

ADVENTURE PROBE

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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 .

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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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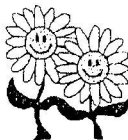
HALL OF FAME

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

Peter Brown, Bev Truter, Peter Clark,
Derek Shaw and Edwina Brown

Special thanks to:

The Copyshop, Allerton, Liverpool for printing the magazine



EDITORIAL

Welcome to another issue of Adventure Probe. My apologies for the poor quality of presentation for the Birthday issue, but I do assure you the masters were perfect. I don't know why some issues are almost perfect and other not so, but I have noticed that the Fates seem to be against me when it comes to "special" issues like anniversaries and Christmas.

I've received a few telephone calls and emails from anxious readers concerned about the lack of ticket application forms for this year's convention. I understood Karen Tyers was organizing it, but as she has other commitments, I contacted Larry Horsfield who told me he is sending out the application forms, which you should receive very soon.

Most of my spare time has been spent watching tennis and cycling on the television, so not much left for playing adventures. During a "delay due to rain" in a men's semi-final I got out my old computer and wrote a gys for Dracula: Resurrection, which, by the way I bought for the bargain price of £9.99 (Electronic Boutique, PC and Playstation). I know some of you have completed the game, but I would still like to publish hints in future issues, any offers, if not I will write them myself. Has anyone seen Dracula 2 - The Last Sanctuary? Is it as good?

I am disappointed in Riddle of the Sphinx and Time Machine, both of which I haven't bothered with for months, and so I am reluctant to put in an advance order for Mystery of the Druids and Myst 3, both due out in the U.K. in September. I've read reports that they are true point-and-click games, and hoping this means using the mouse and not keyboard controls.

This issue seems to have developed an Australian theme, and why not? The two subscribers from there contribute a vast amount of material. I know it is hot *everywhere*, but perhaps someone can send in some hints for adventures they have played. The hints section gives me the most problems, but if you can't write any, the second best thing is a list of games you would like to see featured.

All the best,

Barbara

LETTERS

From Bev Truter of Carnegie, Australia

The article/story "Are Humans Alone In the Universe?" was very appealing too - THAT should wipe the ethnocentric smiles off our faces!! I used to "collect" different definitions of what a human being is, and here are some of them that I remember:

Empty bags of mostly water (From Dr. Who - the Daleks' definition of us, I think).

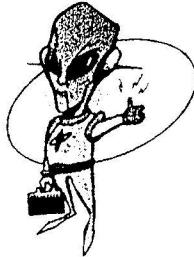
The carbon-based units (from Star Trek - I forget who exactly said it) Man is a featherless bi-ped (Aristotle)

They're made out of meat (Are Humans Alone in the Universe?)

I wish I could remember more - I should have written them down somewhere! I think Marvin from Hitch-hikers' Guide to the Galaxy also had a few succinct remarks on humans and life in general, but I can't remember what they were.

*

Has anyone else any quotes regarding the human race? (Barbara)



DIARY

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

REVIEWS

A NIGHT IN THE MUSEUM FOREVER

Written by Chris Angelini

Reviewed by Bev Truter on a PC

NIGHT is a short game which was written with TADS and entered in the 1995 Games Competition run by XYZZY magazine on the 'Net. All entries for these competitions are by necessity very short, as one of the rules is that they must be finishable within 2 hours of gameplay. NIGHT is a good example of how a shortish text adventure can build up a decent feeling of involvement and anticipation, even though you know beforehand that there will only be a minimal amount of scenery to explore (a whole 9 locations in this case), and a limited number of puzzles to solve. The longish introduction is well-written, and you start the game knowing exactly who you are and why you are at the Museum; and more importantly you know exactly what object you have been sent to retrieve from the museum.

The museum referred to in the title is an abandoned relic from a long-gone civilization, which once housed many valuable artefacts collected from other civilizations and time zones, and you have been employed to find the one remaining artefact rumoured to be somewhere in the museum. This isn't quite as simple as it sounds, because although the museum is completely deserted so there are no enemies to overcome or traps for the unwary, there is still the problem of figuring out what to do in 3 separate time zones, and avoiding becoming temporally displaced (i.e. killed) by doing something silly in the wrong time.

There is a simple but effective way (well, not so simple for me...but that's another story) to travel back in time to when the museum was built, or forwards in time to when the museum is on the verge of collapse. What you do (or fail to do) in each time zone affects events in the other zones; but by examining objects around you and taking note of what you're carrying, you are soon able to work out what you have to do to get the valuable artefact and leave the museum with it. There is a minor bug in this game, where you can actually 'win' the game with 30/50 points if you do things in the wrong order - the valuable item somehow magically appears when it shouldn't after you perform a certain action, which means it's then impossible to get the missing 20 points.

Once you've discovered how to operate the time platform you can have fun zipping to and fro through time, observing what effect your actions in one time zone have on events in another.

If you attempt to leave the Museum in the past you will die, but it's worth trying for the interesting explanation it gives on why the museum was built.

Chris Angelini has written an entertaining mini-game, perfect for beginners or for any adventurer who wants something short but absorbing to while away a couple of hours. The detail in the introduction ensures that your game character has a strong sense of identity and purpose, and this background knowledge always makes for a far more satisfying game than the type of game where you're simply dumped in at the deep end, and have to figure out who-am-I and what-am-I-doing-here. I don't know if he's written any other games, but I hope he does - I'd like to see a larger/longer game from this author, giving more scope for him to exercise his talents as a writer of text adventures.

Download from the Internet

(<ftp://ftp.gmd.de/if-archive/games/tads/Museum.zip>)

or send a blank formatted PC disc and return postage *or* £1.50 to cover costs, to the Probe Office.

(I use HTMLTADS to run this game ... Barbara)

DINKUM (v 2.14)

Written by Gary Allen

Reviewed by Bev Truter on PC

Well, G'Day mate, all you readers out there sling another prawn on the barbie, down another can of XXXX, and listen to my review of this aggressively Australian adventure - with a title like DINKUM, you could hardly expect anything else, now could you? The initial above-ground locations in this tale of treasure-seeking and derring-do are relentlessly, determinedly Australian in flavour; and although the author appears to be Australian (he lives in Queensland), he mucks up the spelling of both 'kangaroo' and 'witchetty grub' in the introduction and first few rooms in the game. Oh dear. But wait, hang on half a mo...Yes! He gets 'taipan' and 'kookaburra' right! (Good on yer, mate!)

Basically you have to discover for yourself the aim of this game as you play your way through it - at the beginning you are told only that DINKUM is an Australian adventure game, where you'll search for treasure in the Australian Outback.

After wandering around for a while through randomly-changing scenery you'll eventually stumble across the old Acme gold mine and premises (if you head roughly east-ish). Now mined out and deserted, the gold mine has some dilapidated office buildings to the north, a mine lift to the south, and a network of tunnels and old shafts underground.

In the office buildings you'll discover a safe, now empty, and a map of one of the three levels of the mine still accessible by the mine lift. A note tells you that you'll have to return with any treasures you discover in the mine and deposit them in the safe for points; and that it is vital to collect gleeps and store them in gleep tanks somewhere in the mines so they can reproduce. (No, I don't know what gleeps are either). The ability to collect and cultivate gleeps is essential to win the game.

So it's off on another trot through 3 levels of underground tunnels, slaughter any monsters with the appropriate weapon, find some gleeps and store them in the gleep tank, collect the treasures and totter back to the office to deposit them in the safe. Funny thing though, the first treasure I found was an emerald, where I'd assumed the obvious valuables to be found in a gold mine would be...err, let me take a wild guess here...various objects made from gold. Ah well, ours not to question why, ours but to do and die...and die...and die. By this stage you'll probably be gritting your teeth viciously, and willing to do (almost) anything for the usual SAVE command instead of the fiddly data recorder. Oops. I've got a bit ahead of myself here, but read on to discover the function of the data recorder in DINKUM.

Dinkum is accompanied by no less than five README files, most of them dealing with the mysteries and troubles of programming; patches; upgrades; getting the source code for McIntosh, and other such technical thinggies. In one of these files the author explains why the lack of a SAVE command in Dinkum is deliberate, and rants on for a while in very dogmatic fashion: "...The two main reasons why people play a text adventure is either to be an active participant in an action/fantasy story, or to experience communicating through natural language to a computer..both these aspects are defeated by using a save command." What piffle! The lack of a save command simply makes any large adventure, text or otherwise, unplayable. Especially since Dinkum is dynamic, which is the author's quaint way of saying the game changes each time you play it - objects and monsters may alter their locations, and the locations themselves appear to have randomly-changing connections between them, meaning that going north from A might get you to B, but going south from B can take you to A, C, or D. <Groan>. This all makes Dinkum hell to map and difficult to play, but all is not lost.

The author must have realized that with no SAVE feature he might be stuck with a game everyone lost interest in after the twentieth restart, so he's had a change of heart and provided the choice of playing Dinkum by typing "Dinkum -s". This puts a device called a data recorder at the beginning of the game, complete with simple instructions on how to use it. With this data recorder you can 'record' your moves and commands in the game, then 'replay' them at any crucial point if you feel the need to RESTORE. The information you 'record' is stored as an ASCII file, which can then be edited if you wish - for example, you might want to edit out your own death with a word processor before 'replaying' a game from the data recorder. This makes a reasonable but unwieldy substitute for the normal SAVE command, but if you use this option it's impossible to win/finish the game. But what the heck, I reckon Dinkum is well-nigh impossible to finish anyway, so who cares?

