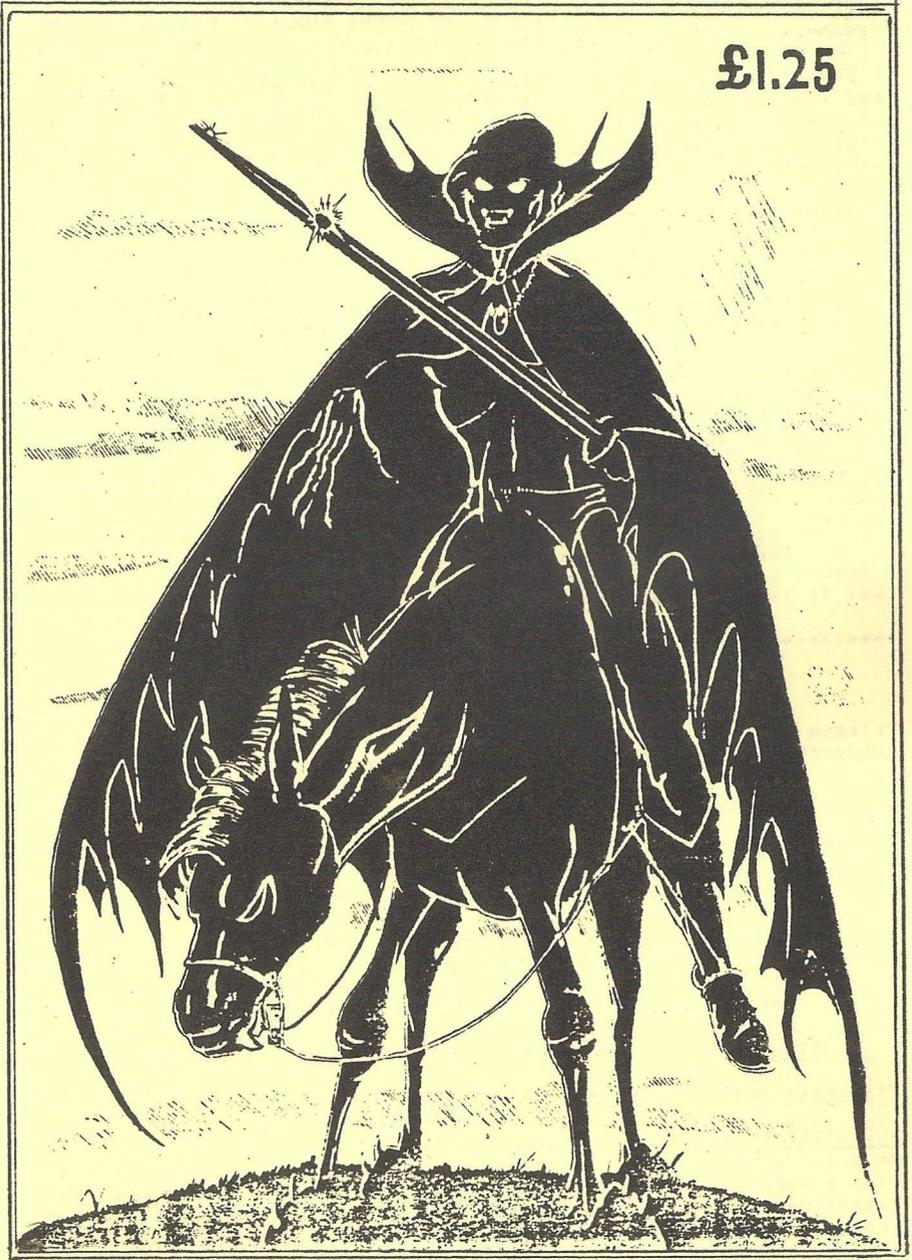


ADVENTURE PROBE

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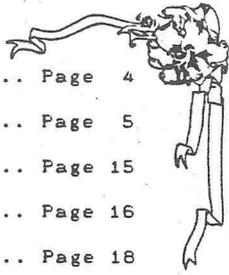
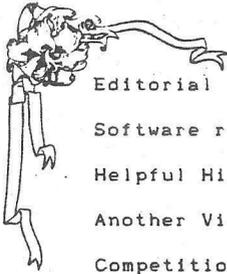
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EDITOR Mandy Rodrigues, 24 Maes y Cwm, Llandudno, Gwynedd LL30 1JE.

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*** HALL OF FAME ***

Grateful thanks to the following readers for sending in contributions over the last month.

Tony Bevan, Chris Banks, Brian R. Pell, Tom Frost, Mike Brailsford, Graham Collier, John Barnsley, Paul Cardin, Paul Brunyee, Paul Avis, Sharon Lowndes, Nic Rumsey, David Moge, Nail Talbott, Eric Stewart, Allan Phillips, Ferry Williams, Joy Birley, Dorothy Millard, Margaret Hicks, The Grue, Don Macleod, Sandra Sharkey, Walter Pooley, Joan Pancott, The Innkeeper and Koschei.

The lovely cover picture this month is by Allan Batchellor.



*** EDITORIAL ***



Welcome to Volume 11 Issue 8.

I have set myself a rota to ensure that I get time to play some adventures as well as devoting my time to Probe. I have two on the go at the moment, Infocom's Sherlock on Commodore and John Wilson's From Out Of A Dark Night Sky on Spectrum. I am certainly enjoying the latter but have to admit that I am now stuck! I decided to have a go at the bonus adventure on the other side of the tape called Behind Closed Doors and armed myself with plenty of sharpened pencils and fresh graph paper whilst I loaded it in. Ok, all of you who have played this adventure can stop laughing now! My excuse is force of habit! To those of you who are wondering what on earth could be amusing about that, check out the review in this issue! I owe an apology to some of the readers I discussed Sherlock with over the telephone. I thought that there was a bug in this adventure because I was unable to save my position on disk. It is not exactly a bug. If this adventure is played on a Commodore 128 it saves perfectly well, it is just in 64 mode that the problems arise. Thanks to the Grue for the information. Not so happy is my poor husband John who now finds himself ousted from his Commodore 128 for the duration!

