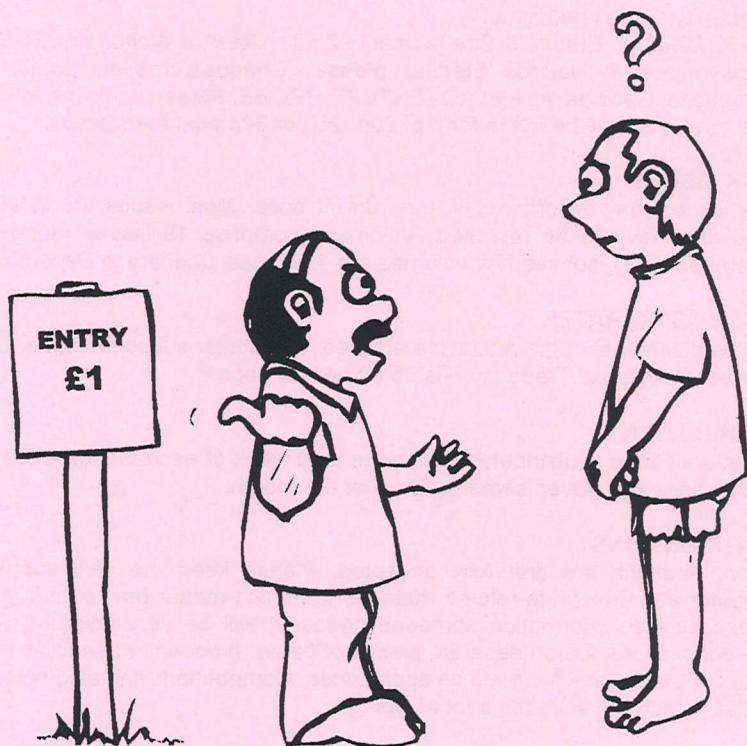


ADVENTURE PROBE

MAY 2001 £2.00
VOLUME 15 ISSUE 5



"NO COINY, NO ENTRY!"

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DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

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HALL OF FAME

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

Ken Webb, Edwina Brown, Bev Truter, Peter Smith,
Frank Oliver, Colin Steele and Nancy Allan

Special thanks to:

The Copyshop, Allerton, Liverpool for printing the magazine

EDITORIAL

Hello everyone, welcome to the latest issue , which at one time I didn't think would be ready quite so soon as I was scratching around for reviews, articles, and hints until the ever-reliable Bev sent me a big file containing lots of reviews and some hints - many, many thanks, Bev.

The next issue is Probe's 15th Birthday, and my 9th. Edwina has been working very hard on a special competition but I still need lots of material. Some of you must have stories about your adventuring. Please don't think it won't be important. We are a diverse group who happen to have at least one interest in common and I'm sure whatever you send will be interesting. Doreen has sent me a review and an objects and uses for Travels in the Land of Erden, and this will be in the June issue, but I still need a lot more material. You would be surprised to see how much I need per issue, but every little helps.

Douglas Adams (1952-2001)

It was with great sadness and almost disbelief that I heard of the death of Douglas Adams. I haven't read his more recent books as I don't have time, but I have about 6 of his early ones and they are the most original yet readable books in my collection.

I was a frequent visitor to his own website (h2g2) which I am pleased to say has now been incorporated into the BBC Online website -

<http://www.bbc.co.uk/h2g2/guide>

As fans are saying, "So long, and thanks for all the fish."

Happy adventuring, and don't forget the Birthday Issue.

Barbara

REVIEWS

THE ADVENTURERS' MUSEUM

Written by Lee Chapel

Reviewed by Bev Truter on PC

This is it! The best text adventure I've played in a long, long while. I'm tempted to end the review right here, and tell you to play it for yourself and discover why I'm giving it the "rave review" treatment; but assuming someone out there wants a bit more info than that, here goes.

Museum is the first game in a trilogy titled The Legacy of the Necromancer, and the author requests \$15 as registration if you enjoyed playing it. If you register Adventurers' Museum you can purchase all 3 games for \$45; otherwise registered users can buy parts 2 and 3 for \$19.95 each. This might sound a bit much, but given the quality of the game, it's a reasonable price. I assume the author has programmed it himself/herself (tricky name, that - Lee), as it's not written with any of the usual adventure-writing utilities. The colour is standard - white text on blue background, and the status line at the top of the screen gives location, score and number of moves. The game has about 75 locations, although there seemed to be more than that, due to the clever way the author has designed and laid out this fantasy realm.

The introduction sets the scene for your subsequent quest, and is fairly short, just whetting your appetite for what lies ahead. It runs as follows: "The Great War against the Necromancer has been over for more than a hundred years and little is remembered of those times, save legends and tales of those dark years. Dragons and monsters have hidden themselves away in secret valleys and deep caves and wandering packs of orcs seem to be the only evil left in the world. The only memories of that time of great heroes and fabulous quests now reside in the fabled Adventurers' Museum. Having recently helped rid a small town of a pack of orc raiders, you are now travelling toward the lands of the Hawkshearts, hoping one of the villages there may require your services. You find yourself passing the Adventurers' Museum and stop a moment, debating whether to enter or continue on your way."... <well of COURSE you enter>.

"The curator greets you, and shows you the empty trophy case which once held twenty of the land's greatest treasures - they've been stolen and hidden in a nearby cave, and the curator asks for your help to restore the treasures to their proper place.

He offers you a brass lantern and a loaf of bread to aid in your quest, then wanders off." Now how could you possibly refuse a quest like that, in the classic old tradition, complete with brass lantern and waybread?

So begins your search for the 20 lost treasures, and this is definitely old-fashioned adventuring at its best. Call it sheer nostalgia if you like, but this game was a delight to play - even when I was stuck near the end for a while I didn't mind at all - it just meant I had to spend more time adventuring around this magical land. Treasures to find, lovely puzzles to solve, a Witch, a Troll, a Dragon, a Dwarf King.... what more could you possibly want from a text adventure? (no, don't tell me; that was a rhetorical question.)

This game has it all; faultless spelling and grammar, fascinating locations, marvellous atmosphere, great plot (some would say "corny", but I'm sticking with "great"), and the ability to grab you right into a fantasy world and hold you there. I was apparently observed (by my family) giving little groans of dismay, grunts of shock/fright, flinching, occasionally chortling and mumbling to myself; and even berating the Troll in a most unladylike fashion. Ah yes, and then there was the Quasimodo factor too - when I'm only mildly intrigued by a game then I sit up fairly straight and relaxed at the keyboard, but when I'm truly riveted to a game I pore over my maps and sit tense and hunched over the keyboard like the poor old Hunchback of Notre Dame. Adventurers' Museum definitely had me in Quasimodo mode.

I particularly liked the many different ways of dealing with threatening or unco-operative characters; none of the usual "kill xxx with yyy" stuff, getting rid of troublesome creatures required a lot more subtlety than that. A few of the problems reminded me of classical old favourites like Zork 2, but that only added to the atmosphere, and gave me more nostalgia to wallow in. The problems and puzzles in this game are well thought out and logical, and pitched at exactly the right level of difficulty - fairly hard, but you don't have to be a threat to Einstein to work out the answers.

There's plenty of clever humour too, and none of the juvenile stuff that I've stumbled across in some games lately. To sum up, this is an intelligent and well-written game, created by someone who knows exactly what adventuring is all about and who has the programming skills to translate his/her ideas into a game which was a joy to play and a pleasure to review.

Download from the Internet or send a blank formatted PC disc, *or* £1.50 (to cover costs) to the Probe office.

FLAMEOUT

Written by Laurence Creighton

Played by Bev Truter on a PC under Spectrum Emulation

'Flameout' refers to the aeronautical term for a plane catching fire, or the engines burning out - or at any rate something nasty and combustible like that. (I've quickly had another peek at the introduction, and it appears flameout means the simultaneous failure of all 4 jet engines on a plane).

Well, the title sounded ...ummm....sort of technical and the first few locations looked pretty mind-numbingly ordinary as you begin this game - as the plane you're travelling in is filling rapidly with smoke and about to explode there was hardly any time to do anything before getting repeatedly killed, accompanied by skreeking sound effects of explosions and "THE SMOKE IS GETTING THICKER!!!" popping up on every second line on the monitor. Uh-oh, not a good start I thought, beginning my 12th loading of the game from scratch. But persistence finally paid off, because once you do find a way off the plane both game and scenery take a turn for the better, and what looked like a fairly tedious adventure to begin with rapidly transforms into something much more interesting.

The Story so far: For years now you'd been planning a trip to visit friends far away, so you booked your ticket, put the cat in the cattery, cancelled the milk and set out on the journey of a lifetime. The airline food had been enjoyable, and you gradually fell asleep at some point during the in-flight movie. When you awoke to find the cabin filling with smoke you thought for a moment you were still half-asleep and that it was all part of the film, but a quick glance around soon convinced you otherwise this was REAL!! Will you be able to find a way out of the aircraft, and if you do, what awaits you on the outside only time and an inventive mind will tell.

In actual fact, when you escape from the aircraft you find yourself in a small jungle clearing, in a strange land remote from high-tech civilization. After wandering around for a while and solving a few problems you meet an old man, who asks you to embark on a quest to retrieve but that would be giving too much of the plot away.

Your input has to be mainly in a verb/noun format, and there aren't many synonyms either - eg, INSERT XXX will work, but not PUT XXX. All the above makes gameplay generally a bit clunky and ponderous, but if you have the patience to sit and think about each problem and how to word possible solutions in a simple verb/noun way you should enjoy this fairly difficult but engaging game.

There are about 50 locations to explore, and an assortment of puzzles to solve, including the usual amount of human and non-human opposition to deal with. The game accepts all the standard commands such as get (g), examine (x), wait and quit; plus the 'special' commands LUND (look under), LIND (look behind), and LIN (look in). If you type LOOK UNDER XXX it will be interpreted as LOOK, and simply re-describe your current location. It is also possible to change the style of typeface by typing in either FONT 1 or FONT 2 during gameplay - the second font is marginally clearer than the first.

Despite Flameout's rather old-fashioned feel, slow gameplay and parser limitations, I found myself hooked by its strange situations and rapidly improving storyline. This is very likely one of those games that you will return to again and again until it's finished (1.5 weeks and I'm not quite there yet!) Laurence Creighton has done a good job of writing this adventure, with some difficult problems to solve and at least one truly maddening situation to deal with - someone doesn't appear at the obvious place until you've discovered something near the end of the game; but I must have wasted hundreds of turns in trotting hopefully back through the game on numerous occasions before discovering what triggered the character's appearance.

