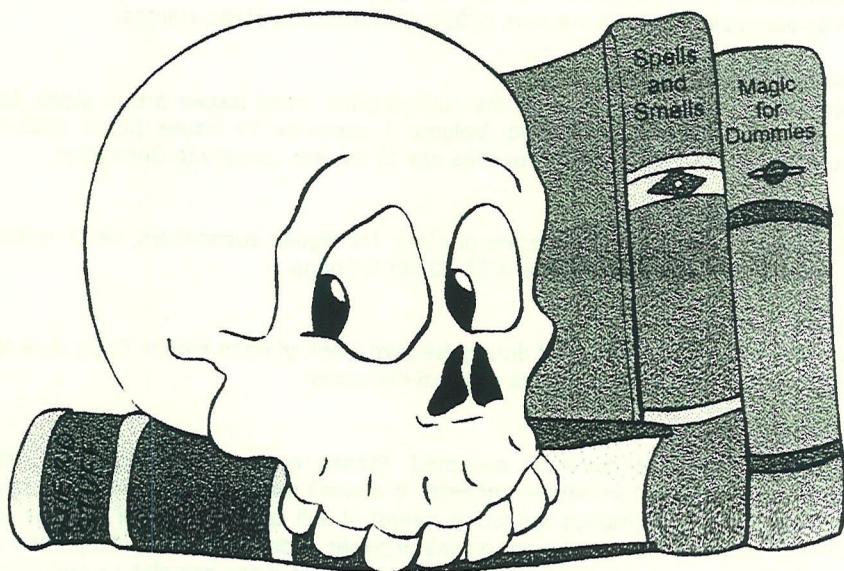


ADVENTURE PROBE

OCTOBER 2000 £2.00

VOLUME 14 ISSUE 10



EVERYTHING YOU NEED TO KNOW ABOUT ADVENTURE PROBE

COPYRIGHT

Copyright on anything which does not carry the writer's name belongs to Adventure Probe. Copyright on all other items remains with the writer as Adventure Probe does not pay for contributions.

LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION or obviously just a covering note with a subscription or order etc.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

SUBSCRIPTIONS

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

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

All payments in pounds sterling please. Cheques/crossed postal orders/International Giro's payable to ADVENTURE PROBE. Please do not send cash, but small amounts may be in the form of 20p, 26p or 31p postage stamps.

BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

CONTENTS

EDITORIAL:	4
LETTERS:	5
REVIEWS: Colditz Escape	8
Time Wagon	10
Drear Cliff Manor	10
Lost Orb	12
Oddworld: Abe's Oddysee	13
Planet of Death	15
Pyramid of Peril	16
SPECIALS: Competition Update	7
Bill's Windows Swill	18
Keyboard Grime Analysis	19
Ghosts, Ghouls and Thing That Go Whooooah!	20
Mud, Mud, Glorious Mud	21
Are You A Professional?	25
Playstation News	26
ADVERTISEMENTS:	26
NEWSDESK / IN TOUCH:	32
OBJECTS AND THEIR USES:	33
GETTING YOU STARTED:	34
HINTS AND TIPS:	36
SOLUTION OF THE MONTH:	42
SERIALIZED SOLUTION:	44
USEFUL ADDRESSES:	51
HELPLINE:	52

HALL OF FAME

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

Laurence Creighton, Philip Richmond, Dorothy Millard,
Bev Truter, John Ferris, Steve Clay
and George Rawson

Special thanks to:

The Copyshop, Allerton, Liverpool for printing the magazine

EDITORIAL

Welcome to the latest issue of Probe.

There are two new adventures on offer in this issue. Frank Fridd has rewritten his "Colditz Escape" using CAT - for full details please see the review and advertisement in this issue. Bev Truter has been at it again. I can vaguely remember playing "Aliens Laughed At My Cardigan" on the Amiga (under PC emulation?) and thinking it should have been much more interesting than it was. Now Bev has taken the general idea and written a very playable game, "Still Laughing At My Cardigan" - once again see the advertisement for details.

I now have a brand new computer - faster processor and much larger hard drive. It took a while to get everything working the way I like it (especially my Internet setup), and there were a few files I forgot to transfer, including the database of Probers' addresses. However, my old machine is not far away and I easily reclaimed the files. I'd already spent time sorting out old files and deleting unwanted one, which brings me to a mystery. I have an "objects and uses/where found" .txt file that has no title or author/compiler. I can't identify it, and although I've asked a few Probers who I thought may have sent it in, I still don't know where it came from and which adventure it is for. It starts with the player wearing a red shirt, blue pants, boots and knapsack. The knapsack contains a green shirt, tan pants, canvas shoes, net, tube, camera and plastic bag. If you recognize your contribution, or the adventure, there is a free copy of Probe on offer as a reward.

Thanks to Bev Truter, Dorothy Millard and Steve Clay I eventually received enough contributions for this and the next issue, but I still need contributions and suggestions for games to be featured, reports on the Adventure2000 convention, and plenty of Christmas-specific puzzles/quizzes, articles, jokes, poems, etc. so I can plan ahead.

That's all folks, see you next month,

Barbara

LETTERS

From George Rawson of London

..... I have also been having problems with Freeserve and have just given them an ultimatum that if things do not improve very quickly I shall be finishing with them.

I had no trouble with them earlier on this year when I first joined, but when they brought out their Free Time, i.e. £10 per month for free access 24 hours a day and no phone bills I thought it would be a good idea and went in to that system. Unfortunately I do not think they had thought it out properly, and had not foreseen the likely demand. Although I am paying for 24 hours a day, I can only connect in the mornings, and up to about 3 in the afternoon, and after that it is either "no answer" or "line is busy", and you can go through 10 attempts, and then another 10 with getting access. And weekends are hopeless! Unfortunately I have other things to do in the mornings most days and I want to be able to use the Internet in the evenings not 8 or 9 each morning, or even just after lunch! So I have read them the riot act but so far I have not noticed much improvement in the evenings, although they assure me their engineers will have completed extending their equipment to cope with the extra demand in a week or two. Mind you they have promised that on previous occasions when I have complained, so I will give them another week and then I may be changing my address - I'll keep you informed of progress.

*

Even before George told me about his problems I had intended to publish the following article (which I pinched from the Internet) as I'm having trouble with Freeserve. (Barbara)

"Freeserve cuts off heavy users

The UK internet service provider Freeserve is cutting off hundreds of subscribers to its 'unlimited' internet access plans because they are spending too much time online. In an announcement posted on its website, Freeserve said a minority of its Unlimited Freeserve Time subscribers was placing "abnormal demands" on the network by staying online for an average of 17 hours a day. It said this was "unacceptable" and it was writing to these users terminating their subscriptions with one month's notice.

The Consumers' Association said Freeserve's unmetered service was another offer that had promised more than it had delivered. "If Freeserve has found itself caught out by the heavy usage of its customers it should accept its share of the blame. "Rather than luring consumers in and then kicking them off schemes, what is needed on their part is better planning, realistic projections of customer usage and clearer advertising for new schemes," the CA said.

Misuse

The latest setback for Freeserve users comes after several weeks in which many have experienced difficulty connecting to the service. In late September, Freeserve admitted that heavy demand for unmetered access had caused network congestion. But it said it was tackling the problem by installing new modems which would increase capacity by 25%.

In its website notice, Freeserve implied that heavy use of its 'unlimited' plans amounted to misuse. "For the 99% of Freeserve users who do not misuse the Unlimited Freeserve Time offer, this action will lead to further improvements in our network capacity," it said. Freeserve did not say precisely how many subscriptions it was terminating, saying only that less than 1% of users were affected. In late September, the company had said it had more than 250,000 unlimited access subscribers.

Any reason

In the termination notices, Freeserve said the action was being carried out "in accordance with clause 3.1 of our terms and conditions". However, in the terms and conditions for users appearing on Freeserve's website, this clause contained only a disclaimer of responsibility for failure or defects of the service. The terminations appeared to be in line with clause 5.2 of these terms which said: "We reserve the right to suspend, restrict or terminate your access to the Freeserve Service for any reason, including in particular if your use of Freeserve.com causes or is likely to cause the whole or part of the Freeserve.com Service to be interrupted, damaged, rendered less efficient or in any way impaired." The notices said the terminated users could instead subscribe to Freeserve's standard 'no ties' connection where phone calls are charged per minute. It also promoted a new high-speed 'always on' service costing £40 a month.

Despite repeated calls, BBC News Online was unable to contact Freeserve officials for comment."

From Dorothy Millard of Croydon, Australia

If anyone wants to play the Spectrum version of THE FIVE DOCTORS or has had difficulties playing it, note that it crashes when playing via the X128 emulator and you are unable to go up the stairs near the end of the game, even though everything else plays perfectly. The response you get when you try to go up is "eh!" Use the Z80 emulator instead.

You may also be interested to know that the Spectrum and BBC versions of THE FIVE DOCTORS are completely different games. I originally had them catalogued as the same game until I tried to play the BBC version to get around the above problem.

*

The Five Doctors is probably available on the Internet. I *may* have the Spectrum version and if anyone would like a copy on tape or +D disc for the Spectrum, or the Amiga or PC under Spectrum emulation please let me know. (Barbara)

COMPETITION UPDATE (or Clue I!!)

To date, 21st October, I have received no answer to the competition in the September Probe (Page 13). So here is a clue;

Buckingham has 10 letters which leaves 16.

If you have solved the puzzle without this clue please write 'I didn't use the clue' on your answer.

Answers to:

Steve Clay,
17 Stanlaw Road
Ellesmere Port
Cheshire
CH65 OEY

REVIEWS

COLDITZ ESCAPE

Written by Frank Fridd.

Reviewed by Philip Richmond on a PC

This is a conversion of Frank's original Amstrad game, rewritten and expanded with the CAT authoring system.

The game is set during World War II. You have been captured and incarcerated in the notorious Castle Colditz prison fortress. The object is to escape from the confines of the castle, make a break for freedom and somehow return home to England via Switzerland. Having been assigned a bunk in the British quarters, the game starts in the large outer courtyard of the castle which is enclosed by high walls and grim towers and patrolled by a German security guard...