Actually, it is about time that John got a mention in Probe. He is the one who makes sure that all the pages are straight, does all the photocopying, folding and stapling. He also drives all the mail to the post office each morning for me. For someone who doesn't like adventures and considers that a computer should only be used for programming, he certainly does an awful lot for Probe. He is also extremely useful when it comes to providing me with the little programs I need for printing labels and other useful utilities. I must also admit that I would be in a dreadful state if he wasn't on hand to untangle and sort out all my din plugs and get all my equipment wired up properly as, as many of you know, I am a dreadful Prune when it comes to that sort of thing! Last, but not least, he is the one who provides me with my coffee 'fixes' to keep me going when I have a particularly large amount of letters to answer and am in a rush to get them all done! In fact, I don't know what I would do without him! Thanks John.

Following a most embarrassing twenty minutes or so (due to circumstances completely beyond my control!) whilst taking the dog for a walk some time ago, it looks as if we are due for an explosion in the population of our family shortly! Anyone who would like a cute little pup please let me know and I will be happy to oblige!

A small change to the layout of Probe. I thought it would be a good idea to pop all the advertisements for software together in Probe in future as they will be easier to find. Check out the coloured pages for the special offers etc. I hope you all approve.

All readers who are faithfully following Pat's (Other) Patch will notice that it is absent this month. Pat had a particularly heavy workload this month but don't worry she will be back with us again next issue.

I have had one or two enquiries recently asking me if I know of anyone who would be willing to convert GAC'd, QUILLED and PAWEd adventures to other models of computer. If anyone has any of these utilities and would like to do this interesting work or would like further details of what is involved then please drop me a line.

Well that's all from me for this month. I sincerely hope that you enjoy this issue. See you all again next month.

Mandy



*** Reviews ***



FROM OUT OF A DARK NIGHT SKY - ZENOBI SOFTWARE - £2.49

Reviewer - Graham Collier - Spectrum

This is the first game to be released by the Rochdale Balrog since his decision, earlier this year, to get himself back into full employment by setting up Zenobi Software as a going concern. As I've always found his games challenging, bug free and value for money, I would like to take this opportunity to wish him every success for the future.

FROM OUT OF A
DARK NIGHT SKY



FROM OUT OF A DARK NIGHT SKY is a quilled, text only adventure. Bulbo, the character many of you have come to know well from previous games, has hung up his little red boots and is presently enjoying a well earned rest, or is he?

From here it looks as though he's working harder than ever! Just look at the way he's struggling to carry all these freshly baked brown cakes to the table to eat at one sitting! But worry not, there's still a good few miles in him yet - in fact, he's on the other side of the tape. But more of that in a minute or two...

An old man sat huddled in front of the fire in his room, thinks of the aliens who now rule the earth and how different it might have been if only he had destroyed all the pods which fell out of the sky on that long ago night. The old man then sleeps and begins dreaming of the night in question.

Martin, the old man in his heyday, is driving home after spending a very pleasant night out with a member of the fairer sex when things, which he first assumes are shooting stars, start falling to the ground. The engine splutters and the car rolls to a stop, though now, for you, the game begins!

The interior of the car is in darkness (aliens always play havoc with electricity, don't they?) so you can't see anything within the car. Opening a door and stepping out couldn't be simpler, though you'll soon discover emerging out of one side is slightly more hazardous than the other! Getting back into the car is the problem. If you've not got the bunch of keys which, are initially in the ignition, in your pocket! Just a few steps away is a pod, you should examine - from what has happened to it you should get some idea of how to deal with the others you find. Mind you, most of the pods have very cleverly concealed themselves, sometimes in the most unlikely of places!

However, it soon becomes obvious your attention should be directed towards putting out the fire on a wooden bridge, set alight by a pod which crash-landed into it - if the bridge burns down you won't be able to reach some locations and it will be impossible to complete the adventure.

The fire can be extinguished with a bucket of water. The bucket, and the means to fill it have to be diligently sought out. Also, you'll somehow need to create a short-cut somewhere or other on the way - the bucket is leaky so it will be empty by the time you reach the bridge via the longer route to it!

There is a limit to the number of turns allowed before the flames finally consume the bridge as you will find out many times for yourself!

Having dealt with the bridge, give the car the once, or the twice over!

When all the pods are dispatched, your ultimate task is to make things very hot for an alien being who, given half the chance will do likewise to you!



=====

BEHIND CLOSED DOORS

A short fun game on the reverse side of the tape

Bulbo, having overindulged himself with a Cat Vindaloo the previous night, found it necessary to visit the smallest room of the house - his nether regions were sounding the alarms!

Whilst sat upon the throne, Bulbo could just make out two chuckling voices from outside, then a couple of seconds later, the sound of the key, also on the other side of the door, was heard turning in the lock. He was trapped! Could he, or rather you, escape? Of course you can, can't you?

Written in a day, I've been told, this is a one (small) room, full of witty responses, adventure anyone with a sense of humour should really enjoy. Though the author has used this game to reveal his natural talent for a good leg pull, don't fall into the trap of thinking it's a push-over to solve - it's just as deviously thought out as all the rest!

It is very difficult not to get a response from almost any input you care to think of which, for me, being a little on the thick side, makes it easy to play and enjoy. Also, like myself, you may forget about solving it to concentrate on seeing how many jokes and funny remarks you can extract instead.

=====

I have been asking myself why there are two games on this tape - could it be to 'up' the value for money quotient? Is one side of the tape shorter than the other? Maybe, just maybe, the fun game is to be played when you are stuck in the other! Yes! That has to be it!

FROM OUT OF A DARK NIGHT SKY and BEHIND CLOSED DOORS is available from:

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



IN-TOUCH

ATTENTION ALL COMMODORE GAC USERS!



At last a program is available which loads in your datafiles, recovers wasted memory by deleting unused words, prints your datafiles to the printer and lots more!

This excellent and invaluable program costs just £5.00 and is available from:

D. MACLEOD, 35 OLD EVANTON ROAD, DINGWALL, ROSS-SHIRE, IV15 9RB



Reviews



The Canasto Rebellion - Trevor Taylor - £2.50

This adventure is described as a spy drama and covers particular events in a war torn central American country shortly after the government was successfully overthrown in a surprise move by the army. This uprising was masterminded by a certain General Canasto.

The British Government has a special interest in the country and distrusts the rebel leader intensely. A top level decision is taken to have Canasto terminated by a British agent, thereby enabling a more 'suitable' figure to occupy the leadership position.

You take the part of this agent and start the adventure as the Navy drop you on a deserted beach south of the Canasto camp informing you that a contact, who has already infiltrated the camp, can give you some help if you can find him.