FLAMEOUT isn't exactly a golden oldie (it's not one of Laurence's earliest games), but well worth acquiring or buying, and trying.

Available on the Zenobi Software Collection CD (£4.99) see inside back page for address.

FAMOUS FIVE - TREASURE ISLAND

FAMOUS FIVE - SILVER TOWER

FAMOUS FIVE - KIDNAPPED!

Published by Ravenburger Interactive Media GmbH

First Impressions by Barbara Gibb on a PC

So far there are three point-and-click adventures in the series, aimed at 8 to 12 year olds. They all involve the familiar scenario of Julian, Dick and Anne visiting their cousin, George, for a holiday and all five (the four children plus Timmy the dog) getting involved in a mystery.

In *Treasure Island*, they are surprised to find a mysterious professor has rented one of the guest rooms. He claims to be a maritime expert and shows a suspicious amount of interest in the old shipwreck that belonged to George's great-great-grandfather.

The Famous Five are together again in **Silver Tower**. They want to return to Kirrin Island but Uncle Quentin has forbidden them as he is using the island to conduct his scientific experiments. Strange things are happening around the gleaming metal tower that he has built on the island; every night the glass dome of the tower glimmers with a ghostly light and shoots forth mysterious rays. Then one evening he fails to send his usual signal to the family; he has disappeared and traces of an intruder are found in Kirrin Cottage. Another mystery for The Famous Five.

This next summer the Famous Five have decided to go on a camping holiday. The third game, **Kidnapped!**, starts with them, well actually mainly Dick, collecting the items needed for the trip. After they have pitched the tents a man in black appears and tells them to go, or obtain a camping permit. Whilst trying to get the permit they meet Eddy, a little boy who joins them, until he disappears. When a ransom note appears the Famous Five have to start looking for him. Could it have something to do with the smuggler's hideout?

The artwork is colourful and of a very high quality. The characters move at a reasonable speed. Dialogue is displayed on screen and also heard, and can be repeated if necessary via a pop-up menu hidden in the bottom right-hand corner of the screen. Only one character is active at a time, and the inventory (rucksack) is accessible via George or Dick, whoever is currently active. The large pointed mouse cursor will flash when you find an active character or hot spot.

The exit arrow is a very large red arrow, and it will tell you where it leads to, although not always accurately. New screens load in fast, especially if you have room for a maximum install. I haven't played far into any of the games, but they *try* to be user-friendly. However, In **Kidnapped!** I'm stuck at a farmhouse and can't *leave*; it seems I need a radio but I can't find it at any of the locations visited - the hints say it is at the lighthouse, so saving your position when you enter a new location is a good policy. As far as I can see there are no "empty" locations, and movement can be speeded up via the now familiar "postcard" method, although only a few locations are included.

The small manuals are minimal. The on-disc instructions are slightly better, and these plus a handy "helpful hints" file, can be accessed via the start menu. I don't think I will have much time for playing them at the moment, so if anyone would like to borrow one or more, please let me know.

Minimum requirements:- PC 166 (233 MHz rec.), Windows '95/'98, 16 MB RAM (32 MB rec.), minimum 2MB graphics adapter. 7 MB free Hard Drive space, 8x speed CDROM drive (16x speed rec.), sound card, mouse.

KQUEST

Written by Kelly Small

Reviewed by Bev Truter on PC

This smallish but interesting text adventure is absolutely no relation to any of the "King's Quest" series, and there is not even the slightest similarity in plot or story. KQuest is the first of two games written by Kelly Small, and has nothing in common with KQuest 2 either. In fact, the title remains a mystery, as there's not even a king in KQuest.

You start this game in your hotel room, and the aim is to collect an ill-assorted swag of treasures around and outside the local town, and deposit them in the Bank. The climate and geography surrounding this little town varies amazingly, from snow-covered mountains outside the west end of town, to dense jungle at the east end. There's also an abandoned mine to explore, and some coastal scenery to the south, where a sunken ship lies somewhere under the sea...

Corny and trite the plot may sound, but hey, I thoroughly enjoyed playing this game. With all the dramatic changes in scenery there's certainly no time for boredom, and there are some neat puzzles sprinkled around too, as well as the more obvious GET XXX and use it to find YYY type of problems. I liked the screen layout as well; the left half displays all the text and your input, while a small section on the right shows number of moves, score, and what items you are carrying. Saves a whole heap of typing in "I" <enter> to have a squizz at your inventory.

KQuest was fairly small - under 50 locations if memory serves, but there was a lot to do and find in the various areas. The total score was 1000, with an accompanying ranking system which lets you know how well (or badly) you are doing as an adventurer. For the terminally baffled there is a separate hint file, which you can only access after quitting the game, thus avoiding the temptation of continual peeking while playing KQuest. The hint file supplies hints for the major problems, ranging from vague to the bleeding obvious, and I imagine most people would prefer this sort of hint system to a straightforward walkthrough solution. HINT: To obliterate all temptation to use the Hint file, delete it from your floppy copy sight unseen. This is a real test of will-power; not for the faint-hearted.

I'd rate KQuest as fairly challenging, but certainly not in the mind-bogglingly difficult category; and I reckon a week's worth of wet afternoons should see you through it - if you decide to follow through with the hint above. (Two afternoons for the Keepers of the Hintfile, possibly).

The author requests a donation of US\$10 if you enjoyed playing this game, but the address given is not a current one; so I guess for practical purposes this game can be considered freeware, with no way of sending the author any money.

Download from the Internet or send a blank formatted PC disc, *or* £1.50 (to cover costs) to the Probe office.

KQUEST 2

Written by Kelly Small

Reviewed by Bev Truter on PC

KQuest II is not the sequel to KQuest (also by Kelly Small), nor is it anything like the King's Quest series of adventure games. This is a much larger game than the original KQuest, and more challenging - no Hint file, for starters! There are over 100 locations and some very intriguing problems to solve, which should keep you occupied for at least a few days - longer, if you make the same silly blunder I did near the beginning. HINT: Definitely make an accurate map while playing this game. The author asks for US\$10 to register the game, but as in KQuest, the address given is no longer valid.

There is a short INSTRUCTIONS section, and the main thing to note is that KQuest II, like KQuest, uses the command LOAD instead of RESTORE for restoring previously-saved games. There is also the same nifty screen display as KQuest, with all the text on the left side of the screen, and a small menu/status lines on the right side, displaying score, number of moves and items in your inventory. The introduction is very brief, only giving the barest details of the plot; see next paragraph.

You are an imprisoned thief, trying to escape from Castle KQuest, and take with you all of its treasures. (Obviously your brief imprisonment and impending execution for stealing has had no effect on your personal code of ethics); and that's all you find out before leaping into the game.

It should take you a while to escape the first location, where you are about to be drowned in boiling oil. You are chattily informed by the guard who intends doing the dirty deed that the King will miss seeing your death, as the entire Royal Court is touring a neighbouring kingdom....what a shame, the poor king deprived of his entertainment. So when/if you do manage to escape, you are able to roam around the almost-deserted castle and look for goodies to steal. Deserted apart from the guard, some guard-dogs and an extremely annoying jester - any relation to Malcolm (of Kyrandia), I wonder?

The jester is a novel twist on the thief sometimes encountered in text adventures; but since in this one YOU are actually the thief, there's a jester instead. He doesn't take things from you - just persistently annoys you.

There's lots of places to explore inside and outside the castle, objects to find, and some lovely problems to solve. How will you get the battery charged? And where on earth is that tower where the King likes to fly his kite? And what is that strange machine up on the battlements?? I must confess to getting terminally stuck in this game for about a month, due to the stupidest oversight on my part; but even after getting kick-started into action again with a hint, it took me several weeks to complete the game.

The action starts off gradually, with only a few obvious things to do and find, but as you progress more locations and puzzles are revealed, and you encounter increasingly tricky situations to deal with and problems to solve. In fact, assuming this is just another little 40-location doddle is a dire mistake - as the game expands in many directions you begin to realize it's a lot larger than you thought. To sum up then, this is a well-written, interesting and entertaining game, and I only wish K.Small was still at that address - he/she deserves \$10.

Download from the Internet or send a blank formatted PC disc, *or* £1.50 (to cover costs) to the Probe office.

VOID: CORPORATION

Written by Jonathan Lim

Reviewed by Bev Truter on PC

VOID was the only AGT entry in the latest (2000) interactive-fiction competition run on the Internet. Unfortunately it was released in an unplayable form - although the source code was compiled, the AGT runtime-engine was missing - so to play it one has to transform it into AGilITy, a close relative of AGT, by using the AGT2AGX.EXE program downloadable from the Net (as part of the AGilITy package). As a result I believe VOID was not played by many of the judges, so remains largely an unknown quantity re its placement in the ranking system used in the competition.

Jonathan Lim based VOID on a series of comics he designed, and many of the concepts used in this text adventure appeared earlier in "The Expendable", August 1998. He has been heavily influenced by the dark, rain-filled world of "Blade Runner", and first developed the VOID world and story while playing RPGs.

As a result VOID is set in a complex, believable, futuristic city on earth; with a long introduction in a README.TXT file which details the mythical history of earth from the year 2040 up to 2054, and sets the scene for your role in the game and plot development.

You begin VOID in the year 2053, playing the part of Dan Clayman, intrepid privateer and former army officer. Mr Dansker of the massive New Sydney Corporation, which sells advanced virtual reality material, needs you for a mission. He wants you to cripple the entire computer network of FMI - the Federal Military Intelligence organization.

You start the game on the ground floor of the New Sydney Corporation Building, with only a pistol to defend yourself against the many FMI agents who pop up randomly (and frequently) to attack you. After finding some items necessary to gain entry into the FMI headquarters, you will have to travel on foot and by train to another part of the city, and find your way past a security robot before you can enter the FMI buildings and have a crack at disabling their computers.

The gameworld of VOID has a neat geography, covering about 32 locations, and most room descriptions are vivid and quite lengthy, which all helps to give VOID an interesting and entirely "believable" atmosphere. Jonathan Lim has clearly created a very detailed fictional world for his RPGs, comics and game, and has the writing skills to portray this world very well. Unfortunately there's always a "but..."; and in this case it's that he hasn't the necessary programming skills to make VOID work as a text adventure. It's obviously the same agent who keeps on reappearing time after time to confront you, and on typing and entering "shoot agent with pistol" you get the same response each time - "it disappears in a cloud of red smoke" - a dead giveaway that the author hasn't been able to overcome many of the standard AGT response messages by using his own command file in the game, and has merely written a "standard" AGT game, the most basic type possible.

