

ADVENTURE PROBE

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VOLUME 15 ISSUE 3



I HATE THE IDES OF MARCH!

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION or obviously just a covering note with a subscription or order etc.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

SUBSCRIPTIONS

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

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BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

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HALL OF FAME

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

Derek Shaw, Dorothy Millard, Peter Clark, Bev Truter, Kez Gray,
John Ferris, Steve Clay, Doreen Bardon, David Hebblethwaite,
Keith Green and Frank Oliver

Special thanks to:
The Copyshop, Allerton, Liverpool for printing the magazine

EDITORIAL

Welcome to another issue of Probe. Sorry it is late; with your help I should be able to get back on schedule with the next issue, so get your thinking caps on, word processors loaded up, crayons sharpened, etc. I need contributions for all sections, but in particular articles and hints. I plan to publish Dorothy Millard's solution for Blood of Bogmole, plus at least one Personality Quiz, in the next issue, but everything else is undecided, so please send in your suggestions and requests as soon as possible.

Alex Darracott has emailed me to say he is sorry but due to the amount of college work he has to do his next article will be delayed. Alex, education is much more important, and Probers can wait until you have the time, so just send in the next part whenever you can.

Jack Lockerby telephoned me to say he has now moved to a new address. It is too small for accommodate a computer, so he won't be writing any more adventures. I have a copy of his last game, The Scarlet Pimpernel, which will be released on the Adventure Probe Software label sometime this year, if all goes well. Jack has published over 20 great adventures, and had a unique instant update in his PAWed adventures. If there are any you haven't played, get playing them now, they are all excellent.

His new address is

4 Dorman Avenue North
Aylesham
Kent
CT3 3BN

His telephone number is unchanged - 01304 840319.

This year's convention will be on Saturday, 20th October, at a new venue - details in the Newsdesk section of this issue.

That's all folks, until next month.

Barbara

LETTERS

From Frank Oliver of Patrington

Is there any way my subscription could be paid by standing order? I have spoken to a few people over the years whose subscription have lapsed and their reason for not continuing to subscribe is because they have so much on their plate they just don't get around to it.

Also I feel that several months subscription or a years subscription is a lot of money to some people.

I am forever late with my own subscription, but its not intentional, I always seem to have a hundred different things to do all equally important, thus given the chance I would simply instruct my bank to play two pounds into whatever account, I wouldn't even notice it disappear. I often wonder if this subject has come up before.

*

I made enquiries at my bank and was told direct debit is only for large companies, and any other method of payment would be charged at the same rate as a cheque, i.e. 60p per transaction; this is why I pay in cheques only once a month as that is considered a single transaction, and therefore costs only 60p for the lot.

On this basis a standing order for £2 would be reduced to £1.40, and I don't think anyone would be willing to pay £2.60 per month just to save the bother of writing a cheque. However, if it is possible to transfer money just *once or twice* a year (via the Internet?) I can send the account details on request.

Since I took over as editor in June 1992 I have kept the price at £2 per issue because I know it can be a lot of money each month, and to cut down on bank charges I will accept postage stamps which only cost their face value.

I am always open to suggestions, so please write in if you know how I can keep the subscriptions coming in without too much cost to Probe. (Barbara)

From Keith Green of Maidenhead

Please keep going as you and SynTax are the only ones left (I believe).

Can you or other Probers help me? All my old Probes are kept in magazine binders, the ones with plastic strips down the side, but my local W.H.Smiths and Partners can no longer get them. Does anyone know if they are still made, and if so, where I can purchase them? Where do others keep their old magazine, if they do?

*

I checked through the full catalogue for Viking Direct from whom I buy all my stationery, and they don't seem to have any "strip" binders, only the arch-lever and ring types. I keep my personal copies of Probe on shelves with a large rubber band around each volume (12 issues) for quick reference. (Barbara)

From John Ferris to Coventry

I came across this webpage that calculates the speed of your internet connection by recording the time taken to download a large amount of information contained in a second web page.

I thought that it would be interesting to do some form of survey to give an idea of what speeds different people with different ISP's are connecting with, just to see what happens.

If you wish to take part, simply click on the connection below. After the first webpage loads, a second will begin to load. This will take less than 30 seconds and two numbers will appear in a box on the right hand side of the page, a larger one for kbps and a smaller one for kbytes per second.

If you could email me these numbers along with the ISP you connect with and note if you use something fancy like cable modems or ADSL/ISDN. I would be most interested in the results. If you want to send more than one result then that's even better. No names of participants will be revealed. I will publish the results on a web page in the future.

<http://msn.zdnet.com/partners/msn/bandwidth/speedtest.htm>

*

Please forward your own results to John at
john@frogs.force9.co.uk

REVIEWS

BLACKSTONE CHRONICLES (An Adventure in Terror)

Published by Legend - Mindscape

Reviewed by Peter Clark on P.C.

This game is based on a book written by John Saul. I must admit to never having read the book, which apparently started out as a six instalment serial novel. These instalments were later collected together into one trade paperback volume. In his letter, which forms the introduction to the game manual, he admits to being a fan of the original Zork games, so he must have something going for him. The game revolves around the old Asylum at Blackstone. This has been closed down as a mental hospital and is in the process of being turned into a Museum of Psychiatric History by the Blackstone Historical Society. It seems that something very sinister and evil took place while the building was in use as an asylum and the attempts at restoration have re-awakened some of the evil spirits within its walls. You are Oliver Metcalf, son of Malcolm Metcalf, the previous owner of the asylum and now diseased. Your father really wanted you to follow in his footsteps but you chose an alternative path. Now you are happily married with a small son. In order to persuade you to return to the asylum and continue with his evil work, the spirit of Malcolm has somehow kidnapped your son Josh and hidden him in a secret room somewhere within the old building. You have been given until dawn to find his whereabouts; otherwise your evil father will keep Josh in the asylum to take your place.

The game is mouse controlled and is viewed from the first person perspective allowing you to turn through 360 degrees. I found that the game handled very well and the character movement was smooth and accurate. You begin in the main hall at the foot of a large staircase. At the top is a large oil painting of your father, Malcolm. Going up the stairs and clicking on the portrait initiates the opening sequence where Malcolm will set out the plot of the game. This, I found, very useful as some games that I have played leave you wondering what exactly your task is. The asylum is set out on several levels that are accessed by a lift. Unfortunately, on entering the lift, you discover that the control lever is missing. Your first task is therefore to find said lever. Luckily this is not difficult and you soon have access to all floors but not all of the rooms. You should find a set of keys for the entire building quite early on in the game but on examining them you are told that there are so many that you haven't a chance of knowing which key fits which lock. As you explore the building, you will be able to speak to many of the spirits of past occupants. Each one will have some information that will enable you to explore further into the game. Most of these

characters will have to be interrogated several times. They will often be able to give you information where to use some of the keys. There is, therefore, much travelling to be done retracing your steps through the floors of the asylum many times. Towards the end of the game, Malcolm decides to throw a spanner in the works and remove the lift control handle again. This time there is no way of retrieving it. Luckily, there are other secret ways and passages to be found.

At several places during your explorations you will encounter "Timed Sequences". These are places where something nasty happens and you are given a set number of moves to escape. The first is when you retrieve a cigarette lighter from a fire. Having taken the lighter, you suddenly find yourself transported to the Hydrotherapy Room and imprisoned in the Heat Box. Remain in there too long and you're dead meat. On another occasion, picking up a locket will get you straight into to an electric chair. If you fail to solve any of these timed sequence puzzles you will die but will then be offered several ways to continue. You can either return to the point immediately before the puzzle, given a clue to its solution or given the complete solution. I thought that this was quite a good way of allowing you more than one chance to getting out of trouble without having to go back to a saved game. In the final sequence, assuming that you get this far, you will find the secret room and corner the spirit of Malcolm. This is the last timed sequence and you will have to work out just where his spirit is hiding and use the appropriate object to destroy its hiding place. Unfortunately, as fast as you destroy one hiding place he will go to another until you trap him in his final lair in the.....and send his spirit back to wherever computer game ghosts go to. You can then sit back and watch the closing scenes as everything ends happily for ever after...Maybe!

I found the game very enjoyable with little to complain about. The atmosphere generated by the graphics and sound gave a spooky feel to the game as you progressed through it. Perhaps the puzzles were a little obvious in places but there were enough head scratching teasers to make the game interesting. Those people who like mathematical puzzles have not been forgotten, as there are several of these to occupy your time. One such problem involves a rather nasty iron maiden in the laboratory. All in all, I found this to be an enjoyable game and one that I wished could have gone on for a bit longer.

Blackstone Chronicles is available in the shops now and I have seen it in Electronics Boutique for £9.99.

Minimum Specifications: -

Pentium 166 – 32 MB RAM – Windows 95 or higher – 8 x CD Drive – 3D video card not needed – 200 MB hard drive space for installation – Direct X 6 compatible sound card.

FRUSTRATION

Written by Jim MacBrayne

Reviewed by Bev Truter on PC

Jim MacBrayne wrote at least four well-known text adventures about a decade ago, which were all sold commercially with some success. A few years ago he ported all 4 games to TADS and made them available as freeware, downloadable from the .gmd if-archive site on the Internet.

These 4 games are Holy Grail, Quest For The Golden Fleece (or Golden Fleece, as it's now called), The Mission and Frustration. As I enjoyed playing these TADS versions so much, I thought I'd give Frustration a whirl and a review. I haven't a clue what the old versions were like, but I gather there was something diabolical called an "infrotractor wheel"(?) which had to be turned to find codes to access certain sections of each game - thank heavens the days of elaborate pirate-protection are long gone now! Anyhow, the new(ish) version of Frustration runs beautifully in its TADS incarnation, and is a delight to play.

Jim MacBrayne writes lovely text adventures, full of descriptive scenery, weird objects and atmospheric locations. He has recurring themes - like beginning each adventure in a location containing a sword and a lamp; and the "forest of mushroom-like growths" which crops up in Mission and Grail. Jim is also extremely partial to mathematical puzzles and the manipulation of rods, buttons and levers in his games... Oh yes, and various little holes and apertures, into which one has to insert something, to open a doorway to other places, other worlds. Like all his other games Frustration is great stuff, a text adventure that grabs and effortlessly holds your attention.

Here's a summary of the introduction to "Frustration", just to whet your appetite:

Damn!! Just as you start to read the scrap of paper containing the list of groceries which Aunt Maud asked you to collect on your way home, it is torn from your grip by a sudden gust of wind. You chase after the elusive grocery list, eventually making a dive for it as it comes to rest perilously close to an open manhole. Oooooops! You plummet down the shaft into ever-deepening gloom, a bit like Alice in Wonderland, until finally you emerge from the end of this odd shaft and glide gently to the ground at the bottom of the manhole. How strange! Next to you is a sword and lamp, and heading north takes you through a wide pipe to a narrow path through a field. Following this path you emerge in the front garden of a deserted and turreted mansion.

