked a couple of different versions from different places, all with the same result. I am wondering if the game is bugged.

Any information would be appreciated.

Also does anyone have solutions for **THE HOUSE ON DAMNED HILL** and **MISSILE COMMAND BASE**?

Please contact Dorothy Millard or the Probe office. Thank you.

DESPERATELY WANTED

LARGE-ish REWARD OFFERED

CHAOS STRIKES BACK

for the

AMIGA

Also, was it ever available for the **PC**?

Please contact:

Mary Scott Parker

Tel. 01228 536362

or the Probe office.

OBJECTS AND THEIR USES

NOT JUST AN ORDINARY BALLERINA compiled by Doreen Bardon on a PC

| | |
|-------------------|---------------------------------------|
| GLOVES | WEAR THEM |
| COAT | WEAR IT, HAS POCKETS |
| CAR KEY | TO OPEN PAINT CAN |
| SHOPPING BAG | FOR CARRYING OBJECTS |
| PAPER (FROM BAG) | CLUE FOR ELECTRICITY AND MONKEYS |
| CABLE | CONNECT TO TERMINALS FOR POWER |
| GREY KEY | UNLOCK BOX FOR LIGHT |
| REVOLVER | TO ATTRACT GUARD, USE AS A HAMMER |
| CANDLE | LIGHT IT IN DARK PLACES |
| MATCHBOOK | HAS 3 MATCHES, LIGHT CANDLE & FURNACE |
| CARDBOARD | SIT ON IT TO SLIDE DOWN A SLOPE |
| PAINT CAN & BRUSH | PAINT MIRROR SURFACES IN MAZE |
| AWL | BREAK ICE |
| BOTTLE SOLVENT | POUR ON SCISSORS |
| COMB | TO COMB THE REINDEER |
| STEPLADDER | FOR CLIMBING HIGH PLACES |
| CLOTH (FLAG) | RAISE IT ON FLAG POLE |
| MAGAZINE | CO-ORDINATES FOR TRAVEL IN BOOTH |
| COT | MOVE IT |
| DEVICE | TURN CRANK, LOWERS CAGE DOOR |
| SPECTACLES | WEAR TO SEE IN PIGEON HOLES |
| BINOCULARS | DID NOT USE |
| PILL BOTTLE | EAT ONE. TO GET PLATE |
| PLATE | PLACE ON HEARTH WITH COOKIES |
| COOKIES | FOR SANTA, PUT THEM ONTO A PLATE |
| PAMPHLETS | CLUE |
| PUMP | FOR BLOWING UP ITEMS |
| TRICYCLE | RIDE IT OVER THE HOT TILES |
| BAG NAILS | REPAIR HOLE IN FLOOR |
| CREDIT SLIP | FOR PURCHASING BALLERINA |
| BOARDS | REPAIR HOLE IN FLOOR |
| SHEET PAPER | CRYPTIC CLUES |
| HELIUM TANK | FOR INFLATING 6 BALLOONS |
| TEDDY BEAR | CARRY NEAR GHOST |
| LUMP CLAY | PLUG TOILET DRAIN |
| VICTROLA | MUSICAL INSTRUMENT, PLAY RECORD |
| PIECE PLASTIC | INFLATE IT UNDER BEAM |
| BAGPIPES | PLAY NEAR RATS, LURE THEM OVER CLIFF |

DISC
SILVER KEY
STEAK
BANANA
SLEIGHBELLS
METAL 'L'
LARGE PAD
GOBLET
ROPE
COMPASS
CROW
EMERALD
NIGHTINGALE
POSTER
COATHANGER
DINOSAUR
BOTANICAL GUIDE
VINE
BALL
BALLOONS 6
STRING
CLOCK
CORD
GOLD KEY
LIGHT PEN
MONKEYS
BALLERINA
RECEIPT
WINGS
ELF
REINDEER
SANTA

PLAY TO ELF
WINDING UP NIGHTINGALE
BAIT FOR DOG
GIVE TO MONKEY
SHAKE THEM TO ATTRACT REINDEER
INSERT INTO BOOK MACHINE
PUT UNDER BALCONY
FILL WITH MILK, FOR SANTA
TIE TO POLE, LOWER OVER CLIFF
IN REINDEER POUCH, FOR PLANT MAZE
GUARDS NEST, PLAY NIGHTINGALE
PAYMENT FOR ELF
ON XMAS TREE, PLAY TO CROW
PRESS NOSE TO LIGHT UP TREE
STRAIGHTEN IT, HOOK OUT SILVER KEY
GIVE BALL
READ IT IN PLANT MAZE
HAS A PIECE OF STRING
ASK SANTA FOR IT, GIVE TO DINOSAUR
INFLATE WITH HELIUM, TIE TO VINE
CUT WITH SCISSORS, TIE TO CORD
ELF WILL MEND IT, USE TO WAKE DOG
PULL IT, TIE STRING TO IT
UNLOCKS DISPLAY CASE FOR BALLERINA
SCAN PRICE TAG
ASK THEM QUESTIONS
BUY IT, YOUR OBJECTIVE
SHOW IT TO GUARD
DID NOT USE
WILL MEND CLOCK FOR A PRICE
HAS COMPASS, NEEDS COMBING
FEED HIM MILK AND COOKIES



GETTING YOU STARTED

JACK OF HARTZ by Bev Truter on a PC

NOTE: It is essential to LISTEN, SMELL and TALK to characters where it sounds appropriate to do so.