I realize there's been a recent trend in text adventures (or interactive fiction, as it's often now called) to make them more like a short story with hardly any puzzles, and perhaps VOID would have benefited from this. But VOID contains several unconvincing puzzles, all pretty feeble and very much out of character with the otherwise good standard of writing and plot. The puzzles in VOID consist of two "dark location" problems, two "locked door" problems, and three "insert something into a machine" puzzles. There are loads of red herrings lying around in the form of differently-coloured tablets and phials, none of which are necessary to complete the game. If you're the sort of person who enjoys problem-solving in games, then you'd probably find VOID a tad disappointing.

AGT has an excellent scoring system, which works well if an author is not tempted to award outrageously high points for every feat accomplished. Jonathan has succumbed to temptation and created a total score of 8001, which of course means that if you miss out on performing just one or two insignificant actions, you finish hundreds or even thousands of points short of the full total possible. If you follow the walkthrough provided with the game you score only 6000-and-something points. Personally, I prefer playing games with a minimal score, eg, THEATRE with a final score of about 20, I think; and SMALL WORLD, with a delightful total score of 1.... Yes, one.

To be fair, Jonathan mentions somewhere in the introduction that he made VOID shorter than he first intended, due to pressure of studying for High School, which means he is a very young fledgling author. Perhaps if he continues writing games his programming skills will improve, and I hope we can look forward to some more J.Lim games in the future. To sum up: Nicely written game, good story, feeble puzzles.

Download from the Internet, or if you would like a copy of the compiled version Bev kindly sent to me, send a formatted PC disc and return postage *or* £1.50 to the Probe Office.

THE WORST JUROR by Ken Webb

There was a rape case at the Northern Crown Court in the late 1970s at which, according to a local crime reporter who covered the case, a juror fell asleep. Then the victim was asked to repeat what her attacker had said prior to the incident. Overcome with embarrassment, the girl was allowed to write it on paper.

This was then folded and passed along the jury. Each member in turn read and registered surprise on seeing words to the general effect that 'nothing in the whole history of sexual congress equals the comprehensive going-over which I intend vis a vis your good self'.

Sitting next to the dozing juror was an attractive blonde. After reading the note, she refolded it and nudged her neighbour who awoke with a start.

He read the note and looked at the blonde in wonderment. To the delight of the entire court, he then read it again, winked at her and put it in his pocket.

The judge asked him for the piece of paper, the recently dormant juror refused to hand it over, saying that it was a 'personal matter'.

LETTERS

From Peter Smith of Waterbeach

Netscape 6 is said to be rather buggy so it might be better to avoid it. It is based on a complete but unfinished rewrite.

The game "The Messenger" is also known as "Louvre: The Final Curse" (the title in Europe, in America it is called "The Messenger" since the Americans probably haven't heard of the Louvre or would think it is something to do with a window.) That's why you couldn't find it on my pages as I listed my comments under the European title confusing everyone in the process.

I liked the site with the misheard lyrics - I thought for ages that Pink Floyd were singing "who killed my son" when it was actually "Welcome to the machine"!

I'm currently waiting for a copy of Myst III Exile to arrive at my desk in work. Someone in the States is sending me the collector's edition. I'll let you know what that's like in due course.

In that case I will stay well away from Netscape 6.

Myst III - Exile isn't due out here until September so please let me/us know if it is worth buying so I can drop hints as my birthday is in September. (Barbara)

From Frank Oliver of Patrington

..... You surprised me with the sixty pence every time some-one debits or credits your account. As my wife, Shelagh points out, this is because you're a business, whereas I am used to putting money in family and friends accounts which cost nothing.

Actually, a reader from abroad recently transferred a yearly subscription via their Internet account and the statement showed a charge of 35p, much less than expected and contrary to my own bank's advise. If anyone would like to use a credit transfer for 6 or 12 months subscription, please let me know and I will send you the account details. (Barbara)

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: Do you recall the time that you examined the body?

A: The autopsy started around 8:30 p.m.

Q: And Mr. Dennington was dead at the time?

A: No, he was sitting on the table wondering why I was doing an autopsy.

Q: Are you qualified to give a urine sample?

Q: Doctor, before you performed the autopsy, did you check for a pulse?

A: No.

Q: Did you check for blood pressure?

A: No.

Q: Did you check for breathing?

A: No.

Q: So, then it is possible that the patient was alive when you began the autopsy?

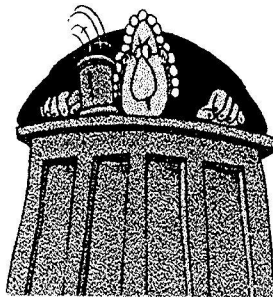
A: No.

Q: How can you be so sure, Doctor?

A: Because his brain was sitting on my desk in a jar.

Q: But could the patient have still been alive nevertheless?

A: Yes, it is possible that he could have been alive and practicing law somewhere.



MY PERSONALITY QUIZ

by David Hebblethwaite

Here is another personality test, this time for David who was sent a slightly different version. This is a great way for readers to get to know a bit about each other without giving too much away. If you wish to take part, please send in your questions and answers; you may ignore some questions, and add some of your own, if you wish. (Barbara)

WORST NICK NAME EVER GIVEN TO YOU? - Hmm...I've never been one for nicknames -- somebody invent one!

WHAT BOOK ARE YOU READING NOW? - Michael Moorcock, The Dreamthief's Daughter

WHAT'S ON YOUR MOUSE PAD? - Contact details for City Business Systems of Leicester on one and Lara Croft on the other.

FAVOURITE BOARD GAME?- Can't narrow it down to one, so -- Atmosfear, Trivial Pursuit, Game of the Year, Cosmic Encounter

FAVOURITE SMELLS? Chocolate, flowers and home cooking

WORST FEELING IN THE WORLD? - Unhappiness

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

MORNING? - Just another five minutes, then I'll get up...

ROLLER COASTER, SCARY OR EXCITING? - Scary (exciting if I'm watching).

HOW MANY RINGS BEFORE YOU ANSWER THE PHONE? - No more than five

FUTURE DAUGHTER'S NAME? - No idea (what a strange name!)

FAVOURITE FOODS? - Chocolate, pizza, fruit and anything my mum makes!

CHOCOLATE OR VANILLA? - Chocolate

DO YOU LIKE TO DRIVE FAST? - Yes!!

DO YOU SLEEP WITH A STUFFED ANIMAL? I sleep with two.

STORMS >>- COOL OR SCARY? - Scary, unless her name is Constantine, in which case cool.

EVER BEEN IN AN ACCIDENT? - Yes, but not at the same time as anyone else.

IF YOU COULD MEET ONE PERSON DEAD OR ALIVE? - Anyone receiving this whom I haven't yet met.

WHAT IS YOUR ZODIAC SIGN? - Sagittarius

DO YOU EAT THE STEMS OF BROCCOLI? On the rare occasions I eat broccoli, yes.

IF YOU COULD DYE YOUR HAIR ANY COLOUR? - I like it brown, thanks.

EVER BEEN IN LOVE? Alas no, but one day...

IS THE GLASS HALF EMPTY OR HALF FULL? - Half full, every time

THING YOU MOST WANT TO SAY RIGHT NOW: - Hello! I wish it was 15 June! (Then I can go home.)

FAVOURITE MOVIES: The Usual Suspects, The Sixth Sense, Mononoke Hiri

ARE YOU A LEFTY OR A RIGHTY? - Does this mean hands or politics? If hands, righty; if politics, I have no idea.

DO YOU TYPE WITH YOUR FINGERS ON THE RIGHT KEYS? How could I type without my fingers on the right keys? But I can't touch-type.

WHAT'S UNDER YOUR BED? :

At home -- can't remember off the top of my head, but there are probably some books under there and some ancient schoolwork.

At uni -- boxes of books, letters, Magic cards; plus various labour-saving devices, a bottle of talc, and is that a parcel of adventures I can see poking out from under there...?

WHAT IS YOUR FAVOURITE NUMBER? - 7, 26, 108, 29

FAVOURITE SPORT TO WATCH? - Athletics (or Snooker -- on Big Break at least)

ONE THING YOU DESIRE? - Happiness (and to get this *&@% work done!)

THING YOU HAVE MOST INTOLERANCE FOR? - Intolerance, University of Nottingham libraries, slow internet connections and people who don't listen when I talk to them.

ONE OF YOUR BIGGEST FEARS? Dying without having done and experienced everything I want to.

WHY DID YOU FILL THIS IN? Why not?

VERY VERY TRICKY MATHS! **sent in by Laurence Creighton**

Note: This riddle must be done IN YOUR HEAD ONLY and NOT using paper and a pen. Try it.

Take 1000 and add 40 to it.
Now add another 1000.
Now add 30.
Another 1000.
Now add 20.
Now add another 1000.
Now add 10.

What is the total? (turn page upside down for answer)

That should have you in a bad mood for the rest of the day!!!
The correct answer is actually 4100.
Don't believe it? Check with your calculator!
The decimal sequence confuses our brain, that always jumps to the highest decimals (100s instead of 10s).
Did you get 5000?

ACRONYMS AND COMPUTER JARGON

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

PD Public domain
PF&HOMW Printed, Framed & Hanging On My Wall
POV Point Of View
PTB Powers That Be
ROTFL Rolls on the floor laughing
RSN Real soon now
RTFAQ Read the FAQ
RTFM Read the f***** manual [or message]
RTM Read the manual [or message]
SITD Still in the dark
SNAFU Situation normal, all f***** up
SNR Signal-to-noise ratio
TAM Tenner a month (account fee).
TIA Thanks in advance
TTFN Ta ta for now
TTYL Talk to you later
TYVM Thank You Very Much
WIBAMU Well I'll be a Monkey's Uncle
WYSIWYG What you see is what you get
WYGIWYPF What you get is what you pay for
WYTYSYDG What You Thought You Saw, You Didn't Get
WYSBYGI What You See Before You Get It



THE "BASIC" PLOTS IN LITERATURE

On one of the forums I frequently visit on the Internet, one of the threads involves a discussion about the similarity of certain science fiction series on television. This resulted in someone posting a list of "basic plots". I had already heard the theory that there are only 7 basic plots and thought readers, especially authors, would find the following interesting. There is no copyright on it as far as I can see, so I have published it in case someone else finds it interesting, especially those of you who write adventures. (Barbara)

Question - I've heard there are only 7 (or 5, 20, 36, 37...) basic plots (or themes) in all of literature. What are they?

