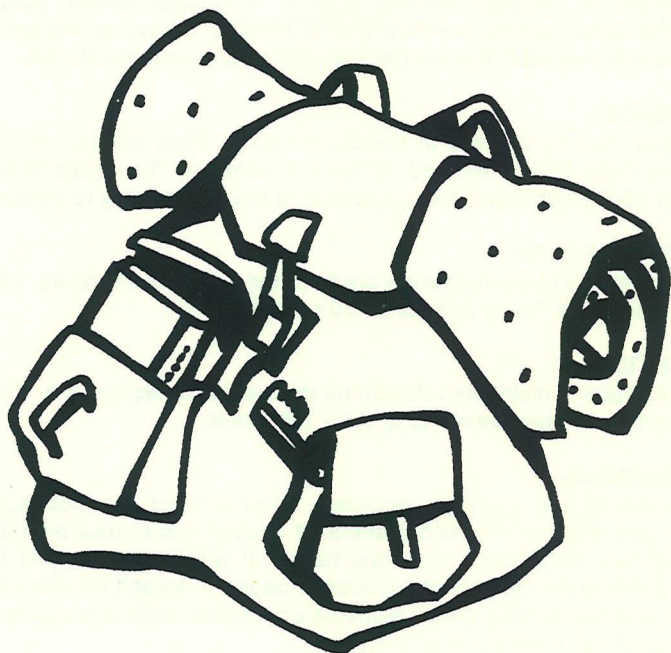


ADVENTURE PROBE

APRIL 2001 £2.00

VOLUME 15 ISSUE 4



EVERYTHING YOU NEED TO KNOW ABOUT ADVENTURE PROBE

COPYRIGHT

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

LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION or obviously just a covering note with a subscription or order etc.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

SUBSCRIPTIONS

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

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

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

BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

CONTENTS

EDITORIAL:	4
LETTERS:	5
REVIEWS: Broken Sword	6
Colony (book)	8
Maiden Of The Moonlight	9
Inner Lakes	10
Marooned	11
Egypt 2	11
Sanitarium	12
Wrecked	14
SPECIALS: More Real Qs and As in Court	15
My Personality Quiz - Derek Shaw	16
The Worst Computer	18
UK National Census 2001	19
Something To Ponder On	19
Acronyms	20
Strange Meeting	21
ADVERTISEMENTS:	26
PLAYSTATION NEWS:	32
HELP WANTED:	33
WEBSITE OF THE MONTH:	34
NEWSDESK:	35
GETTING YOU STARTED:	36
OBJECTS AND THEIR USES:	38
HINTS AND TIPS:	41
SOLUTIONS OF THE MONTH:	45
USEFUL ADDRESSES:	51
TELEPHONE HELPLINE:	52

HALL OF FAME

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

Kez Gray, Laurence Creighton, Key Webb,
Peter Smith, Edwina Brown
and Doreen Bardon

Special thanks to:

The Copyshop, Allerton, Liverpool for printing the magazine

EDITORIAL

Welcome to another issue of Probe.

The number of readers who now have access to email and the Internet is increasing each month, and the list of useful (email) addresses has been updated, so please check. This month Steve Clay has been added (he now has email access via his television, something that intrigues me), and Edwina Brown's email address has been amended. If you wish your email and/or website to be added, or I have failed to amend an existing entry, please let me know.

As mentioned in last month's issue, for months I have had the frustration of error messages when trying to download from The BBC Lives! website. Well, only days after distributing the magazine I discover the solution, quite by accident. I recently bought a programme that helps you record your family tree, and I'd been surfing various websites looking for databases and contacts. While I was reading through a very interesting one for Derbyshire which had downloadable files, I noticed a comment by someone who, like me, uses Netscape as their browser. It seems he was having the same problem, but solved it by disabling the smartdownload option, something I hadn't thought of. It could be a bug in Netscape 4.76, the version I use. Has anyone any knowledge of Netscape 6 which I think is the latest version? I must have a look on the Netscape website to see if there is any mention of this problem.

We are now well into volume 15 of the magazine, which means that Probe will be **15 years old in June**. If anyone feels like offering something special for that issue, please do so. I also need, as always, contributions, especially hints, articles, quizzes, etc. Also suggestions on which games to feature will be helpful.

'til next month, happy adventuring.

Barbara

LETTERS

From Vicky Jackson of Torremolinos, Spain

I would be grateful if you would mention in Probe my grateful thanks to all who contributed to the magnificent statue of King Arthur that was presented to me at the January meeting of the HE gang. It was really a very lovely thought of everyone and I was extremely touched.

My apologies to everyone as Vicky sent her thanks as an email which I completely overlooked when I was preparing the March issue. Vicky, I hope you are settled in and enjoying your retirement. (Barbara)

From Peter Smith of Waterbeach

Thanks for the latest Adventure Probe. The Ides of March on the front cover made me think of a great musical called "Return To The Forbidden Planet" (well worth seeing if anyone hasn't seen it - I've seen it several times. This 'musical' is a merger of loads of Shakespeare and "The Forbidden Planet" and rock and roll music. I mention it because it contains the line "beware the ids that march" (easier to understand if you've seen or read "Forbidden Planet".)

I've played through a few games of late. None of them are really puzzle fests but I enjoyed "Egypt 2: The Heliopolis Prophecy" and "The Messenger". There's capsule comments on them on my website at

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

(links at the bottom of the page) and you're welcome to use the comments in Probe.

I've been spending some time of late on the Gameboomers forum. There's some quite knowledgeable people on there including ones able to play games like Riven through without walkthroughs. I've never do that in a month of Sundays.

I've just bought Egypt 2 and it looks okay , but I haven't had time to get far. (I enjoyed most of Egypt 1 and was very impressed with the graphics for the Tomb and inside the Temple). I've published your comments for Egypt 2 in the Mini Reviews section, thank you, but I can't find the one for The Messenger - a new game to me. (Barbara)

REVIEWS

BROKEN SWORD: SHADOW OF THE TEMPLARS

Published by Virgin Interactive/Revolution

Review by Dorothy Millard on a PC

I was very disappointed today, as I have just finished Broken Sword. I enjoyed it so much I didn't want the game to end. Broken Sword commences with you, George Stobbart, a young American visitor to Paris, sitting peacefully outside a café at a pavement table, when a clown enters carrying an accordion, then all of a sudden he runs out minus the accordion and a bomb goes off inside. On entering the café you discover Monsieur Plantard has been killed and it is your investigations into this that eventually lead you on a quest into the mystery of the Knights of the Templars and their famed treasure, that will take you from the sewers of Paris to Ireland, Spain, Syria and Scotland before the mystery is solved.

It is a fun, cartoon-style, graphic adventure game from the people who brought us Lure of the Temptress and Beneath a Steel Sky. The bright and cheerful graphics are excellent and the game offers lots of interesting locations to explore. The music, which was composed and conducted by Barrington Pheloun, fits the mood throughout. It is never intrusive and doesn't drown out the speech or essential gameplay. The sound effects and voice acting are really excellent.

Humour is a very big part of Broken Sword, which comes on two CDs, and there is a lot of conversation with other characters in the game as you unravel the mystery of the Templars. The interface is extremely easy to come to grips with. Interacting with the game is made very easy by use of a cursor that changes shape to represent the action you can perform whenever it passes over a "hot spot" - mouth for talking to other characters, a hand to pick up an item or gears to show that something can be used or operated, ie. a door opened. However, no matter what shape the cursor assumes a click of the right mouse button allows you to look first before you carry out the intended action. To use an object on something you just click on the object in your inventory, which is displayed at the top of the screen, and then click on where you wish to use it. Initially the puzzles were easy and I got through the first third of the game without too much trouble, then the puzzles increased in difficulty and I had to think a lot harder. I found the chess puzzle hard because, although I had played chess in my youth, I couldn't remember the rules. However at that point my son entered the room and he was just the person I needed to help me out!

You move around from place to place via a Paris map where you can visit the café, the police station and various other places once you have found out about them. Also you can go to the airport where your travels take you to Ireland, Spain, Syria and finally Scotland.

A feature of Broken Sword is the option to display text for all conversations and descriptions as well as speech. There are several points in the game where you "die" and it may be necessary to retrace your steps. On these occasions, or if you wish to speed up conversation because you can read it faster than the spoken word, just a click of the mouse allows you to move on. Once you initiate a conversation the mode changes and your inventory appears at the top of the screen and people or things you have learned about appear as icons at the bottom. Click on a topic of conversation and George will ask about it in his own way - there are no pre-set questions. Once you have found out all you can you must exit the conversation mode to continue on your quest.

Your search for knowledge takes you to many parts of the world. I especially enjoyed the Irish Pub with Irish music playing and the lad standing outside with whom you can converse. In fact you can converse with practically everyone you meet. It is also a good idea to show them any objects in your inventory, even if it doesn't progress the game, some of the responses are extremely funny and the reaction you get differs with each character, for example when you show the red nose to someone in Ireland they think it refers to Red Nose Day, whereas in Paris they associate it with a clown. Just imagine some of the witty responses you get when you show people a used tissue, which you found in the sewers of Paris. There are some wonderful characters in Broken Sword, some that spring immediately to mind are the laid-back policeman, a road digger, a flower seller, crooks outside the hotel and the British lady in the hotel whom you must persuade to help you, Sam the hospital cleaner who has named his vacuum cleaner Mr. Shiny, the colourful characters in the Irish pub, including Ron the poacher who sneezes continuously, a priest in the Montfaucon church, the American tourist and his wife, the gardener who won't let you past and oh so many more.

I found Broken Sword to be a very atmospheric game that made me laugh out loud on occasion, which is very unusual for me. I highly recommend it.

Shop around for the best price as you may pick up a bargain. Software First (www.softwarefirst.com) have it for the PC for £4.99, and £4.79 if you are a member. (Barbara)

COLONY (book)

Written by Rob Grant

Hardback, 290 pages. ISBN: 0-670-88965-2

Book review by Steve Clay. Read on a bus.

Eddie O'Hare is a man in trouble. Somehow his computer has lost two million credits belonging to a rather nasty piece of work and he has only a few hours in which to retrieve it. In a few hours time the artificially created space port Eddie is currently residing will be unplugged and so, most likely will Eddie.

