

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 .

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
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HALL OF FAME

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

Bev Truter, Peter Smith, Edwina Brown, Dorothy Young, Frank Fridd,
Colin Steele, Laurence Creighton, Pauline Bryant,
Hilary O'Connor, Jon Scott and Steve Clay

Special thanks to:

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EDITORIAL

Welcome to another issue of Probe. It doesn't seem that long since I sent out the last one; the months seem to go by so quickly. First, congratulations to the winners of the two 15th Birthday competitions. You should be enjoying your prizes by now.

The 2001 Adventurers Convention will soon be here. The official website has being updated and can be seen at

<http://www.adventure2001.fsnet.co.uk>

Larry has hinted that it may be the last convention, so if you haven't been before, this year may be your final chance.

There has been an excellent response to my pleas for specific help. Peter Brown sent maps for Dungeon Master and Chaos Strike Back, Margo Porteous has sent a lot of magazine cuttings for Dragontorc and Avalon, and Edwina Brown sent me a lot of hints for various adventures. My thanks to all of you. It would be nice if more subscribers took an active part in the magazine, if only to suggest what they would like. This issue is #184 and it is getting more and more difficult to know what to feature. I still hope to get Probe to the double century.

Due to lack of space in the reviews section in this issue I didn't mention that Electronic Boutique offer Dracula Resurrection for £9.99 for the PC and Playstation. You can order online, or visit one of their shops. They also list The Ward for £9.99 for the PC but were out of stock when I checked.

Well, the authorities have finally caught up with me and called me up for jury duty from 17th September. As this is usually the time of the month when I am heavily into preparing the magazine, the September issue may be later than usual. The house is never left empty, so if you need to contact me you can telephone and leave a message, with Ray or Heather, or email me, and I will get back to you asap.

That just leaves me enough space to let you know that my email address has changed. No, I haven't change server, but I understand "cableinet" will eventually be turned off, so I have, after a lot of messing and frustration, changed it to "blueyonder". The old one should work for a while, but better to use the new one from now on (gibb2@blueyonder.co.uk).

All the best, *Barbara*

LETTERS

From Bev Truter of Carnegie, Australia

Re the article in the May issue of Probe, on the basic plots in literature, I thought you might be interested in an article on the 7 basic plots in Hollywood romance movies I read in our "Age" newspaper yesterday. I've done a re-write of the original article, using most of the author's quotes and categories of films, but cutting out a lot of the pop-psychology waffle. American 'sociologists' and 'psychologists' always seem so OTT and out of touch with the rest of the (real) world...unless they just can't express themselves very well!

When I'd finished, I had the urge to do something similar (well, actually, it turned out not at all similar) on the old Mills & Boon romances...remember them? Ahhhh! The silly junk I used to read in the pre-computer days! I actually wrote the '7 plots' article for Probe, and the Mills and Boon article for SynTax; but then I thought what the heck, I'll send both to you and both to Sue, in case you're interested.

*

Many thanks, Bev. "The 7 Basic Plots of Romance Films" is published in this issue, and "Doing It the Mills and Boon Way" will be in September's magazine. (Barbara)

From Peter Smith of Waterbeach

Played a good children's Adventure game "Spy Fox 2: Some Assembly Required". I was just curious what kind of games Humongous produced. They're a company started by Ron Gilbert who was the guy behind the original Monkey Island games. "Spy Fox" is very funny and inventive, a good way for younger Adventurers to start, just too short ... 2D cartoon graphics, no timed sequences or action, hybrid PC / Mac games.

*

I have seen quite a few point-and-click adventures aimed at children. The Famous Five games (briefly reviewed in Probe recently) and also the Scooby-Doo! series, and there are probably others. I bought Scooby-Doo! and The Phantom of the Knight and it looks good fun to play. (Barbara)

REVIEWS

TEN LITTLE ADVENTURERS

Written by Edwina Brown

Reviewed by Derek Shaw on a PC under Spectrum emulation

The scene is set. You arrive at the Thistle Hotel, Birmingham for the 10th Adventurers Convention. On arrival, you espy the dastardly wizard Nilrem up to no good. It transpires that he has kidnapped 10 of your friends, reduced them in size to miniature status, and hidden them in various places in the hotel. Your task is to find your friends, and restore them to their normal size.

Some of the hiding places are indeed novel. I just love the one where I found Karen Tyers. This isn't a big game, boasting around thirty locations. Most of the action takes place on the second floor of the hotel, though you do go automatically to your ground floor room each time you rescue one of your buddies. There are two locations where you need to LOOK UP (LOUP), but at one of them it wasn't so obvious. Or maybe it was me doing my 40 watt bulb impression (dim).

Despite being a small game, it is well worth playing. Some of the problems had me scratching my bonce, like the ones involving Peter Clark and Karen. Or maybe it was just me being dim again. If you've played any of Edwina's games before, then you'll know what to expect. If you haven't played any of them....why not??? Unlock your purses or wallets poste haste and swell the Probe fund by buying this game. It's worth it. Look forward to the next one.

Available from Adventure Probe for Spectrum (tape and +D), Amiga(e) and PC(e) only £2.00. The appropriate emulator is supplied with the game.

DIARY

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

CRYPT (V2.0)

Written by Steve Herring (1990)

Reviewed by Bev Truter on a PC

I found CRYPT to be another oddly compelling and likeable shareware game, which I assume the author has programmed himself, instead of using one of the popular game-writing utilities such as AGT or TADS. No frills wasted here on optional text/background colour schemes - plain white-on-black is all you get - and what's wrong with that? I've seen some awful games with a huge choice of pretty colours. The author requests US\$12 as registration if you enjoyed playing Crypt.

The CRYPT.DOC file gives a rough idea of the storyline, which runs as follows: "Crypt takes you to an old church in the English countryside. You will explore the church, its quaint churchyard, then plunge into the dark, dreaded chambers below. In the Crypt may be found long lost historical artifacts of great value, protected by a host of traps, tricks and creatures both natural and supernatural. The successful adventurer must possess courage, skill, intelligence and a bit of luck."

Still in CRYPT.DOC, this is followed by some notes for those unfamiliar with text adventures - mazes and hints on mapping them, and some explanation of compass directions, and why going north from A to B, then south, might not necessarily take you back to location "A". Mercifully, there are not many of these "twisting" directions in the game; and where they occur, the room location refers to "winding passage" or "twisting tunnel", which gives you fair warning. There is no use of the verbs EXAMINE or READ or LOOK (AT), but all the detail you need is in the location descriptions. For more information while playing CRYPT type INFO at any time after the introduction.

The introduction echoes the initial description of the storyline, and sets the scene for what lies ahead.... "you are taking a walk in the English countryside. It is an area unfamiliar to you but you have heard of a very interesting church in the vicinity, a church steeped in local lore and mythology. Some stories say that wonderful treasures of English antiquity may be found there. Others warn of a horrible fate awaiting the careless intruder."

With this chilling warning in mind, you begin the adventure outside a church gate, with the church, churchyard and crypt just waiting to be explored. But perhaps you'd better visit the North Transept first, to get a useful hint on how to extricate yourself from some nasty situations in the gloom of the crypt below; and don't forget to find the Vicar as well.

You will come across many problems to solve and treasures to collect, and one nice touch is that no-one need be killed (excepting yourself, occasionally.) Another nice touch I found appealing is that you are not collecting all the various treasures for your own personal gain, but to restore to their rightful place - hard luck if you wanted to keep them! Along the way you must also take note of 10 letters of the alphabet, to form a two-word password needed near the end of the game.

I would rank Crypt as moderately easy, perhaps fairly difficult, and not for the total newcomer to text adventures. (Are there any total newcomers to text adventures these days?) There are approximately 100 locations in CRYPT, and all are well-described to create the necessary atmosphere of excitement and danger. There are a few humorous touches too - I particularly liked the lion, and how to dispose of him. (No, there WASN'T a thorn in his paw to remove!) A personally-created and unintentional humorous touch for me was the utter botch I made of the password for a while - how silly can you get. All in all, I found this a delightful and satisfying game to play - bug-free, and with no spelling or grammatical errors, it provided me with 3 afternoons of good entertainment.

In mapping games, I've discovered there's a direct ratio between enjoyment of a game and neatness of maps - beautifully-drawn maps with really tidy writing and lots of pretty colours for rivers, lakes, mountains and trees indicate that I really liked a game. Conversely, when I flip through my maps and come across disgusting little scrawls on lined paper, with illegible handwriting and everything in pencil, then I know it was a game I thoroughly disliked. So ultimately, my map for Crypt says it all - a wonderful creation on pristine white non-lined paper, locations drawn in pencil with writing in a tasteful range of red and blue ballpoint. Treasures, naturally, are highlighted (highlit?) in fluoro green, and the bad guys in fluoro orange. Need I say more?

Download from the Internet (<ftp://ftp.gmd.de/if-archive/games/pc/crypt.zip>)
If you don't have access to the Internet and would like a copy you can send a formatted blank disc and return postage, **or** £1.50 (to cover costs), to the Probe office.



DEADLY LABYRINTH (Available for PC, Amiga and ST).
Written by Frank West
Reviewed by Bev Truter on PC

Deadly Labyrinth has long been one of my personal all-time favourite contenders for the "Worst Text Adventure" prize, for many reasons.

LABYRINTH is a Standard Level AGT game, classified as Freeware, and inspired by the Death Gate Cycle series written by Weis and Hickman. The author apparently intends 'improving' the game at a later date by adding more rooms to most levels, and more levels to the game, but in my opinion this game is long enough and large enough already, without adding yet more rooms and levels. LABYRINTH currently consists of 8 levels, and a huge improvement might be to delete about 6 of them. You might have gathered by now that this is not one of the best text adventures I have played, but wait, let's begin at the beginning.