Answer - People often say that there are only a certain number of basic plots in all of literature, and that any story is really just a variation on these plots. Depending on how detailed they want to make a "basic" plot, different writers have offered a variety of solutions. Here are some of the ones we've found:

- 1 Plot
- 3 Plots
- 7 Plots
- 20 Plots
- 36 (or 37) Plots

1 Plot:

Attempts to find the number of basic plots in literature cannot be resolved any more tightly than to describe a single basic plot. Foster-Harris claims that all plots stem from conflict. He describes this in terms of what the main character feels: "I have an inner conflict of emotions, feelings.... What, in any case, can I do to resolve the inner problems?" (p. 30-31) This is in accord with the canonical view that the basic elements of plot revolve around a problem dealt with in sequence: "Exposition - Rising Action - Climax - Falling Action - Denouement". (Such description of plot can be found in many places, including: Holman, C. Hugh and William Harmon.

A Handbook to Literature. 6th ed. New York: Macmillan Publishing Co, 1992.) Foster-Harris' main argument is for 3 Plots (which are contained within this one), described below.

3 Plots:

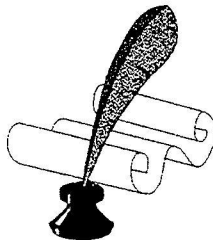
Foster-Harris. *The Basic Patterns of Plot*. Norman: University of Oklahoma Press, 1959. Foster-Harris contends that there are three basic patterns of plot (p. 66):

1. "Type A, happy ending"; Foster-Harris argues that the "Type A" pattern results when the central character (which he calls the "I-nitial" character) makes a sacrifice (a decision that seems logically "wrong") for the sake of another.
2. "Type B, unhappy ending"; this pattern follows when the "I-nitial" character does what seems logically "right" and thus fails to make the needed sacrifice.
3. "Type C, the literary plot, in which, no matter whether we start from the happy or the unhappy fork, proceeding backwards we arrive inevitably at the question, where we stop to wail." This pattern requires more explanation (Foster-Harris devotes a chapter to the literary plot.) In short, the "literary plot" is one that does not hinge upon decision, but fate; in it, the critical event takes place at the beginning of the story rather than the end. What follows from that event is inevitable, often tragedy. (This in fact coincides with the classical Greek notion of tragedy, which is that such events are fated and inexorable.)

7 Plots:

7 basic plots as remembered from second grade by IPL volunteer librarian Jessamyn West:

1. [wo]man vs. nature
2. [wo]man vs. man
3. [wo]man vs. the environment
4. [wo]man vs. machines/technology
5. [wo]man vs. the supernatural
6. [wo]man vs. self
7. [wo]man vs. god/religion



20 Plots:

Tobias, Ronald B. *20 Master Plots*. Cincinnati: Writer's Digest Books, 1993. (ISBN 0-89879-595-8) This book proposes twenty basic plots:

1. Quest
2. Adventure
3. Pursuit
4. Rescue
5. Escape
6. Revenge
7. The Riddle
8. Rivalry
9. Underdog
10. Temptation
11. Metamorphosis
12. Transformation
13. Maturation
14. Love
15. Forbidden Love
16. Sacrifice
17. Discovery
18. Wretched Excess
19. Ascension
20. Descension.

36 (or 37) Plots

Polti, Georges. *The Thirty-Six Dramatic Situations*. trans. Lucille Ray.

Polti claims to be trying to reconstruct the 36 plots that Goethe alleges someone named [Carlo] Gozzi came up with. In the following list, the words in parentheses are our annotations to try to explain some of the less helpful titles):

1. Supplication (in which the Supplicant must beg something from Power in authority)
2. Deliverance
3. Crime Pursued by Vengeance
4. Vengeance taken for kindred upon kindred
5. Pursuit
6. Disaster
7. Falling Prey to Cruelty of Misfortune
8. Revolt
9. Daring Enterprise

10. Abduction
11. The Enigma (temptation or a riddle)
12. Obtaining
13. Enmity of Kinsmen
14. Rivalry of Kinsmen
15. Murderous Adultery
16. Madness
17. Fatal Imprudence
18. Involuntary Crimes of Love (example: discovery that one has married one's mother, sister, etc.)
19. Slaying of a Kinsman Unrecognized
20. Self-Sacrificing for an Ideal
21. Self-Sacrifice for Kindred
22. All Sacrificed for Passion
23. Necessity of Sacrificing Loved Ones
24. Rivalry of Superior and Inferior
25. Adultery
26. Crimes of Love
27. Discovery of the Dishonour of a Loved One
28. Obstacles to Love
29. An Enemy Loved
30. Ambition
31. Conflict with a God
32. Mistaken Jealousy
33. Erroneous Judgement
34. Remorse
35. Recovery of a Lost One
36. Loss of Loved Ones.
37. [Optional, see below]: Mistaken Identity

Note on #37: This 37th situation is not listed in Polti's book, but appears in the (uncited) detailed listing in the Stumpers archive. The person who posted the Stumpers contribution did not have a citation for it; someone must have added it to Polti's list somewhere along the way.

The Internet Public Library - - <http://www.ipl.org/> - - ipl@ipl.org

PHILOSOPHY

If all is not lost, where is it?

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The above adventures have been "fixed" by Bev Truter and are not the same versions available from the Internet. The various "bugs" have been exterminated, and in "Betty Carlson's Big Date" a vital object has been added.

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Written by Frank Fridd
Graphics by Jonty Jones

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

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



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

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

Only £2 from

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

FRANK HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

A TEXT ADVENTURE FOR 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

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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

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Gray Star is a compact disk which you can read, listen to and play. It is meant to make you laugh, cryand think.

TIGER RUN

Ever wondered what its like to cross England wearing nothing more than artistically painted tiger stripes. Mary Whitehouse would love to ban this after she had read it a couple of times. It's good fun, nothing the kids couldn't read??

AXE

Remember the novel which was given away with 'Adventure Probe' some years ago. This is its accompanying cd album. The music varies from the lightest of ballads to rock.

SHADES OF EVIL

A Demonically funny story.....literally. This is accompanied by its own album of the same name.

GRAY STAR

This is both a website and a full size science fiction novel. This novel is not for children, fuddy duddies or womens lib supporters. One thing it won't do is bore you.

TIME WARRIOR

This was the game which bound 'AXE' and 'SHADES OF EVIL' together.

Unusual in that it can if you wish be controlled by mouse and written command at the same time. If you have an Amiga with a hard-drive this PC Cd contains the full 10 disk game, which will run from cd. If you don't have an Amiga it carries the PC emulated version along with the 'Fellow' and 'Uae' emulators. It should require no more than 2 presses of a mouse button and a press of the enter key to run. For those with a full Speccy emulator there is the 40 file + D version of the game, thanks to John Wilson down at Zenobi. The games free and movie demos are included.

Other stories contained on disk are 'Silverbird', 'Tumblewheel' , 'Trimark' & 'Calendar'. Some of these stories can be viewed on the web, while the ballad 'Endless day' and the heavier 'Homestead' can be downloaded in MP3 format. The full albums on disk are in MP3 format along with 'Winamp' to ensure that you can play them. The 'graystar' website can be found at: <http://www.graystar.co.uk> Please type in the full address noting that 'gray' is spelt with an 'a'.

Alternatively <http://www.nafoora.supanet.com> will get you to the right place.

The list price on the adventure disk is £7.50, however for 'Probe' readers it is reduced to £4.90. The Album 'AXE: A Tale of Carthelion is professionally finished and can be purchased separately as an audio album which will play on your house system as well as your computer, again the price is reduced from £7.50 to £4.90. Alternately a double cd box containing both can be purchased for £7.50. P&P £1. This is a limited offer. Graystar is a new site and the water is being tested as to whether it is viable. Cheques and POs to Paul Kirby, PO Box 15, Castleford, W.Yorks. WF10 2XD.

PERSONAL MESSAGES

To Jason Nicholls -

Hello and welcome back to Adventuring, hope to see you maybe at the convention. Doreen

DIARY

20th OCTOBER 2001 - ADVENTURE2000 convention at the Allesley Hotel, Birmingham Road, Allesley Village, Coventry, CV5 9GP, Telephone 024 76403272.

WHAT'S THE SCORE

THE ADVENTURES OF ALICE WHO WENT THROUGH THE LOOKING GLASS AND CAME BACK THOUGH NOT MUCH CHANGED played by Dorothy Millard (PC Version)

Apart from 12 points gained when you enter the denser forest, all other points are gained by carrying the following objects when you finish the game.

Dagger	5 points	Vorpal Sword	10 points
Key	5 points	Mallet	10 points
Raspberry Jam	5 points	Book	10 points
Red Flower	5 points	Hat	10 points
Spoon	30 points	Umbrolly	10 points
Sceptre	30 points	Bottle	10 points
Crown	30 points	Ring	10 points
Pearl	30 points	Smile	20 points
Robe	20 points		



GETTING YOU STARTED

FIRST PAST THE POST played by Barbara Gibb on a Spectrum - also available on Amstrad, Atari(e), Amiga(e) and PC(e)

Start in your untidy bedroom. I (nothing), SEARCH JUNK (find sticky tape - leave it here for the moment), SEARCH JUNK, TAKE SCISSORS, S, NE (parents' room), SEARCH CUPBOARD, TAKE DRESS, WEAR DRESS, SEARCH CUPBOARD, TAKE SHOES, SEARCH TABLE, TAKE MAKEUP, WEAR MAKEUP, SEARCH TABLE, TAKE NAILFILE, SW, D (hall), X MAT, CUT MAT (need scissors), TAKE fluffy MATERIAL, W, W (back garden), X GNOME, TAKE HAT, WEAR MATERIAL and immediately WEAR HAT (before the "wig" falls off), PULL NOSE (of gnome, mouth opens), X MOUTH, TAKE KEY, W (into shed, okay if carrying key), X WALLS (see onions in a pair of tights), TAKE TIGHTS, TAKE ONIONS (out of tights), DROP ONIONS, WEAR TIGHTS, WEAR SHOES (found earlier), SEARCH BENCH, TAKE CAN (of oil), PULL BENCH, TAKE STRING, E, DROP KEY
.....

GOLDEN VOYAGE played by Dorothy Millard on a C64 - also available on most other computers

PERSIAN CITY (First Time)

(Start in a Persian City), W, N, GO PALACE (the king tells you that he has been given only three days to live and you must seek a way to restore his vitality... he gives you some gold), GET GOLD, E, S, BUY COMPASS, GET COMPASS, BUY TELESCOPE, GET TELESCOPE, BUY TABLET (stone), GET TABLET, EXAMINE TABLET (has a picture of a cave on it), E, BUY SANDALS, GET SANDALS, W, W (Persian bay), BUY SHIP, GO SHIP, GO CABIN, GO COT, GET NOTE, READ NOTE, DROP NOTE, GET UP, U, WEIGH ANCHOR.