The adventure was written with the PAW and is text only. It is presented rather professionally and starts with a credits screen, where several names are listed for their contributions, and is followed with three further screens which detail the plot and explain some of the commonly used verbs. You are then left to fend for yourself on the three location beach with the sea on one side, and an electrified fence on the other.

The puzzles in the first few locations provide what could be a gentle introduction to more devious and testing puzzles, but alas, this is not the case. Puzzles appear somewhat infrequently and are mostly lacking in depth. Several puzzles involve the likes of having to show passes to guards, and finding cards to insert into slots by elevator doors, and so on. They simply don't present any real challenge.

Location descriptions are fairly well written, and the author has taken some trouble to include descriptions of certain objects, most of which play no part in the adventure, but serve adequately to enhance the atmosphere projected by the rest of the text.

The vocabulary does not seem to be 'complete', but should not present many problems, apart from, of course, when you try to use the cigarette lighter. RAMSAVE and RAMLOAD are supported, but I feel are not essential with only approximately 50 locations to visit, and no HELP is available.

This adventure did not appeal to me mainly because of it's linear and simplistic approach to problem setting. The end game sequence, once you have dealt with Canasto, involves you, being chased by the guards, running through a series of locations, all of which have two exits. One of the exits is where you entered the room from, and the other is where you must leave it. Not very taxing really!

The Canasto Rebellion has a good idea behind it, but was not implemented at all well - it comes across as too shallow a plot. With so many PAW'd adventures being released at the moment the emphasis on originality and creativity is as strong as it has ever been. As an introductory adventure though, it would succeed, and at £2.50 it won't take you too far overdrawn.

Reviewer - Paul Brunyee. Formats - Spectrum only.

Trevor Taylor, 7 Markham Crescent, Haxby Road, York. YO3 7NS.



*** BUREAUCRACY ***



An Infocom adventure available for most computers which have at least 128K memory and disk - shop around for the best price.

REVIEWER - THE GRUE!

About a year ago, Douglas Adams the author of Hitchhikers Guide To The Galaxy moved from one flat in London to another. He notified everyone of his new address, including his bank. Soon after, he found he was unable to use his credit card because it had been invalidated by the bank. For weeks he tried to get the bank to acknowledge his change of address, talked to bank officials, filled out more forms and applied for a new credit card, but to no avail.

Now we all know that the bank is never at fault, so obviously it must have got lost in the post but in the end we all chase around in circles of red tape getting fobbed off (or should that be Frobbed off) from one to the other and no-one will take the blame. Now Hitchhikers was not one of my favourite games so it was with trepidation that I loaded up Bureaucracy wondering what Mr Adams had in store for me.

You start in your new flat, getting ready to go to Paris, for a training seminar and vacation. As soon as your money order has arrived from your Boss you are away, or at least that's the plan. A quick check inside your mailbox reveals a leaflet and not the expected money order. So just as you expected, the postal service has made a mess of delivering your mail and as it turns out, with everyone's mail. In trying to collect all the mail from each house you meet all types of strange characters such as a paranoid owner of a camouflaged house, a greedy Llama and a dedicated stamp collector. Eventually after solving a series of good, well thought out puzzles, off you go to the bank to cash your money order... But how do you cash a cheque for minus \$75? It was at this point that I really started to enjoy the adventure and began to realise exactly just what the word bureaucracy meant!

Well, with money in hand, off to the airport, no the controllers aren't on strike. Worse, your check-in desk has been closed and you are sent to the dreaded Air Zalagasa desk... Even worse, your flight is just about to take off and the clerk is arguing with a fat man ahead of you in the queue. Your blood pressure is going up rapidly!

When you do eventually arrive on the plane ready for a nice relaxing flight, the attendant offers you a meal, a choice of fillet, chicken or stew. This is getting better, I thought, until you realise you don't have a choice at all, you can have stew or stew or more stew and deadly stuff it is too! You can't even relax in your seat because the seat controls have gone haywire, so avoiding the stew you are forced to leave the plane before its scheduled stop. As you float down into the Zalagasian jungle you begin to wonder if you'll ever get to Paris.

Luckily you land in a tree but talk about out of the frying pan and into the fire! As you get out of the tree you fall into the local natives cooking pot! This was a fairly simple problem if you've got the right recipe, so out of the pot into the grubby antechamber (strange). This brings you to one of the most complex puzzles I have ever come across.

When you leave the antechamber you find yourself in a series of numbered rooms where you can go in any direction but after about six moves you end up back in the antechamber. Simple, just map it? ... Wrong!!! Everytime you enter the numbered rooms, the number of each room has changed and it would be impossible to map it.

As I said it is one of the most complex puzzles I have ever come across and you would never be able to work it out, but Infocom do provide you with a full solution within the game as long as you can find it! This itself was a baffling experience and had me trying to stand on my head and using a mirror to look at my monitor!

You do find your way out ... into the persecution complex - the highlight of all this bureaucracy. A corridor lined with monitors and an air shaft leading up to a landing strip. Here you must get the complex to auto-shutdown by doing a bit of hacking, although this sounds difficult, it was for me almost the last straw until I realised how crucial my timing was.

Even when auto shutdown had occurred I found the plane didn't land so I had to do it again. Then it crashed and had to do it again. Then it ... Oh well, I did eventually catch the plane and was soon back at my house where, would you believe it, the bank had actually... Well, I'd rather not say!

Bureaucracy is an adventure I started off not liking too much but by the time I had finished I realised how much it had grown on me and really had enjoyed this red tape fiasco. Looking back, it is easy to see just how funny the game is, whereas at the time I was ready to kill Mr Adams for inventing this experience.

Packaged with the game, an official letter from your boss, a credit card application form in triplicate, a skinny pencil (Very skinny!), a helpful brochure from your bank and a copy of Popular Paranoia Magazine. The packaging I thought was hilarious, the Paranoia Magazine was brilliant but what was really funny was the triplicate form for your credit card. Don't just read the small print on the top copy!

As to funny responses, Bureaucracy had some good ones. Try telephoning the Hapitec Corporation and waiting a few times and look at the monitors in the persecution complex after auto shutdown has occurred. Also try giving different passwords to the different characters in the adventure.

This is definitely an excellent game with a very original plot and puzzles - worth every penny of my hard earned money!