The introduction sounds interesting enough, and lulls you into thinking the game itself might prove to be quite fascinating, but no such luck. The gist of the introduction is that "Centuries ago the Enemies came and threw your whole race into a magic prison called the Labyrinth. Those controlling the Labyrinth's magic have disappeared, and now your prison has become a deadly one. The Labyrinth has gained a life of its own, and regards you as a threat to its survival. Some of the puzzles and paths in the Labyrinth have been solved by those who were clever enough and strong enough, but only one has completely escaped the Labyrinth - the Forerunner, and only he can return and help those still struggling to escape." Presumably you play the part of the Forerunner, returning to the Labyrinth to aid the rest of your people in their escape; although in practice you never actually stumble across another soul (well, up to level 7 anyway, which was as far as I persevered), and your meanderings around the various levels seem strangely lacking in purpose.

After loading and answering Yes or No to the usual "Do you want instructions?" screen, you are greeted by what looks like an insect with a varying number of legs missing, crawling up the right-hand side of the text. This is actually a map, (sort of), showing directions available for movement. You begin the game with the First Gate disappearing behind you, and faced with the daunting task of fighting your way through another 7 Gates, (not to mention the boredom....but more of that later).

Most of the levels are constructed like mazes, with the same type of description for each location - e.g. in the 1st level you trudge through "a vast area of empty sand".

The 2nd level is a maze of misty? foggy? twisty? passages, followed by yet another desert <yawn>. However, there are 3 fairly simple problems to solve before you can make your way through the Gate to level 2, and this keeps your interest from flagging too soon.

Your first task is to find a container for water and fill it from the appropriate pool (1st level), then get some food (2nd level). Your score (Hit Points) gradually decreases until you have the foodpack, and immediately after passing through each gate you must wander around doing nothing until your Hit Points build up to the new maximum. Attempting to do battle with monsters while your score is low is always fatal. Ah yes! The monsters. Each one is either a snake, a spider or a scorpion. Rather disconcerting, as after you've killed it you could reasonably expect it to stay dead; but no, this is not the case. Each monster apparently has miraculous powers of restoration, and you'll come across it again on other levels, only bigger and stronger. This game turns out to be a lot more RPG-ish as you proceed, with long sequences of "kill X with Y" and "cast Z at X" having to be repeated ad nauseum until each monster dies.

As you pass through each Gate your Hit Points increase, tattoos signifying added protection against monsters appear on your arms and legs, and you gain another spell. After finding food and killing the obligatory monster (the snake, this time) on Level 2, you pass through the 3rd Gate to the most interesting Level of the game. At last! Some variety in scenery! This level also contains 3 more object-related puzzles to solve, and a different monster to kill (a gigantic white worm, for a change. All very Edgar Allan Poe-ish). Defeating this creature poses a tricky problem, using brains instead of the usual combination of brawn and spells. Hooray! But just as I was getting all excited at the prospect of more interesting levels ahead, with the promise of some decent text-adventuring, I passed through the 4th Gate, and it was all downhill from there on.

If you survive the monsters, the sheer boredom will get you. 4th level - another maze, 5th level - another desert, 6th level - another maze. Ho-hum. In the end I just gave up - couldn't care less if my character succeeded or not. In fact, I took great delight in deliberately committing suicide by attacking monsters when my Hit Points were abysmally low, but even this diversion wasn't enough to generate any further enthusiasm about trying to finish the game.

Perhaps a compulsive RPGer would find this game more interesting, but I don't think so, somehow. It seemed to combine the worst of both worlds - too lacking in atmosphere, problems and storyline for a text adventure, and too simplistic and repetitive for a RPG.

Some of the factors contributing to the general unplayability of Deadly Labyrinth would have to be its lack of atmosphere, poor room descriptions, zero feeling of involvement, lack of interesting puzzles, non-existent plot, and last but not least, too many predictable fights with repetitive monsters. Aside from all this, there seemed no point to it all - why are you wandering so aimlessly around? With no-one in sight to rescue, your entire quest just seems so vague and devoid of purpose. With few redeeming features apart from the fairly interesting Level 3 section, Deadly Labyrinth is doomed to languish unplayed in my "too boring" drawer - unfinished, unlamented and unloved.

DRACULA RESURRECTION

Published by France Telecom/Canal+

Reviewed by Steve Clay on a Playstation (also available for PC).

Sometimes I find it easier to write a review of a poor game, something to do with the old adage that it is easier to say something nasty than to say something pleasant. However I found this review easy to write despite loving the game, indeed the difficulty I had was what to leave out.

The introduction to the game gives the impression that it is a sequel, although I presume it is actually a sequel to the Bram Stoker novel. The documentation with the Playstation version is scant and a little disappointing. There is an excellent movie introduction that shows Dracula falling foul of the hero of the game Jonathan Harker. You then learn that the game begins in London in 1904, seven years after Dracula was defeated. Harker discovers that his wife Mina has once more become beholden to the power of Dracula and has fled to Transylvania. Harker realises he must follow his wife and try and free her from the grip of the evil one.

In true Hammer Horror fashion you begin the game outside an inn (there's something funny about that sentence). You can wander off over the snow packed landscape or you can enter the inn where it seems you have a room booked. The lady innkeeper is keen to persuade you not to travel to the castle and strongly advises against wandering abroad at night. The game progresses through a series of puzzles, conversations and in the early stages of the game wandering around the forbidding landscape in search of objects and clues to help you in your quest.

This is a point and click adventure and uses a simple icon interface. You move the cursor around a location and if it hits a anything of interest the

cursor changes to either an magnifying glass for examining, a hand and cog icon means you can operate it manually, a cog on its own means you need to use something from your inventory on the item and a hand alone means the player can take an item. The player can move between locations when the cursor changes to an exit arrow. Once in a location the player can revolve through 360 degrees, which makes the rooms seem quite large, the ability to turn means the game designers have been able to hide items behind you or not directly in sight, looking up and down are also useful tips.

The graphical representations of the locations are spectacular and create the perfect atmosphere for a gothic horror tale, added to this are the subtle sound effects that keep up the atmosphere such as a snapping twig, creaking floorboard or the cawing of crows in a graveyard. If the location graphics are good then the characters you meet and interact with are out of this world. The innkeeper is my favourite with her bulging eyes and flabby lips. Also in the inn is a weasel type bloke whose wispy hair and pinched face make you instantly distrust him, although he only offers good advice and information.

The characters are depicted in a slightly bizarre caricature style and this gives them a larger than life look. The interaction with the characters is handled in a simple fashion. When you confront a person a column of icons will appear to the right of their face. These icons will contain pictures of objects you have collected or places you have seen. Click on these and the character will converse with you on the subject. Early on these icons will be empty so it is important to return to some characters from time to time to see if more can be learned.

Given all the wonderful artwork on show it is surprising, if not disappointing, that the objects you collect are occasionally poorly defined. This becomes a little problematic when what you have collected looks like a glass eye or a button or an earring or perhaps a brooch. There is also a slingshot to be found and finding it was not easy as it blended in so well with the snow covered floor, in fact you had to be looking at your feet to even have a chance of finding it. I have spoken to Barbara who has played some of this game and we both agree that you need to turn up the brightness on your monitor as it is very easy to miss things.

The puzzles in the game range from easy to convoluted but never impossible. Maybe I was just lucky with this game or maybe I just found the authors style to my liking but I virtually flew through the game until I came unstuck at the zodiac puzzle. Here I had to ask for help, although on discovering the solution to the puzzle I found I had been doing the right thing only to be let down by the graphical representations of the zodiac signs. Once through this hiccup I rolled on to the entertaining conclusion.

The Playstation game comes on two discs and it was therefore a little surprising that my playing time to complete the game was around four hours and that included a lot of messing around. I reckon with a following wind I could complete the game in half the time. Undoubtedly the discs will be full of the location graphics and the cut scenes that link the various stages of the story together, but it does seem a short amount of gameplay.

Dracula Resurrection is a really good adventure. One of the best, if not the best I have played on the Playstation. I mentioned earlier Hammer Horror and the game plays like an old Saturday night scary movie. Talking of films the characters in this game bear an uncanny resemblance to the Hollywood stars who appeared in the recent big budget 'Bram Stokers Dracula'. Perhaps this was a movie license that never happened? The game plays well despite the occasional nuisance I have mentioned. I am already looking forward to Dracula 2 -The Last Sanctuary, but I'll wait for the price to become a little more sensible.

ESCAPE FROM MAYA'S KINGDOM

Written by Wayne Boyd

Reviewed by Bev Truter on a PC

I had dim memories of struggling to finish this game about 7 years ago, without success. So when a friend solved MAYA and passed the solution on to me, I delved around in the mothballs, hauled MAYA out, and had another go; soon discovering it to be just as annoying to play as it was the first time around. But I gritted my teeth, printed out Tom's solution, and relentlessly plodded through it all over again, shamelessly using the solution to finish MAYA so I could stuff it into my "Games - Completed" diskbox.

On first glancing at the solitary file in MAYA you notice it's a teeny bit under 65k, which indicates a very short and probably primitive game. Uh-oh. The next dismaying thing is the opening screen of text, which informs you that in this version (2.0) you can actually escape! - suggesting that you couldn't in the previous version(s). Next was the author's name - a self-styled guru called Vipramukhya Swami, whose real name turns out to be Wayne Boyd; and who obviously sees himself as the purveyor of a rather quaint mish-mash of various Indian philosophies. Swami/Boyd requests \$9.50 if you enjoy playing this game - overly optimistic, methinks.