Open your knapsack and X the letter inside it. Climb the tree to find a useful object in a bird's nest. X tree, X branches.

Sorry, but you will have to kill the snake (must have grey stone). At Shady Trail X undergrowth and SMELL. (Need something to dig with).

Don't scramble into the hole (south of Royal Forest) until you have found a digging implement.

The King's Tulip Fields - the song that drifts through your mind when you examine the tulips is "Tiptoe Through The Tulips".

Top of the hill - X the view.....

SO FAR played on a PC

Start on a bench in the Lower Theatre, watching a performance of "Rito and Imita". WAIT or Z, AGAIN or G (until the players finally leave the stage and an old man tells you to move), W, W. S. S. S (theatre portico), W (west portico where people are relaxing - you feel a cool breeze of air), LISTEN, G, G (to edge closer to the argument about the moons), X SKY (scorching hot sun, and two moons Worel and Amwol), X SHRUBS (notice a doorway half hidden by the shrubs), N (through the doorway), N, W (theatre storage - see a battered cabinet against the north wall), X CABINET, OPEN CABINET (find an off-square wooden box), TAKE BOX, X BOX, LOOK BEHIND CABINET, ENTER SHADOW (you enter the blackness and find yourself in daylight on an abandoned road). N (behind a stub of a chimney and scattered bricks), TAKE BRICK, X CHIMNEY (note shadow), ENTER SHADOW (to be transported to a field behind a long wooden platform), X PLATFORM, W, SW (dusty yard), E (north end of mall), S, E (way blocked by a stumpy woman in blue and a wrinkled man in yellow), E (to narrow alley - if not, keep trying until you arrive here - note the shadow cast by the statue), ENTER SHADOW (to be transported to a grassy hilltop), U (tree), WAIT, G (repeat until the end of the performance and the crowd melts away), D

HINTS AND TIPS

AURA-SCOPE (aka HORRORSCOPE) played on a Spectrum (128K) and PC(e)

Aquarius/Cracked Pitcher

Go to the Top of the Turret in the Castle (from Great Hall go NE, then U and U). You will meet Pluto. PICK CARD three times to be told you can collect a gift from the store-room. Go W and pick up the wand.

Go to Perseus (at Border of Kingdom). He will, in time, give you a chest. The wand will unlock it. It contains the head of Medusa - leave it in the chest until needed.

Go to the Cave found W, N and NE from Meeting of Ways and pick up the cake.

Go to Top of Outcrop. EAT CAKE so you have the strength to PUSH the ROCK to reveal a hole allowing light to shine into the cave below. LOOK IN HOLE to see a spider's web.

Return to the cave and TAKE WEB CAREFULLY. If it breaks LOOK until the spider repairs it.

Go to Sloping Ledge and THROW WEB - the lizard gives you a bug.

Return to Meeting of Ways and then go E and E, then NE until you arrive at the Headland. Go W twice to Edge of Chasm. A Crow should be here. Feed him and he will help you.

You can now save Andromeda. The idea is to use the head of Medusa to defeat Cetus, so JUMP ON CROW to be taken to the Causeway. WAVE WAND (to unlock chest), OPEN CHEST, CLOSE EYES *before* TAKE HEAD FROM CHEST (Cetus turns to stone), PUT HEAD IN CHEST *before* OPEN EYES.

Go to the Great Hall in the Castle. Cepheus will reward you with a bag of birdseed.

Go N to Bed Chamber (carrying birdseed) to find the cracked pitcher.

Next month - Virgo/White Gown

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

Star Puzzle

Insert the star-shape gem (from the Troll) into the indentation in the Square Room - told "nothing appears to happen" but it does in fact activate the star-shaped button at the dead-end E of the Troll bridge. Go there and press the button to fall into the Hexagonal Room.

Examine the clock and drawing for clues. To solve it go S, NE, W, S and N. You are now transported to a laboratory.

Dragon

THROW VIAL to put it to sleep. Do not leave and then return, otherwise the dragon will be awake.

Rather unsportingly KILL DRAGON (need knife).

CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad

In the Cellar

Go U the steps to obtain a bucket.

X POSTS to overhear a conversation.

You can't cut or untie the thongs on the chest - use something to burn them.

Apothecary

Buy the explosive (need the silver sixpence).

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

Policeman on the Promenade

He will prevent you vandalizing the railings, so WAIT until it gets dark and he will go away. A section of railing makes a good ladder!

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

GIRL'S PHOTO

This photo takes you to the top of some white cliffs. Visit the beach, sheltered cove and derelict car to find some useful items.

Lighthouse - to get the generator working you need the fan belt. You have to get the lamp to shine in the grassland. I think this is quite a difficult puzzle so I will give you the inputs - PUT NEEDLE IN SLIT and BLOCK LAMP WITH ROCK (this forces the lamp to stop and shine towards the sea). Now TURN LAMP until it points towards the field of grassland. DIG PATCH illuminated by the beam of light to find a pirate's cutlass. X CUTLASS and X HANDLE for a clue on how to find a skeleton key. Retrieve the rock from the lighthouse before returning to the sheltered cove.