This is the basic starting point for the new novel by Rob Grant Co-creator of Red Dwarf (as the book makes very plain). As a big Red Dwarf fan I was pleased to see Rob Grant had penned new material and I was quite interested how he would deal with characters outside the Red Dwarf world.

The story continues with Eddie making his escape thanks to a benefactor who has just broke the bank at the Casino. This benefactor is Charles Perry Gordon. Gordon is the brains behind 'The Project'. 'The Project' being the attempt to flee a drowning Earth and colonise new planets. The saviours of the human race will be the top brains and will travel upon a ship called 'The Willflower'. The journey will take generations and Charles Perry Gordon has his ticket, however now that he has so much money he would rather trawl the solar system and live the life of a playboy rather than spend his remaining time looking out of a spaceship window knowing that upon that ship he will die long before journey's end! (Old Mastertronic 3 part adventure!) Thus Eddie swaps places with Gordon and the tale of deep space exploration truly begins.

Actually the story never really seems to begin and I was quite disappointed in the book as a whole. Everything about the tale screamed of Harry Harrison's 'Bill the Galactic hero' stories. I was hoping for the sharp dialogue that the early Red Dwarf scripts and novels provided before Grant and Naylor split but it was not to be. I enjoyed 'Backwards' by Grant and felt that his was the stronger talent of the partnership judging by the way Red Dwarf on TV has gone with Naylor doing the writing but from this effort I would see that Grant and Naylor need each other, badly.

Badly is the best way to describe how the situation comedy has been handled in Colony. The story takes nearly half the book to get going. There is far too much slapstick comedy to be had. Slapstick being a very visual comedy is difficult to write well and Rob Grant has missed by a mile.

The main character of Eddie O'Hare is someone I didn't care about. Having Eddie play out his role as a head in a glass jar attached via his spinal column to a metal robotic suit was a real mistake. The characters around Eddie are so unliveable that I felt it would be better if the human race died out rather than this lot keep it going. There are plenty of sexual references in the book and therefore I would advise parental guidance with younger readers who might pick up on the obvious Red Dwarf connection. As you may have guessed, overall very disappointing. Four out of ten if I was giving marks, but I am not, so I won't!

MAIDEN OF THE MOONLIGHT

Written by Brian P Bell '97

Reviewed by Doreen Bardon on a PC

I downloaded this from the I-F archive just because of the title 'Maiden'

The story goes: "You are standing in front of Drochsolas Manse, preparing to explore it in an attempt to find the key to ending the Baron's curse upon the surrounding land. You have come bearing your sword and pistol as well as a prayer that any hazards you might encounter within the haunted mansion can be dealt with by such physical means....."

So your first option is to attempt to enter the mansion or explore the grounds outside.

It is not a large game to explore, about 35 locations, mostly inside the mansion. Inside there are some dark places, you carry a lamp so that's not too bad, but in one location you trip and fall and break the lamp, so you must find another permanent source of light.

Once you have managed to read all books, notes, and diaries you should be able to destroy the Baron.

There are some really good puzzles in the game. The game contains a useful hints section, if the first clue doesn't help, you can obtain more hints.

Have a go at this one, really enjoyable.

Download from the Internet (<ftp://ftp.gmd.de/if-archive/games/tads/maiden.zip>). (I got it running through HTML TADS Barbara)

THE INNER LAKES

Written by Paul Cardin

Review by Bev Truter on a PC under Spectrum emulation

As a fisherman, the 'inner lakes' area is the starting point of your quest to catch the Irish Record tench this year. After a long and exhausting car journey you have finally arrived at Lake Killinure outside the chalet, just a small wooden hut, where you will stay for the duration of the fishing competition. Thus begins this short and amusing tale about the trials and tribulations in a day in the life of a fisherman. But first things first. Before you can start up a conversation with Noel, the friendly owner of the local pub, you will have to get rid of that disgusting smell following you (type INVENTORY to 'see' it). Aha! The chalet to your south should provide some help - there's a small bathroom inside, with all the necessary goodies for a sprucing-up session.

After freshening up and revisiting the pub, the locals seem more obliging, and you will need a few objects and some information from one of the pub's customers before scurrying off to visit that old house to the west. There's a jetty to explore, a boat to fiddle with, a dog to pacify and some wasps to dispose of before you'll be able to collect all the items you need for a spot of quiet fishing - and then there's the problem of exactly where to find the ideal place where a huge tench might be caught.

LAKES is a shortish game with approximately 20 locations, and as such there's no time for the single-minded 'fishing' theme to become boring or repetitive. There are quite a few problems to solve before you can even begin trying your hand at fishing, and when you do finally get around to casting in your line, the whole procedure is quickly and easily carried out with a few basic commands like CAST IN, STRIKE, and REEL IN. You must first catch a pike before you can obtain all the necessary goodies that will make catching a large tench possible, and dealing with the pike is definitely not for the very squeamish.

The only other vaguely similar game I can think of is the PC game called "The One That Got Away", which is even shorter than LAKES, but has quite a gripping story underlying the obvious 'fishing' plot. Overall LAKES is a fun adventure to play through, with varied puzzles that are not too hard to solve, and puzzles that involve fiddling with boats, engines and fishing equipment kept at the no-fuss level, which suits me just fine. I tend to dislike puzzles that involve complex and inexplicable interactions with bits and pieces of machinery. LAKES has taken a novel idea (the pastime of fishing) and turned it into a very playable text game.

MAROONED

Written by Bruce Davis

(Competition2000 - ADRIFT)

Reviewed by Doreen Bardon on a PC

After a day's fishing, dark, menacing clouds have appeared, and the wind picks up. The storm gets worse, and suddenly a wave hits the boat and you are swept overboard into the sea. You finally manage to swim to an island, where you collapse. Tired, you fall asleep. When you awake you realise you must escape from the island.

There really is not much to do at all in this game, I finished with only 42%.

The idea is to build a fire on the highest part of the island and wait for a ship to pick you up.

A good thing about Adrift games is the built in map feature.

It's playable, and you can finish. I didn't see any spelling mistakes. It will keep you occupied for a couple of hours.

Download from the Internet - <ftp://ftp.gmd.de/if-archive/games/adrift/competition2000/marooned> or www.adrift.org.uk

You will also need the Adrift runner, available from both websites.

EGYPT 2

Cryo Interactive

Review by Peter Smith on a PC

Cut scenes well done and cinematic. Lively heroine echoes your enthusiasm for picking up ropes and planks. Some animated backdrops. NPCs change responses and locations which gives a little sense of being in a living place. Easy.

Easy apart from a musical puzzle. Game doesn't let you do things before you have a reason to. NPCs have limited conversation. Would have been nice as part of the game to learn more about ancient Heliopolis.

(The above mini review was first published on Peter's own website at <http://www.alofmethbin.com/adventure.html> ... Barbara)

SANITARIUM

Reviewed by Peter Clark on a PC

The video scene that starts this game seems to indicate that you, a scientist of some sort, have made a breakthrough discovery. You set off in terrible weather at night, rushing along mountain roads in your car to break the news. However, as you might expect, things don't go according to plan and you crash through a barrier and down the mountainside. As you regain consciousness, you find yourself in some sort of hospital. Or is it? A quick inspection leads you to think that your surroundings resemble an asylum more than a hospital. What is more, your memory has gone and the past is no more than a dream. As you progress through the game visiting different places and times, flashbacks will reveal more and more of your past history. At first I thought, Oh No! Not another Frankenstein monster look-alike. Luckily it was not to be. Although your memory returns as you progress through the game, this is not the main plot as there are many twists and turns through various times and places before the game can be completed.

The game is divided into nine chapters each of which takes place in a different location. Chapter One begins with you as yourself in the sanitarium after your car crash. This section is quite simple, your objective being to escape from the place. There appears to be no staff around and talking to the other inmates only serves to prove to you that you are the only sane one in the place. If you can find a way across to the central tower, and this is quite an easy matter, you will be able to use the closed circuit cameras and find your way to escape. However, you now find yourself in a village populated only by children who all seem to talk about "Mom", their only provider. A great deal of interrogation is needed here before you can find your way to "Mom", who turns out to be an alien. The village must be rid of said alien and only when you have accomplished that, can you proceed to the next chapter.

You now take the part of a small girl and you seem to be marooned on an island with a shipwrecked circus of freaks. Off in the distance across the water you see another island on which is a large, derelict mansion. There are various tasks to be performed including learning the art of fire breathing before you can take on the monster in the cave, find your way under the water to the mansion and return a doll to another small girl. Completing this task takes you into the next chapter. Here you are your old self again and have the task of finding a way into a locked laboratory. When inside, there are a couple of quite devious word puzzles to solve before being transported to the next part of the game.

From the Laboratory you travel to a Hive occupied by a strange kind of insect and here you take the part of Grimwall, a Cyclops. Your aim in this part of the game is to find and activate a portal into the next part of the game. You need to interact with several characters here before your task can be completed and you find yourself back trapped in the morgue at the sanitarium as yourself. Escape from the morgue is your first task and then, after finding a way to restore heat to the place, you may explore the grounds. Here you discover a temple in the cemetery. There is a way from here to the next chapter but the temple is locked and a way in must first be discovered. If you are successful in entering the temple and solving the puzzle that you find inside, you will be transported to the Lost Aztec Village that forms the next chapter. A lot of talking to the inhabitants here is called for before you can defeat Quetzalcoatl the evil god.

The end part of this chapter involves negotiating a maze. This had me tearing my hair out as, if you make a mistake, you are returned to the very start of the maze. The save function really comes in useful here. Along the way in this maze are sections of ground that fall as you get close to them and spurts of electrical energy which you have to negotiate. When you finish the maze, you reach the end of the chapter and start the final section where all three of the characters that you have been during the previous part of the game must be used at the right times to complete the section. The times that a change was needed seemed to be fairly obvious such as needing to be the small girl rather than the Aztec Warrior or the Cyclops when you have to crawl across a spider's web. At the end of this section you find the final portal that takes you to a confrontation with the evil Doctor Morgan. Again, this puzzle is time consuming rather than difficult and with careful use of the save game facility you should be able to defeat the Doctor quite easily. All that then remains is to sit back and watch the closing video sequence.