It will pay to familiarise yourself with the many different rooms and areas within the castle complex. Doing this, you will discover many useful items and accessories which are worth collecting. Not all of these lie around in plain sight. Some reside behind locked doors. Others can be stolen if you are quick enough about it! The items you amass can then be exchanged for German lessons, handed to the escape committee to help fashion your escape equipment and produce your documents, or be kept and hidden in your stash until it's time to make a bold bid for freedom under the cover of darkness.

You will encounter several important characters during your explorations such as the Flight Lieutenant, the Wing Commander and the Forger. Talk to them for assistance and information.

Once you've got hidden all the gear that you think you need, and been given the 'all clear' by the escape officer, you can begin your escape attempt from the the designated points.

Escaping involves avoiding German guards, sentries and dogs, and utilising the various tools you own to break out of the castle grounds whilst avoiding detection. If you act too suspiciously, are careless or take a wrong route there is always the chance you may be captured and returned to Colditz from where you will have to begin your escape plans all over again. You need to ensure you're kitted up with suitable implements to deal with barriers and obstacles that might impede escape progress. Just to keep you on your toes there's also the time factor to consider as well...

Even when clear of the castle you still need to negotiate the surrounding countryside and get out of Germany safely by road and rail.

In my opinion, the action certainly picks up, becoming more tense and exciting during the actual escape phase. (which is also more linear)

You now find out if all your hard work and preparation is enough to carry you through, providing, that is, you don't get spotted first or blunder into a party of German officers. Saving your game position before trying anything rash is recommended here.

The usual adventure command inputs are understood and the author has provided a story background and playing guide. Whether you like 'prison' or 'escape' type adventures or not, I'm sure you will relish the challenge 'Colditz' offers. Don't expect to solve it too quickly, though.

No one said it was easy to escape from Castle Colditz - but if you are cunning enough, brave enough and refuse to give up you WILL eventually make it back home to a hero's welcome.

Availability - please see below and also the advertisement in this issue.

C.A.T. NEWS

CAT HAS KITTENS - TWO DEMO ADVENTURES

Phil Richmond's CAT website now has two adventures for you to play.

"Birth of the Phoenix" by Ambrosine. It is a text adventure that may be familiar to some 8-bit players. Find the legendary bird and collect the treasure. FREE download (749kb)

"Colditz Escape" by Frank Fridd is the **text-only** version of the PC version of Frank's classic adventure. Can you escape from the impregnable castle fortress? FREE download (852kb)

They can be downloaded from Phil's website at

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

If you don't have access to the Internet you can send a blank formatted PC disc and return postage to the Probe office.

TIME WAGON

Written by Eivind Lilleskjaeret (Elsoft)

Review by Dorothy Millard on a PC under C64 emulation

Time Wagon is written in BASIC and took me a lot longer to complete than I thought it would. The puzzles are fair but some took me a while to work out. Some are also original. The aim of the game is to start your car (the time wagon) to enable you to travel forward in time. You know it's possible because you made it the other way, so the dangers your parents encountered are now yours. Although you are told that you have one hour to reach the time you were born and that if you don't make it you will slowly disappear, there is in fact plenty of time to work out the puzzles and have a look around. I played it for quite a while, backtracking often, and never ran out of time.

Unfortunately the spelling could be better, but this could be forgiven as it appears to have been written by someone for whom English is not their native language, but I did have heaps of trouble because I insisted on typing the correct spelling of necklace. I did it without thinking and didn't realise this until I had been trying to solve the problem of getting the said necklace for a long time. Eventually I twigged that if you spelt the word incorrectly (neckless) it was simple to pick it up. I suppose in a way this was a problem caused by my lack of observation! On the whole I enjoyed playing Time Wagon. It was a challenge to complete it and it may even teach me to be more observant!

Downloaded from the Internet (<http://arnold.c64.org/index/t.htm#t>)

If you don't have access to the Internet and would like a copy of the disc image for use in a C64 emulator, send a blank formatted PC disc and return postage, or £1.50 to cover costs. (Barbara)

DREAR CLIFF MANOR

Written by Software Works

Reviewed by Bev Truter on PC

You have received an invitation from Lord Cuthbert Stoat to attend a treasure hunt at his old manor house. The good thing about this is that you may keep any treasures you find; but the bad news is that three other people have been invited as well, and they all seem hell-bent on eliminating you as a rival treasure-seeker. Quite early on in the adventure you find a gun and some bullets, and if you intend surviving long enough to amass any treasures you will have to dispose of these people before they sneak up on you and bump you off first.

After reading a review of DREAR CLIFF recently, I was all ready to gird up my loins and rush in to defend this dated but still very enjoyable game. Fortunately I decided to have another quick look at it before charging vehemently into print, with the immortal words "...one of the best games I've EVER played" ringing indignantly from my lips. I could recall vague rosy memories of poring over Drear Cliff about 4 years ago, lost in admiration for all those novel problems with such clever solutions. I must have spent at least 5 weeks staggering blissfully through its vast number of locations, before giving up about 50 points short of the total. Funny, it never occurred to me then to question the morality of happily shooting 3 other treasure-seekers - it was just necessary, and done as quickly as possible. Well, to return to the saga, I resurrected all my old maps, and off I went for another trip down Memory Lane.

But hang on just a minute! Where were all those quaint problems I remembered? The fascinating Pig Problem? The Philosopher's Stone Problem? The Boat Problem? (or rather, the lack of a boat?) They were there all right, but not looking quite so difficult or intriguing. The what-to-feed-the-dog problem, and how to get the ring from the corpse still had me baffled, though.

This is a very large game at about 170 locations, with roughly half the locations in the Manor grounds, and half inside the Manor. Although the exterior locations contain almost nothing aside from two necessary items, the interior locations are a drastic improvement. And yes, it does seem morally indefensible to shoot 3 people, but if you want to finish the game, then I guess you have to grit your teeth and do it. Also it's a pity the authors designed the game to dump you back into DOS each time you're killed, but at least reloading isn't nearly as time-consuming as it would be in some of the older homegrown text adventures.

The way the RESTORE function worked was a good idea too - each time you save a game, you are sent to DOS, and then you can restart the game at any saved position by typing DREAR SAVENAME <enter>. Drear Cliff's positive points - the interest-grabbing storyline, playability and good location descriptions probably outweighed the negative aspects for me. So although I don't see it now through such rose-coloured spectacles, I'd still rate it as a pretty enjoyable, large, rambling game, with plenty in it to keep the average text adventurer interested and busy for more than a few days. Mind you, it's certainly not "one of the best games I've ever played", but definitely entertaining enough to immerse yourself in for a longish while.

I couldn't find this on the Internet, but I have a copy of the PC version so if anyone would like a copy please send a formatted blank disc and return postage, or £1.50 to cover costs. (Barbara)

LOST ORB

Written by Keith Wilson

Review by Dorothy Millard played on a PC under Spectrum emulation

Playing the Lost Orb I deduced from the closing message that your objective is to return the lost orb to the dwarves, who in turn will complete the quest themselves and show it to the evil King of Darkness who shall die slowly. Apparently he was put in a curse many years ago. I played an emulated version with no loading screen. I assume details of the game were originally included on a cassette inlay. Anyway, it didn't spoil my enjoyment of the game. Being a Quilled adventure Lost Orb has a basic two word parser. At times I would have liked to be able to examine more items and a few extra synonyms would have been appreciated, but then the author probably had the same problems that I did when writing for the smaller 8 bit machines – lack of memory.

I found the puzzles in Lost Orb to be fun and not too difficult if you explore thoroughly. I missed something near the beginning which caused me problems later on and it was something as simple as playing the piano! You'd think I would have learnt by now. There are 115 locations including a very large maze, but it isn't difficult to map the maze as most locations have two or three exits only which always lead back to your original position. It is simply a case of trying all exits and noting where they go. Lots of hints to guide you in the right direction are given along the way making the game very playable. I enjoy reasoning out puzzles to complete a game and it always gives me a wonderful sense of achievement when I finish a game no matter how easy. Sometimes it is nice to have an easier game and not have way out puzzles, which with my logical mind I am unable to solve anyway.

On the whole Lost Orb is a very playable game. It won't win any awards but I enjoyed playing it for a couple of hours.

May be available on the Internet. If not, if you would like a copy, I can offer it on tape or +D disc for Spectrum, or Amiga and PC under emulation - send a blank tape or formatted disc and return postage, or £1.50, to the Probe office. (Barbara)



ODDORLD: ABE'S ODDYSEE

Reviewed by Steve Clay on a Playstation

This is an action/puzzle game that allows the player to test brain power as much as the old hand to eye coordination. You play Abe a cleaner (or floor waxer to give him his full title) at Rupture Farms, a slaughterhouse, indeed the most dangerous slaughterhouse on Oddworld. Abe is a Mudokon. He is also a slave and has been all his life. His boss is Mollock the Glukkon who represents the Magog cartel a bunch of the meanest blokes around.

Abe begins the game chained up in a cell awaiting interrogation. Via a superb opening movie sequence we learn that Abe has overheard the plans of the management of Rupture Farms. Rupture Farms have driven Meeches, Scrabs and Paramites to extinction by turning them into a variety of food and snack products. The experts at Rupture Farms have come up with a wonderful new taste; Abe and his friends!

Abe escapes his captors and sets out on a quest to rescue and free his colleagues from Rupture Farms. This won't be easy as Sligs, guards with a habit of shooting first and not even bothering to ask questions later, patrol the premises. Even when Abe has left Rupture Farms the quest continues as a larger story begins to unfold. There are different endings to the game depending on how many Mudokon are rescued.

Abe's Oddysee makes full use of the control pad with every button utilised. Abe has a fair number of moves at his disposal as well as a variety of phrases and sound effects. Getting used to all the available commands takes a little time but the game helps you along in the early stages by telling you which button combinations to use to achieve the desired moves, such as disarming bombs, pulling levers or jumping gaps.

Even with all this help though life can still be tricky. As mentioned Abe also has the ability to speak. This skill is used to command the enslaved Mudokon. Abe can tell them to 'Wait' or 'Follow Me'. However the Mudokon will only listen to Abe once he has introduced himself with a "Hello!". The 'Wait' command is vital as the Mudokon are quite willing to walk into a mincer should Abe not stop them.