This is an irresistible start to your adventure; exploring the old mansion, finding a means of entering another series of "worlds", and finally managing to obtain all the items on Aunt Maud's shopping list and return to normality. There's a horrible maze of underground chambers which can be dealt with quite easily after you find a certain object, a slippery flagpole to climb - if only you had a pair of gloves, and a mysterious hole in the floor in one location with a hook near its edge - if only you had a rope. And yes, there's also an assortment of levers and apertures and buttons, and pushing a green button somewhere enables you to pull a green lever somewhere else with some promising results. There are also 6 coloured buttons on a desk to fiddle with; and what can you possibly do with a stationary cupboard?

Frustration is spread over a large area geographically, about 180 locations at a rough count. The total score is 350 points, which are awarded for certain rooms reached and puzzles solved, and not for finding valuables. The only 'treasures' to collect are the very mundane items written on your aunt's shopping list; so this might, after all, be loosely called a 'treasure hunt' type of game, but not in the usual sense. Nor is there any fighting to do, monsters to kill, or enemies to battle against, although three characters in the game have to be dealt with before they allow you to continue on your travels. But in all cases violence is not the answer, and Frustration is definitely a more cerebral type of text adventure.

Just like Jim's other games I found Frustration fascinating, and very aptly titled as well. This is a frustrating game in parts, difficult too - not for the faint-hearted or mathematically challenged. But having said that, I didn't find Frustration quite as mathematically daunting or difficult as Jim's other games - perhaps my maths skills are improving after all that practice? If you want to get your teeth into something solid and sprawling and long, with plenty of puzzles to solve and problems to deal with, I'd recommend giving Frustration a try.

The PC version can be downloaded from the Internet (<ftp://ftp.gmd.de/if-archive/games/pc/frust.zip>). 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. (Barbara)



THE GOLDEN APPLE

Published by Artic Computing

**Reviewed by Steve Clay on an Amiga 1200 under
Spectrum emulation**

Another piece of adventure nostalgia has found its way onto my computer and what a pleasant few nights I had with it. Anyone who has read my previous reviews of Artic 'classics' will know that the range of adventures are a hit and miss affair although they do seem to improve time goes by.

The golden apple is a treasure hunt set in and around several different locations. These include a house, a hill top and a beach. There are thirteen treasures to be found and deposited in a safe. When this is achieved you have completed the quest.

Earlier Artic adventures suffered (or enjoyed, depending on your own adventuring point of view) from peculiar parsers and niggling inconsistencies. Golden Apple is a great improvement on its predecessors. The layout is more akin to a traditional spectrum adventure with a black screen and coloured ink rather than the bland black on white display Artic favoured.

At the start of the game you can wander quite freely with items you find opening up further sections of the game either logically or by employing magic. There are a couple of nice early puzzles that gain you access to the house as well as furnish you with a couple of objects. The puzzles throughout are of the type 'Use object on object or character to receive treasure or another object'. It is possible to become stuck in an area with no way out because you left behind a certain item, so saving regularly is vital. There are no illogical deaths although dying is not impossible.

The game is not really set in any particular world and contains a bit of magic a few odd characters and one rather strange section, including metal corridors and spheres. There are a few strange inputs including 'On lamp' and the use of 'Go location' is employed from time to time.

The Golden Apple is a nice reminder of days gone by and should test you in one or two places if only by forcing you to play guess the input. The ending has a nice twist that could have you reflecting on a previous omission.

Golden Apple can be downloaded from the Internet (<ftp://ftp.gmd.de/if-archive/games/spectrum/artic.zip>) for A to F inclusive. These are for the PC under Spectrum emulation - please see Nov. '99 issue for more details.

PIGGERY JOKERY

Written by Philip Richmond

Reviewed by Bev Truter on PC

Aaaahhhh! Verily and indeed, what a delightful game to play...

Piggery Jokery was first written for the Amiga quite some time ago, then became available for the PC using an Amiga emulator, and now Phil has revamped it and rewritten it for his latest version of CAT for the PC. The minimum requirement for running PIGGY smoothly is a bottom-of-the-heap Pentium, and running CAT through Windows is child's play, with very simple type-and-click routines for saving and restoring your game positions.

You play the part of Archibald Blake, who appeared previously in GORY STORY and HAZARDOUS HOLIDAY. This time you are on holiday in Thornleigh Meadows, indulging yourself in a spot of butterfly-catching in the beautiful English/Welsh countryside. After capturing a large Red Admiral in a cornfield and putting it in a glass jar there's a sudden flash of light, and Lorelez, Queen and Protector of the Animal Kingdom appears. She is extremely displeased with you, and to teach you a lesson she transforms you into a small pink pig known as Peregrine. Before you can return to human form you will have to perform nine noble deeds to help the various animal inhabitants of the nearby woods, then return to the cornfield and release the butterfly. As a pig you will see life through an animal's eyes, and hopefully gain some understanding about the everyday problems many of the wood's inhabitants must face.

The first animal you meet is Walter Woodpecker, outside the unclimbable fence surrounding the woods. He'll help you, but only if you find something edible to give him. Once through the fence and into the woods you'll meet a wide variety of woodland creatures - a squirrel, beaver, badger, and many more. If you EXAMINE and TALK TO the animals you'll soon discover what they want, or how to help them, and the game's huge appeal for me was this interaction with the different animals. There are a few "baddies" in the game - three humans and one animal - and you will first have to survive being chased by the latter, and figure out how to get rid of it, before you can deal with the humans.

Naturally, as a pig, you can't climb trees or pick up too many items at a time; but you'll soon discover a discarded Harrod's carrier bag lying around, which you can wear by thrusting your little piggy head through the handles. When you drop anything, you release the front toes of your trotters, and the item falls from your grasp, which conjures up a lovely picture of a small piglet picking up and discarding items.

Typing EXAMINE ME brings up a simply gorgeous description of yourself/ Peregrine, and all the animals in PIGGY are similarly well-described.

The puzzles in PIGGY aren't particularly hard or difficult to work out, but for each noble deed performed there's a huge feeling of relief, and I found it a very rewarding experience to trot about as a pig, rescuing and helping the animals. The full score is a neat 100/100, and the gameworld consists of about 31 beautifully-described locations. Although not particularly vast or complicated, PIGGY is a truly delightful game to play, oozing charm and atmosphere. Even if you have already played PIGGY, I'd recommend a second look at this game in its new CAT incarnation. Phil has added at least one completely new character, a rather sneaky one called Franklin...

PIGGY is downloadable from Phil's website, I'm sure Barbara will have the exact address.

Download from <http://www.richmond62.freemove.co.uk/index.htm> or send a blank disc and return postage, or £1.50, to the Probe Office. Also available for the Amiga, so please state computer. (Barbara)

EARLY IMPRESSIONS by Ellen Highwater

A couple more adventures that I have skimmed the surface of recently that I thought readers might find of interest..

Tunguska: This is a budget Playstation game that has recently appeared and it claims to be a graphic adventure with action elements thrown in. My early impressions are somewhat jaded by the very strange camera angles used along the peculiar combat sequences that take place all too often. During these battles the camera takes up a position akin to sitting on top of a tower-block to watch a boxing match. Avoiding these fights are impossible as only by defeating the enemy will revolving blades be turned off. So far, bloody awful.

MediEvil: Another bargain this one. Available at £9.99 at several outlets. Unlike the above this a wonderfully constructed game and everything sits together sweetly. The hero is a skeleton with a big sword -(Ffwwoarghh etc.)-who wanders around slaying baddies and , although not apparent early on, I am lead to believe there are plenty of puzzles to solve. Progress is well charted and the ability to save regularly is provided. A nice creepy game, look out for it.

VALLEYMAZE ADVENTURE

Written by Steven Darnold

Reviewed by Bev Truter on PC under C64 emulation

I have very dim memories of playing both Castlemaze and Tunnelmaze ages and ages ago, on a real C64. I think I finished the first, and remained baffled by the second, and that was the end of that until Dorothy asked me to have a look at Vallemaze. Like the other two Steven Darnold games, Vallemaze begins on a forest path, north of the bridge. The castle from Castlemaze is still at the end of the Great West Road, but now it's a sadly derelict ruin; and the tunnel is still there to the south, but the main action in Vallemaze takes place to the east this time, along the Great East Road, and far beyond the tunnel to the south. Vallemaze covers far more ground/locations than either the first two, and as a result it contains many more mazes (moan, groan), the Botanical Garden maze, south of the main section of the Great East Road being the worst.

The treasure-hunt theme remains basically the same as before - collect 10 treasures and store them in a safe place; in this case it's the vault of the bank on the G.E.Road. In a few instances you have to CLEAN <item> before it's revealed as a treasure, and getting a feathered cloak wet when you're swimming and diving will ruin it, naturally. This time around the treasures themselves are a bit more original, for example, the envelope you find isn't valuable, but check out the stamp in the corner.

There's a second-hand shop on the G.E. Road, where you can purchase several items (if you've got enough money), or sell some of the items you find for cash. Money is needed to buy a train ticket, and altogether you have to USE TRAIN on three occasions to travel between some areas of the game. One nice time-saving feature is that you can type GO CASTLE from way over on the G.E. Road, and you arrive automatically at the entrance to the old castle at the far western edge of the map. If you choose to trudge backwards and forwards between the western and eastern extremes of the gameworld it's a long, long, haul on foot, about 16 locations.

As this game was written for the C64, location descriptions are by necessity fairly short and sparse and puzzles pretty basic too, involving quite a bit of pushing, pulling, turning and generally shifting things about. There's a rather nice puzzle involving how to placate three different gods by giving them the appropriate offerings, and by far the trickiest puzzle involved heaving 4 coloured boulders around, trying to get them to roll into 4 similarly-coloured rooms. The puzzle I found the most annoying, because of the highly-unlikely wording required, was what to do with a knight's skeleton. You need to put his soul to rest, and only when he's at peace can

you retrieve an item found underneath the skeleton. But how to achieve this? I thought of burying skeleton, digging grave, something along those lines....but no, wrong track altogether. When I finally read the solution for this problem, I was flabbergasted! Speechless! True, the verb needed does exist in the dictionary, but who would think of it?

On the negative side, VALLEY was just too long, too dated, and contained far too many unnecessary mazes to qualify as a really enjoyable game; but on the positive side it's nice to play these older games occasionally, and immerse oneself in a drawn-out, old-fashioned treasure hunt again, where the text is short (one or two-liners for room descriptions), the puzzles basic, enemies overcome by simply holding, wearing or waving an object, and simple verb/noun inputs cover all the action.

WINTER WONDERLAND.

Written by Laura A. Knauth

Played by Doreen Bardon on a PC

I downloaded this game from the I-F Archive just because I liked the sound of the title, and I wasn't disappointed.

Your brother is ill and it is the Solstice Eve, and because you are the eldest child you were given new shoes first. You plan to get your brother new shoes. The tree in the room looks bare, and as you leave the house your mother calls to you, "Ask Hanna at the Tavern for a candle so we may decorate the tree".

So you set off to buy some shoes, but you have no money. You call in at the Tavern as your mother told you. Hanna is kind to you and what you find there enables you to purchase some new shoes. As you head back home a nasty snowstorm causes you to lose your way and you find yourself in a dense forest thicket.

This is where the adventure starts properly. There are magical things to do, make a snowman, befriend a sprite, catch baubles, travel on ice floes - it really is a magical Winter Wonderland. There are a couple of small mazes, and a useful HELP if you get stuck.