I have not made mention of the complex interaction needed between the many characters in the game or the many and various puzzles that need to be solved to finish the game. Most of the puzzles were of the type seen in many other adventure games such as diverting water streams through pipes to start the fountain and taking letters from writing on blackboards to make other words. There is one puzzle in the lost village that I found to be quite original in that several warrior spirits must be interrogated in order to find out their names and pecking order in life. You will be asked to put all the spirits in the correct order later in that section before you will be given the spell that you need.

I enjoyed the game and found that it played very well. The computer I used was well ahead of the minimum specification needed and the control interface, as usual through the mouse, operated smoothly and naturally.

The use of the right mouse button to control the direction of the character was quite useful. The only area that let the game down in any way was the dialogue that, in some parts, I found to be quite stilted. However, this is not enough to stop you enjoying the game.

The game is a couple of years old but might still be available if you search around. It was published by Dreamscape, Mindforce and the minimum specifications are as follows : - Windows 95 or above, Pentium 133 or higher, 6xCD Drive, 32 Meg Ram, mouse and Direct X.

WRECKED

Written by Campbell Wild

(Competition 2000 - ADRIFT)

Reviewed by Doreen Bardon on a PC

There were only two games written in Adrift in the competition, the other is called Marooned (please see review in this issue ... Barbara).

The story goes that you are interested in shipwrecks and all the treasure just waiting to be claimed. You arrive at a village called Ambersville. But just as you step off the bus all your belongings are stolen by a young lad desperate to feed some drug addiction!

Well, you are now stranded in the village, with only the clothes you wear. Will you be able to locate the shipwreck and get the treasure?

The town is not large - there is the pub, the swimming baths, a motel, a P.O. a sports shop, (that scuba gear is very expensive) and a pier with a speedboat, pity you don't have the key to start it and it also appears to be out of fuel.

The village centre has a strange statue of a pig..... and just how do you get into the scrapyard....if you wait long enough there will be a train. There are two local lads standing near the pub, one of them has a bulge in his back pocket, could this be your wallet? There are characters to talk to and the style is the usual give an item to receive an item.

I enjoyed playing this game.

Download from the Internet - <ftp://ftp.gmd.de/if-archive/games/adrift/competition2000/wrecked> or www.adrift.org.uk

You will also need the Adrift runner, available from both websites.

MORE REAL Qs and As IN COURT **sent in by Laurence Creighton**

These are things people actually said in court, word for word, taken down and now published by court reporters who had the torment of staying calm while these exchanges were actually taking place:

Q: She had three children, right?

A: Yes.

Q: How many were boys?

A: None.

Q: Were there any girls?

Q: You say the stairs went down to the basement?

A: Yes.

Q: And these stairs, did they go up also?

Q: How was your first marriage terminated?

A: By death.

Q: And by whose death was it terminated?

Q: Can you describe the individual?

A: He was about medium height and had a beard.

Q: Was this a male, or a female?

Q: Is your appearance here this morning pursuant to a deposition notice which I sent to your attorney?

A: No, this is how I dress when I go to work.

Q: Doctor, how many autopsies have you performed on dead people?

A: All my autopsies are performed on dead people.

Q: All your responses must be oral, OK? What school did you go to?

A: Oral.

MY PERSONALITY QUIZ

by Derek Shaw

LIVING ARRANGEMENTS?

Me, Sue and six cats

WHAT BOOK ARE YOU READING?

Power Of Attorney - Dexter Dias

WHAT'S ON YOUR MOUSE PAD?

A Pussycat

FAVOURITE MAGAZINE?

Adventure Probe, of course.

FAVOURITE SMELLS?

Money, money, money.

FAVOURITE SOUNDS?

Steel guitar and fiddle.

WORST FEELING IN THE WORLD?

Anything resembling a migraine.

WHAT IS THE FIRST THING YOU THINK OF WHEN YOU WAKE UP IN THE MORNING?

Oh, ****!! Here we go again.

ROLLER COASTER, SCARY OR EXCITING?

Never been on one.

HOW MANY RINGS BEFORE YOU ANSWER THE PHONE?

I usually let my missus answer it.

FUTURE DAUGHTER'S NAME?

What Daughter?

WHAT IS IMPORTANT IN LIFE?

Staying alive!!

FAVOURITE FOODS?

Nothing in particular. Got to eat, anyway.

CHOCOLATE OR VANILLA?

Vanilla

DO YOU LIKE TO DRIVE FAST?

No. Rarely exceed 50mph.

DO YOU SLEEP WITH A STUFFED ANIMAL?

No, the bed isn't big enough.

STORMS-COOL OR SCARY?

Cool, man.

WHAT TYPE WAS YOUR FIRST CAR?

A Talbot Sunbeam.

IF YOU COULD MEET ONE PERSON DEAD OR ALIVE?

Absolutely no contest.....Karen Tyers.

FAVOURITE ALCOHOLIC DRINK?

Malibu and orange.

WHAT IS YOUR ZODIAC SIGN?

Sagittarius.

DO YOU EAT THE STEMS OF BROCCOLI?

I don't like broccoli.

IF YOU COULD HAVE ANY JOB YOU WANTED WHAT WOULD IT BE?

The Bee Gees financial adviser.

IF YOU COULD DYE YOUR HAIR ANY COLOUR?

What hair?.

EVER BEEN IN LOVE?

Yes, a long time ago.

IS THE GLASS HALF EMPTY OR HALF FULL?

Half full.

FAVOURITE MOVIES?.

The 'Alien' series.

DO YOU TYPE WITH YOUR FINGERS ON THE RIGHT KEYS?

Of course I do.

WHAT IS UNDER YOUR BED?

A health hazard!!!. Six inches of dust and fluff.

WHAT IS YOUR FAVOURITE NUMBER?

Karen's telephone number.

FAVOURITE SPORT TO WATCH?

Snooker.

SAY ONE NICE THING ABOUT THE PERSON WHO SENT THIS?

I love you!!.

PERSON YOU SENT THIS TO WHO IS MOST LIKELY TO RESPOND?

Blowed if I know!!.

PERSON YOU SENT THIS TO WHO IS LEAST LIKELY TO RESPOND?

See previous answer.

THE WORST COMPUTER by Ken Webb

It is widely suggested that computers improve efficiency.

Lovers of vintage chaos might remember the computer installed in 1975 by Avon County Council to pay staff wages.

The computer's spree started off in a small way, paying a school caretaker £75 an hour instead of 75 pence.

Then it got ambitious and did not pay a canteen worker at all for seven weeks.

Before long it got positively confident and paid a janitor £2,600 for a week's work. He sent the cheque back and received another for the same amount by return of post.

There was now no stopping it. A deputy headmistress received her year's annual salary once a month; heads of department earned less than their assistants, and some people had more tax deducted in a week than they earned in a year.

In February 1975 two hundred and eighty employees on the Council payroll attended a protest meeting. Of these, only eight had been paid the correct salary. They all went on strike.

UK NATIONAL CENSUS 2001

This month, on the 29th April, there is a ten-yearly census to gather information about the number of people per house, their religion, their profession, etc. The results are used by the government to collate statistics so they can plan(?) future policies, expenditure, etc. The following is a hoax email that is circulating - but I thought it was a nice idea, and there will probably be a few who will give it a go to liven up a boring questionnaire.

"If there are enough people who put down a religion that isn't mentioned on the census form it becomes a fully recognised and legal religion. It usually takes about 10,000 people to nominate the same religion. It is for this reason that it has been suggested that anyone who does not have a dominant religion to put "Jedi" as their religion.

Send this on to all your friends and tell them to put down "Jedi" on their census form. And rememberIf you are a member of the Jedi religion then you are by default a 'Jedi Knight'.

So if this has been your dream since you were 4 years old.... Do it because you love Star Wars, if not..... then just do it to annoy people. "May the Force be with you!"

By the way, the completed forms are kept secret for 100 years, then they become public domain, the 1891 are the latest available at the moment. Returns by some famous people from the 19th century can be seen on the government website

http://www.statistics.gov.uk/countmein/census_hall.html

SOMETHING TO PONDER ON... **sent in by Laurence Creighton**

The earth and a planet passed by one another,
Said the planet to the earth, you don't look well,
That's right, said the earth, I don't feel well,
What's wrong with you asked the planet,
I have Homo Sapiens, replied the earth,
Oh, don't worry the planet replied,
I also had it, it passes!

ACRONYMS AND COMPUTER JARGON

Here are some more acronyms that are often used in e-mail and newsgroup communications, continued from last month. (Barbara)

IAE	In any event
IIRC	If I recall correctly
IME	In my experience
IMHO	In my humble opinion
IMNSHO	In my not so humble opinion
IMO	In my opinion
INPO	In no particular order
IOW	In other words
ISP	Internet service provider
ISTM	It seems to me
ISTR	I seem to recall
ITRO	In the region of
IYSWIM	If you see what I mean
JAM	Just a minute
JOOC	Just out of curiosity
KHYF	Know how you feel
KISS	Keep it simple, stupid
KISS	Keep it short & simple (polite variation)
L8R	Later
LLAP	Long Live and Prosper
LOL	Laughs out loud
MUNG	Mash until no good
MYOB	Mind your own business
NBL	Not bl**dy likely
NRN	No reply necessary
NIH	Not invented here (very common at Microsoft!)
NTYMI	Now that you mention it
OAS	On another subject
OAUS	On an unrelated subject
OATUS	On a totally unrelated subject
OEM	Original equipment manufacturer
OIC	Oh! I see
OOTD	One of these/those days
OTOH	On the other hand
OTT	Over the top
OWTTE	Or words to that effect

(more next month)

STRANGE MEETING

by David Hebblethwaite

She stood in the darkened street, the moon swathing her in robes of white and crowning her with a bright, pale halo. She fingered her bag nervously as she looked around, a mouse who knows that the cat is waiting there in the shadows, ready to pounce...

"Are you lost?" asked a voice - a man's voice, deep and cold as the grave.