With no SAVE or RESTORE options, getting killed means having to reload and start all over from square one. A rather amusing bug emerges when playing the game from a floppy instead of hard drive - you receive the congratulatory end message if you enter QUIT, as though you've

successfully completed the game. A nifty short cut for the thoroughly disgruntled player, perhaps? Instructions for playing are short and simple - input must either be all upper case or all lower case, but not mixed. There is no score and no introduction to relate the story so far, but you get the drift as you go along. Your main aim is to reach the Ocean of Material Existence (yes, really!), and use the boat of Transcendental Knowledge (!) from the Bhagavad Gita book to cross the ocean and successfully enter the Kingdom of Vaikuntha. Anyhow, on with the plot. You begin the adventure in Maya's Kingdom standing outside her castle - a simple graphic in startling yellow. You must find the book and the means to get it, then escape the Castle and cross the ocean; all very straightforward.

The parser is extremely limited, and understands only a few simple commands. Look, Examine, Open, and even Drop are apparently beyond its capabilities, and if the parser doesn't understand your input, it responds with an increasingly annoying sequence of stock phrases, e.g. "Dimbat! You can't 'look' here."

Responses in a similar vein are "What now, loser?" and "What now, smarty?" Swami he may be, but Wayne is obviously not too hot in the spelling department. The sting of one typically insulting response is totally lost when you read "What now, clever detective?". Other sloppy spelling mistakes were "your self", "out doors the air is fresh to breath", "a safron-clad monk", and the one I liked most - "the coble stone city street".

Location descriptions are shortish but adequate, with plenty of glib concepts and garbled cliches from Hinduism thrown about for good measure. It appears your character is a bit of a goody-twoshoes, trying to escape the lure of the gorgeous but evil Maya. Turning your nose up at all the revelry and partying that appears to be going on in the Castle, you must drop your moralistic attitude just long enough to open a safe and steal the contents, then obtain the "Gita book" from a monk. That done, you're fully equipped to cross the ocean - if you can find it.

MAYA is a horribly simple and simplistic game, almost totally devoid of puzzles or problems. There are two mazes though, to relieve the boredom. One of the mazes would normally be a doddle to map with the drop-an-item method, but in this case you have no items to drop, and the parser adamantly refuses to understand the word DROP. The other maze is inescapable, so apart from having a peek at the scenery, there's little point in entering it. I'm still half-convinced there's a bug in my copy which prevents me from finding one of three numbers necessary to open a safe, but assuming I'm wrong, this game should take you only 1 or 2 hours to complete. With a total of about 35 - 40 locations, at a rough estimate, this game is not long or difficult. The trouble is, it's not amusing, entertaining, interesting or enjoyable either.

THE WARD

Reviewed by Peter Clark on PC

"Your name is David Walker and you are a member of the Apollo XIX crew. Your mission is to collect information about unexpected seismic events detected upon the Moon's surface. It should have been a smooth routine assignment. As you near the completion of your task, the whole world goes berserk. Your fellow crewmen are killed in an instant and you are taken prisoner to a secret alien world right in Earth's backyard. The big question is why? Something fully indifferent and older than the cosmos itself has chosen you to be a carrier of an ancient legacy. Your true mission and its purpose are yet to be discovered.

You will have to race your way through a hybrid society made up of two ancient alien cultures. Solve mysteries and mind-expanding enigmas to get to heart of the plot. You will feel the intense atmosphere and enjoy the motion picture style direction of the game. You will have to face three different adventure genres, first as a fugitive, then as a detective and finally as a saboteur. Accept the ultimate challenge of the ancestors. The final revelation will take your breath away."

This was the blurb that I found on the box when I saw this game in a local computer shop. Having been assured by the assistant that it was an adventure game and not another beat'em up going under the name of an adventure, I paid up and took the game home. Yes, it is a point and click adventure and one with quite a convoluted story. After the initial starting video where all of your colleagues are killed and you are taken prisoner, you awake in some sort of alien base. It turns out that this is on the Moon and your task, in this part of the game, is to find some way of escaping to a base on Mars.

After a very promising start, I found myself in a sort of laboratory where, before you can progress much further, you have to master an alien microscope. Although there is a description of this piece of machinery in the accompanying handbook, the whole thing seemed to be so involved that I almost gave up then and there. However, thanks to the Internet, I found out what I was supposed to do with it and completed the task.

The place has many machines and, at the start of the game they are of no use as they all have alien wording on them. Later in the game you will be given the ability to read alien writing and they will become of vital use to you. Assuming that you manage to master the technology of a Memorizer that you will eventually find, you will be able to leave Moon Base and be transported to Mars. (Again the Internet proved helpful.)

This part is where you assume more of a detective role. You are free to wander about within reason and will have to talk to all the other characters many times as well as playing and winning a blackjack game, before finding a way to escape. You need to get to the Holy Mountain to finish the game and you will have to enlist the help of one of the other races before this becomes possible. The final part of game was interesting as you can switch between two characters to play. There is also a way of swapping items from one another's inventories that you must master if you are to complete your task.

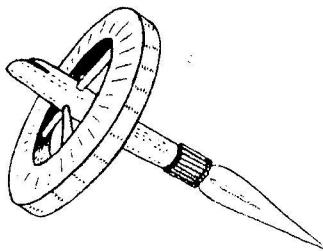
During the game there are many puzzles. Some of these are of the "use something with something else" type of puzzle but a large percentage of them are mathematical, usually of the "slider" puzzle and coloured pattern type of puzzles. The game itself has a novel plot and flows quite well but is spoiled in several places by the sheer complexity of alien technology. In one part, not only do you have to master the use of this strange equipment, but also you have a narrow time limit to complete the task. I think that this was the point where I almost gave up. However, after several attempts lasting over a three-day period, I managed to complete the task in the requisite time.

"The Ward" is well thought out and is certainly worth playing but be ready to tear your hair out at several points.

The game is published by a company called Fragile Bits, Take 2, Interactive Software of Windsor, Berks. Recommended system specifications are: -

Pentium 2 – 133Mhz or higher. 32 Megs Ram. 130 Megs free hard drive space. 8x speed CD Rom. Direct X compatible sound and video. Keyboard and Mouse.

Shop around for best price. Software First offer it for PC for £15.99 (non-members), £14.99 (members). Electronic Boutique catalogue has it for £9.99 but they were out of stock when I checked. Anyone know of other reliable stockists? (Barbara)



THE 7 BASIC PLOTS OF ROMANCE FILMS sent in by Bev Truter

Based on a short article by Don Oldenburg printed in "Washington Post" and our Aussie newspaper, "The Age", liberally sprinkled with quotes from Marcia Millman (sociologist) and Judith Sills (psychologist).

Many films with a love story or romantic plot strike emotional chords in audiences because they reflect plot lines and themes that emerge time and again in our own lives. These appear to be universal stories, and the movie-making industry often comes up with plots that key into the very profound experiences and emotional fantasies of viewers. Hollywood may script its love stories for entertainment and box-office success, but many classic romance films can be instructive, even therapeutic, in helping us understand our romantic attractions and disappointments.

Buried in the plot lines of films such as 'Casablanca' and 'Dirty Dancing' are the answers, Millman claims, to such timeless questions as "Why do I always fall for the wrong guy?" and "Should I risk everything for love?" By recognizing the following seven basic love stories that are re-enacted in films, fiction and life, Millman says we can connect with the motives and early experiences that unconsciously drive our choices and behaviour in relationships with other people. These seven basic love stories, like myths, reflect existential human problems; which is why we often identify so strongly with the characters portrayed in these films.

1. FIRST LOVE (eg Titanic and Dirty Dancing)

A powerful plot line for youth when finding romance has much to do with breaking away from our parents and finding our own identity. Later in life, as in 'The Way We Were', some people long for their first love to recapture their youth, or when something is missing in their current relationship.

2. PYGMALION SYNDROME (eg My Fair Lady, Educating Rita and Working Girl) The mentor-and-protege plot revolves around the older partner's need for admiration and control, and the younger one's desire to grow. This storyline often triggers emotions in women who lost their fathers at an early age.

3. OBSESSIVE LOVE (eg Play 'Misty' for Me and Fatal Attraction) This is often characterised wrongly as "loving too much", says Millman. Instead, this type of plot is more about a lover whose fear of abandonment and anger drives him/her to control his/her partner.

4. THE DOWNSTAIRS WOMAN AND THE UPSTAIRS MAN (eg Pretty Woman and You've Got Mail.) One of the most popular stories usually involves a bright, ambitious woman from a poor and unconnected background who falls in love with a powerful and wealthy man out of her reach. Millman sees this as the woman's aim to win the love of a powerful man to make up for the father who paid no attention to her or rejected her.

5. SACRIFICE (eg Casablanca, The Bridges of Madison County and The End of the Affair.) This more typically middle-age story is ostensibly about sacrificing once-in-a-lifetime happiness for a higher moral purpose or principle - not hurting someone else, or a higher calling. Millman interprets this plot as depicting people who are afraid of passion reaching middle age, and then losing their fear of passion.

6. RESCUE (eg Beauty and the Beast, Run Lola Run & What Dreams May Come.) Common for both men and women, it's the tale of falling in love with someone who has been wounded in the past, and unconsciously seeking to rescue oneself by saving the lover.

7. THE COURAGE TO LOVE - POSTPONEMENT AND AVOIDANCE (eg An Affair to Remember, Sleepless in Seattle & Forever Young.) Perhaps the all-time favourite, this is about having faith that love will survive every obstacle. Such stories are about someone who has been inhibited or afraid finally taking a chance on love, and it works out well - the "love conquers all" theme that we find so irresistibly appealing.

