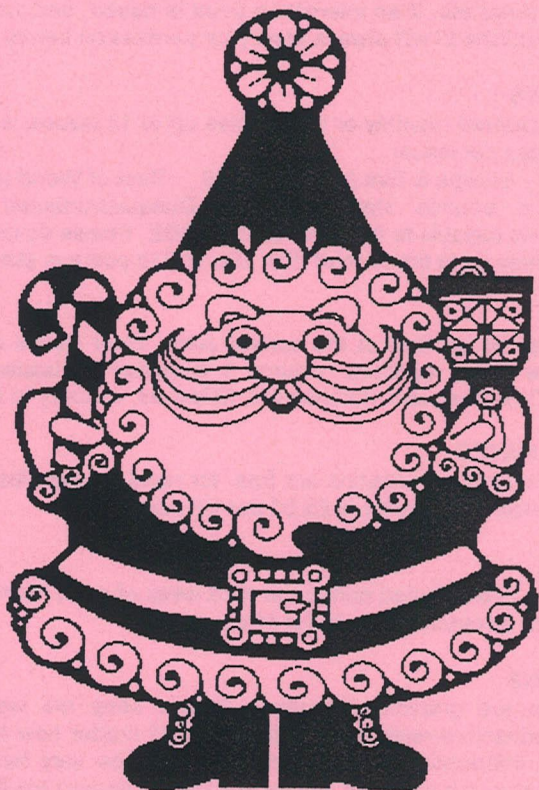


# ADVENTURE PROBE

DECEMBER 2000 £2.00

VOLUME 14 ISSUE 12



*MERRY CHRISTMAS AND  
HAPPY NEW YEAR TO EVERYONE*

## 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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION or obviously just a covering note with a subscription or order etc.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 Giros 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: Atlantis 2 .....	7
Big Brother - The Game .....	8
Discworld 2 .....	10
Ice Princess .....	12
Birth of the Phoenix .....	14
The Semi-Detached at the End of the Street .....	15
SPECIALS: Doctor's Orders .....	6
Mentioned in Passing .....	16
The Myth of the Phoenix .....	16
Paddling in MUD .....	18
Krycek's Letter to Santa .....	23
Sayings .....	24
Adventure2000 .....	26
Old Sam's Christmas Pudding .....	29
Beautiful Street Names .....	32
ADVERTISEMENTS: .....	33
NEWSDESK: .....	36
OBJECTS AND THEIR USES: .....	37
GETTING YOU STARTED: .....	38
HINTS AND TIPS: .....	40
SOLUTIONS OF THE MONTH: .....	46
INDEX FOR VOLUME 14: .....	50
USEFUL ADDRESSES: .....	55
HELPLINE: .....	56

## HALL OF FAME

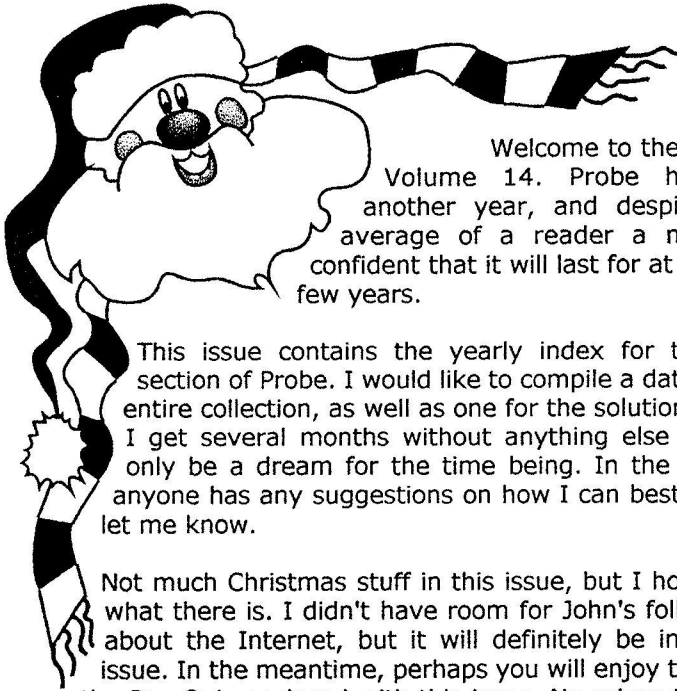
---

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

David Hebblethwaite, John Ferris, Richard Batey, Ken Webb,  
Laurence Creighton, Dorothy Millard, Frank Fridd  
and Bev Truter

Special thanks to:

The Copyshop, Allerton, Liverpool for printing the magazine



Welcome to the final issue in Volume 14. Probe has survived another year, and despite losing an average of a reader a month, I am confident that it will last for at least another few years.

This issue contains the yearly index for the reference section of Probe. I would like to compile a database for the entire collection, as well as one for the solutions, but unless I get several months without anything else to do, it will only be a dream for the time being. In the meantime, if anyone has any suggestions on how I can best do it, please let me know.

Not much Christmas stuff in this issue, but I hope you enjoy what there is. I didn't have room for John's follow-up article about the Internet, but it will definitely be in the January issue. In the meantime, perhaps you will enjoy trying to solve the Pop Quiz enclosed with this issue. No prizes this time (I'm planning a prize competition for February or March) but it should still be great fun trying to remember all those pop stars and groups with "funny" names. The answers will be sent with the January magazine but email or telephone me if you need help before then to keep the peace and preserve the season of good will.

I've received a couple of responses to the Personality Quiz, and these will be in future Probes. If you would like readers to know your likes and dislikes, please send in your answers - you can make up your own questions, if you wish.

That just leaves me to wish everyone a very happy Christmas and a healthy and prosperous New Year.

Best wishes,

*Barbara*

## LETTERS

---

### **From Bev Truter of Carnegie, Australia .....**

The Nov. issue of Probe arrived early this week, and the article on the Presidential election fiasco (Revocation of Independence) was particularly good. And yes, the American spelling and pronunciation of "aluminium" as "aluminum" has always been one of life's little mysteries to me too!

Re games and things, I recall (in the June issue of Probe, I think) you mentioning that you might try to put together a disk of about 10 Megapoint games from all the Adventure Convention entries over the past years. How's the project going? I accessed the Adventure2000 site (about 3 weeks ago) to see if any of these games were available for downloading there, but not yet, apparently.

It was also interesting reading how Laurence Creighton plans and programmes his games - almost the opposite to how I do my games. Strange, that; how different people tackle things from different perspectives. I know Lyn always thinks of a few good puzzles, then adds some more unconnected puzzles; and when she's collected a heap of them, she then starts thinking about stringing a story together that will incorporate the puzzles. She does the "scenery" last of all; whereas the geography of a game is all-important to me.

\*

I have now managed to collect the first 10 Megapoints games. I think it is too late to playtest any of them except 25. It looks as if it will be February before the compilation will be ready, as I will have to produce some sort of paperwork, and make masters - some are 128K Spectrum games so won't work on the Amiga under emulation. The whole project needs my undivided attention for about 3 days to sort things out. Some players may want individual games (e.g. 25), or even already have one (e.g. Ten Little Adventurers) rather than buy ALL of them, so I have to decide on how much to charge. Any ideas?

This year's Megapoints game (No.11) is being checked out at the time of writing this, but being so close to Christmas it may not be ready until the new year. However, should a miracle happen I will enclose details, somehow. (Barbara)

## **From Richard Batey of Sebastopol .....**

Just a quick word on the MUD article by John Ferris, excellent.

I have also recently started to play a mud, in my case MUD2 through the Wireplay website. I remember reading articles many moons ago about MUD in the long gone Micro Adventurer magazine and at the time I was a little envious of those people who had a modem and could play the game. Nowadays anybody who has a connection to the Internet can play and I highly recommend it. There are puzzles and problems to overcome and of course you are interacting with real people with all the delights and problems that entails.

Anyway, I look forward to the next article from John and will be interested in what mud he recommends to play.

\*

You won't have long to wait, as John's follow-up article is in this issue. (Barbara)

## **DOCTOR'S ORDERS**

---

As promised in the November issue, here are two possible explanations, offered by Frank Fridd, for the number 9 being associated with the phrase "doctor's orders". Elsewhere in this issue is an article by Dorothy Millard about some more well known sayings that we use, maybe without realizing their origins.

1. It could be because number 9 is the number of the form that doctors have to sign when a person in the navy is sick and is unable to do any duties on board ship.
2. Apparently during World War 1 doctors at the front line had cures for different ailments in numbered bottles. Bottle 9 was for constipation, and there was a lot of people with constipation in the trenches.

Frank says he thinks the second explanation sounds more likely than the first one.

Has anyone else any ideas? Do you know, or can you suggest, a source of reference? If so, please let me know.

## REVIEWS

---

### **ATLANTIS 2**

**Published by Cryo Interactive**

**Reviewed by Laurence Creighton on a PC**

I have just finished playing Atlantis-2, and I thought I'd share my delight and frustrations with you all. That sounds somewhat paradoxical, but this game summarized into three words is "One Big Headache!"

The graphics and music are superb, and I spotted no obvious bugs or typos - but then again there were almost no written words. The puzzles are many, extremely complicated and convoluted, and needlessly hard. Having said that, it would be unfair not to say that some - a handful - were relatively simple. I found the need to constantly interchange between four CDs irritating, but of course all that data would never have fitted on to one CD!!

Without looking at the walkthrough on the Internet, I think I would still be tearing my hair out, and when I did find out what to do in many of the puzzles, I wondered how on earth the solution had been arrived at. Or maybe it's me; maybe my brain cells are losing steam...

I don't want to give too much away. Like me, I'm sure many of you don't like to know "what is coming", and certainly don't want to know, prematurely, how to resolve these dastardly puzzles. Basically you play the role of Chen who has to find the missing light to overtake the darkness - or something like that. There are three distinct sub-games which can be solved in any order, and in each sub-game you play the role of a different character. These three sub-games take place in South America, China and Ireland. But to enter Shambala - the final phase of the game, and the fourth sub-game, you will need to have solved the other three to finality.

The puzzles are oblique, vague and downright unfair. Let me illustrate by giving some examples. In the Inca (or Mayan) part of the game you will come across a "board of holes" etched on the walls of the interior of a pyramid. Alongside is a container of rods and beads. There are about 100 holes and you have to work out which combination of rods and beads will allow you through to a lower portion of the pyramid. It's a case of "either you know it or you don't". I did not. I got the solution off the 'net, and nowhere could I find even a hint as to how the combinations were arrived at. It's probably me!

In another scenario, you have 5 discs which have to be arranged in a specific order to lower a bridge. That equals 120 possible combinations, 5x4x3x2x1. And you could not just "rearrange" them like scrabble tiles, you had to retrieve them and re-position them each attempt. It would have taken a week! And when I succeeded, the bridge only lowered half way - I had to go through it all again, this time in a different order, to lower the bridge completely.

There is a puzzle that involves a good ear for music; if you're tone-deaf it will be a nightmare. Here you have to listen to a birdman, and match up a series of bird-chirps for the one he is chirping. You cannot go back and compare - it is random each time!

The final phase, the entry into Shambala, involves a cosmic journey - again to be done in a specific sequence. If you don't KNOW that sequence, you merely return to your starting point. Shambala was dead easy, a pleasant respite from the torture endured thus far. The ending is beautiful, idyllic and serene.

My overall impression is that of gratitude that's it's all over. Make no mistake, it is a brilliantly-written game but what spoilt it for me was the unfairness of the puzzles, many of which were downright brick walls! As stated above, I cheated more than once using a walkthrough off the Internet. Hey, where did THAT guy get HIS help from?!