I enjoyed playing this adventure, try it out.

Download from the Internet (<ftp://ftp.gmd.de/if-archive/games/competition99/inform/winter/winter.z5>) or send a blank formatted PC disc and return postage, or £1.50, to the Probe office. (Barbara)

KIDS' TEST PAPERS

sent in by Kez Gray

These are answers from test papers and essays submitted by kids:

"When you breathe, you inspire. When you do not breathe, you expire."

"Three kinds of blood vessels are arteries, vanes, and caterpillars."

"Blood flows down one leg and up the other."

"The moon is a planet just like the earth, only it is even deader."

"Artificial insemination is when the farmer does it to the cow instead of the bull."

"Dew is formed on leaves when the sun shines down on them and makes them perspire."

"Mushrooms always grow in damp places and so they look like umbrellas."

"The body consists of three parts -- the brainium, the borax and the abominable cavity. The brainium contains the brain, the borax contains the heart and lungs, and the abominable cavity contains the bowels, of which there are five - a, e, i, o, and u."

"The pistol of a flower is its only protection against insects."

"The skeleton is what is left after the insides have been taken out and the outsides have been taken off. The purpose of the skeleton is something to hitch meat to."

"Germinate: To become a naturalized German."

"Magnet: Something you find crawling all over a dead cat."

"Momentum: What you give a person when they are going away."

"Rhubarb: A kind of celery gone bloodshot."

"Vacuum: A large, empty space where the pope lives."

"To remove dust from the eye, pull the eye down over the nose."

"For drowning: Climb on top of the person and move up and down to make artificial perspiration."

"For fainting: Rub the person's chest or, if a lady, rub her arm above the hand instead, or put the head between the knees of the nearest medical doctor."

"To prevent contraception: wear a condominium."

"To keep milk from turning sour: Keep it in the cow."

THE GREAT THERPO PUB & BAR GUIDE (International) (pinched from www.therpo.com)

The Nomad & Alligator Farm Inn in Basingstoke

A nice, easy pub to find this one. All you need to do is go up passed C&A, turn left at the traffic lights and park the car at SAINSBURYS. Then you walk straight across the road, under a fence, along the Pennine Way for 14 miles, round the roundabout (you need to go back for your car at this point), through a couple of paddy fields and finally up some steps to a blue door. At this stage you need to make a gouge in the door, with a penknife, in the shape of a toucan. Wait 5 minutes and a dwarf will whisper "Thanks for nothing" thus opening a chute that you slide down into the pub... lovely.

Once inside you'll immediately notice the bar. It's eight storeys high, and a hundred and thirty two miles wide, making it the second largest in the world. Not the place to go "on the top shelf".

Philip and Alan, 'mine host' will greet you with a mild slap and introduce you to the insane locals, their dog Geoffrey and of course the fine ales. My particular favourite was 'camp Ken's old caravan' Bitter, brewed in Bournemouth by The 'Hopping' Mad Company, a light hoppy beer (abv 74.5%).



THE LITTLE GIRL IN THE PARK

sent in by Laurence Creighton

There was this little girl one day sitting in the park. Everyone passed and never stopped to see why she looked so sad. Dressed in a worn pink dress, bare foot and dirty, the girl just sat and watched the people go by.

She never tried to speak, she never said a word. Many people passed, but never did one person stop.

Just so happens the next day I decided to go back to the park, in curiosity, to see if the little girl would still be there. Right in the very spot as she was yesterday she sat perched on high, with the saddest look in her eyes.

Today I was to make my own move and walk over to the little girl. For as we all know a park full of strange people is not a place for young children to play alone.

As I got closer I could see the back of the little girl's dress was obscenely shaped. I figured that was a reason the people just passed by and made no effort to help. Having deformities was a low blow to our society and, "so help you" if you make a step toward assisting someone who is different.

As I go closer the little girl slightly lowered her eyes to avoid my intent stare. As I approached her, I could see the obscene shape of her back more clearly. Grottesquely shaped in a humped over form. I smiled to let her know it was ok, I was there to help, to talk. I sat down beside her and opened with a simple "Hello".

The little girl acted shocked and stammered a "Hi" after a long stare into my eyes. I smiled and she shyly smiled back. We talked till darkness fell and the park was completely empty. Everyone was gone and we at once were alone.

I asked the girl why she was so sad. The little girl looked at me and with a sad face said, "Because I'm different." I immediately said, "That you are!" and smiled.

The little girl acted even sadder, she said, "I know." "Little girl," I said, "You remind me of an angel, sweet and innocent." She looked at me and smiled, slowly she got to her feet and said, "Really?"

Yes ma'am, you're like a little guardian angel sent to watch over all those people walking by." She shook her head yes and smiled, with that she

spread her wings and said, "I'm your guardian angel," with a twinkle in her eye.

I was speechless...sure I was seeing things. She said, "For once you thought of someone other than yourself, my job here is done."

I jumped to my feet and said, "Wait, so why did no one stop to help an angel?"

She looked at me and smiled, "You're the only one that could see me, you believe, it's in your heart."

And she was gone. And with that my life was changed dramatically.

So, when you think you're all you have, remember, your angel is always watching over you.

BRAIN TEASER

BLAME IT ON THE BELLBOY

Three people check into a hotel. They pay £30 to the manager and go to their room.

The manager suddenly remembers that the room rate is actually £25, not £30, and gives £5 to the bellboy to return to the people.

On the way to the room the bellboy reasons that £5 would be difficult to share among three people so he pockets £2 and gives £1 to each person. Now each person paid £10 and got back £1. So they paid £9 each, totalling £27. The bellboy has £2, totalling £29.

Where is the missing £1?

We have to be careful what we are adding together. Originally, they paid £30, they each received back £1, thus they now have only paid £27. Of this £27, £25 went to the manager for the room and £2 went to the bellboy.

Solution

ACRONYMS AND COMPUTER JARGON

Here are some of the acronyms that are often used in e-mail and newsgroup communications. I don't particularly like and apart from TTFN (which I learnt years ago from my dad) I hadn't a clue what most of them meant, until I found this list. (Barbara)

AFAICT	As far as I can tell
AFAIK	As far as I know
AFK	Away from keyboard
AIUI	As I understand it
B4	Before
BAK	Back at keyboard
BBL	Be back later
BCNU	By seeing you
BRB	Be right back
BSF	But seriously folks
BTDT	Been there, done that
BTW	By the way
BWQ	Buzz word quotient
CUL	See you later
DYJHIW	Don't you just hate it when ...
ETLA	Extended three-letter acronym
EOF	End of file
F2F	Face to face
FAQ	Frequently asked question
FFS	For f****s sake
FOC	Free of charge
FUBAR	F***** up beyond all recognition
FWIW	For what it's worth
FYE	For your entertainment
FYI	For your information
<g>	Grins
GIGO	Garbage in garbage out
HTH	Hope that helps

(More next month)

HOSTAGE SITUATION

by David Hebblethwaite

A shrill ringing jolted me awake. It was the phone.

'What do you want?' I groaned. 'It's two in the morning.'

'Pat Guest? This is Chief Inspector Langridge of Cummerton Police.'

That news really woke me up. 'Chief Inspector! Sorry, I didn't realize...er, to what do I owe...?'

The Chief Inspector cut me off. 'Listen Pat, I know we've had our run-ins in the past, but this is serious. We've got a hostage situation here. A little girl's life is at stake.'

'Whew!' I breathed, 'that is serious. But look, it's my night off, can't you get someone else to cover it?'

'I know, but the suspect has asked for you by name.'

'Me? Why?'

'No idea,' Langridge replied, 'but we can't get anywhere. The suspect just won't talk to anyone else. Please can you come?'

By now I was out of bed and almost dressed. 'Of course, of course. What's the address?'

'23 Sexton Drive. But bring some ID: we've blocked off both ends of the road.'

'Got you. Thanks, Chief Inspector, I'm on my way.'

I put the phone down, and with no further thought, set off for Sexton Drive.

It was a part of town I didn't know very well. I was brought up on the Wordsworth Estate, and this was leafy suburbia: quiet, enclosed, no one really knew their neighbours. The moonless night made it harder to find, but the flashing lights and wails of sirens easily offset that.

'Sorry, but you can't come through here,' said the young officer by the barrier as I approached.

I held up my card. 'Pat Guest, Cummerton Courier, here to see Chief Inspector Langridge.'

The young officer studied me uncertainly. 'Oh...right,' he said, 'this way, please. I'm PC Gavin Granger, by the way.'

'Really?' I asked disinterestedly as I followed him through the throng of police. 'I'll remember the name.'

'Pat! Glad you could make it!' exclaimed Chief Inspector Langridge as Granger and I reached our destination.

'Here I am,' I said. 'Now, where's our man? Or woman, come to that.'

'Up there,' Langridge pointed. 23 Sexton Drive was in complete darkness, except for one room upstairs. No one could be seen, though. 'And to be honest, we can't tell; we haven't seen anyone.'

'So how do you know they're there?' I asked.

'Oh, we know. We've heard the kidnapper's voice, and the little girl's. Her name's Emily, we know that much.'

'What do you want me to do?'

The Chief Inspector shrugged. 'Go in there. Talk to them. Get them to see reason. We're at a complete loss.'

I was about to reply when a voice echoed across the street: 'Is the journalist here yet?' It might have been male or female; there was no telling.

Langridge raised a megaphone and spoke through it: 'Pat Guest is here, yes.'

'How do I know?'

I took the megaphone from Langridge. 'This is Pat Guest. I'm here.'

The voice called out, 'I want you to come in the house. Alone.'

I looked at Langridge. Langridge nodded. I walked across the street. I glanced up at the window. Still no one. I reached the gate. Police held up their guns as I walked up the garden path and in through the front door. Into darkness.

The hall was empty, unlit. Good thing I could see fairly well in the dark. I could see the faint outline of a table to my right, with what looked like a vase of flowers resting on it. Doors led off into other rooms and a flight of stairs went up to a landing.

'Close the door,' said the voice. I couldn't pinpoint where it came from. It seemed to come from everywhere at once. It put stereo sound to shame.

I moved back to the door. With one hand on it, I saw Chief Inspector Langridge mouth No! at me. I looked back at the stairs and back at Langridge. I closed the door.

'Come upstairs.' I obeyed the voice. Despite the darkness, I didn't have any trouble finding my way. My feet seemed to know where to walk before my brain did. It was a weird feeling.

The landing was in utter blackness. 'Where are you?' I called out.

'You can see where to come,' replied the kidnapper's voice. It seemed no louder than it had when I was outside.

I was about to reply that I couldn't see my own hand in front of my face, but then I realized that I could just make out some light ahead of me, coming through the frame of a door. I moved towards it.

'I'm here,' I said, tapping the door to reinforce that, or maybe just to reassure myself that the door was there. 'What do y-'
The door opened a little. A little girl's face was pressed up to the gap between door and frame. A shadowy figure, presumably the kidnapper, lurked in the background.

'One word and the girl dies,' came the voice in the same emotionless tone as before.

'Now don't be stupid,' I said, 'we can talk about this-'

'I told you: not a word!' replied the voice. I'd have felt more comfortable with a little anger, but there was none.