Other voice commands include 'Angry' which makes Abe growl, 'Fart' which is just in the for comedy value and two whistles, which are used to gain the attention of and answer whistle calls from other Mudokon. Abe's most powerful weapon is the chant. This can be used to take Sligs into his power and for a short while they can be controlled or destroyed by Abe.

The puzzles revolve around gaining the attention of the enslaved Mudokon and guiding them to teleports through which they can escape back to their own planet. The variety of solutions used to save these slaves is excellent and even involves creeping in the shadows to avoid the guards.

Abe's Oddysee has an unusual look for a Playstation game in that it is 2D rather than usual and maybe overused 3D format. This return to the traditional computer graphics display has given the artists licence to create a lush, exotic environment for Abe, his friends and enemies to run around in.

All of the creatures in the game are beautifully drawn and animated. Abe in particular has a variety of moves each of which oozes character and quality. Sound is loud and brutal in some places but on the whole is reserved for excellent spot effects from the cheeky fart to the nasty chuckle of the Slig guards. All the components of the game work well.

There are a host of features in Abe's Oddysee that make it a good puzzle/action game. The audio/visual side of things is spot on, even the instruction booklet is written with the humour of the game. The saving and loading is as straightforward as it should be and because you play the game as a flashback you can't actually die. The learning curve of the game is a little steep until you have adjusted to the difficulty of the game. It is this difficulty that could be considered the only down point. The level of difficulty is pitched just on the borderline of frustrating and while it stays the right side most of the time it does occasionally cross over into the forbidden zone.

Picking the game up and playing it after a few months away from it is as good as having to start again from the beginning. If you like puzzle games with a bit of platform action thrown in then this is for you. The main character is instantly accessible and there is always the desire to get that little bit further. Not the easiest game to play but perhaps that is what makes success that bit more rewarding. Try before you buy I think.

Software First (www.softwarefirst.com) offer it for £9.49 (members), £9.99 (non-members) for Playstation and £5.99 (member) and £6.99 (non-member) for PC.

Special Reserve (www.eb.uk.com) offer it for £11.99 on Playstation, and Replay Triple Pack (Abe's Oddysee, Exodds and Puzzle Bobble Arcade) for the PC for £9.99.

PLANET OF DEATH

Adventure 'A' by Artic Computing

Reviewed by Steve Clay on an Amiga under Spectrum emulation

Planet of Death was Artic's first adventure and a pre-cursor to Espionage island, an adventure I have recently revisited and reviewed, and an adventure I enjoyed a slightly perverse way. The story behind Planet of Death is that you have crashed your ship on a mysterious planet and your quest is to find your crashed ship and escape.

The display is the typical Artic adventure screen of white paper and black ink. The parser is even more restricted than that in Espionage Island. It refuses to accept take and only GET will suffice. Unlike Espionage Island which was simple to map and logically put together Planet of Death has lots of annoying little faults, such as heading east in one location requires you to go up to return. There are plenty of early traps that kill you without warning. There are bugs such as cutting a rope in one location can be achieved again and again. There is a pit you need to climb into using the rope but you have no need to tie it to anything. Two moves in the wrong direction from the start will put you in a maze, a pointless maze at that!

The game is about twenty locations in length and I have the impression that it was written for a 16K Spectrum. This may excuse some of the parser limitations but not the other flaws. Having played Espionage Island first, I am now pleased I did, for had I tried Planet of Death first I feel it likely I would have wiped Espionage Island from my hard drive without playing it.

Has anyone any details on the other Artic adventures? I think Golden Apple may have been one of these and possibly Ship of Doom? Anybody got them as Spectrum snapshots?

Artic published the following text adventures (already sent to Steve) :-

A. Planet of Death - B. Inca Curse - C. Ship of Doom - D. Espionage Island
E. Golden Apple - F. Eye of Bain - G. Ground Zero (?)

They can be downloaded from the Internet (<ftp://ftp.gmd.de/if-archive/games/spectrum/artic.zip>) for A to F inclusive. These are for the PC under Spectrum emulation. If you don't have access to the Internet, or want a different format, I can offer them on tape or +D disc for Spectrum, or Amiga and PC under emulation - send a blank tape or formatted disc and return postage, or £1.50, to the Probe office. I will also include Ground Zero on request. Also available on Peg-Leg-Pete CD from Zenobi Software. (Ed)

PYRAMID OF PERIL

Written by J. Whatty

Reviewed by Bev Truter on PC

I acquired this AGT homegrown offering recently, and ever on the lookout for new adventures to try, I decided to have a go at what promised, at first glance, to be an interesting game. PERIL was written by an American author, and the opening screen informs you that this is... "an epic adventure of mystery and romance, set in the vastness of the Sahara desert." For "epic adventure" read "38-location adventure", and don't rely too heavily on the promise of mystery and romance either.

Grammar and descriptions of locations and objects were adequate - about what you'd expect in an AGT game; but a few obvious spelling mistakes detracted a bit from the overall atmosphere - 'totaling', 'dispair', 'heiroglyphics' and the appalling 'dissapeared' being the most obvious. At least there wasn't the classic spelling howler I found in another desert-setting text adventure I played ages ago, where I found myself "lost in an endless dessert." <Yummy!>.

There appeared to be an error in the scoring system initially, because after killing several creatures and collecting a fair amount of treasure the status line still doggedly informed me that I had a score of 0/1000; but then I realized that All Would Be Revealed at the end of the game, where your score suddenly appears accompanied by a congratulatory message when you reach the final location in the adventure.

Instead of the usual Introduction, which sets the scene for an adventure, and explains what you are trying to do or find in the game, Peril takes a different approach. You begin with not the faintest idea of what you're doing in the middle of the Sahara, outside an ancient pyramid; and unless you can find a way into the pyramid, then pick up and examine the object you find there, you will never discover why you came to be wandering around the desert in the first place.

Briefly, the plot is: "you were on holiday, travelling around Egypt with your fiancée Helena, exploring the ancient pyramids and shrines. Helena mysteriously disappeared, and you bribed a local official, who told you of a lost city believed to be beneath the pyramid of Shamra. The trail eventually led you here, and you realize your adventure has only just begun." The first problem facing you is finding a way into the pyramid. This done, you must then find a Hidden Chamber before you can deal with a Mummy (bandaged and walking, not middle-aged and maternal) that guards a sarcophagus in a large antechamber.

In this relatively short game you will find a few standard puzzles to solve - mainly how to open doors and containers, how to deal with a rock, and how to dispose of about 10 creatures spread over 38 locations. Most of these creatures have unimaginative names and are poorly described - e.g. you meet a rat, spider, scorpion and cockroach in your travels. However, one rather novel "creature" lurks in a pool of water - uugghh! - very creepy! All creatures are dealt with by a "kill X with Y" type of strategy, and far too many of these fight sequences were required for my personal taste. When killed, they all die in the same predictable AGT way - lots of writhing around and puffs of green smoke, etc.

I did find one rather sloppy programming problem, where instead of achieving something by using a command in a Command file, the author attempts a short-cut by using a "special" in the Data file. Each time you type "dig", the parser insists "I do not understand the verb DIG". Fair enough, but then the parser inexplicably has a change of heart in one particular location, where you "dig" and are clumsily transported to another location. To make matters worse, your shovel suddenly transforms itself into a spade in the accompanying text, even if you dropped it in disgust and are no longer carrying it.

However, despite my rather lukewarm feelings about this game, it did prove to be a pleasant diversion for a whole afternoon (no....make that two afternoons, as I am a compulsive mapper, even of short and simple games). In fact, given the fact PERIL had too many creatures to kill, too few locations to map and too few puzzles to solve, I have no idea why it appealed to me as much as it did. Probably because it seemed to promise more than it actually delivered - hope springs eternal, and I kept on thinking it was going to get better. Although PERIL is definitely not in the industrial-strength class of text adventures, it was a moderately easy and entertaining game to putter through.

I couldn't find this on the Internet, but I have a copy of the PC version so if anyone would like a copy please send a formatted blank disc and return postage, or £1.50 to cover costs. If anyone does find a site offering it please let me know. (Barbara)



BILL'S WINDOWS SWILL
A Parody of the song "Green Eggs and Ham"
Filk author - Walter B. Rhodes

That Bill-I-Will! That Bill-I-Will! I do not like that Bill-I-Will!
"Do you like my Windows Swill?"
I do not like it Bill-I-Will. I do not like your Windows Swill.

"Would you like it here or there?"
I would not like it here or there. I would not like it anywhere.
I do not like your Windows Swill. I do not like it Bill-I-Will.

"In the computer in your house? Would you select it with your mouse?"
I do not want it in my house, will not select it with my mouse. I do not like it here or there.
I do not like it anywhere.
I do not like your Windows Swill. I do not like it Bill-I-Will.

"Would you use it with a CISC? Would you use it in your RISC?"
Not with a CISC. Not with my RISC. Not in my house. Not with my mouse.
I would not use it here or there. I would not use it anywhere.
I would not use your Windows Swill. I do not like it Bill-I-Will.

With a cable modem through a LAN? Use it ! Use it! Use more RAM!
You may like it . You will see. Try it in a new P III!"
Not with your modem or a LAN, DSL or more RAM! Not with a CISC, not with my RISC, not in my house, not with my mouse! No AMD or new P III, Bill-I-Will, YOU LET ME BE!!

"You do not like it, so you say. Try it! Try it! And you may! Try it and you may, I say!"

BILL!! If you will let me be, I will try it. You will see.

(Clickity-clickity-clic*...BOING! FREEZE! CRASH!!)

Say! HEY! I LOATHE that Windows Swill! I do! I loathe it Bill! I knew! I KNEW!

Please remove it from my house, disconnect it from my mouse.
Keep it and your cheesy CISC, keep it and you leave my RISC.
Please pack up your new P III, return to your MONOPOLY.
Leave me with my stable Mac, close the door and don't come back.

Keep your modem and your LAN,
Your DSL, and more RAM.
Take your software and you SCRAM!!

I will not use code full of SPAM.
I'd sooner eat Green Eggs and Ham!

Note: no Linux was harmed in the creation of this parody.

KEYBOARD GRIME ANALYSIS

(By: Linda Harrison in New York - Posted: 08/09/2000 at 17:00 GMT)

Ever wondered what makes up the grimy residue that coats your computer keyboard?