He came into the light. He was tall and thin, his face pale (though not from the moon). His clothes were shabby: a threadbare woollen top, jeans with holes in the knees that were covered by leather patches (now becoming unstitched), scuffed brown boots. An incongruous black beret sat on top of a bush of brown hair. The man was a sinister scarecrow.

"My name's Tod," he said in that sepulchral voice, offering a yellow hand with dirty fingernails. "I don't think I know you."

The girl withdrew her hand and held it up to her face defensively. "I'm Meg...I think - I can't remember," she admitted, then asked, "What do you want?"

The scarecrow laughed - not a pleasant sound. "Nothing," he replied, "it's just that it's getting late and this isn't the friendliest part of town. It wouldn't do for you to get lost. Especially if you've lost your memory. There are certain people who might, shall we say, take advantage of you."

The mouse backed off into a corner. "And how do I know you're not one of them?"

The man, Tod, laughed again. "I suppose you don't. Look, I know I might seem a bit strange to you, with the clothes and that, but I don't want to hurt you, really. And besides, it's either going with me or by yourself. You know what they say: two's company..."

There was a long pause as Meg considered her options. She sighed. "All right then, I go with you. Wherever it is you're going."

As they walked off, Tod smiled to himself, like the cat who'd got the cream.

The streets merged into one another as they walked, shadows becoming light, then shadows again. Meg continued to wear her troubled expression.

"What's up?" asked Tod.

"I keep thinking something's out there," the girl replied.

The disturbing laugh came yet again. "Don't worry," Tod reassured her. A burst of light as he lit a cigarette gave him a devilish aspect. He inhaled the smoke, then gave a racking cough.

He saw Meg surreptitiously cover her nose, then quickly put out the cigarette. "Sorry," he chuckled. "Coffin nails. Should give 'em up, but it's not easy kicking a habit."

"No, it isn't," she replied distantly. Then she stopped dead in her tracks.

"What'd you stop for?" asked Tod.

"Ssh," hissed Meg, motioning for him to be quiet. The air was tense, like a church before the start of a hymn.

But nothing happened.

Meg breathed out. "Nothing," she whispered. "There's nothing there, it's just my imagination, calm down..."

She raised her head. "Let's go. Now," she said assertively, and marched on ahead.

Unseen behind her, Tod turned and scowled into the shadows before catching up.

"So where do you come from?" asked Tod.

"Somewhere...I don't know," replied the girl.

"What are you doing here?"

"Look, I can't remember. Why so many questions?"

The scarecrow shrugged. "Just trying to jog your memory."

They had reached the town park. Trees glowed ghostly green in the moonlight, forming a series of arches above the two wanderers. Their feet echoed on the concrete path, the only sound to be heard.

Clang, clang, clang, clang, clang! A knife tore through the blanket of silence. Meg screamed, "What the hell is that?"

Tod threw down the stick he'd been pulling through the railings to his left, the glinting spears of a hundred buried soldiers. "Sorry about that," he laughed, "childish, isn't it? You remember what I said about habits."

"Yeah, but don't do that!" shouted the girl, then regained her composure. "Listen, you keep asking me questions, but I know nothing about you. You could be anybody."

Tod considered this for a moment, then his face broke into a grin. "You're right," he said. He turned his back to the railings and appeared to look for something in the darkness.

"Let's go to the pond over there," he said, "and I'll tell you everything you want to know."

The pond was a perfectly flat mirror for the moon and clouds. The ducks were sleeping, all was quiet. It seemed that the only living creatures were the two people sitting at the pond's edge.

"You ever skimmed stones?" asked Tod.

Meg shook her head.

"I'll show you." Tod picked up a stone and threw it at the pond. It bounced three times in the water before sinking with a final plop!

"Now you have a go," he said, handing her a stone. She threw it. It splashed straight into the pool.

Tod laughed. "Never mind. Now, I was going to tell you about myself. My name is Tod Patrick Hamilton. I'm nineteen years old and six-foot one-inch tall. My parents both died when I was twelve. Since then I've fended for myself."

He threw another stone. It bounced four times.

"I am currently unemployed and of no fixed abode," he finished. The stone he threw bounced five times.

"Now what about you?" he asked.

"I told you, I can't remember!" said Meg.

"I know that, but let's think. Your name's Meg - or at least you think it is, but it'll do for now - you look about sixteen to me, and maybe five-six, five-seven. From your clothes and your bag, I'd say your family are well-off - not rich, but you don't want for anything. There - that's a start."

Meg shook her head. "Hasn't helped. Can we go now, this place gives me the creeps."

"Sure," replied Tod, and led the way from the park.

Before she followed, Meg picked up a pebble and threw it.

It bounced nine times, right across the pond.

The loud *splash!* a few seconds later was the corpse of a duck hitting the water.

They were walking down a rough road flanked by trees when Meg stopped dead once again.

"What now?" sighed Tod.

"It's there again," said Meg, "it's like a low rumbling noise, or something--"

A car pulled up beside them - a sleek, black vehicle that seemed to come from nowhere. The driver's door opened. A tall, dark-haired man stepped out and walked towards the others.

"What's going on?" asked Meg, and screamed as Tod wrapped his arms around her waist.

"What are you doing?" she shouted, writhing and clawing like a cat with its tail on fire. It was all Tod could do to keep hold of her.

She stopped suddenly and went limp in Tod's arms.

The other man threw down the rock.

"What did you have to do that for, Mike?" asked Tod.

"She was putting up a fight," hissed the newcomer. "Now come on and help me get her in the boot."

When the boot was open, the two men tried to lift the inert girl in.

"She's heavier than she looks," observed Mike, but they eventually managed.

"I'm not sure about this," said Tod.

"What's up? Selling out, are you? Got feelings for the mark?"

"No, 'course not-"

"Good," replied Mike. "We can't be having second thoughts, not at this stage of the game. Now get in the car!"

They drove in silence to their destination, an old, ruined cottage in the middle of nowhere. No one was about. The house was theirs.

As Mike went to open the door (for the lock, against all probability, still worked), Tod struggled with the strangely heavy body. *It's funny*, he thought, *but you'd think she'd have woken up by now.*

The cottage was a simple affair, with just a sitting-room, kitchen, bathroom and bedroom. It was into this last room that the men took Meg, laying her out on the bed with all the care needed to prepare a body for burial. They looked at her by the light of a candle.

"Such beauty," sighed Mike. "When we do this, Tod, think of it not as an act of degradation but as one of glorification and celebration - a celebration of femininity."

"Er...right," said Tod.

Mike gestured. "Go on. Wake her up."

The screams continued long into the night. At about three o'clock in the morning, smoke began to curl from the windows and the cottage burst into flame.

As the inferno raged, a figure could be seen advancing out of it, untouched by the flames. A slight form, wearing a broad smile. A female form.

"Time to sleep now," murmured Meg, before turning into red mist and floating away on the wind.

THE END

ADVENTURE PROBE SOFTWARE

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

THE NAMELESS ONE

by Dennis Francombe

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

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

He handed the ring and the scroll to Arthur, who looked long upon the ring. The colour drained from his face and he whispered in the ear of Guenever, the Queen. Arthur read the scroll and then spoke. "I will arm you, Sir, of my favour - but you must prove yourself before I may name you. Take yourself, then, to the waste lands of Senaudon where the Princess, Blonde Esmeree, is captive - held under a magic spell. Return her to Camelot, and that which is lacking shall be yours. This is a duty that I owe to your lady mother."

He ordered his Seneschal, Sir Kai, to see to the arms and turned again to his Queen, who comforted her stricken Lord. So was sown the seed which would lead to the end of the Table Round and to the death of Arthur, the King.

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

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

Available from
Adventure Probe Software
52 Burford Road
Liverpool L16 6AQ

DENNIS HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM, AMIGA AND PC(e)

A HERO FOR SORANIA

by Doreen Bardon

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

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

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

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

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

Only £2 from
Adventure Probe
52 Burford Road
Liverpool L16 6AQ

© Doreen Bardon

DOREEN HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

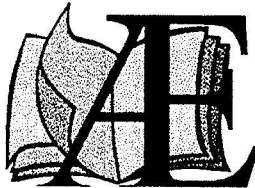
**A TEXT ADVENTURE FOR SPECTRUM, AMIGA(e)
and PC(e)**

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.

Set in the beautiful village of Seahaven, inhabited by fairies and elves, this is a delightful adventures for players of all ages and ability.



Available for

**Spectrum (tape & +D disc)
also
Amiga 500, 500+, 600 and 1200 and PC
under Spectrum emulation**

Send cheque/postal order for **£2** to
Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

EDWINA HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

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?

Only £2.00 from

Adventure Probe, 52 Burford Road, Liverpool L16 6AQ

LYN HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR C64, SPECTRUM, AMIGA(e) and PC(e)

TROUBLE AT BRIDGETON

by Dorothy Millard

You are in charge of Bridgeton Asylum for the afternoon, but something is wrong ... it is far too quiet ...

You've really hashed it up this time. It is your fault because you forgot to lock the door and so everyone has simply walked out. Your only option is to round up all 10 patients and persuade them to return quietly before you are found out and lose your job.

Better get a move on

In this text adventure you must locate each patient and using a variety of methods, return them safely to the asylum ward. They are scattered around the town of Bridgeton, which has a couple of hotels, a main shopping street, an apartment building and cottages, a nice park with flowerbeds and children's playground, and a pub.

Originally written on the C64 using The Quill, the Spectrum PAWEd version has been used for the Amiga and PC under emulation formats.

Available for

C64 (tape and disc)
Spectrum (tape and 3.5" +D)
Amiga under Spectrum emulation
PC under Spectrum emulation

Only £2 from

Adventure Probe
52 Burford Road
Liverpool L16 6AQ

DOROTHY HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR THE PC

STILL LAUGHING AT MY CARDIGAN

by Bev Truter

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

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

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

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

Buy a copy of "Still Laughing At My Cardigan" and get "Aliens Laughed At My Cardigan" free. Only **£2.00** from

Adventure Probe
52 Burford Road
Liverpool L16 6AQ

BEV HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

PLAYSTATION NEWS

compiled by Steve Clay

The future is bright if you have a Playstation 2 it would seem as the majority of product being developed is for that machine only. New Playstation 1 games are going to be in the same abundance as hens teeth shortly. However the up-side of this is the flood of older games being released at £9.99 or less. This gives the Playstation 1 owner a chance to fill out their collection.