The opening screen of Dinkum displays the message "Would you like some initial help?" Typing YES gives you very brief instructions on how to play, starting with the phrase "G'Day, Mate! Welcome to Dinkum." <Cringe, squirm, blush>. Thereafter you are thrown into the game, in a clearing, and woe betide you if you wander too far southwest (lost in a gum tree forest and you'll have to restart). Or wander too far west (lost in a tall grassy area and get bitten by a snake...die agonizing death...restart). Or wander too far south (lost in a desert, quit, restart). What a fun game to play!!!

A few other gripes about the gameplay are that EXAMINE and LOOK have no abbreviations at all, INVENT is the shortest abbreviation for INVENTORY, and examining most objects in the game gives the response "there is nothing more I can describe about it." Gary Allen might well be a wiz at programming in C, but forgetting about abbreviations for frequently-used words is criminal sloppiness. There is no status line in Dinkum, but you can type SCORE for your score and various comments (generally insulting) on how you are faring.

Dinkum has some good location descriptions, particularly in the above-ground areas, but I found the excessive 'Australian content' a bit grating on the old nerves even before the 29th restart from scratch; yes, it took me about that long to discover the "Dinkum -s" option with the data recorder. The underground tunnels of the Acme mine were a bit of a disappointment though - plenty of locations described thus: "You are in a tunnel running west." "You are in a north-south tunnel." Mind you, I suppose there's not too much one can do with underground tunnels in the way of riveting descriptions; a tunnel is a tunnel is a tunnel.

The quality of writing is, ummm, adequate; descriptions of places and objects...ermm, average; and overall it was just that - not too bad a game, but not inspiringly brilliant either. It just seemed to lack that extra oomph that makes a game compulsive to play.

Reading the various README files gives the impression that Gary Allen has gone to a lot of trouble to rewrite and re-program the game many times; getting rid of various bugs, improving the coding, and adding yet more Australian content. So he has my admiration for all the effort he's put into Dinkum over the years, but really, the Giant Radioactive Wombat lurking in level 49 of the Acme mines was just too much for me. After a fortnight's play, no mapping <sob> and frequent deaths I think I'll retire gracefully from this particular text adventure.

Download from the Internet (<ftp://ftp.gmd.de/if-archive/games/pc/dinkm214.zip>) or send a blank formatted PC disc and return postage *or* £1.50 to cover costs, to the Probe Office.

GABRIEL KNIGHT III

Reviewed by Peter Clark on a PC

Having played the previous games in the Gabriel Knight series I was looking forward to playing number three. I had heard that some people had experienced difficulty in running the game and that it was very picky as to what machines it would run on. However, I had very few problems. The game installed correctly and, apart from a few unexplained crashes, everything went smoothly.

The game begins in the French village of Rennes le Chateau where you find yourself unceremoniously dumped on a French Station. You have been following up a case for a certain Prince James whose son has been kidnapped. However, your arrival at this village drops you into a dark and sinister mystery. As you guide Gabriel and his assistant, Grace Nakimura in their chase, a far deeper and more terrifying mystery begins to unfold. There are whispers of a sacred bloodline, vampires and boundless treasure that will lead you towards a path that is inescapable. Having found a hotel to stay in, you discover that a treasure hunting tour is also based there and, Oh no, your old acquaintance Detective Mosley is on the tour. You smell a rat straight away. The female French tour guide, Madeline, immediately takes Gabriel's fancy and, during the adventure, Gabriel tries to impress her. This has to be curtailed later when Grace arrives on the scene.

Some parts of the game are played as Gabriel and others as Grace. There is no choice in the matter as the game decides which character you will play. The game is divided into days and subdivided into blocks of two or more hours. You are not permitted to enter the next block until you have discovered the appropriate amount of information. This seemed a little odd at first but at least you know that, when you enter the next time block, you have done all you needed in the previous one.

Basically, the game is one of finding and questioning each of the characters taking part in the treasure hunt together with a few others who live in and around the village. In a departure from the previous games in the series, this one is played in a 3D scenario and personally, I am not sure that this is an improvement. Although the character movement and 360 degree viewing was useful, it found that, even using a PC with a fairly high specification, it tended to slow the game down especially when changing screens. Although interrogation of the other characters forms a large part of the game, there are some other puzzles in it. These are usually mathematical in nature and few in number, mainly occurring at the end of the game. A lot of use is made of Grace's computer that she has installed in her hotel room. I have a dislike for too much machine operation in adventures and this, as far as I am concerned, was the least enjoyable part of the game. Far too much time is spent inputting evidence and analysing it. The procedure to do this is complicated and I don't know how anyone could possibly work this out without help. I for one had to make much use of Internet help lines to get through these parts. I enjoyed the game although not as much as the two previous stories. It is certainly worth playing.

The game is published by Sierra and the minimum specifications are: -
Windows 95 or higher, Pentium 166 with 3D acceleration or 233 without, 32Mb Ram, 4x CD Rom Drive, 16 Bit colour, 4Mb Video card, Windows compatible sound card.

MYTH

Written by Barry Volain (1997)

Reviewed by Bev Truter on a PC

MYTH (no relation to the Magnetic Scrolls' MYTH) is another large-ish and enjoyable text adventure, written with TADS. The characters and situations in MYTH are based largely on bits of Greek and Roman mythology, and you play the part of a mythological hero, probably male. (A nice touch in the .TXT file was an apology by the author to all female players for the usual obligatory male characteristics).

You'll need your wits and a fair dollop of luck to overcome all the obstacles you'll encounter along the way, and it may not be apparent until the end of the game exactly what the ultimate point of it all is - but there is a definite end.

The accompanying .TXT file contains instructions for playing MYTH and interacting with other characters in the game, and gives some general hints on how to proceed. The author requests US\$10 if you enjoy playing MYTH, or if you need any help in solving it. Registered users will receive a deluxe map plus a hintsheet.

A book on mythology would probably give you a few ideas on how to tackle some of the characters and problems, particularly if you are unfamiliar with Greek and Roman mythology. The author mentions the large reference books by Bulfinch available from most libraries, but any book on Greek and Roman mythology would do the job as well. Most of the gods/characters you come across are fairly well-known, if only from many other text adventures of yesteryear - eg, if you don't know how to (theoretically) deal with Medusa, then there's absolutely no hope for you in this game.... Having said that, Medusa proved most unobliging for a while. Although I found the necessary equipment to sort her out, she still unfailingly turned me to stone at every opportunity...dratted woman. However, once past her the game opened out in many other directions, so all was forgiven.

MYTH begins in the middle of a beautiful field, where you feel a sense of great contentment. However, you sense that the gods have plans for you, so you'd better not dally around too long. Exploring to the east you'll find Saturn/Cronos, blocking the path. He's the god of agriculture, and he looks hungry...A large forest and swamp lie to the west, and a path runs northwards through wildflowers to the temple of Venus. Picking your way through fields of boulders to the south you stumble across a stone with an inscription at its base, and a sword firmly embedded in it. (A slight intrusion of Arthurian legend here, but never mind). There's also a group of kiddies playing in a field to the southwest, and they won't let you touch a paper crown lying nearby. Oh well, you can always trot back to the swamp, and see what it contains; or perhaps shin up a tree or two in the forest.

Once past Saturn the game opens up in several directions, and you are faced with more problems as you meet a succession of famous and infamous immortals - Apollo, Mercury, Arachne, Medusa and Minerva are just a few that you will discover in the initial areas of the game. There are various ways to obtain help from them or overcome the problems they present if you've got the necessary goodies or have an inkling of what they want from you, but although the solutions to some problems are fairly obvious, how to acquire the essential items is not always apparent.

You can progress fairly rapidly through the game up to 130/300 points; but then you reach a stage where nothing seems to work. After solving this temporary hiccup in progress the rest of the game will probably take a few weeks to complete. MYTH is just over 100 locations in length, so it's well up there in the large and sprawling category; and there are about 30 gods and creatures and other assorted characters to interact with...sorry, 'with whom to interact' if you're picky about grammar.

Back to the subject of a book on mythology - one which contains a short version of the Aeneid, particularly Book 6, would be useful. Reading up on the travels, trials and tribulations of Aeneas and his jolly band of Trojans gives an indication of what looms ahead further into the game, and what you'll need to cope with some of the difficulties that lurk around the corner, or rather, beyond THAT gate. Oh yes, and it definitely pays to know about some of Saturn's dietary peculiarities.

Solving some of the puzzles in MYTH requires a bit of pondering over the items and tools you find, and how to change some items into something else by using the appropriate tool. Useful objects don't just lie about waiting to be picked up; instead you have to use your ingenuity and intuition to create a particular item from some of the pretty ordinary stuff you might find in the game. This proved more of a challenge than just finding things and guessing how to use them - this way you first have to figure out what you need, then try to create it.

TADS games, as always, are a delight to play from a purely mechanical point of view. Saving and restoring is a breeze with the menu system which displays all your saved games so you can highlight the particular one you want to restore. Dying in the game presents no problems either, as you are given the option to undo, restore, restart or quit - no getting tossed out of the game here, which often makes you so miffed you don't feel like going to all that bother of restarting and restoring from scratch.