Cavern - the rod is your light source. LOOK IN CRACK then put the cutlass in the crack to trigger a switch. THROW clay ROCK AT loose STALACTITES to cause sun to shine through a hole above.

Open the pouch and take out the gunpowder and put it on the rock. Now PUT GLASS IN SUNLIGHT so the rock breaks away and falls into the river thereby blocking it so the waterfall dries up and you can see a tunnel/tomb. There is a blue gem in the pirate's peg leg.

Lever Puzzle - a very tricky bit of lever pulling involving the spelling out of the MM (Maria's initials) and MDCXCVIII (1698, her date of birth) as advised in the parchment found in the chest. The left and right levers select the letter and the centre lever sets it.

e.g. X WHEEL (L selected), PULL LEFT LEVER (M selected), PULL CENTRE LEVER (sets M).

Keep a note of what you have "set" and X WHEEL to see what it shows after each "set". OPEN DOOR and if you have done it correctly you can go N into Merciless Maria's Tomb.

Gems - the red one is in the chest; the blue one is in the peg leg. LOOK IN MOUTH of corpse, LOOK UNDER EYEPATCH and X RING to find the other three (white, green and black). LOOK IN PAN and X CIRCLE. You now have to get the ring but avoid the trap. Put all the gems in the pouch - the only way you can get them all in the pan at the same time. PUT POUCH IN PAN - you now have 1 move to TAKE CIRCLE. KISS CIRCLE to return to the Memorabilia Room.

MONSTER played by Barbara Gibb on a PC(e) - also available on Spectrum (128K)

Take the Staff to Tudaw to be told your next task - recovering his wand from the wicked witch.

Pick up and examine the torc before leaving Tudaw's Temple.

Find Boot the Elf in Magpie Woods and SAY TO BOOT "HELP ME" (speech marks are important - CTRL + P if under Spectrum emulation). He says he needs 6 items in order to make a potion - viz. purple poppy, rubies, dragon moss, crystal salt, pearl and golden rose.

Enter the Purple Tunnels and go to the dead end. PUSH the ROCK to reveal a secret passage to the east.

The rope bridge is fragile so you can carry only 2 items safely across, and one has to be the torch. Lighten your load and cross the bridge several times to find sapphires and rubies.

Before you leave the tunnels pick up the piece of paper and large key.

PROJECT NOVA (Pt.2) played by Barbara Gibb on a PC(e) - also available on Spectrum, Atari(e) and Amiga(e)

ABATTOIR (again)

In the Machine Room - TIP BARREL and PUT MEAT IN BAG.

POLICE STATION (again)

Examine the jailers and throw the gold nugget into the jail. Tell the crew to follow you.

DINGY ALLEY

Pick up some stones.

SEWERS

Wear the goggles before entering.

Drop the meat in the side chamber north of "smelly sewer". Now go to where the rat is blocking your way and then retreat to "smelly city sewer". The rat should go into the side chamber to eat the meat. You can now return to "disgusting sewer" and go N and U to leave the sewer via a maintenance hatch.

STRANGERS IN THE NIGHT played by Bev Truter on a PC

It's best to play the game in the following order, due to the various opening and closing times of some of the buildings you need to visit.

In your apartment

Find the 'NightLife' magazine and examine it to find a card. Read the magazine (tells you about the various buildings in the city) and the card. Ask the doorman about all the buildings mentioned, and when you question him about the museum, he gives you an invitation. Read the invitation to find the museum's address, then make your way there first of all, as the museum closes before midnight.

Museum (closes at midnight)

In the Entrance, examine the door to your north, then examine the plate and break it, N, take the key (which unlocks the door to the south in the Exhibit Hall). DO NOT try to open the north door, or a bug in the game places you back in your bedroom. You'll find a guard roaming about in the New Wing, south of the Exhibit Hall.

Sara

Find your way to Oak Apartments, NW of your apartment, on Oak and 9th. Use the number found on the card (4521) to open the security door in the foyer - PUSH 4<enter>, etc. Knock on the door of apartment 201, then follow Sara to the bedroom. Take the ticket lying here.

Theatre

NE of your apartment. You'll need the movie ticket to get past the bouncer. There's a man sitting on his own in the screening room.

Supermarket

The parking lot is located west of Clay and 11th & 12th. Examine both cashiers in the supermarket entrance, then make your way north to the Employees' Room. Return to the two cashiers, and wait until one of them goes to the Employees' Room. Follow her there, and examine her.

Next month - Nightclub and Church

SOLUTIONS OF THE MONTH

APRIL 7th

Written by Geoff Lynas

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

Solution by Barbara Gibb based on author's own solution

NOTE: It is vital to map each level and not waste any moves.