According to intensive research by AOL, it consists of bits of fingernails, hair, insects, vegetables and the odd cornflake crumb. And as if that isn't enough useless information for one Friday afternoon - here's some more. Britain's seven million online households accumulate 0.138 tonnes of this stuff every year.

Thus AOL has teamed up with fast food outlet Domino's Pizza "to put a halt to the ever-growing mound of filth in and around the nation's PCs". The two companies sent a sample of one month's grime "chosen at random from a London company" to be analysed at Reading Scientific Search Laboratory. The major identifiable components, and their percentage of the total weight of grime are listed below.

- Corn Flakes 15%
- Boiled sweet 15%
- Noodles 7%
- Vegetable piece 4%
- Leaf 1%
- Pencil lead/shavings 1%
- Staple 1%
- Finger nail 1%
- Tape/plastic 1%
- Insect 1%
- Foil 1%
- Hair 1%

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

LILITH

A similar Hebrew myth tells of LILITH, who was the very Queen and mother of SUCCUBI. Lilith attacked young men as they slept alone, seducing them in their dreams and draining them of their blood.

MANDRAKE

This small plant was thought to have evil powers, as it grew beneath the gallows where it would be nourished by the flesh and blood of the criminal's hanged corpse above. It was dangerous to attempt to pick the Mandrake as it would let out a terrible scream when pulled from the ground that killed anyone who heard it.

NIOHOGGR

Niohoggr was a Scandinavian Dragon. The name “Niohoggr” means “Corpse-tearer” and he was said to carry off the dead with his sharp claws, devouring them in his lair deep beneath the earth.

OSIRIS

The ruler of the after-life in Egyptian mythology. Osiris was the judge of the dead people's souls. He would weigh the persons heart on a set of scales with the weight of a feather. If the heart weighted less than or equal to the feather's weight the person was allowed to pass on to a new life. If the heart weighed more, the said person was judged unsuitable for new life and a beast that was part lion, part crocodile and part hippopotamus would snatch the person's heart from the scales and devour it, thus condemning the said person to their doom.

POLTERGEIST

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

MUD, MUD, Glorious MUD

by John Ferris

Readers with long memories might recall an article I scrawled a few months back on Unmetered Internet access. The latest developments require an article of their own, but suffice to say there have been problems.

However, I did mention that one good thing with fixed-price telephone charges is that the adventurer could indulge in online game playing, namely MUD.

What is a MUD?

MUD stands for MultiUser Dungeon (or Dimension or even Domain) and has been around since 1979 when modems used acoustic couplers and 300bps was seen as pushing the limit of telecoms technology. MUD is the great Grandparent of online RP games such as Ultima Online.

The first simple MUD program began on a computer in Essex University (yup, student workload was too light even then!) and was a simple “wander around an environment” experience. >From then on it was developed and became more complex and interesting to play. For a better history, those with web access can look up my main source:

http://www.mudconnect.com/mud_intro.html

and its associated links.

What type of MUD are there?

There are many types of MUD type games, from the out and out role-play on complex political worlds to little more than chat rooms. Additionally, there are a number of different game formats, each subtly or very different from each other.

For example, adventure games from different software houses and/or utilities will be the same concept but will work in different ways. A 1984 Spectrum game might seem a little unsophisticated when viewed next to any Infocom game. An Infocom game will look and play differently to a Magnetic Scrolls offering or a Level 9 classic. Many of the recent PAWed games from our home-grown pool of talent will tend to have similarities, such as the look in (LOIN), look behind (LOBE) style of commands, the appearance and naturally, excellence of game play. But all of them are adventure games, just done in a different way.

AberMud, originally from the University of Aberystwyth, added things like bulletin boards to enhance player interaction. The strangely named **DikuMud** family grew from AberMuds to become similar to online Dungeons and Dragons, with a heavy Norse influence. Which was understandable since DikuMud was developed in the University of Copenhagen. Yes, more computer students with too few course work assignments to finish. Good job as well as DikuMud branched out into the widest range of variants, including the popular Smaug, ROM and Merc flavours. Most people will encounter this form of MUD.

The LPMud family provides players with the LPC language with which to interact and alter their surroundings. Usually combat orientated.

Talkers began in Warwick University (just the other side of Coventry from me) and these basically provide an environment to chat in. They are not hack and slash MUDs but virtual communities. They are more than Internet Relay Chat rooms as users have control over the environment. Modern, unrelated implementations of this idea include the graphical chat zones where people use "Avatars" (graphical representations of themselves) to move about and communicate.

TinyMUD is removed from combat and provides a freeform environment where almost everyone is able to build their own bits of the environment. variants include MOO, which is an Object Orientated Mud. This relates to the style of programming, similar to C, TADS and Inform where everything is an object with properties that can be manipulated. Others include MUCK, MUSH and MUX. Sounds like hard work to me.

What do I need to wallow in MUD?

To play a MUD game, you need the following:

- A computer with Internet connection.
- A Telnet client program.
- The address of a MUD game.
- Lots of time.
- Lots of money or unmetered Internet access.

The computer in question does not have to be anything spectacular, since MUDs are generally text based. You are not flinging huge amounts of graphical and audio data around the computer, just sending strings of text down a phone line. A reliable Internet connection is therefore an asset.

Telnet is a simple communications application that can connect direct to another computer, as long as that computer is running as a Telnet server. Simply put, you dial in the address of the computer you want to access, and the computer does the rest. Windows users have the Telnet.exe program hiding in their c:\windows directory. This is a very basic program and to be honest playing a MUD on it isn't much fun.

There are a number of specialised Telnet "client" (as opposed to "server") programs available. There are even programs which will only work with a single MUD.

Once the Telnet client is installed and the computer is connected to Internet, the server address for the MUD is required. These are found by personal recommendations or just plain search-engine bashing. The addresses are in the form "address : portnumber".

The address can be numerical, like "123.45.67" or meaningful, like "sillymud.dummy.org." The port number is a whole number and is the "communications channel" that the server is using. Those games with dedicated client programs take care of this themselves.

Beginning a MUD is always the hardest part because of the steep learning curve. I personally would not make a serious attempt to begin a MUD unless you have got an hour to spend. There are exceptions, but usually you cannot save your character until you reach a certain level and this often takes an hour or more. By all means play around for the odd ten minutes here and there, but if you wish to get serious and start developing a character you will need to spend a lot of time.

Because MUDs are time consuming, they will also mean online time. For those who have free or unmetered (fixed price) Internet access this won't be as much as a problem as the time aspect. Self discipline is the answer.

What is a MUD like to play?

The answer to this is not simple, it depends upon what MUD you are playing. However, a MUD is not an adventure game, you don't get an Infocom standard parser or mind-bending puzzles. If such is your bread and butter, then you will be disappointed with MUD.

That said, MUDs are populated by two types of character. The first type consists of the player characters, controlled by real human beings. Generally, other players will not harm you because that is forbidden until you choose to allow "player killing." For the newbie, other players are a source of help, advice, guidance and the odd free power-up. Likewise you cannot harm them.

The second type are the MOBs, the computer-generated characters who populate the MUD. Some of these are peaceable healers, shopkeepers, trainers and quest givers. Others need to be dispatched by the player to score experience points, gain money and equipment. Some will attack the player on sight, others will not. Some, like thieves, might not be visible under normal circumstances. You know when they've been around when you find your gold reserves are a little lower.

The basic aim of the game is to build your character up through the levels, increasing in ability just like any other role-play game. As your character increases up the levels, better equipment and spells become available. Mobs that used to attack you on sight now cower in the corner, they are no longer worth considering. Additionally, there may be quests for you to complete for gold and experience points, you can group together to take on more powerful opponents. There are often guilds or clans to join. And best of all, real people to chat to.

Where are they set?

MUDs can be set in any scenario you might imagine, from pseudo-medieval fantasy through modern political to far future space operas. There is a lot of choice out there, but beware, some may be pretty complex to play.

In general, each MUD has a set of areas, or zones. Some are called "stock" zones and appear in many different MUDs. Many games are just set in stock, generic zones. Others have a mixture of these and customised zones whilst others are completely unique.

There will usually be a base zone, generally a town or city with shops and guilds. From here the other zones can be accessed. Do not be surprised if the zones in a MUD cover a wide range of time zones and genres. My preferred MUD contains standard fantasy settings such as goblin infested caves, gnome villages, dwarven mines and underground cities. It also contains cities in their past, present and future states. You can even go smurf hunting or muppet murdering if you so wish. Some of the more serious MUDs will have a consistent theme running through them.

Who Controls the MUD?

A MUD will be run by very high level players usually called Immortals (Imms.) There will usually be one or two hanging around on a MUD. The Imms will have responsibilities such as maintenance, keeping the peace online, helping players out on technical problems, building and writing new areas and fixing bugs.

I think that is enough for one article. Next time I hope to give some decent links and a guide to logging on and playing a couple of MUDs, including my favourite. To be going on with, the following link:

www.looksmart.com

(then search for multiuser domains) is one of the best I've found for finding lists of MUDs. Additionally, you could also go to

<http://www.game.org/>

the home of Realms of Despair. You can download the Windows version of their specialised MUD client program. I have a little experience on this MUD, but not much.

ARE YOU A PROFESSIONAL?

The following short quiz consists of four questions and tells whether you are truly a "professional". The questions are not that difficult.

Question 1

How do you put a giraffe into a refrigerator?

Question 2

How do you put an elephant into a refrigerator?

Question 3

The Lion King is hosting an animal conference, all the animals attend except one. Which animal does not attend?

Question 4

There is a river you must cross. But it is inhabited by crocodiles. How do you manage it?

(Answers on page 50)

PLAYSTATION NEWS

compiled by Steve Clay

Playstation 2 has been delayed with a new release date of around 24th November. This follows the decision by Sony to restrict the number of Playstation 2 exported to the USA to just 500,000. A lot by all means but given that 3 million machines have sold in Japan already the worry is that Sony can not promise to meet their own production targets and this is effecting market support and confidence with software producers stating their concern. Personally I feel that if a machine is almost certainly going to shift 6-8 million units in its first twelve months then producing software for it should be a priority and any delay in its release is surely an expected hazard. In the words of Mr. Jones the butcher "Don't Panic, Don't Panic."