Moving on to what is out there and soon to be out there.

C-12: Final Resistance. There is a similarity between 'V' and the plot behind this new game. Hyped as the last big innovative development for Playstation 1, the game has the human race under attack by aliens who need the Earth's carbon. As in 'V' a resistance movement forms and two of its leaders are captured in an attack. One of these men return but the other is missing presumed dead. The missing mans wife takes over as resistance leader and formulated a plan to overthrow the aliens. This involves becoming a cyborg! The gameplay is said to involve lots of shooting but also lots of puzzles as well. The game has been created by the team who developed MediEvil and so hopes are high!

The Legend of Dragoon. If one area of computer gaming has had more than its fair share of releases on the Playstation in the last two years it has to be 'Role Playing Games' (RPG). This is all due to the Japanese games players who love these things. The Europeans were not considered to like them until Final Fantasy hit our shores and the market exploded. Now it would seem all the producers have been spending there time translating the vast amount of text in their RPG into English, so that we can enjoy or suffer as the case may be. Back in the mists of time I can remember reading articles and reviews lamenting the lack of decent plots in adventures, well the same could now be said for RPG. There are always lots of quests and mysterious stones/ amulets/ statues/ etc. The characters often look very similar and the text is quite often twee. On the plus side you get bags of entertainment from a RPG and once you become involved in an epic quest it is hard not to see it through. So The legend of Dragoon is one of these with lots of things reminiscent of the Final Fantasy series. The graphics look great but then so they bloody should in this day and age!

Project Eden. This is a game for the Playstation 2 and seems to be a kind of futuristic spy thriller. You control a team of characters who are sent to investigate a minor incident and things develop from there. The play has

to solve puzzles, problems and battles by judicious use of his/her team. The solving of puzzles using more than one character has always entertained me in adventures. I remember well the joys of Ingrid getting people to help her and the Gordello Incident springs to mind. In the future I can see these teamwork games becoming a big, big, thing! Apparently big things are what is expected of Project Eden. A Playstation 2 must have by all accounts.

Gold and Glory: The Road to El Dorado. A graphic adventure for the Playstation!! With no action sequences or increasingly improved weaponry! Hurrah! You control Spanish rogues who get hold of a map of the ancient city of gold. You have to guide the pair through the journey over sea and land solving puzzles by using objects you find. There are no time constraints on puzzle solving and the puzzles range from straightforward to difficult although reviews are saying the products is aimed at younger players. No doubt due to the lack of guns this won't be a great hit but adventurers should snap it up before they stop making games like this.

Bombing Islands. Finally a quick mention to one of a number of games that has been released at the 9.99 budget price. Bombing Worlds is a simple idea that could drive you crazy. You control a clown who has to clear 60 levels of bombs . There are of course tiles with different attributes, bombs with timers and a host of levels were the solution seems obvious right up until you make the wrong move. Puzzle games seem well supported in the new £9.99 range and this is the best I have seen.

HELP WANTED

Jason Nicholls would like copies of the **Spectrum(?)** adventures which he wrote and published on the Elven label.

INVISIBLE MAN, QUEEN OF THE MIRROR and THE VAMP

If you are able to help, please contact either Jason Nicholls (jaz@1jason.com), Dorothy Millard or the Probe office. Thank you.

Howard Roberts is looking for copies of the following adventures which he wrote with Tony Heap and published for the BBC on the Heyley Software label.

THE ULTIMATE PRIZE, PIRATE'S PERIL, DREAMTIME,
TASODA SCHEME

If you are able to help, please contact the Probe office. Thank you.

WEBSITE OF THE MONTH

<http://www.kissthisguy.com>

is a music web site, named after an often-changed Jimi Hendrix lyric, "Excuse Me While I Kiss The Sky" from Purple Haze, which catalogues misinterpreted lyrics. Submissions are made by site users, and below is only a selection, at random, so there are lots more.

Meatloaf singing "Like a battery hen" (Like a bat out of hell)

Eurythmics' "It's all right, babies come in bags" (Baby's coming back)

Paul Young - "Every time you go away, you take a piece of meat (me) with you".

Elvis Presley - "You ate (ain't) nothing but a hound dog".

Oliver's Army by Elvis Costello with lyrics mistaken as "All of the zombies (instead of "Oliver's Army") are on their way"

Don't It Make My Brown Eyes Blue by Crystal Gayle with the mistaken lyric "Donuts make my brown eyes blue"

Africa, by Toto, with "Nothing but a hundred men on Mars could ever do" instead of "A hundred men or more "

Best Shot by Pat Benatar with "Hit me with your pet shark"

How Deep Is Your Love? by the Bee Gees with "You come to me on a submarine" instead of "on a summer breeze"

Blowin' In The Wind by Bob Dylan with "The ants are my friends, they're blowing in the wind" instead of "The answer my friend is blowin' in the wind".



NEWSDESK

MICROSOFT CUTS 'MR CLIPPY'

Did the pop-up office assistant in Microsoft's Word annoy you until you found a way of turning it off?

It seems Microsoft have been listening to its customers because they have decided to kill him off and to celebrate this event they are launching a tongue-in-cheek campaign to promote the move. The pop-up paperclip, which goes by the nickname of "Mr Clippy", is one of the most unpopular features of Microsoft's software and his demise will be welcomed the world over. The £300,000 promotion forms part of the launch campaign for Microsoft's new **Office XP** programme, which will not include the offending tool.

A new website devoted to Mr Clippy gives users the chance to vote on what should become of the anthropomorphic paperclip when Microsoft's new system is launched. A short film shows the character being killed by a furious Word user and the site includes an interactive game in which users can zap the paper clip with a staple gun. The site even has Mr Clippy's "to do" list, which includes a reminder to send out his CV and ask Bill Gates for a reference.

The interfering paper clip's most common question, "Are you writing a letter?" is also tackled in a spoof version that shows him ask, "Are you writing a letter? Is it a love letter? Can I read it?".

"Clippy is a character that people feel very strongly about - they either love him or hate him," said a Microsoft spokeswoman. "With Office XP's ease of use we don't think customers will need to use Clippy."

Office XP launches at the end of May backed by a major global advertising and marketing campaign. Customers who want to use an office assistant will still be able to access Clippy if they want to, but he will no longer be as in-your-face as he once was.

If you would like to hear the song "It Looks Like You're Writing A Letter" go to

<http://www.officeclippy.com/downloads.html>

GETTING YOU STARTED

EGYPT 2 played by Barbara Gibb on a PC

You play Tifet, a young female doctor, originally from Heliopolis but now living in Bubastis. At the start, watch the introduction and note the yellow door. It was a dream, and a knock on the door awakens you. Go to the door and open it. A messenger gives you a note from your father asking you to visit him in Heliopolis as he is dying. Before you can leave you have to pick up the Book of Remedies and the Eye Ointment.

Leave your house to automatically travel to Heliopolis. Go forward along the street of derelict houses, away from the harbour, until Idi, a former neighbour, approaches and gives you a map of Heliopolis and tell you your old house is still standing. Continue forward twice more, then turn right and go forward until you see the yellow door of your father's house. Open the door, enter the courtyard, then open the brown door and go up the stairs to the terrace where you find your father. Speak to him, then wait until you know there is no known cure for his illness. Speak to him again and note where he says the relevant papyrus can be found in the Library. Leave the house and when in the street turn left and go forward until the cursor changes to the map. Click once with the left mouse button to get a close-up of the map, and move the cursor until the Temple of Re is highlighted. Click once with the left mouse button to travel there.

You are now in the courtyard of the Temple of Re. Go forward and to the right of the ramp to meet a Nubian who is disappointed when you say you can't help him. Turn round and approach and talk to Kephren who won't allow you to enter unless you can prove you are a priestess - the test now appears on screen

HAMPTON MANOR played by Bev Truter on a PC

You begin the adventure outside the gate to Hampton Manor. Read the manuscript you've written to get an idea of how good an author you are. N - E - N - N - N to the Arbor. Get chair. N - N - E to the shed, and get the wrench. W - S - S - S - E - S - W - W - N to the base of a large willow tree. Drop chair, Up to the top branches, get key. D - S - E - N to the Front Porch. Unlock door with key, N - N - E - N to the Library. Open drawer and get Ruby. W - W - S to Pantry, get the lamp and the jar of honey. (The lamp cannot be turned on, and is unnecessary for dark areas, but what adventurer wants to be without a lamp?) N - D - E to the warm room with the mirror - Do not touch the mirror yet, or linger here too long!

HOUSE OUT OF TOWN played by Dorothy Millard on a C64 - also available on Amstrad

(Start in your office), EXAMINE DESK, EXAMINE DRAWER, OPEN DRAWER, EXAMINE DRAWER, GET BRIEFCASE, EXAMINE BRIEFCASE, GET KEYS, EXAMINE KEYS (to the office), EXAMINE ME, EXAMINE OFFICE, EXAMINE RACK (coat), GET COAT, EXAMINE COAT, WEAR COAT, EXAMINE DOOR (open), W (outside office), EXAMINE DOOR, LOCK DOOR (to prevent the office from being ransacked), N (steps), D (street - need raincoat), N, N (you need transport), S, S, S (station lobby), EXAMINE MAN (selling tickets), TALK MAN, WAIT (approximately seven times until the briefcase unlocks itself), EXAMINE BRIEFCASE, GET MONEY, EXAMINE MONEY (five pounds), BUY TICKET, E, E (the ticket collector stops you), SHOW TICKET (he punches it), E (platform), E (lost property office), GET DETECTOR (metal), EXAMINE DETECTOR, W (back to platform), WAIT (a train pulls in), EXAMINE TRAIN, GO TRAIN, SIT SEAT, WAIT (the train leaves... it pulls in at a lonely platform), STAND UP, N

THE UNDEROOS THAT ATE NEW YORK played by Dorothy Millard on a PC

Scenario

Yesterday, as you were walking through the park, a meteorite crashed near you, bathing you in cosmic radiation. Little did you realize that the result of that exposure would be....