NOSTRADAMUS WROTE

Those of you who watch the television series First Wave will be used to quotes from Nostradamus which the hero, Cade Foster, has to prevent from coming true. The following is a hoax quatrain circulating on the internet, with the suggestion it refers to George Bush being elected. (Barbara)

In 1555, Nostradamus wrote:

"Come the millennium, month 12,
In the home of greatest power,
The village idiot will come forth
To be acclaimed the leader."

THE ART OF BEING WRONG

by Ken Webb

'Heaven and earth were created all together in the same instance, on October 23rd, 4004 B.C. at nine o'clock in the morning' - Dr John Lightfoot, vice-chancellor of Cambridge University just before the publication of Darwin's Origin of the Species.

'Rail travel at high speed is not possible, because passengers, unable to breathe, would die of aspxhtxia' - Dr Dionysys Lardner (1793-1859), professor of natural philosophy and astronomy at University College, London. He also asserted that no large steamship would ever be able to cross the Atlantic, since it would require more coal than it could carry. Two years later the Great Western crossed the Atlantic.

'Animals, which move, have limbs and muscles. The earth does not have limbs and muscles, therefore it does not move.' - Scipio Chiaramonti.

'They couldn't hit an elephant at this dist' The last words of General John Sedgewick spoken while looking over the parapet at the enemy lines during the Battle of Spotsylvania in 1864.

THE WORST BURGLAR

by Ken Webb

The history of crime offers few figures less suited too undetected burglary than Mr Philip McCutcheon.

He was arrested for the twentieth time when, after his latest robbery, he drove his getaway car into two parked vans. During this man's appearance at York Crown Court in 1971, the judge gave a rare display of careers' advice from the bench.

Giving our man a conditional discharge, Mr Rodney Percy the Recorder, said; 'I think you should give burglary up. You have a withered hand, an artificial leg and only one eye. You have been caught in Otley, Leeds, Harrogate, Norwich, Beverly, Hull and York.

You are a rotten burglar. You are always being caught.'

A SURVEY TO ESTABLISH IF YOU'RE GETTING OLD by Colin Steele

Everything hurts, what doesn't hurt doesn't work.

The gleam in your eye is the sun shining on your glasses.

You feel like the morning after, but you haven't been anywhere.

Your black book contains only names ending in M.D.

Your children begin to look middle-aged.

You join a health club but don't go.

A dripping tap causes an uncontrollable urge.

You have all the answers but no one asks you the questions.

You look forward to a dull evening.

You need glasses to find your glasses.

You turn the light out for economy not for romance.

Your knees buckle but your belt won't.

Your back goes out more often than you do.

You put your bra on back to front because it fits better.

Your house is too big and your medicine cupboard is not big enough.

You sink your teeth into a steak and they stay there.

The floor is further away than it used to be.

Printing has got closer to the paper.

Your birthday cake collapses under the weight of the candles.

When offered super sex you'd go for the soup.

WORLD STANDARDS OF MEASUREMENT

sent in by Laurence Creighton

The US standard railroad gauge (width between the two rails) is 4 feet, 8.5 inches. That's an exceedingly odd number. Why was that gauge used? Because that's the way they built them in England, and the US railroads were built by English expatriates.

Why did the English build them like that?

Because the first rail lines were built by the same people who built the pre-railroad tramways, and that's the gauge they used.

Why did "they" use that gauge then?

Because the people who built the tramways used the same jigs and tools that they used for building wagons which used that wheel spacing.

Okay! Why did the wagons have that particular odd wheel spacing?

Well, if they tried to use any other spacing, the wagon wheels would break on some of the old, long distance roads in England, because that's the spacing of the wheel ruts.

So who built those old rutted roads?

The first long distance roads in Europe (and England) were built by Imperial Rome for their legions. The roads have been used ever since.

And the ruts in the roads?

Roman war chariots first formed the initial ruts, which everyone else had to match for fear of destroying their wagon wheels. Since the chariots were made for (or by) Imperial Rome, they were all alike in the matter of wheel spacing. The United States standard railroad gauge of 4 feet, 8.5 inches derives from the original specification for an Imperial Roman war chariot.

Specifications and bureaucracies live forever. So the next time you are handed a specification and wonder what horse's ass came up with it, you may be exactly right, because the Imperial Roman war chariots were made just wide enough to accommodate the back ends of two war horses. Thus, we have the answer to the original question.

Now the extra-terrestrial twist to the story...

When we see a Space Shuttle sitting on its launch pad, there are two big booster rockets attached to the sides of the main fuel tank. These are solid rocket boosters, or SRBs. The SRBs are made by Thiokol at their factory in Utah.

The engineers who designed the SRBs might have preferred to make them a bit fatter, but the SRBs had to be shipped by train from the factory to the launch site. The railroad line from the factory had to run through a tunnel in the mountains. The SRBs had to fit through that tunnel. The tunnel is slightly wider than the railroad track, and the railroad track is about as wide as two horses' behinds. So, the major design feature of what is arguably the world's most advanced transportation system was determined over two thousand years ago by the width of a horse's ass. And you wonder why it's so hard to get ahead in this world...

MORE GHOSTS, GHOULS & THINGS THAT GO "WOOOAAH!" IN THE NIGHT

by Kez Gray

QUEBEC WEREWOLF

According to newspaper reports in July and December 1767, a werewolf was seen in the area of Saint Roche, Quebec. During the day he was supposed to be a beggar and at night he was said to change into a giant bloodthirsty wold.

REDCAPS

Redcps were, as said by an old Scottish tale, a bloodthirsty group of Elves. They were said to keep the caps on their head red by hurling large boulders at passers-by, and dripping their caps inthe blood shed by the unlucky victim. (*)

(*) Dennis Francombe's adventure "The Song of Taliesin", based on Welsh legends, has similar vicious Eleves (Barbara)

COMMENTS FROM THE TECHNICAL SUPPORT DESK

A woman called the Canon help desk with a problem with her printer.

The technician asked her if she was "running it under Windows."

The woman responded, "No, my desk is next to the door. But that's a good point. The man sitting in the cubicle next to me is under a window, and his is working fine."

Tech Support: "OK Bob, let's press the control and escape keys at the same time. That brings up a task list in the middle of the screen. Now type the letter 'P' to bring up the Program Manager."

Customer: "I don't have a 'P'."

Tech Support: "On your keyboard, Bob."

Customer: "What do you mean?"

Tech Support: "'P' on your keyboard, Bob."

Customer: "I'm not going to do that!"

Overheard in a computer shop:

Customer: "I'd like a mouse mat, please."

Salesperson: "Certainly sir, we've got a large variety."

Customer: "But will they be compatible with my computer?"

I once received a fax with a note on the bottom to fax the document back to the sender when I was finished with it, because he needed to keep it.

Customer in computer shop:

"Can you copy the Internet onto this disk for me?"

I work for a local ISP. Frequently we receive phone calls that start something like this:

Customer: "Hi. Is this the Internet?"

Customer: "So that'll get me connected to the Internet, right?"

Tech Support: "Yeah."

Customer: "And that's the latest version of the Internet, right?"

Tech Support: "Uhh...uh...uh...yeah."

Tech Support: "All right...now double-click on the File Manager icon."

Customer: "That's why I hate this Windows - because of the icons - I'm a Protestant, and I don't believe in icons."

Tech Support: "Well, that's just an industry term sir. I don't believe it was meant to"

Customer: "I don't care about any 'Industry Terms'. I don't believe in icons."

Tech Support: "Well...why don't you click on the 'little picture' of a filing cabinet...is 'little picture' OK?"

Customer: [click]

(more next month)

IN TOUCH

WANTED - to BUY or BORROW

DISCWORLD 1 and 2 for the PC.

Please contact Dorothy Young, Tel. 01684 579101 or the Probe office. Thank you.

JUST A QUESTION OF HOW YOU LOOK AT IT sent in by Jon Scott

The following concerns a question in a physics degree exam at the University of Copenhagen:

"Describe how to determine the height of a skyscraper with a barometer."

One student replied:

"You tie a long piece of string to the neck of the barometer, then lower the barometer from the roof of the skyscraper to the ground. The length of the string plus the length of the barometer will equal the height of the building."

This highly original answer so incensed the examiner that the student was failed immediately. The student appealed on the grounds that his answer was indisputably correct, and the university appointed an independent arbiter to decide the case.

The arbiter judged that the answer was indeed correct, but did not display any noticeable knowledge of physics. To resolve the problem it was decided to call the student in and allow him six minutes in which to provide a verbal answer that showed at least a minimal familiarity with the basic principles of physics. For five minutes the student sat in silence, forehead creased in thought. The arbiter reminded him that time was running out, to which the student replied that he had several extremely relevant answers, but couldn't make up his mind which to use. On being advised to hurry up the student replied as follows:

"Firstly, you could take the barometer up to the roof of the skyscraper, drop it over the edge, and measure the time it takes to reach the ground. The height of the building can then be worked out from the formula $H = 0.5g \times t^2$. But bad luck on the barometer."

"Or if the sun is shining you could measure the height of the barometer, then set it on end and measure the length of its shadow. Then you measure the length of the skyscraper's shadow, and thereafter it is a simple matter of proportional arithmetic to work out the height of the skyscraper."

"But if you wanted to be highly scientific about it, you could tie a short piece of string to the barometer and swing it like a pendulum, first at ground level and then on the roof of the skyscraper. The height is worked out by the difference in the gravitational restoring force $T = 2\pi \sqrt{l/g}$."