Start in untidy room on Level 3 - green. I (nothing), OPEN CABINET (see a red pass), TAKE RED PASS, SHOW RED PASS (door opens), GO THROUGH DOOR (to dorm), N, N, N, E, E, S (bio-electronics lab.), TAKE POWER CELL, N (food synthesis lab.), PRESS BUTTON (transported to dismal room on level 2 - black), S, S, U, N, W, W, S, E (armoury), TAKE LASER RIFLE, EXAM LASER, INSERT CELL (into laser rifle), W, S, E (transporter room - see three coloured buttons used to access the other three floors buttons).

PRESS YELLOW (transported to Level 1), W, N, N, N, N, E, E (circular chamber), SEARCH BODY, TAKE HELMET, EXAM HELMET (requires a visor to enhance images in darkness and smoke), WEAR HELMET, W, W, S, S, S, S, E (transporter room).

PRESS RED (transported to Level 4), W, N, N, N, W, N, W, N (plumbers' shop), FIRE LASER (at rat), E, N, E (electricians' shop), FIRE LASER (at rat), SEARCH SHOP, TAKE VISOR, ATTACH VISOR (to helmet), W, S, W, S, E, S, S (materiel section foyer), SHOW RED PASS, GO THROUGH DOOR (need helmet with visor), N (general store), TAKE SUIT, WEAR SUIT, TAKE BOOTS, WEAR BOOTS, S, GO THROUGH DOOR, CLOSE DOOR, N, N, W, N, FIRE LASER (at rat), SEARCH SHOP, TAKE WRENCH, E (refrigeration plant), SEARCH BODY, TAKE DIRECTION FINDER, N, E, S (need wrench, now in ventilation pump room), TAKE GLOVES, WEAR GLOVES, N, W, S, W, S, E, S, S, E, S, S, E (transporter room),

PRESS BLACK (transported to Level 2), W, W (storage chamber), TAKE SPARK PLUG, E, N, N, W, S (holding cell), EXAM BENCH, SEARCH POLICEMAN, TAKE GOLD PASS, N, E, E, E, S (operating theatre), D (tiled room), N, N (dismal room), PRESS BUTTON (food synthesis lab - level 3), W, W, W, W (research section), SHOW GOLD PASS, GO THROUGH DOOR (bacteriological lab.), TAKE FIRST AID KIT, GO THROUGH DOOR, CLOSE DOOR, E, E, E (technical section corridor).

You are probably feeling very dizzy now.

SHOW RED PASS, GO THROUGH DOOR (now in decontamination chamber), CLOSE DOOR, PULL LEVER (all contaminants have been eradicated), SHOW RED PASS, GO THROUGH DOOR, W, N, N, E (rest room), TAKE LAGER, W, N, N (terminal control), SEARCH BODY, TAKE SOCKS, REMOVE BOOTS, WEAR SOCKS, WEAR BOOTS, S, S, S, S, W, N (robotics lab.), TAKE MANUAL, S, W, N (cryogenic lab.), TAKE TEST TUBE, EXAM TEST TUBE, S, DROP GOLD PASS (not needed again), E, E, S, S, E (transporter room).

PRESS YELLOW (Level 1), DROP WRENCH, DROP FIRST AID KIT, DROP LAGER, DROP DIRECTION FINDER, DROP LASER, DROP SPARK PLUG (all needed later), PRESS GREEN (Level 3), W, W (commander's room), EXAM SAFE, TAKE MAP, E, S, W (science officer's quarters), TAKE GEIGER COUNTER, E, N, N, N, E, E (food synthesis lab), TAKE FOOD BAR, N (hydroponics fields), TAKE VEGETABLES, S, PUSH BUTTON (dismal room - level 2), S, S, U, N, W, W, N, N, N (massive room - see robot), INSERT TEST TUBE (need manual), DROP MANUAL, TAKE ROBOT, S, S (level 4 will be flooding by now and you will be sent to the transporter room on level 1).

DROP RED PASS, DROP MAP, DROP FOOD BAR, W, W (main fuel store), TAKE FUEL DRUM (must have activated robot with you), E, N, E (lubricant store), GET OIL CAN, W, W (guttled room), SEARCH BODY, TAKE MEDALLION (of St. Christopher), WEAR MEDALLION, E, N, N, E (air duct - must be wearing the St. Christopher medallion), E, E (dead end), SEARCH BODY, TAKE KEY, W, W, W, S, S, S, E (transporter room where you left your cache of vital objects), TAKE SPARK PLUG, W, N, N, E, E (garage), PULL LEVER (to lower inspection hoist to reveal a superbike), INSERT PLUG, MOUNT BIKE, START ENGINE (need ignition key - you ride the bike to the freight lift), STOP ENGINE, TAKE KEY, DISMOUNT BIKE, PUSH LEVER (don't have all the necessary objects present of course), DROP ROBOT, DROP OIL, MOUNT BIKE, START ENGINE (to return to the garage), STOP ENGINE, TAKE KEY, DISMOUNT BIKE, W, W, S, S, E (transporter room), TAKE WRENCH, TAKE FIRST AID KIT, TAKE LAGER, TAKE FOOD, TAKE MAP, TAKE DIRECTION FINDER, TAKE LASER, W, N, N, E, E (garage), MOUNT BIKE, START ENGINE (ride back to the freight lift), STOP ENGINE, DISMOUNT BIKE, TAKE CAN, PUSH LEVER (to arrive outside -the door of the shelter closes behind you, never to re-open - it is the dawn of the new day).