Walk Through

(Start in your bedroom on the bed), GET UP, LOOK UNDER BED, GET UNDEROOS (they bite you and huddle in the corner growling), E (kitchen), GET BROOM, EXAMINE BROOM, EXAMINE FRIDGE, OPEN FRIDGE (reveals a glowstick and a can of lyesmall), GET GLOWSTICK, EXAMINE GLOWSTICK, GET LYESMALL, EXAMINE LYESMALL (guarantees to clear up any odour), CLOSE FRIDGE, EXAMINE TOASTER (has a lever on the side and a sock in each slot), PULL LEVER, PUSH LEVER (they are overcome by heatstroke and die), GET SOCKS, EXAMINE SOCKS (now ordinary), WEAR SOCKS, W (back to bedroom), HIT UNDEROOS WITH BROOM (they bite off the handle), GET STICKER (you wear it as a bandana), INVENTORY (you have the broom handle), EXAMINE HANDLE (the remains of your broom), HIT UNDEROOS WITH HANDLE (you subdue them), GET UNDEROOS, WEAR UNDEROOS

OBJECTS AND THEIR USES

WORLD - available for Atari(?), Amiga and PC

<u>Object</u>	<u>Where found</u>	<u>Used where / what for</u>
knapsack	initially worn	to carry things
red shirt	initially worn	wear to get sunflower seed
blue pants	initially worn	
pair of heavy boots	initially worn	
green shirt	in knapsack	
tan pants	in knapsack	wear to get sunflower seed
canvas shoes	in knapsack	for climbing and swimming
butterfly net	in knapsack	to catch fish
plastic tube	in knapsack	hint on DEET (bug dope)
instant camera	in knapsack	makes useful pictures
plastic bag	in knapsack	to carry fish (with water)
huge blue sapphire	Vein of Minerals	treasure; put into blue clip
crablike fossil	Under an Overhang	treasure
chrome key	Top of the Spire	opens 2 doors from hall
colourful fish	Coral Beds	treasure
green moss	SW of a Chasm	catches falling diamond
picture of horsetails	Beautiful Waterfall	treasure; info
triangular button	Control Room	reconstructs World of Ponds
square button	Control Room	turns the lights on
round button	Control Room	doomsday button
hexagonal button	Control Room	destroys World of Ponds
slot	Control Room	accepts cartridge
video screen	Control Room	shows what the robot sees
Cygnan cartridge	Control Room	controls robot in Cygnan
knife	Tool Room	
hammer	Tool Room	breaks sphere to get bead
screwdriver	Tool Room	
large cassette	Storage Room	contains X-ray film
bucket	Storage Room	fill with water, latex
Terran cartridge	Storage Room	controls robot in English
magnesium box	Office, in desk	contains discs
broken disc	in magnesium box	
good disc	in magnesium box	activates teleporter
round recess	Metal Chamber	accepts disc
violet button	Metal Chamber	teleports to cactus; end
orange button	Metal Chamber	teleports to Mars; end
blue button	Metal Chamber	teleports into vacuum; end
white button	Metal Chamber	teleports to space station

good microwave cable	Electronic Storage	attach to antenna
DEET	Chemical Storage	put on me against bees
nvglo (metol)	Chemical Storage	put into left funnel
sbkl (hypo)	Chemical Storage	put into right funnel
rack	Darkroom	holds cassette for exposure
enlarger without lens	Darkroom	holds box to be X-rayed
tray	Darkroom	holds radioactive bead
water	Darkroom	pour into middle funnel
large machine	Darkroom	develops X-ray film
left funnel	on top of machine	for developer (metol)
middle funnel	on top of machine	for water
right funnel	on top of machine	for fixer (hypo)
red light	front of machine	'not ready'
green light	front of machine	'ready' (water & cassette)
red button	front of machine	push to start machine
piece of Xray film	from cassette & m/c	shows box combination
sunflower seed	Field of Flowers	drop in Sculptor's Studio
bees	Beehives	guard the Toolshed
insulated wire	Toolshed	tie to knob & touch dimple
pitchfork	Toolshed	
shovel	Toolshed	dig in Vegetable Garden
venus flytrap	Greenhouse South	treasure
cactus	Cacti	touch it by day and night
violet crystal	Top of Mine Shaft	treasure
frog	Jungle Path	
goeey latex	Up a Rubber Tree	put on pole in Aviary
damaged microwave		
cable	Antenna Site	replace with good cable
tomato	Vegetable Garden	poison; do not eat
lettuce	Vegetable Garden	food
cabbage	Vegetable Garden	food
beautiful orchid	Greenhouse North	treasure
robot	Greenhouse North	water vines; enter chlorine
birds	Aviary	
black cat	Half Way up Pole	finds Terran cartridge
giant strawberry	Fruit Garden	food
bunch of grapes	Fruit Garden	food
vines	Fruit Garden	water them
silicon insect	Beside Pit	treasure
green vapor	Beside Vents	1st disc processing stage
red vapor	Beside Vents	2nd disc processing stage
fuming acid	Edge of Flow of Acid	3rd disc processing stage
red boulder	Read Rocks	throw into bowl to get puck
small stools	Red Hill	
platinum hockey puck	Centre of the Bowl	treasure

photo of Martians	Bowl or Small Bldg	treasure; info
huge diamond	Top of the Tower	cuts glass window; treasure
glass plate	window of Small Bldg	stand on it to touch knob
metal knob	Inside Small Bldg	attach wire to it
metal dimple	door of Large Bldg	touch with live wire
glowing sphere	Inside Large Bldg	light; contains bead
glowing bead	in glowing sphere	exposes X-ray film
huge mushroom	Mushroom Farm	food
photo of ferret family	Ferret Home	treasure
doll house	Ferret Nursery	contains chocolate egg
chocolate egg	in doll house	contains silver coin
silver coin &100	in chocolate egg	put into slot machine
photo of wall paintings	Artist's Cavern	treasure
small statue	Sculptors' Studio	treasure
gold nugget	Gold Mine	treasure
robot floor-sweeper	Centre of Great Hall	
slot machine	SW Corner of Hall	play it until jackpot
platinum coin &300	slot machine	put into NE vending m/c
copper coin &75	slot machine	put into NW vending m/c
brass coin &50	slot machine	
nickel coin &25	slot machine	put into SE vending m/c
vending machine	NE Corner of Hall	sells language pills &300
red ball	NE vending machine	language pill, eat it
vending machine	SE Corner of Hall	sells newspapers for &25
newspaper	SE vending machine	info
vending machine	NW Corner of Hall	sells star maps for &75
star map	NW vending machine	contains coordinates
orange bulkhead door	Large Anteroom	gives access to Giant Ship
keypad 1 - 30	Large Anteroom	opens orange bulkhead door
pink bulkhead door	Airlock Door; Airlock	
keypad 1 - 99	Airlock Door	
mural	Outer Office	hides secret passage
file cabinet	Outer Office	open cautiously; look behind
written note	in file cabinet	contains door combinations
green button	behind file cabinet	push twice to open mural
blue door	Airlock	open; close behind you
yellow clip	Small Ship in Dock	waits for yellow rod
blue clip	Small Ship in Dock	waits for sapphire
telescope	Small Ship in Dock	look through when in orbit
orange clip	Giant Ship	
violet clip	Giant Ship	
yellow rod	Giant Ship	put into yellow clip

HINTS AND TIPS

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

CANCER (golden claw)

Go to the Observatory (from Haunted Crossroads - SW, S x 6), and LOOK THROUGH TELESCOPE to see location of Dragon's Cave.

Go to Times Square (east of City Park) and STOP CLOCK.

Now go S and SW to Sewerage Plant and HOLD NOSE before going SE to sewer - flies should fly off to the University Library. Go there and SWAT FLIES and pick up the stunned flies.

In the Science Laboratory, SAY MICROSCOPE (anagram of cosmic prose) and X FLIES UNDER MICROSCOPE (Time flies!)

Now Saturn (in Hall of Saturn) will chase them away and leave you a flask containing The Elixir of Life.

Take the Elixir to Pegasus (Sheltered Dell, from Haunted Crossing go NE, W, SW, SW, W and W). He will tell you to "call him" if you need help.

Now go to the Dragon's Cave (from Aurora Cross - ensure you W, N, N, N, WEAR CROSS, N (Blasted Heath), N, N, NE (Narrow Ledge), D (cave - must have look through telescope)). Pick up the Claw (your objective).

Call Pegasus to escape from the Dragon.

CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad

You will have to enter the cabin of the barge, and then open the cupboard. Note the time on the clock.

There is a pepper pot in the shop with the dirty windows. Beware of a trap when inside the shop!

Check out the bridge to find a stone.

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

CELLARS AND MANSION

The APPLE is in the Scullery. From the bottom of the stairway go SW, E, NW, W NE, NE, E, E to the chamber with the door and platforms. You need some heavy objects to open this door, an equal weight on each platform.

You can put anything into the aperture in the Cubical Room upstairs - the 4 geometrical shapes change the area north of the cubical room; any other item changes that area back to the village shop. Any item you put into the aperture can be retrieved from the tiny chamber with the hole in the ceiling west of the Pipe.

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

You are limited as to where you can take the Harp so you must plan ahead. Before going into the Pykon Mountain go the the North End of the Valley and TIE ROPE TO ROCK to it hangs down the shaft. The loose end is accessible in Dogshead Tunnel when you sail through it on your way back to the Landing Stage, TIE HARP TO ROPE for collection later.

The Magic carpet will transport you to various named places, allowing you to easily collect treasures. There is supposed to be a total of 12 objects worn (most of them treasures) and 14 objects carried, when you go through the Gate - more details next month.

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

CHEST - pour holy water (from decanter which you should have filled at the font) on it to break the spell, to find a dagger.

The pill gives you strength to push the lid of the casket in the Mausoleum.

Vampire - SHOW CRUCIFIX then PUSH CRUCIFIX AT VAMPIRE.