SMALL ISLAND (First Time)

SAIL WEST, CLIMB MAST (crow's nest), LOOK TELESCOPE (land ho - you see a small island), D, DROP ANCHOR, DROP TELESCOPE, DROP COMPASS, DROP GOLD, WEAR SANDALS, GO ISLAND, N, GO HUT (grass), GET BOX, EXAMINE BOX (contains medicine - note if you get bitten by the scorpions the medicine will fix it, but if you wear the sandals they won't bite you), E, GO MOUNTAIN, GET SWORD, D, S, W, GET SHOVEL, E (leave the skeleton), GO SHIP, DROP SWORD, GET TELESCOPE, WEIGH ANCHOR

OBJECTS AND THEIR USES

THE LOST WORLD played by the co-author, Walter Pooley, on a C64 - also available on PC(e)

TORCH - Carried.

CLIMBING EQUIPMENT - Carried, minus rope.

ROPE - Found in cave.

AXE - Found after clearing path to skeleton.

MACHETE - In the cave, examine stones.

SHELL - Use as a digging tool, found on sandbank.

*DINOSAUR'S TOOTH - In clay pot on ledge in Indian village. Adds to score, also an artifact.

BRANCH - Use to knock clay pot off ledge in Indian village, frighten tree-foraging creatures to find it.

POCKET WATCH - Search rubbish in store hut in the Apemen village. After winding, open it, then give it to the Indian chief who gives you the large dinosaur bone in exchange.

*DINOSAUR BONE - Use to lever boulder blocking cave exit, also an artifact.

DEAD FISH - Climb the Ginko Tree, see brook to the east, then when you reach to brook you see it lying on the bank. Use to pass the Pterodactyls. Feed the beasts, but don't get too close.

REED - Examine reeds by the reed-lined brook to see one lying on the bank, Use as a means of breathing underwater when hiding from the Apemen, also makes a good blow-pipe when combined with a poison dart.

TYRANNOSAURUS REX - Get away from him fast.

KNIFE - Found when you search the brushwood to the east of the jungle. Use to cut your bonds when captured by the Apemen, also a weapon to kill the Apeman guard.

STRANGE HORN - Search hut in Indian village to find it, use to summon Pterodactyl when on scree slope by cliff edge.

***CAMERA** - Search hut in Apemen's village to find it. It belongs to M. White and is an artifact.

SHARP THORN - Examine brushwood to see bushes bearing thorns and berries. Tipped with poison, it makes a good dart - insert it into the hollow reed.

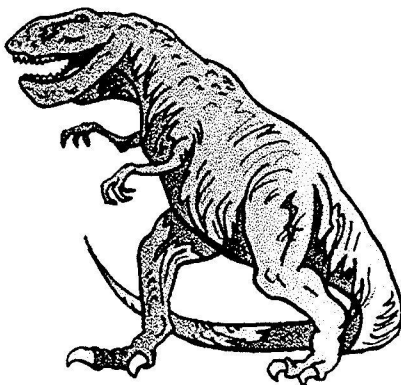
BERRIES - On the same bush as the thorns, get berry then if you **TASTE BERRY** you quickly spit it out, realizing it's poisonous, so dip thorn in the resulting mess. Hi Presto, one poisoned dart - now insert into reed.

***REPTILE'S EGG** - Found in large nest in cave system, this is where the blowpipe is used. Try to get an egg - a large carnivorous lizard appears, so blow pipe at him, he falls asleep and you can now safely get the egg. It's an artifact.

EMERALD - Found in the cave with the moss-covered wall - scrape wall to see a crack, inserting your hand will get you the emerald.

The four artifacts marked with an * must be carried at the end to get the full score of 100%.

(Next month - Travels In The Land Of Erden)



HINTS AND TIPS

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

TAURUS (brass ring)

Go to Uranus (E, N and IN from Time Square). His crystal ball is cloudy.

Cross the desert (ensure you have a cup of water) and when on Narrow Jungle Road go SE and W to where the road ends. You should see a giraffe with a corn on his foot (climb tree then jump down). X FOOT then TAKE CORN which is in fact an acorn). Return across the desert.

Go to the Celestial Bank and get a coin from the chest.

Go to the Boathouse (east of Middle of Western Sea) and give the coin to the Ferryman who will take you to a rocky shore.

Go S to outside Stable. Go IN and clean the stable. Before you leave, fill the bucket with manure.

Go to the Garden of Venus and put the manure on the garden then plant the acorn - note the response.

Go to the Dark Cellar west of Narrow Alley in old city - see a wolf and lever. WHISTLE and dog will appear and chase the wolf away. Pull the lever to clear the mist in Uranus' crystal ball.

Return to Uranus who will now tell you how to obtain the brass ring.

Go to the Altar in the Cathedral and look under it to see a panel. SLIDE PANEL to find a ring (your objective).

(next month - the final token - Libre: scales)

BIRTHDAY SURPRISE played by Barbara Gibb on a PC(e)

To make the tea you need Teapot, Teabags and Hot Kettle (fill of water)
To boil the egg you need Egg, Eggtimer and Saucepan (full of water).
Pick the RED ROSE in the Rose Garden.
The present is in the Garage.

CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad

Getting into the Nunnery

Before the nuns arrive at the gate, hide behind the bush and wait until the gate is unlocked. Throwing a stone over the wall will frighten them away, leaving the gate open.

Rope (back of bush)

You must be wearing the gloves in order to pick it up.

Patsy's Pantry

This is where you go to get the lid off the tin found in the grounds of the Nunnery. Sit down to be given a menu. Order something so Patsy will leave to get provisions. Open the tin by putting it in the steam from the boiling pot (must be wearing gloves to protect your hands). Before you leave, check out the cupboard in the back room.

Stable

Oil the hinges (need to get the lid off the tin first). Find a nest. Now, did you bring a rope so you can get down?

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

GLOVES AND ROPE

X the table in the Locksmith's Shop to find a hammer. Pull the lever in Finebone's office and get the gloves from the recess; open the drawer in the desk using the sequence given in the note with dots and get the rope.

The glowing key opens the locked door to the east on the Landing (Room with opening in floor and hook). Tie the rope to hook, drop all except knapsack, and you can climb down the rope to the Confined Chamber in the pipe to collect the iron key and ingot. Untie the rope when finished - you'll need it later.

ROOF AND FLAGPOLE

X gloves (pattern of chicks), drop gloves next to the bird in the garden - bird carries gloves to roof. Open skylight in cramped attic, U to top of turret, get potion and gloves, wear gloves. Climb flagpole and X nest, get yarmulke. D, drop all, and you can retrieve everything from the front of the mansion.

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

You can fly on the carpet to:

Vorkness (mound) and DIG to find a crown.

Skarp (battlements) - go to north tower to find a cup.

Acris (peak) to find a casket of jewels.

Pykon (ledge half-way down crater of volcano) to find a bowl.

Gate - to find exit.

Always fly back to Thwill to drop treasure, and replenish strength when necessary.

Treasures:

Wom (12) - bracelet, brooch, cap, chain and pendant, circlet, coat of mail, crown, gloves, helmet, sword and belt.

Carried (14?) - blue gem, bowl, carpet, casket of jewels, cup, crystal ball, emerald, harp, horn, mirror, plate, silver dish, silver star.

(Note: I understand there may be a statuette, so if anyone knows its whereabouts please let me know... Barbara)

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

Repeatedly attack the gargoyle with the sword until the corn dolly, which you should be carrying, comes alive and attacks the gargoyle.

At the stone wall, examine the masonry to find a sphere.

SAY SATAN whilst carrying the sphere to be transported to a clearing. Examine the sphere to see your parents are trapped inside.

Do as the hanging woman says (it is a test) and note the responses.

Hedge maze - from the coach park go S into the maze, then SE and SE to a pavilion, then S, E and N to find some mistletoe. Re-enter the maze and WAIT until you hear voices. FOLLOW VOICES until you arrive back at the coach park.

When at High Tor, JUMP to enter a drawing room. Explore to find a cloak - wear it. Examine the mirror in the cloakroom to be transported back to the path.

KQUEST 2 played by Bev Truter on PC

This game begins in a dungeon cell, with you about to be drowned in boiling oil. Get bucket, put bucket over hole, stand on bucket. "Wait" until the oil is pumped into the room, and it pushes the bucket and you towards the ceiling. Get grate, wait until the guard enters and moves to directly below you. Drop grate (you land on the guard and knock him unconscious), X guard, get brass key, S, close door, lock door.

S, U, N, E, S to the Jester's Room. Get box, turn crank 4 times, the lid flies open and something lands on the floor. Get gold key, N, the Jester appears and prevents you leaving while you are holding any of his belongings. X Jester - he carries a Marotte. Drop box, N, W, S, S, E, S to Kitchen. Get torch, X torch (it's not lit).

Unlock door, open door, S, get bag, X bag - it contains dog food. N, N, W, N, N, W, S to Library. Get book and read it to get a varying selection of hints about the game. E to Altar Room, X altar, X plaque and you find a riddle - the answer is FIRE. Say "fire", a small flame burns on the altar, light torch, W, N, E, S, D, S to the small room. There's apparently nothing here, but X wall and you see the letter "M" engraved in it. If the Jester blows your torch out, it has to be re-lit from the altar. In fact, the Jester is beginning to be a real nuisance....

N, U, drop brass key and gold key, N, W, U, open door, E, S to King's closet. Get kite, N, W, D, E, S, drop kite. N, E, U, open door, W, S to Queen's closet. Get string, N, E, D, W, S, tie string to kite, drop string.

S, W, open door, S to Red Room. Get Ruby. U, E, N, X pump, get battery, X workbench, put battery on tester, test battery - it's dead. X backpack (it's a parachute....for later). You can't carry the pump down the stairs as it's too heavy, or throw it over the Balcony, as that breaks something inside it. Get potion, X potion (it's a Thunder and Rain-making potion).

E, W, D, N, E, N, U, N, W, S to the South Battlements where you see a winch. X winch - you see a crank and a lever. Pull lever to lower the drawbridge, throw bag over wall (the dogs race outside the castle after the dogfood), turn crank to raise the drawbridge and shut the dogs outside.

W, N to the Northern Battlements, where apart from the East and West towers, you see another Tower above you to the North. S, D, S, S, open door, S to Courtyard. X fountain, X statue - you see a Necklace, but the piranha will have to be dealt with first...

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

Part One

To make a torch

Wrap the rag around the branch then dip it into the pit of tar.

To light the torch

Cross the ford - the dragon's fire ignites the torch.

Hermit

You need the lit torch to see when inside his cave. Greet him - he is thirsty so fill the cup with water from the stream and give it to him. Now he is hungry - have you still got the food from the swineherd's table? When he offers help, tell him about the (old and stiff) gauntlets and he will make the "like new".