Shop around for best price. Software First have it for £23.99 (member) £24.99 (non-member), but Electronic Boutique are offering it with **Odyssey** for £26.99, a bargain as I can't find anyone offering Odyssey alone. (Barbara)

## **BIG BROTHER – THE GAME**

**Published by Infogrames**

**Reviewed by David Hebblethwaite on a PC**

Well, it had to happen eventually, didn't it? I bought this game on a whim, I didn't watch the TV show much but the idea of a game based on it intrigued me. Although it's not really an adventure, I thought I'd review it, if only to make sure you don't make the same mistake I did and buy the damn thing.

The initial signs are not promising. Ten smiling cartoon faces stare out at you from the front of the CD booklet, barely recognizable as the occupants of the Big Brother house. And a slogan enthusiastically declares, "Includes exclusive footage from the TV show!"

Okay, let's play the game then. First thing you see is a cartoon plan of the house (incidentally, the whole game has hideously simplistic graphics, like Catchphrase, only worse), backed by music – not the TV theme, but an instantly forgettable and pointless rap.

The idea of the game is to collect 3 keys which will allow you to enter the diary room. And you collect those keys by successfully completing 3 mini-games, which are:-

**DOOM DISHES** – In which you choose one of those ten happy Big Brother contestants, then use the cursor keys to move them across the screen, catching pots and pans as they fall from above. Miss one and you get nominated, 3 nominations and you lose.

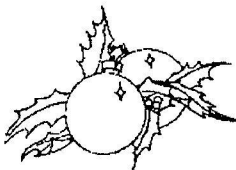
**TAKE 12** – In which you have to do a sliding puzzle featuring one of the contestants. Succeed, and you can watch a clip of "exclusive footage from the TV show!" Complete all 12 puzzles and you get a key.

**BUDGET BREAKER** – Basically the same as Doom Dishes, except you control a grocery bag and you have to catch items of grocery as they tumble down the screen. The catch is, each item has a value that's subtracted from your budget as you catch it. Go over the budget and you get nominated. 3 nominations and you lose.

If you get the keys to the diary room, there's a bonus game called PHOTO FUN where you can apparently take pictures of the contestants, but I haven't got that far, and frankly, I can't be bothered to try.

And that's it. There's nothing more to this game. *Big Brother* could have as easily been released on the Spectrum as the PC. And much as I love the old Speccy, I expect a lot more from PC games than this. The whole thing is clearly just a cheap cash-in. Which is a shame, because with a bit more thought, this could have been a really interesting and worthwhile game. As it is, the opportunity has been wasted. Avoid. Please.

No wonder it is being offered at a much reduced price by most outlets. The lowest price I could find is Electronic Boutique who have it for £6.99 - you may find it even cheaper. (Barbara)



## **DISCWORD 2: MISSING PRESUMED...**

### **Reviewed by Steve Clay on a Playstation**

As a Discworld fan I approached Discworld 2: Missing presumed... with more than a little trepidation. My fears were fuelled no doubt by the scathing comments heaped on this game and its predecessor by the glossy magazines added to the fact that the only other Discworld game, The colour of Magic, was a very poor adventure. There is no need to have played Discworld 1 before playing Discworld 2.

Discworld 2 has you playing Rincewind the inept wizard in his quest to find Death who has gone, no prizes here, missing. Rincewind has not volunteered for the quest rather he has been volunteered as is often the case when there is something unpleasant that needs doing at Unseen University. Rincewind is by nature a coward and therefore is very keen not to allow you to kill him off, so there are no sudden deaths in the game. (Obviously if Death has gone missing.)

The game is broken up into a series of acts. Act 1 being 'The Rite stuff' in which Rincewind has to gather together the ingredients for a spell that will summon Death from wherever he is hiding. Gathering the list of items involves Rincewind wandering around Ankh Morpork solving numerous puzzles. The nature of the puzzles in the game are just a touch unusual in that objects are not always used to an obvious purpose. Although the logic behind the puzzle is always apparent once you have solved them. Puzzles in the first 'Act' include getting croquet mallets from the players in the University garden, obtaining a vile smell from 'Foul ol' Ron', finding something that will draw blood from a mouse, along with something to keep it in. There are a lot more things to do in this part of the game. You can wander quite freely around the City which is good until you get stuck on something and then it is quite painful to visit each location trying everything on everything.

Rincewind is accompanied on the quest by 'The luggage' a chest made of Sapient pearwood with hundreds of legs that will follow its owner anywhere, well almost anywhere. Rincewind can only carry two objects so it is handy that the Luggage has a limitless capacity to hold items. A wee clue here, occasionally it is necessary for Rincewind to have objects in his inventory.

There are many occasions during the game that raise a chuckle. My favourite being the 'Life of Brian' spoofs in the desert locations. My favourite character being Uri Djeller a mystic who bends things and whose voice is a copy of Bluebottle from the Goon show. Not many games make you smile let alone laugh out loud.

Discworld 2: Missing presumed... is a traditional (Traditional???) point and click adventure and for those who have one a Playstation mouse is supported. The pad works well enough although occasionally the cursor will whizz around the screen. Manipulating objects is as nice and easy as it should be games of this type. There are lots of conversations to listen to and I advise you talk to everyone and ask them everything you can as lots of clues are held in this area of the game. You are able to save and load games at any time. Each save takes up two memory card blocks.

The display is excellent, and as a previous review said, it is like watching a cartoon. Eric Idle provides not only the voice of Rincewind, but also 'That's Death', a song to which Death dances at the start of the game. Nigel Planer and Kate Robbins also chip in with voices. Sound effects are excellent and add greatly to the atmosphere of the game.

Overall I enjoyed Discworld 2: Missing presumed... more than I thought I would. In hindsight I feel the glossy magazines have been quite hard on this product. I had a couple of slight problems with the program itself. First I had the game refusing to load beyond a certain screen and an error message appearing, something I have never seen on a Playstation. The second problem, and far more worrying, was just before the final act -a nice King Kong style finish-I attempted to load my position only to be told that the memory card had no data on and did I want to reformat it ? Arrghhh! A reset however sufficed but it was a scary moment. All in all a good adventure accessible to all although some knowledge of the Discworld could be handy.

Shop around for best price and availability. I could not find any Internet outlet listing this game. (Barbara)



## **ICE PRINCESS**

**Written by Rudiger Hanke**

**Reviewed by Bev Truter on a PC**

The PD (Public Domain) PC version of Ice Princess appears to be much longer than the Amiga one as you can progress quite far into the game (50/130 points) before you realize that this is meant to be a cutback or demo version of the full, registered version of Ice Princess. The PD version of Ice Princess gives a good idea of the quality of writing, and the full registered version is definitely worth the asking price; 20DM to the author in Germany (about œ7 or œ8, I think).

Rudiger converted his original Amiga version of Ice Princess into an Inform (z-code) version for the PC, with all the usual features and ease of use that characterise the Inform gamewriting utility. Although English is obviously not Rudiger's first language, Ice Princess is well written, with descriptive locations which provide exactly the right sort of wintry feel to the whole game, which is a kind of fairy tale set somewhere in an icy northern hemisphere winter. Brrrr! Just the sort of game to enjoy in summer, perhaps.

The main thread of the plot in Ice Princess is to find a way of entering a castle to rescue the missing 'princess', who thoughtlessly wanders off across a frozen lake and up a snow-covered hillside. It was a case of love at first sight for you (you play the part of a young orphaned lad), so naturally you followed her across the lake and up the hill; but now she's nowhere in sight. Perhaps she's been taken to that strangely deserted castle - will you ever manage to lower the drawbridge to gain entry? The outdoor locations are all set in this freezing winter landscape - not surprising really, given the title 'Ice Princess'. Indoor locations are a bit warmer though, and overall the PD version rambles over approximately 38 locations. You can enter the castle after solving several puzzles, and get as far as the Gaming Room, where a game is laid out on the table. What sort of game? Register for the full version and find out, as this is apparently the cut-off point for the PD version.

As the story unfolds you'll have to interact with several of the game's inhabitants to obtain help in solving some of the puzzles. There's a crying kid outside the castle, a wounded fawn in the woods, and a surly guardian preventing you entering the Crystal Caverns. Now what would cheer him up? Some appreciative tourists, perhaps? There are also several assorted animals to deal with, and it appears there are a number of objectives in this game, along with the main rescue-the-princess thread to the plot.

Chatting to the Healer in his hut reveals that you must bring him 3 objects, and he will give you something in return. But he phrases his request in such a cryptic way that working out exactly what he needs is a puzzle in itself.

This is an interesting, busy kind of game that will keep you guessing, to-ing and fro-ing across the wintry landscape while trying to work out what to do next. If only you could get that fish from the bear near the river, or borrow the crying kid's toboggan, or cheer up the guardian of the caves so he might let you in to explore...

The demo version kept me entertained for about 2 weeks, and I expect the full version will strain my brains for quite some time to come. If you like text adventures, have a squizz at Ice Princess and see what you think.

Re the registered version, there is a solution available on the 'Net that gives the answer to a crucial puzzle in the game, which means that you can play the cutback PD version to the end if you follow the cheat given. The PD version grinds to a halt when you find a puzzle (not described) laid out on a table in the game - registering the game means you discover what the puzzle is, and can have a bash at working out the answer. But the walkthrough on the 'Net rather unfairly gives the answer to this unknown puzzle, enabling you to continue without registering for the full game. At least, I assume you can continue once you know the answer to type in, as the PD version of Ice Princess is approximately the same size (in bytes) as the registered one.

Available for Amiga and PC.

The PC (and maybe the Amiga) version can be downloaded from the Internet (<ftp://ftp.gmd.de/if-archive/games/zcode/princess.z5>). If you don't have access to the Internet and would like a copy you can send a formatted blank disc and return postage, or £1.50 to cover costs, to the Probe office, stating Amiga or PC. (Barbara)



## **BIRTH OF THE PHOENIX (C.A.T. version)**

**Written by Ambrosine**

**Reviewed by Bev Truter on PC**

This CAT version of the old 8-bit text adventure of the same name (originally by Paul Berker) is one of two demo games for Phil Richmond's new C.A.T. game-authoring system for the PC, and can be downloaded from Phil's website.

PHOENIX is a small, but not-so-simple text adventure; well-written and with oodles of atmosphere, and this version was sheer delight to play using the CAT system. I had a few problems initially getting the game to run, but that was entirely my fault - old 486, unfamiliarity with WinUnzip, and a general dislike of Windows. But once past the horrors of unzipping the PHOENIX.ZIP file, it was a pleasure to play in its CAT version. CAT reminded me a bit of AGT, except that it runs through Windows, and was easy-peasy (yes, even for me!) to use. Click on PHOENIX.EXE to start, and from then on everything works like clockwork; you can LOAD, RESTART, SAVE or QUIT with no hassles at all.

This version of PHOENIX is roughly the same as the original, but with a few differences in the treasures, and some added puzzles in finding them. The gist of the plot is that you must find the old phoenix - the bird in mythology that was reborn from its own ashes - and destroy it; so that the "new", young phoenix can be set free to rise again from the ashes of the old bird.

As well as finding, catching, and dispatching the old phoenix in the appropriate manner, you also have to find several hidden treasures to get the maximum score. However, you win the game as soon as you destroy the phoenix, with or without the full number of points. There's also a thief roaming about, but although he looked decidedly shifty to me, he didn't nick any of my belongings. But then I'd managed to find a safe place to store the treasures I'd collected, so perhaps he only becomes a nuisance if you leave your treasures scattered about; just too much of a temptation for any self-respecting thief, really...

The hardest part of this game was discovering the input required to get myself across an uncrossable gorge. After fiddling about with various bits of wood and trying to build a bridge, I (correctly, as it turned out) decided I was on the wrong track altogether; and variations on the JUMP GORGE theme just ended in predictable disaster. Eventually I hit on the right wording by chance, and my only criticism of the game would be that this seemed a rather obscure and unhinted-at method of crossing the gorge at the cliffs.