Planet of the Apes: I mentioned this a while ago and since then nothing has been seen however things maybe about to happen. Fox who released the Argonaut game Alien Resurrection mentioned last month are about to give us Planet of the Apes. I say about to give us but a release date of summer 2001 is likely. I wonder if that is when the film is coming out? Fox apparently have decided on a policy not often seen with film licences that of make the game decent rather than rush release a dodgy game. The game is, as you would expect, a 3D adventure in which you attempt to escape the chimp infested planet. Watch this space.

Alone in the Dark: Infogrames are releasing screenshots of this game hinting its release is imminent. The release date has been put back as the developers work on the gameplay. They hope to make this an edge of your seat job with plenty of scary moments. Horror games certainly seem to be getting thick on the ground as the producers realise that the Playstation can handle this style very well. I mentioned this game last month as Alone in the Dark 5, well the title is now Alone in the Dark: The New Nightmare. Sounds like an Elm Street film.

Star Trek: Invasion: Out now is a Star Trek game for the Playstation. I mention this game for fans of the show as it is not an adventure but a shoot 'em up. Well received in the glossy magazines it looks set to overtake Spiderman at the top of the charts. Basically you pilot a ship called the Valkyrie and after you pass through the training section you are given a number of missions and take place on a war against a group of raiders called Kam'Jahtae. The game includes the voices of Patrick Stewart and Michael Dom.

The Mummy: A game based on one of the better adventure movies around is expected in the next month or so. Another action adventure as the style of the movie dictates. You travel through twelve levels before the final confrontation with the bad guy, Imhotep. The gameplay is a mix of puzzle solving, monster bashing, trap avoiding and mapping. The static screenshots look okay but a little grainy. (Perhaps it's the sand!) My worry is that they will try and make the game play like Tomb Raider. Please don't do it!

Martian Gothic: Now here is an interesting game. It reads to me like Overblood. You can control three characters in an adventure set in outer space. The gameplay revolves more around puzzle than it does around action (i.e. shooting things). The glossy magazines instantly dislike any game like this and indeed complain that just solving puzzles is not enough. The pace of the game is slow as it should be in an adventure but obviously the reviewers expect break-neck everything. More interesting is the stated price of £9.99! Interesting indeed.

Front Mission 3: Another sequel that leaves the U.K. market wondering what happened to the first two games. Anyhow, this is a strategy / RPG that the producers claim will give over 150 hours of gameplay. The story is quite involved but one of the main items is an in-game internet feature. Another good point is that the game can change with one decision and will progress along a different route.

Special Reserve: The mail order company have a great offer on at the moment for all users. For £6.99 you can join the club for 1 year and at the same time claim a free gift which for Playstation users includes Wipeout 3, Formula 1 98, a pair of memory cards, or a pair of controllers plus many more. Details from Special Reserve, PO Box 847, Harlow, CM21 9PH.

In-Brief: RPG maker is a product we may or may not see over here. It allows you to create RPG's on your Playstation. It would seem likely that anyone wishing to play a created RPG would need the RPG maker unless they are going to ship a CD writer with it.

Hellish Child: This looks set for Playstation 2 release only and involves a demon stranded on Earth trying to make his way back to Hell.



ADVENTURE PROBE SOFTWARE

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

THE NAMELESS ONE

by Dennis Francombe

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

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

He handed the ring and the scroll to Arthur, who looked long upon the ring. The colour drained from his face and he whispered in the ear of Guenever, the Queen. Arthur read the scroll and then spoke. "I will arm you, Sir, of my favour - but you must prove yourself before I may name you. Take yourself, then, to the waste lands of Senaudon where the Princess, Blonde Esmeree, is captive - held under a magic spell. Return her to Camelot, and that which is lacking shall be yours. This is a duty that I owe to your lady mother." He ordered his Seneschal, Sir Kai, to see to the arms and turned again to his Queen, who comforted her stricken Lord. So was sown the seed which would lead to the end of the Table Round and to the death of Arthur, the King.

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

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

Available from

Adventure Probe Software
52 Burford Road
Liverpool L16 6AQ

DENNIS HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

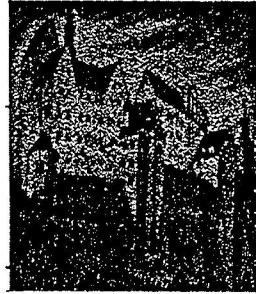
ADVENTURE FOR THE PC

COLDITZ ESCAPE

Written by Frank Fridd
Graphics by Jonty Jones

Originally written for the Amstrad, Frank has rewritten and extended it using Philip Richmond's Creative Adventure Toolkit utility.

You are a British Air Force Officer during the Second World War. You were shot down and captured while on a bombing raid over Germany. After some attempted escapes from other P.O.W. camps you were sent to Oflag IVC, Colditz, the "bad boys" camp. You must now find items needed for your escape from the castle and to travel through hostile countryside to Switzerland and so home to England. To do this you must think and act as a prisoner, be always on your guard and make sure that the Germans do not find any escape materials on you and do not leave them lying around.



The **text-only version** can be downloaded from the CAT website. If you don't have access to the Internet, you may send a blank formatted PC disc and return postage, or £1.50, to the Probe office.

However, if you wish to see the **full version with Jonty Jones' stylized and very effective graphics**, you will have to buy it from Probe Software. It is large, and therefore comes RAR'd on 2 floppies which will self-extract after copying onto a hard drive.

Only £2 from

Adventure Probe Software,
52 Burford Road,
Liverpool, L16 6AQ
United Kingdom.

FRANK HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

A TEXT ADVENTURE FOR SPECTRUM, AMIGA(®) and PC(®)

TEN LITTLE ADVENTURERS

by Edwina Brown

The weekend of the tenth Adventurers' Convention has arrived. The venue is, as usual, The Royal Angus Thistle Hotel, Birmingham.

Arriving at the hotel you drive into the car park and find an empty space close to the walkway. A short distance away you notice ten of the Hamilton Hall gang, laughing and talking together. Removing the key from the ignition you leave the car, lock the door and pocket the key. Then looking over to where the group were standing, you are surprised to find they are no longer there. Instead an odd-looking man is bending down picking small objects off the ground and putting them in a basket.

Can you discover what has happened to your friends and help them in time for the Convention?

This is a delightful game with all the main characters played by well-known adventurers. Some of you will have attempted to play it as the Megapoints Competition, now you and everyone else has a chance to play it at leisure, and enjoy finding the ingenious hiding places of your friends. Please note that this game will not be released until 1st November 1999, but you may order it in advance.

ONLY £2
and available for

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

from
Adventure Probe
52 Burford Road
Liverpool L16 6AQ

EDWINA HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR THE PC

STILL LAUGHING AT MY CARDIGAN

by Bev Truter

(based on the original AGT game "Space Aliens Laughed At My Cardigan"
by Andre M. Boyle, but radically transformed)

Once again Bev has rewritten a mediocre game and come up with a superb adventure.

You are sitting in the garden on the swinging seat, on your birthday, reflecting on all the presents from your relatives when out of the blue (literally!) a spaceship landed in your back garden and two small green aliens emerged. They pointed towards you, and made odd snorting noises of mirth while slapping each other on the back with undisguised hilarity. Apparently your brand-new cardigan was the source of all this merriment; and one of the aliens finally pulled out a miniature laser gun, aimed it at the offending garment, and FIZZBRTZZZ; a beam of concentrated light caused the entire cardigan to fade away, leaving not a trace behind. Horror of horrors! How will you explain this to your mum?

You don't personally mind the loss of the cardigan, but your mother bought it for you, and you foresee much anguish and wringing of hands ahead if you don't find a replacement for the vaporized cardigan. You explain this to the aliens, with some difficulty, adding that you need another cardigan, or incur your mum's everlasting wrath. They smile contritely and confer with each other in a whisper. A brilliant beam of light suddenly hurtles from the spaceship, dazzling you completely. When you rub your eyes a few seconds later and gaze around, you realize that you are somewhere else Can you find a new cardigan?

Buy a copy of "Still Laughing At My Cardigan" and get "Aliens Laughed At My Cardigan" free.

Only £1.50 from
Adventure Probe
52 Burford Road
Liverpool L16 6AQ

NEWSDESK

"EVEN MORE DEMOS FOR YOU TO BEHOLD" from Zenobi Software

The leaflet says

"Just emerging from the pile of dead leaves, dust and curious little dark 'bits' that litter the furthest corners of the hovel the BALROG calls 'home', is yet another collection of excellent little demos for YOU to try out.

Included this time are a couple of 'adventures', a couple of 'sims' and one or two that not even the Balrog knows what to call them. However you can rest assured that they are well worth a look and if any of them reach the parts other games do not then just pop down to your local emporium and pick yourself up a copy of the FULL title(s) .. we are sure the local traders will welcome the business.

On the CDROM are :

IN COLD BLOOD
STUPID INVADERS
AGE OF EMPIRE : THE CONQUERORS
AMAZONS v ALIENS
CULTURES
THE GIFT
THE LABYRINTH

The price is the usual £2.99 and ALL postage and packing are included. Just send your order to the usual address" (see inside back cover of this magazine).

IN TOUCH

WANTED

Has anybody got the Amiga version of Bomb Jack? Sacrilege I know asking for an arcade game in a adventure mag.

