

ADVENTURE PROBE

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15th

Anniversary
Issue

EVERYTHING YOU NEED TO KNOW ABOUT ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION or obviously just a covering note with a subscription or order etc.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

SUBSCRIPTIONS

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

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BACK ISSUES

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

ADVERTISING RATES

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

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

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

CONTENTS

ANNIVERSARY POEM:	4
LETTERS:	5
15 PUZZLE:	7
15TH BIRTHDAY QUIZ:	8
REVIEWS: I Have No Mouth, And I Could Scream (book)	9
Travels In The Land Of Erden	12
The House Of Lockerby	13
The Victorian Internet	14
SPECIALS: Personality Quiz	16
Are Humans Alone In The Universe?	22
The Least Successful Attempt To Light A Coal Fire	25
Signs International	26
Taken To The Cleaners	28
ADVERTISEMENTS:	30
PLAYSTATION NEWS:	32
NEWSDESK:	33
DIARY / HELP WANTED / WEBSITE OF THE MONTH:	34
OBJECTS AND THEIR USES:	35
GETTING YOU STARTED:	36
HINTS AND TIPS:	38
SOLUTIONS OF THE MONTH:	45
SERIALIZED SOLUTION:	50

HALL OF FAME

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

Richard Batey, Steve Clay, Bev Truter, Edwina Brown,
Ken Webb, Peter Smith, Mandy Rodrigues,
Doreen Bardon and Terry Taylor

Special thanks to:

The Copyshop, Allerton, Liverpool for printing the magazine



ANNIVERSARY POEM

by Edwina Brown

It's nine years now since Mandy made
Barbara editor - unpaid.
And all she's ever asked from you,
Is sending in a line or two.
Some contributions she can print:
a letter, quiz, review or hint.
None of these? Well never mind,
I'm sure there's something you can find.
Have you a tale to bring a smile;
Or one that makes us think a while?
An interesting piece you've read;
A funny thing a friend has said.
There are those who help a lot,
Like Laurence, Peter, Bev and Dot.
That is just to name a few;
But how about the rest of you?
Concentrate and you will find,
Something's sure to come to mind.
Write it out and send it now;
You don't need me to tell you how.
Then Probe will carry on the same;
With Barbara as our special Dame.

LETTERS

*I asked Steve if he could explain how the TV email works as, although I knew about it, I hadn't heard of anyone with first-hand knowledge ...
Barbara*

From Steve Clay of Ellesmere Port

Just a quick note to explain this TV internet malarkey. All E-mails I receive will be stored in my digital box and can be read on the TV screen. Any E-Mail I write is at the moment written using a remote control and you select letters, numbers or symbols from an on-screen display similar to the highscore tables on an arcade game. As you can probably imagine this can be a rather laborious way of sending a message but as the remote keyboard costs a staggering £30 plus P&P I intend to put up with it.

Also I would like to mention that if you send me a message it may be that I don't respond immediately as the system seems flawed in that it doesn't notify the user that an E-Mail has been received. I tend to find out via my family checking to see if THEY have received mail.

From Peter Smith of Waterbeach

..... I have received and played through "Myst III Exile". The graphics are stunning, there are some really breath-taking cut- scenes. It is a Myst style game, perhaps easier than Riven. Well recommended even with a few niggles like room exits not being highlighted which made the Edanna Age in particular a bit of a maze. Some people have had system problems (there are patches available.)

If you can't wait until September some Myst fans in the States have organised some deal where you can get it from the States. The sad news on this front is that a major Myst site RivenGuild had had to close ... they were too popular, Ubisoft refused to put any more money in. Websites which relied on Advertising revenue are finding it hard to survive, quite a few have closed down. This may mean paper magazines come back into fashion!

If a website is popular and receives loads of visitors the cost can be very high to run it ... you can be talking 5 digit sums each month!

From Mandy Rodrigues of Llandudno

..... the new beast is up and running and seems to be behaving itself after three installations of Windows. I am using Windows ME and it seems to be quite stable despite rumours to the contrary. It is nice to have a dedicated server now. My old computer bits were salvaged and with the addition of a couple of new cards and a hard drive together with a new CD Rom Drive it is happily chugging away in the corner working merrily for all four of us.

Having ADSL has quite a few advantages. I know that it is expensive but if you can do what we do as a family - each of us paying ten pounds a month - then it isn't too bad. We were fortunate in that we booked the installation when it was on special offer i.e. FREE at the time. It is well worth shopping around as these special offers do crop up from time to time. One of the advantages is that as soon as you enter Outlook Express your emails are downloaded without you requesting them. Each email is sent as soon as you press "send". I have been known to receive a reply to my previous email as I finish typing the next one!

Another distinct advantage is that you are on-line 24 hours a day if you wish without paying any call charges and your land-line is still working so that for example all four of us can be playing Counterstrike on-line and one of us can answer the phone if it rings! Of course it is very fast. Even when the kids are playing on-line John and I can browse the internet with instant response time to the different sites. Game patches can be downloaded instantly and upgrades of programs are quick and simple.

Of course, being on-line so long means that you do need some sort of protection and for this we use Zone Alarm which is also entirely free of charge. Surfing has never been so much fun. I have had free internet time with freeserve before but their timeouts and cut-offs have made it almost unusable. ADSL however is a whole new kettle of fish - surprisingly it was provided through Freeserve and BT. It works a treat. If, however, you are a lone adventurer who only needs to pop onto the net once in a while then perhaps another method might suit you better. I noticed that people were discussing the ins and outs of ADSL and the internet a couple of months ago. I thought this might help clarify a few things as I have direct experience of ADSL.

*

Please write in with your experiences of the Internet etc. *or any other subject*. You may think your experiences are uninteresting, but most of us have had similar problems, and if you need help, or to just let off a bit of steam, please write in. (Barbara)

From Doreen Bardon of Slingsby

Wishing Adventure Probe good wishes for its 15th birthday.

I was wondering what other people have been playing over the last 6 weeks or so. Which text adventure they have really enjoyed playing. I am going to start off this month with the following advents which I have enjoyed:

Lost Twilight
Heist
Zanfar
Travels in the land of Erden

*

Doreen's birthday wishes leads nicely into the special 15th Birthday Prize Competitions, brilliantly composed by Steve Clay and Edwina Brown. (Barbara)

15 PUZZLE by Steve Clay

Find the numbers in the answers to the following nine questions and then re-arrange them in a 3x3 grid so that each row is equal to 15.

- A) Andromeda ? squared.
- B) April the ?th minus Ice Station ?
- C) ? on a Treasure Island
- D) ? minutes to midnight
- E) Valkyrie ?? add the digits
- F) Number of missing wombats
- G) Escape from Pulsar ? minus (C)
- H) Dragonstar ?
- I) (A) minus (C) plus Countdown ? Doom

The first correct entry out of the hat wins a murder-mystery puzzle book.

Please send you answers by **31st July 2001** to:-

Steve Clay, 17 Stanlaw Road, Ellesmere Port, Cheshire, CH65 0EY

15th BIRTHDAY QUIZ

by Edwina Brown

It is Barbara's birthday and she has invited five of her friends, Jenny, Mandy, Mary, Larry and Terry, round for the evening. "We will be dining at eight," she told them "but get here between seven and halfpast, as that will give us time for a drink and a chat beforehand."

By coincidence the guests arrived at four minute intervals, from 7.08 onwards. Each was bearing two gifts, one of the latest text adventures from 'Probe' and something else he/she knew Barbara would like, namely a book, box of chocolates, phial of perfume, carton of toiletries and bottle of wine. Can you work out the time each guest arrived, and the description of the presents being carried. Also, not stated below, who wrote each game.

1. The guest who arrived at 7.24 did not present Barbara with Jack of Hartz.
2. Terry, who brought a bottle of vintage wine, arrived four minutes after the guest with A Hero for Sorania.
3. Barbara's best-loved perfume, was one of the gifts from the person who arrived at 7.12.
4. The giver of The Nameless One, also brought a science fiction book Barbara wanted to read.
5. Larry was Barbara's 7.20 guest.
6. Terry did not bring Colditz Escape, the friend who did, was not the one who arrived at 7.24..
7. Mandy arrived four minutes after the friend whose gift was a box of Barbara's favourite chocolates, this wasn't Mary.
8. Jenny wasn't carrying the text adventure, Sir Arthur. This was presented to Barbara by the 7.08 guest.

Answers to the Probe office by 31st July 2001.

The first correct answer out of the hat wins a copy of The Grand Inquisitor, donated by Joan Williams.

If the winner does not have a PC I will donate a copy of The Victorian Internet, which is reviewed by Steve Clay in this issue.

REVIEWS

I HAVE NO MOUTH, AND I MUST SCREAM – Strategy Guide

Written by Mel Odom.

Published by Prima

Reviewed by Richard Batey using Hands & Eyes only

First of all I must confess that I have not even played this game so I have no idea how well it plays nor if it is any good, though after reading this book I do intend to play it in the near future. This review is purely about the book. I came across it in a bookshop somewhere near where I live that sells books for the princely sum of £1 per book. I had a look through the computer section, as one does, and came across a number of old Prima strategy guides one of which was I Have No Mouth, And I Must Scream (IHNMAIMS from now on). I ended up buying five different guides, which, when I got home, I promptly placed on my pile of books to be read (which currently stands at 34 books!). A little time went by and IHNMAIMS was plucked at random when I wanted something to read.

IHNMAIMS is in fact a short story written in 1966 by Harlan Ellison that was made into an adventure game, with the help and assistance of Mr Ellison, by Cyberdreams in 1995. The story is about five tortured souls, the last humans alive, who are condemned to eternally suffer in the bowels of an insane computer; their only wish is to die. The computer delights in finding ways in which to mentally and physically torture them. Apparently, the story is one of the ten most reprinted stories in the English language and is taught and lectured upon in universities throughout the USA, I assume this is in English literature classes. I must say I did enjoy the story; it's printed in the guidebook and is only 15 pages long, and there is indeed a lot going on in the background that the guidebook will help you to see and understand more clearly. There is surprising depth for such a short story.