PHOENIX is set in an interesting gameworld, with colourful locations to visit, places to explore, and puzzles to solve. There is a maze to contend with, but it's a fairly small one, and there's a sort of maze-mapper's kit to help you find your way through it. Although this is a smallish game geographically (about 20 or 25 locations, at a guess), it is perfect as a demonstration of the CAT system and of how an old text adventure can still be enjoyable. The plot may be done to death, the treasures may be predictable, but hey, who cares? It was fun to play!

Phoenix can be downloaded from Phil's C.A.T. website (see inside back page for address) or send a blank formatted disc and return postage, or £1.50, to the Probe Office. I will supply it as a self-extracting zip file. (Barbara)

### **THE SEMI-DETACHED AT THE END OF THE STREET**

**Written by S. Phipps**

**Reviewed by Dorothy Millard on a PC under Spectrum emulation**

This is a short review but then it is a short pointless game with a long title written with The Quill. I was not told my objective at the start of the game but it appears to be to enter the house and then exit it again. There are no treasures to collect and I really don't know why anyone would want to enter in the first place. A key to the front door is conveniently placed in the start location outside the entrance to the large house, which by the way contains such exciting rooms such as a kitchen, bathroom, bedroom, study and even a torture chamber (probably a bedroom in disguise!)

Anyway, I picked up the key and entered the house to be told that the door slams shut and the key is on the other side... I must find another key to exit. It wasn't long (about five minutes) before I got past the troll in the hallway... yes, a troll in the hallway, you heard right, and down into the cellar when the key was hidden. I returned to the hall and exited south. There was no completion message or anything like that, but after having looked at the database it is obvious that there is nothing else to do, so I concluded that this must be the end. Oh well, at least I can cross it off my list.

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

## MENTIONED IN PASSING

### by Steve Clay

---

While playing "Discworld 2: Missing presumed..." recently I came across a phenomenon that I have noticed in a couple of other places, namely the mention of text adventures in unusual places.

Now mention of text adventures within a graphic adventure is not that unusual but I'll mention it anyway. Discworld 2 has a couple of nostalgia moments. Upon encountering a maze and attempting to enter it Rincewind bemoans the lack of originality of a maze and (mis-quoting badly here) rants 'A maze? Surely we do not have to stoop as low as that!' My sentiments exactly. Later Rincewind can be heard to say 'Why can't we go back to the good old days of Get Sword, Kill Dragon, Get gold? life was so much easier in those days.'

Red Dwarf has an episode in which Lister is typing at a computer to try and tell Cat that a large spider has crawled up his leg and set up home in his boxer shorts. Cat thinks Lister is playing a text adventure. "Are you playing that old adventure game? Get Gandalf to make you a potion. That's what I always do!"

Finally in a recent letter to the horror magazine Darkside was discussing finding hidden trailers on either a DVD disc or Laser Disc (not sure which). The author says he finds things by selecting menu items then moving forward or back to find the hidden bonuses. He writes 'However this is a lengthy process as going forwards then back doesn't always take you back to the same place. like playing text adventures on my old CBM64!'

I am sure other readers have other instances and it would be nice to hear of them.

---

## THE MYTH OF THE PHOENIX

---

Although it's a common legend to many ancient civilizations, the origin of the Myth of the Phoenix is attributed to the Egyptians, civilization that between other features, was obsessed in the search of eternity.

Phoenix is the Greek name given to a mythological bird offered in sacrifice to Ra, God of the Sun in the ancient Egypt. This bird was similar to an eagle, and possessed a resplendent golden-red plumage that made it look like wrapped up on flames. In some versions, the Phoenix was shown in flames rather than feathers.

The Phoenix inhabited Arabia. According to the legends, it could live until 500 years. At the end of this period, the Phoenix built its own mortuary pyre and was consumed by its own fire until ashes. From these ashes, subsequently, the Phoenix was reborn. This cycle was repeated over and over. The Phoenix was the symbolic representation of the Death and rebirth of the Sun.

The Greek poet Herodotus told in one passage of his writings a first form of the Phoenix's legend. In this legend, the Phoenix comes back every 500 years in order to search for the body of its predecessor. After making a myrrh egg, The Phoenix puts the body of its predecessor inside it, and takes it to the Temple of the Sun located in Egypt.

500 years later, Tacitus and Plinius coincided that many of the ancient myths were confusing, and they investigated the chronology of the Phoenix. Through their studies, they determined that the Phoenix lived the equivalent to a Platonic year. This is the time that the Sun, the Moon, and the five planets known in that time, need to return to their original positions. This translated to our calendar, represents a period of 12.994 years.

The ancient ones believed that, completed this enormous astronomical cycle, the universal story would be repeated again in all its details, upon being given again the same conditions of planetary influence. In other words, the Phoenix was considered like a Mirror of the Universe.

By the end of the IV century, Claudianus wrote some verses about an immortal bird, enable to reborn from its ashes, heir of itself, and witness of the time. The Phoenix from the Chinese Mythology offer another description. Under the name of Feng, it's shown to us as a bird of shining colours, very like a pheasant. In remote times, The Feng frequented the gardens and palaces of righteous emperors.

As always happens with many of the mythological creatures, the versions about their characteristics tends to vary according to which culture is contemplating them, but all the stories are equally attractive, and let us know a little more about the wealth of the beliefs of the ancient civilizations.



## Paddling in MUD

### by John Ferris

---

Last time I wrote a general introduction on Multi-User Domains/Dungeons, the text-based online roleplaying game genre. This time I want to get specific and have written a general outline and introductions for the two MUDs I have experience of.

A brief, generic outline for playing MUDs.

- \* First log-on to game creates character name, password, class and race.
- \* Character starts with basic skills, physical and magic abilities.
- \* Aim is to increase character abilities though gaining experience points.
- \* Experience points are usually gained by killing things (downer) and lost by being killed by things (big downer)
- \* At a set number of experience points the character increases a level.
- \* Increasing level means increased "hit points (life points)", "mana" (magic points) and "moves."
- \* Increase of level means new skills are available, and practice sessions (trains) are awarded so character can get started in them. Using a skill, once learnt, will increase ability in it.
- \* Increasing level means ability to use better armour, weapons, spells, scrolls and magic items.
- \* Equipment may be bought and sold for currency or looted from your foe.
- \* Additional currency in the form of "quest points"(or similar) can be obtained by completing, er, quests and will buy what gold cannot.

Realms of Despair

RoD is one of the most popular MUDs out there, if its own publicity is to be believed. If true, one cause of this must be that it has its own dedicated telnet client, a free download from

[www.game.org/](http://www.game.org/)

Once downloaded, move the download to an empty directory and run the program. This will unpack a number of programs. The install program should be run and it will install itself. It's better than the Windows telnet program, but there are better clients around.

To connect to RoD, connect to the Internet from your dialup connection, then run the RoD client program. It will log onto RoD and begin asking you questions. This initial log-on will set up your character. It will request a name for the character, and a password. This password is your only protection, so make it a good one. For RoD, your character name will be assessed for suitability, it has to fit in with the loose-medieval fantasy setting of the game. Next come gender and race. I would suggest that you use the help facility to find the strengths and weaknesses of each race. Some are suited to out and out warriors; others are better suited towards magic using classes. Next it will ask you a class, from warrior to mage. Again, check out the help facility (help classname) to discern the type you really want to play as.

Generally, warriors are good at hack and slash and not too much else. You need a strong race to make a good warrior, but intelligence and dexterity are useful as well. On the other hand, mages and wizards are usually a bit feeble when it comes to fisticuffs, but races that are naturally inclined to magic usually possess the intelligence and wisdom required to learn spells. A Cleric falls between warrior and mage, but tending to have more magic ability especially in healing. A Paladin tends to lean towards the swordplay side of things while having a reasonable array of spells to hand.

The first thing you will notice is that there is a lot of text on the screen. The first few minutes may be confusing but believe it or not, you are being led by the hand through the first few stages. You are not in RoD proper, but a training stage designed to teach you the basic commands for interacting with the game.

You will drop in (literally) to your class guild where you will be supplied with suitable equipment. Then you will proceed on a mini quest. You will be asked if you wish to take the path of peace, or if you wish to be able to "player kill" That is, you can choose to be able to kill other human-controlled characters who have chosen this ability. There are rules to this. It's your choice and cannot be changed. I would suggest that you choose the path of peace. You can always create another character later on if you get the urge for blood.

The first quest sees you wandering around an environment, collecting a bucket, a ring, a weapon, a feather and taking on a dragon hatchling, if you can figure out which item is a magic weapon.

Later on you will come to the academy, where you will be able to hone your skills against simpler monsters. You will learn how to train yourself in the skills available to your class.

Every time your character advances a level, it will gain training points, or "trains." These can be exchanged at a "training centre" or your class guild or headquarters for initial experience in a skill. For example, a cleric has the spell "cure light" which will restore some hit points. Your character starts off with 0% ability in this skill. However, after training this increases to 19%, after which practice makes perfect; the more you cure, the better you become. Your character needs to have attained level two before it can be saved.

Soon you will leave the academy and enter the realm for real...

### **Ark of the Covenant**

Ark of the Covenant (AotC) is my current game of choice and I spend almost all of my MUD time there. The name AotC may have you thinking either "Indiana Jones" or "sounds religious to me." The latter is correct.

I would not recommend AotC for anyone who finds the Christian faith offensive, or those who might find the use of Biblical places, characters and imagery in the context of MUD distressing for whatever reason. Knowledge of such is not required.

If you can cope with the above, can manage not to use foul or blasphemous language and be generally inoffensive, then you will have no problem. AotC is a relatively "safe" environment compared to other MUDs.

First, may I recommend a Telnet client called "MudMaster 2000" which is freeware and very good. It can be downloaded from [www.mud-master.com](http://www.mud-master.com). It appears to be able to do more than just play MUDs, I think it can also act as a chat server as well. In order to set up AotC on Mudmaster you need to do the following:

1. Start the Mudmaster program but don't worry about the complex screen layout.
2. Select view/toolbars from the dropdown menu and turn off "workspace" and "output." The screen is much less cluttered.
3. Select Configuration/Session Configuration and a form will appear.

4. Give the session a name, like "Ark" or "Realms" or whatever MUD you play.
5. Add the server address and Port Number  
(For Ark this is ark.mudservices.com and 4200)  
and then click okay. I don't know what the other options mean.
6. Select File/save session as and save it with your preferred filename.

Whenever Mudmaster is started, unless you have changed the default, it will start in "session1." Close this and use the file menu to open your preferred session. Then select the Session/connect menu and if your PC is online it will attempt to connect to the MUD.

It is possible to change text size and colour scheme if you wish. One thing I have noticed is that it sometimes won't detect your first keypress, which will likely be when you are typing your character name to log on.

Once connected, a character name and password is chosen, then the race and gender is selected. Take time over this part.

Like Realms, your character begins in a training scenario, in AotC it's the Academy, or MUD school, where you are taught the basic commands to interact with the environment. Some newbie equipment can be picked up for the asking and there are some poor practice monsters to build up the early levels.

Depending on how you chose your character, levels are obtained when you gain a certain number of experience points at that level. A minimum of 1000 per level for an average character. So to get to level one, you need to gain 1000 points. At level two you need to get another thousand to get to level 3, the counter is reset. Total experience points are recorded as well. More complex characters will need more experience per level.