The door slammed shut.

Bang! The sound of a gunshot.

For a few seconds I could do nothing. Then I flew at the door, to push it open, kick it down, tear it from the wall, anything. But it just slid open, silently.

The room was dark, except for a circle of light in the exact centre of the floor. And in that circle of light was the body of the girl, Emily.

My throat full of fire, I entered the room.

The door shut with a loud crack. I wondered if I had been shot myself.

I stalked over to the body.

And it blew up in my face.

The world was a white-hot furnace. I shut my eyes but the pain still danced before me. I just wanted it to go away, so I could sleep, just for a while, I could wake up later, just let me rest a bit...

Someone was tapping me on the shoulder. I told you, go away, I don't want any...

Ow! That hurt. I sat up and tried to look at my assailant but all I could see was this potted plant-

Thunk! It slammed into my forehead, but I dodged most of it. A low laugh echoed through the space around me.

My head hurt worse than I thought. 'What's going on?' I mumbled.

The laugh again, and then that same cold voice. 'Do you remember a few years ago, Pat? A murder case, there were reports that the defendant was wrongly accused, but you wouldn't have any of that. You led a hate campaign against 'the callous and evil murderer of an innocent child.' Do you remember that child's name?'

I racked my brains for a minute. And then my blood ran cold. 'Emily Smith...of 23 Sexton Drive. But-'

'You never even knew who she was. You just latched on to the story like a leech, and hounded me until-'

I gasped, 'You? You're Sam Kendall? But you were-'

'Found dead in my cell, yes. I never killed Emily Smith. But I killed myself, and all because of you. You're as much a killer as Emily's was. And now it's my turn.'

Something hard slammed into my back, pushing me to the ground. I didn't see what it was, but I think it broke my back. I couldn't move, anyway, except my head.

I strained to look up, and saw the underside of a bed floating above me. And then it fell-

A shrill ringing jolts me awake. It's the alarm clock.

The covers are half off the bed. That must have been some dream I had, but already the details are fading from memory.

I grope at the bedside table, feeling for the radio. I manage to switch it on.

It's the news. 'Last night, Cummerton Police rescued Jane Smith, sister of Emily Smith, who was tragically murdered several years ago. Jane was being held hostage at her home in Sexton Drive, Cummerton. Chief Inspector Langridge of Cummerton Police says that Jane is coping remarkably well despite her ordeal. However, police fear for the safety of local journalist Pat Guest, who went in to talk to Jane's kidnapper but then disappeared.'

Is that a laugh, or just my imagination?

THE END

TOP 10 THINGS OVERHEARD ON THE IDES OF MARCH

10. "Excuse me, Caesar. Is that a knife in your back, or are you just happy to see us?" - Brutus

9. "Uh...Caesar dear, that Oracle-of-Delphi guy is on the phone again. Should I take a message?" - Portia

8. "You're right, honey. It IS a beautiful day for a picnic! But I think I should stop by the office and pick up a few things first."
- J. Caesar

7. "Hmmm...looks like a clear case of suicide. You're free to go, Senator Kennedy." - Anonymous

6. "We'll NEVER get those stains out of his toga NOW!"

5. "Beware the Ides of...hmmm...30 days hath September, April, June, and...oh the heck with it! Just stay home!" - Oracle-o-Delphi

4. "Wolf Blitzer here, and the scene is one of absolute MAYHEM, if you'll pardon the pun." - Wolf Blitzer (CNN News Stud)

3. "Crucify Him! Crucify Him!" - Chorus
"No-no-NO! The line is 'HAIL CAESAR! HAIL CAESAR!'. I swear you people are dumber than a box of sticks!" - Cecil B. DeMille

2. "XCIX bottles of beer on the wall, XCIX bottles of beer! Take one down, pass it around, XCIX bottles of beer on the wall!"
- The Triumvirate

1. "OUCH!" - J. Caesar

The IDES of MARCH: "Had Caesar stayed home, he'd be alive today!"

HELP WANTED

Does anyone know who wrote any of the following? If so, please email Dorothy Millard or contact the Probe office. Thank you.

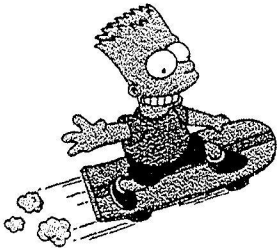
AMSTRAD

1. Cave of the Balrog
2. Caves of the Bewbews
3. Coin, The
4. Deathrun
5. Dragontorc
6. Dwarven Hero
7. Escape from the Alien Spaceship
8. Escape from the Labyrinth
9. Quest (Start next to tree stumps)
10. Steinberg Files, The
11. Timestalker
12. Toyhaven
13. Very Crap Adventure
14. Xandu Pleasuredome

Doreen Bardon emailed Dorothy and myself with the names of two authors of the Spectrum games listed last month. Many thanks, every bit of information is important.

22. Gauntlet of Meldir - Sheila Hunt. also author of Odyssey of Hope
33. Kaa's Kingdom - Eddie Beck. also author of Philosophers Stone

ANOTHER MENTIONED IN PASSING by Steve Clay



In one of The Simpson Treehouse of Horror episodes Floyd the domestic robot from Planetfall makes a guest appearance!

ADVENTURE PROBE SOFTWARE

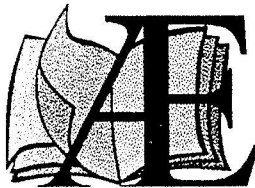
A TEXT ADVENTURE FOR SPECTRUM, AMIGA(e) and PC(e)

HIDE AND SEEK by Edwina Brown

Just as you were about to make a "cuppa" the village schoolteacher arrives to tell you that the wicked Hedda has stolen the alphabet and scattered the letters far and wide - now your friend Dido can't teach the children to read.

Armed with a magic wand to transform some objects back into letters, a satchel, and a few items you should collect from your home, you embark on your quest to find all 26 letters.

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ADVENTURE PROBE SOFTWARE

A TEXT ADVENTURE FOR THE PC

TO CATCH A RAINBOW ...or an Aussie Bushwalk. by Lyn

It is a fine Saturday morning and you have decided to ride your bike to the nearby bush forest to observe the wildlife. Dismounting from your bike, you lean it against a notice by the bush track. Picking up a sturdy stick lying close by, you head along the track into the bush, when you hear a yell. It comes from the car park; you run back to see what all the commotion is about and find a small, dark-skinned man sitting on a log under the banksia trees, looking miserable as he rubs his ankle. He asks for your help, and then tells you a story.

"I was given a task to do for Mother Nature, but alas, I sprained my ankle and I can't continue. The Rainbow Bunyip has turned against us small people, and is destroying the rainbow, scattering all its colours around the countryside. If I don't find all the colours and put them back into the great crystal prism before the next shower, we will never see another rainbow again, please find them." He puts some stones into his dillybag and hands it to you, adding "You will need these."



You take the bag and sling it over your shoulder. "Here, take my stick," you reply, as you hand the sturdy stick to the little man." He says, "My name is Narkoor, It means 'gum tree' in my native language. What is yours?" "Oh mine," you reply, "it's Gillian. I don't think it means anything." You both laugh. Narkoor stands up. "Ouch, ow! I think I will get back if I take it slowly. Good luck, Gillian." He turns and hobbles slowly away along the track, out of the car park.....

Can you, as Gillian, find the seven colours and restore the rainbow?

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NEWSDESK

Adventure2001 Convention

Larry Horsfield sent me the following email about this year's Convention.

"This is to inform you all that Adventure2001 will be on 20th of October, and will now held at the Allesley Hotel, Birmingham Road, Allesley Village, Coventry, CV5 9GP, Telephone 024 76403272. The hotel is situated less than half a mile from the CHH, in Allesley Village itself.

The main reason for this change was the increase in price for the single room accommodation. The Allesley Hotel is charging just £30 per person, per night, B&B, whether you are in a single or double/twin room. Obviously, those sharing a room will be paying a little more, but this is less than the increase the CHH imposed on the singles.

When booking rooms, please remember to state that you are attending Adventure2001, and you should also specify smoking or non-smoking. The hotel has it's own website at

www.allesley-hotel.co.uk

NOTE: The Allesley has a no smoking policy in Public Areas, but this apparently does not apply to the convention room.

The website we used last year will soon be updated by Phil Glover (subtle hint, Phill) and will include the booking form. These will also be sent out with Adventure Probe and Syntax.

Any convention queries, contact me, any HOTEL/ACCOMMODATION queries, please contact the hotel. See you all in October, if not before. Larry"

TIP OF THE MONTH **sent in by Dorothy Millard**

I have just come across the following information which I think will be of interest, using CCS64 emulator.

Alt+F11 Loads a frozen emulator state from selectable filename.
Alt+F12 Saves a frozen emulator state to selectable filename.

WEBSITES OF THE MONTH

Following up on the cat themed issue last month, Colin Steele has found a website called CatStuff at

<http://www.ric1.com/c.e?10C8340BB5022447>

CatStuff offers over 1,500 domestic-cat related graphics in almost all categories (animations, clipart, backgrounds, line, holiday images, cyberkitty accessories, and icons). In addition, there is a wealth of information about cats: humour, stories, and educational info. CatStuff is an exceptionally easy site and helpful site to navigate. If you visit the site and use its Recommend-It(r) feature to tell your friends you will be entered to win \$10,000. Colin says, "Open up and enjoy the moggies".

My own contribution to this page is my favourite website dedicated to the BBC and Electron computers.

<http://www.stairwaytohell.com>

It has everything, including a selection of the best emulators (some already set up with the relevant ROMS), an ever-growing collection of *adventures* (remember those wonderful Acornsoft, Kansas and Robico adventures?) and arcade software, scans of covers, maps and guides, solutions, articles (including a very entertaining one entitled Tynesoft Boys Club), a message board, guest book, and lots, lots more. It is run by Dave Moore who has recently re-vamped the site (it is now neater and easier to use), and he is still improving an already excellent website. Contrary to what you may think, he is not based in the U.S.A., he is in the U.K. and will be pleased to hear from anyone who can offer help - contact email address included on the website. Well worth a visit, and I bet you get hooked, just like I did.

Another excellent BBC/Electron site is The BBC Lives! at

<http://bbc.nvg.org>

It has an absolutely massive collection of software. However, not all the files are in disc image format, instead they are intended to be used on a "proper" BBC or Electron. Also, I often have trouble downloading files (8 out of 10 times I get a "temporary network error" message) and some disk images are corrupted. My advice, always see if the game you want is available from The Stairway To Hell website as they are reliable.

GETTING YOU STARTED

BLACKSTONE CHRONICLES played by Peter Clark on a PC

Walk up the staircase and click on the portrait of Malcolm Metcalf. Ask him everything that you can and then go right and enter the lift. You will see that the control handle is missing. Leave the lift and go right to the top of the stairs. Go down the stairs and left into the Drawing Room. In the glass case to the left of the door you will see an awl and a knife. Take both of them. There are many of these glass cases to be found through the asylum and clicking on the buttons on each will give you more information about the past history of the place. Now continue across the Drawing Room and through the double doors into the Kitchen. You will see a leather strop hanging by the sink. Use this to sharpen the knife. Have a good look around the kitchen and pick up anything that you are able. You will see a fuse box next to the freezer door. Leave this for the present.