To defeat Lord Famburgh - show him the pendant then stab him with the dagger.

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

Part One

The Swineherd (boy) will show you an important place in exchange for the bauble. Talk to him.

Cutting undergrowth (need sword) will reveal a hidden path and also create a useful branch which will need trimming.

Look behind something to find a rope.

To climb a ledge you need a rope (with a noose at one end). To climb the rope, you must discard your armour and carry no more than 3 items.

SIR ARTHUR played by Kanga on a PC

- | | |
|-----------------------------------------------|----------------------------------------------------------------------------------------|
| Go to cell: | Find Princess and friend. Talk to either and they will follow you. |
| Down at cold Passage - DIE: | Dull forest, item needed. |
| Princess and friend dying: | Leave them at top of slippery slope. WAIT. |
| Can't get chest up slope: | Put hook on handle/chest, take loop end up to where the others are waiting, pull rope. |
| Crocodile problem again: | See Troll again, when bridge is fixed. |
| Secret Cave: | Move sand, Stand on disk, say |
| Edge of Forest: | (with Princess)West.
Then talk to King & answer question. |
| Trouble with wet items: | Examine roots in passage. |
| Answer to King's question: | Read cave wall. |
| Still can't open stone door: | R, Y, G, B, I |
| Still can't do anything at Cold Cold Passage: | Hold coin, say |

STILL LAUGHING AT MY CARDIGAN played by Bev Truter on a PC

Shops:

You will only be able to buy the wool when you have sufficient money, but a teabag at the general store will be much cheaper...The owner of the Antique shop won't let you pass - X the shop to see where his interests lie. Once past the owner, X the floor-covering in the alley, and after moving north you should find 2 more objects that will prove useful.

Grandparents:

Ask policeman about them for clues about their talents and hobbies. Your grandpa requires 3 items; and grandma needs 6 before you'll get a replacement cardigan.

WORLD (version 1.06) played by Bev Truter on PC

SPACE STATION

VENDING MACHINES - Keep on putting the coin in the "armless" one-armed bandit until you hit the jackpot and 5 coins fall out. Use these coins in the remaining 3 vending machines to get a map, a newspaper and a ball/pill. Eat pill (you can now understand all languages), read newspaper.

OFFICE - Examine the mural, "open cabinet carefully", read the note - it gives the 3 numbers to open the orange door, plus a clue to push something twice. Look behind cabinet to find a green button, and "push button twice". ("push button", push button" does NOT work!). This opens a secret door in the south wall and the noise attracts the guards next door. Escape towards the vending machines by typing "run <direction>", and they will collapse after 8 moves, but recover after another 8 to continue the chase. So run in a short circuit, timing it so that they collapse when you are near the office with the mural. Then hurry south from the office until you reach the blue door, open it, go south into the small ship, and close the door behind you. The guards give up searching for you after a while, and you can wander about in safety again.

SMALL AND LARGE SHIPS - Put sapphire in blue clip, then go to the Anteroom with the orange door. Use the 3 numbers from the note to open the door ("push <number>"). Get the yellow rod and return to the small ship. Put rod in yellow clip, and you are told how to fly the ship. Read map for co-ordinates to several destinations. Fly to Cygnus first to get points for meeting the crab-like creature, then go to Deneb.

SOLUTIONS OF THE MONTH

THE BLOOD OF BOGMOLE

Jon Lemmon (Compass Software)

Walk Through with Dorothy Millard and Terri Sheehan - available on Spectrum, Amiga(e) and PC(e)

Notes

1. It is impossible to give a complete step by step walk through because of the random nature of the game and being continuously captured by orcs.
2. Always carry the lump of mud until an orc patrol spots you, then wear it until the attack is over. When worn the rain will wash away the mud, but if carried it will be okay. If the mud gets washed away you can return to the muddy embankment and get more.
3. The mud staves off some, though not all orc attacks.
4. It is necessary to map the game, then when you are captured by orcs note your position, go to the escape section, then return to the walk through and continue.
5. When it rains you must FILL BUCKET from a puddle. You can also do this after you take the coin before going into the cave at the beginning of the game.
6. The earthquake destroys the chasm.
7. Each time you get captured and escape from jail, the orc army loses two members.
8. Each time you need to return to get another company from Eldrin, the dwarf army loses one member.
9. Once the thief takes the mud from you toward the end of the game, you cannot get more.
10. We are not quite sure what the ring is for. Try wearing it or removing it during the dungeon escapes, during the orc attacks, etc. This walkthrough is completely with the ring worn.
11. The cloak protects you from being killed by Zogan when you enter his chamber alone.

12. Red Herrings - Bone, Nail, Cork, Branch, Skull, Tooth, Spearhead, Horseshoe, Leaf.

Escaping from the Dungeon

FIRST TIME – EXAMINE DOOR, EXAMINE WINDOW, EXAMINE OGRE, GET STOOL (clue), EXAMINE HOLE, EXAMINE SPIDER, REMOVE MUD, BLOCK HOLE WITH MUD, WAIT, WAIT, WAIT, WAIT (spider suffocates), UNBLOCK HOLE, EXAMINE SPIDER (dead), PULL LEVER, E, GET ALL, WEAR ALL, LOOK, GET KEY, W, UNLOCK DOOR, OPEN DOOR (stuck), PUSH DOOR, DROP KEY, W, GIVE CLUB TO OGRE, E, S, SE, S (outside the orc encampment).

SECOND TIME – E (door is still open), E, GET ALL, W, S, SE, S (outside the orc encampment).

THIRD TIME – E (you walk into a door), EXAMINE DOOR (has a barred window), EXAMINE WINDOW (too high), STAND ON STOOL, EXAMINE WINDOW (see bars), BEND BARS (they bend just enough for you to crawl through), CRAWL THROUGH WINDOW (into a large cave), E, GET ALL, W, S, SE, S (outside the orc encampment).

FOURTH TIME – WAIT (until the ogre forces open a secret panel and pulls you out of the dungeon), E, GET ALL, W, S, SE, S (outside the orc encampment).

FIFTH TIME (and any others) – CALL BERNARD (until he comes), EXAMINE DOOR (there's a big hole in it), E, E, GET ALL, W, S, SE, S (outside the orc encampment).

Walk Through

(Start standing on the summit of Mount Crag with a fly buzzing around your head), EXAMINE SPIDER, CLIMB TREE, GET BUCKET, EXAMINE BUCKET (it's magic and can only hold rain water), D, WAIT (until the fly lands on your face), SLAP FACE (the fly falls to the ground dead), GET FLY, EXAMINE WEB (there is a gold coin stuck to it - note if you try to get the coin the spider will bite you), PUT FLY IN WEB (the spider is distracted while eating the fly), GET COIN, E (into a cave where a troll demands a gold coin), PUSH TROLL (he falls down the hole), D, EXAMINE TROLL (dead), SEARCH TROLL (find a key), GET KEY, E (to narrow ledge where you hear orcs talking - note "red faced plague"), SLAP FACE (you are turning red), SLAP FACE (now bright red), DROP COIN (it falls to the ground and an orc bends over to pick it up), D (you jump down and land on the orc, killing him

- the other orc runs off thinking you have the plague), GET COIN, SEARCH GUARD (you find a club), GET CLUB.

S, E (embankment where you meet a dwarf patrol), EXAMINE EMBANKMENT (note the lumps of mud), GET MUD, WEAR MUD (you look like a mud monster), E, E, E, E, E, E (troll wants a gold coin), S (you jump into the river and a mud monster pulls the troll under the mud), U (you slide back down), U (the mud monster pushes you up).

E, E, E (you see a mass of logs blocking the river), E (to end of riverbank where you see Knife breaking into the beaver lodge), FIGHT KNIFE (you must be wearing mud - Knife thinks you're a mud monster and runs away), D (beaver lodge), EXAMINE LEAVES (see Bernard the beaver), EXAMINE BERNARD (has a rag tied around his neck), GET RAG (you can now call Bernard for help), EXAMINE RAG (has writing on it), U, W, W, W, W, W, W, W, W (muddy river bank – get more mud if needed), W, W, W, N (edge of valley).

NE (edge of swamp), N, N, N, N, N, N (meet a troll), GIVE COIN TO TROLL (he walks away), N, N, N, N, N, E (solid ground where Prince Eldrin walks towards you and says “Bogmole we need your help... I have a letter here from your father, it may explain things”), EXAMINE ARMY (note the number of dwarf patrol which remain – this can range from the 70s to the 80s), W, S, S, S, S, S, S, S, S, S, S (back to edge of swamp), SW (edge of valley).

E, E, E (centre of valley), N (by old stump), N, NW (edge of wood), EXAMINE ORCS (scared), N (clearing with a large pit), EXAMINE PIT (at the bottom you see a giant), EXAMINE GIANT (wants help to get out), EXAMINE TREES (there is a tall one close to the pit), CALL BERNARD (repeat until he comes), POINT AT TALL TREE, S, SE, S (stump), EXAMINE STUMP, BREAK STUMP, CALL BERNARD (repeat until he comes), POINT AT STUMP, GET ROCK, EXAMINE ROCK.

(Remove the cloak and mud and wander around until you are taken to Zogan's chamber... you need to use up all your escape routes from the dungeon, and CALL BERNARD several times (see note above about the army)... eventually you are taken to Zogan's chamber where you should watch what the guard does to enter), WAIT (Zogan speaks to you), WAIT, WAIT (you are thrown out), E, TAKE ALL, WEAR ALL (you can leave the rag behind), W, N (no chasm only), PUSH DOOR, PUSH DOOR, PUSH DOOR, N, THROW ROCK AT ZOGAN, GET AMULET, S, SQUEEZE AMULET, S, S, S, SE, S, S, W, W, W, W, W, W, W, W, NE, N, N, N, N, N, N, N, N, N, N, N.

E, EXAMINE ARMY, W, S, S, S, S, S, S, S, S, S, S, SW, E, E, E, E, E (note if the company gets destroyed go back to Eldrin; you may need to do this more than once), W, W, W, W, W, S, E, E, E, E, E, E, E, E (see footprints), U, W, D, SW, S, W.