Experience can be lost when your character is subdued. Your character never dies, but you do wake up in the infirmary minus your equipment. This is left where you fell in a pile. You have a limited time to find the pile and "get all pile" to regain your goods. There are other ways of getting your kit back using one of a number of alternative currencies available. Other MUDs work in a similar way, usually having your disembodied spirit searching for your corpse to reanimate instead of a pile of equipment. Same idea, different implementation. Reanimating corpses and disembodied spirits don't exactly fit into AotC too well.

Once through the school (you can return up to level 5) you can enter the town of Erets', which is the starting point. The central focus is called the "recall" point. All directions are from this point (inhabited by Samson) and when you type "recall" you are transported to this point, unless the recall is disabled for the area you find yourself in.

At each level, your character will gain Practices and Trains and additional skills and abilities due to your character's type at that level. To be able to use a new skill, you need to find your character's guild location where a character will be able to help you practice. There is also a general area for everyone to practice and train. In order to become proficient at a skill, you must practice enough to achieve 75% efficiency. At less than this, you can still use the skill but very poorly. Training increases your strength, intelligence and other statistics up to their maximum. As your character increases in level, so does this maximum limit.

Like with most MUDs, the parser is specialised but nothing special. It can get quite confused if there is more than one identical object. If there are two swords on the ground, examine sword will tell you about the first. To examine the second sword, the arcane examine 2.sword is required. Logical when you know. Also if there are more than one door to open, "door" refers again to the first in the list. You may have to type "open south" to open the south door and suchlike. It becomes second nature after a while, honest. Most commands have abbreviations (but not x for examine!)

I usually play with both Mudmaster and my web browser on at the same time. The browser is pointed at [www.ark.mudservices.com](http://www.ark.mudservices.com) which is the AotC home page. Lots of directions (speedwalks) are online plus a number of other useful pages. When I need to go somewhere, I copy the directions from the browser, then paste into Mudmaster combine with the "jog" command, i.e. "jog n2esw3s" (north, east twice etc.) This saves a lot of time and the web page also gives an idea of what levels the area is suitable for. This helps prevent a level 7 player taking on a level 85 monster in an area suitable for levels 85 to 100 and "Kermit blinks at you for 17000 hit points. You are subdued..." type messages.

The other players on AotC are mostly helpful and very newbie-friendly. Someone will usually be happy to help you out. If you do decide to log on, type "who" once your character is set up. If a paladin dwarf called Odsoc is listed, give me a shout and I'll see what I can do ( ie. Type "rl Hello Odsoc, can you help a fellow AP reader?" or even " Tell Odsoc...")

For the full list of MUDs on Mudservices, take a browse to

[www.mudservices.com](http://www.mudservices.com)

## KRYCEK'S LETTER TO SANTA

---

Dear Santa,

It's really not my fault the way things have turned out this year. I may only be seen in bad light or silhouette, but that doesn't mean I'm all bad. Somebody must know why I do what I do, like putting CSM out of his misery and trying to save Mulder from the aliens.

If you leave an oily black rock in my stocking, I swear I won't leave you any mince pies next year.

My fans still think I am a cool villain so all I want for Christmas is:

A case of WD40: I still have these strange cravings ....

A soap on a rope - taking a shower with one arm is tricky!

Furlined handcuffs: Much more cushy for hanging from seventeenth floor balconies, and in other situations, too.

A file: Instead of just ineffectually shaking the prison bars in moments of extreme sexual tension, I can do something constructive.

Happy Holidays,

Alex



## SAYINGS by Dorothy Millard

---

Most people got married in June because they took their yearly bath in May and were still smelling pretty good by June. However, they were starting to smell, so brides carried a bouquet of flowers to hide the B.O.

Baths equalled a big tub filled with hot water. The man of the house had the privilege of the nice clean water, then all the other sons and men, then the women and finally the children. Last of all the babies. By then the water was so dirty you could actually lose someone in it. Hence the saying, "Don't throw the baby out with the bath water."

Houses had thatched roofs. Thick straw, piled high, with no wood underneath. It was the only place for animals to get warm, so all the pets ... dogs, cats and other small animals, mice, rats, bugs lived in the roof. When it rained it became slippery and sometimes the animals would slip and fall off the roof. Hence the saying, "It's raining cats and dogs."

There was nothing to stop things from falling into the house. This posed a real problem in the bedroom where bugs and other droppings could really mess up your nice clean bed. So, they found if they made beds with big posts and hung a sheet over the top, it addressed that problem. Hence those beautiful big 4 poster beds with canopies. I wonder if this is where we get the saying "Good night and don't let the bed bugs bite"?

The floor was dirt. Only the wealthy had something other than dirt, hence the saying "dirt poor." The wealthy had slate floors which would get slippery in the winter when wet. So they spread thresh on the floor to help keep their footing. As the winter wore on they kept adding more thresh until when you opened the door it would all start slipping outside. A piece of wood was placed at the entry way, hence a "thresh hold."

They cooked in the kitchen in a big kettle that always hung over the fire. Every day they lit the fire and added things to the pot. They mostly ate vegetables and didn't get much meat. They would eat the stew for dinner leaving leftovers in the pot to get cold overnight and then start over the next day. Sometimes the stew had food in it that had been in there for a month. Hence the rhyme: peas porridge hot, peas porridge cold, peas porridge in the pot nine days old."

Sometimes they could obtain pork and would feel really special when that happened. When company came over, they would bring out some bacon

and hang it to show it off. It was a sign of wealth and that a man "could really bring home the bacon." They would cut off a little to share with guests and would all sit around and "chew the fat."

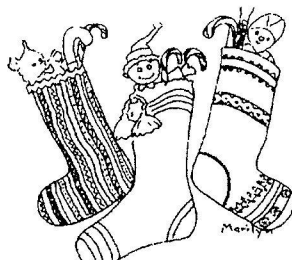
Those with money had plates made of pewter. Food with a high acid content caused some of the lead to leach onto the food. This happened most often with tomatoes, so they stopped eating tomatoes ... for 400 years.

Most people didn't have pewter plates, but had trenchers -- a piece of wood with the middle scooped out like a bowl. Trenchers were never washed and a lot of times worms got into the wood. After eating off wormy trenchers, they would get "trench mouth."

Bread was divided according to status. Workers got the burnt bottom of the loaf, the family got the middle, and guests got the top, or the "upper crust."

Lead cups were used to drink ale or whisky. The combination would sometimes knock them out for a couple of days. Someone walking along the road would take them for dead and prepare them for burial. They were laid out on the kitchen table for a couple of days and the family would gather around and eat and drink and wait and see if they would wake up. Hence the custom of holding a "wake."

England is old and small, and they started running out of places to bury people. So, they would dig up coffins and would take their bones to a house and reuse the grave. In reopening these coffins, one out of 25 coffins were found to have scratch marks on the inside and they realised they had been burying people alive. So they thought they would tie a string on their wrist and lead it through the coffin and up through the ground and tie it to a bell. Someone would have to sit out in the graveyard all night to listen for the bell. Hence on the "graveyard shift" they would know that someone was "saved by the bell" or he was a "dead ringer."



## ADVENTURE2000 by John Ferris

---

Another Convention and another badge for my collection. When I examined the badges I discovered to my surprise that I had actually been to the first Convention. I remember going there and the place being packed out, but that's about all.

The new venue for this year, the Coventry Hill Hotel was convenient for me, being a Coventrian, although I was expecting to be living in Derby by now. It seemed strange to arrive at a convention without being stressed out by having to negotiate the M6 and the dreaded Birmingham Inner Ring Road.

Up to a few weeks ago, I would have thought the Coventry ring road was pretty tame in comparison. However, I was in the city centre at a computer shop buying a new 15" monitor (Axion make, £104, pretty good value.) All I had to do was to get the car to the service area (loading bay) behind the shop, about 30 seconds walk from the shop counter, to save me lugging the thing through town back to the car park about 15 minutes away.

Naturally, having walked back to the car, I proceeded to get extremely lost by taking the wrong exit on our "tame" ring road. I tell you, it was a maze of fiendish and sadistic proportions. Little one-way sections meant I could see the road I wanted, but couldn't get there. I visited familiar places and places that I never knew existed (I'm sure I travelled back to the 18<sup>th</sup> Century at one point) and this was my hometown. Eventually I pulled up somewhere, looked at my roadmap (yes, I keep one of my hometown, I know my limits) and eventually worked my way to the service area and bought the monitor.

So if anyone got lost in there, you have my sympathy.

The Coventry Hill Hotel is about 4 miles from the city centre, perhaps a little out of the way for those who have to travel by train. I appreciated being able to unload the PC through a door right into the convention room. There were no stairs or tight corners, just a short lug, less than 20 yards. There was plenty of space in the room and no shortage of plug sockets.

For the first time ever to my knowledge, there was no 8-bit presence at all this year. Not even my favorite Amstrads were to be seen.

I was just setting up the PC and even before I had got the keyboard in when a lady, whose name I have shamefully forgotten, came up to me with a very familiar expression on an unfamiliar face. The expression every

conventioneer knows. The one that means "You're gonna play the Megapoints compo whether you like it or not, sonny." Yeah, that's the one. But this lady was just so nice about it.

This year's game was written with ACE, the adventure writing system for the PC based upon PAW. Ace has been in development for at least 18 months and should be released next year, sometime. I tend to enjoy the megapoints games and this one was no exception. I liked the way the game was structured and just how it "felt." Karen Tyres was hovering close by looking to catch any bugs and any strange inputs we players/competitors/playtesters came up with. I can't remember who won, just that I didn't come last. One fragile male ego intact, then.

The Adventure Probe Convention Video was playing and I spent some time looking for faces and wondering where some of them have gone to. It was nice to be reminded what some of those I email looked like, albeit 10 years ago. It was interesting listening to some of the old-timers (Hi Amster) talking about that convention. There were actually representatives from various software houses there to collect awards. But, that was yesteryear.

I had Unreal (an arcade game! Shock horror!) running briefly on the PC. However it gave Jenny Perry and, strangely enough myself, a small dose of motion sickness. I think it was how we were looking down at the monitor. I also had the Masterpieces of Infocom running later which did seem popular. Peter Smith and myself explored some of the entries for the year 2000 IF competition from the Internet. Some of the games were, well, very odd indeed. One game, called "At Wit's End" did catch our eye and seems worth playing. We didn't know what was going on until we read the instructions on baseball and then we were off. Essentially the game (up to where we got to) was a succession of locked cell puzzles; situations where we had a limited number of moves in which to save ourselves. Deserving of closer scrutiny and a proper review. Peter? Or Shall I?

Frank Fridd was demonstrating Colditz Escape as rewritten in Phil Richmond's Creative Adventure Toolkit for the PC. Phil actually modified CAT in response to Frank's programming needs. The game looks pretty good and the screen display is quite novel. Frank has done a fair bit of research into the subject. One little (and I do mean little) drawback with the graphics in CAT is that it can't use jpegs, it needs bitmaps (or was it TIFFS?) and these take up a lot more disk space. I think it's a limitation with the programming language Phil uses, not with Phil's impressive programming skills. On a different note, next year Frank, if we are spared, we will get chance to put the world to rights. I won't make the mistake of having "stuff" to do on Convention night again!

That's a key point why I enjoy the annual Probe Convention/Adventure200x outing. It's not just that I get the chance to play on PC's all day and not feel guilty. It's that I can get to put faces to names and talk about a common interest with people who don't think I'm sad or mad (either that or they hide it well.) It's about having a laugh and a joke and even a serious discussion with someone you only see once a year, it might be the only time each year you speak.