Leave the Kitchen and go through the Drawing Room to the Hall. Go up the stairs and left into Malcolm's Office. On a tray near the desk there is a coffee pot. Get this and then look at the picture of the female on the wall. This is Olivia. Turn to the desk and open the drawer. Inside you will find a nutcracker. Now look at the picture on the desk. It is a of Oliver and his twin sister. Make a note of the date on the photograph. Cross the room to the computer and look at the note that is stuck to it. This gives you the password to the computer. "Scooter" Operate the computer and input the name of Oliver Metcalf.

Return to the main office door and turn to the left. Look at the glass case. Take the lever and the bunch of keys. Leave the office and cross the landing to the lift. Insert the handle in the slot and go to the 2nd floor. Go left out of the lift and into a door on the right.....

WINTER WONDERLAND played by Doreen Bardon on a PC

Start in a small bedroom. X SANDER – (your brother - he is ill) – E – X TREE – N – NE – N – E – X POT – X HANNA – TALK TO HANNA – ASK HANNA FOR CANDLE – X CANDLE - ASK HANNA FOR PUDDING – EAT PUDDING – I (now have a silver coin) – X COIN – W – N – W – X TOYS – X SHOES – BUY SHOES WITH SILVER COIN – X SHOES – E – S – S – (lost in snowstorm, arrive in dense thicket in forest), SCORE 10

TO CATCH A RAINBOW played by Bev Truter on a PC

NB. This is a fairly difficult text game, not recommended for beginners.

EXAMINE everything more than once, and SAVE frequently. This is also a fairly non-linear game, and you can do several other things and explore several other areas before attempting the area I chose to start with in this solution.

I, open bag, X stones, get stones. From the Car Park go N,E,N,N to a Dim Tunnel. Get the lamp, and after lighting it (with the matches from your dillybag) continue exploring the tunnels until you find the West Shore/Side of the dam, and go N,N to North End of dam. Turn the lamp off (EXT/ EXTINGUISH LAMP) as soon as you enter locations that do not need the lit lamp, as you only have a limited amount of oil in the lamp to begin with. X the door at the North End of Dam (it's locked, but rusty). PULL DOOR to open it, then continue N,N to Small Dim Room and get the (fishing) rod.

Continue on to the concrete tunnel and get (rope) ladder. For the locked door here you will need a key, which you haven't found yet. Return to one of the dam shores (eg, North End) and X dam, X water. You need to FISH or CAST LINE to catch something edible, and you may have to try your luck several times before successful. A wild dog appears on the West Shore - X dog, and feed dog (FEED/THROW FISH TO DOG).

Go up the wooden stairs to the Top of Cliff, then S to find a stake. X stake (looks a bit like a crowbar) and use it to LEVER BOULDER over the cliff edge. (Notice what the boulder does on landing below). Under the boulder you'll find one of seven "colours" of the rainbow. You can pick up the colour by PUT STONE ON <colour>.

Go to Among Gum Trees, and examine the three old mine shafts. SAVE. HOOK/HANG LADDER ON HOOKS. X ladder, LIST EXITS. If you want to take any items with you, you will have to throw them into the shaft before descending the ladder. (Hint: You'll need the stake again). DOWN (Hanging on Ladder) - JUMP, DOWN, or DROP LADDER. If you find yourself in the Muddy Cave then you have come down the wrong shaft; you should be in a Dim Cavern. RESTORE and try another shaft, until you drop into the Dim Cavern. Look around and explore the Dim Cavern to find some dynamite, then go S through the Curving Tunnel, then SE to reach a narrow area which appears to be a dead end. X WALL, X HOLES and use the matches and dynamite to blast an opening in the wall, remembering to leave the area before the explosion. Return after explosion, and hunt around to find another colour, then make your way through the opening to the West Shore of the dam

OBJECTS AND THEIR USES

SEEK played by Barbara Gibb on a BBC and PC(e)

Axe	Kills dwarves
Charter	Opens crypt
Coronet	Treasure
Cross	Protection against vampire bats
Cudgel	Kills goblins
Gem	Treasure
Gold	Treasure
Keys	Opens rusty gate - needed each way
Lamp	Reveals entrance to cave and tunnel
Mirror	Turns Gorgon to stone
Money	Pays guard to lower drawbridge
Plank	Makes bridge (a) between Hall and Store-room (b) across river
Poison	Kills rats
Pole	Keeps your balance - see Plank (a)
Ring	Treasure
Rope	Helps you go east and west over wall
Silver	Treasure
Spear	Kills wolf
Sword	Kills king
Torch	Scares zombies

TREASURE CHEST

GOLDEN APPLE played by Dorothy Millard on a PC(e) - also available on Spectrum and Amiga(e)

The twelve treasures you must collect before you get the Golden Apple are:

Silver Bar	Brooch
Bearskin Rug	Diamond
Gold Coin	Onyx Sculpture
Platinum Ring	Emeralds
Silk Glove	Ruby
Sapphire	Jewellery

HINTS AND TIPS

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

GEMINI (Egg)

Go to the Swan (W, W and W of where you met Hercules) and cut her chains to free her (need Trusty Sword). You can now pick up the Egg.

CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad

At the start of part two is is dark but you can check your inventory - should have at least matches, gloves, pendant and awl. STRIKE MATCH to see something to hide behind before the sailors enter the hold.

FRUSTRATION played by Bev Truter on a PC - also available on Amiga

The aim of this game is to collect the 6 items on Aunt Maude's shopping list, 4 heavy objects (use the scales in the scullery to weigh objects), and 4 geometrical shapes to use in an aperture.

FINEBONE'S OFFICE

Push the green button in the hut in the garden once - this unlocks the green lever which opens a recess in the wall when pulled. Examine the desk to find a drawer in the middle and 6 coloured buttons. The red button selects the destination of the stationary cupboard to the south, which is a kind of lift. (S, close door, move cupboard, open door, N).

Push the red button once for the first destination, twice for the second destination, etc. To open the drawer you first need to visit the cellar below the house and wear the object you find there. This protects you from the fumes which rise from the trapdoor in the Wine Emporium when you open it. The chamber under the Wine Emporium contains a knapsack and a note - read the note, which is a clue to the order of pushing the buttons on Finebone's desk. (Count the dots in each row, and the buttons from left to right, then push the corresponding buttons in the order given - purple, blue, yellow, black, orange).

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

INSIDE THE MOUNTAIN (Mt. Pykon)

The key from the well is needed to open the door, and the lamp is required as a light source.

To put out the fire in the pit, break the jar (of water) with the hammer.
To cross the pit, PLACE PLANK ACROSS PIT and go E.

Swim across the lake to reach a wheel which controls a sluice gate. Oil it (need flask of oil found in guard room - you can use the rest to refill the lamp) then turn it to lower the water level, revealing a cave.

The floor plates in the passage have to be connected using the copper wire.

The numbers seen in the crystal ball will open the door in Khoronz's laboratory.

The spell book, and various inscriptions seen around the playing area give clues on how to open the door at the end of the passage.

Lift the stone (need bar) to find a harp. Picking up the harp triggers Mt. Pykon to erupt - you have a limited number of moves to escape to safety.

Blow something LOUDLY to get rid of the red serpent.

Throw something to get rid of the huge griffin.

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

STUDENT'S PHOTOGRAPH (continued from last month)
Examine the jewels and pick up the arrow, crown and mace.

ENDGAME

Touch the platform then PRY PLATFORM WITH ARROW.
Get the crystal from the compartment, then pull the lever and go E.
Put the crystal in the crown, touch the mace, push the emerald and then go E to complete adventure.

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

The wardrobe in the Master Bedroom has a secret exit.

The blueprints, when taken to the end of the east/west corridor in the mansion, will show there is a way north behind the wall. First DRILL HOLE IN WALL (need drill with bit fitted), LIGHT DYNAMITE (need lighter), then PUT DYNAMITE IN HOLE. Go W to survive the explosion.

Slab in the small room at the end of the hidden corridor - pour acid on it (found in laboratory, need gloves), then BREAK SLAB WITH sledgeHAMMER to reveal a secret chamber.

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

Tie the rope to the well and climb down to find a pouch containing a gold coin which you need to buy the bow (complete with arrows).

Cottage - knock on the door to be invited inside. Examine the lady and note the description. If you SAY CAN I HAVE SHAWL she will say yes, so take it. Now if you ask her for the staff she will say NO. Examine the staff to see it is inscribed with the same word, NO. Before you leave the cottage obtain some food and a cloak.

When outside the castle, wear the cloak and SAY NO (the word the lady said, and also on the staff) - a soldier now opens the gates.

Examine before going up the spiral staircase. Find a silver coin.

Cross the bridge and buy mead (need silver coin) at the Inn.

Return to the castle and DRINK MEAD (to feel as strong as He-Man) so you can open the trapdoor (must be wearing the sharp claws from the troll).

When outside the security cell, FIRE BOW so the arrow hits the wall and blows the door open.

Give the food, flask of wine and shawl to the prisoner (princess) and then go the stables. If you have the silver coin you will automatically hire a horse and take the princess home, to complete the adventure.

SIR ARTHUR played by Kanga on a PC

Can't find digging implement:	Examine cliffs, somewhere by lake.
Small Open Area: (beyond snake)	Dig twice.
Vampire Bat a nuisance:	Small open area.
Can't get Stalactite:	Hot and misty passage item.
Do what in Pit:	Dig several times.
Dark Tunnel:	Examine roots, find something.
Dragon Queen problem:	Talk & wants something, from muddy cave.
Throne:	Examine/sit.
King's Private chamber:	Examine desk, examine mirror.
Ugly Troll:	Talk/give something, from Hot Misty Passage.
Warm Cave:	Key.
Ugly Troll, at bridge:	Talk & remember what he said.
Dragon Prince problem:	Top of tree. Use item from there.
Cliff Top:	Jump.
In Lake:	SW to Narrow Beach.
Narrow Beach:	Chop trees, make raft.
Can't propel raft:	Lake Shore, somewhere behind something.
Crocodile:	Feed/give something.
Path End - door locked:	Warm Cave item.
Cold Cold U'grd Passage:	King's Desk, get/examine item from there.
Guard:	Talk, give something.

TEMUJIN played by Peter Clark on a PC

At the beginning, take a brochure from the rack on the wall in the Great Hall. This contains a map of the museum and will be invaluable during the game. If you forget, you can pick one up from the Museum Gift Shop later.

In the Capricorn Room you will see a catapult. It is useful to play with this and to work out how it is used, as it will become important later in the game.

Make sure that you pick up some cutlery and some sugar from the Snack Room.

In Stevenson's office you will find a sword with bloodstains on it. Take a sample for yourself. Maybe this is the time to use the plastic cutlery.

To free the lady from the head in the Capricorn Room, you will need a chalice from Stevenson's Office. This is to mix the potion in. You also need a flask from the Restoration Studio. You can also get a wine bottle and miniature bottle from this location. Make sure that you have a plastic knife, fork and spoon from the Snack Room together with a foam cup.