"Or if the skyscraper has an outside emergency staircase, it would be easier to walk up it and mark off the height of the skyscraper in barometer lengths, then add them up." "If you merely wanted to be boring and orthodox about it, of course, you could use the barometer to measure the air pressure on the roof of the skyscraper and on the ground, and convert the difference in millibars into feet to give the height of the building."

"But since we are constantly being exhorted to exercise independence of mind and apply scientific methods, undoubtedly the best way would be to knock on the janitor's door and say to him 'If you would like a nice new barometer, I will give you this one if you tell me the height of this skyscraper'."

The student was Niels Bohr, the only Dane to win the Nobel Prize for Physics.

BLOOPERS **sent in by Laurence Creighton**

Sign in a Laundromat

AUTOMATIC WASHING MACHINES:
PLEASE REMOVE ALL YOUR CLOTHES WHEN THE LIGHT GOES OUT

Sign in a London department store:

BARGAIN BASEMENT UPSTAIRS

In an office:

WOULD THE PERSON WHO TOOK THE STEP LADDER YESTERDAY
PLEASE BRING IT BACK OR FURTHER STEPS WILL BE TAKEN

In an office:

AFTER TEA BREAK STAFF SHOULD EMPTY THE TEAPOT AND STAND
UPSIDE DOWN ON THE DRAINING BOARD

Outside a secondhand shop:

WE EXCHANGE ANYTHING - BICYCLES, WASHING MACHINES ETC.
WHY NOT BRING YOUR WIFE ALONG AND GET A WONDERFUL
BARGAIN?

(more next month)

COMPETITION WINNERS AND ANSWERS

15 PUZZLE WINNER AND SOLUTION

The winner is Pauline Bryant.

The question was:

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

- (A) Andromeda ? squared. =3 squared =9
(B) April the ?th minus Ice Station ? =7 minus 0= 7
(C) ? on a Treasure Island =5
(D) ? minutes to midnight =4
(E) Valkyrie ?? add the digits =17=1+7=8
(F) Number of missing wombats =1
(G) Escape from Pulsar ? minus (C) =7 minus 5=2
(H) Dragonstar ? =Trilogy =3
(I) (A) minus (C) plus Countdown ? Doom =9 minus 5 plus TO (sorry!!) =6

Pauline provided the following solution;

2 7 6 G B I
9 5 1 or A C F
4 3 8 D H E

Below is Steve's next brain-teasing puzzle.

CUP AND BEAN PUZZLE by Steve Clay

You have ten cups and 1023 beans. Using all the beans and all the cups, separate the beans into the cups so that any number between 1 and 1023 can be represented by the cups.

For example if you put 1 bean into the first cup, 2 into the second and 3 into the third you can represent any number between 1 and 6.

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

Answers to:

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

15th BIRTHDAY QUIZ

The winner is Hilary O'Connor, who wins the copy of Zork: The Grand Inquisitor (kindly donated by Joan Williams)

The runner-up is Frank Fridd, who wins a copy of The Victorian Internet.

SOLUTION

7.08	Mary	Toiletries	Sir Arthur	Lyn
7.12	Jenny	Perfume	Hero for Sorania	Doreen Bardon
7.16	Terry	Wine	Jack of Hartz	Bev Truter
7.20	Larry	Chocolates	Colditz Escape	Frank Fridd
7.24	Mandy	Book	Nameless One	Dennis Francombe

EXPLANATION

The 7.08 guest, bringing Sir Arthur, can't have been Jenny (clue 8), Terry who brought the wine (clue 2) or Mandy (clue 7). Larry was the 7.20 guest (clue 5) so Sir Arthur must have been Mary's gift. Terry wasn't the bringer of A Hero for Sorania (clue 2) and since his other gift was the wine, can't have been carrying The Nameless One, which was accompanied by a book (clue 4), his adventure was not Colditz Escape (clue 6) so must have been the Jack of Hartz. We know he wasn't the guest who arrived at 7.08, or 7.20 and clue 1 tells us he did not arrive at 7.24. The 7.12 guest was carrying the perfume (clue 3) so Terry must have arrived at 7.16. Thus from clue 2 it must have been the friend carrying A Hero for Sorania who also brought the perfume at 7.12. The Colditz Escape wasn't carried by the by the 7.24 guest (clue 6) so that must have been when the present consisted of The Nameless One and the book, and by elimination the Colditz Escape must have been the gift from the 7.20 guest, Larry. Since 7.08 guest Mary didn't bring the chocolates (clue 7) they must have been Larry's present. Thus from clue 7 Mandy must have been the 7.24 guest bringing The Nameless One and book. By elimination Mary's gift must have included the toiletries and the 7.12 guest must have been Jenny with A Hero for Sorania and perfume.

Congratulations to all the winners.
I hope you enjoy your prizes.

ADVENTURE PROBE SOFTWARE

TEN LITTLE ADVENTURERS

by Edwina Brown

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

The weekend of the tenth Adventurers' Convention has arrived. The venue is, as usual, The Royal Angus Thistle Hotel, Birmingham.

Arriving at the hotel you drive into the car park and find an empty space close to the walkway. A short distance away you notice ten of the Hamilton Hall gang, laughing and talking together. Removing the key from the ignition you leave the car, lock the door and pocket the key. Then looking over to where the group were standing, you are surprised to find they are no longer there. Instead an odd-looking man is bending down picking small objects off the ground and putting them in a basket.

Can you discover what has happened to your friends and help them in time for the Convention?

This is a delightful game with all the main characters played by well-known adventurers. Some of you will have attempted to play it as the Megapoints Competition, now you and everyone else has a chance to play it at leisure, and enjoy finding the ingenious hiding places of your friends. Please note that this game will not be released until 1st November 1999, but you may order it in advance.

ONLY £2
and available for

Spectrum (tape and +D 3.5" disc)

Amiga (under Spectrum emulation)

PC (under Spectrum emulation)

from
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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM 128K and PC(e)

THE NETHER POPPLETON TREASURE HUNT

by Edwina Brown

The village is buzzing with excitement as a treasure hunt is about to start and the competitors are congregating in the village hall. You have been told that every contestant completing the requirements laid down in the rules will win a small silver cup. In addition, the first ten to return will win a weekend break for two.

The setting is the village of Nether Poppleton, parts of which are based on a real village and includes a park, windmill, village green, river, farm, shop, library, school, various cottages, and a public house with the picturesque name of "The Bee and Butterfly".

Your fellow competitors are familiar to Probe readers, maybe you will meet yourself? So open the large envelope containing the first clue and collect the eight butterflies on your way, and you may win a short holiday in a certain hotel in Birmingham - shame it is not for real!

Another delightful adventure from Edwina. Meet an assortment of villagers and treasure hunt helpers and enjoy the lovely setting of an English village.



Only £2

Spectrum (tape and +D 3.5" disc)
and PC(e) under Spectrum emulation (supplied)

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

GRAY STAR

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

TIME WARRIOR

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

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

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

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

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

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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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM, AMIGA AND PC(e)

A HERO FOR SORANIA by Doreen Bardon

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

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

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

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

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

Only £2 from
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52 Burford Road
Liverpool L16 6AQ

© Doreen Bardon

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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM 128k AND PC(e)

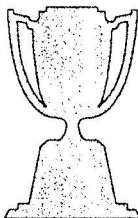
HEDDA'S REVENGE

by Edwina Brown

Once again Alfred is off on an exciting adventure. Over the years the local golfers have won 15 trophies which they proudly display in the clubhouse. The trophies have disappeared, and the club Captain has asked you to help find them. Could this be Hedda's revenge for your success in finding the alphabet in **Hide and Seek**?

The adventures is, of course, set in the beautiful village of Seahaven, familiar to those of you who have played Hide and Seek. You will re-visit some places, but there are also new areas to explore. Ned and Ted are still causing trouble, and this time you will have to get passed that dog that guarded Hedda's house so successfully in the first adventure. The well is still a bit of a problem, and you even get a chance to perform a bit of magic.

Can you help the good people of Seahaven, and find the 15 trophies and return them to the golf club captain?



**Only £2 - Spectrum 128K (tape only)
and PC under Spectrum emulation**

Published by Adventure Probe
52 Burford Road, Liverpool L16 6AQ

© Edwina Brown 1999

EDWINA HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

TIP OF THE MONTH

sent in by Laurence Creighton

I got this from a friend. If any of you are as paranoid about computer viruses as I am, you will find this useful and worth your while. It's like insurance - you hope you never need it!

Who among us doesn't know someone who has experienced the embarrassment of unknowingly spreading a computer virus via their email address book? It's time to STOP this from happening by TAKING CONTROL of your email program! For those who are unaware, many computer viruses spread themselves by sending themselves to everyone in your address book. Imagine how you would feel if you were unknowingly infected with a computer virus, and worse yet, your friends, family, and business contacts were being targeted by your computer! Well, if you want to avoid this sort of thing, here's a great tip:

This tip won't prevent YOU from getting any viruses (you have to scan those attachments yourself before opening them to do that), but it will stop those viruses from latching onto your address book and sending itself out to others.

To avoid spreading computer viruses, create a contact in your email address book with the name : !0000 with no email address in the details.

This contact will then show up as your first contact. If a virus attempts to do a "send all" on your contact list, your PC will put up an error message saying that: "The Message could not be sent. One or more recipients do not have an e-mail address. Please check your Address Book and make sure all the recipients have a valid e-mail address."

You click on OK and the offending (virus) message would not have been sent to anyone. Of course no changes have been made to your original contacts list. The offending (virus) message may then be automatically stored in your "Drafts" or "Outbox" folder. Go in there and delete the offending message. Problem is solved and virus is not spread.