The guidebook itself is 233 pages long and starts with a preface by Harlan Ellison explaining why he allowed Cyberdreams to make a game based on his story, which I will not delve into here. This is followed by the story itself, then a foreword by Cyberdreams then an introduction by the author of the guidebook, Mel Odom.

Chapter 1 gives us the background of each of the prisoners within the computer (called AM by the way) and sets the scene for the coming adventure. The five prisoners are:

- Gorrister** He feels responsible for his wife's insanity and early death and boy does AM play on this. The question is though, should he feel so guilty?
- Benny** A vain and shallow man, always thinking of himself first and last.
- Ellen** Why does she fear the colour yellow so much and how is it linked to her claustrophobia? Sufficient to say that something unpleasant happened to her, and AM knows all.
- Ted** A fake, or so he believes himself to be. Born to a poor family, Ted lied, cheated, used and manipulated people to improve his position in life. His greatest fear is that AM will let his fellow prisoners see him for what he is.
- Nimdok** An associate of the Nazi Dr Mengele, Nimdok is responsible for many atrocities in the name of science. Just how much of his humanity did he lose in the process?

Apart for Ellen, whose misfortune was not due to her, it is hard to feel any sympathy for any of them yet you do, as AM is truly evil and can be thought of as the devil personified. A more hellish place you could not dream of.

The game is set over six chapters, one each for each of the prisoners, and an endgame which can only be won if you complete the other five chapters perfectly as you can complete a chapter without necessarily achieving everything that you need to. AM has devised specific tortures for his prisoners based on their fears mentioned above. Just what is in store for them now and how will they cope?

Now this is where the book excels as each of the prisoners adventures is written as a short story, looking at things from their point of view, and they are excellent! The stories are also accompanied by screenshots from the game, which, though black and white, give you additional information of what is happening in the game. There are a lot of metaphors and symbolism that I probably would have missed if I were to only play the game without reference to this book. Just as a short example of the calibre of the writing, at the start of his adventure Gorrister finds himself on board a Zeppelin airship, which appears deserted. This passage is taken from part where Gorrister explores the galley:

'First thing I notice is that it stinks in here. This used to be a galley. It's got stoves, a chopping block, sinks, dishes, and shelves. And rats.

They're running up and down the shelves and across the table on the other side of the room like some kind of wind-up shooting gallery for cats.'

'I find a kitchen knife in the chopping block. Damn big one too. I take it, but don't really intend to use it on myself. I've done knives before. Cut my wrists side-to-side and longways. It doesn't matter. AM sees to it I don't kick the bucket. But it might come in handy – against those rats for starters, because I notice they're snacking on a hunk of bread. My stomach thinks my throat's been cut.'

"Damn rats," I snarl, "swarming all over the food." Still, it's a hunk of bread. I've eaten worse since I've been here. I whip the knife blade through the air near the rats and they take off.'

'I pick up the bread. Oh crap! This bread's covered with rat droppings. But I take it anyway. Might not be here when I get back, and I'll get to thinking how those rat droppings could be brushed off, and it might not be so bad after all.'

I admit that the above is not going to win many prizes but it is certainly better than saying 'get knife, use knife, get bread' which is all you would have done in the game. I know this is correct, as there is a short and dirty solution to the game further on in the book for those who want to know exactly what to do, and this is accompanied by simple maps. As I have already said, the stories are excellent and written in a style appropriate to each individual and will keep your interest, what more could you want?

Later in the book we get adventure profiles for each of the characters and it is here that we get to see the depth to the stories. For instance using Gorrister as our example yet again, there are many opportunities throughout his adventure to commit suicide (though AM will never let him succeed) or simply walk away which will end his adventure prematurely. This is especially tempting as his adventure progresses as he will have to come face to face with his mother-in-law (who blames him for her daughter's death and hates him with a passion) and the body of his dead wife. If you play it correctly you need to raise Gorrister's spirituality by making the right choices for him so that he can come to terms with his guilt. He will discover that his mother-in-law really believes that she was responsible for her daughter's insanity and will also be able to 'bury the body' of his dead wife allowing him to say his goodbyes.

I see that I have rambled on more than I should have, sufficient to say that I really enjoyed this book and it is the best strategy guidebook that I have ever read, if only other books would model themselves on this book.

To top off the book there is also an interview with Harlan Ellison, conducted by J Michael Straczynski (creator of Babylon 5), that gives an interesting insight into the thoughts of Mr Ellison. A unique individual.

Highly recommended and if you have the chance of picking up a copy please do so, you will not regret it.

TRAVELS IN THE LAND OF ERDEN

Written by Laura A . Knauth

Reviewed by Doreen Bardon on a PC

You are in the land of Erden in the town of Shalandria, and you have heard fantastic tales of a fearsome dragon and of a beautiful ruby hidden away in deep caverns, whose location has been lost over the years. You are a stranger in this land, but with your adventurer's, spirit you hope overcome the obstacles ahead and thrive in this new land.

So you start on the docks of the town, the town is close by and it helps to pay a visit to the Library to learn a bit more about the town and its residents. Close inspection of the beach area will uncover a useful spyglass, you can look through this to see some otherwise hidden locations, and also a small isle just off the shore. But how to get to the isle? The local odds and ends shop has a boat but how can you buy it? There is also a beautiful view from a bridge of the sea, the water look inviting, I wonder if I could dive into the sea from up here, and I wonder if I will survive? You can also visit the Royal residence, but a chat with the local gypsy first, should enable your entrance inside to see the Princess. You can see the Princess more than once; it pays to show her some of your possessions.

I really enjoyed playing this game, the locations are well described, and I saw no spelling mistakes, or bugs. It does have a three way ending, depending, which flag or not is flown on the pirate ship. Try them all for fun.

This game is one to put on your list of 'must try it'.

Download from the Internet (<ftp://ftp.gmd.de/if-archive/games/zcode/erden.zip>) or send blank formatted PC disc and return postage or £1.50 (to cover cost) to the Probe office.

THE HOUSE OF LOCKERBY

Written by Derek Shaw, programmed by Edwina Brown

Reviewed by Bev Truter on a PC under Spectrum emulation

The House of Lockerby, or THOL, is Derek's latest game, hot on the heels of THE SEARCH FOR THE WONDERFUL WOTSIT. In this game, you are chasing after the villainous Billy Bungle, trying to rescue poor Jack Lockerby from Billy's evil clutches.

The gist of the plot is that Jack Lockerby has just finished writing his toughest game yet, and (rather foolishly, it turns out) invited failed adventure writer Billy Bungle over for Sunday dinner, presumably to celebrate. But Billy obviously had designs on Jack's new game, because he ran off with Jack's notes and the database disk for the new game, intending to publish it using his own name. When you hear of Billy's dastardly deed you decide to lend Jack a helping hand by tracking Billy to his lair in an attempt to recover the stolen notepad and disk. To make matters worse Jack is missing too, presumed kidnapped by Billy B. You begin the game in Jack's house, in the hallway of 'Chez Lockerby', hoping to find a few clues about Jack's disappearance.

You will have to 'borrow' a few items from Jack's house to help you in your quest to track down Billy, and don't forget to explore outside too, as you'll need a couple of things from Jack's garden as well.

There are plenty of puzzles to solve in THOL, and your progress through the game is predictably hindered by an assortment of characters, who require you to help them in some way before they'll oblige by moving off, giving you something, or telling you something. There's also a touch of the supernatural, as one of Jack's closets contains a skeleton; which you need to deal with using something found right near the end of the game.

After dealing with a series of increasingly bizarre problems in some very weird locations you will eventually find yourself outside Billy's residence; but unless you can work out how to get rid of that hefty bouncer at the front door you won't be able to get into Billy's house. Even after gaining entry to Billy's private den, you will have to stay alert and watch every step you make if you intend getting out again in one piece.

THOL is a lighthearted, humorous quest, containing many jibes and digs at various prominent people from politics and the entertainment industry. Like Derek's previous game WOTSIT, THOL is filled with many puns, one-liners and jokes which will either amuse you, or make you groan, depending on

your point of view or mood at the time of playing. Both Barbara Gibb and Adventure Probe get a mention too, as do a bunch of fellow-adventurers lurking hopefully outside a pub. Elton John and the Balrog make a brief appearance, though not simultaneously; and my favourite characters in THOL just have to be the little gnomes - cute!

This is yet another interesting PAWEd text adventure available through Adventure Probe, well worth the minuscule asking price - please see the advertisement in this issue for details.

THE VICTORIAN INTERNET

Written by Tom Standage

ISBN: 0-297-84148-3

Reviewed by Steve Clay

The Victorian Internet is a book that the majority of Probe readers should find of interest, in particular those of you who use mobile phones or the Internet. That is not too say the book is exclusively of interest to those two groups, indeed it is of as much interest as an adventure story set in the real life world of global communications.

The book tells the fascinating tale of the greatest telecommunications boom in the history of the world! The Telegraph! Yes, we may think that the modern world is at the cutting edge of communications but if you could show Samuel Morse or Thomas Edison what has been achieved they would probably say 'Been there, done that!'. According to Mr. Standage the Victorians would be more impressed with space flight and air travel which they believed was impossible.

The book follows the story of the Telegraph from its invention, through its glory days and finally its demise at the hands of the telephone.

It all begins with the always interesting and often funny accounts of early attempts to communicate across large distances. An example of this is the experiment by a French scientist Abbe Jean-Antoine Nollet who employed lengths of wire and a number of monks. Nollet had each monk hold a twenty-five foot wire which connected him to the next monk and he to the next and so on. Nollet then passed an electric charge through the wire, which caused the monks to leap about as the charge passed through them. Nollet could see, by way of the leaping monks, that the charge reached the end of the wire almost instantly. The opinions of the monks was not recorded.