To make the potion:

Go to the Snack Room.

Fill the 11ounce bottle from the tap.

Place the empty wine bottle in the foam cup.

Pour the flask into the cup.

Remove the wine bottle leaving five ounces of water in the cup.

Add two ounces from the miniature bottle to the five ounces in the cup.

Now you have seven ounces.

Pour the water into the chalice and add the blood powder.

Now you can go to the Capricorn Room and use the potion on the head to free Mai.

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

Part One

Forge - there is an iron bar and hammer to be found here.

Crone's Cottage - Find a jester's bauble.

The Inn - the ancient crone will be here if you have asked the peasant about her. Examine the furniture.

Find a trapdoor, which leads to the cellar. You will need something to prise it open.

WHATEVER WE DECIDE TO CALL THIS GAME played by Bev Truter on a PC

What am I trying to do...what's the point of this game?

You have to enrol as a student of Tumblegum University, find a parking sticker for your car which is illegally parked in the Car Park, and find a toilet. However, finding THE toilet is your first priority - if you try dealing with other problems before tackling this one, you waste time, and your car gets towed away in its stickerless condition.

Are there any shortcuts?

You can get to The Room of Much Dust by pushing the East wall in the basement of the College, or in the Storage Room north of Administration, or in the basement of the Ivory Tower.

WORLD (version 1.06) played by Bev Truter on PC

MARTIAN WORLD

INDOORS - INSIDE THE BUILDING (2)

DARKROOM - Check that film cassette is in rack, and magnesium box on enlarger. Break sphere with hammer, put bead in tray. Go outside, and allow the bead to irradiate the box and put an X-ray image on the film for 3 - 6 moves, no longer. Return to Darkroom, put bead in sink. (Prevents you dying from further radiation). Use the bucket again to pour water in centre funnel. Put cassette in opening, put nvglo in left funnel and sbkl in right funnel. Push red button to process the film, then examine the film to see the two numbers that open the magnesium box. Get the good disc from the box, then give it to the robot - he'll have to go back to the chlorine world to clean the plastic coating that's on the disk.

CONTROL ROOM - Send robot to the Trail in chlorine world, then tell him to put disc in green vapor, get disc. Put disc in red vapor, get disc. Send him to area with acid, and tell him to wash disc in acid. Send him back to the greenhouse with the cleaned disc. For the next bit you need to hold the empty bucket, coin, sapphire and some food; and wear the knapsack with all valuables in it. (The knapsack mysteriously disappears, but you are credited with points for its contents).

METAL CHAMBER - Put the cleaned disc in recess and push any button. Fix the antenna at the Hill - remove damaged cable, "attach good cable to antenna". Return to Metal Chamber and push white button.

SOLUTIONS OF THE MONTH

THE FINAL CHORUS (written by Jamie Murphy)

Solution by John Schofield on a Spectrum (128K) - also available for PC(e)

INVENTORY (a scabbard, worn), X SCABBARD (the hilt of a sword is visible), W, X SMIDGIN (old and wrinkled and in a trance. A message stuck on his back says a spell has been cast by Nugget the Wizard, underlining the message were several runes), X RUNES (magical), DRAW SWORD (it's a magical singing sword called Johnnie), X SWORD (covered in runes - it's an expert on them), SAY TO SWORD "READ RUNES ON SMIDGIN" (the important bit says "keep spell away from damp"), GET SMIDGIN (you pick him up), W, X RIVER (you see a fishing net), GET NET, X NET (weighted), X TREE (centuries old and dead), PUSH TREE (it only wobbles), X SAPLINGS (long and sturdy), CUT SAPLING (need sword - you now have a sapling), THROW SMIDGIN IN RIVER (the spell is broken, he leaps out and says Nugget must be here for the Ceremony). You both go to the Elven Gates where he tells you to get a disguise for your ears. He wraps a squirrel's tail around his head. X GATES (enormous), X SMIDGIN (as well as wearing the tail, he has a set of dice), TAKE TAIL FROM SMIDGIN (you snatch it from him - but he has another), X TAIL, WEAR TAIL/WRAP TAIL AROUND HEAD (Smidgin chants a few words, the gates open and you both step inside), S (the gates are closed again), SAY TO SMIDGIN "OPEN GATES" (the words only work once), X TREE (the bark is peeling), PULL BARK FROM TREE, X BARK, U (Smidgin does not follow - an Elven child is here waving a pamphlet), X CHILD, GET PAMPHLET/SAY TO CHILD "GIVE PAMPHLET" (she won't let you, "only I can read this"), SAY TO CHILD "READ PAMPHLET" (you trick her into reading it, "Enjoy the Rite of Shyle-lal-lee. See the Lord Humster wave the Box of Ig - see him shake his foot with the Slippers of Jungbingle - hear him sing the Song of Aspedixtro...." She runs off), E, X COOK (sweating), TALK TO COOK (he's too busy), N, GET POUCH, X POUCH (full of salt), X PICTURE (an award for cleanliness, giving a clue to drop the mouse later), S, W, D, SAY TO SMIDGIN "FOLLOW", N (a fat cleric is sitting on the steps, preventing you going up them), X CLERIC (wears a belt), GET BELT (he slaps your hands), TALK TO CLERIC ("They're everywhere" {whoever they are!}), HIT CLERIC (you threaten him and he faints, still blocking the steps), GET BELT, X BELT, WEAR BELT, PUSH CLERIC, SAY TO SMIDGIN "PUSH CLERIC" (your combined efforts roll him into the undergrowth - note the two inputs must be consecutive), U (Smidgin does not follow), SIT (at the table with the Clerics), X JUG (full of water), GET JUG (you can have a drink but can't pick up the jug), DRINK WATER (you are given a choice of drinking

more or not), YES (if you say NO, a Cleric picks the jug up and keeps it). You finish the water, and Brother Jerome is asked to refill it. He goes to the next room. STAND, N (to follow Jerome), X JEROME (he wears a loose robe), HIT JEROME (you knock him unconscious), GET/UNTIE ROBE FROM JEROME, X ROBE (has a voluminous hood), WEAR ROBE, X JEROME (this is important as you see a circular tattoo on his arm), X BEDS (high off the floor), HIDE JEROME (under the bed), GET JUG, X JUG (full of water), S (you must be wearing the robe, carrying the jug and have hidden Jerome to survive. If you now leave with the jug, you are discovered - if you drop the jug and leave, if you then return, they discover where Jerome is. You need the jug, and the only way to get it out is to THROW WATER/JUG over the Clerics. They throw you, with the jug, out. X JUG (empty), E (a bird is singing on a high branch), X BIRD (annoying), CATCH BIRD (it's too high), THROW NET AT BIRD (it does not reach, note you still have it), W, SAY TO SMIDGIN "FOLLOW", N (you overhear a conversation between the Lord Abbot and Nugget - who you learn is called Wilfred), W (a lantern is hung on a rope), GET LANTERN (it's too high to get near it), E, READ SIGN ("Spectators wait here for the Rite" - you must leave Smidgin here much later in the game), N. There is a guard and archway to the east but you are not equipped with objects or knowledge to do anything much through the archway yet. W, X PIPES (are you looking for one in particular), NO (not yet!), E, N, X POTS (you see a tiny one), GET POT, X POT (full of dirt), W, X MIRRORS (a variety of shapes - some magnify), X SWORD (still carried - the runes are magnified and spell "SCHMOCKLE") {if you SAY TO SWORD "SCHMOCKLE" there is a flash of electricity and the sword is discharged - there is only one location where it can be recharged, which can't be reached yet.} E, U (Smidgin does not follow - Splodgit, the caretaker, is here), X SPLODGIT (carries keys to clean rooms), TALK TO SPLODGIT (he's too weary), S (a young lady with a mirror asks if she looks alright - YES/NO option), NO (she drops her mirror and runs off), GET MIRROR, X MIRROR (very polished), SW (this room has a winch), X WINCH (has a rope and handle - holds the lantern seen earlier), TURN HANDLE (the lantern is now within reach below), NE, N, D, SAY TO SMIDGIN "FOLLOW", S, S, W (the lantern is at head height), CUT ROPE/LANTERN (you take the lantern leaving the end of the rope hanging), X LANTERN (has a length of rope), GET ROPE (dangling from winch), GIVE ROPE TO SMIDGIN, SAY TO SMIDGIN "WAIT" (he's now ready for you to haul him up with the winch, seeing as how he does not like ascending and descending stairs/ladders), E, N, (a guard is in front of the eastern archway), E ("Guards only"), X GUARD (black!), HIT GUARD (he steps forward, sword raised - your only serviceable option is, with sword drawn TALK TO SWORD (the guard stumbles and crawls away). E (having got rid of the guard), READ SIGN ("patrols every hour"), N (the patrol guards are here), X GUARDS (bored), S, S (a field of energy throws you back from the "Chamber of Ig"), E (Nugget the Ice Wizard is here), X

NUGGET (he has a key hung round his neck), TALK TO NUGGET/N/GET KEY (he notices you and throws a ball of blue fire at you), RAISE MIRROR/REFLECT BALL (Nugget is frozen by his own spell), GET KEY, N (a man is held in chains), X MAN (unkempt), X CHAINS (not thick), SMASH/CUT CHAINS (he draws back because he thinks you are an Elf), REMOVE TAIL, REMOVE ROBE (you show him you are human), SMASH/CUT CHAINS (need sword). You free him. He is Frumpleginny - he has to go to free more Minstrels. He asks you to come to the caverns. There is a secret entrance "The Book of Whistles" - he runs off. WEAR TAIL, WEAR ROBE, S (Nugget has gone but his voice says he will return), W, W, N, U, S, SW, TURN HANDLE (you haul Smidgin into the room), CUT ROPE (need sword - you haul it up), GET ROPE, X ROPE, SAY TO SMIDGIN "FOLLOW", NE, E, X NORTH DOOR (cold - with a keyhole), UNLOCK NORTH DOOR (need Nugget's key), DROP KEY (Nugget is through the door, but don't enter there until you have a rock cake as well as the mirror), E, X SHELF/BOOKS (nothing of importance - yet), W, S (an old woman is in a rocking chair), X WOMAN (wears a shawl), X WINDOWS (closed - you see trees, bushes, also the bird?), OPEN WINDOW (the woman says it's too cold), X FIREPLACE, PUT BARK IN FIREPLACE, LIGHT LANTERN, LIGHT FIRE/BARK, OPEN WINDOW (she allows you to), THROW NET OUT WINDOW (you hear a squawk as it lands on the bird), E (bedroom), X BED (high from the floor - the old woman tells you to come out), CLOSE DOOR (to avoid being "talked out" of the room), X UNDER BED (you now have a pair of slippers), X SLIPPERS (white and too large), OPEN DOOR (the old woman turns you out of her bedroom), N, W, N, D (Smidgin does not follow), S, S, S, E (your fishing net is here), GET NET, X NET (the bird is inside), X BIRD (likes shiny objects and has single long tail feather), PLUCK FEATHER (you remove it), X FEATHER (has a pointed tip), W, N, N, N, U, U, X DOOR (flimsy, slightly open), W (the Abbot stops you entering his room), S (note that the Abbot remains one turn at his door). The Abbot returns here - waiting for the Lord Humster. X ABBOT (wears a shiny helmet), W (the Abbot says the hall is full - you should wait below until the Lord Humster arrives), S (the librarian is here), X LIBRARIAN, E (only fourteenth order Clerics can peruse the Records Room - you are asked if you want to bluff him {YES/NO}), NO (until you have tattooed yourself), N, N, E (at the Lord Humster's door), X DOOR (has a tiny indentation), X INDENTATION (circular), E (it is locked). You have to trick Splodgit to get into here. REMOVE ROBE, DROP ROBE, W, D (to Splodgit), EMPTY POT (this enrages Splodgit as he has just finished cleaning up - he starts chasing you), U, E, WEAR ROBE (no need to GET it first - Splodgit arrives and asks if you've seen yourself! Note that carrying the robe and then wearing it won't fool him), (SAY) E/DOOR (he detaches a ring from his keys and pushes it at the door, which opens - he leaps inside. Before he returns {don't follow him east} X INDENTATION (a ring is pushed into it), GET RING FROM INDENTATION (Splodgit returns, fails to retrieve his ring, and