### **The Alternative Awards**

Despite my half-hearted efforts, the Alternative Awards seem to be taking a life of their own. People are even asking if they get one this year. Sorry Jenny, nothing for you this time, although if I had stayed long enough to see those new boots you were on about I might have thought something up. Nothing for Karen either, I'm afraid. My problem is that there are no other Awards for the Alternative Awards to be Alternative to. Someone needs to start the Alternative Alternative awards. Anyway, only a few this year:

**The Charlie Dimmock Award for Most Unusual Water Feature** goes to the convention room at the Coventry Hill Hotel. The indoor waterfall was most ingenious, but I was a little concerned that the live light fitting was an integral part of the exhibit.

**The Rip Off of the Day Award** goes to the Office World shop that sold CDR disks at over a pound each. Our judge noted that single disks could be obtained for almost twice the going rate, compared with a certain shop at the centre of a maze of one-way streets, all alike.

While I'm having a moan, some words of advice from someone who was once bitten. These mail order firms and/or Internet suppliers do not necessarily give the best price deal. If you are looking to buy some software, especially if it isn't new, then check out the computer shops in town first. I was surprised. Look out for software that has been re-released as part of a collection, often cheaper than the original price.

**The Just Resting my Eyes** award goes to Edwina Brown. It was uncanny how Edwina managed to avoid being photographed whilst, er, resting her eyes.

**The Award for the Most Gratuitous Beard** goes to Jon Scott. There really ought to be laws against this sort of thing. I've broke out into a cold sweat just thinking about it.

**The Grubbiest CDs** award goes to Jill Nott's Odyssey disks. Someone please buy the poor lass a cleaning kit for Christmas. Actually Jill, the game has been mentioned in PC Home magazine, although the reviewer wasn't really impressed with the voice acting in the game and only gave it 60% or so. How are you getting on with it?

### **Last but Not Least**

Finally, Vicky Jackson announced that she was escaping the British climate and going to live in Spain. I would just like to add my thanks for her contribution in organising the conventions over the years with Larry Horsfield. I can't really appreciate what it takes to organise a convention, but it's probably not easy. Thanks, Vicky. I hope everything goes well for you.

I hope to see you all again next year and hopefully, a bunch of new faces as well.

## **OLD SAM'S CHRISTMAS PUDDING** **by Marriott Edgar**

---

It was Christmas Day in the trenches  
In Spain in Peninsular War,  
And Sam Small were cleaning his musket  
A thing as he'd ne're done before.

They'd had 'em inspected that morning  
And Sam had got into disgrace,  
For when sergeant had looked down the barrel  
A sparrow flew out in his face.

The sergeant reported the matter  
To Lieutenant Bird then and there.  
Said Lieutenant 'How very disgusting'  
The Duke must be told of this 'ere.'

The Duke were upset when he heard  
He said, 'I'm astonished, I am.  
I must make a most drastic example  
There'll be no Christmas pudding for Sam.'

When Sam were informed of his sentence  
Surprise, rooted him to the spot.  
Much worse than he had expected,  
He though as he'd only be shot.

And so he sat cleaning his musket  
And polishing barrel and butt.  
While the pudding his mother had sent him,  
Lay there in the mud at his foot.

Now the centre that Sam's lot were holding  
Ran around a place called Badajoz.  
Where the Spaniards had put up a bastion  
And ooh...! what a bastion it was.

They pounded away all the morning  
With canister, grape shot and ball.  
But the face of the bastion defied them,  
They made no impression at all.

They started again after dinner  
Bombarding as hard as they could.  
And the Duke brought his own private cannon  
But that weren't a ha'pence o' good.

The Duke said, 'Sam, put down thy musket  
And help me lay this gun true.'  
Sam answered, 'You'd best ask your favours  
From them as you give pudding to.'

The Duke looked at Sam so reproachful  
'And don't take it that way,' said he.  
'Us Generals have got to be ruthless  
It hurts me more than it did thee.'

Sam sniffed at these words kind of sceptic,  
Then looked down the Duke's private gun.  
And said 'We'd best put in two charges,  
We'll never bust bastion with one.'

He tipped cannon ball out of muzzle  
He took out the wadding and all.  
He filled barrel chock full of powder,  
Then picked up and replaced the ball.

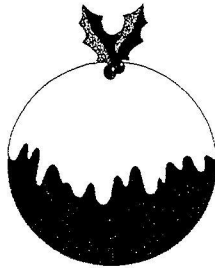
He took a good aim at the bastion  
Then said 'Right-o, Duke, let her fly.'  
The cannon nigh jumped off her trunnions,  
And up went the bastion, sky high.

The Duke, he weren't 'alf elated  
He danced around trench full of glee.  
And said, 'Sam, for this gallant action.  
You can hot up your pudding for tea.'

Sam looked 'round to pick up his pudding  
But it wasn't there, nowhere about.  
In the place where he thought he had left it,  
Lay the cannon ball he'd just tipped out.

Sam saw in a flash what 'ad happened:  
By an unprecedented mishap.  
The pudding his mother had sent him,  
Had blown Badajoz off map.

That's why fusiliers wear to this moment  
A badge which they think's a grenade.  
But they're wrong... it's a brass reproduction,  
Of the pudding Sam's mother once made.



# BEAUTIFUL STREET NAMES

by Ken Webb

---

WHICH OF THESE STREET NAMES ARE REAL?

Adam & Eve Mews  
Amen Corner  
Ave Maria Lane  
Badgers Hole  
Ball's Pond Road  
Bear All  
Beggars Hill  
Bird in Bush Road  
Cherry Orchard  
Cinnamon Street  
Cold Blow Lane  
Coney Acre  
Cool Oak Lane  
Crab Hill  
Cuckoo Hall Lane  
Daffodil Street  
Decoy Avenue  
Ditch All  
Eastcheap  
Elephant Lane  
Elf Row

Emperor's Gate  
Farthing All  
Folly Wall  
Fox & Knot Street  
Gay Close  
Gipsy Corner  
Goldbeaters Grove  
Green Dragon Yard  
Ham Farm Road  
Haunch of Venison Yard  
Hay Currie Street  
Headstone Gardens  
Hedgers Grove  
Hen & Chickens Court  
Honeypot Lane  
Horniman Drive  
Horse Fair  
Jacob's Well Mews  
Kitcat Terrace  
Little Friday Road  
May Tree Walk

Mirror Path  
Mount Echo Avenue  
Nectarine Way  
Niagara Avenue  
Old Cote Drive  
Old Deer Park Gardens  
Plum Garth  
Pond Mead  
Popes Head Lane  
Portcullis Lodge Road  
Puddle Dock  
Pump Pail  
Russia Row  
Rusthall Avenue  
Saddlescombe Way  
Shad Thames  
Silkstream Road  
The Squirrels  
Swan Mead  
Whalebone Avenue  
World's End Passage

ANSWERS on page 54.



# 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**

## **ADVENTURES for the Spectrum 48K and 128K**

Bob Adams	Helvera - Mistress Of The Park	48K
	Grue-Knapped	48K
Simon Avery	Magician's Apprentice	48K
Doreen Bardon	A Hero For Sorania	128K
Ken Bond	Castle Warlock	48K
Edwina Brown	Feline Sleepy	48k
	Hide and Seek	48K
	Hedda's Revenge	128K
	Ten Little Adventurers	48K
	Nether Poppleton Treasure Hunt	128K
Laurence Creighton	Going Critical	48K
Dennis Francombe	The Nameless One (2 parts)	48K
Frank Fridd	Where Is Zeus? (3 parts)	48K
Christopher Hester	Shimmerkin	48K
Larry Horsfield	Magnetic Moon (3 parts)	48K & 128K
	Starship Quest (3 parts)	48K & 128K
	Revenge Of The Space Pirates (2 parts)	48K
	Axe Of Kolt (4 parts)	48K & 128K
	Run, Bronwynn, Run (3 parts)	48K
	Spectre Of Castle Coris (2 parts)	48K & 128K
	Die Feuerfaust (4 parts)	48K
	The Lost Children	128K
Mandy Rodrigues	The Black Knight (2 parts)	48K
Sandra Sharkey	The Case Of The Mixed-Up Shymer	48K
Derek Shaw	Search For The Wonderful Whatsit	128K
Karen Tyers	There's A Hole In Your Bucket	48K
	Ten Green Bottles	48K
	Curse of Nimue (2 parts)	48K
	Rhyme Cryme	128K

**All on tape - price £2 per adventure**

Available from

Adventure Probe Software, 52 Burford Road, Liverpool L16 6AQ

# **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 **£2.00** from

Adventure Probe  
52 Burford Road  
Liverpool L16 6AQ

**BEV HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND**

## NEWSDESK

---

### **NEW SHAREWARE TITLES FROM ZENOBI**

Three more collections are now available.

#### **SHAREWARE 2** features

EXILE (all 3 parts)

THE ROLE-PLAYING ASSISTANT

THE DUNGEON MASTER CONSTRUCTION KIT (plus games and demos of both the original DUNGEON MASTER titles)

AMULETS AND ARMOUR

BORDERWORLD

CASTLE OF THE WINDS

THOR'S HAMMER

THE INFERNAL TOME

TWO-TAIL

Plus a collection of DESK TOP THEMES and some nice SCREENSAVERS (you need the Windows Plus Pack to utilise the Themes).

#### **SHAREWARE 3** features

A large collection of Arcade games and Puzzlers ... some great titles for you to get to grips with. Some truly excellent games are on this CDROM.

#### **SHAREWARE 4** features

A fine selection of original 8-bit conversions (do you remember CHUCKIE EGG, ATIC ATAC, JET SET WILLY and MANIC MINER?) and a number of excellent shareware titles (Puzzlers, RPGs and even a FISHING SIMULATION) to while away the dark winter nights.

ALL the CDROMs are priced at only £2.99 each including postage and packing. Sorry Amiga and Atari owners but they are for PC only. (Please see inside back page for address).

### **STEPHEN KING HORRIFIES READERS**

"Thriller writer Stephen King has horrified his readers yet again - but for all the wrong reasons.

King, author of such classics as 'Carrie' and 'Christine' has caused outrage amongst his fans by failing to finish a book that he was to post on the net chapter by chapter. 'The Plant' had only just got going after King decided he 'wanted to focus on other projects for a while'. Dedicated King readers are appalled at Stephen's attitude towards the on-line book, given the fact that they had invested 70 pence per month for the privilege of reading it!

King has said that he thinks 'The Plant' can stand 'a year or so' on hold, although if you get the feeling that if his readers caught up with him we would have a different horror story on our hands! "

## OBJECTS AND THEIR USES

---

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

An axe	Clears wood from stairs
A container of talcum powder	Red herring
A dented tin	Contains dog food
A diamond necklace	Treasure
A giant emerald	Treasure
A gold bracelet	Treasure
A gold watch	Treasure
A golden box	Contains key to living room door
An iron key	Unlocks garden gate
A jar of batteries	Contains batteries for torch
A ladder	Use to climb into attic
A large pearl	Treasure
A mouldy piece of cheese	Poison, and then feed to dog
A net	Use to get key out of pond
An old shovel	Dig in herb garden
An ornate key	Unlocks living room door
A pair of gardening gloves	Wear to pick rose
A pair of tweezers	Use to get ring, in secret room
A ruby pendant	Treasure
A rusty key	Unlocks shed door
A rusty tin opener	Oil to open tin
A sapphire	Treasure
A saw	Use to saw padlock
A screwdriver	Unscrews panel on clock
A silver cup	Use to scoop up oil
A silver plate	Treasure
A silver tiara	Treasure
A small shiny key	Unlocks golden box
Some money	Taxi fare
Some rat poison	Needed to poison mouldy cheese
A stool	Use in garden shed to reach shelves
A tiny gold key	Unlocks chest in attic
A topaz	Treasure
A torch	Lights up dark places



## GETTING YOU STARTED

---

### **FIRE ISLAND played by Dorothy Millard on a PC under BBC emulation**

Start on a sandy beach. W, N (trail), N, GET FERNS, N, N, N, N (south bank of river), EXAMINE RIVER (see dark shapes in the water), E (see a log), EXAMINE LOG (an alligator), E, GET VINES, EXAMINE VINES (long and thick), SWING VINES (to north bank of river), W, W, N (trail), N, N (junction where you see a skull on a pole), EXAMINE SKULL (decorated with a crudely painted design), GET POLE (leave the skull), N (hilltop where you see a party of natives on the trail leading up the hill from the north), LEVER BOULDER (using the pole - causes an avalanche which buries the natives), DROP POLE, S (junction), E, E, E, N, N, GET BRUSHWOOD, N, W, W, W (must have buried the natives with the rock before entering here), GET MACHETE, EXAMINE SLOPE (covered in rocks), GET ROCK, W, W, W, S, S, S, E, E, E (back to junction), DROP BRUSHWOOD, S, S, S (north bank of river), W, W, W, ENTER WATERFALL (cave), S, S (thick bushes bar the way), CHOP BUSHES (using the machete), DROP MACHETE, S .....