These early attempts were followed by experiments in other methods that didn't use electricity. One such device was the Chappe system and shutter telegraphs. The former was a French invention and used a jointed apparatus that could be manoeuvred to match a code for each letter of the alphabet. The second was a British invention with each letter coded to match the opening and closing of shutters. These devices were mounted on huge towers with the French adopting this system in a big way.

The British continued to experiment with electrical communication and made progress with the use of electromagnets. Test systems seemed to work with a degree of success and the British proceeded to experiment with electromagnets using the different voltage recordings as the code. However it was soon realised that the voltage dropped over any kind of length of wire.

Enter Morse and Edison. The anecdotes regarding this pair has made me determined to root out their biographies in the future. Edison in particular seems to have been a passionate seeker of knowledge. The book includes the tale of one of his experiments that ended in disaster. Edison had hired a room above a bank office and he was experimenting with batteries, the acid from the cells of which leaked out and burnt holes through the floor and dripped into the office below encouraging Mr. Edison to perform a moonlight flit.

Morse was actually a failed painter who on a journey by sea, happened upon two gentlemen discussing electromagnets and their uses. Morse with astounding arrogance decided that electromagnets could be used in the science of communication, totally ignoring the fact that experiments in such had been going on for years. However Morse brought all the elements together and the rest is history.

The book goes on to tell how governments became involved in the new technology and began laying telegraph lines all over their lands. Eventually nation wanted to speak to nation and plans were devised on laying cables across the channel. Again there are some hilarious tales regarding this period including how one cable maker made the cable so light it wouldn't sink to the bottom of the channel.

I have barely scratched the surface of the book. It is a fairly short book but it is information overload and full of lessons that are pertinent to today's communication revolution. Read it now!

PERSONALITY QUIZ

by Kez and Rob

KEZ

LIVING ARRANGEMENTS?

Myself, my beloved lifemate Rob, our little Baba and Mr. Tweet (a canary bird we rescued!).

WHAT BOOK ARE YOU READING NOW?

Readers' Digest (I subscribe - it's a jolly good read, ol' bean!)

WHAT'S ON YOUR MOUSE PAD?

I bought one 2 years ago and I mislaid it - so I'm currently having to use an A4 writing pad which is covered with my own scrawls and cartoon doodles! (I'm awaiting a free mousemat to be delivered after asking for one from an internet Freebie Site!).

FAVOURITE MAGAZINE?

Computer Active, Readers' Digest - and any half-decent (sometimes "Adult" - but not always!) cartoon mags or graphic novels (especially with the characters "Mick Mauser, P.I.", "The Joker" or any of Terry Pratchets' characters). One of my favourite Graphic Novels of all time is "Arkham!" - which is based inside the Gotham City Lunatic Asylum, and gives a very interesting perspective on what could be the basic workings of many and varied insights of the minds of the criminally insane!

FAVOURITE SMELLS?

My lifemate, our baby and (naturally) food!

FAVOURITE SOUNDS?

Ranges from various types of music and comedy to complete silence! But best of all is the sound of children or a child having fun and laughing!

WORST FEELING IN THE WORLD?

"Oh crap! What the hell did I do last night?"

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

Coffee....I need a coffee.....oh sod it, just five more minutes.....zzzzzz!

ROLLER COASTER, SCARY OR EXCITING?

Both - but REALLY scary if you're working for a Theme Park and operating the rollercoaster, then fall through the tracks, near-enough dislocating your shoulders, only to realise with sheer terror you're stuck and can't free yourself, there's no-one at the controls, the ride is still operational and in another 30-45 seconds into the "ride cycle" unless you free yourself and hit the emergency stop button - that rollercoaster is going to right straight over your head!!! (I know - It happened to ME!!! - Good job a work colleague saw what happened, dashed over and hit the emergency stop button with just seconds to spare...).

HOW MANY RINGS BEFORE YOU ANSWER THE PHONE?

Depends on whether I manage to jump over the baby-gate at the bottom of the stairs without knee-capping myself before dashing upstairs to pick up the 'phone!

FUTURE DAUGHTER'S NAME?

Something of Celtic or Gaelic origin.....a name with 'meaning'!

WHAT IS IMPORTANT IN LIFE?

Beer, cartoon art, comedy & fun, adventure, true love, commitment, the people you love and trust.

FAVOURITE FOOD(S)?

Extra blue steak oozing with blood! (Yum, yum!).

CHOCOLATE OR VANILLA?

Any - so long as they're edible!

DO YOU LIKE TO DRIVE FAST?

Love it - unfortunately the boys in blue will kick my bum if I do.....(rats!).

DO YOU SLEEP WITH A STUFFED ANIMAL?

No.....just my beloved lifemate!

STORMS - COOL OR SCARY?

Brilliantly cool to watch from indoors by a warm fire - especially thunder & lightening storms!

WHAT TYPE WAS YOUR FIRST CAR?

A blue formula one racing car (pedal powered when I was 3), then I moved on to driving 2.5 - 7 tonne Forklifts, 13 tonne Volvo trucks, Smalleys & Thomas buggys - but my last vehicle was/is a bicycle.....

IF YOU COULD MEET ONE PERSON DEAD OR ALIVE, WHO WOULD IT BE?

Death - to ask about certain 'supernatural issues' that only he could really answer! (we've met a few times before - and he gave me a bemused look when I drank to the boney ol' sods' health!).

ALCOHOLIC DRINK?

Sure - mines' a pint, please!

WHAT IS YOUR ZODIAC SIGN?

I'm the person who put 'git' in Sagittarius! (Born on the 'Cusp' - Sagittarius/Capricorn (mainly Sagittarius!).

DO YOU EAT THE STEMS OF BROCCOLI?

Yum, yum! (Especially on Breville toasted cheese sandwiches!).

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

Creator/Scriptwriter/Animator/Music Composer/Singer/Voice-over Artist and Sole Owner of a financially secure & successful Multi-National Cartoon Animation Film Studios!

IF YOU COULD DYE YOUR HAIR ANY COLOUR?

I like my hair as it is! If I dyed my hair my name would have no true meaning (my name is Gaelic, translated into English it means "The dark one - or dark haired").

EVER BEEN IN LOVE?

Yes.....we still are! (unto death and beyond...!).

IS THE GLASS HALF EMPTY OR HALF FULL?

Who's round is it?

FAVOURITE MOVIES:

Monty Python & the Holy Grail, Life of Brian, The meaning of life, Clue (starring Tim Curry), The Hound of the Baskervilles (Starring Basil Rathbone & Nigel Bruce), Way Out West (Laurel & Hardy), Bud Abbott & Lou Costello meet Frankenstein (starring Bela Lugosi), Any decent horror movies starring Christopher Lee, Vincent Price, Peter Cushing, Peter Lorre.

DO YOU TYPE WITH YOUR FINGERS ON THE RIGHT KEYS?

I use the entire keyboard - not just the right hand side!!!

WHAT'S UNDER YOUR BED?

Carpet, dust and possibly a few forlorn scraps of rejected written works....

WHAT IS YOUR FAVOURITE NUMBER?

3, it's multiples - and any other number that is good to use for purposes of "magic" and/or "superstition".

FAVOURITE SPORT TO WATCH?

Martial arts and Wrestling!

ONE NICE THING ABOUT THE PERSON WHO SENT THIS TO YOU?

She's got a brilliant singing talent and is a lady of great personality!

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

My mate.....Jo -"lil' Sis"- Jo.

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

The person who sent me this - as I've already read their version of this!

ROB

LIVING ARRANGEMENTS?

Family of 3 and that noisy little \$£!!%*** canary bird!

WHAT BOOK ARE YOU READING NOW?

James Herbert's "Shrine" - which is VERY hard work at the moment for some reason!

WHAT'S ON YOUR MOUSE PAD?

Too poor to have one! (Have to make do with A4 writing pad!).

FAVOURITE MAGAZINE?

"Q" (Music magazine) - any adult magazines (especially ones with nudie piccys of Kim Bassinger or Michelle Pfiffer!)

FAVOURITE SMELLS?

Our Baby Shannon after she's had a bath!

FAVOURITE SOUNDS?

Decent rock music played VERY VERY LOUD!

WORST FEELING IN THE WORLD?

"Food Enterprises Ltd" (Got to be there to understand!)

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

Oh sweet Lord, what a wonderful day it is! (Fall about with laughter).

ROLLER COASTER, SCARY OR EXCITING?

Both

HOW MANY RINGS BEFORE YOU ANSWER THE PHONE?

About 10 (Go away!!!)

FUTURE DAUGHTER'S NAME?

One is suffice

WHAT IS IMPORTANT IN LIFE?

Beerbeerbeerbeerbeerbeerbeerbeerbeerbeerbeerbeerbeerbeerbeeeeeeer
(afterthought: On a serious note - my Baby and my wife.)....Beerbeerbeerbeerbeeeer....(get the message!?).

FAVOURITE FOOD(S)?

Chiiiiiiiiiiiiiiiiips!!!

CHOCOLATE OR VANILLA?

Chocolate.

DO YOU LIKE TO DRIVE FAST?

I'd love to drive fast - but I'm not allowed to (miserable authority personnell!).

DO YOU SLEEP WITH A STUFFED ANIMAL?

No.

STORMS - COOL OR SCARY?

Major cool, very cool!

WHAT TYPE WAS YOUR FIRST CAR?

Honda C90 Cub (moped).....and my last is a different C90 moped!

IF YOU COULD MEET ONE PERSON DEAD OR ALIVE, WHO WOULD IT BE?

Oliver Cromwell - to have "words" with him!

ALCOHOLIC DRINK?

YES PLEASE!!!

WHAT IS YOUR ZODIAC SIGN?

I'm a Saggy-hairy-arse!

DO YOU EAT THE STEMS OF BROCCOLI?

Billllleeeuuuurggh! (vomit! vomit!).

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

Multi-millionaire Beach-bum....(it's more fun with money!).

IF YOU COULD DYE YOUR HAIR ANY COLOUR?

Probably bright pink - for "shock!" value (when I'm aged about 70-odd!).

EVER BEEN IN LOVE?