To safely cross the ford

Note the rock overhanging the ford is cracked. Insert the iron into the crack (need hammer and wearing "new" gauntlets). HIT IRON so it falls and blocks the entrance to the Dragon's cave.

Crone

When the dragon is captured she will give you advice, and an amulet.

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

X body, get knife, E, E, N to Anteroom. Pull rope to ring the bell in the Bell Tower to scare the bats away, then U, get key, D, cut rope with knife, get rope.

S, E to Main Sanctuary. X the floorboards, break floorboards, light flashlight, D, get flints, U, turn flashlight off. E, U to Organ Loft, X organ to discover it needs fixing - the bellows are split and need to be stapled. Read music (it's a Dirge).

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

Blue wool: Can be bought with the money/tenner - you'll get some change as well. By now the bakery should be open, so go and talk to Neville and find out what he'd like. Once past the cashier, X the 2 men in the alley - one of them is interested in music...

If you've got the necessary item, you can make your gran a cup of tea - but only if you've first discovered where she keeps her crockery. When gran has all 6 items, she will advise you to settle down for the night. Take her advice and go to bed!

Next morning: Find a note that's been left behind, then visit the policeman. X bakery, and ask policeman about the bakery.

When you have all the items you think necessary for a trip to the aliens, you can use the strange device - but it will only work in an appropriate place.

On board the scpacecraft: Find the Forgotten Storage and search the shelves there (twice) for some useful goodies. You'll only be able to read all the alien signs if you are carrying the tatty book (dictionary).

You'll need some form of I.D. to get into Holodeck #2, and 2 items to get past the security camera outside Maintenance.

YGGDRASIL played by Bev Truter on PC

You start off at the edge of a Glacier. N to view the cart and 2 goats that are Thor's transport, SW - D - N to an Ice Cavern. Get sword, S - W, kill bear (with sword). E - S - S - S - S - SW - S to a hole in the ground. D - S to where a wolf guards the Gate, get key, N - U - E to the Pool of Wisdom. Talk to the old man here to glean a few homespun homilies on life, and you discover a "great price" is needed to pay for a drink from the Pool.

NE - E to the Norn's Cave, read sign, W - N - NE - N (E of Castle gates). Unlock gates, drop key, drop sword, E - E to where you are attacked by bandits and have your thumb cut off. You wake up later in the Ice Cavern, so back to find that missing digit...S - SE - E - S - E, get thumb. W - S - SW - S - SW to the Pool. Give thumb to man, drink water, and you suddenly have a marvellous idea about Ragnarok....so off to the Castle to tell someone.

From here onwards you can only carry one item at a time, because of your thumbless condition.

SIMON THE SORCERER 2 played by Jill Nott on a PC

This game is in four sections (Calypso's Neighbourhood, Pirate Ship, Desert Island and Sordid's Castle area); completion of each section leads you automatically into the next.

CALYPSO'S NEIGHBOURHOOD - Talk to everyone you meet.

MAGIC SHOP - Get baseball bat and dye.

CASTLE – Guards want a money bribe to let you in. Question them about the monetary system and note what they say.

TOWN SQUARE – Watch morris dancers break their stick. Give baseball bat and stand back and watch the fun. Bat knocked out the accordion player so dancers need new trainer and put up poster in street.

STREET OF TRADERS – Get the poster. Help ironmonger with monetary questions (answers 5, 1, 3) to be given crowbar, and visit joke shop. After talking about stink bombs, you will be able to pick up joke book. Leave pet shop and fat man till later.

DOCKS – Help Goldilocks by prying open a crate and pick up her wig and dinghy. Meet Um Bongo to discover he is looking for a dance troupe to lead. Give him poster and he goes off the meet morris dancers.

THREE BEARS' COTTAGE – It is locked up after Goldilocks "job" but you can pick up a letter addressed to them from mailbox.

LOAN OFFICE – Listen to jester and give him joke book to improve his act; he gives you his bladder. Pry open nearby drain with crowbar – spider blocks way forward. Negotiate a loan in manger's office. While manager looks for the correct form quickly put 3 bears' letter in his in-tray – his heavies demolish the front of the cottage.

THREE BEARS' COTTAGE (after visit to Loan Office) – Turn off dripping tap, get rubber gloves. Bears return and you hide up chimney and are catapulted out into fountain when mama bear lights fire for her porridge. Return to cottage, give wig and get porridge.

MUCSWAMPY'S – Talk to mascot and get voucher and balloon. Inside you can't get to see boss yet. Notice the clock has stopped. Talk to tattooist – discover he is waiting till after 2pm to reopen (i.e. never as clock isn't moving) and anorak man who doesn't want to stay wimpish.

TOWN SQUARE – Um Bungo's drum is broken; give bladder and the troupe perform rain dance which washes the sewer spider away.

PET SHOP – Meet owner and strange machine. Pick up turtle using rubber gloves (he is electric). Place in single cage of machine. Press button and lever to get electric eels and plain old turtle. Place eels and glowworms (from pet shop shelf) in double cages of machine, turn on again to get bright glowworms – delighted owner gives them to you.

TATTOOIST – Closed, but lower ladder to visit lunatic club meeting above. Talk to pan man, wear porridge to join club and be given bag of goodies, i.e. money, bungee rope, wedge.

MUCSWAMPY'S (when got money) – Buy kiddies meal, open burger to find maggot. Retrieve fishing rod from dustbin area west of Mucswampy's.

JOKE SHOP – Needs ingredients for stink bomb and will make Mucswamplung costume if you supply green material. (Model mascot found in kiddie meal is the flag.)

FAT MAN – Leads you to cave to retrieve lamp and gives you white cloth.

FOUNTAIN – Put cloth next to laundry basket, put dye into fountain. Washerwoman washes it so pick up green cloth and give to joke shop man to get costume.

MUCSWAMPY'S – Wear costume to get into kitchen, notice clock mechanism is short of cog. Meet Swamplung and ask for his stew. He needs swamp mud and give you a special bucket.

SWAMP (via sewer) – Use glowworms to light way. East of drain tie bungee rope to tree above swamp mud, use bucket to get mud. West of drain is lake. Use rod to catch fish (need maggot for bait). Meet lady of the lake who tells you of sword in stone on island in lake and tells you you need royal seal to get a job like hers.

MUCSWAMPY'S (when obtained mud) – Give mud to get stew. Take stew to joke shop.

JOKE SHOP (when obtained stew) – Owner will make stink bomb with it and give you a sample. You are now equipped for the competition.

MAGIC COMPETITION – Enter by answering questions. Inside tent use stink bomb to frighten off 7 of the 8 contestants. Pick up the spell book. Pour your swampshake into other's ear trumpet (use shake on magician) to nobble him. You now wind the competition and get ID. (more next month)

SOLUTIONS OF THE MONTH

THE ISLANDS OF SINBAD - available for Spectrum, Atari(e), Amiga(e) and PC(e)

Written by Jack Lockerby

Solution by John Schofield

INVENTORY (wearing clothing and footwear), X SAND, X SEA, X TREE (see exit up), U, X TREE (small branches), X BRANCHES, LOOK SEA (random, repeat until you see a body moving with the tide), D, SE, X SEA, X TREE (see exit up), U, LOOK SEA (random, repeat input until you see a box moving with the tide), D. The body may be here now - WAIT if not. X BODY (see a white turban), REMOVE TURBAN (you have a length of cloth), X CLOTH (15 feet long), WEAR TURBAN (to leave your hands free), DIG GRAVE (you need an implement), SW, X SEA, X TREE (see exit up), U, LOOK SEA (random, repeat until you see a plank moving with the tide), D. The box will be here now. X BOX (a ship's carpenter's), OPEN BOX (you can't), GET BOX, NW, X SEA, X TREE (see exit up), DROP BOX, U, X TREE (see a bunch of bananas), GET BANANAS, DROP BANANAS (to the ground), D (the plank should be here by now), GET ALL, X PLANK (12 feet long), E, S, W, X SAND (camouflage for the Roc's egg), X EGG, BREAK EGG (you can't), DIG (find a broken egg-shell), GET SHELL, X SHELL (for digging), E. From now on, the Roc returns at regular intervals to sit on its egg (you can X ROC from here). It is fatal to be at the egg at these times, unless you find some camouflage yourself.

SE, NE, X SOIL, DIG (find a large rock), GET ROCK, X ROCK (for throwing), N, E (back at the body), DIG GRAVE (you make a grave and a pile of sand), SIFT SAND (find a pebble), GET PEBBLE, X PEBBLE (for throwing), BURY BODY (see a covered grave), NW, THROW ROCK AT BRANCHES (see a rock and a small branch), GET ALL, X BRANCH, S, SE, ENTER (the cave), X CAVE (see a hole in the ground), X HOLE (8 feet diameter), LOOK IN HOLE (looks deep - D = death!), PLACE PLANK ACROSS HOLE, REMOVE TURBAN, TIE CLOTH TO PLANK (it dangles down the hole), DROP SHELL IN HOLE, DROP BRANCH IN HOLE, DROP ALL (to free hands when going down), D (to the cave floor), GET SHELL, GET BRANCH, RS (in case of accidents!), X SKELETON (holds a piece of chalk - GET CHALK = death! and BREAK SKELETON = a mixture of bones and chalk which are useless), HIT CHALK WITH BRANCH (see pieces of branch and the chalk), GET CHALK, X CHALK (crushable and white), X FLOOR (shows signs of disturbance), DIG (need the shell - see a backpack), GET BACKPACK, X BACKPACK (empty), WEAR BACKPACK, PUT ALL IN BACKPACK, U, GET CHALK FROM BACKPACK, DROP

CHALK, GET ROCK, CRUSH CHALK (to a fine powder), ROLL IN POWDER (it sticks to your clothing), X ME (you are white - disguise for Roc), BREAK BOX (must be carrying rock - see a saw, knife and pieces of wood), PUT ROCK IN BACKPACK, UNTIE CLOTH (from the plank), GET ALL EXCEPT PLANK, PUT ALL IN BACKPACK, LEAVE.