Details and price to: Steve Clay, 17 Stanlaw Road, Ellesmere Port, Cheshire, CH65 OEY

OBJECTS AND THEIR USES

MILLION DOLLAR GREAT JEWEL HEIST compiled by Edwina Brown on a PC(e) – also available on C64 and Spectrum

An axe	Narrow passage
A container of talcum powder	Master bathroom, beside basin
A dented tin	Living room, on mantelpiece
A golden box	Living room, in chimney
An iron key	Herb garden
A jar of batteries	Living room, on mantelpiece
A ladder	Garden shed
A mouldy piece of cheese	Kitchen, on floor
A net	Changing room, in cupboard
An old shovel	Garden shed
An ornate key	In golden box
A pair of gardening gloves	In garden shed, on shelf
A pair of tweezers	Servants quarters
A rusty key	In pool
A rusty tin opener	Herb garden, in thyme
A saw	Garden shed, on bench
A screwdriver	Garden shed, on shelf
A silver cup	Living room, on mantelpiece
A small shiny key	Living room, behind curtains
Some money	In garden, pick rose
Some rat poison	Underground room
A stool	Changing room, in cupboard
A tiny gold key	Attic, in cobwebs
A torch	Living room, under chair

TREASURES

A diamond necklace	Cupboard, in blanket
A giant emerald	Patio, in dog kennel
A gold bracelet	Guest bedroom, in bed knob
A gold watch	Kitchen, under plant
A large pearl	Child's bedroom, in toy box
A ruby pendant	Dining room, in Grandfather clock
A sapphire	Sitting room, in wall safe
A silver plate	Attic, in chest
A silver tiara	Cellar, in wine rack
A topaz	Secret room, on bench

GETTING YOU STARTED

ATLANTIS 2 played by Barbara Gibb on a PC

After the introduction (which can be skipped by pressing the LMB), go forward and up the ladder onto the deck of the ship. Turn left and go down the steps. Turn left and pick up the triangular stone from the barrel (click the RMB to put it into the inventor), Enter the doorway and listen to the shaman and ask him about everything in the options list; he should give you a crystal ball so put it into your inventory and ask him about it. Pick up another triangular stone from under the desk and a third from under the hammock. Approach the Mandala (compass of the universe). Placing a stone in the correct position will send you to a certain destination. You can do this in any order, as follows:

Triangular Stone	Position on Mandala	Destination
From top of barrel	SW point	Yucatan (Maya)
From under desk	S point	Ireland
From under hammock	NW point	China

(next month - a gys for China)

DREAR CLIFF MANOR played by Dorothy Millard on a PC

(Start in front of Drear Cliff Manor, a Scottish mansion reputed to have been build in the 16th century), N (foyer), N, N, D (basement), W, W, S (storeroom), GET LAMP, LIGHT LAMP, N, E, E, U (hall), S, U (second floor landing), S, E, E, S (bedroom where you see a piggy bank), GET PIGGY BANK, N, W, W, N, D, S (foyer), GET REVOLVER, N, E, N (sitting-room), GET SILVER COINS, E, E (study), OPEN DESK, GET BULLETS, LOAD REVOLVER (if you hear an ominous rustling noise behind you SHOOT..... direction you have just come from – the attacker drops a brass key so DROP REVOLVER, GET KEY), INVENTORY (carrying a white card), READ CARD (an invitation to join the treasure hunt), DROP CARD, W, W, S, W, S (foyer), S (main entrance), S, S, S, W, W, GET PAPER, READ PAPER (hints for when you find the Philosopher's Stone), DROP PAPER, W, W, N, N, E, N, N (south end of stables), GET SHOVEL, S, E, E (verandah), W, W, S, E, E (drive), N, N (entrance to mansion)

PYRAMID OF PERIL played by Bev Truter on PC

You begin this adventure standing in searing heat in the centre of a desert. Above you towers an ancient pyramid, its sides apparently bare of any entrance to the tombs which lie within its hidden depths. Beside the pyramid you see a statue of a sphinx, and half-buried in the sand is an old rucksack. Get rucksack and open it, get lamp and shovel. Pull statue and you find yourself inside the pyramid in a passageway. The entrance slams shut behind you, and the only obvious exit is South. Get hanky, X hanky and you see embroidery on it. Read hanky to discover what your task is, and why you came here in the first place.

X walls - they are damp and cold, and haven't been touched by human hand for thousands of years. Touch walls, and you are transported to a Secret Chamber with a cold pool, a small Snake, and a large clay storage jar against the wall. Shoot Snake with revolver, open jar with shovel, Look, then get the gold coin and the parchment. Read parchment - to overcome the Mummy you must have the sacred object of Shamra. Swim; you walk into the pool and find a tentacle wraps itself around your leg <uughhhh!>. Kill tentacle with shovel, get shovel, drop rucksack. Get the silver ankh and X it - it's a sacred amulet, and has been blessed by the god Ras Shamra, to ward off evil spirits. U-W-S to a Large Antechamber. Kill Mummy with ankh, get ankh, open sarcophagus, Look. Get dagger and X it - it's sharp and stained with dry blood



TIME WAGON played by Dorothy Millard on a PC under C64 emulation

(Start at the crossroads), E (outside city), S (school yard), E, S (north/south path), GET HELMET, N, W, N, W (back to crossroads), N, N (Green Avenue), WEAR HELMET (this prevents you being hit by the mad driver up ahead), N, NW (garage), GET SPADE, EXAMINE SPADE (not very big), SE, S, S, S (back to crossroads), S (wheatfield - note that to the west the ground is covered with twigs), JUMP WEST (over the trap - you are standing by a gigantic old oak), EXAMINE OAK (see a hole in it), EXAMINE HOLE (see money), GET MONEY, E (back to wheatfield), N, E, S, E, N (parking lot), N, N, W (goldsmiths), GET NECKLESS (note spelling), E, S, S, SE, N (backyard where a man gives you some bread, saying you look pale and skinny), EXAMINE BREAD

HINTS AND TIPS

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

Virgo/White Gown

When you have saved Andromeda, go to the castle battlements where Cassiopeia will give you a Love Poem.

Go to the outskirts of the village then NE, E, E, SE and E to a caravan. Venus is here. Give her the love poem, which she will read and then ask you for the last 2 words - say YOUR MUM to be given a white gown.

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

Sword in the Stone

You have to WEAR CROWN in order to get the sword.

CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad

Market Square

Fill the bucket with water from the pond.

Forge

Find a cane and spade. After a certain number of inputs the blacksmith will throw you out.

Go to the blacksmith's yard and search the heap for a file - do *not* do this whilst the blacksmith is present. Ring the bell and the blacksmith and other villagers will appear.

Return to the forge and throw the explosive onto the fire. The metal box is too hot to pick up at the moment, so THROW WATER ONTO ASHES to cool it down. Inside the box is a key.

DREAR CLIFF MANOR played by Dorothy Millard on a PC

SAVE often as there are two other adventurers in the manor who may beat you to certain objects or kill you.

When you get to the basement storeroom, if the lamp isn't there, someone has beaten you to it and it will be necessary to start again.

If the piggy bank in the bedroom is broken when you get there, and the contents stolen, you will have to start again.

When you hear an ominous rustling noise behind you type SHOOT the direction you have just come from, for instance if you have just entered a room from the west and hear a noise behind you type SHOOT EAST.

FEEBLE FILES played on a PC

The Chemistry Set puzzle

If you click on the white inset, you will see a set of instructions to get the Passive Control Potion. However, if you follow them to the letter, it won't work. Bear in mind that the flasks in front should be taken to be A to E, left to right. It doesn't matter how you place them or in which order, you just have to get the right combination of chemicals and the right condition (cold or hot). If you get a brown solution, you might as well start again - only next time try the same combination but a different condition. This is how it worked for me:

ABC + heat = F
DEA + heat = B
ABD + heat = G
ABE + heat = I
BCE + cold = H
ACD + heat = J

At this point, I used the resulting solutions, thus: FBG + cold.
This did the trick.

Once you have the right solution, use it on the water cover to put it in the native's drinking water. Use the remote control to call the robot to the Lab. Go to the buttons, examine them and use the one to open the statue door. Change to SAM and go to the village, then enter the statue. Change to Feeble and press the other button to teleport SAM in.

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

MEDAL PHOTOGRAPH

In the Boat

WEAR the diving SUIT, then examine and search the fish. Pick up the net and device.

How to avoid being killed

DIVE and then go SE, look under the rocks and move them to reveal a passage, Go D into an underwater cavern where you should be safe if you didn't waste too much time.

How to open the Crate in the Underwater Cavern

Pick up the crate and PUT CRATE UNDER PASSAGE. Go U and N to Junkyard. Catch the mine (need the net) and put it in the passage to blow the crate open.

Steel Container

Open the container with the anchor. Get some of the nasty green liquid with the device.

Clearing

HIDE IN BUSHES when you hear voices. Get a thorn. When guard appears SHOOT GUARD (need blowpipe made from thorn and a reed). GET UP to emerge from bushes, and search the guard. Get and wear the uniform. Search him again to find a watch.

Security Door and Power Room

Put liquid in slot to unlock it. Cut the cable and attach clips to cable, then attach clips to battery. Push switch to stop machinery.

Ventilation Shaft and Military Arsenal

Get some piping and put it in the fan to stop fan, you can now go W to the arsenal. Read the sign for a clue. Examine the drawer and examine the watch (the one you took from the guard in the clearing) and push the button - it displays a time. Set the left dial to the sum of the numbers on the watch and the right dial to the difference of these numbers as indicated by the +/- on the watch (e.g. 11.42 is set left dial to 53, set right dial to 31).

Opening Black Box

You have to spell out the guard's name in Greek letters, a letter at a time.

THE LONGEST JOURNEY played by Terry Taylor on a PC

Plumbing Problem (outside Border House)

Note the man sitting on the bench.

Move to the left and **examine the machine** to get a close up of it.

Examine the wheel – it turns the water on and off.

Try to **turn the wheel** – it won't move; the pressure's too high.

Examine the water tank –it's full.

Examine the pressure gauge – it's at 100% pressure.

Examine the cables – they've been ripped in two.

Try to **join (use) the cables** – they're too far apart to join.

April says "Looks like a big piece of cable was torn off" (*this is rather misleading, given the solution*).

Use the gold ring on the cables to join them together. This activates the two screws in the bottom right, and the valve on top of the cylinder. April must now use the two yellow screws to manoeuvre the four blue bars under them into a horizontal line.

The screw on the left will lock in place the bar which has the red light under it. The screw on the left turns the three bars which aren't locked.

Once lined up, **turn the valve on the cylinder** to reduce the pressure.

Turn the wheel to lower the volume of water in the tank.

It is now safe for April to **take the clamp** from the pipe.

April has now solved the plumbing problem – although all she really needed was the clamp.

Take the gold ring before exiting from the machine (if you forget, April will do this anyway).

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

How to get to Skull Island

Go to Aurum and sell the sapphires (found in the Purple Tunnels) for 80 mulae.

Ask the carpenter to make you some oars (need paper with drawing of oars and 50 mulae).

The jetty is west of the circle of stones, and yes, that is a boat you can see in the illustration.

READ the MAP which shows the safe routes.