Yes.....we still are!

IS THE GLASS HALF EMPTY OR HALF FULL?

I don't give a monkeys' as long as they're not trying to rip it off me!

FAVOURITE MOVIES:

Reservoir Dogs, Alien, Aliens, Apocalypse Now!

DO YOU TYPE WITH YOUR FINGERS ON THE RIGHT KEYS?

That's why I have Kez!!!

WHAT'S UNDER YOUR BED?

The floor (and the Bogey-Man! - Yes, I mean REAL Bogeys!).

WHAT IS YOUR FAVOURITE NUMBER?

21

FAVOURITE SPORT TO WATCH?

Football.

ONE NICE THING ABOUT THE PERSON WHO SENT THIS TO YOU?

She's a TOP dude!

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

Michelle (the "stew-dent"!!!).

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

Almost everyone else.....

"Omigod. Singing meat. This altogether too much. So what do advise?"

"Officially or unofficially?"

"Both."

"Officially, we are required to contact, welcome, and log in any and all sentient races or multibeings in the quadrant, without prejudice, fear, or favour. Unofficially, I advise that we erase the records and forget the whole thing."

"I was hoping you'd say that."

"It seems harsh, but there is a limit. Do we really want to make contact with meat?"

"I agree one hundred percent. What's there to say? 'Hello meat, how's it going?' but will this work? How many planets are we dealing with here?"

"Just one, they can travel to other planets in special meat containers, but they can't live on them, and being meat, they only travel through c space, which limits them to the speed of light and makes the possibility of their ever making contact pretty slim. Infinitesimal, in fact."

"So we just pretend there's no one home in this galaxy."

"That's it."

"Cruel, but you said it yourself, who wants to meet meat? And the ones who have been aboard our vessels, the ones you probed? You're sure they won't remember?"

"They'll be considered crackpots if they do, we went into their heads and smoothed out their meat so that we're just a dream to them."

"A dream to meat! How strangely appropriate, that we should be meat's dream."

"And we can mark this sector unoccupied."

"Good, agreed, officially and unofficially, case closed. Any others? Anyone interesting on that side of the galaxy?"

"Yes, a rather shy but sweet hydrogen core cluster intelligence in a class nine star in G445 zone was in contact two galactic rotations ago, wants to be friendly again."

"They always come around."

"And why not? Imagine how unbearably, how unutterably cold the universe would be if one were all alone."

THE LEAST SUCCESSFUL ATTEMPT TO LIGHT A COAL FIRE by Ken Webb

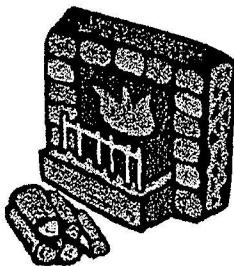
In 1972 Derek Langborne , a scientist from Upton, near Didcot, built a fire in his grate and lit it. He then popped outside to fill the coal scuttle.

When he returned, he observed that, in its enthusiasm to heat the room, one log had rolled out of the grate and set fire to the log box. He picked it up and carried it out into the garden. On the way out he brushed against a curtain covering the front door. By the time he returned the curtain and the door were both in flames.

While telephoning Didcot Fire Brigade, he noticed that the log box, which he had deposited in the garden, had now set fire to his car.

He then put on his overcoat and approached the car with a bucket of water. In the process he tripped over a partly-filled petrol can.

Seeing that Mr Langborne was in good form, his neighbour called the fire brigade. By the time the fire brigade arrived, Mr Langborne himself was on fire with flames now leaping freely from his overcoat.



SIGNS INTERNATIONAL

The following is a list of hilarious hotel, store and other signs from different countries around the world, collected by a stewardess along her travels.

TOKYO HOTEL: Is forbidden to steal hotel towels please. If you are not a person to do such thing is please not to read notis.

BUCHAREST HOTEL: The list is being fixed for the next day. During that time we regret that you will be unbearable.

LEIPZIG (GERMANY) ELEVATOR: Do not enter the lift backwards, and only when lit up.

BELGRADE (YUGOSLAVIA) ELEVATOR: To move the cabin, push button forwishing floor. If the cabin should enter more persons, each one should press a number of wishing floor. Driving is then going alphabetically by national order.

PARIS HOTEL ELEVATOR: Please leave your values at the front desk.

ATHENS HOTEL: Visitors are expected to complain at the office between 9 and 11 a.m. daily.

YUGOSLAVIAN HOTEL: The flattening of underwear with pleasure is the job of the chambermaid.

JAPANESE HOTEL: You are invited to take advantage of the chambermaid.

MOSCOW HOTEL: You are welcome to visit the cemetery where famous Russian and Soviet composers, artists and writers are buried daily except Thursday.

SWISS MENU: Our wines leave you nothing to hope for.

AUSTRIAN SKI LODGE: Not to perambulate the corridors in the hours of repose in the boots of ascension.

POLISH MENU: Salad a firm's own make; limpid red beet soup with cheesy dumplings in the form of a finger roasted duck let loose; beef rashers beaten up in the country people's fashion.

HONG KONG TAILOR SHOP: Ladies may have a fit upstairs.

BANGKOK DRY CLEANERS: Drop your trousers here for best results.

PARIS DRESS SHOP: Dresses for street walking.

RHODES (GREECE) TAILOR SHOP: Order your summer suit. Because is big rush we will execute customers in strict rotation.

SOVIET NEWSPAPER: There will be a Moscow Exhibition of Art by 16,000 Soviet Republic painters and sculptors. These were executed over the past two years.

GERMAN CAMPING SITE: It is strictly forbidden on our Black Forest camping site that people of different sex, for instance, men and women, live together in one tent unless they are married with each other for that purpose.

HONG KONG AD: Teeth extracted by the latest methodists.

ROME LAUNDRY: Ladies, leave your clothes here and spend the afternoon having a good time.

CZECH TOURIST AGENCY: Take one of our horse-driven city tours. We guarantee no miscarriages.

SWISS MOUNTAIN INN: Special today - no ice cream.

COPENHAGEN (DENMARK) AIRLINE: We take your bags and send them in all directions.

MOSCOW HOTEL: If this is your first visit to the U.S.S.R., you are welcome to it.

NORWEGIAN LOUNGE: Ladies are requested not to have children in the bar.

BUDAPEST (HUNGARY) ZOO: Please do not feed the animals. If you have any suitable food, give it to the guard on duty.

ROMAN DOCTOR: Specialist in women and other diseases.

ACAPULCO HOTEL: The manager has personally passed all the water served here.

TOKYO SHOP: Our nylons cost more than common, but you'll find they are best in the long run.

JAPANESE HOTEL: Cooles and Heates: If you want just condition of warm in your room, please control yourself.

TOKYO CAR RENTAL FIRM: When passenger of foot heave in sight, tootle the horn. Trumpet him melodiously at first, but if he still obstacles your passage then tootle him with vigor.

MAJORCAN SHOP: English well talking. Here speeching American.



TAKEN TO THE CLEANERS sent in by Laurence Creighton

An unemployed man goes to try for a job with Microsoft as a cleaner. The manager there arranges for an aptitude test (Section: Floors, sweeping of ...). After the test, the manager tells him: "You will be appointed on the scale of \$30 per day. Let me have your email address, so that I can send you a form to complete and advise you where to report for work on your first day."

Taken aback, the unemployed man protests that he is neither in possession of a computer nor of an email address. To this the MS manager replies: "Well, then, that really means that you virtually don't exist and can therefore hardly expect to be employed."

Stunned, the man leaves. Not knowing where to turn and only having about \$10 left, he decides to buy a 10kg box of organic blueberries. Within less than two hours, he sells the blueberries at 100% profit. Repeating the process several times more that day, he ends up with almost \$100 before going to sleep that night.

And thus it dawns on the man that he could quite easily make a living selling blueberries. Getting up early and earlier every day and going to bed late and later, he multiplies his hoard of profits in quite a short time.

Not too long thereafter, he acquires a cart to transport several dozen boxes of blueberries, only to have to trade it in again shortly afterwards on a pick-up truck. By the end of the first year, he is the owner of a fleet of pick-up trucks and manages a staff of several hundred former unemployed people, all selling organic produce.

Considering the future of his wife and children, he decides to buy some life insurance.

Calling an insurance adviser, he picks an insurance plan to fit his new circumstances. At the end of the telephone conversation, the adviser asks him for his email address in order that he might forward the documentation.

When the man replies that he has no email, the adviser is stunned. "What, you don't have email? How on earth have you managed to amass such wealth without the Internet, e-mail and e-commerce? Just imagine where you would have been by now, if you had been connected from the very start!"

After a moment's silence, the blueberry millionaire replied: "Sure! I would have been a cleaner at Microsoft!"

The morals of the story are:

1. The Internet, email and e-commerce do not need to rule your life.
2. Get e-mail, if you want to be a cleaner at Microsoft.
3. If you don't have email, but work hard, you can still become a millionaire
4. Seeing that you got this story via email (*) you're probably closer to becoming a cleaner than you are to becoming a millionaire.
5. If you do have a computer and email, you're probably being taken to the cleaners by Microsoft.

(*) I don't know who originated this article Barbara

PLAYSTATION NEWS

by Steve Clay

Rumour: The rumour mill is generating stories that the Playstation 1 will cease to be manufactured after June or July. This rumour is being strongly denied by Sony and the Playstation magazines but a chat with an assistant in a leading High Street software shop revealed that they expect to stop receiving Playstation 1 during the summer. This of course leaves the field open for Playstation 2 and judging from the software news I'm looking at this month it would seem Playstation 1 is already getting left behind. For your benefit and mine I'll use PS1 to indicate games that will run on both consoles and PS2 for the titles exclusive to that machine. Remember the vast majority of PS1 games run on PS2.

Black and White: (PS2) This is a conversion from the PC hit and it should appeal to all of you who love God games. You start in the land of Eden and your aim is to get as many human worshippers as possible. The more who worship you the more powerful you become. You wander the land as one of three creatures - an ape, a cow or a tiger. Your first task sets you on the path of good or evil and your actions early on determine your path through the game. I never really went on those God games but I know many adventurers who love them.