MYTH is a well-written saga set in the ancient times of legend when the old gods ruled the world. I found it a longish, entertaining and challenging game, very satisfying to play and (almost) finish. There were no grammatical or spelling errors to spoil the flow of the story, and I discovered only two or three very minor programming bugs - nothing that would spoil your enjoyment of this game. MYTH has a fair number of interesting puzzles which I haven't come across in any other text adventures, and this gave the game a refreshing appeal. Characters in the game are suitably impressive, the locations are believable and atmospheric, and MYTH has that extra something which makes you feel part of the mythological world it portrays. Now, where DID I leave my shield and sword? Got to get back to rescue...(mumble, mumble, mutter...)

NANCY DREW - MESSAGE IN A HAUNTED MANSION

Reviewed by Peter Clark on a PC

Nancy Drew is an American Detective. She has been asked by her friend Hannah to stay with Rose Green in an old Victorian Mansion in San Francisco. This building is being converted into a bed and breakfast hotel but the renovations are being plagued by a series of unexplained accidents.

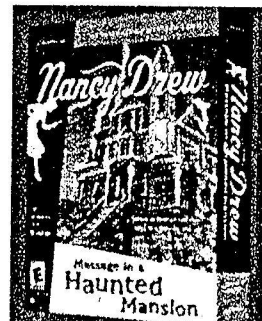
The game can be played in one of two modes, either as a junior detective or as a senior one. I chose to play as a senior detective and I presume that the hint system that can be used during the game gave me less assistance than it would have in the junior detective mode. This hint system involves the use of a telephone in one of the rooms where you are able to "phone a friend" for help. The whole game takes place in the mansion and consists of going from room to room questioning the other occupants. One of these is the "baddie" that you will have to confront at the conclusion of the game. You do not know who this is, of course, at the start of the adventure. Being an old Victorian building there has to be a secret passage and part of your task is to discover this. An old attic is hidden from view to start with and unearthing the way to access this will lead you to many valuable clues. There are a few mathematical type puzzles involving piano notes, floor tiles the seeking out of several Chinese symbols. I found that I got completely stuck several times in the game having missed out on meeting a character before they disappeared. Luckily there is a way around this without resorting to too many saved games. In Nancy's bedroom there is an alarm clock and this can be set back in time. Having set the alarm, you will hear several beeps and wake up at the time that you set. A very useful time machine!

This game was quite good fun. It is not very long and not very difficult. It was loaned to me and I therefore do not know the supplier but I believe that it was acquired over the Internet from America. The company is "Dreamcatcher" and their website is

www.dreamcatchergames.com

Minimum specification is: -

Windows 95 or above, Pentium 166 processor, 16 Mb Ram, 135 Mb Hard Disk space, 16 Bit colour video card, 8x CD Rom drive, 16 Bit Windows compatible stereo sound card, Mouse and speakers.



TO CATCH A RAINBOW

Written by Lyn

Reviewed by Bev Truter on a PC

RAINBOW is the first enjoyable text game I've played that has a typically 'Aussie' flavour to it. A few years ago I attempted DINKUM, by another author whose name escapes me, and was bitterly disappointed by its puerile humour, bad spelling, and aggressively Australian mood. However, RAINBOW is a different kettle of fish (or billy of tea, to stay with the Australian themes), and is a delightful, interesting and informative game to play, containing none of that "G'Day, mate!" cringe-inducing over-the-top type of Australian content. It has been programmed using AGTBIG, and might require "Slow-DOS" or something similar to run it on a Pentium; but it worked fine on my old 386 and 486 PCs without needing any of the 'slowing' programmes to reduce the speed of the processor.

RAINBOW is a fantasy/adventure quest, and takes place in the scenic environment of one of Australia's National Parks. There are 56 locations in RAINBOW, all interesting and well-described, which gives the player a real 'feel' for the territory you ramble through in the game.

You play the role of young Gillian, out for a day's bushwalking on a sunny day in Victoria, Australia. Adventure soon merges into fantasy when you stumble across a strange little man, who requires your help to find all the various colours of the rainbow, which have been scattered far and wide by the angry Rainbow Bunyip. Unless you find the colours, and put them back in the Great Crystal Prism before the next shower of rain, the rainbow will never be seen again. Of course you agree to help, and in your quest for the various colours you'll meet a wide variety of wildlife, one human, and eventually the Bunyip himself - who is not at all as you would imagine a Bunyip to be!

Throughout the course of your adventure you'll have to deal with several animals in various ways - the 'green thing' up the tree, a lovely satin bowerbird, an old swagman, a bandicoot, some kangaroos and wallabies, and even a Tasmanian tiger - and there was I, thinking it was extinct! Some animals are understandably unobliging until you find out what they require; others merely add to the scenery, and one or two could prove downright dangerous if you behave foolishly.

Most of the puzzles are well thought-out and logical, although overall I wouldn't describe RAINBOW as an easy game to complete. It took me a couple of weeks, a basic help-sheet from Lyn, and several desperate phone calls when I became truly stuck in the old mine shafts section of

RAINBOW. There is no killing or violence either, another plus factor for me, as I find 'kill ABC with XYZ' games incredibly boring to play, especially in text adventures. There's one notable exception to this non-violence though, which I personally found a tad politically incorrect; but you play RAINBOW and be the judge...

As well as collecting all the colours to reassemble the rainbow there's also a series of questions (four, I think, if memory serves) that are asked near the end of the game. So you should pay attention to all signs, notices, and anything else that looks readable, for information regarding names of people. If you are puzzled by any possibly unfamiliar terms or plant and animal names, there is a comprehensive information fact-sheet which is accessible when you reach the end of RAINBOW. However, most of the plants, trees, objects and animals are fully described during the game when you EXAMINE them.

Overall I'd give RAINBOW a definite thumbs-up. Playing a game with such a novel plot, startlingly different scenery and unfamiliar puzzles to work my way through was a lovely change from the usual run-of-the-mill 'treasure hunt' type of text adventure. Have an 'Australian' experience! Buy a copy of RAINBOW today!

Available from Adventure Probe - only £2.00

(All proceeds go to the Probe Fund)

WHATEVER WE DECIDE TO CALL THIS GAME

Written by J. Finch, G. Henville & M. Newbery

Reviewed by Bev Truter on a PC

This is another AGT adventure, one which pre-dates Joel Finch's Multi-Dimensional Thief by a few years, from the looks of it. Apparently Joel never intended this for general public consumption, and was rather surprised at its popularity on the shareware scene about a decade ago. No money is requested by the authors, and the game was obviously written for their own amusement as well as entertaining others. This is a large and rambling game with exactly 100 locations, and is a lighthearted look at the various trials and tribulations of a student's first day at University - a fictitious Uni, we hope! The text is standard white on a black background, blue status line at the top of the screen, and your input easily visible in a startling shade of lurid green.

Because WHATEVER is written with flair and style, and contains long and witty descriptions of rooms and objects, one tends to forget that the plot is rather thin well almost non-existent, to be frank. But I found myself caught up in the fun and charm of this irreverent look at Uni life, so plot be damned. The aim of the game is apparently dead simple - you have to find a toilet, obtain a parking sticker for your car (illegally parked) before it is towed away, and last and not least, enrol as a student at Tumblegum University, a recently-built (and I assume largely imaginary) University, somewhere in Australia. I said "apparently" simple - well, you wouldn't believe the troubles I had finding the toilet, which is the key to solving the other problems. There are a few other totally unrelated problems and puzzles to solve, but these are the three basic things to accomplish if you want to finish the game. You can talk to a number of characters in the game, and each one has to be dealt with in a specific way if you want any help - I was particularly fond of the Feral Lecturer, and also The Nerd. Shame about The Nerd, really.....

This is a lighthearted, non-serious game - an enjoyable spoof on Uni life. Perhaps it wouldn't suit the hardened, deadly earnest "classical" text adventurer, but it certainly provides some light relief from the heavy-duty type of text adventuring found in larger text games. Given the nature of WHATEVER, it is a bit long and time-consuming at 100 locations, but entertaining enough to hold one's interest. It is a moderately difficult game, written in a flowing style with no glaring grammatical errors or spelling glitches - which means you can relax and enjoy the game, without having your concentration rudely interrupted by atrocious mistakes.

Oh yes, and here's the bit that would interest all maze-fanatics - there's a fairly long and maddeningly difficult maze; difficult because every item you drop in trying to map it disappears. The maze has in fact about 16 locations, so lengthwise it's not up there in the "Deep Space Drifter" category of horrendous mazes, but it takes ages to find the other end. Another rather nice aspect of this game is that you don't get killed, unless you're determined to commit suicide. The only way to 'end' WHATEVER, apart from the giving up and quitting option, or the suicide option, is to get the full score. All in all, a different and enjoyable game.

Download from the Internet

<ftp://ftp.gmd.de/if-archive/games/agt/the-game.zip>

or send a blank formatted PC disc and return postage *or* £1.50 to cover costs, to the Probe Office.

RULES FOR SURVIVING A HORROR MOVIE

by Kez Gray

1. When it appears that you have killed the monster, never check to see if it's really dead.
2. Never read a book of demon summoning aloud, even as a joke.
3. Do not search the basement, especially if the power has just gone out.
4. Never accept invitations from strangers, especially individuals who inexplicably live in isolated areas and have no contact with society.
5. As a general rule, don't solve puzzles that open portals to Hell.
6. If you're searching for the cause of a noise and find out that it's not just the cat, leave the room immediately if you value your life.
7. If appliances start operating by themselves, move out.
8. No sex, beer or partying! Any of these activities will surely seal your fate.
9. If you find a town that is deserted, it's probably for a reason. Take the hint and stay away.
10. Don't fool with recombinant DNA technology unless you're sure you know what you're doing.
11. Stay away from certain geographical locations, some of which are listed here: Amityville, Elm Street, Transylvania, Nilbog, the Bermuda Triangle, or any small town in Maine.
12. If your car runs out of gas at night, do not go to the nearby deserted-looking house to phone for help.
13. Beware of strangers bearing tools such as chain saws, staple guns, hedge trimmers, electric carving knives, combines, lawnmowers, butane torches, soldering irons, band saws, or any device made from deceased companions.