S, W, W, S, W, WAIT (until the Roc comes if not here already), X LEGS (like tree trunks), GET CLOTH FROM BACKPACK, TIE BODY TO LEG, WAIT (until the Roc flies to the Valley of the Eagles), X VALLEY (you learn how merchants use the eagles to get diamonds), S, X MOUNTAINS (you see steps up to a cave), RS, S, S (now in real time), X EAGLES, X SERPENTS. If you wait here, diamonds pop up and lumps of meat are thrown on them at random (GET DIAMOND whilst the Serpents are here is death! Also GET MEAT randomly may result in death if an eagle swoops down for it and carries you into the air). RL, U, X SERPENTS, ENTER (the cave), X CAVE, SEARCH CAVE (see an eagle's feather), GET FEATHER, PUT FEATHER IN BACKPACK, X FLOOR (disturbed), GET SHELL FROM BACKPACK, DIG (find a brass ball), GET BALL, X BALL (full of holes), ROLL BALL (it roars like a lion), GET BALL, DIG (find a length of rope), DROP SHELL, GET ROPE, X ROPE (6 feet long), PUT BALL IN BACKPACK, LEAVE, REMOVE BACKPACK, GET ROCK FROM BACKPACK, RS (because the following eagles/serpents sequence has random elements), THROW ROCK AT SERPENTS (they move north to the location you first entered the valley at, for a limited time), X SERPENTS, D, S, S. You must now wait for a diamond to pop up and be covered by a lump of meat. GET MEAT, GET DIAMOND FROM MEAT, DROP DIAMOND, DROP BACKPACK, TIE MEAT TO BACK (with the rope). To do this you can only carry the meat and rope and not wear the backpack. You must also have removed the diamond from the meat. GET ALL, LIE DOWN ON GROUND and WAIT until an eagle carries you to its nest. A merchant drives away the eagle. You have only 4 turns to GIVE DIAMOND before he kills you. He now helps you sail a raft - but you are shipwrecked on a rocky shore.

WEAR BACKPACK (ENTER the cave = death!), X RIVER (you need a craft), X WRECKS (see timber, ropes, etc.), SEARCH WRECKS (you spot some pitch), X PITCH (quite runny), GET KNIFE FROM BACKPACK, GET SAW FROM BACKPACK, MAKE RAFT (using materials from the wreck), X RAFT (ready to launch), DROP ALL, RS (you need foresight for the next action - to show why, do the following - LAUNCH RAFT IN RIVER, when you land, you are killed by dark men because of your white body), RL, COVER BODY WITH PITCH/RUB PITCH OVER BODY (you now look like a black man), X ME, LAUNCH RAFT IN SEA (wrong), LAUNCH RAFT IN RIVER. You are now okay for 4 turns at the dark men, but you must now X MEN (they wear eagle feathers), GET FEATHER FROM BACKPACK,

WEAR FEATHER (the men leave). You can't pass the men and if you carry or wear the feather on the raft, it is lost.

E, READ NOTICE ("Dangerous Swamps" - E from here = death!), X GUIDE, SAY HELLO (he will take you through the swamps for 5 coconuts; he gives you a bag to collect them in), X BAG, NE, N, N, X MONKEYS, GET PEBBLE FROM BACKPACK, THROW PEBBLE AT MONKEYS (they throw a coconut and leave), GET ALL (pebble and coconut), PUT COCONUT IN BAG, S, THROW PEBBLE AT MONKEYS, GET ALL, PUT COCONUT IN BAG, E, THROW PEBBLE AT MONKEYS, GET ALL, PUT COCONUT IN BAG, SW, THROW PEBBLE AT MONKEYS, GET ALL, PUT COCONUT IN BAG, NW, THROW PEBBLE AT MONKEYS, GET COCONUT, PUT COCONUT IN BAG, X BAG (5 coconuts), SE, SW, GIVE BAG TO GUIDE. He leads you to a harbor where you board a ship to Persia. Pirates take you to a remote island where you are bought by a merchant. He gives you the task of obtaining an elephant's tusk, giving you a whistle to signal when you have it.

SE, X TREE (see an exit up), PUT WHISTLE IN BACKPACK, U, D, N,N, E (two giant trees bar the way east), W (you must not carry the bananas in the presence of the elephants!), X ELEPHANTS (very hungry; they avoid lions), GET BALL FROM BACKPACK. ROLL BALL (the elephants move off), GET BALL, E, ROLL BALL, GET BALL, S, ROLL BALL, S (the elephants are now by the tree you can climb, but don't waste turns now, or the elephants wander off for good), U, GET BANANAS FROM BACKPACK, DROP BANANAS (to the elephants). In the scramble for them, an old female is injured and moves north. D. FOLLOW ELEPHANT (she moves the trees which blocked the route east), E, X TUSKS (you pick out one to carry), GET TUSK (carry nothing else), W, W, SW, DROP TUSK, GET WHISTLE FROM BACKPACK, BLOW WHISTLE. The merchant appears, takes the tusk and you are rewarded by being able to return home.

Game complete - Score 100

Notes:

Even though you are camouflaged by chalk powder, if you attempt to leave the Roc by going east, it kills you.

If you make two attempts to leave the merchant before giving him the diamond, you are killed.

You can carry 7 objects maximum.

All climbing must be done with your hands empty.

YELLOW PERIL - available for C64 and PC(e)

Written by Dorothy Millard

Walk Through by Dorothy Millard

Notes

You have only three opportunities to enter the fisherman's hut.

When crossing the river on the repaired raft you can only carry five items in safety.

The items you "cannot quite see" are the jewels which the Yellow Peril wants. To see them you will need the magic mirror.

Do not drop the berries for the cow to eat - it is necessary for her to follow you to meet the bull, and she will only do this while you are carrying the berries.

To read the book and find out the magic words, you must have drunk from the magic fountain and be carrying the magnifying glass.

Walk Through

(Start on a lonely beach in a yellow world), E, EXAMINE PEBBLES, GET BUTTON, EXAMINE BUTTON, W, CLIMB CLIFF, EXAMINE SEA, W, W, NW (clearing), N, N, NW (into the great yellow forest), E, N, N, NW (cosy cabin), EXAMINE CAT (friendly), STROKE CAT (it purrs and stands up revealing a key), GET GOLD (key), SIT CHAIR (you sit on a bible), GET BIBLE, EXAMINE BIBLE (has the vicar's name inscribed on it), READ BIBLE (a scribbled note on the inside cover says "When the voices speak do the opposite" - note this), OUT, NE (cemetery gate), OPEN GATE (locked), UNLOCK GATE (using the gold key), ENTER GATE (into the cemetery), N, EXAMINE TOMBSTONE, W (by shed), OPEN DOOR (it won't open), N, E (gate to churchyard), OPEN GATE (locked), UNLOCK GATE (using the gold key), DROP GOLD (key), ENTER GATE (churchyard), EXAMINE VICAR (he is puzzled), TALK VICAR ("Have you seen my bible"), GIVE BIBLE (to the vicar - he opens up the church and enters).

SE, EXAMINE WALL, CLIMB WALL, GET JEMMY, EXAMINE JEMMY, CLIMB WALL, NW, OUT, W, S (by shed), JEMMY DOOR, DROP JEMMY, ENTER SHED, GET MACHETE, EXAMINE MACHETE, GET LADDER, OUT, N, ENTER GRAVE (make sure you are carrying the ladder), GET BOOK, EXAMINE BOOK ("MAGIC" is written on the front), READ BOOK

(you are unable to understand it), DROP LADDER, CLIMB LADDER (back to graveyard), E, S, S, S, SW, S, S, S, SE, S, S, SE, E, E, E (dead end), CHOP BUSHES (using the machete - you now see an overgrown trail leading north), DROP MACHETE, N, N, U (top of steps), W, W (magic fountain), DRINK WATER (you feel a tingling throughout your whole body and will now be able to read the book), READ BOOK (must have drunk from the fountain - you discover it is a book of magic spells but the writing's too small to read), S (grassy path), EXAMINE BUSHES, GET FLUTE, EXAMINE FLUTE, PLAY FLUTE, S, W (back to clearing).

W, W, S (fisherman's hut), IN (but that would mean walking past the snake), EXAMINE SNAKE, PLAY FLUTE (the snake is enchanted - pass quickly), IN (hut), GET ROD (fishing), EXAMINE ROD, E (into back room), EXAMINE BED (you spot a lamp underneath), GET LAMP, EXAMINE LAMP (needs a wick and some fuel), EXAMINE CUPBOARD (the door won't budge), MOVE CUPBOARD (it has no back - you see a tie), GET TIE, EXAMINE TIE, W, S (the back door is closed), OPEN DOOR, S (into the garden), EXAMINE GARDEN, GET SPADE, EXAMINE SPADE, PICK FLOWER, EXAMINE FLOWER (a daisy), IN, OUT, DROP FLUTE.



N, N (dead tree), EXAMINE TREE (see a rope tied to it), UNTIE ROPE, GET ROPE, S, E, E, N (dusty path), EXAMINE BERRIES, PICK BERRIES, N (path through moors), EXAMINE PATH, GET ORNATE (key), NW, E, N, N, NE (pond), EXAMINE POND (see a fish), CATCH FISH (you need something for bait), E (foot of mountain), DROP TIE, DROP BUTTON, DROP BOOK, U, U, U (someone has been digging here recently), DIG (using the spade - you find a maggot), GET MAGGOT (note don't drop the maggot or it will be picked up by a passing bird), EXAMINE MAGGOT (good bait), D, D, D, W (pond), CATCH FISH (you only catch an old boot and you lose the maggot too - leave the boot here for now), DROP ROD, DROP ROPE, DROP SPADE.

ENTER GATE, N, N, ENTER GATE, SE, CLIMB WALL, E, N, N (village square - the storekeeper is here looking down in the dumps), TALK STOREKEEPER ("Have you seen my key?"), GIVE ORNATE (key - to storekeeper who thanks you and opens up the store), ENTER STORE (the storekeeper says "Take what you need"), GET WIRE-CUTTERS, EXAMINE WIRE-CUTTERS, GET SCREWDRIVER, GET HAMMER, GET NAILS, OUT, E, E (field), EXAMINE BULL, EXAMINE SCARECROW (it is wearing a yellow suit), GET SUIT (not while the bull is between you and the scarecrow), W, W, S, S (to where the barbed wire fence is), CUT FENCE

(using the wire-cutters), DROP WIRE-CUTTERS, ENTER HOLE (to farmyard - a cow sniffs at the berries and so long as you are carrying them will follow you), EXAMINE COW, W, N, N, E, E (field - the cow notices the bull and loses interest in the berries... before you realise what is happening the bull and cow are gone, interested only in each other), DROP BERRIES, GET SUIT (from the scarecrow), EXAMINE SUIT (it has magical properties), WEAR SUIT.