*** MONSTER ***
Available for 128K Spectrum only



REVIEWER - WALTER POOLEY

MONSTER is the first 128K P.A.W adventure to come my way, 100K plus of code, lots of locations, messages galore and graphics at every location. I couldn't find a way of turning the graphics off but this was no problem as they were drawn quickly.

I must confess that the title was a turn off for me and, had I not had it to review I do not think I would have bought it, and that would have been my loss. Monster is a great adventure, as I said, there are graphics at every location, with some being updated with your actions, doors open, beings appear and disappear etc.

The plot centres around you being a scientist, experimenting with a time travel theory. Needless to say, something goes wrong and you are stuck in a time of Myth and Magic - how do you get back?

You arrive back in time, your machine disappears, all you have are the clothes you wear, a large haversack and a torch. What do you do?

Where do you go? Some preliminary exploration and you should find a wizard who offers to help if you will help him to recover his Staff Of Power and Magic Wand plus assist in bringing peace to the two warring factions - the Orcs and Humans!

The first task of finding the staff is not too difficult, but from here on things get tougher all the while with problems coming thick and fast. The playing area is large with a human populated town and castle to explore, the Orcs have their own encampment bringing another set of problems. Swamps, mountains, woods and a cave system inhabited by a fire eating dragon, all add to the excitement. If that's not enough you can traverse the western sea to the witch's cave on Skull Island.

I had no problems loading or playing through the adventure, no bugs reared their ugly heads, I was able to play through to the finish. Monster is a well thought out game and very playable, and at the price of £3.99 must be a good buy, and on the B side of the tape there is a 48K adventure as a bonus called Star Reporter.

STAR REPORTER - 48K SPECTRUM

Star Reporter is a Verb/Noun text only adventure with a plot in which you play the part of a cub reporter on the look out for better things. Rumour has it that Howard Shooz, the millionaire recluse, has taken a suite at the Grand Hotel.

Can you, on your own initiative, get an interview with the elusive Mr Shooz? Success is bound to lead to your promotion as Star Reporter!

MONSTER AND STAR REPORTER - available from:

HAGGISOFT, 3D Sherwood Rd, Hurlford, Kilmarnock, Ayrshire, KA1 5DW

*** SOFTWARE UTILITY REVIEW ***

GAC MEMORY RECLAIMER - KELSOFT. THE GACPAC - ESSENTIAL MYTH

REVIEWER - ERIC STEWART - SPECTRUM



Having seen Christopher Hester's review of Don Macleod's Commodore GAC Database Utility I was left with the view that Spectrum GAC owners might feel envious of what fellow GAC users were being treated to. Well this need not be the case as we too have the opportunity to use such a utility with GAC. As far as I know there are two such memory reclaimers available for the Spectrum. The GAC memory reclaimer from Kelsoft and The GACPAC from Essential Myth. The latter being the superior product.

THE GAC MEMORY RECLAIMER

Whilst writing my second and latest game I came up against a major problem - memory, or rather lack of it! With practically no playtesting done on the game, and it being in a very early stage I was fast running out of memory. I was about to scrap the whole project until I saw the GAC Memory Reclaimer advertised. I bought it without a moments thought. Did I regret it? Well, I didn't regret it but I wasn't too impressed with what I got. A GAC datafile is loaded into the GAC M.R. and after thirty seconds the following message appeared:

MEMORY RECLAIMED : 3800

Wow! I was chuffed - a whole 3800 bytes reclaimed for me to play with. Quickly I saved the new reclaimed database and loaded it into GAC. What a shock I got when I began to look through my database. The reclaimer had jumbled up all the words that had been written in capitals and they now read something totally different! An example of what happened is as follows:

PRESS ANY KEY had now become THIS THAT RUNESTONE

"Hmmm, not very good," I hear you say, and you are correct, it isn't very good. The basic principles for a good utility are all here, but it just hasn't been completed very well and little care has been given to the workings of the system. Nevertheless if you desperately require a cheap means of reclaiming memory for your games then this may well prove sufficient to your needs - but watch out for the capitals!

THE GACPAC

The next memory reclaimer that found its way into my Speccy was the GACPAC from The Essential Myth. After the unforgivable performance of the GAC M.R. I was, to put it lightly, pretty amazed with this utility. Coming well presented with a six page booklet and a twenty page GAC Guide, this utility or utilities was a pleasant surprise.

The tape has THE GACPAC - a menu driven reclaimer utility. FONT MAKER/EDITOR - design your own game text or use one of the fourteen provided. The EXTRACTOR - Converts GAC runnable adventures to datafiles for you to re-edit. The FINISHER - a classic utility allowing you to load into it a runnable adventure, font and loading screen then save it all as a well presented runnable game.

That is what the tape contains but how does it work? It works a treat - quick, easy and very efficient. GAC datafiles are loaded into the GACPAC, which then gives you six options:

COMPACT SPEED. OPTIMIZE. EDIT FAST VERBS. WORD CHECK. SAVE. LOAD.

Both Compact Speed and Optimize reclaim memory as well as speeding up response time in the final game. Fast Verbs allow you to put all the most commonly used verbs such as North, South, Get, Drop and Examine at the start of the verb table. Why? Simply to speed up the response time of the final runnable game. Word Check allows you to view every word you have used in creating the game. This proves a great help when spell checking. All you have to do is look through every word, see a mistake, edit it and it is all done in the best possible taste!

I feel that this is an absolutely superb utility and, if you've already spent £23 on the GAC then I don't see why you shouldn't pay a modest £5.95 for such an excellent product.

Overall:

To make comparisons between the two utilities would be ludicrous as the GACPAC does put the GAC M.R. to shame. With the GACPAC you will find everything you require in a game finishing utility. So if you haven't got it - get it!

GACPAC - OVERALL 94%
GAC M.R. - OVERALL 51%

THE GACPAC costs £5.95 and it is available from THE ESSENTIAL MYTH,
54 CHURCH STREET, TEWKESBURY, GLOS, GL20 5RZ.

THE GAC MEMORY RECLAIMER costs £2.75 and is available from KELSOFT,
28 QUEENS STREET, STAMFORD, LINCS, DE9 1QS.

*** DEFINITION SPOT ***



DEFINITION OF ADVENTURING by TOM FROST

6:00 PM - Switch on and load.

9:00 PM - Voice from kitchen "Coffee?..."
"Yes please."