walks off), DROP POT, PUT RING IN INDENTATION (the door opens), E, X DESK (a note is pinned to it, and there is a bottle of ink), READ NOTE ("I, Tombert, Lord Humster have had enough. I hereby resign from my post due to stress and lack of holidays. I will not attend the Rite of Shyle-lal-lee. P.S. Somebody had better see the Scribe about the Rite." It looks as if everyone's in for a long wait - unless you can do something about it), X BOTTLE (full of purple ink), DRAW TATTOO (with the feather - having seen Jerome's tattoo), DROP FEATHER, GET BOTTLE, S (you are thrown back by a similar field of energy to the one at the "Chamber of Ig"), W, W, W (the Abbot stops you again). Before he returns south RELEASE BIRD (from the net - it goes for the Abbot's shiny helmet), W (into the Abbot's room, but he enters after you, pushes you out and locks the door before returning south), DROP NET, SMASH DOOR (need sword), W (you can now enter the Abbot's room whenever you wish), X PICTURES (of various Lord Humsters, complete with Ceremonial Dress and Slippers of Jungbingle), X TABLE (you see a tail poking out), PUSH TABLE (to reveal a piece of cheese), GET CHEESE, X CHEESE (potent), GET/PULL TAIL (you pull out a mouse), GIVE CHEESE/FEED MOUSE (before it escapes - it falls asleep), X MOUSE (docile), E, S, S, E, YES (to bluff the Librarian - he wants to see your tattoo), YES (you go through to the book section), X BOOKS (any book in particular?), YES (what book?), THE BOOK OF WHISTLES (as you reach for it, it shoots backwards and disappears), E (the scrolls room - a Scribe is here), X SCRIBE (has a red nose), X SCROLLS (only qualified people are allowed to), W, W, N, N, D, SAY TO SMIDGIN "FOLLOW", S, E, E, X SHELF/BOOKS (after finding the Book of Whistles you see an opening east), E (need lantern lit here - there is no limit on how long the lantern is left lit), SW (a Jailor stands at the edge of a pit, he asks if you are human). Your only chance is to PUSH JAILOR (he falls in and seconds later, you hear Frumpleginny asking you to pull him up), PULL FRUMPLEGINNY ("another Gate-melody" he says. You've to find out where it is, then rescue the others in the mine - he goes to hide), D (into the pit) - Smidgin *must* be with you and stays at the top), X JAILOR (he has a rusty key), GET KEY, SAY TO SMIDGIN "PULL ME" (he pulls you back up), SAY TO SMIDGIN "FOLLOW", NE, N, X HOLES (the walls are thin), X BEAM (wedged between the two walls), PULL BEAM (too high), TIE ROPE TO BEAM, GET ROPE, S, PULL ROPE (it is safe to do so here - the beam splinters and there is a crash of rock), N (there is an opening east now), X RUBBLE (see a chunk of wood), GET WOOD, X WOOD, E (the Gate mentioned by Frumpleginny is here), X GATE (you don't know how to enter/open it yet), W, S (don't go NW here until you have the old woman's shawl), SAY TO SMIDGIN "WAIT", TAKE DICE FROM SMIDGIN, X DICE, W, W, W, N, D, S, W (The Halls of Commanding Melodies), X PIPES (looking for one in particular?), YES (which?), GATES (you spot a tiny pipe "Ye opening of magical Gates {reversible}"). You tap it to produce a tune), LISTEN (humans can't sing), SAY TO SWORD "LISTEN" (must be drawn - it memorizes the

Chords of Opening), E. You now need to go outside the Elven Gates to get any further.

E, N (to the patrol guards), SAY TO GUARDS "PATROL" (one of the guards looks in a small alcove and says there is still half an hour to go), X ALCOVE (a clock is inside), X CLOCK (sand-powered), X GUARDS, to avoid being noticed tampering with the clock GIVE DICE (they start gambling), FILL CLOCK WITH SALT (it blends in with the white sand, note the pouch is destroyed), SAY TO GUARDS "PATROL" (you've altered the clock to patrol time and they march out), S, W, S, S, S, WAIT, WAIT, WAIT. The patrol arrives at the Elven Gates and the leader chants a few words to open them. Before they close WEDGE GATES (with the block of wood to leave a small gap), U, E (to the cook), DROP MOUSE (must have examined the picture in the store-room). The cook asks you to stir the soup while he chases the mouse. STIR POT (with the sapling before he returns, he gives you a rock cake - note failure to stir the pot is fatal!), X CAKE (inedible), X SAPLING (one end is now sticky), W, D, S (through the wedged gates), S, W, U (at a waterfall), X BRANCH (looks strong), HOLD ONTO BRANCH (your hands must be free), SHEATH SWORD, TIE LANTERN TO BELT, DROP ALL, HOLD ONTO BRANCH, JUMP/SWING THROUGH WATERFALL (the lantern is extinguished - you are now in a huge round cave), UNTIE LANTERN FROM BELT, LIGHT LANTERN, SW (dark here), X POOL (two feet in diameter), DRINK WATER (achieves nothing), NE, X ROCK (blocking a passage north - contains streaks of iron ore), DRAW SWORD, SAY TO SWORD "SCHMOCKLE" (the sword flashes, and the rock is cleared away - the sword now requires recharging), N (to a rock wall), X HOLE (carved with a miniature pick), LISTEN (you hear a faint burp!), W (you are at the other side of the Choral Gate you found in the mine), X GATE (in a state of disrepair), SAY TO SWORD "SING CHORDS OF OPENING" (a wall of shimmering light appears), GO THROUGH GATE (you can't yet - it's only opened at one end), E, S, SHEATH SWORD, TIE LANTERN TO BELT, JUMP THROUGH WATERFALL, DROP OFF BRANCH, GET ALL, D, FILL JUG (with water from the river), E, N, N, N, N, N, N, U, S, E, N (through the door unlocked previously. Nugget is lying on the bed, comatose), X NUGGET (haggard), E (Nugget jumps up and throws another blue fire ball), RAISE MIRROR/ REFLECT BALL (it bounces off but Nugget produces his own mirror and aims it at the spell), THROW CAKE AT MIRROR (Nugget's mirror is smashed and he is frozen again), E (it is dark here - even with the lit lantern. A voice booms "WHO DARES ENTER THIS ABODE?"). Using Nugget's name you heard earlier SAY WILFRED/WILFRED ("Well, that's alright then" - the location becomes light), X FLASHES (electricity from one of Nugget's experiments), DRAW SWORD, PUT SWORD IN ELECTRICITY (to charge it up again), W (Nugget has gone again, but promises to get even with you), S, S (back to the old woman), THROW

WATER ON FIRE (from the jug - she screams at you, her shawl billowing),
 GET SHAWL (you pull it from her and she pushes you out - the door is shut
 and locked), X SHAWL (very dense wool), W, N, DROP MIRROR, DROP
 JUG, DROP INK, DROP SLIPPERS (to be picked up later), S, E, E, UNTIE
 LANTERN FROM BELT, LIGHT LANTERN, E, DROP SHAWL, DROP KEY
 (to be picked up later), SAY TO SMIDGIN "FOLLOW", N, E, SAY TO
 SWORD "SING CHORDS OF OPENING", GO THROUGH GATE (you now
 go to the other side near the waterfall), E, INSERT SAPLING IN HOLE
 (must be sticky from the Cook's pot). You pull out Fafy the Gnome. He
 climbs onto your shoulder and, at random, says he likes annoying people.
 DROP SAPLING, X FAFTY (twelve inches high), S, SHEATH SWORD, TIE
 LANTERN TO BELT, JUMP THROUGH WATERFALL (Smidgin jumps
 through also), DROP OFF BRANCH, D (Smidgin is here by the river), SAY
 TO SMIDGIN "FOLLOW", E, N, N, N, N, N, U (Smidgin does not follow),
 GET ALL (jug, mirror, slippers, and ink), U, S, SAY TO FAFTY "ANNOY
 ABBOT", W (while Fafy distracts the Abbot - now in Hall where the Rite is
 to take place), X DOOR (into the Chamber of Music), S (it's locked), X
 WINDOW (you can see the roof of a tree-house), X BARRELS (full of red
 wine), FILL JUG (with wine), E (Fafy returns to your shoulder - he will
 refuse to annoy the Abbot again), S, E, E (to the Scribe), SAY TO SCRIBE
 "RITE" (he glances round at the wall behind him, then asks to see your
 tattoo {YES/NO}), NO (then you can't look at the scroll). Note, YES is fatal
 because he sees your tattoo is false and calls the guards. GIVE JUG TO
 SCRIBE (he drinks the wine, puts the jug down and falls asleep). There is
 no further use for the jug if you've got the shawl. X SCROLLS (any
 particular scroll? {YES/NO}), YES (what scroll?), RITE (must have seen the
 Scribe look behind himself). You find it and it says the Lord Humster must
 possess the Slippers of Jungbingle, the Box of Ig and the Song of
 Aspedixtro. A note says the Word of Opening : SHEGNIGULARUME and a
 further note tells you that the Lord Humster has taken the Slippers because
 he likes them. W, W, N, N, W (back in the Abbot's room), X SLIPPERS (in
 the picture - you now know the slippers are missing, so you note that they
 are bright purple, large, and covered in red polka dots. DYE SLIPPERS
 (with the ink - there isn't enough ink in the bottle), E, E, E (in the Lord
 Humster's room), SAY SHEGNIGULARUME (the wall of energy is
 destroyed - must have tried to go south, and read the scroll), S, X DOOR
 (dangerous?), X WARDROBE (closed), OPEN WARDROBE, X
 WARDROBE (you see the Ceremonial Dress of the Lord Humster), GET
 DRESS, X DRESS (voluminous), OPEN DOOR (the handle glows red hot),
 REMOVE TAIL, WRAP TAIL ROUND HANDLE, OPEN DOOR (you go
 through to a tiny room with an inscription on one wall), READ INSCRIPTION
 (it's reversed), X MIRROR (it is the Song of Aspedixtro), DRAW SWORD,
 SAY TO SWORD "READ INSCRIPTION/X MIRROR" (it's about badgers -
 the sword memorizes it), DROP MIRROR, E (no need for the tail any more,
 providing the robe is worn, which you can GET from the handle), N, W, W,