W, W, S, S, ENTER HOLE (farmyard), EXAMINE CHOOK (it lays an egg), GET EGG, EXAMINE HOUSE (the farmhouse has a yellow door and a window on either side), OPEN DOOR (locked), EXAMINE WINDOW (one is open), ENTER WINDOW (into farmhouse), EXAMINE TABLE, GET JUG (of lamp fuel), EXAMINE JUG, MOVE BOWL (of fruit), GET WICK, EXAMINE WICK, PUT WICK (in the lamp), FILL LAMP (with the fuel - note you now have an empty jug), LIFT RUG, GET LARGE (key), OUT (farmyard), ENTER BARN (locked), UNLOCK DOOR (using the large key), DROP LARGE (key), ENTER BARN, GET PLANK, EXAMINE HAY, GET SPECTACLES (magic - note do not drop these as they will break if you do), EXAMINE SPECTACLES, OUT.

W, W, CLIMB WALL, NW, OUT, W, GET LADDER, S, E, S, S (pond), DROP LADDER, GET SPADE, SW, S, S, S, SE, S, S (clearing), DROP SCREWDRIVER, SE, E, E, E, N, N, U, W, W (magic fountain), FILL JUG (with magic water), SE (small hillock), DIG (using the spade), GET WORM (note do not drop it as it will wiggle off), W, S, W, N, N, NW, E, N, N, NE (pond), DROP SPADE, GET ROD, CATCH FISH (using the worm for bait - this time you catch the fish), DROP ROD, E, E, SE, E (a shadowy figure stands in the plumes of mist to the southeast), SE (it's not safe while the shadowy figure is present), THROW WATER (the magic water hits the shadowy figure which fades into nothingness), DROP JUG (empty), SE, S (waterfall), ENTER WATERFALL (you are behind the waterfall close to the yellow river), EXAMINE RIVER, EXAMINE RAFT (needs repair), REPAIR RAFT (using the plank, hammer and nails), DROP HAMMER, DROP FLOWER.

W, N, NW, W, NW, W, W (pond), GET SPADE, GET LADDER, E, GET TIE, GET BOOK, GET BUTTON, E, SE (meadow), EXAMINE HOLE (a rabbit burrow), ENTER HOLE (either it's too small or you're too fat), DIG HOLE (you now see an enlarged hole), ENTER HOLE (a fluffy yellow rabbit is here), EXAMINE RABBIT (it is sitting on something), MOVE RABBIT (it refuses to be moved), GIVE EGG (the rabbit grabs it and leaves), GET GLASS (magnifying), READ BOOK ("Magic words are AMBER, ZENDER and XONED - just say the word to enter"), TURN PAGE ("Peculiar things happen when daisies are waved"), OUT, DROP GLASS (magnifying), E, SE, S, W, DROP LADDER (for later), E.

ENTER WATERFALL, DROP BOOK, GET FLOWER, WEAR SPECTACLES (note you can only carry five items plus anything worn across the river on the raft), ENTER RAFT (you cross the river to the other side), REMOVE SPECTACLES, S, E (flaming archway), ENTER ARCHWAY (the suit protects you), D (U-shaped valley), ENTER CURTAIN (of light - say the magic word), SAY AMBER (you go through and find yourself walking through dwarf territory), N, N (a yellow dwarf is here mumbling "Where's my button"), EXAMINE DWARF, ENTER DWELLING (the dwarf won't let you), GIVE BUTTON (he wanders off), ENTER DWELLING (into a small dwarfish abode), GET MATCHES, OUT, S, S, W, U, S, W.

SW, S, S, S (you are standing in front of an imposing building), IN (the door is shut), KNOCK DOOR (it is opened and you enter - the Yellow Peril is here looking miserable because he has lost his tie), GIVE TIE (he looks pleased), TALK PERIL (you ask for help and he agrees to help if you find his ten jewels - he gives you a magic mirror), EXAMINE MIRROR (it has magical properties), NE, N, E (to by a mysterious door which keeps appearing and disappearing), ENTER DOOR (as you start to go through it disappears again), WEAR SPECTACLES, ENTER DOOR, (wearing the specs you see the door for long enough to enter but it's dark), LIGHT LAMP, (using the matches - you're in a dark tunnel leading down into a mine shaft), D, D, SE (an invisible force prevents you), EXAMINE FORCE (you can't see it), SAY XONED, SW, SW (there's a rockfall in the tunnel east), E (you just make it through as the tunnel completely collapses behind you - looking through the magic mirror you see a *SAPPHIRE*), GET SAPPHIRE, EXAMINE SAPPHIRE, DIG (you now see a hole leading north), DROP SPADE, ENTER HOLE (to a disused tool storage area).

N, SW, W, W (an old mine tub is here), MOVE TUB (you reveal an opening leading northwest), ENTER OPENING (into a large circular chamber), EXAMINE ROCK, GET DYNAMITE, EXAMINE DYNAMITE (fused ready for use), SE, SW (Oh no! It's a yellow ghost!), EXAMINE GHOST, W (you're too scared to go near the ghost), WAVE DAISY (note you must have turned the page in the magic book first - the ghost vanishes as does the flower), W (into a dead end - looking through the magic mirror you see an *OPAL*), GET OPAL, EXAMINE OPAL, E, NE, E, E, NE, NW, U, U, W (back outside), OFF LAMP, DROP SUIT, DROP SPECTACLES (they break but you don't need them anymore), W, N, NE, W (rickety wharf), STAMP WHARF (one of the planks gives way and something falls - looking through the magic mirror you see a *RUBY*), GET RUBY, EXAMINE RUBY, E, SW, S, S, S, KNOCK DOOR (you enter to the temple - a voice booms out "Do you have my jewels?"), GIVE RUBY, GIVE SAPPHIRE, GIVE OPAL, OUT, E, N, N, NE, N (banks of the yellow river), ENTER RAFT (back across to the other side).

W, N, NW, W, NW, W, W (pond), GET ROPE, GET FISH, E, E, E, E, E (to by well - note the yellow rat who will nibble your rope until it falls if you tie the rope while the rat is present), EXAMINE RAT, DROP FISH (the rat eats it and dies), TIE ROPE, CLIMB ROPE (to the bottom of the well), DROP DYNAMITE, LIGHT DYNAMITE (using the matches - don't remain here or you blow yourself up), U, W (you hear a large explosion in the distance), E, CLIMB ROPE (now you see an opening leading east), ENTER OPENING (it's dark), LIGHT LAMP (using the matches - you are in an underground tunnel under the river), U (to east side of the river), OFF LAMP, DROP MATCHES, DROP LAMP.

N (tower entrance which has a magic door), SAY ZENDER (you enter to the bottom of the tower), U (the door slams shut trapping you at the top of the tower - through the magic mirror you see a *GARNET*), GET GARNET, EXAMINE GARNET, JUMP (you land in the river), SWIM (you are on the west bank of the yellow river but are wet and shivering... you need to find somewhere to dry off), NW, W, W (village square), S, S (barbed wire fence), ENTER HOLE, ENTER WINDOW (farmhouse where you dry off in front of the fire), OUT, W, W, CLIMB WALL, NW (churchyard), ENTER CHURCH, EXAMINE ALTAR, GET CROSS, D (crypt - make sure you are carrying the cross), OPEN COFFIN (a yellow vampire jumps out), EXAMINE VAMPIRE (he blocks the stairs), HOLD CROSS (the vampire fades away and through the magic mirror you see a *LAPIS LAZULI*), DROP CROSS, GET LAPIS (lazuli), EXAMINE LAPIS (lazuli), U, OUT.

OUT, S, S, S, SW, S, S (into the great yellow forest), CLIMB TREE (a branch breaks and you climb down again), GET BRANCH, NE (to where the trees appear to look at you), EXAMINE TREES (you see something lodged high in the branches), HIT TREE (using the branch - through the magic mirror you see a *DIAMOND*), DROP BRANCH, GET DIAMOND, EXAMINE DIAMOND, N, NE, E, E, SE (meadow), DROP DIAMOND, DROP LAPIS, GET GLASS (magnifying), NW, W, W, SW, E, E, S, SE, S, S (circular clearing), GET SCREWDRIVER, EXAMINE STATUE (see a plaque), READ PLAQUE (using the magnifying glass), DROP GLASS (magnifying), UNSCREW PLAQUE (using the screwdriver - through the magic mirror you see an *EMERALD*), DROP SCREWDRIVER, GET EMERALD, EXAMINE EMERALD.

N, N, NW, E, N, N, NE (pond), E, U (lower slopes of yellow mountain - the Yellow Whatsit is here), EXAMINE WHATSIT (he is standing on something), PUSH WHATSIT (he looks offended and wanders off - through the magic mirror you see a *MOONSTONE*), GET MOONSTONE (the Yellow Whatsit returns), EXAMINE MOONSTONE, D, E, SE (meadow), GET DIAMOND, GET LAPIS.

E, SE, S, W (pit), EXAMINE PIT (deep), CLIMB LADDER (into the pit - through the magic mirror you see a *TOPAZ*), GET TOPAZ, EXAMINE TOPAZ, U.

E, N, E (ruins of bridge), EXAMINE RUINS (through the magic mirror you see a *JADE*), GET JADE (stone), W, S, ENTER WATERFALL, DROP ALL, GET EMERALD, GET DIAMOND, GET MOONSTONE, GET TOPAZ, GET JADE, ENTER RAFT (across the river), DROP MOONSTONE, DROP EMERALD, ENTER RAFT (back to the other side), GET LAPIS, GET GARNET, ENTER RAFT (across the river), GET MOONSTONE, GET EMERALD, S, SW, S, S, S, KNOCK DOOR (you enter to the temple), GIVE EMERALD, GIVE DIAMOND, GIVE GARNET, GIVE JADE, GIVE LAPIS, GIVE MOONSTONE, GIVE TOPAZ (The Yellow Peril is delighted to have all his jewels back and tells you "The magic word you need to return is SWIFTLY" - you thank him and leave).

E, N, N, NE, N, ENTER RAFT (back to the other side), W, N, NW, W, NW, W, W (pond), GET BOOT, E, U, U (the Yellow Whatsit is cross and won't let you pass), THROW BOOT (he's really just a big pussycat and runs off), U, U, U (to Special Place High in the Mountains... voices say "Whisper the word" - remember the bible and do the opposite), YELL SWIFTLY (Whoosh... you've actually made it back... I didn't think you could do it... I know you will be sensible this time and give up those awful experiments... until next time that is!)

CONGRATULATIONS
You have scored 100/100

WEBSITE OF THE MONTH

This month's website is recommended by Peter Smith. He says one site I really enjoyed being pointed at recently was

www.wackyuses.com

which has interesting uses for household goods. Coca-cola is very useful apart from being drunk (as Coca cola is a strong acid and will dissolve nails it may be better used externally than internally.)

(Please send in your favourite website - I have nearly run out of mine unless you are interested in Cult TV sites! Barbara)

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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>

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

THE ULTIMATE INFOCOM HELPLINE

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

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

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

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