11:30 PM - Disgruntled voice "Don't you dare waken
me when you decide to come to bed!"
Switch off?? - I wonder...

DEFINITION OF ADVENTURING by PAUL CARDIN

Adventuring is:

Saving up 6 months for an Atari ST then saving up another 6 months
for your first adventure!!!



Dr. Jekyll & Mr. Hyde - A Gothic Nightmare.
(c) The Essential Myth.



Jekyll and Hyde are two names probably known to most, but possibly known without a full appreciation of the background behind these two characters. Certainly this was the case with myself, so I duly acquired a copy of the classic story by Robert Louis Stevenson. This novel is not necessary for completing the adventure but provides welcome accompaniment.

Dr. Henry Jekyll is a respected and very wealthy scientist living amidst a plethora of scientific discoveries in Victorian London. This is the time of gaudy bonnets and scavenging paupers, of gentlemen's clubs and the Cholera epidemic. Jekyll's research and studies are drawing to a conclusion. After many years of probing and delving, his work into the human psyche is almost complete with the results threatening to rip apart the very fabric of Victorian morality.

Jekyll learned to recognise the duality of man: that man is not one, but truly two; each part cohabiting the conscience, struggling against the other. Jekyll dwelt upon the separation of these elements so that each would be housed in separate identities. The unjust would go his own way, dissociated from the upright, moral partner who would conversely be free of the pain and disgrace inflicted by the evil half. Jekyll strived incessantly for the answer until, at last, he finalised the theory so all that remained was to combine the reagents and put the theory to the test...

You play the role of Jekyll awaiting the delivery of the final chemical needed. This is a rare salt to be brought to a dinner party you are due to hold on the following evening by a guest.

As the night draws in the weather deteriorates and sleep beckons. A nightmare ensues in which you may find yourself wandering among grasses and poppies in a muddy field. Suddenly, the ground gives way and the mud drags you down, deeper, clawing at you... You awaken, screaming, but soon regain your calm. You quickly dress and can now start a more thorough inspection of the house.

Reading the diary in the study informs you of how your research has been progressing, and offers details of your next objective. The three servants, the butler, Poole, the maid and the footman all move around the house with their own independence. They can be engaged in conversation and offer information covering a variety of subjects. Communication with them is very flexible as the adventure offers a wide selection of verbs.

The first part of this three part adventure revolves around the house and laboratory, and although consisting of only a small number of locations, you will be presented with a large scenario where the intricacies and mysteries are weaved together most professionally. The flowing descriptions are eloquently phrased and create immensely atmospheric images. Wordings may change according to the time of day. For example, when you retire to your bedroom, a welcoming fire burning in the hearth greets you, but this detail will not be shown the following day.

A graphic exists for the dining room, showing daylight illuminating the table and chairs but, again, is not shown in the twilight hours. You are told of the storm's progress through part one, providing yet another enhancement to the text, and also enabling parallels to be drawn with Jekyll's inner conscience.

The first part culminates in Jekyll successfully concocting the potion and using himself as the first test. An animated display of well defined pictures describe the agony of the transformation as Jekyll changes into Edward Hyde!

The mystery deepens in part two as you now leave your house to travel around London. Utterson, a lawyer friend, pays you a visit, showing dismay at some instructions you have left him. You arrange to meet at a later time, but what exactly was Utterson so dismayed about? The house now holds a decaying atmosphere, of neglect and uncertainty, retaining little of it's former charm.

Now the secret of transformation has been ascertained, you learn to travel around as Hyde, visiting such sordid areas as Soho, and gambling clubs. You actually have to partake in a real time game of pontoon, gambling with your few shillings. The character of Hyde gradually unfolds through part two and you find yourself having to control the unfortunate situations he puts himself into.

Jekyll and Hyde is an adventure full of class and innovation. Written with the PAW, and some customizing code, it comes in three parts on most formats, with parts two and three becoming accessible through the use of a password system. Several portions of the text have been extracted from the original text offering a faithful recreation. The following extract from Jekyll's diary helps show this powerful prose:

"16th April, 1859 - I now wonder whether man is the single creature that most presume. Why, if this is so, should I appear before my fellow man wearing such a grave countenance when my natural disposition is one of impatient gaiety? Why do I conceal all my pleasures with an almost morbid sense of shame? The liquor I drink is hidden away as though a weapon of some grotesque crime. I feel committed to a profound duplicity of life."

The adventure makes good use of different fonts for various situations such as when you change into Hyde, and when you read extracts from your diary. A few graphics are presented in choice locations, either above the text, or running alongside it. The parser, together with a seemingly full vocabulary provides very easy communication. Memory save commands are also implemented. The adventure is far from linear - there are several ways to solve part one, but diligence will be required in all cases. The adventure is designed to get progressively harder through the three parts, but I felt little difference between parts one and two. Puzzles all have logical solutions, and are quite interestingly combined. None of the puzzles are too obscure, they provide just the right balance of intrigue to keep you going.

Jekyll and Hyde is currently available from The Essential Myth themselves but, at the time of writing, are eager to hear from any company wishing to publish it. I recommend this adventure without any hesitation, regardless of who publishes it. It deserves to do very well.

Reviewer - Paul Brunyee - Spectrum.

Formats available:	Spectrum 48k (3 parts)	£7.95 (Out now)
	Spectrum 128k (3 parts!)	£9.95 (July 88)
	Spectrum +3	£12.95 (July 88)
	Amstrad PCW/CPC (Disk)	£12.95 (August 88)
	Commodore 64 (3 parts)	£8.95 (Sept. 88)
	Atari ST	£???? (Oct. 88)

The Essential Myth can be contacted at:
58 Church Street, Tewkesbury, Gloucester. GL20 5RZ.

*** *Hints and Tips* ***

RIGEL'S REVENGE - GETTING THROUGH THE WINDOW
by MIKE BRAILSFORD - played on Spectrum.

Once in the kitchen, EXAMINE the SINK, GET and WEAR MEDIKIT, UP (you are now on the sink at the window). PULL BAR HARD, EXAM MEDIKIT, EXAM RED BUTTON, EXAMINE GREEN BUTTON, (Red - stimulator, Green - protein) PRESS RED BUTTON, BEND BAR, REMOVE ALL (except goggles), DROP ALL OUT WINDOW, NORTH (or EXIT), GET ALL Then wear everything again. WEST, You'll probably need to press the green button here as you'll be exhausted, but don't worry, the button is re-usable for later on. OPEN DOOR.....