Bargains: (PS1) With the bad news, hinted at by the demise of the Playstation 1, comes the good news that most companies are starting to re-release games at £9.99 and sometimes £7.99. Jade Cocoon and Grandia are two excellent RPG that are now available at £9.99. Jade Cocoon is an engrossing tale that may appeal to newcomers to the genre as the game is not as long -(approx. 24 hours to completion) - as most of this type. Grandia however comes on two discs and you can expect to put in many hours on this one.

Quake 3: (PS2) This is one of the few Playstation 2 games I have seen up and running but I have to say it looks wonderful. The backdrops and in-game graphics are exquisite. I would guess that the in-store demos of this and a rally game will be responsible for a great number of Playstation 2 consoles being sold. The game offers single player action along with numerous multi-player scenarios.

Roswell Conspiracies: (PS1) Apparently this game is a licence from a childrens cartoon series, although it is one I am unfamiliar with. Combining puzzles with action you have to guide the male character from the series, Nick Logan, over almost twenty levels.

Reviews: I have noticed that the glossy magazines are resorting to four page reviews and previews. This could be the time of year as summer is always the quietest time for software producers as they prepare for their Christmas blockbusters. Hopefully these lengthy reviews are not down to demands of producers who will bargain an exclusive against favourable previews.

El Dorado, The Road to Gold and Glory: (PS1) This is an adventure game that I am thoroughly enjoying at the moment. Although I am only a short way into the game I seem to have performed quite a lot of actions. There have been no nifty finger presses required as the game plays like a traditional graphic adventure. The game is based on the Dream Works movie and as you would expect the graphical content is excellent. So far the puzzles have been logical and challenging. My only real gripe is that controlling the movement of the two characters can be a little annoying but you soon get used to their strange gait.

NEWSDESK

The World of Spectrum Have Moved

They are now at <http://www.worldofspectrum.org>

Vulcan Release The Vulcan Uploader Application For Free!

Creating websites can be fun but uploading them to your server can sometimes be a painful chore, especially if you create content for multiple domains or find yourself with many files that need updating on a regular basis. We got so fed up with the complexities of available FTP programs that we created a tool to make our life easier, it's called the Vulcan Uploader and it allows you to upload or update your websites with just one click.

If you're a webmaster then it might also make your life easier and now is the perfect time to find out, as we are giving this application away for free! There are no restrictions and no registration is required, so simply download it from our main Vulcan website and away you go!
Live Long & Prosper!

Paul Carrington
Director Vulcan Software Ltd
Vulcan Software Ltd's Public News Service

DIARY

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

HELP WANTED

Has anyone got maps and/or solutions for AVALON, DRAGONTORC OF AVALON, and DUNGEON MASTER, also maps for CHAOS STRIKES BACK, and cheats for DM and CSB?

If so, please contact the Probe office. Thank you.

WEBSITE OF THE MONTH



THE BRUNCHING SHUTTLECOCKS is a wonderful website consisting of film reviews in the unique style of someone going under the name of The Self-Made Critic, plus an assortment of articles by other writers.

The film reviews range from very recent ones such as "Moulin Rouge", "Bridget Jones' Diary", "Pearl Harbor" and "Shrek" to older ones such as "Batman and Robin" and "Speed 2 - Cruise Control". They are good, honest and more entertaining than most of the films. The articles can be about almost anything. My favourite is "Dinosaurs" which gives descriptions of some of those featured in Jurassic Park, with "Sesame Street Characters" running it a close second.

There is lots to read, and there should be something to suit almost everyone. To go straight to The Self-Made Critic type

<http://www.brunching.com/selfmade>

Missing off "selfmade" should take you to the home page. Their motto is "Pure and simple as a hammer to the forebrain".

OBJECTS AND THEIR USES

**XANADU played by Barbara Bassingthwaighe on a BBC
- also available on PC(e)**

Bat	You need garlic
Bean	Plant in growbag
Bivalve tool	Opens oyster
Bottle	Fill with oil and water
Broken sword	Get it mended for 5 shillings
Cockroach	Say "lthurd" then kill it
Crown	Treasure
Crystals	Treasure
Diamond	Treasure
Dragon	Kill to get paper
Dulcimer	Play for grumpy Giant
Dwarf	Random - keep killing him
Emerald	Treasure
Garnet	Treasure
Gold bar	Treasure
Grezon	Magic word, takes you to Pagoda
Growbag	Plant and water bean
lthurd	Makes you invincible to cockroach
Jewels	Treasure
Keys	Open grating
Ladder	Drop at chasm
Oil	Oil rusty door
Oyster	Treasure
Paper	Tells you the magic word
Persian rug	Treasure
Pyramid	Treasure
Ruby ring	Treasure
Silk	Treasure
Silver bar	Treasure
Spices	Treasure
Spider	Hit it to kill it
Sword	Fight Dragon and Dwarf
Torch	Gives light (needs batteries)

GETTING YOU STARTED

ADVENTURE (Micropower) played on a BBC and BBC under emulation

At the start you are asked if you are a wizard, reply NO. You are now on a twisty n/s road. INV (nothing), SOUTH (near left luggage office), TAKE LAMP, ENTER (left luggage office), TAKE KEYS, OUT, EAST (dense forest), NORTH (tangled undergrowth), WEST (lost in forest), SOUTH (clearing), TAKE AXE, NORTH, EAST, SOUTH (back at n/s road), NORTH (near closed cavern entrance), say OPEN SESAME (a stone block rolls away from the entrance – you are now asked if you have a lamp), YES, NORTH (into cavern – see a rock pool and little green frog). Do not kiss the frog, you have to input KILL FROG (in fact the frog changes into a beautiful princess who runs away), EAST, EAST, EAST, EAST (six foot wide chamber), LIGHT LAMP (now safe to go north), NORTH (mysterious black room), SOUTH, WEST, WEST, TAKE PEARL (treasure), SOUTH, SOUTH, NORTH, STEAL INGOT

TRAVELS IN THE LAND OF ERDEN played on a PC

Start on the Main Dock. I (compass), E (to town centre), TAKE PARCHMENT, X PARCHMENT, N (now in bookstore), D (basement - see newspapers and a massive book), READ NEWSPAPER, X BOOK, LOOK UP DRAGON IN BOOK, U, S (to town centre), NE, E, E, E (pumpkin patch near shed), X PUMPKINS, X SHINY PUMPKIN (made of porcelain), OPEN PORCELAIN PUMPKIN, TAKE PARCHMENT, TAKE COINS, TAKE DAGGER, DROP LID, NE (now in shed), TAKE LADDER, SHOVEL, OPEN CABINETS, TAKE SLED, TAKE SKATES, X SHELVES, TAKE SPADE, TAKE SHEARS, SW, SW (forest basin), NW, N, NW (forest edge), CLIMB SLENDER OAK (see a kite), U, CUT STRING WITH SHEARS/DAGGER, TAKE KITE, D, D, SE (forest vale), S, S, S (aspen grove), X ASPEN, TAKE JACKET, E, X FOUNTAIN, CLIMB FOUNTAIN, U, U, U (to top tier), X PLANT, TAKE MORSELS, D, W, W, SW (school yard), SHOW JACKET TO PLAYING CHILDREN (a girl shows interest), GIVE JACKET TO GIRL, WAIT (until the school bell rings), ASK GIRL FOR BELL (she goes into the building, then reappears and hands you the bell), NE, NE, N, E, S (forest basin), X OAK, U, X ACORNS, D, DROP MORSELS, WAIT (until a squirrel appears, eats them then scampers up the tree and starts to eat the acorns), WAIT (an acorn falls to the ground), TAKE ACORN, X TREES, LOOK UNDER FALLEN TREE (repeat until you find either a beetle or worms), TAKE BEETLE/WORMS)

FAMOUS FIVE: KIDNAPPED played by Barbara Gibb on a PC

Start in the boys' bedroom in Kirrin Cottage. The Famous Five are about to go camping for a few days and Julian and Dick have to collect all necessary items. Click on the backpack on the bed – Dick empties the contents onto the floor; you can now see the rolled tent on the bed. Pick this up to find the tent pegs. Click on the bedside cabinet to find the dog whistle. To find the sleeping bags, exit the room and enter the room labelled "lounge" (looks more like a bedroom to me!). Click on the wardrobe to find the sleeping bags. Return to the boys' bedroom. Julian has re-packed the rucksack, click on it so he complains about it being too heavy. Click on the rolled tent so Dick says he will take the tent and Julian picks up and wears the rucksack. Leave the bedroom and click on the trunk in the hall downstairs. The boys will approach it and Dick will find matches and a battery. Leave via the bottom of the screen.

Now outside Kirrin Cottage. Click on the shed so Dick will enter. Pick up the rubber hammer from the "west" wall, the brush from the bench and the shovel leaning against the "north" wall. Leave the shed. Go round the back of the shed and pick up an old newspaper from the cardboard box by the back door. Return to the front of Kirrin Cottage.

Exit bottom left to go to the campsite – a ruined Inn. The boys' tent, the blue one, is not secure, so click on George and select the rubber hammer from the rucksack, then click on the insecure tent peg.

Now a sinister-looking man will appear and say you need a permit to camp. Leave via the bottom right of screen (Julian and Dick stay, supposedly to build the campfire).

Talk to Gregory. Continue along the path to the farmhouse. Ring the bell (to the left of the door) – no response.

Click on some pebbles from the middle of the yard – this triggers the appearance of Eddy, a 10 year old boy, and a conversation full of clues



HINTS AND TIPS

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

LIBRA (scales)

Get the chocolate from Mars at the campsite - it is actually a bounty bar. As you leave he will give you the Nobel Peace Prize.