DROP DRESS (to pick up later). Never go to the Abbot with only part of the Lord Humster's outfit. D, D, SAY TO SMIDGIN "FOLLOW", S, E (outside the Chamber of Ig), SAY "SHEGNIGULARUME" (the wall of energy is destroyed - must have tried to go south, and read the scroll), S (a guard is dozing), X GUARD (scruffy - he has an oversized helmet and an iron rod), X DOOR (has a grille, no handle, a slot, and is closed), X GRILLE (closed), X SLOT (circular, with a mechanical device inside), GET ROD (you can't), X HELMET (huge), PUSH HELMET (the guard staggers around, trying to pull it off). Before he succeeds with fatal consequences GET ROD and PULL HELMET (you tell him someone else did it, and he runs off), X ROD (rusty and worn), OPEN GRILLE, PUT ROD IN SLOT, PULL ROD (it begins to bend - it needs repairing), GET ROD, SAY TO SMIDGIN "WAIT", N, W, N, U, S, E, E, UNTIE LANTERN FROM BELT, LIGHT LANTERN, E, E (at the Forgemaster), X FORGEMASTER (pounding iron), GIVE ROD TO FORGEMASTER/SAY TO FORGEMASTER "MEND ROD" ("Have you any authority? {YES/NO}), YES (he believes you, but he says he needs more iron to re-forge the rod). You still have the guard's helmet after pulling it so GIVE HELMET TO FORGEMASTER (he makes a new rod and gives it to you), X ROD (like new), W, W, W, W, N, D, S, E, S, PUT ROD IN SLOT, PUSH/PULL ROD (the door opens to a chamber east), E (as you enter, a glass case descends, covering the pedestal), X PEDESTAL (the Box of Ig is on top), X CASE (extremely thick), SMASH CASE (with the sword - you can't), SAY TO SMIDGIN "PULL/PUSH ROD" (the door shuts and the case rises), GET BOX, X BOX (cylindrical - made of bluish glass), SAY TO SMIDGIN "PUSH/PULL ROD" (when the door is closed, the grille must be open to speak to Smidgin). The door opens and the case descends again. W, SAY TO SMIDGIN "FOLLOW", N, W, S, SAY TO SMIDGIN "WAIT" (at the sign), N, N, U, U, DROP BOX (with the dress), D, S, E, E, E, GET ALL (the rusty key and shawl), NW (you are in a cavern with a single torch - some guards are arguing, they must not see you!), EXTINGUISH LANTERN (it is light here because of the torch - and you will be seen when you manage to extinguish the torch), X GUARDS (a motley bunch wearing metallic armour), X TORCH (high on the wall). To distract them before you try anything SAY TO FAFTY "ANNOY GUARDS" (he creates a fight and returns to you). {If you try going NE or SE, the guards see you. Also if you try THROW WATER AT TORCH whilst carrying the jug of water, this also fails.} THROW SHAWL AT TORCH (you extinguish it, leaving the location in darkness), NE (to the next location past the guards - still dark), LIGHT LANTERN (you are at an iron door), X DOOR (has a rusty keyhole), UNLOCK DOOR (need the Jailor's key), E (a group of Minstrels are here), X MINSTRELS (young and depressed), either REMOVE ROBE or SAY TO MINSTRELS "FOLLOW" (with a bit of persuasion, you get them to follow you). {WEAR ROBE if you removed it.} W (they follow you), E (returning to the Cramped Hole, you can now see a trapdoor in the floor previously hidden under the Minstrels), X TRAPDOOR (has a rusty keyhole), UNLOCK

TRAPDOOR (need Jailor's key again). You discover more Minstrels who join the others. DROP KEY, W. You now have to pass the guards again. If you extinguish the lantern, you can not move. SW (to the guards), SAY TO SWORD "SCHMOCKLE" (the electrical charge fries the guard's armour), SAY TO MINSTRELS "FIGHT GUARDS" (you must have rescued the Minstrels from under the trapdoor or there aren't enough to defeat the guards). You beat all of them except Li'l Neg, who runs out to sound the alarm - you now have 7 turns to reach the other side of the Gate - no other exit is safe. You hear a gong ringing. SE (Frumpleginny is here now and joins the Minstrels), N, E, GO THROUGH GATE. At this side of the Gate, you now have 2 turns to close it before the guards catch you. SAY TO SWORD "SING CHORDS BACKWARDS" (you are now safe as the Gate is closed), E, S (all the Minstrels throw themselves through the waterfall), SW, POUR INK INTO POOL (it turns purple), DIP SLIPPERS IN POOL (must have examined the slippers in the picture - they are now purple), NE, SHEATH SWORD, TIE LANTERN TO BELT, WEAR SLIPPERS, JUMP THROUGH WATERFALL, DROP OFF BRANCH, D (the Minstrels are here), SAY TO MINSTRELS "PUSH TREE" (the tree crashes over), X TREE (near the top are some red fungal spores), X SPORES (gooey), GET SPORES (they pop open making red spots), HOLD SLIPPERS TO SPORES (no need to remove them). Again, having examined the pictures, you cover them with red spots. You now have a fake pair of slippers of Jungbingle. E (Frumpleginny now leads the Minstrels through the Choral Gate. You now have to attempt to perform the Rite of Shyle-lal-lee in place of the Lord humster. N, N, N, N (Smidgin is waiting here by the sign), DRAW SWORD, GIVE SWORD TO SMIDGIN (to prevent it being taken by the Abbot), N, N, U, U, GET BOX, GET DRESS, WEAR DRESS (your Lord Humster outfit is now complete), S. The Abbot believes you are the Lord Humster and leads you through the Hall, opens the door and leaves you to conduct the Rite of Shyle-lal-lee. He takes all your possessions except the Box, Dress and Slippers. X CRYSTAL (the Essence of Music bobs wildly inside), SAY "SHEGNIGULARUME" (the Essence of Music shoots out - you open the Box of Ig and it settles inside), N (to the Hall), WAVE BOX, SHAKE FOOT (wearing the slippers). You now see Smidgin with your sword. SAY TO SMIDGIN "TELL SWORD TO SING SONG OF ASPEDIXTRO"/SAY TO SWORD "SING SONG OF ASPEDIXTRO". The sword begins to sing - but you have no idea what to do next. In 3 turns the crowd realize something is wrong. R, R, JUMP THROUGH WINDOW (with Smidgin, onto the roof of the tree-house), D (the vines to the Cleric's house - the alarm sounds), S, S, S, E, ENTER GATE (Nugget appears astride the gate). You have one turn to DIVE THROUGH LEGS. Nugget touches the gate and it begins to rain as you are catapulted through the gate. You go to the Lord Bard's Tower and are feted for your success. You escape before he can ask you to do him another "little favour".

GAME COMPLETE 250/250

SERIALIZED SOLUTION

SCAPEGHOST

**Written by Sandra Sharkey, Pete Gerrard & Pete Austin
1989 (Level 9)**

**Walk Through by Dorothy Millard on a C64 Version also
available for most other computers including PC**

PART 3 - POLTERGEIST

Notes

1. In this part you have the power to charge things with static and to manifest yourself.
2. In the attic you must distract John five times so that he doesn't see the police coming and alert the rest of the gang.

(Start in your grave... a priest here is preparing to exorcise you), W (you cannot now return to your grave... you are banished for ever), WAIT (until the crooks arrive), WAIT (until they leave), FOLLOW JOHN AND WEASEL (they get in the van... you get in too), WAIT (until they drive off), WAIT (until you reach the farm and park in the barn), WAIT (until they get out - note you can't enter the house because of the light inside), SCORE (630/1000), W (in front of barn), SEARCH HAY, GET SPRAYER AND EXAMINE IT, RUN TO CONNECTORS, TOUCH CONNECTORS WITH SPRAYER (you short out the electricity supply to the house), S (a crook comes out to start the generator), SCORE (660/1000).

SW, IN (hallway - you realise you have the power to charge with static and manifest yourself), EXAMINE CUPBOARD (contains a circuit breaker), PULL BREAKER (so they can't put the light on properly), E (kitchen where you see Sarah, Big John, Weasel, the Professor & Severian), EXAMINE SARAH, EXAMINE SEVERIAN, EXAMINE PROFESSOR, EXAMINE WEASEL, EXAMINE BIG JOHN (Sarah is escorted out as a prisoner), EXAMINE BRIEFCASE (contains the drugs), EXAMINE JUDE, EXAMINE JOHN (Big John leaves to take up a position as watchman in the attic), EXAMINE JACKET (has a pocket), EXAMINE POCKET (contains a key), EXAMINE KEY (it's a vehicle key), BEND KEY, SCORE (710/1000).

RUN TO STAIRS (note the creaky stair), RUN TO ATTIC, EXAMINE LAMPHOLDER, GET BULB, WAIT (until you see flashing lights in the village), RUN TO STAIRS, PUSH CREAKY STAIR, RUN TO ATTIC, WAIT (until you see the lights from a convoy of cars), DROP BULB, GET GLASS, RUN TO HALL, D (a heavy oak door is here), LOOK THROUGH WINDOW (you see Sarah tied up at the back of the cellar) WAIT (until Weasel enters), WAIT (until Weasel opens the door), IN (to cellar), N (back of cellar), EXAMINE SARAH (Weasel leaves south), MANIFEST (Sarah can now see you... she waits for you to cut the ropes), CUT ROPES (using the broken glass - if she says Weasel is still near keep trying until you free her... she takes the hammer and balances it on a shelf above the door), GET ROPES, S, DROP ROPES, WAIT (until Weasel enters), PUSH HAMMER (it hits Weasel knocking him out), MANIFEST, SARAH, TIE WEASEL (she binds and gags him).

SARAH, RUN TO TAXI AND DEFLATE TYRES THEN HIDE IN CUPBOARD, OUT, U, RUN TO ATTIC, LOOK (until you see a faint light coming from a patrol car), BLOW CURTAINS (Big John leaves), WAIT (until Big John returns), WAIT (until you see torch beams in the field outside), CHARGE JOHN (his hair stands on end), WAIT (until you see the police closing in), COOL ROOM, MANIFEST, RUN TO HALL, MANIFEST, SARAH, GO EAST AND GET BRIEFCASE THEN HIDE IN CUPBOARD, WAIT (until she is hiding in the cupboard), RUN TO VAN, WAIT (until Big John appears), DEFLATE TYRES, WAIT (until the taxi comes from the west), GET INTO TAXI, WAIT (until as a last attempt to stop the buyers from getting away you make yourself visible and attack Severian who was driving... the taxi goes out of control and crashes into a tree), SCORE (1000/1000).

EPILOGUE

I had brought John Q and the other drug smugglers to justice. And as for the buyers, Severian and The Professor, they were caught, with the drugs being there as evidence. Sarah was still alive and gave evidence to the police to clear my name. Knowing that my work was done, I returned at peace to the spirit world. My three days on earth were at an end, and I ascended triumphantly to Heaven.



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THE ULTIMATE INFOCOM HELPLINE

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please check the previous page for details.