=====

INHERITANCE - PANIC IN LAS VEGAS
PART TWO - THE AIRPORT

LINDA FRIEND - played on Amstrad



Speak to the dark haired receptionist.
Buy a sandwich.
Buy 'Mon Tricot' magazine.
Offer money to the tramp (twice).
Show your passport at passport control.
Wait at gate 5 until after 11.19.
Board Plane.
Give 'Mon Tricot' to hijacker.
Board number 4 bus.



When an adventure magazine that I had never seen before dropped onto my doormat I was delighted. I dropped everything, made myself a quick coffee fix, and settled down for a nice read but what a shame! It was all in Danish! Undaunted I tried valiently to wade my way through it with the help of a little sheet translating some of the more interesting features but it left me rather frustrated. I wanted to know more about the Danish adventuring scene. So I decided to do a little investigating and who better to have a chat to than the Editor of that very magazine.



Claus Nygaard is a charming young man whose command of the English language is amazing indeed. Luckily he didn't seem at all put out by my curiosity and was only too happy to answer some of my eager questions and so I fired away with the one which had been niggling at me for quite a while. What kind of adventures are available in Denmark and are there many Danish adventures on sale there?

CLAUS. "Well, in Denmark we have British adventures in the shops, but only a limited number of adventures are available. Normally our local dealer has only about two or three adventure programmes in stock and usually it is games like Kobyashi Naru, See Kaa Of Ashia and other 'bad' ones. I was lucky enough to find Lord Of The Rings once. But Maribo, where I come from, is a little town which has about 5,000 inhabitants so maybe that is why the dealer has only a little choice."

PROBE. "But what about Danish adventures?"

CLAUS. "Well, as far as I know there are only two commercial adventures in Danish so we have to play English adventures but the price is also very high over here therefore we buy such adventures as Infocom by mail order from Britain! Here those same adventures would cost about 400 to 500 Kroner which would be around £40 so generally it is worth using mail order."

PROBE. "Doesn't it make the adventures doubly difficult when you have to try to understand a different language as well as trying to solve the puzzles?"

CLAUS. "Oh yes, but we have to manage with English if we want to play adventures. Sometimes it is very difficult trying to solve the puzzles when we simply do not know the correct sense with the choice of the words. In adventures like Guild Of Thieves or in some of the games by Rod Pike you get clues by reading the description of every location. Also an adventure like Infocom's Nord And Bert is very difficult to play because we do not have the same 'play on words' and proverbs as you have in Britain.

But, if you ask a Dane, he undoubtedly will answer that he only likes to play English adventures. We have been brought up 'on the bottle' with Scott Adams adventures since the very first days of the Vic 20 and so we love to keep on playing 'your' adventures. Of course, the locations have been developed since the early days, and we have developed our knowledge of your language ever since. Today it is a matter of course that locations descriptions have to be more than "You are in a boat"!! and it gets boring to play adventures like that. The members of our adventure club - Adventure Posten, also prefer to play text only adventures and of course the best is Infocom!"

PROBE. "What about Adventure Writing Utilities, do you have them in Denmark and have you heard the news about the new Graphic Adventure Creator Plus that is going to be released soon for the Commodore 64?"

CLAUS. "Yes we have GAC in Denmark and we also have the Quill and the Illustrator. Thank you for the note about the new Graphic Adventure Creator Plus. A lot of our members will be glad to hear that. It will be on the market soon, I just fear that the price will be very high. GAC costs about £28 to £30 in Denmark today."

PROBE. "We have a wide variety of computers available here such as Commodore, Spectrum, Amstrad and BBC. What machines are the most popular in Denmark?"

CLAUS. "Most of the adventure players in Denmark own a Commodore 64, and only a few own a Spectrum or an Amstrad. I haven't heard of any of our members talking about the ownership of a BBC computer though!"

(Silly me! I should have expected that one!)

PROBE. "Could you tell me a little more about your magazine, it seems to be very similar to Probe in size but I am afraid I cannot understand the contents?"

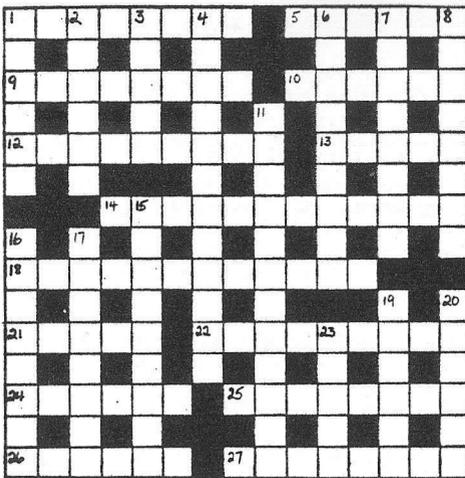
CLAUS. "Well there is not much that I can say about the cover except that VI KLARER MOSTEN means something like 'We can stand it'. On page two I am writing a DOBBELT LED LEDER' which you would call the 'Editorial'. I am writing about the Danish spring and how I am able to sit out in the sun on the terrace and play adventures right now. It is in this section that I'm introducing the contents of this issue to the readers. In this issue we have some hints and tips and Poul Bundgaard is mentioned. He is an old popular Movie-Star known from films as Olsen Banden, Felix etc. We have a letters page and a section where you can trade some of your old original adventures. We also have the last part of our serialised solution of Valkyrie 17 written by a Danish Trucker who drives Danish Bacon abroad. One of the countries he visits is England! We also find a winner for Jewels of Darkness by Level 9 and there is a review section for adventures and also a review of an English book called 'The Warlock Of Firetop Mountain'. This is followed by more hints and then we have Aage Krough Christoffersens column called 'Hooked On Adventures' in which he reviews Infidel.

On the back pages and cover we have some news. We are telling the readers about how Infocom are emptying their stocks in England, and how they are making graphic adventures (Sounds bad!) and we also tell our readers about what is new on the market and so on."

PROBE. "Thank you very much Claus for taking the time and trouble to tell us so much about Danish adventuring. On behalf of the readers of Adventure Probe would you please give your readers our very best wishes."