A WARTIME MEMORY

by Edwina Brown

I was eleven when the second world war started. Early the following year the government began to evacuate all children of school age. This meant leaving our parents and going a long way away, to be cared for by people we did not know. It was not compulsory, so parents had to give their permission. Mine thought long and hard about it, then decided that, as we lived not far from London, my elder brother and I would be safer in the country, so we should go.

Soon after we had been told of this decision my brother Ken disappeared. I was told to look for him and eventually found him in what we called our den. This was just a flattened circle in the long grass behind the church. He was crying and when I asked him what the matter was he said was frightened and did not want to go away. Being two and a half years older than him I put on a brave sister act, and told him what fun it was going to be, a real adventure in fact. Eventually I managed to convince him and we went home.

The great day arrived, and I don't recall being particularly apprehensive, or sad, at having to leave my parents. They had assured us that as soon as they knew where we were, my mother would come and stay there too, bringing my younger brother. He was under school age at the time, so ineligible for evacuation. We would be going by train, so early one morning parents and children gathered together on the platform. Eventually the train arrived, goodbyes were said and we climbed aboard. I cannot remember much about the journey, except that it seemed to go one for ever. I do recollect however, looking out of the window at one stage and seeing a large white horse, which was carved out of the chalky hillside. We could see it for miles and found it quite fascinating.

Early afternoon, and we arrived at the town of Trowbridge in Wiltshire where we were all herded into the local school. Men and women arrived looked us over then departed, taking their chosen children with them. Late afternoon, Ken and I were still waiting. Most people seemed to prefer the younger children, also the authorities like to put brothers and sisters together, or at least not far apart. Two ladies then arrived, who lived a few doors from each other. One had a son Ken's age, so she took him as she said they could be playmates. The other lady, who had no children, took me. Their houses were in a quiet side street, with a lovely church at the end. Mrs Stokes, who was to be my foster mother. lived next door but one to the church. Ken's foster parents were nearer the main road.

I soon settled in and Mrs Stokes was one of the kindest ladies I have ever met She was in her mid thirties, and told me many times that, after the war, she and her husband were going to adopt a little girl and call her Victoria. Mr Stokes was a carpenter and a rather quite man, he too was very kind and I loved living with them..

After a few days I was told which school I was going to attend. It was about a ten minutes walk away and situated next door to a church. When the air raid sirens sounded all the children had to go into the church and get under the pews, until the 'all clear'. We did not mind this, as it was often a welcome break from lessons. My brother was not so lucky, at his school when the sirens went all the children had to run home. As it was well known that the Germans would machine gun anything that moved, it must have been a very frightening experience.

We had been there about a month when Mrs Stokes found a bedsit for my mother, and it was not long before she arrived with my brother, Ray. The house was situated on the main road, quite near to where we lived, so I saw them every day. My father had to stay behind as he had a butchers shop to run, but he visited at weekends whenever he could get away. About this time I managed to enrol in the local Girl Guide pack, which was one of the things I had missed since moving to Wiltshire.

Late spring arrived, and with the warmer weather Mr Stokes went fishing in the canal. Mrs Stokes and I would join him in the afternoon. Like my school, it was about a ten minute walk away, but in the opposite direction. Beside the canal, was a public house, and in the beer garden apple trees grew. Later in the year, when the apples were ripe, we would stop and buy a large bag full. This was a great treat, as sweets and chocolate were more or less non-existent, in fact I can't remember having any. There were coupons for them in our ration books, but if they could be found two ounces a week were all you were allowed.

Mrs Stokes was a very good cook, she made the most delicious meals and it's a wonder I didn't get fat..We got on really well together, and went for long walks, through the fields and along by the canal. Sometimes we would visit her parents who lived at Bradford-on-Avon, they too were very nice people.

I lived with Mrs Stokes for one very happy year and then, so that we would be nearer to him, my father rented us a cottage at Great Thurlow. This is the village where he grew up, and where his sisters and brothers still lived. I was sorry to have to say goodbye to my foster parents, but happy that my father would be able to visit us more often.

I did not lose contact with those kind people, and we wrote to each other frequently. Then a year after we left Mrs Stokes gave birth to a son, who they named David Robert. Sadly both his parents have now died, but every Christmas David and I write to each other, sending Christmas cards and small gifts. I look forward to hearing from him, as it reminds me of one of the happiest years of my life, the year I was an evacuee.

Edwina wrote the above story for her granddaughter, Vicki, who was doing a school project on the Second World War. It is very important to record such details first hand.

As some of you may know I am compiling a family tree, and I am now realizing how difficult it is without a lot of relatives to help with my family history. However, during the last few months I have discovered that almost everyone else is also researching their family history, and help groups are littering the Internet. On one, to the disapproval of the listowner and some listers, we have been swapping reminiscences of Liverpool. A query raised by one lister lead me to an interesting website.

So, for July's Website of the Month I have chosen one that is very close to home for me, and I hope there is something of interest for everyone else..... Barbara

WEBSITES OF THE MONTH

<http://www.kopite.demon.co.uk/lor/lor.htm>

The Liverpool Overhead Railway, known to every Liverpudlian as the Dockers Umbrella as it ran the length of the Liverpool Docks, of which there were many. The website has text and photographs, nicely grouped into sections as you progress from one end of the railway to the other. I used to ride on it, from the Pier Head to the Dingle, then caught the tram along Aigburth Road to my grandparents house, then walked home from there. What a tourist attraction the Dockers Umbrella would be now!

The second website may only be of interest to those over 55 who used to listen to the radio. Tommy Handley and ITMA. Gosh, I used to have to listen to it when I was 5, then my dad would try to tune it to a Dutch station that played traditional jazz. Some catchphrases are still used, probably without the user knowing where they originated.

<http://www.britishcomedy.org.uk/comedy/itma.htm>

TECHNOLOGY GONE MADE!!

Eye halve a spelling chequer
It came with my pea sea
It plainly marques four my revue
Miss steaks eye kin knot sea.

Eye strike a key and type a word
And weight four it two say
Weather eye am wrong oar write
It shows me strait a weigh.

As soon as a mist ache is maid
It nose bee fore two long
And eye can put the error rite
Its rare lea ever wrong.

Eye have run this poem threw it
I am shore your pleased two no
Its letter perfect awl the weigh
My chequer tolled me sew.

A JOKE

Q. What's green and hangs from a eucalyptus tree?

A. An unripe koala.

ATTITUDE

sent in by Laurence Creighton

I woke up early today, excited over all I get to do before the clock strikes midnight. I have responsibilities to fulfil today. I am important. My job is to choose what kind of day I am going to have.

Today I can complain because the weather is rainy
or I can be thankful that the grass is getting watered for free.

Today I can feel sad that I don't have more money or I can be glad that my finances encourage me to plan my purchases wisely and guide me away from waste.

Today I can grumble about my health
or I can rejoice that I am alive.

Today I can lament over all that my parents didn't give me when I was growing up
or I can feel grateful that they allowed me to be born.

Today I can cry because roses have thorns
or I can celebrate that thorns have roses.

Today I can mourn my lack of friends
or I can excitedly embark upon a quest to discover new relationships.

Today I can whine because I have to go to work
or I can shout for joy because I have a job to do.

Today I can complain because I have to go to school
or eagerly open my mind and fill it with rich new titbits of knowledge.

Today I can murmur dejectedly because I have to do housework
or I can feel honoured because God has provided shelter for my mind, body and soul.

Today stretches ahead of me, waiting to be shaped.
And here I am, the sculptor who gets to do the shaping.

What today will be like is up to me.
I get to choose what kind of day I will have!

ADVENTURE PROBE SOFTWARE

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

MAGNETIC MOON

A 3-part text adventure by Larry Horsfield

You are Mike Erlin, an officer on board the "Stellar Queen", and your adventures started during exploration of star Achenar. The crew of the scoutship "Pathfinder" have lost contact and when the "Queen" arrives at their last reported position there is no sign of Pathfinder and her crew. suddenly a tractor beam lashes out from the surface of the moon. The helmsman eventually regains control of the ship and manages to land.

Commander Pocks scans the moon for signs of life and reports that the source of the tractor beam is a huge installation situated deep below a range of hills some kilometres west of the 'Queen's present position. You are upset to be left out of the search party and decide to go it alone to search for an entrance to this installation. You must find yourself some equipment, as the moon's atmosphere, such as it is, is highly toxic. The first obstacles you have to get past are the captain and Commander Pocks themselves - they are both still in the main control room and you must find a way of getting off the ship without being spotted by either!

Originally written for the Electron and BBC in 1986 using the Quill, "Magnetic Moon" was converted for the Spectrum in 1988 using PAW. There are two versions, 48K and 128K, the latter having more text and a few extra puzzles, but both are still massive games. Either version is available on tape and +D 3.5" disc for the Spectrum and the 48K version has been converted for the Amiga under Spectrum emulation. Now the 128K version has been converted to run on the PC under Spectrum emulation without the need for a saved position to begin parts 2 and 3 (you can now play them out of order but it won't make sense!). The appropriate Spectrum emulator is supplied on the game disc.