### **GATES OF GARRALON played by Dorothy Millard on a PC under Spectrum emulation (\*)**

Start in an old fashion drawing-room. GET CANDLE (too high to reach), GET RUG (too heavy), EXAMINE RUG (a sticker underneath reads "King's Property"), W (dining room), S (hall where you see a marble bust), EXAMINE BUST (inscribed "Darius II"), GET BUST, N, E (back to drawing room), STAND RUG, SAY DARIUS (the Persian rug rises into the air), GET CANDLE, SAY DARIUS (the rug lowers), W, S (entrance hall), S, S, E (pantry), GET FLOUR, EXAMINE FLOUR, W, N, PULL ROPE (summons the butler), THROW FLOUR (the flour bag splits filling the room with choking dust - don't hang around here), S (kitchen), EXAMINE WINDOW (see garden 20 feet below you hear a dull thud from another room, it is the butler dead), OPEN WINDOW (locked), THROW BUST (through the window), N (see a flour covered dead butler), EXAMINE BUTLER (you find a box of matches), GET MATCHES, LIGHT CANDLE, DROP MATCHES, GET ROPE (you can't because it's fastened at the top), LIGHT ROPE (it burns through and drops to the floor), GET ROPE .....

*(\*) Thanks to John Schofield I have a debugged version of this adventure. If anyone would like a copy on Spectrum, Amiga(e) or PC(e) please contact me at the Probe office (Barbara)*

**HAUNTED ABBEY played by Dorothy Millard on a PC  
under BBC emulation**

Start outside the city. GET HAMMER, N (narrow winding road – note if you go north bandits attack), E (forest), GET OIL (note don't use this in the lamp as you need it for something else), W, W (abbey gates), W (gardens), S (ruins), S (by south wall), GET MATCHES, N, W, S (by well where you see a rope hanging down), D (bottom of well), E (narrow passage where there is a barred door – note if you open it water rushes in and you drown), W, W (tunnel where a ruby ring sits behind a grill), HIT GRILL (you smash it with the hammer), DROP HAMMER, GET RING, E, U, UNTIE ROPE, N (back of abbey – leave the snuff), EXAMINE GROUND (behind a weighty boulder you spot some old leaves), GET LEAVES, READ LEAVES ("SPIDER" is printed on them), DROP LEAVES, S (gardens – leave the lamp), SEARCH WEEDS (discover a wooden log at the base of the statue), GET LOG, W (abbey door), GET SWORD, HIT DOOR (the log makes a fine battering ram and the door is smashed open), E, N (back of abbey), GET BOULDER, S, W .....

**ICE PRINCESS (PD version) played by Bev Truter on a PC  
- also available on Amiga**

You start the game at the edge of a frozen lake, where you see the village children skating. X children then go NW to the willow and get and wear the skates left behind by the boy. SE-N, talk to the girl - she skates away across the lake. N - N - NW - N - NW to the Cavern Entrance. Take the flyer and read it, and talk to the guardian to discover why he is so miserable. SE - S - NE to Chapel. Get the candle. SW - N - NE to the Woodcutter. Get the axe, chop the pile of wood and he gives you the key to his cottage. SW - S - E - NE. Unlock door to cottage, open door, drop the key and go N into the cottage. There's a rifle, a mirror and a whistle lying on the table. Get whistle and blow it - it appears to be blocked. S - SW - W - SE - E - NE to the boy and his toboggan. Climb the chestnut tree and go west - both you and the ball fall into the Castle Garden. Get the ball .....



## HINTS AND TIPS

---

### **ATLANTIS 2 - IRELAND**

#### The Birdman in the Tree

Arriving on the deserted island, walk to the tree with the birdman sitting in it. Talk to him. The only thing he is doing right now, is chirping. Ask him about himself. Try to learn the sounds of the different birds. Ask him about the white horse and after that about Aillil. The purpose is to chirp along with the birdman by clicking the right bird.

A few tips: when you chirp the wrong song, the birdman answers with an angry tune, consisting of three sounds. When you chirp the correct song, he answers with a little bit friendlier tune, consisting of two sounds. When the birdman is chirping his song, you better move your cursor to the side of your screen. Then after finishing his song, briefly touch one of the birds so you will hear the corresponding tune of the bird just once. If you hold your cursor on the birds, the tune will be played uninterrupted and believe me, that will drive you nuts!

Ask the birdman about himself. Keep on doing that until he lets you know (by reacting with his two-sounds-tune) that you have given the correct answer. After that, do the same with the question about the white horse and Aillil.

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

#### Orb

When you take it, the noises you hear are all exits closing, except the grate.

### **CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad**

#### London Bridge

Buy a box of matches and some toffee.

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

**CAPRICORN** (goatskin)

Go to the Apothecary Shoppe (from Meeting of Ways go SW, SW, SW, S and IN), and TAKE settle TUMS. Give them to the Swordfish in the Mudbank (from shoppe go OUT, N, NE, SE, SE, SW, S, S. S (disused shipyard), W (Mudbank). You now have a key.

Go to Ruins, drop everything then go E over city wall), then SE to Vault. Pick up the suit of armour and throw it through the window (it lands on the Building Site). Go NW, W, SW, E and SE the find it again.

Go to the Central Dock (NW, W, S, S and E from Building Site) and WEAR ARMOUR as protection when you PULL PLANK *twice* - you can now see the deck of the Argos.

Enter the Warehouse and untie the rope to find a sail. Pick up the rope.

Go E, N, N, E and S to Disused Canal and LOOK IN CANAL to see a ladder. JUMP D to the bottom of the canal then go E and DIG to find a scythe. Now go back W and TIE ROPE TO SCYTHER, HOLD ROPE and CLIMB LADDER and PULL ROPE to get the scythe.

Go to the Waste Ground (E and E from Central Dock) and cut the weeds (need scythe) to reveal the keel of the Argos. X SCYTHER and SMACK SCYTHER.

Go to the Shed (E of Building Site) and use the key (from Swordfish) to START ENGINE of crane. Now use the crane to take, separately, the 3 parts of the Argos (sail, keep and deck) to the slipway (D from the Disused Shipyard). You should now have rebuilt the Argos.

You now need some champagne so go to the Alehouse (S and SW from Disused Canal) and SIT AT BAR then POUR RUM so you can pick up the champagne.

Return to the Warehouse and pick up the canvas.

Go to the slipway, JUMP ON/BOARD ARGOS and SMASH CHAMPAGNE to launch the ship.

(Next month - your journey on board the Argos)

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

STATUE PHOTOGRAPH - transports you to outside a museum.

### Obtaining a camera

Go to the Exhibition Hall and examine the cannon (so new it hasn't been invented yet!).

Go to the Information Desk. Examine the complaining tourist (see a camera) and WAIT until they ask if there is "any new stuff". TELL TOURIST ABOUT CANNON, then go W and W and GET CAMERA.

### Obtain a Thermos Flask

In the Foyer, WAIT until the guard discovers his thermos flask is empty.

Pick up a sweet from the bowl on the counter at the Information Desk.

Show the sweet to the children outside the museum - one boy is interested.

Go back to Foyer and CHEW SWEET then STICK SWEET ON ALARM - guard now goes outside to see the "excitement", so you can pick up the flask.

### Alcove/Armour

Get another sweet from the bowl on the counter at the Information Desk.

In the Main Corridor, open the curtain and go E into the Alcove. Close curtain.

Try to pick up the armour. To get it without setting off the alarm, UNSCREW BULB, then TAKE ARMOUR (okay this time), CHEW SWEET and STICK SWEET TO DEVICE, then DROP ARMOUR.

### Obtaining Ice Cream

A museum guide is about to start the final tour of the day, so go to South Balcony, then N to the Octagonal Chamber. WAIT until she finishes her speech, noting the reference to security measures to protect the exhibits (this includes the display case in the Octagonal Chamber).

After the tour guide has finished her speech you automatically go to the South Balcony where ice cream has been dropped. You must immediately TAKE ICE CREAM. Now open the flask, put the ice cream into it, and close the flask before it melts any further. You are told the museum is closing, so timing is important.

### How to stay in Museum after it has closed

Providing you have planned ahead, you should have enough time to hide.

Return to the alcove, close the curtain. WEAR ARMOUR *twice* (okay if deactivated the alarm earlier) and WAIT until the guard checks the alcove on his final round of his shift. It is now safe to remove and drop the armour.

### West Balcony/Night Watchman

Get the black cordon and tie it to the pillar and the table so it is stretched across the balcony. HIT GONG to attract the night watchman who will approach from either the north or the south, go in the opposite direction and WAIT until you "hear a huge commotion". Return to the West Balcony where you will find an unconscious watchman. Search him (note details) and get the keys. Before you leave untie the cordon at both ends and pick it up.

### East Balcony

Pick up the crossbow and examine it.

### North Balcony/Security Box

Use the night watchman's keys to unlock the security control box - see three buttons (yellow, blue and red) - examine each button (CAMERA, Zero and ONE respectively).

PRESS YELLOW BUTTON and TAKE PHOTOGRAPH OF (display) CASE - need camera from tourist. Now PUT PHOTOGRAPH ON VIDEO CAMERA and press the yellow button again to re-active the camera.

### Security Box/Opening the Display Case

The clue is on the night watchman (81 BINARY) so PRESS RED, PRESS BLUE, PRESS RED, PRESS BLUE, PRESS BLUE, PRESS BLUE, PRESS RED (display case in Octagonal Chamber is now open).

### Entering the Octagonal Chamber

TIE CORDON TO BOLT of the crossbow from the East Balcony.

SHOOT CASE so it anchors the cordon - you automatically tie the other end to the balcony.

Go D (the cordon) to the Octagonal Chamber.

### Obtaining the Octagon

LOOK IN CASE (see metallic octagon on a black cushion).

OPEN FLASK, GET ICE CREAM (from flask), PUT ICE CREAM ON CUSHION.

Now TAKE OCTAGON and kiss it to return to the Memorabilia Room.



**ICE PRINCESS (PD version) played by Bev Truter on a PC  
- also available on Amiga**

Search bushes, push lever to open the portcullis. S - NE, and give the ball to the boy. You can now take the toboggan and use it to toboggan down the hill to the west of the Chapel. (Sit on toboggan). SW - E - E to the Winter Garden outside the house. X well - the water is frozen in the well. Enter well, chop ice and you fall through the ice to darkness. Up to Inside the House. Look under carpet - you find and get an iron key, unlock front door, open front door, and you can now enter and exit the house by more conventional methods.