Enter the boat and ROW <abbreviated directions> until you reach the island. You will have to visit both the north and south side.

South side - pick up the broomstick and wand

North side - pick up the carrot and pearl

NIGHT OF THE WALKING DEAD played by Bev Truter on PC - also available on C64

Your task is to find your Aunt Bedelia's grave, recover a locket from it, and take the locket back to town to prove your claim as her heir.

Starting outside the County Morgue, go N,W to the Autopsy Room. X the cabinet to find a tape recorder, get recorder, X recorder. (There are 4 buttons on it). E,N,W to a Cold Storage Room. Get tape, open recorder, put tape in recorder, push Rewind, push Play to hear a message from the Undertaker about how bodies keep on mysteriously disappearing and moving about....). Then get tape, drop tape, get batteries from recorder (they fall to the floor), get batteries, drop recorder.

E,E to Janitor's Room, get flashlight, put batteries in flashlight.

W, N to South end of Cemetery, where a knife whizzes past you, and the caretaker staggers and falls in front of you. He's dead!

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

SENTRY

Throw the stones at the sentry *before* going NW from the hatch to the sentry post.

ESCAPE

Go INTO the cruiser and SAY TO PILOT "LAUNCH SHIP". If you have the tape and crew present you have successfully completed the adventure.

**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!

**UNWANTED GIFT played by Barbara Gibb on a PC(e) -
also available on Amstrad**

Part One

The umbrella is in a dark part of the cellar. You will have to replace the blown bulb in order to find it. When you leave the house you should have the umbrella, swimming costume, towel, card and piece of paper with clue to your PIN.

Part Two

During your travels you will find your friends avoiding/ignoring you, so you must find a way of becoming generous, also the means to sail to a certain destination.

Put the lid on the container and attach the rope to it then go swimming, but be careful where you leave your possessions.

In the sea cave, remove the lid from the container, fill it with (sea)water and then catch the fish stranded in the pool. When you PUT CONTAINER IN SEA your act will be rewarded.

SOLUTION OF THE MONTH

DR DEATH'S HOUSE OF HORRORS

Written by John Olsen

Solution by Bev Truter on PC - also available on C64 and others(?)

You start in a jail cell, with a locked brass door to the East, a table as the only furniture, and the walls steadily closing in on you....Climb on table, jump up. You manage to squeeze out the window, and find yourself in an alley beside a trash-can. X can, get bottle, X bottle. Go East to the mansion which houses the Wax Museum of Dr. Death and pull the doorbell - you slide down a chute, land in a stone hallway, and hear a disembodied voice telling you to find ten keys and use them to escape the mansion. Go East to "castle cellar" scene, open the coffin and X the figure (It's dressed like Dracula and is holding a gold key). Get gold key and X it - CHARITY. S,W, pull lever, get copper key and X it - SINCERITY. Go W to the undersea tableau, and X the figure, you see a knife strapped to the diver's leg, get knife.

E,N,U,N to Entry Hall where you see the front door, and an old coin-operated moviola machine. Drop bottle, N to Cloak Room, get quarter, S, put quarter in the moviola - it starts up and you see a short movie of a man digging in a desert and a graveyard. Drop knife, then go U and E to a copper door. Unlock door, E to office, where you see a portrait on the wall. X desk and get the spool of thread, X portrait, unlock door (the gold leaf door). The portrait comes to life and explains how to escape from the Wax Museum. (Each of the 10 keys has a word engraved on it - stand by the front door, hold each key and say the magic word to release each lock). Go S, the door slams shut behind you, and you find yourself trapped in a Storage Room. X the shelves to find a mold for making keys. Get mold, X antlers, pull antlers, and you slide down a chute and land in the Cloak Room. S, drop gold key, copper key, thread and mold.

Go E to a large room with a locked iron door. X the case - there's a chrome key inside, and the case reads "vandals will be punished". N to the outer space scene, X figure, and you notice a magnet on the wall. Get magnet, S,W, get thread and knife, tie magnet to thread. U,S to Graveyard scene. Dig - you find a silver key, get it and X it - MODESTY. N,E,S to African Jungle, X the figure in the pit - it holds an iron key and is covered in live scorpions. Get iron key with magnet, X iron key - LOYALTY. Drop magnet and go N,N,E to the Desert scene. (Remember the clue from the moviola).

Dig to find a steel key, get steel key and X it - FRIENDLY.

Go W to the French Foreign Legion outpost and X the figures. X holes, dig in holes (you use the knife to dig out a handful of lead slugs which fall to the floor.) Drop knife, get slugs, S,W,D to Entry Hall. Drop steel key, slugs, silver key. E, unlock door with iron key, drop iron key. E,N to Lumbermill scene. X figure, get bronze key and X it - FAITHFUL. E, then pull the lever to get a tarnished quarter. X then figures - one of them is wearing a pair of gloves - get gloves, wear gloves. S to an old Western town, X figure, pull lever and a brass key falls on the floor. Get brass key, X brass key - BRAVERY. By now you will start to feel thirsty, so here comes the revolting bit - S to a Swamp scene, and DRINK WATER. Yeecchh!! It's slimy and green, but stops you from dying. N,W,W,W, put quarter in the moviola - you see a short film on how to melt lead safely in a crucible and pour it into a mold. Drop bronze key and gloves.

E, get the iron key and the axe, and make sure you're carrying the brass key. Smash the case with the axe. The suit of armour comes to life and throws you into the Jail cell. In the splintered wood of the table you see an aluminum key (must be an American key). Get aluminum key, unlock door, E to Medieval Dungeon scene, E,U,N to Entry Hall. Drop axe, X aluminum key - MERCY. Go E and get the chrome key from the case you smashed, X chrome key - HONESTY. Go W, get bronze key - you should be holding the aluminum, brass, bronze, chrome and iron keys. Say each of the magic words engraved on the keys, there's a click, and the corresponding key disappears. Get the gloves, slugs and mold, wear the gloves and go S,D,W to Dungeon.

X the crucible and put the slugs in it - they melt down to form molten lead. Get crucible, and pour the lead into the mold, where it cools quickly. X mold and you find it contains a new lead key, so open mold, the key falls to the floor, get lead key and X it - TOLERANCE. E,U,N, drop gloves, crucible and mold. Get silver key, gold key, copper key and steel key. Say the appropriate magic words (Modesty, Charity, Sincerity, Friendly, Tolerance) and the last 5 keys and locks disappear, the front door swings open to reveal a blinding white light, and you're waking up!

You've done it and escaped!



SERIALIZED SOLUTION

BLUE ICE

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

THE DEEPER GAME – BUZXFREP, the path to the ultimate solution

As stated earlier the ultimate solution to Blue Ice comprises two words and the means of finding them starts with the coded scroll in the Win room. Crack the code and two words will emerge. Each of the letters represents one letter of the U.S. and their positioning on the scroll provides a visual clue to the composition of the U.S.



Notice BUZ slopes downwards while XEFREP moves upwards? BUZ becomes the first word and XEFREP the second, so we are looking for a three letter word and a six letter word. We need to find 9 "letters" from within the game to apply to BUZXFREP and crack the code. The first stage consists of finding keywords for all the

screens, except the Win room, deducing the order in which they should be listed, and then listing them. After we have that list of 28, we need to find a way of shortening it to nine and, finally, from that shorter list we need to extract the correct "letters". Obviously all the elements needed can be found from within the game, but from this point on we needed the author Rik's further clues and hints to progress.

FINDING THE LIST OF 28

Playing the adventure part of the game you will have noticed lots of extraneous images in the room screens and counted 28 rooms (excluding the Win room), both facts which are needed for the next part of the journey towards the U.S. Those whacking great holes that appeared in the Video room, Drawing room and Library walls also now come into play. As pointed out above, there are 28 rooms in the game, plus the Win room. As we'll discover when we solve the keywords, the Flower keyword is Valentine. St Valentine's Day falls on 14th February so this fact and the 28 rooms point us towards the month of February with its 28 days. But there's more.

Each room needs to be linked to a specific date in February – now to find which room relates to which date. Turn on all the TVs (two will be fuzzy), then scour each room screen for an image that doesn't seem to fit. Margaret Thatcher's face appears on the House screen and Scout founder Robert Baden-Powell's photo is on the Cow garden screen, for instance. Try typing in Margaret in one of the keyholes. Nothing meaningful happens, so try typing in other words relating to the former British Prime minister. Type in the word "Hilda" in the Library hole and bingo, you strike pay dirt – the meaningless jumble of machine code on the right hand screen turns into meaningful prose. The same goes for Baden-Powell. "Gilwell" (home of British Scouting) typed into the Library hole brings up more prose. Only 26 more to go! In all seven of the keywords must be typed in the Library hole, seven in the Drawing room hole and 14 in the Video room hole. Unfortunately, typing in the right keyword in the wrong hole doesn't work so you need to try out your ideas in all the holes. The keywords must all be capitalised and comprise one, two or three words, with a total length of no more than 17 characters. The only punctuation used is the full stop (used in only one keyword, which is comprised of a name abbreviated into three letters) and no numbers are used. Sometimes, but by no means always, typing in the correct keyword in the wrong hole changes the right hand screen jumble into something slightly more meaningful – a good hint to try the same word elsewhere. You will be in no doubt when the correct word is entered in the correct hole. As stated the Library hole generates prose, while the Drawing room hole produces stylised drawings and the Video room hole gives 14 pieces of a face. The typing and turning of the key affects the top left hand TV so, when you type in the correct keyword, re-enter the Video room and move the piece to another TV. When the 14 pieces are present the final two TVs become lips. Arrange the pieces into a face and you'll see its lips move.

This part of the game was great fun – very frustrating at times but fun nevertheless.