Try this and pass it on to your email contacts. The more people who use this technique, the less vulnerable we will be to viruses that spread in this manner!

GETTING YOU STARTED

NANCY DREW – MESSAGE IN A HAUNTED MANSION **played by Peter Clark on a PC**

This game can be played in either of two modes. One is the Junior Detective and the other is the Senior Detective level. This solution is written playing the game at the Senior Detective level. Time passes quickly during the game and the current time can be checked by clicking on the pocket watch at the lower left of the screen. If you get stuck in the game, try changing the time on the alarm clock in Nancy's Bedroom. After setting the alarm, you will hear some beeps and wake up to a different time. Talk to everything about all subjects that you are able.

Nancy Drew has been asked by Hannah to stay with Rose Green in an old Victorian mansion in San Francisco to find out who or what is behind all the mysterious accidents. Rose would like to renovate the mansion and turn it into a Bed and Breakfast.

Beginning.

You start the game in your guest room that is beautifully decorated with Chinese antiques. Notice the tapestry and take a good look around the room. Note the words and corresponding Chinese characters that you will come across in the game. They will help solve a puzzle later in the game. Use the key in your inventory to open your suitcases and look at the notebook. You will have to return to this notebook often. Look at the dragon figurine and the symbol for DAUGHTER. Look at the knob on the bedpost. It is stuck and will not move. After exploring your room, head down the landing and knock at the door of Abby's Room. It is on the left at the far end as you are facing the stepladders. Talk to her about ghosts. She has something planned for you later in the day. Now go down the stairs that are on the right side of the stepladders. They lead down to the lower floor. Turn right and go through the double doors at the end of the corridor into the Dining Room. Rose is here. Talk to her and she will ask you to complete a tile puzzle that can be found on the floor in the corner of the room. Make sure that that pieces are placed so that no white area is left showing. You can use the right mouse button to rotate the pieces and the left one to position them. When you have completed the puzzle, talk to Rose again. She will ask you to remove some tiles from the ceiling upstairs. This is by the stepladders. Before you can do this, you will have to find a paint scraper. She will also tell you that a schedule of work for everyone can be seen on the dresser. In the drawer of the dresser, you will also find a Fire Insurance Policy. Note the Chinese character for FIRE.

Leave the room and go through the door with the stained glass panels at the far end. You will see some scaffolding and some paint tins. Look at these closely to find your paint scraper. It should still be quite early so go back through the glass door and down through the door on the right as you face the glass doors. This leads down to the basement where Charlie should still be working. Talk to Charlie and he will ask you if you have met Louis. If it is still early enough, you might still catch Louis in the Study. This is through the door next to the grandfather clock in the room where you found the paint scraper into the Parlour and on into the Study through the door on the right. Check out the Parlour, as this is where you will have to use the telephone to call your friends for advice. When you find Louis, talk to him about everything that you able then go back and talk to Abby again in her bedroom. After a brief chat, you will find yourself at a séance and, after that, back in your bedroom again where you will hear some ghostly sounds

THE NETHER POPPLETON TREASURE HUNT played by Barbara Gibb on a PC(e), also available Spectrum 128K

Start and solving 1st clue

Start in the village hall. I (carrying envelope, wearing sweatshirt, jeans and trainers), X SWEATSHIRT, X JEANS, LOIN POCKET (some money), OPEN ENVELOPE (see your first clue -note details), N, E, X MAN, SAY HELLO, E, E, N, S, W, W, W, W (by lychgate), N (churtyard), X GRAVES, X FLOWERS, X VASES (one not quite straight), MOVE/TAKE/LIFT VASE (see a slip of paper), READ PAPER (next clue).

Solving 2nd clue

S, S (enter lounge of a small house)

TEN LITTLE ADVENTURERS played by Barbara Gibb on a PC(e), also available for Spectrum and Amiga(e)

You start beside your car in a large carpark. You can see an odd-looking man. I (nothing at all), X MAN, NE (man gets there before you), N, PRESS BUTTON, OPEN DOOR, U, E (by lifts), PRESS D (lift arrives and doors open), ENTER LIFT, X BUTTONS, PRESS GD (for ground floor), LEAVE LIFT (note what the man from the carpark says). Now in reception area. SAY HELLO (to receptionist - you now have your room key). (1 point)

OBJECTS AND THEIR USES

CASTLE OF THE SKULL LORD - available for most computers

Armour	Wear when you light gunpowder
Bandages	Heal the bleeding man (you get hexagonal coin)
Beehive	Give to bear (you get the silver key)
Bone	Use to stun dog
Bow & Arrow	Use to kill jailer
Bunch of keys	Opens cells (in Skull Lord's castle)
Cape	Wear to get past palace guards (2nd time)
Cloak	If wearing it you can fly
Cross (when anointed)	Gets rid of vampire
Emerald & Diamond	Give to dragon to pass (1st time)
Four gems	Give to dragon to pass (2nd time)
Gold coin	Buy hook with it
Gold crown	This is what you are looking for, take it to the dwarves castle
Gold ring	Wear to get past palace guards (1st time)
Hexagonal coin	Insert in the slot at the door at the end of the maze
Holy water	Anoint cross with it
Keg of gunpowder	Light it to escape from cell (dwarves castle)
Lens	Focus on rope in observatory (opens trapdoor)
Lump of lead	Weigh on scales to progress
Magic dagger	Smashes glass case
Old book	Give to dwarf in forest
Orb	Smash it to dispose of the Skull Lord
Pike	Use it to vault lava pit
Platinum key	Opens door in tunnel at well bottom (leads back to hillside)
Rope and hook	Tie together, attach to window of burning house
Saw	Cuts down tree
Scroll	Tells of the loss of the gold crown
Silver key	Open Dwarves castle
Spade	Clears snow in mountain pass
Spike	Prise trapdoor at bottom of well
Torch (lit)	Burns haycart & lights gunpowder
Water wings	Wear to swim lake
Wooden boat	Enter to cross river
Wooden oar	Row boat

HINTS AND TIPS

ADVENTURE IN TIME AND SPACE played by Edwina Brown on a C64

Section 1

Enter the car, then after examining it, go east.
Examine everything very carefully. Some things may need to be moved.

Section 2

You will find something useful outside the airlock.
When you are in the maze, spray the insects, then examine the airlock.
If you feel sick, take a pill.

Section 3

Give food to the hunting party.
Need some wood? Chop the tree down..

Section 4

Dig in the cave, then when you see a package unwrap it.
You will need a fuse and explosives to get past the snowdrift.
The old lady needs something to eat, as she is hungry.

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

PISCES (fish)

When you "pour oil on trouble waters" in the Eastern Sea during your voyage on Argos, Neptune rewards you with a net.

Go to the calm part of the river (S, E and E from the slipway) and THROW NET to catch a fish.

(My thanks to Doreen Bardon who reminded me I haven't published the hints for Piscies... Barbara)

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

THE AZTEC CITY

1. Visit the dog who gives you vœ as part of a spell, to let you into the temple in the valley. He tells you to visit the cat for the rest of the spell. They have split up the spell in case one of them is captured, so the condors won't be able to use the spell.
2. Visit the cat who tells you to go to the temple in the river valley and collect the black lotus, which brings sleepiness and gives you the rest of the spell needed to enter. He says that C is part of it. If the nearby blacksmith's forge is visited then it is found to be deserted, but there is no need to visit it at this moment.
3. Return to the river valley, cross the bridge and continue to the temple. Say spell PAYNAL to enter the temple. You are automatically placed inside.

BERMUDA TRIANGLE played by Edwina Brown on a Spectrum

Go to the doctor's surgery for help, when you tread on a rusty nail.

When a forcefield blocks your way, you need to insert a key into a hole in tree.

Always extinguish the lantern when you do not need it, fuel is limited.

Blow whistle to pass the spifer's web.

THE CHALLENGE played by Edwina Brown on a Spectrum - also available on Atari ST, Amiga(e) and PC(e)

Can't get past the guards?

First examine the bear cub, to find that it does not like being parted from its mother, and it has a fondness for apples. If you are holding the apple core, take the cub and it will steal it from you. Go west, north, north, with the mother following. Drop the cub and the mother bear will put paid to those pesky guards.

CONFESSOR'S SAPPHIRE played by Barbara Gibb on an Amstrad

In the store room - push the books then pick up one and read it to find a crucifix.

Wear the cloak *before* you ring the bell to enter the chapel.

Inside the Chapel - find a bible and read it to obtain a letter which you can't read because it is in Latin. WAIT until a nun appears, then give her the crucifix. She then writes something in a prayer book which she gives to you. X PRAYER BOOK and READ PRAYER BOOK.

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

THE CAUSEWAY

You must be wearing the waterwings for this trial-and-error maze, so if you step off the causeway you'll be washed to the shingle beach east of the bulbous chamber, where you can pick up all your belongings and try, try again. To reach the Northern Shingle across the river from the Causeway go NE, W, SW, NW, N, E, NE SE, NE, N. Read the notice at the end of the tunnel, then put ring in opening (the brass ring you got from the Wobbly Man). Open door, get TOMATO and retrace your steps across the Causeway, where you'll wash up on the eastern shingle beach. Get all and return to the aperture.

TETRAHEDRON - COUNTRY PATH

To win the game you must be carrying Aunt Maude's grocery list and all 6 items on it - take them out of the knapsack and enter the cottage. You can always return to the mansion from here if you haven't got all the groceries, just pop down the manhole, and retrieve the necessary shapes from the Tiny Chamber west of the Pipe.