Only **£2**

for Spectrum (tape and +D disc)

also Amiga(e) and PC(e) under Spectrum emulation

Available from

Adventure Probe Software

52 Burford Road

Liverpool L16 6AQ

LARRY HAS DONATED ALL PROCEEDS TO THE PROBE FUND

WoW SOFTWARE

**ADVENTURE FOR AMSTRAD and PC(®)
(SPECTRUM VERSION AVAILABLE SOON)**

THE UNWANTED GIFT by Frank Fridd

This 3-part text adventure, a sequel to "Where Is Zeus", is dedicated to the memory of Joan Pancott, founder of WoW Software. Without her commitment and enthusiasm to computer adventures of all kinds, especially Amstrad games, the world of fantasy would have been a poorer place.

Since rescuing Zeus from his prison in "Where Is Zeus", you have become rich and powerful. There is only one problem. Zeus, in gratitude, gave you one unfortunate gift, a rain cloud. Every time you go outside the cloud enthusiastically pours rain onto you. No one will come near you and you feel very lonely. You decide something must be done to get rid of the cloud, which you have called Horace, without offending Zeus.

This Amstrad version has been amended slightly so it can be played on the PC under Amstrad emulation. Although Amstrad players will need a special saved position to start part two, and a password to start part three, PC owners will need passwords for parts two and three.



Available for
Amstrad CPC6128 - £5 on 3" disc - £2 on 3.5" disc
PC under Amstrad emulation - £2
(cheque/postal order payable to B.J.Gibb)
from
WoW Software
52 Burford Road
Liverpool L16 6AQ, U.K.

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ADVENTURE PROBE SOFTWARE

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

HIDE AND SEEK
by Edwina Brown

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

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

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



Available for

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

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ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE AMIGA AND AMIGA(e)

AMIGA

CLEAR-UP IN CLOGGIELAND by Harold Dixon	£2
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AMIGA under C64 emulation

THE GREAT AUSSIE ADVENTURE by Dorothy Millard	£2
THE DRAGON DIAMOND by Kenneth Pedersen	£2

AMIGA under Spectrum emulation

Single games

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WHERE IS ZEUS? by Frank Fridd	£2
SHIMMERIKIN by Christopher Hester	£2
DIE FEUERFAUST by Larry Horsfield (4 parts)	£2
MILLION DOLLAR GREAT JEWEL HEIST by Dorothy Millard	£2
TROUBLE AT BRIDGETON by Dorothy Millard	£2
BLACK KNIGHT by Mandy Rodrigues (2 parts)	£2
CASE OF THE MIXED-UP SHYMER by Sandra Sharkey	£2
CURSE OF NIMUE by Karen Tyers (2 parts)	£2
TEN GREEN BOTTLES by Karen Tyers	£2
THERE'S A HOLE IN YOUR BUCKET by Karen Tyers	£2

Larry Horsfield Collection

MAGNETIC MOON (3 parts)	
STARSHIP QUEST (3 parts)	
REVENGE OF THE SPACE PIRATES (2 parts)	
AXE OF KOLT (4 parts)	£7 (all 6 on 2 discs)
RUN, BRONWYNN, RUN (3 parts)	
SPECTRE OF CASTLE CORIS (2 parts)	

Walter Pooley Collection

CASTLE ADVENTURE	
DESERT ADVENTURE	
MANSSION QUEST	£5 (all 5 on 1 disc)
MISSION X	
PYRAMID	

GRAY STAR ADVENTURE CD

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 'Uac' 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 Spoccy 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.

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM 128K and PC(e)

THE HOUSE OF LOCKERBY by Derek Shaw

The House of Lockerby is a much-used term to describe the large number of games written by Jack Lockerby. Now the house is set to increase by one. Jack has written his toughest game yet.



However, after being invited to dinner with Jack one Sunday, our failed adventure writer, Billy Bungle, has run off with Jack's notes along with the database disk. He intends to publish the game using his own name in an attempt to gain much-needed recognition. Despicable, is it not?

On hearing the news, you decide to track Billy to his lair, and recover Jack's notes and disk. You make your way over to his pad, find the door open, and go inside..... By the way, Jack's missing as well.

Derek has written a unique game, programmed by Edwina Brown, and as there will be only one more addition to The House of Lockerby, can you find both database and author?

Available for

Spectrum 128K (tape and 3.5" + D disc),

and

PC (under Spectrum emulation)

Only £2 from

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© Derek Shaw

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OBJECTS AND THEIR USES

TRAVELS IN THE LAND OF ERDEN

compiled by Doreen Bardon on a PC

<u>Object</u>	<u>Location</u>	<u>Use</u>
Banner	Isle temple	Fly on pirate ship
Beetle/worm	Under rotting logs	Feed to chick
Bell	At school	Ring in Lion Temple
Boat	Shop	Row to Isle
Bottom parchment	In pumpkin pot	Read it
Bronze key	In metal box	Open mountain door
Chest	Pirate ship	Open it
Chick	In nest	Feed it worm/beetle
Coins	In pumpkin pot	Trade for boat
Crystal stone	Examine sand castle	Put into temple door
Dagger	In Pumpkin pot	Cutting tool
Dragon's scale	Cave	Give to witch
Earring	On pirate body	Evidence of pirates
Fishing pole	East of lake	To lift bridge
Green stone	In well	Put in statue hand
Hook	On a skeleton	Attach to pole
Iron key	Make from mold	Open trapdoor
Jacket	In trees	Give to schoolgirl
Jolly Roger flag	Temple altar	Show princess, Fly
Kite	In another oak	Fly it on a windy hi
Kitten	In pumpkin patch	Scare it with chick
Ladder	Shed	Open, climb up willow
Lamp	Shop	Your light source
Log	Small isle	Use as a paddle
Map	In metal box	Read it
Metal box	Eucalyptus tree	Open it
Metal leaf	On metal tree	Insert into stone
Mirror	Isle temple	Opens sluice gate
Mold of key	Candle wax	Give to blacksmith
Note/spells	Witch's hut	Show to witch
Parchment	Near docks	Read it

Pellet	From princess	Put in eucalyptus
Pill	Witch's hut	Eat to regain height
Plant morsels	Top of mountain	Feed to squirrel
Raft	Small isle	Travel back to town
Rope	In well	Attach to pinnacles
Ruby	In chest	Your objective
Sap	Woodland trees	Mend wooden key
Shears	Shed	Cutting tool
Shell	Small isle	Trade it
Shovel	Shed	Digging tool
Silver acorn	Oak tree	Give to witch
Skates	Shed	Skate on frozen lake
Sled	Shed	Skate on frozen lake
Spade	Shed	Digging tool
Spyglass	Beach area	Look through it
Sword	On pirate body	Evidence of pirates
Token	From gypsy	Give to royal guard
Top parchment	From princess	Read it
Twine	In pumpkin patch	Tie to kite
White powder	From witch	Sprinkle it on kite
White root	Prickly plants	Give to witch
Wooden key	In willow tree	Open trapdoor



GETTING YOU STARTED

DRACULA: RESURRECTION available for PC and Playstation

Watch the introduction at least once. Start at the gate of the Golden Crown Inn. Go forward and enter the inn - a couple of nasty-looking customers get up and leave. Barina, the innkeeper, welcomes you. Talk to her and Micha, the elf-like man, about the castle (icon in top right-hand corner of screen). Leave the inn.

Go forward to the signpost, then turn left. Go forward until you reach another signpost. Follow this and the next until you reach the cemetery (cuemeterium). Enter through the gate and go forward twice, then turn right and pick up the pickaxe. Return to just inside the gate, then turn left and approach the swirling lights. Use the pickaxe on the lights to dig through the ice to reveal the picture of a dragon. Move the cursor to the centre and pick up the dragon ring. Leave the cemetery.

Return to the signpost and follow it to the cross (calvarium). Go up the steps and walk to the back of the cross and pick up the slingshot from its plinth. Return to the Golden Crown Inn and ask Micha about both objects (slingshot and dragon ring). Ask Barina about the ring. You have now been warned about the ring and know the slingshot is good for hunting birds by the lake. Leave the inn.

Go forward to the signpost and follow the signposts to the lake (lacus). Approach the man at the cabin - he tells you to go away. Did you recognize him from the introduction and when you first entered the inn? Turn around and follow the path to the nearby oak tree - the only tree with a thick trunk and a ladder! Go up ladder onto a platform to see two birds flying around in the distance. Use the slingshot on them - the man runs out to see what happened. Return to the cabin and pick up the club leaning against the cabin wall. Continue along the verandah to see the man has his back to you. Use the club on him. He falls into the lake. Pick up the reed pipe from the nearby barrel. Walk onto the jetty and grab the knife from the top another barrel.

Return to the inn and ask Micha and Barina about the reed pipe (flute) and note the details. Go down to the cellar (via two doors) and open the cupboard to find a telescope. Return to the bar. Go upstairs and enter the bedroom at the end of the corridor. Note the garlic. Approach the chest of drawers and push it (cog and hand icon) to the other corner of the bedroom. Climb onto it and pick up the doorknob from the beam

GABRIEL KNIGHT 3: BLOOD OF THE SACRED – BLOOD OF THE DAMNED played on a PC

Day One 10.00am to Noon.