So, when we have found the 28 keywords, how do we know which fits which date? There is one date in February that is of particular significance to each of the people\places\objects in the keywords. The complete list follows:

February

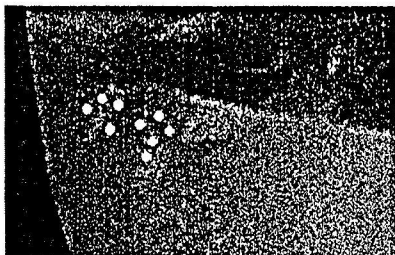
- 1 1901 Rhett Butler, Loo, (birth of Clark Gable, Rhett in the film))
- 2 1913 Grand Central, Bedroom, (New York station opened)
- 3 1959 Buddy Holly, Pantry (date died)
- 4 1953 Sweets, Sun (date sweets came off ration in the UK)
- 5 1917 Dogbrain, Lab (US surgeon transplanted dog brain into a man, this in fact never happened and is a dreadful clue)

- 6 1952 Elizabeth, Drink (British Queen ascended the throne)
- 7 1943 Shoes, Sec. Garden (Shoes rationed in the US)
- 8 1924 Cyanide, Video (HCN. Date gas chamber was first used for execution in the U.S.A.)
- 9 1922 Jim Laker, Dining (Date this famous cricketer was born. Scores are on the wall)
- 10 1950 Munich, Cellar (Mark Spitz, winner 7 gold medals at Munich Olympics, born.)
- 11 1975 Hilda, House (Mrs Margaret Hilda Thatcher became leader of the Conservative Party.)
- 12 1809 Abraham Lincoln, Drawing (his death)
- 13 1988 Calgary Eye (opening of Olympics there)
- 14 Valentine Flower (no year date needed)
- 15 1928 O.E.D. Library (date Oxford English dictionary completed)
- 16 1959 McEnroe, Pond (tennis player John McEnroe born)
- 17 1909 or 1907. Could be either as both years are given. Skeleton Canyon, Sky (Geronimo appears in one planet and General Miles in another. They signed a treaty here. This is the date of Geronimo's death)
- 18 1564 Buonarroti, Attic (Surname of Michaelangelo, died this day)
- 19 1928 Daytona, Bathroom (Malcolm Campbell broke land speed record here)
- 20 1888 Marie Rambert, Mousehole. (British Ballerina born this day)
- 21 1965 Malcolm Little, Mouth (aka Malcolm X, assassinated this day)
- 22 1857 Gilwell, Garden (Baden-Powell born)
- 23 1914 La Divine Sarah Painting (Sarah Bernhardt's leg amputated)
- 24 1786 Rapunzel, Kitchen (clue is Tom Thumb by author Wm. Grimm, born this day)
- 25th 1917 Joseph Kell, Hall (Clue here is the orange with a wind up key on the cook's belt. i.e. A Clockwork Orange. The author's nom de plume is Anthony Burgess.)
- 26 1936 Volkswagen, Music room (Hitler introduced the VW car on this day.)
- 27th 1902 Cannery Row, Stairs (Clue on Radiator is Of Mice and Men. Author of both of these books John Steinbeck was born on this day.)
- 28 1912 Missouri, Chimney (Clue berry on a parachute. Captain Albert Berry performed the first parachute jump from a plane over Missouri on this date).

SHORTENING THE LIST

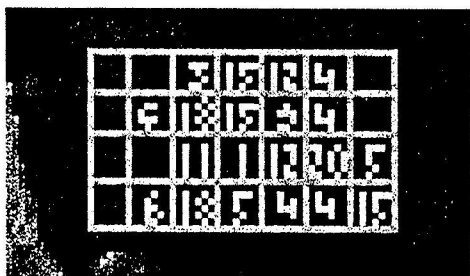
At this point we meet one of the game's most devious little surprises – the mystery of what the mouth is saying. Unless you have the facility to photograph each frame one by one and then reverse the whole lot, you are almost certain to be unable to decipher what is being said. He *is* speaking backwards and is saying PERFECT ICE CUBE.

These three words provide a key and a clue to the way to shorten the list from 28 to nine. More about the key later but first the clue. Perfect relates to perfect numbers, ice of course relates to the game and its name but also hints at the ultimate solution, and cube is a pointer to the number three. We are looking for the first three perfect numbers (6,28 and 496), found in three separate screens (one not yet seen), each of which provides a piece of the pattern needed to shorten the list.



The first perfect number is 6 so we need to look at the Drink (February 6). In the top left corner of the glass are some dots and the pattern piece we need is among them.
(These dots have been enlarged slightly for ease of display)

The Chimney (February 28, the second perfect number) contains the second pattern piece, the small 7 x 4 grid chalked on the chimneybreast to Edward's left. It is the grid that is important, not the numbers in it. Ignore



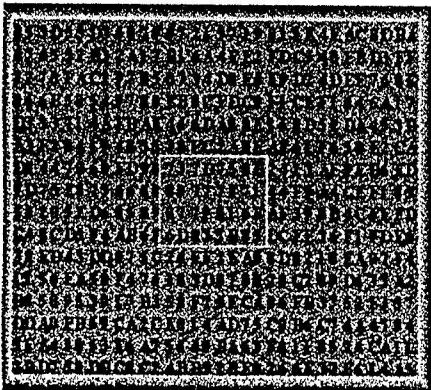
the numbers it contains at present because we will be replacing them with our own. These two pieces need to be combined and the third pattern piece will both help confirm how to combine them and how to move on to the final stage.

The third pattern piece, the 496 element, is by far the most difficult to find, and we need the key mentioned earlier to find it. Rik himself admitted this stage was "fiendish " and involved "a lot, and I mean a lot, of trial and error". He told us that the words Perfect Ice Cube were a key to be typed in in one of the keyrooms. When they were entered correctly we would need to be sharp eyed to work out what was going on. After months of fruitless effort, we eventually deduced the right method and found the right room. Here it is in case you want to work out the pattern for yourself:

The three words need to be entered for one of the thumbnails in the Drawing room hole. Select the correct thumbnail, type in Perfect (with the capital), twist the key to enter the word. From that new screen, clear the word Perfect, type in Ice, twist to enter, and from that screen, clear the

word Ice, type in Cube, and twist to enter. If you started from the correct thumbnail, (The Flower) this last screen will contain a compact and precise pattern relating to the number 496. The code on the screen is hexadecimal and, although the pattern can be seen in the hex to those familiar with the code, it is probably much easier to see in decimal and worth the effort of translation. It is well worth getting hold of or compiling a hex to decimal conversion chart because the hex code and an understanding of it is essential in the game. Or you may choose to use the calculator that comes with Windows Accessories if you have it loaded.

The pattern is in the Flower grid produced after entering Perfect, Ice, and Cube, by the method explained above.



See the 4 x 4 magic square slap bang in the middle of the grid, a magic square which totals 496 in every direction when translated from hex into decimal . (There is a clue that this is the correct grid, but it is a difficult clue to spot. If you blank out all the even numbers you should see an unusual concentration of odd numbers just below the centre of the grid i.e. a group of 4 on one line, 9 on the line below and 6 on the line below that).

This magic square contains the last of the three pattern pieces needed to get to the final stage of the game.

Now to combine the pieces. Trace the drink dots from the screen and superimpose them on to the Chimney grid.

1	<u>2</u>	<u>3</u>	4	5	<u>6</u>	7
8	9	10	11	<u>12</u>	13	<u>14</u>
15	16	<u>17</u>	18	19	<u>20</u>	21
22	23	24	25	26	<u>27</u>	28

Now number the spaces on the Chimney grid from 1 to 28 (top line 1 –7, second line 8-14 etc). You should find that the Drink dots cover space numbers 2,3,6,8,12,14,17,20 and 27. These numbers indicate which keywords from the longer list we need to use to make the shorter list and the 496 magic square provides a double check.

Now, turn to the magic square. The 16 numbers in it need to be reduced to 9 and the way to do this is to eliminate those whose first digit is higher than the second. This leaves 7D, 8B, 89, 77 7F, 79, 6F, 6D and 7B. The second digits are the means of cross checking that we have the correct 9 keywords on our shorter list. Take the first remaining magic square number: it is 7D, the second digit D=13 in decimal. The first keyword by date to have 13 letters (including the space) is Feb.2 Grand Central. Next take 8B, whose second digit 11 in decimal, and the first keyword by date to have 11 letters is Buddy Holly, Feb. 3. Continue through all the remaining numbers and you will find the 9 keywords they point to are the 9 exposed by combining the Drink and Chimney patterns.

Our list now reads:

- 2 Grand Central
- 3 Buddy Holly
- 6 Elizabeth
- 8 Cyanide
- 12 Abraham Lincoln
- 14 Valentine
- 17 Skeleton Canyon
- 20 Marie Rambert
- 27 Cannery Row

So we have confirmed our short list of 9 keywords. Next we have to find the way to select one "letter" from each of them and we use the 496 magic square again. This time we use the first digit of the 9 hex pairs i.e. 7,8,8,7,7,6, 6 and 7. Apply the numbers in that order to the shorter keyword list to select a letter, starting with the 7th letter of Grand Central which is C (remember we take the spaces into account), 8th letter of Buddy Holly = O etc. Finally ending up with COTEMIT (space)Y.

DECODING BUZXFREP

We're on the last lap now as we finally have all the elements needed to decode BUZXFREP. The code used is a straightforward alphabet wheel with the usual alphabetical values for all the letters and a value of zero for the space.

Thus:

0=space, 1=A, 2=B, through to 26=Z. Pair up the BUZXEFREP letters with the 9 found from the keywords and add them together, remembering to include the zero in your calculations. So we have

BUZXEFREP
COTEMIT()Y+

Using your alphabet wheel, add B and C (=E), U and O (=I for, when you count on from U round the wheel 15 places you need to include the zero as one of the places), etc

And that is it, no fanfares, no flashing screens of congratulations, as finally the ultimate solution emerges in the form of just two short words, one German for "ice", one English— we have **EIS BROKEN**.

(More next month)

ANSWERS TO THE PROFESSIONAL QUIZ

Answer 1. The correct answer is: Open the refrigerator, put in the giraffe and close the door.

Answer 2. Wrong Answer :Open the refrigerator, put in the elephant and close the refrigerator. Correct Answer : Open the refrigerator, take out the giraffe, put in the elephant and close the door.

Answer 3. The Elephant. The Elephant is in the refrigerator.

Answer 4. Correct Answer: You swim across. All the Crocodiles are attending the Animal Meeting!

This tests whether you learn quickly from your mistakes.

According to Andersen Consulting Worldwide, around 90% of the professionals they tested got all questions wrong. But many preschoolers got several correct answers. Anderson Consulting says this conclusively disproves the theory that most professionals have the brains of a four year old.

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 - ffridd@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



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.