X cat, X fire, HOLD CANDLE IN FIRE to light it. D to the Cellar. Search garbage, get rope, X rope, X skates. Repair skates with rope and now you can skate on the frozen moat surrounding the castle. Get jar, U - W - W - W - NE - N to a Clearing. X fawn, S - SW - W - NW - N. Read the sign outside the house, N. X Healer, X cauldron, ask healer about potion, tell healer about fawn. He tells you to bring him 3 objects, and he will give you something in return to help the fawn. S - S - E - E to the open field where the youngsters are playing a game of soccer. X the snowdrops (they are covered with dew), get snowdrop.

**JACK OF HARTZ by Bev Truter on a PC**

On ledge - Perhaps you could jump into the lake? Or throw things to the beach below?

In Hall of Mt. Monarch - X throne, X Monarch. Talk to him...he would like a gift from the world above, and his favourite colour is red. LISTEN to the tune he is humming... Investigate the throne thoroughly, both from below and above.

Chamber with Mirror - X the mirror, and the tapestries, and the amulet. Once past the tapestry, dust makes you feel like sneezing.

Use the mirror to get to a bridge. X the Troll, talk to him, and listen to the tune he's attempting to sing... You'll need something from the top of the stalagmite to persuade him to go away.

Before taking off from that ledge, find the caved-in section and explore the rubble there.

If your torch and/or matches get wet, there's a way to dry them off.

## **SIR ARTHUR played by Kanga on a PC**

### General hints

- 1) Type help during game.
- 2) Examine everything and talk to people.

Edge of Forest:	Climb tree, move debris.
Top of oak tree:	X tree, move leaves.
Dull forest path:	Look behind tree.
To open Stone door:	Push button, in order of a rainbow.
Small Chamber:	A Monk appears there. Talk.
Open Area, Snake:	Kill with one of several items.

## **WORLD (version 1.06) played by Bev Truter on PC**

### General hints

EXAMINE has to be typed in full.

Make use of the adverb carefully/cautiously when doing some things - hypothetical example "climb ladder cautiously".

### **OUTDOORS - VALLEY AND SURROUNDS**

You can't carry more than a few things at once, so put objects in your knapsack. Remove the boots and wear shoes (for climbing and swimming) from the start of the game. The sapphire and fossil are the easiest specimens to collect, just pick them up. Get moss from the area SW of the Chasm. Swim to the island, also swim south from Gravel Beach to reach the coral reef. Catch fish with net, then swim west to Sandy Beach. Fish must be put in bag filled with water while it is still alive - it dies after 6 moves without water. Climb spire carefully to get key. Get camera and "shoot" at Waterfall, get photo of pterodactyls, and examine photo to see an entrance to a cave behind the waterfall - you also see the entrance if you examine the horsetails, but you need to take 4 photographs altogether for points. Break louver to go north into the building.

## SOLUTIONS OF THE MONTH

---

### **NECTAR OF THE GODS**

**Written by Douglas Rogers**

**Solution by Bev Truter on a PC**

In Hotel Bedroom. Open suitcase, get wallet, book and flashlight. X wallet (contains 500 drachmas), X book (a Greek/English phrasebook, handy for translating). N, light flashlight, W to top of a dark staircase, D to a deserted Lobby. S - S where you find yourself in a taxi, the driver asking where you want to go (in one word). Say ZAAR, although this trip does not seem essential to complete the game. N - S to the Bookseller, where you see an ancient scroll, which can be read without buying it. (Gives a clue about travelling to another time). S to the Antique dealer, where you can buy an urn and a spear if you wish. N - N - N to taxi, say ACROPOLIS.

At Acropolis in Taxi. N - S - S - E to an overgrown garden, where you find a single rose. Get rose, W to the Sanctuary of Aphrodite, X statue (you see a garland of roses at her feet). Put rose on statue to reveal a passage to the west. W to Dark Chamber and a brackish stream flowing through it. Drink water (it tastes awful) and you are magically transported back in time to Ancient Greece.

In Love Chamber of Aphrodite. E - N - N - N - N - W - W - W to the Bazaar, S - E to the Seer. If you "ask Seer" you are given a clue as to where two treasures can be found (one in the depths of the sea, the other up high). S to Cloth seller, buy cloth, W to Socrates, where you can "ask Socrates" about three topics - Love, Slaves and Gods. W to Slave Market, buy slave (she's now dressed in the white silk and will follow you). N - N - E - N - N to shrine of Aphrodite. X bushes to discover a path to the West, and PRAY in any location if you need help/clues. N - E to Neptune's shrine. X statue, read inscription, PRAY and you see a huge conch shell in the shape of a horn. Blow conch to change yourself into a Merman, N - W - N to Neptune's Castle under the sea.

In Castle. E then save game here if you want to get killed and explore the Netherworld. E to the Kraken's Lair. You die and go to the West shore of the River Styx. Dig, get coin, E to boat. Give coin to Charon and he rows you to the Far shore, outside the gates of the Underworld. S to the beach of Rebirth where you are born again into the world, W to your Hotel Bedroom. Restore game.

(In Throne Room of Castle). S to the Treasure Room, get Helmet and Gold, N - W - S - S - S to the Shrine. Blow conch to revert back to your human form, W - S - W - W - U - U to the Top of Mt. Olympus.

On Mt. Olympus. If you bought the spear and urn, drop them here, or earlier in the game, as the DROP command seems to work rather erratically once in the Palace. S - S to the Throne Room of the Gods, where all the Gods are assembled. When Zeus asks what you have come to the Palace for, answer "to drink Nectar", and he replies he needs something from you first. Give helmet to Zeus, and all the Gods disappear, permitting you to search the Palace. W to Wine Cellar, get Nectar, U - E - E for a panoramic view of the countryside from Hera's Balcony. W - W - N - N - D - D - E - E - S - S to the Gates, E - E - E. (In the Pool). The magical water here gives you and the Slave protection, so make sure she's with you before entering the pool. W - S, (you are both protected now from the Serpent), S - S - S - W to the Love Chamber.

The Endgame. First "give Nectar" to slave - nothing appears to happen, but presumably she takes a swig of it, then "drink Nectar" (you are both now immortal). Finally, "make love" and you are both returned down the River of Time to your own era, where you (literally, I suppose) live happily ever after. Congratulations, you got the Girl, the Gold and Immortality!

## **A SPELL OF CHRISTMAS ICE**

**Written by Mike Turner (Star Dreams)**

**Walk Through by Dorothy Millard (Spectrum Version)**

### Notes:

1. This game is very similar to Ice Station Zero released by Eighth Day Software.
2. When the wolves are stalking you you have three moves before they attack and you die. You have four shots in the gun, so when they are stalking FIRE GUN. Once up on the glacier you are safe.
3. If you drop the torch it will go out.
4. It is not possible to pick up the spear or the limb while wearing the gloves.

### Scenario

Trouble at the North Pole. The wicked Ice Witch has cast a spell on Santa Claus to prevent him delivering the presents for Christmas Day? You will be taken to the North Pole, and you must find a way to reverse the magic. Good Luck.

## Walk Through

(Start standing outside a small snow covered tent at the western edge of an immense ice field), INVENTORY (wearing a kagool), EXAMINE KAGOOL (well insulated), IN (tent), GET ICE PICK, EXAMINE ICE PICK (for climbing), GET SNOW GOGGLES, GET SKIS, OUT, N (huskies are tied to a pole), EXAMINE HUSKIES, SEARCH HUSKIES (find a loaded hand gun), GET GUN, EXAMINE GUN (4 shots remaining), FREE HUSKIES, N (must have freed the huskies first - to glacial field), E (you are being stalked by hungry wolves – leave the clamp), S, S (crag), FIRE GUN (the wolves scatter at the sound of the gun), S, S, JUMP (onto ice), FIRE GUN, DROP GUN, E (can only carry two items), JUMP (to far bank), N, U (ledge – must be carrying ice pick), E, U (higher up glacier – you are now safe from the wolves), DROP ICE PICK.

E, E (into hollow), E (into heart of the glacier), GET GRENADE, EXAMINE GRENADE, W, U, E, E, E (into a blizzard - note the helicopter which flies overhead, loosing height rapidly), SE, DROP GRENADE, N, N, IN (igloo store), GET MATCH, GET ROD (fishing), OUT, N, IN (into a square igloo), GET PRIMUS (stove), OUT, S, S, S, W, S (outside a cave guarded by a Yeti), LIGHT MATCH, LIGHT PRIMUS, THROW PRIMUS (it explodes, catching the Yeti's fur alight... the Yeti falls into the cave well), S (into cave), USE ROD (you catch a fish), DROP ROD, N, N, E, N, N, N, IN (into chief's igloo), GIVE FISH (he gives you a present), INVENTORY (it was some ski-sticks), S, S, S.

S, GET GRENADE, E (a snowplough full of armed men is speeding towards you), REMOVE PIN (from the grenade), THROW GRENADE (the snowplough overturns), E, E, E, IN (you are in the wrecked snowplough), GET FLARE PISTOL, EXAMINE PISTOL, OUT, S (you are above a steep ski slope and must have the skis and ski poles to continue), WEAR SKIS, D, S (plateau), S (a crashed helicopter is here), IN (you are in the helicopter wreckage), GET SHELL (bazooka), EXAMINE SHELL, OUT, W, S (to perimeter fence where you are chased by a polar bear), N, E (back to helicopter), FIRE FLARE (sparks ignite the helicopter causing an explosion which kills the polar bear), DROP FLARE (pistol), W, S, S (to outer dome), E, E (into radio room where you are confronted by a guard crouching behind some packing cases), PUSH CASE (it crushes the guard), EXAMINE GUARD (he is seriously dead), LOOK, GET CASSETTE (recorder), EXAMINE CASSETTE, OUT.

S, W, DROP SKIS, DROP STICKS, S (you fall through a hole and find yourself at the north end of a lush green valley), S, GET SPEAR (wearing the gloves you are unable to grip), REMOVE GLOVES, GET SPEAR, WEAR GLOVES, W, IN (mud hut), GET TORCH, OUT, E, S, IN (cave

where you meet some cannibals who are not happy to see you... they are chasing you), U, U, IN (you are in a concealed niche and the cannibals rush past not noticing you), OUT (leave the tree limb for now as you can't carry it), U (to end of tunnel), E (into a nest occupied by a pterodactyl), PRESS PLAY (on the cassette - the noise from the cassette scares the pterodactyl away), DROP CASSETTE, W, D, DROP SHELL, REMOVE GLOVES (so you can pick up the limb), GET LIMB, WEAR GLOVES, GET SHELL, U, E, E, E (to edge of precipice), DROP LIMB (it forms a bridge across the precipice), E (to west of precipice), E (to top of dome), N, N, U (into weather tower), GET BAZOOKA, EXAMINE BAZOOKA (empty), INSERT SHELL, FIRE BAZOOKA (it destroys the generator which supplied power to the electrified gates), DROP BAZOOKA, D, S.

E (to gates), OPEN GATES (as you enter the pterodactyl is attacking), THROW SPEAR (it hits the pterodactyl and kills it), S, S, GET SHOVEL, N, DIG SNOW, DIG SNOW, DIG SNOW (you clear it), DROP SHOVEL, IN (you enter the Ice Station and are advised that the missile launch time is running and all personnel have been evacuated), N (to a junction where there has been an explosion), EXAMINE CORPSE, SEARCH CORPSE, GET ID CARD, EXAMINE CARD (classification 1 - all levels clearance), N, E (into lift), EXAMINE PANEL (there are three buttons, red, blue and green), PRESS BLUE (button), OUT (to basement workshop), GET GAS MASK, EXAMINE GAS MASK, WEAR GAS MASK, GET KEYS, W (into lift), PRESS RED (button), OUT, UNLOCK DOOR (you enter the laboratory), DROP KEYS, GET CANISTER, EXAMINE CANISTER (poison gas), E, E (into lift), PRESS GREEN (button), OUT (into recreation room), INSERT ID (you enter a bare room where a man called Stirling says you are his prisoner), DROP CANISTER (gas fills the room and he falls to the group clutching his throat), N (into side room of main workroom where the missile is), PRESS WHITE (button), PRESS YELLOW (button - the bomb is disarmed).