After chatting to Claus I settled down once more to see if I could make head or tail of the magazine. Amongst all the Danish, strange familiar words seemed to leap out of the pages at me. words like Guild of Thieves and Lord of the Rings! The only part of the magazine that I understood quite clearly was the list of the top six most popular adventures being played in Denmark today. These were Tass Times In Tonetown, Shadows Of Mordor, Robin Of Sherwood, Guild Of Thieves, Lord Of The Rings and one that has been a favourite for quite some time, not surprisingly, it is Erik the Viking!

Mandy.



PROBE CROSSWORD 2 by Koschei

- a certain level holds treasure that is altogether rosy (9)
 On p24 you can do this (4,2)
 An unfriendly parser might insist on this after 16 (4,4)
 Dished out judgment containing direction? At Probe HQ, certainly! (4,2)
 Deserve heaven, we hear, this holy first lady does, although a sexchange is demanded (8)

DOWN

- 1 Often black, moving by ones and twos, in darkness if leader is missing (6)
 2 Happy hour? Longer than that since Mr Edison - not the dark ages (3,3)
 3 Allege illwill within backward relationship when vassal oppressed by Lord? Bound to! (5)
 4 Does he charm wave, or wave charm to waive charm? (5,7)
 6 Electronic Arts follow idiot's impulse? Daft notion! (5,4)
 7 While troops transgress, Rick Hanson gets a namecheck (8)
 8 Commonly aged, wrinkled and bent but kept on by royalty (8)
 11 Icy craft with even number, well, odd in actual fact (8,4)
 15 What you should do after you've 24 (5,4)
 16 Usual thing on meeting pirate is hold out on island? (5,3)
 17 Protect part of Atlantic, say, from one who would 4 (4,4)
 19 Young lady gets District Attorney. "His touch is golden!" she says (6)
 20 Crack puzzle, normally precedes OPEN DOOR (3,3)
 23 Solitary Adam as day turns to night in far north (2,3)

ACROSS

- 1 Put an end to passion in a berserker rage (4,4)
 5 Sidney and Vera had this in common, in name anyway (6)
 9 Where ink is locked away? (2,3,3)
 10 Hot milk and wine for the vigilantes who find treasure at last! (6)
 12 Equine family, just one of many in a neverending fantasy series (5,4)
 13 Suspect Greek letter obtained by private eye following short Hebrew lady, apocryphal! (3,2)
 14 Take to the river in a period of tedium, incurring a debt it's hard to repay (8,4)
 18 Mixed up girl into bachelors, Mr Flintstone gets one first - they meet for a hot fruit? (5,7)
 21 Led astray by queenly Liz, behind a better bush perhaps? (5)
 22 For example, there in France

SOLUTION TO CROSSWORD 1

Across: 1 BARD'S TALE, 6 DRIVE, 9 RED STAR, 10 EGG FLIP, 11 DELTA TEN, 12 EDENIC, 14 DISK, 15 see 1 dn, 17 LORD OF TIME, 19 ZZZZ, 22 ALBION, 23 SCRABBLE, 26 OMIT SEX, 27 INFIDEL, 28 RIGEL, 29 THE SEVERN.

Down: 1 & 15 ac BORED OF THE RINGS, 2 RIDDLES, 3 SATRAP, 4 A CRUEL FATE, 5 EDEN, 6 DIGS DIRT, 7 IDLE NUN, 8 EXPECTS OZ, 13 THE MACHINE, 14 DELTA FOUR, 16 COLOSSAL, 18 RUB RING, 20 ZEBEDEE, 21 BAFFLE, 24 ELLEN, 25 EXIT.



Tales From Down Under

The sun was beaming down out of a clear blue sky as Sandra and I made our way towards *The Venture* for a lunchtime drink and a game of pool. The morning had gone well, ideas for our latest adventure game had been springing up almost faster than we could write them down, and we looked like having it finished within the next week or so.

The short walk to the pub proved long enough, and it was with some relief that I took a mouthful from the pint that Sandra had bought for me. "Cheers" I said, but as I was placing the glass back on the bar after that much needed drink another voice interrupted our quiet enjoyment of the day.

"Good mornow Master Peter, Sandra as well, what a pleasant day we have" came the familiar tones. Without turning around I knew that Strombrigner the Grey had entered the pub. "The sun is doing us proud today, is she not?" he continued cheerily, beckoning the barmaid towards his favourite ale. "Two of those, if I may, my dear," he added, "the little chap and I are of great thirst."

The little chap was, of course, Dimali Gloing, the wizard's constant companion. Short on stature, long on thirst, he too appeared to be in a very good mood. "Good day, good day", and if ever a dwarf beamed a greeting then Dimali was doing so now. Seldom had I heard him utter four words in a single sentence, and it lifted my heart to see the both of them in such obvious good humour. Sandra returned the greeting after a gentle sip of her coke, and we all retired to a nearby table. The locals knew better than to disturb our gathering.

After the inevitable cigarette Strombrigner addressed us both. "I take it that you have nothing planned for the next three or four hours?" he asked.

"Well, I've got to collect the sprogs from school -" began Sandra.

"Sprogs?" interrupted Dimali, frowning, and leaning forwards onto his axe. "Orc-ish folk, are they?" The dwarf was in good voice, better than I had ever heard.

"No, no." Sandra smiled. "My children!"

I was about to say something about the orc-ish reference when Strombrigner butted in. "Send your man to get them" he said, "we are going on a journey."

Steve (Sandra's husband) would be pleased, I thought, at having to collect the children from school, but perhaps the eldest boy could manage. Sandra soon sorted things out with the aid of a telephone call, the eldest boy it was, and when she returned asked "where are we going?"

The wizard leant back in his chair, a large smile on his face. "Today is a holiday in the land where wizards lurk. I have collected my free spell, and we are travelling to Australia." He looked in delight at our startled expressions. "I am over 830 years old, I am entitled to such spells" he went on, "and it is a place that I have never visited."

"But you said three or four hours?" I couldn't help but wonder about the wizard at

times. What he took for granted could be so, so baffling.

"Yes" he answered. "It takes but a moment to get there, a moment to return, and we can travel freely when we get there. We will have another couple of travellers as well, the rabbit is already seeking out she who has taken over the magazine in which our stories are so kindly reproduced."

"Mandy!" exclaimed Sandra.