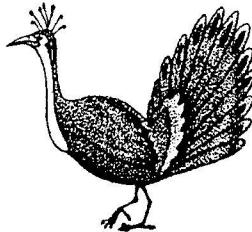
Now you have to cross the desert so ensure you fill the cup with water. Go to the Thinnest Part of the Jungle location (SE and SE from first Narrow Jungle Road), and give the chocolate to the Bird of Paradise - pick up the feather.

Go to the Indian by the wigwam and give the feather to him. He will give you a tomahawk, which causes a reaction from Heaven, so go immediately to the Oasis of peace (S, SW and W from Narrow Jungle Road) and give the Nobel Peace Prize to the Dove (must be carrying the tomahawk) - you are given a crown of olive leaves which will be stolen by the Peacock in the Small Clearing.

Go to Aurora village and LOOK IN FREEZER in the shop - you should find a lettuce and tomato roll. Go to the Centaur (from Haunted Crossing go SW, S, S and S) and give him the roll. Now give the rope from the Argos' sails to him and he will show you where the Peacock is hiding.

Get a coin from the chest in the Celestial Bank. Go to the boathouse and give the coin to the Ferryman. Go west then JUMP OFF BOAT - must be carrying the crown so a dolphin will rescue you and take you to an underground cavern - see a flying fish, xylophone and sticks. Play the xylophone then PLAY SCALES to obtain the scales, your objective.

To escape from the cavern, SIT IN ejector SEAT (now back in boathouse)



AZTEC: HUNT FOR THE SUN GOD - hints originally published in Spellbreaker June 1991

THE DESERTED VILLAGE

1. Visit the old man, who gives you some helpful information about travelling in disguise, either as a merchant with a llama or as a priest or a soldier. He also tells you that the villagers are prisoners in the Aztec City. You know that he is looking for something. You see that his hands are burnt.
2. Collect three cobs of maize, needed to feed to the llama.
3. Deposit three cobs of maize at the llama. Now you can bring the llama along with you.
4. Collect the copper pot, which will be used by the village blacksmith. It is too heavy to bring along without the help of the llama. The jade statue of Tlalac is not required.
5. Collect the bone key.
6. Bring along the stone knife, which has a skull-shaped shaft and is needed in both the temple and Condor City. Proceed to the next location which is the river valley.

CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad

To enter the Nunnery

Climb the ivy to a ledge outside a window and try to open it. Now PUSH WINDOW WITH WOOD and climb through.

Mother Superior's Office

There is a secret cavity behind one of the paintings. Feel inside it to find an important letter.

Geese

SHAKE the PEPPERpot to get rid of them. You can now enter the barn.

Trapdoor and Attic

You need the pole from the barn and wire from the nest from the roof of the stable. BEND WIRE then ATTACH HOOK TO POLE and PULL LOOP so a rope ladder drops down. Search for a handle.

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

WAND

Return to Winifred's Retreat in the village and X the cauldron. Drink potion and you can now get the wand from the cauldron. You return from all your "travels" via the shrubbery, and you can "wave wand" to transport yourself to the upstairs corridor from the shrubbery, or use the wand as a short cut in the cellars to get to the chamber with door and platforms.

RED BUTTON

- 1) The Hut. Answer to riddle is SAY "24". Get the ticket.
- 2) Dark Chamber. D, hit mirror with hammer, Look, get plaque and X it. Count the letters on each line - 9, 4, 13.
- 3) Paddle Steamer. Get STATUETTE, D, give ticket to steward. Open the safe in the Saloon by turning the 3 dials to the numbers from the plaque - "turn right dial to 9", etc. Get CUBE from safe and X bed in Captain's cabin to find a magic flute. Get dull key from Arboretum - this unlocks the door in the Morning Room, which takes you through an "automatic" sequence of moves to get a brass ring.

CUBE - DESERT AND PALACE

Wear the yarmulke and carry the flute and rope. Put cube in aperture, N, then follow your head - literally! Go W at Oasis to get the waterwings and climb the tree to find a HONEYPOT. Drink water, continue into palace to the Reception Hall. After getting through the roof collect BARBELL, SPHERE and don't forget to X the bath and get the spider. Return to Mansion. Insert any non-geometrical item in the aperture to change the scenery north of the aperture back to the village.

RED BUTTON

- 4) The Tavern. Give spider to innkeeper and note his reaction. Drop spider. You need the DOORSTOP from the caves, and you must get into the Psychiatric Hospital. (Read pronouncement - only crazy people are admitted). So....do something crazy....try eating a few non-edible possessions. Get the coin when admitted, and get the crampons and X them before returning to the Mansion via the shrubbery.

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

Gold Fillet and Rhianon

Cross the ford and board the coracle (need paddle). Go W to islet, and find a gold fillet (a fancy hairclip). Find and greet Rhianon (you must be wearing the amulet) and give her the fillet for her hair. She now goes away with a knight!

Crossing the Moat

Find the Ferryman and give him the coin - he will take you across the moat to the Chateau.

Elaine and the Knight

Kiss Elaine - the Knight enters, note you drop everything you are carrying. Pick up the sword *and* shield and try to KILL KNIGHT. He is still fighting even though he is headless, so once again KILL KNIGHT. He is still coming at you, so TAKE AMULET so Rhianon can recite an incantation, and Elaine is revealed as Astolpho. Rhianon gives you her hawk which is needed in part 2. To finish part 1 FOLLOW the passing KNIGHT and go S.

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

Go to Misty path outside Boathouse. Unlock door, drop key, open door, light flashlight, E, get oars, W. You are hit on the head from behind at this point, and when you regain consciousness, find the flashlight is missing. Do not panic, all will be well...N,E (in boat). Row - you find the boat is tied securely to the Dock, so W, untie rope (you can't, the knot is too tight), E, cut knot, row, you see another Dock to your West. Tie rope to boat (i.e. the rope you cut from the Bell Tower), tie boat. W,N,N (inside Shack). Get garlic, do NOT eat it, S,S,E (in boat), row, drop oars, tie boat, W to Dock. (You needn't lumber yourself with the oars, just drop them in the boat and you can row.)

Go to Bell Tower. Here you find the body of the Caretaker has appeared, along with the flashlight. Get flashlight, D, drop garlic, S,W,W,N,N,N,E, untie boat, row, tie boat, W,N,N. Light flashlight and go D to the cellar where you find a shovel. Get shovel, U, turn off flashlight. S,W to the dredge.

SIMON THE SORCERER 2 played by Jill Nott on a PC

CASTLE – Pay guards, inner guard lets you pass. Meet young princess who wants a sword. Inside meet king who wants you to quieten royal baby before giving you rest of day off. Pick up seal. In nursery use wedge on crib to stop it rocking and get cog.

MUCSWAMPY'S (when obtained cog) – Fix clock with cog – tattooist now opens up.

TATTOOIST (after fix clock) – Visit him and learn of free offer to 100th customer (i.e. notice on wall). Get advertising flyer and give to anorak man, return to tattooist and get free tattoo. Select crest and swords one – makes you royal to enable you to draw sword from stone.

SWAMP – Show seal to lady. She goes so use air tanks she leaves to inflate dinghy. Cross lake and get sword.

CASTLE – Give sword to prince to get pea (and shooter). Put pea in mattresses in room next to nursery to wake princess. She gives you lolly to quieten baby. DO NOT give to baby or you lose it. Instead, give to baby swamplings in Swamplings' office to get milk for baby. Now you have freedom to go up stairs behind king where demons are on guard. Use swamp shake on pentagram to immobilise demons.

STREET OF TRADERS – Tie balloon to railings (use balloon on railings). Get two more from MucSwampy's and repeat. You now float to room above treasury. Stand on rug and you fall to treasury. Get mucusade and return up chute and through window. A bird bursts your balloons and you fall heavily. Try to move anywhere and you lose directions and end up in dock where you are shanghaied onto a pirate ship.

PIRATE SHIP

You start in chains in hold. After a cartoon sequence, use spell book to free yourself and pick up eyepatch from skull. You can try to talk to Mr.T chained alongside you but he isn't very communicative. As you try to leave captain comes and makes you his cabin boy. Read his diary to get a picture postcard from it. Pick up a stuffed parrot.

On deck, talk to pirate and swap your eyepatch for his shades.

Enter crew's quarters, take knife and use it to cut hammock to reach tinderbox.

On deck, push carpenter overboard, get hammer, nails and plank.

Re-enter hold and ask Mr.T for blowtorch.

Go to padlocked door. As you try to cut chain, the captain appears. Use the plank to seal him in cabin. Cut chain and go down to get mucusade.

Climb rigging and use postcard on telescope (so nestboy won't notice ship change course later).

On top deck swap compass parrot for stuffed one (use parrot on parrot) and use swamp gum to fix it. Leave.

The ship turns and you go to sleep confident of returning to port.

Meanwhile, Sordid's minions kidnap Alix, pirates sink your ship and you wake up empty-handed on a desert island.

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

Castle: Talk to the cook and princess and work out what they need. There's a key in the scriptorium (hidden); and after you've given her 3 things, the cook will reward you with something edible.

The guard is interested in something to drink, which can be found in a secret room off the Banquet Hall. You'll have to open the drink with something from Holodeck #2. (Talk to the barman).

After finding Gabby and doing an errand for her, return to the quiet glade in the forest. Talk to her for a reward, and remember to return the barman's utensil.

You'll need something to lever the boulder with.

The princess wants 3 things to help her get to sleep, and she will reward you with a weapon. After you have disposed of the guard you'll need an item of clothing from him to get into the chilly room; and once there you'll need to break the ice. X the clothing you got from the guard.

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

How can i get into the toilet?

If you are outside the toilet in the Library, it is permanently occupied by a variety of people, and you will never be able to enter it. You have to find THE toilet, which is located at the end of the "Lost" maze in the Northeast section of the Arts Building, North of Almost Lost.

How do I map this l@#\$ maze?

With great difficulty! Everything you drop in the maze disappears. From Almost Lost go:- N-NE-NE-N-E-W-S to Rome. The toilet is East of Rome, but there's a Guard outside.....

What is the point of becoming a cat?