You've done it.

Your mission is a complete success! Well done  
With this threat undone, rescue agents speed towards the station  
to take you home! Score 100/100



# THE 2000 ADVENTURE PROBE INDEX

---

The numbers refer to the issue(s) in volume 14

## REVIEWS

---

1996 & 1997 SPECTRUM CRAP GAMES COMP.	8
AMERZONE	6
ATLANTIS 2	12
ATOMIA AKORNY	6
BALL (THE)	2
BATCH ADVENTURES	9
BIG BROTHER - THE GAME	12
BIRTH OF THE PHOENIX	12
BROKEN SWORD	3
BROKEN SWORD 2: THE SMOKING MIRROR	6
CHESSMASTER 2	9
COLDITZ ESCAPE	10
COLOSSUS ADVENTURE	2
COMMON GROUND	7
CREATURE ADVENTURE TOOLKIT (utility)	8
CRYPT ADVENTURE	2
CRYSTAL OF CHANTIE	5
DAY TO LIGHTS STAYED OUT	7
DISCWORLD 2: MISSING PRESUMED...	12
DISCWORLD NOIR	9
DRAGON OF NOTACARE	3
DREAR CLIFF MANOR	10
ENCHANTED CASTLE	2
ESCAPE FROM THE ARBORETUM	11
ESPIONAGE ISLAND	11
FABLE	11
FAULTY TOWERS	5
GO WEST YOUNG MAN	11
GOLDEN ARROW	6
GOLDEN ROSE	5
HAMPTON MANOR	3
HARBORO'	4
HERO FOR SORANIA (A)	7
I WAS A CANNIBAL FOR THE FBI	1
ICE PRINCESS	12
LAND OF THE GIANTS	3
LEGACY OF KAIN: SOUL REAVER	5

LONGEST JOURNEY	6, 9
LOST ORB	10
MILLION DOLLAR GREAT JEWEL HEIST	8
MYSTERY OF OLD ST. JOSEPH	5
NETHER POPPLETON TREASURE HUNT	3
NIRVANA	3
NOT JUST AN ORDINARY BALLERINA	1
ODDWORLD: ABE'S ODDYSEE	10
PANDORA'S BOX	8
PLANET OF DEATH	10
PYRAMID OF PERIL	10
SEMI-DETACHED AT THE END OF THE STREET	12
SHANNARA	7
SPACE ALIENS LAUGHED AT MY CARDIGAN	7
STARSHIP TITANIC	7
STRANGERS IN THE NIGHT	8
TALISMAN OF LOST SOULS	7
TIME WAGON	10
TWILIGHT ZONE	4
TWILIGHT'S RANSOM	2
UNWANTED GIFT	3
WORLD	11
YELLOW PERIL	3

## OBJECTS AND THEIR USES/WHERE FOUND

---

DARK TOWER	1
DISCWORLD 2	6
H.R.H.	3
KINGDOM OF KLEIN	11
LAST BELIEVER	2
LOST CHILDREN	8
MADCAP MANOR	5
MILLION DOLLAR GREAT JEWEL HEIST	10, 12
NOT JUST AN ORDINARY BALLERINA	9
TALISMAN OF LOST SOULS	7
TREASURE ISLAND (Jack Lockerby)	4



## HINTS AND TIPS

---

A HERO FOR SORANIA	3, 4, 5
AGE OF EMPIRES 2	1
ARNOLD THE ADVENTURER 2	4
ATLANTIS 2	11, 12
AURA-SCOPE	7, 8, 9, 10, 11, 12
BEHOLD - ATLANTIS	1
CASTLE BLACKSTAR	2, 3, 4, 5, 7, 8, 9, 10, 11, 12
CONFESSOR'S SAPPHIRE	8, 9, 10, 11, 12
DARK FOREST	4, 5
DREAR CLIFF MANOR	10, 11
ELEVENTH HOUR	2, 3, 4, 5, 6
FAULTY TOWERS	5, 6, 7
FEEBLE FILES	10
GATEWAY TO KAROS	4, 6, 8
GOLDEN ARROW	7
GOLDEN ROSE	5, 6, 7, 8
H.R.H.	1
HARVESTING MOON	3, 6, 7
HEDDA'S REVENGE	1, 2, 3, 4, 5, 6
HEIST	4, 6, 7, 8, 9, 10, 11, 12
HEZARIN	1
HILLSFAR	1, 3
HOUSE OF THE O'S	1, 2
ICE PRINCESSS	12
JACK OF HARTZ	11, 12
JEWEL OF KNOWLEDGE	3, 4, 5, 7
LIGHTMARE	5, 6
LONGEST JOURNEY	10, 11
LOST TWILIGHT	3
MONSTER	8, 9, 10
NIGHT OF THE WALKING DEAD	10
PROJECT NOVA	2, 5, 7, 8, 9, 10
RETURN TO DOOM	1, 2, 3, 4, 5
SEARCH FOR/WONDERFUL WHOTSIT	1
SEASIDE SORCERY	3, 5, 7, 8, 9, 10
SEFTON MANOR ASSIGNMENT	6, 7
SIR ARTHUR	12
SPIRITWRAK	2, 3
STRANGERS IN THE NIGHT	9, 11
TOMB RAIDER - THE LAST REVELATION	2
TREASURE ISLAND (Jack Lockerby)	6
UNWANTED GIFT	10, 11

WAYSTATION	2
WITCHFINDER (PD version)	2
WORLD	12

## GETTING YOU STARTED

---

AGATHA'S FOLLY	8
ATLANTIS 2	10
ATOMIA AKORNY	6
BALL (THE)	6
BEHOLD - ATLANTIS	1
COLDITZ ESCAPE	11
COLOSSUS ADVENTURE	2
CRYPT ADVENTURE	3
CRYSTAL OF CHANTIE	5
DER RING DES NIEBELUNGEN	8
DEVIL'S ISLAND	7
DISCWORLD 2	3
DRAGON OF NOTACARE	3
DREAR CLIFF MANOR	10
FABLE	11
FIRE ISLAND	12
FIVE DOCTORS	11
GATES OF GARRALON	12
GATEWAY TO KAROS	2
GO WEST YOUNG MAN	11
GOLDEN ROSE	5
GRUE-KNAPPED	2
HARBORO'	4
HAUNTED ABBEY	12
I WAS A CANNIBAL FOR THE FBI	1
ICE PRINCESS	12
JACK OF HARTZ	9
KRAZY KARTOONIST KAPERS	7
LEGACY OF KAIN: SOUL REAVER	5
LONGEST JOURNEY	6
MILLION DOLLAR GREAT JEWEL HEIST	8
MULLDOON LEGACY	4
MYSTERY OF OLD ST. JOSEPH	1
NIGHT OF THE VAMPIRE BUNNIES	8
NOT JUST AN ORDINARY BALLERINA	1
OPPRESSED LAND	8

PYRAMID OF PERIL	10
SO FAR	9
STARSHIP TITANIC	7
TIME WAGON	10
TWILIGHT ZONE	3, 4
UNWANTED GIFT	5
WHY IS THE WORLD ROUND ANYWAY?	7

---

## SOLUTIONS

---

A SPELL OF CHRISTMAS ICE	12
APRIL 7th	9
BEAST WITHIN	1, 2, 3
BLUE ICE	8, 9, 10, 11
CELL OF THE RIDGES	1
CORYA, WARRIOR SAGE	2
DR DEATH'S HOUSE OF HORRORS	10
DRAGON DIAMOND	5, 8
DRUID'S MOON	8
EYE OF VARTAN	7
GOING CRITICAL	3
GREEN SONJA	2
HOUSE OF ORION	11
INCA CURSE	11
LIFEBOAT	9
LOST IN TIME (Laurence Creighton)	4
NECTAR OF THE GODS	12
RAMA	4, 5, 6, 7
SAGA OF A MAD BARBARIAN	2
THEME PARK U.K.	6

---

## MISCELLANEOUS

---

ALICE	2
BALL (THE)	6
CASTLE BLACKSTAR	3
ELEVENTH HOUR	2
NOT JUST AN ORDINARY BALLERINA	1

---

They are all genuine London street names.

## 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](http://www.adventureconvention.fsnet.co.uk)

FSF - [www.fsf-adventures.ic24.net](http://www.fsf-adventures.ic24.net)

Creative Adventure Toolkit - [www.richmond62.freemove.co.uk](http://www.richmond62.freemove.co.uk)

## E-MAIL ADDRESSES

DOREEN BARDON - [doreen@bardonrivendell24.freemove.co.uk](mailto:doreen@bardonrivendell24.freemove.co.uk)

EDWINA BROWN - [edwina@brownuk.swinternet.co.uk](mailto:edwina@brownuk.swinternet.co.uk)

PETER CLARK - [clarkpg@btinternet.com](mailto:clarkpg@btinternet.com)

LAURENCE CREIGHTON - [Larry@Gem.co.za](mailto:Larry@Gem.co.za)

CLAIRE DYARD - [Cdyard@aol.com](mailto:Cdyard@aol.com)

JOHN FERRIS - [John@frogs.force9.co.uk](mailto:John@frogs.force9.co.uk)

DENNIS FRANCOMBE - [DFRANCOMBE@aol.com](mailto:DFRANCOMBE@aol.com)

FRANK FRIDD - [joyce@ffridd.freemove.co.uk](mailto:joyce@ffridd.freemove.co.uk)

BARBARA GIBB - [gibb2@cableinet.co.uk](mailto:gibb2@cableinet.co.uk)

PHIL GLOVER - [pglover43@aol.com](mailto:pglover43@aol.com)

KEZ GRAY - [kez@kgray30.fsnet.co.uk](mailto:kez@kgray30.fsnet.co.uk)

CHRISTOPHER HEPPINSTALL - [Hobbes1683@aol.com](mailto:Hobbes1683@aol.com)

LARRY HORSFIELD - [lazza@cafc2010.demon.co.uk](mailto:lazza@cafc2010.demon.co.uk)

SUE MEDLEY - [sue\\_medley@syntaxdesign.freemove.co.uk](mailto:sue_medley@syntaxdesign.freemove.co.uk)

DOROTHY MILLARD - [dmillard@optushome.com.au](mailto:dmillard@optushome.com.au)

PHILIP RICHMOND - [philip@richmond62.freemove.co.uk](mailto:philip@richmond62.freemove.co.uk)

GEORGE RAWSON - [george@rawson.u-net.com](mailto:george@rawson.u-net.com)

PHIL REYNOLDS - [phil@darkmoon.force9.net](mailto:phil@darkmoon.force9.net)

MANDY RODRIGUES - [rodriguesmandy@hotmail.com](mailto:rodriguesmandy@hotmail.com)

JON SCOTT - [JM.Scott@ulst.ac.uk](mailto:JM.Scott@ulst.ac.uk)

DEREK SHAW - [kuntreeboy@lineone.net](mailto:kuntreeboy@lineone.net)

EDMUND SMITH - [edmund@zenet.co.uk](mailto:edmund@zenet.co.uk)

ROGER STAFF - [rogerws@rover4.demon.co.uk](mailto:rogerws@rover4.demon.co.uk)

BEV TRUTER - [atruter@netspace.net.au](mailto:atruter@netspace.net.au)

KAREN TYERS - [karvic@btinternet.com](mailto: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.