100%

LIFEBOAT

Written by Jack Lockerby

Available on C64, Spectrum, Atari(e), Amiga(e) and PC(e)

Start adrift in a lifeboat. (When the little dog appears at the boat -"GET DOG")

EXAMINE WOMAN - EXAMINE JAKE - EXAMINE PEDRO - EXAMINE SHAMUS - EXAMINE BOAT - EXAMINE OAR - TAKE OAR - SPEAK TO SHAMUS - TAKE OAR (Shamus now takes the oar) - ROW BOAT - ROW BOAT (until you get the message that the Woman is hiding a small case) - TAKE CASE (Pedro now tries to stop you) - FIGHT PEDRO (repeat until one of you topples overboard - if it's you, "SWIM" until you reach a Jetty.....if it's Pedro, just keep rowing) - ROW BOAT (or "SWIM") (until you reach the Jetty) - DROP OAR - UP (the iron ladder now falls away!).

EXAMINE VANE (you can now learn your directions) - N - IN - EXAMINE WOMAN (she has a book in her hand) - TAKE BOOK - EXAMINE BOOK (it is entitled: "The Sleeping Beauty") - KISS WOMAN - TAKE HAND (you must find her Prince to survive) - SIT (you are soon thrown to the ground, unconscious) - LOOK (you are now on a Grassy Hilllock) - N - EXAMINE ROPE - PULL ROPE - PULL ROPE (you find a cat) - UNTIE ROPE - TAKE PAIL - EXAMINE PAIL - S (the cat follows you) - S - IN - SHUT DOOR - DROP PAIL - TAKE KETTLE - FILL PAIL (with boiling water) - EXAMINE PORTRAIT (Polly!) - DROP KETTLE - OPEN DOOR - OUT - SHUT DOOR.

N - E - TAKE PAPER - READ PAPER (it is an ancient scroll with the ingredients needed to make a Prince!) - DROP PAPER - E - S - S - S - S - LOOK (you find a gold "YENOM".....backward money?!) - TAKE YENOM - S (something will now cause the cat to run off) - EXAMINE KELP (you find a wet little dog!) - EXAMINE DOG (it's disc has the number 492 on it) - TAKE DOG - E - EXAMINE WRECKAGE (you find an attache case) - TAKE CASE - EXAMINE CASE (the opening mechanism is damaged) - DROP CASE (it shatters revealing curds and whey!) - TAKE CURDS - N - DROP DOG (he warms up on the sand and goes to sleep).

IN (Three Blind Mice come and go!) - OUT - TAKE DOG (he will now run away) - S - W - N - N - N - E - E - IN - TAKE FORM - READ NOTICE (you learn that the Blacksmith requires a Labourer) - OUT - W - W - N - N - IN - GIVE FORM - FILL IN FORM - GIVE FORM (the Blacksmith gives you the bellows) - SQUEEZE BELLOWS (the Blacksmith pays you) - I (you now have SEVEN gold Yenoms) - OUT - N - E - KNOCK ON DOOR (Miss Muffet takes the curds and whey from you) - W - S - S (you will now realise that

Miss Muffet was the woman on the boat!!) - E - READ NOTICE (this is the "CANINE EXERCISE AREA") - E - N (you can now hear a baby crying) - TAKE STICK - SQUEEZE BELLOWS (when the wind blows!) - TAKE TEARDROP (you must now wander around and locate the little dog.....whilst carrying the stick.....when you have found him, return to the Village Green).

THROW STICK (the dog retrieves it and there is something caught on it!) - TAKE STICK (there is a Rusty Key attached to it) - W - S - IN - EXAMINE CLOCK (Hickory, Dickory Docksville!!) - WIND CLOCK - TAKE MOUSE - OUT - E - GIVE YENOM (you now have to guess three mystery numbers.....remember the dog's disc?!) - 492 - 492 (the Fat Man gives you the Yenom Finder) - W - S - S (you now have to search the beach locations until the Yenom Finder starts to whine) -DIG -(repeat this command and keep checking your inventory, until you have a total of FOURTEEN Yenom.....from the "KELP" location at the water's edge, proceed.....) - N - N - N - E - E - E - IN (you now have to bid for the Tuffet) - RAISE HAND (it's yours!).

OUT - W - W - W - N (if the shop is closed, move out of that location then return, and repeat until it is open) - IN - TAKE PIE - GIVE YENOM - OUT - EXAMINE PIE (you see a hole in it) - PUT THUMB IN HOLE (well, it had to happen.....a big fat plum!!) - (you must now wander around until you locate the cat.....usually found near the well location.....when you find it, proceed to the hut on the beach, where the mice were seen) - IN (the cat obtains the tails of the Three Blind Mice for you!) - TAKE TAILS - OUT - S - W - N - N - N - N - N - N - E (Miss Muffet is now holding the curds and whey at the window) - KNOCK ON DOOR (she takes the tuffet and the old spider sits down beside her!) - TAKE SPIDER - OUT.