If you have used the machine in Physics research up in the Ivory Tower, you will turn into a cat. (Press button, then enter mirror). You are unable to carry anything as a cat, and all the items you drop are sent to Lost and Found in the Arts Building, where you can retrieve them later. In your feline form you will be able to see something that was hidden from view as a human, on the Long Path where some graffiti adorns a wall. As a cat you find the sharp machete, which you will be able to pick up once you have returned to your human form.

YGGDRASIL played by Bev Truter on PC

Go to small room in the castle. Get trumpet.

Go to Dining Hall where you find Thor. Talk to him - you tell him about your idea, he asks you to tell Heimdall, drops a letter of recommendation, and disappears. E-E-E-N-NW-W-U-NE, blow trumpet.

E to the Foot of the Rainbow, drop trumpet. W (the goats and cart have now disappeared), SW-D-SE-E-S-W-W-W to Dining Hall. Get letter, read letter, go back to the Foot of the Rainbow.

Gates of Asgard, give letter to Heimdall to read. You enter Asgard with Heimdall and explain your plan to Odin to complete adventure.

SOLUTIONS OF THE MONTH

FELINE SLEEPY (Spectrum 48K and Amstrad 6128)

Written by Edwina Brown, solution by Barbara Gibb

Start outside a hotel. I (nothing), U (reception), X DESK (see a bell and nameplate), READ NAMEPLATE, RING BELL (receptionist appears), SAY HELLO, X PEN, X REGISTER, SIGN REGISTER (now have a red key), U, E, N (corridor), N (way blocked by 2 Burmese cats), LISTEN, SAY HELLO (note details), N, W, W, W, X DOOR (red), UNLOCK DOOR (you enter the room and slide down a chute into the laundry room), SR BASKET (now have a white key), E, S, E, S, W (alcove), SR ALCOVE (you SeaRch the alcove and find a holdall), TAKE HOLDALL, X HOLDALL, E, E (crêche), X NURSE, SAY HELLO, X CHAIRS (find a nappy pin), TAKE PIN, PUT PIN IN HOLDALL.

N (dining room), LISTEN (note details), X TABLETS (find a bread roll), TAKE ROLL, PUT ROLL IN HOLDALL, W, N (hotel kitchen), X CHEF, SAY HELLO, X WALLS (see a grey key), TAKE GREY KEY (chef won't let you), E (chef won't let you enter his pantry), X WORKTOP (find a large ball of string), TAKE STRING (need something to cut it with), S, S., S, E (lounge), X CHAIRS (note cushions), LUND CUSHIONS (you Look UNDER the cushions, now have a knitting needle), X NEEDLE, PUT NEEDLE IN HOLDALL, E (bar), X BAR, LOBE BAR (you LOok BEhind the bar and find some scissors), TAKE SCISSORS, PUT SCISSORS IN HOLDALL, W, W, W, NW, LOBE DOOR (find an overall), X OVERALL (has pockets), SR POCKETS (now have pliers), PUT PLIERS IN HOLDALL, SE, U, E, N, N.

E (by window), X SEAT, LOBE CUSHIONS (now have a newspaper), X NEWSPAPER, READ NEWSPAPER (hint), PUT NEWSPAPER IN HOLDALL, CLIMB THROUGH WINDOW, S, W (into bedroom), X CAT, SAY HELLO (she is too busy admiring herself), SR CLOTHES (find a headsquare), TAKE HEADSQUARE, PUT HEADSQUARE IN HOLDALL, W (via the door), N, X DOOR (white), UNLOCK DOOR (now in a bedroom), SR BEDROOM (find some swimming goggles), TAKE GOGGLES, PUT GOGGLES IN HOLDALL, E (bathroom), SR linen BASKET (now have some mittens), DROP MITTENS (not needed), W, S, W.

X DOOR (brown), LOTH KEYHOLE (you try to LOok THrough the keyhole but the key is in the lock on the other side), TAKE NEWSPAPER FROM HOLDALL, TAKE NEEDLE FROM HOLDALL, SLIDE NEWSPAPER UNDER DOOR, INSERT NEEDLE INTO KEYHOLE (to push key out, which falls onto the newspaper), PULL NEWSPAPER (now have it plus a brown

key), PUT NEWSPAPER IN HOLDALL, DROP NEEDLE, UNLOCK DOOR (now in a warm room), X BED (see a cat asleep), LUND BED (find a suitcase), X SUITCASE, OPEN SUITCASE, LOIN SUITCASE (you LOOK IN the suitcase and find boltcutters), TAKE BOLT CUTTERS, PUT BOLT CUTTERS IN HOLDALL, X WARDROBE, OPEN WARDROBE (locked - come back later), S, E, S, S, W, D, E, N, N.

N (kitchen), TAKE SCISSORS FROM HOLDALL, CUT STRING, PUT SCISSORS IN HOLDALL, N, W, LOBE POTS (find gardening gloves), TAKE GLOVES, PUT GLOVES IN HOLDALL, W (by front of shed), X SHED, TAKE BOLT CUTTERS FROM HOLDALL, CUT CHAIN, DROP BOLT CUTTERS, OPEN DOOR (of shed, to enter), X BENCH (see junk), SR JUNK (now have garden shears), X SHEARS (need sharpening), PUT SHEARS IN HOLDALL, E, E, N (by pond), LOIN POND (see goldfish - not needed), E (by gate), CLIMB OVER GATE (can't, at least not from this side), E (chef's herb patch), SR HERBS (find a trowel), TAKE TROWEL, N (vegetable garden), DIG (need trowel - now have a whetstone), DROP TROWEL, PUT WHETSTONE IN HOLDALL, S, W, W, W, W (by side of shed), LOBE SHED (find a cardboard box), TAKE BOX, X BOX (contains cat litter), PUT BOX IN HOLDALL, N.

N (see a cat fishing), X CAT, SAY HELLO (he runs away), NE, (you see the poacher rowing downstream), X SHRUB, SR STEMS (now have a long one), X STEM (leafy), REMOVE LEAVES (from stem), TAKE PIN FROM HOLDALL, TAKE PLIERS FROM HOLDALL, BEND PIN (to make a hook), DROP PLIERS, TAKE STRING FROM HOLDALL, TIE STRING TO HOOK (need stem (minus leaves) to make a fishing rod), TAKE ROLL FROM HOLDALL, WET ROLL, MAKE BAIT (need wet roll), PUT BAIT ON HOOK, FISH RIVER (not here), SW, FISH RIVER (catch 8 trout), SR GRASS (find a string bag), TAKE FISH (need string bag).

DROP ROD, LOTH KNOTHOLE (in fence), S, S, SE, E, E, S, GIVE FISH (to chef, who leaves the kitchen, note an exit now appears to the east), TAKE GREY KEY, E (chef's pantry), X SHELVES, LUND SHELVES (see a walking stick), TAKE STICK, PUT STICK IN HOLDALL, W, N, N, E (herb garden - chef is here), SAY HELLO (chef returns to kitchen, you can't re-enter pantry or get the grey key now if still present), S, W, S, S, S, S, W, U, W, N.

X DOOR (grey), UNLOCK DOOR (now in a very dusty room), LISTEN (here a sound from behind a panel), X MANTELPIECE (see 2 candlesticks), TURN/TWIST CANDLESTICKS (panel opens), W (top of steps - see a grey tabby cat), X CAT, SAY HELLO (note details), D, N (meet Sukie again), SAY HELLO, PROMISE (she opens a secret door), U, SW (corner of orchard), X FENCE (see a jacket), TAKE JACKET, X JACKET, PUT JACKET IN HOLDALL, NE, X STATUE, TAKE STICK FROM HOLDALL,

PULL ARM WITH STICK (reveals a plaque), READ PLAQUE (hint), DROP STICK, D, S, U, E, E, S, X DOOR (green), LISTEN (hear sobbing), OPEN DOOR (in bedroom - see a blue Persian cat), X CAT (crying!), SAY HELLO, E, E, E, X DOOR (yellow), KNOCK (on door - invited in), X CAT, SAY HELLO (she goes to her friend), SR ROOM (find a torch), TAKE TORCH, W, W, D, E, N, W (alcove - exit to the west if you have pulled the arm of the statue), I (make sure you are carrying the torch), W (dark), SWITCH ON TORCH (redescribe if necessary - see you are standing at the top of some steps), X STEPS (slippery), TAKE BOX FROM HOLDALL, THROW LITTER (onto steps), D (secret room), TAKE oil CAN, PUT CAN IN HOLDALL, LISTEN (hear cat), SR CRATES (find a tabby kitten), X KITTEN (Pickles), SAY HELLO, CALL SUKIE (she is reunited with her kitten), U, E, DROP TORCH.

E, S, W, U, W, N, OPEN DOOR (back in dusty room), W, D, N, U (back in orchard), E (by brambles), X BRAMBLES (prickly), LOTH BRAMBLES, TAKE SCISSORS FROM HOLDALL, CUT BRAMBLES (didn't work but you get one point for trying), TAKE SHEARS FROM HOLDALL, TAKE CAN FROM HOLDALL, TAKE WHETSTONE FROM HOLDALL, OIL WHETSTONE, DROP CAN, SHARPEN SHEARS, DROP WHETSTONE, CUT BRAMBLES (see a ladder), DROP SHEARS, TAKE GLOVES FROM HOLDALL, WEAR GLOVES, TAKE LADDER, REMOVE GLOVES, DROP GLOVES, I (should have holdall and ladder), S, LOOV GATE (you LOOK OVER the gate and see the hotel), CLIMB OVER GATE (not whilst your hands are full), THROW HOLDALL OVER GATE, THROW LADDER OVER GATE, CLIMB OVER GATE, TAKE HOLDALL, TAKE LADDER.