GNOME RANGER played by Edwina Brown on a Spectrum - also available for most other computers

To find the gold by the waterfall, Ingrid must give the spade to the nymph and tell her to do it. She must then leave the nymph to do it alone.

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

Clock Tower

To enter safely, ensure you are carrying the mirror (from the cloakroom) which deflects the blast from the cauldron.
Get the tear drop.

If you are carrying all 5 symbols (mistletoe, lock of hair, cross, walnut shell and tear drop) and SQUEEZE SPHERE the door will open.

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

Preparing for Arrest

Find a plastic pistol (W of Corner of Street) and break it to obtain a charge. Put the charge in your wrist pouch.

Buy the torch from the vending machine in the shop (INSERT CREDIT).

Go to the small room (dark, so need torch) and pick up the membership card.

How to Get Arrested

Whilst wearing your uniform, enter the small room off the Hall in the Blue Sun Bar. However, you will lose all your possessions except the wrist pouch (which should contain the charge - see above) so DROP ALL then take your uniform, wear it, then take the card, before entering the Blue Sun Bar.

(next month - how to escape from prison)

THE LEGACY played by Edwina Brown on a Spectrum - also available for Artari(e), Amiga(e) and PC(e)

The card you find in the taxi will open the gate.

The torch battery is to be found in the workshop.

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

Use the appropriate keys to unlock the purple and green doors.

Princess' room - note you can see the bell through the window. Give the crossbow to Prince Grott then instruct him to shoot the crossbow at the bell (don't forget the quote marks).

Escaping from the castle - when the bell rings the guard leaves his post, so hurry to the drawbridge machinery room and pull the green lever - this lowers the drawbridge so you can cross it to where you left your horse.

Returning Prince Grott to his father - ride the horse to the magic circle. Leave your horse there and continue on foot to the Ogre's Encampment. When King Gruff sees his son he signs the pledge. Pick it up and take it to The Wizard who gives you a sword and tells you about your final task - to find Princess Olga and return her to her father.

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

Part Two

POUR LIQUID (from flask) ON COFFIN and pick up the crystal. Now you can read the inscription to see a magic word.

Releasing the hawk results in your horse returning so you can mount and FOLLOW HAWK which shows you the way to a hidden cave. Digging should find the means to illuminate the cave.

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

Part One

The bookmark gives you the real password to enter the castle - however you will find yourself in the dungeon.

You must wear the gloves to take the dagger; they prevent your hand slipping on the fresh blood).

SIMON THE SORCERER 2 played by Jill Nott on a PC

SORDID'S CASTLE AREA

You land in a goblin camp and are put into a cell with Alix. When you wake you untie her and examine the locked door. She gives you a hairpin which you use to pick the lock. As you open the cell door, you knock out Sordid's henchman, Runt and meet yourself who tells you to go quickly. You start outside the goblin camp and find three locations open to you.

DARK WOODS – Meet that kid again – he is hungry this time; meet militant woodworms at the antique shop. They offer to carve you a souvenir if you supply wood, and meet three witches in cave – one nearly blind, one nearly deaf and one who needs teeth. When you enter cave you scare away cat. Outside when you approach it, it runs off.

SECLUDED HUT – Meet role players in a game. Take three bottles of soda and drink one to provide an empty bottle. Close the door to trap the witches' cat who has taken refuge there. Take it and hanky from the floor.

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

Lake Shore

Read the scroll and input the single word for the lake. A hand should appear and throw a black rod. If it doesn't work, leave the location and return and try again.

Lighthouse

Bottom floor - examine the machine (old coin press) then look under it to find a vellum scroll. Read the scroll and note details, no need to pick it up. You will also find a bronze plate when you input TAKE PLATE.

Top floor - X LIGHTHOUSE LAMP (see it is on a pile of bricks), X BRICKS (see a loose one), TAKE BRICK (to reveal a pair of gloves). Pick them up.

Cheez Pig Inn

LOOK BEHIND BAR to find a health notice and one Acmid both of which you automatically pick up. You need the coin but not the notice, so drop it. Pick up the wooden bucket from the back Room before you leave the Inn.

SOLUTIONS OF THE MONTH

BIRTH OF THE PHOENIX

Paul L. Berker (Phoenix Software Inc.)

Walk Through by Dorothy Millard

(Atari 8 Bit Version) - also available for PC

(Start in a forest glade), GET BOOK, EXAMINE BOOK (cover says to open and read), OPEN BOOK, READ BOOK (the phoenix is reborn every 500 years by burning the old phoenix), DROP BOOK, E (toolshed), GET SHOVEL, EXAMINE SHOVEL, GET FLASHLIGHT, EXAMINE FLASHLIGHT (leaking), W, W (forest containing a tree with notches carved into it), CLIMB TREE, GET BRANCH, EXAMINE BRANCH (dry and brittle), GET NET, EXAMINE NET, N (clearing containing a well), ON FLASHLIGHT, D (bottom of well), GET RUBIES, U, DROP FLASHLIGHT, E (edge of cliff - note numbers), E (cave entrance where you see a safe with a dial), TURN DIAL, 10, 22, 35 (safe opens and you see a pile of diamonds), GET DIAMONDS, W, PHOENIX (you fall into a deep sleep).

GET KEY, NE (road to the mountains), GET STICK, EXAMINE STICK (ugly), E, N (mountain pass where you see a clock), WIND CLOCK (using the key), DROP KEY, W (rocky road), GET POTION, EXAMINE POTION (smells good), W (road to Heliopolis), GET SAPPHIRES, N (treasury), DROP DIAMONDS, DROP RUBIES, DROP SAPPHIRES, S.

E (rocky road), E, S, W, SW (back to cliff), NW (guardhouse where you see the guard), GIVE POTION (to the guard), DIG (with what?), SHOVEL, DROP SHOVEL, GET BAG, OPEN BAG (label says 'maze mapper'), DROP BAG (you can pick up the various coloured papers and use them to map the maze), NW (into confusing maze), N, N, W, E (inner sanctum of the phoenix), CATCH PHOENIX (using the net), GET PHOENIX, U (back into confusing maze), SE, SE, NE, E, N, W (rocky road), W, N (treasury), N (temple of the sun), GET MYRRH, DROP PHOENIX, RUB STICK.

Just hope you have plenty to do during the next 500 years when the next phoenix will be born.

GOLDEN APPLE

Written by Simon Wadsworth (1983 Arctic Computing)

Walk Through by Dorothy Millard (Spectrum Version)

Treasures

There are twelve treasures you must collect before you get the Golden Apple.

Walk Through

(Start on a road near a mansion), E, E (wood), N, E (small tree), CLIMB TREE, GET AXE, D, W, S, E (heavy log), CHOP LOG (using axe), LOOK (see a silver bar and some planks), DROP AXE, GET BAR, GET PLANKS, W, W, W (near mansion), N (mansion grounds), E, N, E (greenhouse), GET SEEDS, GET CAN (watering), W, S, W, S, E, E, N (by stream), FILL CAN (with water), S, W, W, N, E, N (vegetable plot), PLANT SEEDS, WATER SEEDS (something is beginning to grow), LOOK (see carrots), GET CARROTS, S (flower garden), SMELL FLOWERS (they make you sneeze and you find a small key when you pull out your handkerchief), GET KEY, GET HANDKERCHIEF, W, W (gatehouse), GET MATCHES, PULL LEVER (it breaks), E, N (front porch), UNLOCK DOOR.

GO DOOR (hallway), N (living room), EXAMINE PAINTING (see a picture of a woman wearing a brooch), GET BROOCH, E (dining room), CLIMB TABLE, GET LAMP (gas), D, W, S (back to hallway), CLIMB STAIRS, W (bedroom with dust all over the floor), EXAMINE DUST (see a bearskin rug), GET RUG, PUSH BED, GET WHISTLE, E, D, E (study which is where treasures are stored), DROP BROOCH, DROP BAR, DROP RUG, W, CLIMB STAIRS, W (bedroom), COVER MOUTH (using handkerchief, otherwise you die of suffocation when the dust rises during your sleep), SLEEP (until dawn... this gives you 300 turns of daylight), DROP HANDKERCHIEF.

(Ensure you are carrying the planks, whistle, carrots, lamp, matches and key), BLOW WHISTLE (you are transported to a hilltop), N (by a dark cave), ON LAMP, GO CAVE, N (spooky room where you see a ghostly shadow), GO HOLE (ghost won't let you), OFF LAMP (the ghostly shadow disappears), GO HOLE, ON LAMP, GET ROPE, GET SHOVEL, U, S, E (large cavern), CLIMB STALACTITE (alcove), GET STONE (round), D, E (round cave containing a pool of liquid), THROW STONE (it falls into the liquid and dissolves to leave a diamond), PULL PLUG (liquid drains away), GET DIAMOND, W, W, S, S (hilltop), OFF LAMP.

W, S, S (beach), E, E (harbour where you see a huge ship), GO SHIP, GET NET, D (back to harbour), W, W, N, N, E, E (deep lake), CATCH FISH (using the net), LOOK (it was a salmon), DROP NET, GET SALMON, W, W, N (wooded glade where you meet a starving beggar), GIVE SALMON (he gives you a gold coin in return), S, E, S (broken bridge), REPAIR BRIDGE (using rope and planks), CROSS BRIDGE (cliff top), GET SCULPTURE (onyx), N, N, E (deep lake), GET NET, CATCH FISH, LOOK (another salmon), DROP NET, GET SALMON, W (top of hill), BLOW WHISTLE (you are transported back to the bedroom), E, D, E (study), DROP COIN, DROP SCULPTURE, DROP DIAMOND.