W - S - S - W - W - S - OPEN DOOR - IN - DROP TEARDROP - DROP MOUSE - DROP SPIDER - DROP PLUM - DROP TAIL (you have now brewed some clothes, fit for a Prince!) - TAKE CLOTHING - OUT - N - SIT (you are now back inside the Fisherman's Hut) - WEAR CLOTHES - KISS WOMAN (Ooer!....she fancies you!!) - HELP.

FINAL MESSAGE

"It was all a delirious dream!
You are back in the Lifeboat, being tended by the woman, from her "first aid box"...the case.....
and you are about to be rescued by the approaching boat!".
"THEY ALL LIVED NEVER HAPPY AFTER?!!".

SERIALIZED SOLUTION

BLUE ICE

Walkthrough by the Three Jays, with many, many thanks to Rik Yapp

It's still not time to prepare the smoked eel so turn to uniting the young lovers. First step is to get Mrs. S. to go to sleep. Fill the salt cellar with sleeping powder from the box marked Zzz in the Bedroom then sprinkle the powder into the wineglass she is holding in the Library. Drag the bottle from the floor by her feet towards the glass. She will drink the drugged wine so the way will be clear to enter the Secret Garden. Next we need to find a way into the Secret Garden and for this we need the pig-shaped sponge from the Bathroom. Get the sponge and first try clicking it on the steamed up bathroom mirror. The mirror clears for a moment only so something more permanent is needed. Now go to the Garden and click the sponge on Olly's arm. It opens the **Secret Garden**, which can now be entered by clicking on Pollyanna. Pick up the stick lying on the grass and use the sickle moon to cut a lavender leaf from the top left corner of the screen. Go to the Bathroom and drop the lavender leaf into Pollyanna's bathwater, then fill the bottle with the lavender water it creates. Pour this lavender water over Olly in the Loo. He now smells good and his teeth are clean (remember cleaning them earlier?) so return to the Bathroom to find a love note to him from Pollyanna. Click on it to read it, then click again to pick it up. Give it to Olly in the Loo.

Next we need to get him to reply. Fill the bottle with acid by clicking it on to the battery in the Loo and then go to the Lab. Turn the gas on to power the Bunsen burner (the tap is on the top left of the screen behind the moving bottle) and light it with the candle or a match. Pour the acid into the beaker and add the copper coins. They melt and boiling produces blue crystals. Leave these crystals a while longer till they become white crystals capable of absorbing water (you can check this in the Library). Collect them in the salt cellar. Click the salt cellar in the Bathroom to clear the condensation and reveal a smiling Olly. Go back to the Loo to find a love note from him to Pollyanna. Click on it twice (once to read it, once to pick it up) and deliver it to Pollyanna in her bath. Return to the Secret garden and look at the row of poppies at the back. There is a fly buzzing about. Click on it to move it, repeat, and, when it settles on the second flower from the right, click the arrow icon o to it to enter the **Flower**. There you will see the lovers about to share their first kiss. You have completed the Love challenge – check out the Library and the Chimney for a green book and a red dove with a bigger star above.

Before leaving the Flower use the net on the fly to catch it. Take the fly to the Pantry and drop it on to the meat. Immediately the meat becomes alive with maggots so pick up one. The audio clue earlier mentioned a warm maggot helps to catch a cold fish so warm it up by clicking it on Olly's lips in the Hall to get him to blow on it. Enter the pond and, when the upper fish has its mouth open, click the maggot on it to catch it. A live fish is no use so go to the House screen and put the fish on the earth beside the pond. When it dies, pick it up, go back into the Pond and click it on the eel at the bottom. When the eel moves out a bit, repeat and you will have an eel. Smoke it by clicking it on the Chimney, then place it on the plate in front of Edward. Drag the cheese sauce jug to the plate to cover the eel with sauce, then use the hand icon to drag both the eel dish and the teacup to Edward to sample. Look again at the menu and see you have created marshmallows in chocolate sauce, the very thing to give the prince A Feast of Food and solve the second challenge. An orange dove has joined the red one in the Chimney and the book Edward is reading is now green.

Now for the Music challenge. Check out the instruments in the Music room. The trumpet is jammed, the violin lacks strings, and the clarinet needs a reed. Use the knife on the butter in the Kitchen then use the butter on the trumpet to free it. Cut a reed in the pond and click it on the clarinet to repair that. The mouse comes in handy again for the violin problem as he helps you catch the cat hiding in the tuba. Get some more cheese from the Mousehole and, in the Library, place the cheese in front of the hole. When the mouse appears, catch it and place it on the small shelf in the Music room. Use the wind to extend the trumpet then blow on the tuba. When the cat appears he will be distracted by the mouse and won't notice he is in the curve of the trumpet tube. Blow the trumpet again to retract the tube and take the cat. Place the cat on the right end of the violin and drag it all the way across. You now have cat gut strings for the violin and have completed the Music Challenge. There is now a green dove in the Chimney and a green book, The Joy of Music in the Library.

Edward needs some colour brought into his life so you need to produce the three primary colours. In the Loo, use the net to catch a fly on the cactus and place it in the pestle and mortar in the Lab. You now have the red pigment so click the toothbrush on it to pick it up. Next click the toothbrush on the blank canvas in the Drawing Room and notice the picture above the fire come to life. Use the stick to get a walnut from the tree outside the House, repeat the pestle\mortar\toothbrush procedure to obtain yellow and bring the sunflower picture in the Drawing Room to life. The final colour, blue, is obtained by the same method, using a leaf cut from the top right side of the Secret garden. Watch Edward smile when the three colours are in place and find a blue dove in the Chimney, and a green book, the Joy of Colour in the Library.