S, W (paved patio with flower pots), DROP HOLDALL, LEAN LADDER, CLIMB LADDER, LOTH WINDOW (cat is still asleep), D, TAKE LADDER, EXTEND LADDER, LEAN LADDER, TAKE JACKET FROM HOLDALL, WEAR JACKET, CLIMB LADDER (now beside chimney), X CHIMNEY (smoke coming from it), REMOVE JACKET, PUSH JACKET INTO CHIMNEY, D, WAIT, TAKE GOGGLES FROM HOLDALL, WEAR GOGGLES, TAKE HEADSQUARE FROM HOLDALL, COVER NOSE/ MOUTH WITH HEADSQUARE, TAKE LADDER, CONTRACT LADDER, LEAN LADDER, CLIMB LADDER, LOTH WINDOW, CLIMB THROUGH WINDOW, LUND PILLOW (find a black key), TAKE BLACK KEY, UNLOCK WARDROBE, LOIN WARDROBE (now have a hessian sack), LOIN SACK (contains the stolen property), S, DROP GOGGLES, DROP HEADSQUARE, E, S, S, W, D (reception), GIVE SACK.

W (hotel office), X BOARD (now have a blue key), E, E, N, N, N, N, W (where you left then holdall), TAKE NEWSPAPER FROM HOLDALL, E, S, S, S, S, W, U, E, N, N, W, W, X DOOR (blue), UNLOCK DOOR, SIT IN CHAIR (to read newspaper - and find out the adventure was all a dream).

THE PUPPET-MAN - written by Geoff H. Larsen
Solution by Barbara Gibb on a BBC and PC under
Electron emulation

Start wandering within a dream-world. I (nothing), WAKE UP

Terpsichore

E (beside babbling stream), EXAM TERPSICHORE (enchantingly beautiful), TALK to TERPSICHORE (she is the Muse of Dance), S, S, S (crossroads), E, ENTER HOUSE, E (kitchen), TAKE KNIFE, W, U, W (upper West room), EXAM BALLERINA, TALK to BALLERINA (needs her ballet shoes), E, N (upper North room), TAKE LADDER, S, D, LEAVE HOUSE, ENTER STAGE, EXAM ESCAPOLOGIST, TALK to ESCAPOLOGIST, CUT ROPE (need knife – escapologist is now free, and runs away), DROP KNIFE (not needed again), JUMP DOWN, W, N, N, W (by tree), DROP LADDER, CLIMB LADDER (see a hollow in the tree), EXAM HOLLOW (discover a jacket), EXAM JACKET (find a silver key), TAKE SILVER key, D, TAKE LADDER, E, S, S, E, DROP LADDER (needed again later), ENTER HOUSE, N (lounge), UNLOCK CLOSET (need silver key), DROP SILVER key, EXAM CLOSET (see a skeleton), EXAM SKELETON (crumbles away, leaving behind a skeleton key), TAKE SKELETON key, S, LEAVE HOUSE, W, S, W (outside village hall), READ SIGN (Grand Bazaar tomorrow), READ NOTICE (a plug for Geoff's next game i.e. "Hex"), UNLOCK HALL (need skeleton key), ENTER HALL, EXAM GOODS (see some ballet shoes), TAKE SHOES, LEAVE HALL, E, N, E, ENTER HOUSE, U, W GIVE SHOES (to ballerina). Harlequin appears, waves a curious wand and transports you back to beside the babbling stream.

Thalia

E, EXAM THALIA, TALK to THALIA (she is the Muse of Comedy), S, S, S, E, ENTER HOUSE, S (dining room), EXAM TABLE (see a salmon), TAKE SALMON, N, U, N (upper North room), EXAM SHELF (see a red glove), TAKE GLOVE, S, D, LEAVE HOUSE, DROP GLOVE (needed later), TAKE LADDER (left here earlier), ENTER MARQUEE, ENTER circus RING (see a cage), N, W (field), U (into living wagon), TALK to MAN (he has lost his "face"), D, N, READ SIGN (Madame Zara, clairvoyant), READ NOTICE (closed due to unforeseen circumstances), ENTER TENT (see a crystal ball on a table), EXAM BALL (now you know what the "H" stands for), LEAVE TENT, S, E, E, DROP LADDER (by cage), W, ENTER MARQUEE (back in circus ring), OPEN CAGE, ENTER CAGE, DROP SALMON, LEAVE CAGE (door closes behind you), OPEN CAGE, N, E, CLIMB

LADDER (now on top of cage), OPEN CAGE (a large bear lumbers out), D, W, ENTER MARQUEE, CLOSE CAGE (to trap bear), N, E, ENTER CAGE, EXAM BOX (see some netting), TAKE NETTING, LEAVE CAGE, W, ENTER MARQUEE, S, S, W, W, N (butcher's shop), TAKE CLEAVER, S, E, S (village green), S, S, S, E (heart of woods - as you try to go east something dives and claws at you hair), THROW NETTING (you catch a large barn owl, which then flies away), E, EXAM BUILDING (door securely chained), CUT CHAIN (need cleaver), DROP CLEAVER, ENTER BUILDING, U (ladder), EXAM NEST (see an eggshell), TAKE EGGSHELL, EXAM EGGSHELL (has a painted face - this is how clowns register their make-up design), D, LEAVE BUILDING, W, N, N, N, N, E, ENTER MARQUEE, ENTER RING, N, W, U, GIVE EGGSHELL (to man who can now change into a clown), EXAM CLOWN, TALK to CLOWN, D. Harlequin appears and zaps you back to the babbling stream.

ERATO

E, EXAM ERATO, TALK to ERATO (she is the Muse of Love Poetry), S, S, W, ENTER WILLOW, EXAM PIERROT, TALK to PIERROT (yawns for Columbine), E, E, S, E, ENTER HOUSE, U, N (upper North room), EXAM SHELF, READ NOTE (a hint - note the glove can't be found - you should visit this location in Thalia's section and drop the glove outside the house for use later), S, D, LEAVE HOUSE, TAKE GLOVE (left here earlier), ENTER STAGE (see performing rats and a juggler), EXAM RATS, EXAM JUGGLER, TALK to JUGGLER (he loses concentration and runs off), TAKE CLUB, EXAM CLUB, JUMP DOWN, W, W, S (candlestick-maker's shop), TAKE CANDLE, N, E, S, S, S, W, S, W, W (clearing in woods), W, DROP CLUB (to trigger the tripwire to the south), S, S, W, S, E (inside clown's house), EXAM FIRE (see a poker), WEAR GLOVE, TAKE POKER, LIGHT CANDLE (using poker), W, N, W (inside tavern), EXAM FIRE, POKE CINDERS (need poker - find a black key), DROP POKER, REMOVE GLOVE, DROP GLOVE, TAKE BLACK key, E, N (inside Pierrot's house), U, ENTER DOOR (back room), EXAM DESK (locked), UNLOCK DESK (need black key - find a poem), DROP BLACK key, TAKE POEM, READ POEM (it is for Columbine), ENTER DOOR, D, S, E, N, N, E, E, E, N, E, N, N, N, E, ENTER STAGE (see Harlequin and Columbine, GIVE POEM (to Columbine - Harlequin waves a curious wand and disappears, with Columbine. JUMP DOWN, W, N, N, N (babbling stream - Erato speaks to you), EXAM STUMP (see a marionette), TAKE MARIONETTE, EXAM MARIONETTE, S, S, S, S, E (village inn - see The Puppet-man), GIVE MARIONETTE.

END OF GAME

SERIALIZED SOLUTION

DIE FEUERFAUST (THE FIST OF FIRE)

Written by Larry Horsfield, solution by Barbara Gibb

Available on Spectrum, Amiga(e) and PC(e)

PART ONE -RUGEN

Start on narrow beach. I (carrying small pouch, wearing clothes), X POUCH, LOOK IN POUCH (contains 50 marks), X LEATHERWORK (see words), READ WORDS (note details), X FLOTSAM (or X JETSAM), SR FLATSAM (or SR JETSAM - now have some wood), X CLIFFS (see steps), U, S (hamlet of Stubbenkammer), LOOK AROUND (see cottage), W, X COTTAGE (note wooden porch), X PORCH, KNOCK (told by lady the porch is unsafe), MEND PORCH (need driftwood), KNOCK (note detail), E, X MILESTONE, SW (need transport), WAIT (a wagon appears and takes you to Sagard).

LOOK AROUND (see an Inn), X INN, SE, X WILLY, BUY ALE, LISTEN, WILLY "TOMB", NW, N (okay if been given directions by Willy), X TOMB, N (yes, it is dark - there should now be something interesting happening at the inn), S, S, SE, X CUSTOMERS (see group of rough-looking men at a table), X TABLES, SIT, LISTEN, STAND (men leave), WILLY "HERMIT", NW, E (okay if given directions by Willy), STIGGY "MEN AMBUSH YOU", STIGGY "LANTERN" (note details), D (back at town square), N, TORCH "ZUNDE" (to light torch), N (into tomb), SR DEBRIS (find a chainmail shirt), TAKE CHAINMAIL (actually you only get 2 metal rings), X RINGS (linked), SEPARATE RINGS (for later in part three), PUSH LID (find ancient tome), TAKE TOME, READ TOME, SR BONES (now have a talisman), X TALISMAN (note details), S, TORCH "LOSCH" (to extinguish it), S, E (to Stiggy's house), SHOW TALISMAN (note details), SHOW TOME (given a parchment - the spells are needed in parts two and three), D, SE (back at Inn), WILLY "BERGEN" (you get a lift there), SOLDIERS "MARKET", FOLLOW SMELL (you "follow your nose" to the livestock market), MEN "KURT" (now near Kurt who is dealing with a customer), LISTEN, WAIT, KURT "BUY HORSE", KURT "MARGO", OFFER LESS, X HORSE (has halter but no saddle or bridle), E (the horse follows you), LOOK AROUND, E, MAX "TACK", BUY TACK, OFFER LESS, W, MEN "FIST" (to learn that the guards at the southwest end of the causeway can be bribed), SW, MOUNT HORSE, SW (okay if riding horse), SW (stopped by some guards), GIVE POUCH (must contain 15 marks).

End of Part One. Save your position to load into Part Two. (200 points)

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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.freeseve.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.