You play this part as Gabriel. In your room, open the dresser and take the coat hanger and the piece of masking tape. Leave your room and go downstairs to the Lobby. On the far side of the Lobby is an archway that leads to the Dining Room. Go through the archway and you will meet Mosely. After the cut scene, return to the Lobby. Jean, the receptionist, will introduce himself to you. Inspect the hotel register and read the entry in the register inset. Talk to Jean about all the topics that are available. Now go and talk to Emilio using all the topics that are available. Leave and go to the phone booth room. This is behind the curtains in the Lobby. Open your inventory and select the calling card from Prince James. Use the card on the telephone. After the conversation ends, leave the hotel and talk to Madeline about all the topics that are available then go around the corner to the book shop and look in the window at the books about the Holy Grail. The shop is closed so you cannot go inside. Try to talk to Emilio when he comes out of the hotel. He will ignore you and return inside. Now find your way to the Museum and talk to the lady on the desk. She is Madame Girard. Talk to her about everything possible but make sure that the Holy Grail topics are included. Now go up the steps and into the Museum proper. Stand behind the panels near the two ladies and you will overhear their conversation. These ladies are Lady Howard and Estelle. Talk to them about all possible topics and then go back to the Hotel. This should end the time block but, if it doesn't, leave the hotel again

PLAY IT AGAIN SAM played by Dorothy Millard - available on Spectrum, Amiga(e) and PC(e)

(Start in your office), INVENTORY (carrying a notepad and a licence card), GET TRIBUNE (phone rings ignore it for now), EXAMINE TRIBUNE (seventh robbery in two weeks, believed to be the work of the same gang), DROP TRIBUNE, EXAMINE DESK, OPEN DRAWER (contains a gun, jemmy, bunch of skeleton keys and a sandwich), GET GUN, GET JEMMY, GET KEYS (leave the sandwich), CLOSE DRAWER, EXAMINE STATUE, EXAMINE NOTEPAD (telephone rings again), ANSWER TELEPHONE (your landlord), EXAMINE TELEPHONE, EXAMINE LICENCE CARD, WAIT (until Gloria arrives and asks you to find her sister Sylvia), SAY YES (she gives you \$200 and an envelope), EXAMINE ENVELOPE (Sylvia's address), OPEN DOOR (landing), D (street), HAIL TAXI (driver asks where to?), 45 WESTERN BLVD

HINTS AND TIPS

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

THE RIVER VALLEY

1. Open the gate using the key and collect the fawn which has been caught by a hunger and wants to be taken to its mother across the river. In returning to the path again use the key and then leave the key behind.
2. Travel along the path and follow it to the site of the river crossing where the bridge has been washed away. The river is shallow just before the bridge site, and may be forded there. However the llama does not like getting its feet wet and so leave it just west of the bridge, and of course the copper pot, before crossing the river. Only attempt to cross at this shallow place as piranhas infest the waters elsewhere, with fatal results.
3. Having crossed the river you dislodge a fallen tree which floats, carrying you to the site of the bridge where it becomes lodged in the struts of the old broken bridge, and so serves as a new and temporary bridge.
4. Cross the bridge and retrieve both the llama and the copper pot before recrossing to find the doe.
5. Return the fawn to its mother and in return you receive the mark of Jawax, the all-seer, and every animal will know you as a friend. The tiger god strokes your face with his claws and the blood forms the sign of the sun on your cheeks. He says you have made good the evil of your relatives the hunters. Continue along the path, and enter the Aztec city.

CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad

When you hear a knock at the door of the nunnery and automatically retreat upstairs, return to the office and find an object not previously there - this will help you reveal the coffin's secret.

The clock in the cabin of the barge is the clue to opening the panel in the secret room.

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

SPHERE - SMALL CELL

The green door in the Study is unlocked by pushing the green button in the hut in the Mansion garden a second time. Wander about and collect the CARTON and CONE. Wear crampons to cross the skating rink, collect BRICK from Garden, return to Mansion.

CONE - STAGE OF THEATRE

You'll need all 3 keys here - dull, glowing and iron. Collect the BREAD, TETRAHEDRON and POTATO from the 3 dressing rooms and use the coin to pass through the Foyer. Return to Mansion.

CELLARS - CHAMBER WITH PLATFORMS

Take the statuette, barbell, doorstop and brick to the 2 platforms in the cellar, after weighing them. The idea is to put an equal weight on the right and left platforms, which will open the door in the north wall.

VAMPIRE

X the Vampire...looks like he'd enjoy a good meal, but how to get some blood? If you "cut me" with sword you'll find out what happens, but do this out of the Bulbous Chamber. Hmmmm...how to get the rapidly-congealing blood to the vampire? Find a suitable container...like the bottle in the Wine Emporium.

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

SQUEEZE SPHERE when you meet the witchmaster in the transparent room (E and SE from dungeon).

Pick up the **lock of hair** (from the cell), now find the **walnut shell** - two of the five tokens.

Go to the temple, and when below the altar, squeeze the sphere, then go U and get the **cross** (another token).

KHANGRIN PLANS played by Barbara Gibb available for Spectrum 128K and PC(e)

(not necessarily in chronological order)

Office in office in prison - Hit then search him to find a brass key and a diamond ring.

Woman in bedroom in Hall - Give her the diamond ring - she will leave a figurine.

Man at end of alley - SAY TO MAN "HELP" then give him the figurine (he gives you 50 credits).

To enter the Hall - INSERT CRYSTAL into the slot (can be used only once).

You need the silver key to unlock the door in the police station.

Inside the tavern - SAY TO WARRIOR "HELP" then give the sabre to him.

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

Find a green key in the Green Pastures.

Find a horse and give it the carrot. You can now GET ON HORSE and travel into the kingdom of Corra. From the magic circle go NE, NE, NE and E to Corra Castle. The drawbridge is up, so get off the horse and put the reed in your mouth before going E into the water-filled moat. Go around the castle until you find a heavy iron door. Open the door and go W to the bottom of a well, then U into the Royal Kitchen. It is now safe to discard the reed.

Check out the chest in the store-room - it contains more than a gold key.

Unlock a trapdoor using the large key you found in the Purple Tunnels. Go down into a cell where Prince Grott is chained to the wall. After being released, he will follow you.

At the North End of the Balcony, unlock the door with the gold key from the chest, open door and go W to enter the Treasury. Pick up the golden rose.

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

Part Two

After giving the password, go S and greet the knight. He gives you a flask before dying.

After burying the knight and finding the banner you will be allowed to mount and ride his horse.

You have a limited time in the clearing - ensure you find a casket.

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

Dig to find a mysterious bottle. X bottle, (it contains a volatile explosive liquid), get bottle, E, S, E, untie boat, row, tie boat, W, S, S, E to the Northeast corner of the Cemetery where the paupers are buried. Dig - you excavate a pine box and a pauper's corpse, and find a lock pick. A graverobber appears and makes off with the shovel. Get pick, S, E, S to the Rectory, X desk to find the stapler, get book, read book (Aha! It shows you how to pick a lock). N, W, W, N, N, N, E. Untie boat, row, tie boat, W, N, N. X closet in the shack - the door is locked - pick lock, open door, N into closet. You find a crystal ball here. Get ball - the wind blows suddenly, and you hear the sound of an organ playing in the distance. X ball - you see something indistinct deep within it.

REAH played by Doreen Bardon on a PC

THE 'HANGING STONES PUZZLE

From the book on the table inside The House Under The Stairs you learn that the 'hanging stones' contain a great and secret force called four and forty (44). The pages in the book contain certain 'numbers' - the only combination of which that add up to 44 are 4 + 8 + 32. Note the shape of the frames around these 'numbers'. The "hanging stones" are on the walls outside the rear of The House Under The Stairs. Only 3 have the same shaped frames as those around the 'numbers' 4, 8 and 32 in the book. Certain of the 'stones' have strange symbols on them. Only one symbol is common to all 3 these frames and does NOT appear on the others. It is also the only symbol on the 4th row of the 'stones'. Press the stone with this symbol in all 3 the frames.

**ROHAK THE SWORDSMAN played by Barbara Gibb -
available in BBC, Electron and PC(e)**

Part One

Can't decode the message on the blackboard - the Sage gives you a clue.

Hag turns you into a frog - wear the helmet (and cloak) before entering the herbalist's shop.

SIMON THE SORCERER 2 played by Jill Nott on a PC

DESERT ISLAND

Pick up shovel. Go east to see beachcomber pick up your mucusade which he **refuses** to return. Pick up towel.

Enter jungle and see kit you met earlier. Give balloon you see to him and he gives you a shell. Take wooden pole and use with shovel head you picked up earlier.

Enter cave and meet a drunken genie when you try to take bottle. He needs sobering up.

Return to beach, use spade – you make a sandcastle and create a big hole. Use towel and shell to create trap, talk to beachcomber who falls for it. Retrieve mucusade.

You encounter a savage dog blocking road to cafe. Pick it up – as you do he becomes harmless and portable.

Talk to waitress in café – all their coffee is decaf. Drink one anyway – while you **sleep** you learn that Sordid is weakening. Get another cup, visit Spiv who wants 3 bungas for caffeine tabs. Take whistle from path nearby.

By co-incidence, 3 bungas is the prize for the limbo competition but to win you have to distract judge and audience so you can cheat. The way to do it is to fix the torture machine so the native's screams will distract all at the competition. Use dog on generator, pull lever on torture machine to turn it on, **blow whistle** after entering competition. Use your prize to buy tablets, add them to coffee and pour it into bottle. Wish to return to Calypso's when genie sobers. It works, but Calypso has disabled your wardrobe to force you to find and free Alix. He provides you with a lion to transport you to the final section.