During these four challenges you have also done most of the nature challenge but there is one thing left to do – you must feed a fly to a spider. Using the same method as earlier grow a ripe berry in the House screen but don't pick it. Wait a short time and it will become overripe and a fly will appear. Catch the fly with the net and take it to the Attic, the room you entered at the start of the game before you had a light source. Place the fly at the top right side of the web and, when the spider emerges, guide it to the fly along a route that avoids strands with sticky drops. To navigate, place the hand icon on the junction you want the spider to go to, then move along to the next junction and repeat until the spider reaches its quarry. If you are too slow, the spider retreats to its previous junction so it's a good idea to map out a route before you start. This completes the last challenge and there are now five doves waiting to take Edward and Icia into a bright future, and the last book in the Library is now green and entitled *The Joy of Nature*.

Strictly speaking the adventure game ends here. You have solved the five challenges and can take Edward up the Chimney to the Win room, then back to the Eye where he will now accept the crown. But don't do that yet. Hang on and do the next part, the enhanced adventure game so to speak. Once Edward goes up the Chimney, all the law scrolls disappear, leaving blanks for the player to replace with sayings, quotations and homilies. There are *four more* locations to find and their scrolls will remain blank for the rest of the game if you've been to the Win room first. Also there are some fun things to find and try so wait a short time in the Attic till a piece of parchment appears in the web. This is for a non-essential problem but fun to do so pick it up and burn it in the fire in the Drawing room. There are another five pieces to find but you can only carry one at a time so burn them as you find them.

THE NEW LOCATIONS, HOLES AND THE PARCHMENT PIECES

After burning the piece of parchment go to the House screen and click the arrow icon on the smoke coming out of the chimney. This takes you to the **Sky**. Here make the Plough Constellation by using the hand icon to drag a connecting line from the bright star at the top left down through the other bright stars (if two stars won't connect, you've chosen the wrong one so drag the hand to another till it works). When it is drawn, the planet it holds turns on its axis. This opens up the **Drink** in the Bedroom. Before entering the Drink, enter the Mouth and click on the flashing picture. This takes you into the **Video room** with its flashing TV sets, needed by the deeper game. Leave and enter the Drink and pick up the ice cube. Melt the ice cube in the Lab beaker to produce another piece of parchment. Pick it up fairly quickly before it disappears from the game forever and burn it.

Have the paper plane with you when you return to the Drawing room where you can now enter the small **Painting**. Once inside, fly the plane and retrieve it to find it has become another parchment piece. Burn it. This opens the access to the **Sun**. Firstly go to the pantry and get some sugar, then go to the Sky. From here enter through the bright star in the top right hand quarter to the Sun. Sprinkle the sugar on the sun and sweets will appear. You can now go up the Chimney into the **Win Room**. Here click on the wooden post and see a half-assembled parchment.

Check out the Library, Drawing room and Video rooms again and you'll find large holes have appeared in all of them. Going through the holes leads you to bewildering screens of hex code, lines and interference, each pair of screens with a keyboard underneath. These locations come into play in the deeper game only and can be ignored if you are only interested in the adventure game. The solution follows in part 2.

Next return to the Cellar to retrieve the parchment piece noted earlier and burn that as well. Go to the Pond and when the clam is slightly open, use the hand icon to prise it fully open. Take the parchment piece and burn it. Finally go to the Library where you will find the sixth piece has appeared. It is lying on the shelf under Edward's reading table. Pick it up and burn it too. (We found that if the Library piece were taken anytime before this, the puzzle could not be completed as the last piece would never show up). If you check out the Win Room post now you'll see the completed parchment – see below for the solution.

SCROLLS AND SPARKLIES

The way to fill in the now blank law scrolls is explained cryptically in the audio clue in the Win room, which says, "Nothing is as it first appears, to look is not to see. The beginning is carried by the moon and your journey follows through tears". We must spread Edward's tears into every screen then tease them into letters of the alphabet. These letters fill the scrolls. Firstly, to make Edward cry, go to the Mousehole. Use the hand icon on the bunch of onions and drag it down to Edward's eye (left picture) to release fumes. A tear will appear on Edward's cheek. Collect this in the bottle, then click the bottle in any screen to release the tear. The tear becomes a group of dancing sparklies that needs to be captured and turned into a letter. Collect more tears and pour them out in every location – this is a bit tedious because you can only collect one tear at a time so you have to keep returning to the Mousehole. Now to catch them. Carefully watch the swirling sparklies to see which letter they are tracing, then click the sickle moon on the exact spot where the letter starts and then click it on the precise spot where the letter ends. The letters appear on the relevant scrolls when caught. This lets you know if you have been successful – no letter on scroll,

no capture. A and Y (Mousehole and Lab) form without being caught but you must catch all the rest. Here is a list of the letters, the rooms they are caught in and the final scroll message:

- A) Mousehole, Mehr Licht
- B) Kitchen, One should eat to live not live to eat
- C) Sky, So many worlds so much to do
- D) Painting, It is clever but is it art
- E) Chimney, After all tomorrow is another day
- F) Pond, Everything flows and nothing stops
- G) Attic, Man fears only the stroke of death
- H) Loo, She is Venus when she smiles
- I) Music room, Silence is the virtue of fools
- J) Cellar, Birth and copulation and death (J does not appear in any of the quotations)
- K) Garden, Oh she is the antidote to desire
- L) Hall, Why this is hell nor am I out of it
- M) Drawing room, Time quietly kills them
- N) House, Some stars fell like a falling tear
- O) Eye, The child is father of the man
- P) Bathroom, She walks in beauty like the night
- Q) Pantry, Doth not the appetite alter
- R) Drink, Drink to me only with thine eyes
- S) Stairs, Oderint dum metuant
- T) Library, Why art thou silent
- U) Bedroom, Dream your dreams away
- V) Flower, My love is like a red red rose
- W) Dining room, O tempora o mores, Video room, Think too little talk too much and Sun, Stolen sweets are best
- X) Mouth, Into the mouth of hell
- Y) Lab, Falser than vows made in wine
- Z) Secret Garden, And a heaven in a wild flower

Just for fun you can also release a tear in the Win room and find it acts differently from all the others. This one forms itself into several separate little groups that swirl around independently. There is no need to try to catch these sparklies.

The scroll in the Win room now reads BUZXEFREP, the Ultimate Solution in code.

More next month

POSTAL ADDRESSES

BORPHEE COMPUTERS - 64 County Road, Ormskirk, Lancs. L39 1QH

LAURENCE CREIGHTON - 603 Hillside Heights, Wessels Road, Green Point, 8005, South Africa

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

ZENOBI SOFTWARE - 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX

WEBSITES

Adventurers Convention - www.adventureconvention.fsnet.co.uk

FSF - www.fsf-adventures.ic24.net

Creative Adventure Toolkit - www.richmond62.freemove.co.uk

E-MAIL ADDRESSES

DOREEN BARDON - doreen@bardonrivendell24.freemove.co.uk

EDWINA BROWN - edwina@brownuk.swinternet.co.uk

PETER CLARK - clarkpg@btinternet.com

LAURENCE CREIGHTON - Larry@Gem.co.za

CLAIRE DYARD - Cdyard@aol.com

JOHN FERRIS - John@frogs.force9.co.uk

DENNIS FRANCOMBE - DFRANCOMBE@aol.com

FRANK FRIDD - frridd@tinyonline.co.uk

BARBARA GIBB - gibb2@cableinet.co.uk

PHIL GLOVER - pglover43@aol.com

KEZ GRAY - kez@kgray30.fsnet.co.uk

CHRISTOPHER HEPPINSTALL - Hobbes1683@aol.com

LARRY HORSFIELD - lazza@cafc2010.demon.co.uk

SUE MEDLEY - sue_medley@syntaxdesign.freemove.co.uk

DOROTHY MILLARD - dmillard@optushome.com.au

PHILIP RICHMOND - philip@richmond62.freemove.co.uk

GEORGE RAWSON - george@rawson27.freemove.co.uk

PHIL REYNOLDS - phil@darkmoon.force9.net

MANDY RODRIGUES - rodriguesmandy@hotmail.com

JON SCOTT - JM.Scott@ulst.ac.uk

DEREK SHAW - kuntreeboy@lineone.net

EDMUND SMITH - edmund@zenet.co.uk

ROGER STAFF - rogerws@rover4.demon.co.uk

BEV TRUTER - atruter@netspace.net.au

KAREN TYERS - karvic@btinternet.com

TELEPHONE HELPLINES



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|--|------------------------------|---|
| DOREEN BARDON (Spectrum) | 01653 628509 | Mon - Fri 1.00pm - 10.00pm Sat - Sun Any reasonable time |
| BARBARA BASSINGTHWAIGHTE (Spectrum and BBC) | 01935 426174 | Sun - Sat 10am - 10pm |
| STEVE CLAY (PAW and AMOS) | 0151 2005861 | Mon - Fri after 7pm Sun - any reasonable time |
| ISLA DONALDSON (Amstrad) | 0141 9540602 | Sun - Sat Noon - 12pm |
| BARBARA GIBB (Various) | 0151 280 5616 | Afternoon and Evening |
| PHIL GLOVER (Sam Coupe) | 0121 7777324 | Mon - Thurs 6pm - 10pm Sun 11am - 5pm |
| SUE MEDLEY (Various - especially PC) | 0181 302 6598 | Any day 9am - 9pm |
| MANDY RODRIGUES (Various) (Mobile) | 01492 877305 07776 413293 | Mon - Fri 10am - 9pm |
| KAREN TYERS (Golden Oldies) | 01347 838667 | Mon - Fri 6pm - 11pm Sat - Sun Any reasonable time |

THE ULTIMATE INFOCOM HELPLINE

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

Call GRUE 01695 573141 - 7.30pm - 9pm Mon - Friday
or write to
64 County Road, Ormskirk, Lancs. L39 1QH

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

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