W, CLIMB STAIRS, W (bedroom - ensure you are carrying carrot, lamp, matches, key, salmon and shovel), BLOW WHISTLE (transported to hilltop), W, S, S, E, E (harbour), E, E, GO SHIP, SAIL SHIP (note once you set sail there is no return by this means - you are thrown off on a strange beach), GO WRECK, GET KNIFE, E, E (meet a mean crocodile), FEED CROCODILE (with salmon), GO CRACK (metal corridor), N (green room where you meet a sad guard), GIVE CARROT (he eats it and can now see... he turns a hidden knob revealing a passage), GO PASSAGE (light green room), GET SPHERE, W, S, S (blue room), SLIDE PANEL, GO OPENING (steep slope), ROLL SPHERE (rolls down the slope and smashes), E (dead end where you see broken glass and a platinum ring), GET RING, GET GLASS, W, N, N, E (red room where you see a glass case containing emeralds), SING (glass case shatters), GET EMERALDS, W, N, GO PASSAGE, E, S, S (black room), GET BOX, UNLOCK BOX (using key), LOOK (see a silk glove), DROP BOX, DROP KEY, GET GLOVE.

N (soft corridor), DIG, LOOK (you uncover a pit), DROP SHOVEL, GO PIT, W (sheer drop with a flip switch high on the wall), THROW KNIFE (it hits the switch and a hover taxi appears), GO TAXI (it takes you to the other side), W (low room where you see a cloud of gas and a mysterious hallway), CRAWL (under the gas), GO HALL, GET RUBY, E, E, GO TAXI (across the sheer drop), E, S (very small room - ignore the parrot), S (room level with the sea bed containing a strong window), EXAMINE WINDOW (see a sapphire on the other side on the sea bed), E (airlock), HOLD BREATH, PUSH BUTTON (water fills the room), GO HATCH (on the sea bed), GET SAPPHIRE, N (airlock), PUSH BUTTON (water recedes), N (recess), GET TIN (of silver spray paint), S (airlock), GO EXIT, W, W (computer room), EXAMINE COMPUTER (waiting for an input), TYPE 2B (computer screen lights up and something materialises by you), LOOK, DROP LAMP, GET JEWELRY.

N (shimmering light), GO LIGHT (you are transported to the road near the mansion), N, N (front porch), GO DOOR, E (study), DROP RUBY, DROP JEWELRY, DROP RING, DROP SAPPHIRE, DROP EMERALD, DROP

GLOVE, SCORE (you should have stored twelve treasures – the safe door creaks open), SPRAY GLASS (using the silver spray paint to make a mirror), GO SAFE (inside safe), READ NOTICE (says to hold it then enter), HOLD MIRROR (this protects you from the gaze of Medusa), GO CHAMBER (dim chamber where Medusa is turned to stone), GET APPLE (golden), W, W (study), DROP APPLE, SCORE.

You have stored 13 treasures and have scored 100%
CONGRATULATIONS

CASTLE ADVENTURE

Written by Barrie M. Eaton

Solution by Barbara Gibb on an Amstrad

You start on a narrow winding mountain path. INV (nothing), S (outside Castle of the Ancients), TAKE BAR, S (on drawbridge by portcullis which you will never open), SWIM (in moat), E, E, EXAM SIGN (see arrow pointing down), DIVE, E (see rusty grille), LEVER GRILLE WITH BAR, DROP BAR, S (underground cellar), TAKE SWORD (ignore lance and skeleton), S, S (end of passage), LIFT HAND (exit to the west is revealed), W (cell), TAKE RED KEY, E, N, UNLOCK DOOR (need red key), DROP RED KEY, W (see stone eagle and a chest), EXAM CHEST (see a parchment), EXAM PARCHEMENT, READ MESSAGE (note name), EXAM EAGLE, PULL WINGS (exit to the north is revealed), N (damp cellar), TAKE BOX, PUT BOX UNDER LEDGE, STAND ON BOX, TAKE CUBE (from ledge which you can now reach), TAKE BEAM, W (door closes), TURN RING (exit to west opens), W (door closes), PUSH NODULE (exit to west opens), W, S (by a gap in the causeway), LAY BEAM ACROSS GAP, S (across beam),.

S (torture chamber), TAKE LARGE KEY (as you do so you fall through a trapdoor, the ceiling is descending), CALL ZILDABAR (as per parchment - transported to another, safer, room), INSERT CUBE (into square hole), E (narrow passage), UNLOCK DOOR (need large key), DROP LARGE KEY, E (corridor), OPEN DOOR (it is stuck), LEVER DOOR (with sword), DROP SWORD, E (main hall of castle), TAKE STATUE, E (foot of stairs), CLIMB STAIRS, N, N, E (outside east tower), PUT STATUE ON PEDESTAL (exit to east is revealed), E (inside east tower), TAKE DIADEM, EXAM DIADEM (fabled crown of Zildabar), W, W, S, S, W, W, S (inside west tower), TAKE SILVER KEY, TAKE ROPE, N, E, E, S(south wing), UNLOCK DOOR (need silver key), DROP SILVER KEY, E (on battlements), E, E (above drawbridge), TIE ROPE (to battlements), CLIMB ROPE to complete adventure.

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 THREE -SCHWERIN

I (carrying 2 metal rings, sheet of parchment (spells) and china bottle, wearing clothes, talisman and ring), S (attacked and horse stolen), CAST WAHNE AT SOLDIERS (who kill each other), TAKE SWORD, LOOK UNDER BODIES (now have a halberd), S, S, S, W, S (narrow alley), SW (distraught woman asks you to rescue her children), W (into burning house), LOOK W (see children), THROW BOTTLE W (boy catches it and places it on the floor), TURN OPAL (now inside the bottle), TURN OPAL (now with children), TAKE BOTTLE, CALL WOMAN, THROW BOTTLE E (she catches it and places it on the ground outside the house), CHILDREN "HOLD ONTO ME", TURN OPAL (all three of you now inside the bottle - note they release their hold), CHILDREN "HOLD ONTO ME", TURN OPAL (you have rescued them).

TAKE BOTTLE, S, E (outside ransacked house), N, U (upper floor of house -dagger thrown at you through window), TAKE DAGGER, LOOK D (see cart being filled with loot), A (this time see cart plus group of women being herded along by barbarians), A, A, A (barbarian throws something onto the cart), X CART (now see cushion on cart), DROP BOTTLE ONTO CUSHION (do not transport yet - wait until part four), WAIT (until you hear a horn blow, see a chieftain wearing something that could be Die Feuerfaust - the cart and barbarians leave the now blazing city).

D, S, W, N, NE, N (as you enter the square the citizens are trying to prevent the fire reaching the Rathaus), CAST WOLKE AT SKY, CAST REGEN AT CLOUDS (the downpour puts out the fires), E, E (inside Rathaus), WAIT (all the survivors are brought here), CAST HEILE AT PEOPLE (to heal them), W (note barricade has been removed), N (north side of market square), SR STALLS, TAKE TURNIPS. SW, W (porch of cathedral), LOOK W (see string about 2m away), X HALBERD, TAKE STRING WITH HALBERD, DROP HALBERD (not needed again).

E, E, S (passed where the barricade had been), S, S, S (north bank of river), CAST EIZAP AT RIVER (it freezes), S (across frozen river, which breaks up as soon as you are across).

S, LOOK AROUND (see a herd of animals), SW, W (by clump of saplings), CUT SAPLINGS (need sword), TAKE ALL (poles and branches), S (50m north of zampfs), CAST STARK AT ME, DIG PIT (need strength and sword), LAY POLES OVER PIT, LAY BRANCHES OVER POLES, S, LAY TRAIL OF TURNIPS, NE (to behind tree - a zampf eventually falls into the pit), SW, X ZAMPF, SEPARATE RINGS (if not done earlier), FIT RINGS TO ZAMPF (need dagger, 2 separate rings and string), JUMP ONTO ZAMPF, CAST STARK AT ZAMPF (it leaps out of the pit). You set off after the barbarians. End of Part Three.

Save your position to load into Part Four.
(150 points + 350 b/f = 500)

WEBSITE OF THE MONTH

<http://hometurf.com/powwav.html>

MICHAEL'S HOME TURF is a website that contains lots of wavs. For those who have stuck to the bleeps, jingles, tunes, bells, etc. that are the default settings for their Windows programme, here is a collection that will make starting up, closing down and all bits in between, a joy or an irritant depending how restrained you are when activating them.

When the website has loaded scroll down for the "Weekly Pow Wow Wavs" and further down for a drop down menu for other pages of wavs. I haven't noticed any new wavs for the last year or so, however there are still a lot to choose from.

My favourites are:

Itchy and Scratchy Show theme from The Simpsons on start up.

Porky Pig stammering "That's All Folks" on shut down.

Autolycus (Bruce Campbell) saying "That was so rude" when I minimize.

Bart Simpson saying "Cool" when email arrives.

My daughter has:

X-Files theme on start up

Hal the computer saying "My mind is going" for minimize.

Johnny Bravo singing "Merrily, merrily, merrily, let's roll in the hay" when a programme is opened.

Some others I keep in reserve:

Droopy saying "Thank you sir"

Homer Simpson saying "To start press the anykey. Where's the anykey?"

Theme tune from 3rd Rock From The Sun.

The list can be endless, so be careful what you choose, and change frequently if you find it gets on your nerves.

POSTAL ADDRESSES

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

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

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

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

WEBSITES

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

FSF - www.fsf-adventures.ic24.net

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

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

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DOREEN BARDON (Spectrum)	01653 628509	Mon - Fri 1.00pm - 10.00pm Sat - Sun Any reasonable time
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)	020 8302 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.