★ **SPIRITWRACK played by Barbara Gibb on a PC - also available on Amiga**

Subway

Put a coin in the slot so you can go SE onto the platform. When a train arrives go E to enter.

A thug will annoy you. Listen to him, he keeps calling you Padre and Preacher-man, so ESPINIS THUG will deliver a dull sermon - he falls asleep.

Pass the time by thoroughly reading the newspaper - news, sports and features. Search the seat top find a coin. When the train reaches Aragain, go W.

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

In dark hole: X the craft, door and pad.

Traveller: He'd like some I.D. too; but first visit Maintenance and perform some repairs with something you found in the guard's clothing.

When you find your way into the mini-pod in the exploratory craft, you must manipulate the switch to operate the pod. Pod will only work successfully if you have done some repairs and activated a guidance system on the mothership.

Back in the village: You're now ready to return home to your parents - just head west along the road home!

UNNKULIAN UNDERWORLD: THE UNKNOWN UNVENTURE - available for Amiga, Atari and PC

In Hut at Start

Search your former master three times - find a tattered scroll, postcard and iron ring. You need all of them. Also pick up the lamp before you leave.

Forest

Climb a tree to find two useful objects.

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

What is the machete used for?

Near the garden path there are four locations where you see "nasty bushes". Chop bushes with the machete, and you reveal an opening to The Shrine. There's a "pot" plant here, which you need to get rid of that Guard outside the toilet.

How can I get rid of the Guard outside the Toilet?

You have to carry the "pot" plant around for a while. First it will start wilting, then eventually die. If you examine it at this point it is "a dead pot plant". About 20 moves after this it shrivels up, you discard the ceramic pot, and you are left holding some dried leaves instead. If you've examined the Guard, you'll know by his tattoos that he loves his mum and dope, so give leaves to Guard.

How do I get back to the University from the Car Park?

You need the key from the toilet to unlock a large wooden door between the Car Park and Administration Foyer. The section with all the Trees leads to the Car Park, but you can't return that way.

Why does my car keep on getting towed away?

You only have a limited time to find that essential parking sticker, so become a cat, find machete, get pot plant, find toilet.

Where can I find a parking sticker?

There is one inside the Volvo, but the Volvo is locked, so you will have to break in by throwing something heavy through the windscreen. The brick won't work, so try using the ancient typewriter in the Storage Room north of the Administration Foyer.

How can I prevent myself drowning in the Lake?

You need to find Karen up in the Ivory Tower and fix her halo. She gives you something in return.

More next month

SOLUTIONS OF THE MONTH

HIDE AND SEEK

Written by Edwina Brown

Solution by Colin Steele on a Spectrum - also available for Amiga(e) and PC(e)

Start in the living room of your home. I (wearing a satchel and shoes, and carrying a wand), X WAND, X SATCHEL, U (bedroom), X BED, LOOK UNDER BED (see torch), GET TORCH, D, S (kitchen), OPEN FRIDGE (see sandwich), GET SANDWICH, N (back in living room), SEARCH BUREAU (find money), GET MONEY, COUNT MONEY (just enough), GET APPLE, N (out of house).

E (see a bus queue), X QUEUE (don't recognize anyone), TAP QUEUE (changes to the letter Q which you put into the satchel), N (churchyard), X GRAVES (see flowers and vases), MOVE VASES (find trowel), GET TROWEL, E (into church), SEARCH PEWS (find an E which you put into the satchel), S, S (cul-de-sac), TALK TO BOY (he has lost his marbles), N, E (by gate), OPEN GATE, N (into paddock), GIVE APPLE (to Shetland pony), X PONY, TAKE SHOE, X SHOE, TAP SHOE (changes to the letter U which you put into the satchel), S, CLOSE GATE, E, TALK TO FAIRY (she has lost a book), U (top of hill), X WELL, LOWER BUCKET, DROP ALL, CLIMB ROPE (now inside well), X WALL (find a loose brick), GET BRICK (something falls out of the hole), DROP BRICK, U, RAISE BUCKET, SEARCH BUCKET (find brick, keep it), SEARCH BUCKET (until you find an H), PUT H IN SATCHEL, GET ALL, D.

W, W, W, W, W (see niece), WAVE TO KARA (she blows a kiss), TAP KISS (before it lands on your face - now have an X which you put into the satchel), W, S (village school), X BLACKBOARD, X CONSTELLATIONS, X CASSIOPEIA, TAP CASSIOPEIA (now have a W which you put into the satchel), N, TALK TO ELLA (she has lost her watch), W, N (inside shop), TALK TO SHOPKEEPER, BUY HOOK, TAP HOOK (now have an S which you put into the satchel).

S, OPEN GATE (a ferocious dog prevents you but a letter G falls off the gate - now it reads Beware of the Do), GET G (you can't, yet), W (crossroads), X STATUE, X EYE, TAP EYE (now have an I which you put into the satchel), X CHEVRON, TAP CHEVRON (now have a V), PUT V IN SATCHEL.

N (meet a tramp, TALK TO TRAMP (he is hungry), GIVE SANDWICH (he gives you a watch), S, E, E, GIVE WATCH (Ella gives you a gold coin; she now goes to school and you can now go north), N, N, LOOK UNDER CUSHION (of chair to find a book), GET BOOK, X BOOK (homework, must belong to the fairy), LOOK UNDER TABLE (see a bowl and bone), GET BONE, S, S, W, OPEN GATE (dog growls), THROW BONE (dog gnaws it), LOOK THROUGH GATE (see a letter G), GET G, PUT G IN SATCHEL.

W, S (leafy lane - see Hedda who runs away and hides), SEARCH LEAVES, S, SEARCH LEAVES (repeat until successful), GET F (Hedda steals it), S (beach - see a beach hut), OPEN DOOR, E (inside hut), CLOSE DOOR (see a mask and snorkel), DROP ALL, GET MASK, GET SNORKEL, OPEN DOOR, W, W, W, WEAR MASK, WEAR SNORKEL, S (into sea), SEARCH SAND (find a C), GET C, N, REMOVE MASK, REMOVE SNORKEL, PUT C IN SATCHEL, DROP MASK (keep snorkel), E, E, E (back in hut), GET ALL, TAP SNORKEL (now have a J), PUT J IN SATCHEL, LOOK UNDER SEAT (find a waistcoat), TAKE WAISTCOAT, X WAISTCOAT (has 4 pockets), SEARCH POCKETS (find a key), X KEY (it has a read MF on it).

W, W, W, W (west end of beach), X CLIFFS, CLIMB CLIFF (can't), CUT Footholds (need trowel), DROP TROWEL, CLIMB CLIFF, SEARCH FLOWERS (find an A), GET A, PUT A IN SATCHEL, D, E, N (into cave), X CAVE, X CRACK, SQUEEZE THROUGH CRACK (into narrow passage), W, N (see a high ledge), U (can't), N (it is dark), SWITCH ON TORCH, N, E (short passage), SEARCH PASSAGE (see Hedda who throws something at you), W, SEARCH PASSAGE (find an L which you put into the satchel), CLIMB ROCKS, SEARCH ROCKS (find stones), GET STONES, X STONES (marbles), D, S, S, SWITCH OFF TORCH, DROP TORCH (not needed again), S, E, SQUEEZE THROUGH CRACK.

S, E, E, N, N, N (crossroads), E, E, E, E, E, S (back in cul-de-sac), GIVE STONES (you give the marbles to the boy who runs off, leaving a fishing net), GET NET, N, E, E, GIVE BOOK (to fairy who gives you her hoop), GET HOOP, TAP HOOP (now a letter O), PUT O IN SATCHEL, W, W, W, W, W, W, W (crossroads), N, TALK TO TRAMP (still hungry), GIVE COIN (tramp gives you a letter R which you put into the satchel), W, W, S, W (members only), N, SEARCH GREEN (see a tee), SHOUT FORE (now have the tee), TAP TEE (now have a letter T), PUT T IN SATCHEL, E, N (glade), THROW BRICK (you pretend to throw it at elves, who run off), DROP BRICK, TAP KAYE (now a K), GET K, PUT K IN SATCHEL, TAP CATAPULT (now a Y), PUT Y IN SATCHEL, GET PEASHOOTER, BLOW PEASHOOTER, TAP PEA (now a P), PUT P IN SATCHEL, DROP PEASHOOTER.

N, E, N, W (large field), WAIT (a bee settles on a flower), TAP BEE (now a B), PUT B IN SATCHEL, E, E (cornfield), GET CORN, W, N (meet a farmer), TALK TO FARMER (don't give him the key yet), GIVE WAISTCOAT, SEARCH TOOLBOX (on tractor - now have a spanner), GIVE KEY (farmer drives away), E, S (by haystack), X HAY, GET HEN, FEED HEN (need corn), TAP HEN (it is an N which you put into the satchel), N, N (barn), CLIMB LADDER (into loft), SEARCH SACKS (find a glove), GET GLOVE, D, SEARCH BARN (find a pan), GET PAN, X PAN (the type used for panning for gold), GET LADDER (it is bolted), UNBOLT LADDER (need spanner), DROP SPANNER, GET LADDER, S, W, S, S, W, REMOVE SHOES, N (to island of stones), PAN STONES (repeat until find a letter M), GET M, PUT M IN SATCHEL, DROP PAN, S, WEAR SHOES, S, W, X TREE, X HOLE (see snake), X SNAKE, POKE SNAKE (with wand, see a Z), WEAR GLOVE, GET Z, PUT Z IN SATCHEL, REMOVE GLOVE, DROP GLOVE.