E, N, N, (wait around during the battle until Eldrin tells you to free Gregor now), NW (giant helps), N, (no chasm), EXAMINE DOOR (it is broken), SQUEEZE AMULET, EXAMINE DOOR (it is open), DROP AMULET, N, EXAMINE ALTAR, THROW WATER ON ALTAR, EXAMINE GREGOR, WAIT (until the battle is over). SCORE.

If the dwarves are victorious, you win. If the orcs are victorious, you may need to play the game, or parts of it again, maximizing the orc losses and minimizing the dwarf losses.

THE END

**MAGICAL MYSTERY TOUR (revised version) - available
for Spectrum, Amiga(e) and PC(e)
Solution by John Schofield**

INVENTORY (suit and ticket), X SUIT, X TICKET, ENTER BUS, WAIT (you get off the bus), W, N, SE, N, GET GARLIC, X VEGETATION (see Valerian, Henbane, Fritillary, Wild Carrot), (GET CARROT, EAT CARROT - not essential), GET HENBANE, W, GET SAGE, NW, E, GET CUCKOO, SW, E, E (at a pond), X LILY, X TOAD, X WATER, DIG MUD (find a pouch), GET POUCH, OPEN/EMPTY POUCH (now have a box of matches - you discard the pouch), KISS TOAD (it changes into a Prince who gives you a sword), X SWORD, X LILY (now the toad has gone you see a small gem), GET GEM, X GEM, W, S, U, U, X NEST (see an acorn), GET ACORN, D, GIVE/DROP ACORN (see a squirrel's hideaway), X HIDEAWAY (see a faded parchment), GET PARCHMENT, READ PARCHMENT (various cryptic clues), D, W, ENTER, X STOVE (contains soot), X/GET SOOT, INVENTORY (you have Black Hands!), LEAVE, E, N, E (back at pond), WASH HANDS (see a golden amulet), GET AMULET, X AMULET (emeralds), WEAR AMULET, W, N, ENTER BUS, X MAN, SAY HELLO/TALK (another clue), WAIT (arrive at a village, the bus leaves).

E, X BOX, PRESS BUTTON, W, S, READ SIGN, S (don't try any directions here except back N), DIG GRAVEL (find a coin), GET COIN, N, N, W, W, READ SIGN, ENTER, X BAR (see a glass and beer pump), GET GLASS, FILL GLASS/GET BEER, DRINK BEER (you notice a crack in the floor), X CRACK (see a cap), GET CAP, X CAP, WEAR CAP, D (again, in the dark cellar, don't try directions), LIGHT MATCH (see a hole in the floor), X HOLE (see an onion), GET ONION, U, LEAVE, E, E, WAIT (no more buses!).

N, N (in cave - dark - again try no directions), LIGHT MATCH (to see a crack above), X CRACK, U, W (fairground), N, READ SIGN, BUY VOUCHERS (money isn't required), GIVE GEM (given a wad of vouchers), S, SE, GET ROD (must have vouchers), CATCH DUCK (3 times to be successful - you win a cuddly toy - you leave), S, GET RINGS, THROW RINGS (3 times to be successful - you win a brass key - you leave), SW, GET RIFLE, SHOOT RIFLE (you are put in the stocks!), UNLOCK STOCKS (wrong key), HELP, EAT TOMATO (these are being thrown at you - you change into the Incredible RED Hulk and escape), W, W, FIGHT BOXER (you are knocked out and end up in a field with stars), GET STAR, HELP, GET SILVER (the other stars disappear), U, E, E, N, X/ENTER BUS (it's locked), S, SWIM (no), E, E, UNTIE STRING (no), PULL/GET SPIKE (you are pulled into the sky by the balloons - limited time here), BURST BALLOONS (how?), WITH/SHOOT RIFLE (you land safely - note WITH SWORD would be fatal!), DROP RIFLE, DROP VOUCHERS.

N (at the castle), X MOAT, X DRAWBRIDGE, JUMP MOAT (too far), U (tree), X CASTLE (deserted), X MOAT (see a whirlpool - *don't* go further U the tree!), D, FISH (with rod at any of the three moat locations - 3rd time lucky - you fish out a pole), GET POLE, VAULT MOAT (something weighs too much - it's the sword, but you need it in the castle), SWIM MOAT (again at any of the three locations - to the whirlpool), SWIM, HELP, DROP SWORD (it's sucked into the whirlpool and you swim to the bank), NW (to drawbridge), VAULT MOAT (with the pole into the courtyard), GET WOOD, S, X CAULDRON (contains water), DROP WOOD, LIGHT WOOD (need matches - the cauldron bubbles), MIX SAGE (letter M), MIX ONION (letter A), MIX HENBANE (letter G), MIX CUCKOO (letters IC), SPELL/MAKE MAGIC (see a magic shield), GET SHIELD, X SHIELD, N, N, X WRAITH (if X WELL or D the Wraiths chase you back to the courtyard), WAVE GARLIC (the Wraiths flee), X WELL, D, D, (to blackness!), LIGHT MATCH (you see your sword), GET SWORD, U (you can't), HELP, TURN CAP (if worn - you rise out of the well).

S, U, U, N (by a blank wall), X WALL (green sandstone), HELP, POINT AMULET (if worn - transported into a chamber), E (Witch Hazel is here!), X WITCH, X SOFA (a pattern of stars), X BUST (of the witch), KILL WITCH (the shield deflects her Thunderbolts and she disappears - death if not carrying the shield), INSERT STAR (into the sofa - it won't fit), RUB STAR (with cuddly toy), INSERT STAR (see a calendar), GET CALENDAR, READ CALENDAR (another clue), X EYES, X MOUTH, X TEETH (on the bust - one is loose), PULL TOOTH (you fall to a chamber with a gocart), X GOCART, ENTER GOCART, X GOCART (has a coinslot and brake lever), INSERT COIN (you set off). You have a limited time to PULL LEVER (you slow to a stop but have lost strength).

You are in a large hall with four doors. READ SIGN, HELP (the only direction definitely *not* to go is north to a room with an electric chair!), W, N, X CAULDRON, HELP, X FROGS, CATCH FROGS (3rd time lucky), DROP FROG (where?), INTO CAULDRON (you take a sample), DRINK SOUP (you find a ring), X RING, WEAR RING, RUB RING (you go to the Clock Room and Witch Hazel where the moon is full - "kill witch" is fatal until you gain strength), X CLOCKS, X GRANDFATHER, X CUCKOO, X ORNATE, HELP, STOP PENDULUM (the moon wanes and you gain strength), KILL WITCH (she vanishes but is replaced by a spider). You have limited time to RUB RING (to a tunnel), S, HELP, LIGHT MATCH (you see a lift), X LIFT, ENTER LIFT, PULL ROPE (the lift jams just below an exit), HELP, TURN CAP (the lift rises to a Stone Hall).

ENTER HALL, U, X WINDOW, D, HELP, X DAIS (see a cage), X CAGE, OPEN CAGE (see a sabre-toothed tiger!). You have limited turns and "enter cage" is fatal so KILL TIGER (must have sword), ENTER CAGE (the Witch welds you in!), HELP, RUB RING (transported to a Throne Room), X THRONE (Witch Hazel appears), MOVE THRONE (not yet), KILL WITCH (her thunderbolt misses and she leaves you an apple), GET APPLE (*don't* eat it!), PUSH/MOVE THRONE (you fall to a tiny room with no exits), HELP, X BRICKS, PULL BRICK (you escape to the Black Room), LIGHT MATCH (you see an opening east and a box), UNLOCK BOX (need brass key - find a witch's broom), GET BROOM (don't drop it or it disappears), E (the Witch is asleep but her cat is here). *Don't* attempt to "kill cat" or "kill witch" yet. GIVE APPLE (to whom?), TO CAT (the apple is poisoned so the cat dies), KILL WITCH (need the sword), PUSH/MOVE BED (to a tower), U, X WINDOW (you see a bus), FLY (need broom), INVENTORY (you have a new suit), X SUIT, ENTER BUS (there's no driver), DRIVE BUS, HELP, STOP BUS.

GAME COMPLETE - 100%

NOTES

If you wish to try the other doors in the room with four - save the game first. In the room with the chair SIT and PULL LEVER to commit suicide!

In the room with the panel, try A, B or C - again with the game saved first.

In the original game, the Cuddly Toy and Coin are not used, there was no exit into the Cave, you could bypass the balloons section, the onion was in the "star" field, the pole was at the same location as the cuckoo plant and the garlic was found twice(!) in the maze *and* by fishing. The cap was also not used - so there were no TURN CAPS. The lift was moved by DROP SHIELD - not very logical. I've made many other slight alterations including several limited time situations which I hope have added to the game without spoiling its original character.

POSTAL ADDRESSES

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

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

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

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

WEBSITES

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

FSF - www.fsf-adventures.ic24.net

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

Graphic Adventure Database - <http://www.alofmethbin.com/adventure.html>

E-MAIL ADDRESSES

DOREEN BARDON - doreen@bardonnivendell24.freemove.co.uk

EDWINA BROWN - Edwina.Brown1@btinternet.com

PETER CLARK - clarkpg@btinternet.com

STEVE CLAY - sj.clay@cwctv.net

LAURENCE CREIGHTON - Larry@Gem.co.za

CLAIRE DYARD - Cdyard@aol.com

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

DENNIS FRANCOMBE - DFRANCOMBE@aol.com

FRANK FRIDD - joyce@fridd.freemove.co.uk

BARBARA GIBB - gibb2@cableinet.co.uk

PHIL GLOVER - pglover43@aol.com

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

CHRISTOPHER HEPPINSTALL - Hobbes1683@aol.com

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

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

DOROTHY MILLARD - dmillard@optushome.com.au

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

GEORGE RAWSON - george@rawson.u-net.com

PHIL REYNOLDS - phil@darkmoon.force9.net

MANDY RODRIGUES - rodriguesmandy@hotmail.com

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

DEREK SHAW - kuntreeboy@lineone.net

EDMUND SMITH - edmund@zenet.co.uk

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

BEV TRUTER - atruter@netspace.net.au

KAREN TYERS - karvic@btinternet.com