E, E, S, S, S, S, S, S, W (beach, see a pool), X POOL, SEARCH POOL (see a D), GET D (need fishing net, the D is now in the satchel), DROP NET, W, N (into cave), THROW LADDER THROUGH CRACK, SQUEEZE THROUGH CRACK, GET LADDER, W, N, PROP LADDER, CLIMB LADDER (to ledge), SEARCH LEDGE, GET F, PUT F IN SATCHEL, SCORE (should have all 26 letters), D, S, E, SQUEEZE THROUGH CRACK, S.

E, E, N, N, N, E, E, S (inside school), GIVE SATCHEL (to Dido who thanks you and gives you a bottle of wine), N, E, E, S (back in your living room), SIT IN CHAIR (and enjoy the wine).

THE END



MERHOWNIE'S LIGHT

Written by Steve Kendall (K-Soft)

Walk Through by Dorothy Millard (Spectrum Version)

Scenario

You are on board the pilot boat "Pisces" on your way to the most remote lighthouse in the world. It is your duty to attend to the light for a period of four weeks, a simple job you may think, but many of the previous keepers have disappeared without trace and it is up to you to make sure the same thing doesn't happen to you. In fact you may find out what befell your predecessors.

Walk Through

(Start on board the pilot boat), INVENTORY (wearing a yellow sou'wester and a pair of boots), EXAMINE SOUWESTER (keeps you dry), EXAMINE BOOTS, EXAMINE CAPTAIN, HELLO CAPTAIN (tells you to make sure you take with you the crate, torch and box, as they are important for your survival), EXAMINE CRATE (note it has a rope tied around it), OPEN CRATE (need a knife to cut the rope and a crowbar to open it), GET CRATE, GO BELOW (below deck in a small cabin), EXAMINE SEXTANT (leave it), EXAMINE COMPASS (leave it), GET TORCH, EXAMINE TORCH (no battery), GET BOX, EXAMINE BOX (locked), U, WAIT (you're getting closer to the light), WAIT (until you see the jetty), THROW CRATE (onto the jetty), THROW TIN (onto the jetty), JUMP ASHORE (to jetty... the pilot boat leaves and you are alone – leave the crate and tin here for now).

U (rock steps), U, U (top of steps), E (outside lighthouse), OPEN METAL (door... you enter the base of the lighthouse), EXAMINE OILDRUM (full and heavy), MOVE OILDRUM (keep trying until you discover a hatch – note this is random and may take many attempts), DROP TORCH, GO HATCH (small wooden floored pit), GET KNIFE, GET SPHERE, EXAMINE SPHERE (like a crystal ball), U, DROP SPHERE, DROP KNIFE (for later).

U, U (outside round room), GO ROOM (living quarters), EXAMINE BUNK, LIFT MATTRESS (discover a hatch), GO HATCH (storage room but there is nothing here), U, GET MATTRESS, EMPTY MATTRESS (keep trying until you discover a battery), DROP MATTRESS, GET BATTERY, EXAMINE BATTERY (for the torch), EXAMINE RADIO, EXAMINE TABLE, EXAMINE CHAIR, EXAMINE STOVE, LEAVE ROOM, D, D, GET TORCH, INSERT BATTERY (in torch), GET KNIFE, LEAVE LIGHTHOUSE, S (top of steps), D, D, E (narrow footpath).

E (cave entrance where you see a broken vase which is useless), TORCH ON, E (back of cave – must have lit torch), GET CROWBAR, W, W, W, D (jetty where you left the tin and box), OPEN CRATE (using crowbar and knife – now see a rope and tin of beans), DROP KNIFE, DROP CROWBAR, GET ROPE (leave the beans for later).

U, U, U, E, EXAMINE WELL (the rope and bucket are missing), TIE ROPE (to the old winding gear), CLIMB DOWN (bottom of well), GET BUCKET, EXAMINE BUCKET (full of mud), EMPTY BUCKET (find a key), DROP BUCKET, GET KEY, CLIMB UP (rope breaks), W (passage), W, W (tunnel forks), NW (chasm – note don't try to jump it), SE, NE (dead end where there is a strong smell of oil), LOOK UP (see wooden boards soaked in oil), PUSH BOARDS (you find yourself in the pit), U (inside lighthouse), LEAVE LIGHTHOUSE, S (top of steps), D, D, D (jetty), GET TIN, UNLOCK TIN (find a bible inside), DROP KEY, GET BIBLE, DROP TIN, READ BIBLE (find a bookmark in the Book of Jonah, Chapter 1, Verse 15 underlined), DROP BIBLE, DROP TORCH.

GET BEANS, U, U, U, E (outside lighthouse), OPEN METAL (door), GET CAN, FILL CAN (with oil), U, U (outside round room), GO ROOM (living quarters), GET OPENER, EAT BEANS (that will stop you starving), DROP OPENER, GET CLOTH (cleaning), LEAVE ROOM, U, U, U (lamproom), CLEAN LAMP (using cloth), DROP CLOTH, FILL LAMP (with oil from the jerry can), DROP CAN (empty), LIGHT LAMP (now working), GO OUT (inspection platform), GO ROUND (side of lamp where a metal ladder leads up), U (can't be carrying anything), EXAMINE CONDUCTOR (lightening), D GO ROUND, GO IN, D, D, D, D, D, LEAVE LIGHTHOUSE, S, D, D, D (jetty).

DROP SOUTHWESTER, DROP BOOTS, DIVE OFF (under jetty where you see a chain attached to one of the pillars, leading off into the darkness), FOLLOW CHAIN, D (outside cave), GO CAVE, U (you break the surface of the water in a large cave), N, NW (large cavern where you see a plastic sheet, wooden barrel and skeleton), EXAMINE BARREL (empty), EXAMINE SKELETON (the gruesome remains of someone long-gone), GET SKELETON (it falls apart but you see something in the skull), GET SKULL, EMPTY SKULL (find a bullet), GET BULLET, DROP SKULL, EXAMINE BULLET (see markings on it – note 10 and 3), SE, S, D, LEAVE CAVE, U, U, U (back to jetty), U, U, U, (top of steps), E (outside lighthouse), OPEN METAL (door to base of lighthouse), U 10 (now on 10th step), REMOVE STONE (find a book called "The Book of Light"), READ BOOK (you see a list of names beginning with Merhownie and ending with yours... you will also meet your Nemesis, but at least you discovered what happened to your predecessors).

ADVENTURE COMPLETED

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 TWO -STRALSUND & ROSTOCK

I (torch, talisman, 2 metal rings and a sheet of parchment (spells), wearing clothes), POUCH "RUCKK" (to retrieve the pouch of money), LOOK IN POUCH (15 marks), SW, SE (into wood), WAIT (woodcutter appears), X KLAUS (wearing a badge), KLAUS "BADGE" (need one to enter the city), BUY BADGE (you buy it for 10 marks), X BADGE, DISMOUNT, TIE HORSE TO TREE, NW, SW, SW, WEAR BADGE, W (passed soldiers into city), W, S, SW (outside convent), KNOCK, NUN "VISIT OBERIN", WAIT, OBERIN "STIGGY", SHOW TALISMAN (note details), OBERIN "CHURCHES" (note places), X CRUCIFIX (note colour), READ NUMBER (note number - random), OBERIN "THANK YOU" (you automatically leave the convent), NE, N, N (inside church), X FLOOR, X PATTERN (same as talisman), S, E, E, NE, NE, SE, UNTIE HORSE FROM TREE, NW, SW, CAST UNSIC AT HORSE, SW, W, W, N, WEAR TALISMAN, FAHREN "ROSTOCK", N, E (by altar), X CLOCK (note colour), READ NUMBER (note number - random), W, W, S (by stable), R or Z (until your horse materializes), BOY "STABLE HORSE" (need 5 marks and horse visible, given a token), X FACADE (note colour), X COIN, READ NUMBER (note number - random), N, E, N, NE, E, TORCH "ZUNDE", S (top of spiral staircase), D (rubble blocking way south), CAST STARK AT ME, MOVE RUBBLE, S (end of passage - see door with dials), X DIALS (must be plural to know they are coloured), TURN BLACK DIAL TO ** (click), TURN RED DIAL TO ** (click), TURN GOLD DIAL TO ** (door swings open), S (bare rock chamber), TAKE ALL (china bottle and opal ring), X BOTTLE, X RING, X OPAL, N, N, U (automatically discard torch if carrying bottle and ring - now in courtyard), W, SW, W, N (University square), X ZAMPF, X EARS (holes in them for rings to which you can attach reins - this is a hint for part three), R or Z (until officer returns - note Zampfs like turnips), S, W, W, W, SW (can't without transport), DROP BOTTLE, E, E, E, E, SW, S, S, GIVE TOKEN (to stable boy to reclaim horse), MOUNT HORSE, WEAR RING, TURN OPAL (you and horse transported to inside the bottle), TURN OPAL (now outside the bottle in the location you left it), DISMOUNT (empty pouch reclaimed by Magar), TAKE BOTTLE (needed again), MOUNT HORSE, SW. Save position to load into part three.

(150 points + 200 b/f = 350)

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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.