"Precisely" said the wizard. "We will, after finishing this splendid ale - do not worry, Dimli, there will be plenty more where we are heading - step outside, whereupon I will perform the first simple travelling spell to take us to Llandudno. There we will pick up the Welsh lady and the rabbit and travel in one long hop to Australia. Rather appropriate that" he chortled, "long hop, Australia, kangaroos. Oh well, never mind" he continued, finding little laughter on our faces, "let us make a move."

The events of the next ten minutes defy belief. The only thing of which I can be sure is that, as Sandra stood up to leave our table, several things fell out of the pocket of her coat as she picked it up from the chair that she had earlier draped it over. She bent to pick them all up, with Dimli eagerly leaping to assist her, but he stopped when he chanced on one particular item. "What?" he asked.

"Oh that!" Sandra laughed when she took the offending item off him and deposited it back in her pocket. "That's a woggle. You know, boy scouts, dib dib dib?"

Dimli clearly didn't, and with a shrug of his shoulders he carried on picking up all the other paraphernalia that a mother of five accumulates during the day. Toffees, tops of Smartie tubes, chalk, rings off drink cans, crayons, that sort of thing.

Within seconds Strombrigner's spell took effect and we arrived in front of a somewhat bemused Mandy. She was holding a small white rabbit. "Hello Sandra" said Mandy, only to be echoed by the rabbit. "Hello Sandwa" he said, "you well, I trust? I have explained it all to Mandy, you may use the spell and take us to Australia, Strombwigner" he continued, assuming his usual haughty air when speaking to the wizard. "Mandy's husband, John Wodwigues, is attending the house."

The wizard had a slightly sulky look on his face as he muttered "my only day off, and I get him" before saying in a slightly louder voice "if you would be so kind, my dear?" He handed a rather battered looking scroll to Mandy, who unfurled it and held it some two feet away from Strombrigner's face. "Just, ah, so" he said, making a minute adjustment to the position of the scroll, before commencing to chant in a low, almost sepulchral, tone.

It was as if a whirlwind had surrounded us, and then suddenly lifted. I didn't know where we were, but could only assume from the expression on the wizard's face that we were indeed in Australia. "Thought I'd get it wrong, didn't you?" he grinned, tapping the side of his nose with the scroll, "we have arrived in Australia, the outback, as I believe it is called. Look, an example of the native wildlife." He pointed dramatically towards a kangaroo as it hopped away into the distance. Dimli hopped up and down in unison with it, but fortunately didn't start chasing after it. On seeing Sandra staring at him he hunched his shoulders and stopped.

"Excitement!" he said, attempting to assume a dignified air and failing with such

obvious embarrassment that Sandra was unable to suppress a smile. "Sorry" she said, still smiling, but by now the dwarf was oblivious to this and was concentrating hard on something else. "Look!" he shouted, his arm indicating the slope of a hill to the west of us.

We all turned our gaze in the direction in which he was pointing, and saw a group of dogs some two hundred yards away. "Dingoes" said Mandy, knowledgeably, then spoilt it somewhat by saying "or they might be dingi, or dingies, like boats." She grinned at us, but on learning what they were the rabbit squealed and exclaimed "Stweth!" Mandy cuddled him, gently stroking his fur, and on hearing the rabbit's startled shriek the dogs, or dingoes, turned their attention towards us.

I found myself wishing that we hadn't bothered coming here and had remained instead in the relative piece and quiet of *The Venture*, but my furtive glances at Strombrigner were to no avail. "I feel no fear" he remarked, "they cannot harm us. They are merely curious, I would imagine."

I did not possess the wizard's icy calm in such situations, I have never liked large dogs, and could only stand and watch as the dogs edged nearer. Dimli crept by Sandra's side and drew his axe, brandishing it with a fiercesome glare, but still the dogs approached. Mandy held the rabbit close as he whimpered in distress, and together we stood firm, gazing at the dogs as they moved towards us.

By now they were scarcely more than ten yards away. None of them looked particularly menacing, there were no bared teeth or subdued growls, but I still expected the worst in spite of Strombrigner's earlier reassurances. They sniffed the air cautiously until one of them, the leader as I supposed, advanced in the general direction of Strombrigner and eventually came to a halt some two or three feet in front of him. It looked at him with a keen eye.

As if compelled by some inner force, Sandra threw something towards this large hound. It snapped at it eagerly, swallowing it in a single mouthful, and continued to stare at Strombrigner. I, too, looked to the wizard, and saw a singularly peaceful smile settle on his face. I knew at once that the danger had passed, and that we would be free to spend the next few hours in a quiet exploration of this massive country.

"What did you throw, Sandra?" I asked, though I was beginning to guess.

"It was the woggle" she whispered back, "and it's swallowed it. It was like someone made me throw it, some ... " she looked at Strombrigner, "some wizard!"

"Ah yes, Sandra" said the wizard, beaming at her from beneath his bushy eyebrows, "you are now the proud owner of a most expensive item."

"Expensive?" we all asked.

"Why yes. You have heard the song, surely?" Strombrigner closed his eyes, tipped his head back slightly, and sang "How much is that woggle in the dingo?!"



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SOFTWARE



*** ONE DARK NIGHT... ***

An adventure by PAUL BRUNYEE for 48K Spectrum.

Speeding through unfamiliar surroundings on lonely, endless lanes and deceptive, dangerous bends, your car strikes a high verge and after a jarring impact with a series of pot holes, rolls to a halt at the start of a gravel drive. You try turning the keys again and again, but to no avail. Resigning yourself to this, you peer outside the car and see only the gravelled drive and dense foliage. Having lost your way many miles earlier, this is the first sign of habitation you have seen. Sitting somewhat cold and miserable with your companion, you discuss the possibilities of finding help at the end of the drive, wherever it may lead...

Within "One Dark Night..." you choose which of the two characters in the car you wish to play. Thus, you may play a male or female role. This decision then affects certain situations within the adventure.....

Also featured are - flexible sentence parsing, character interaction and challenging and original problems.

★ "ONE DARK NIGHT..." is available for £3.00 from Paul Brunyee, ★
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MONSTER

(128k)



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(CRASH MAGAZINE MAY 1988)

.....
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† STAR REPORTER (48k)

FOR SALE

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Written by Mandy Rodrigues. Battle your way through the valley which has been devastated by the evil Black Knight, on to his castle hideout, destroy him and release the captives. This is a two part text only adventure which features a USEFUL help routine to assist you through the more difficult problems.

Commodore Cassette £2.99 or Disc £3.99. Spectrum Cassette £2.99.

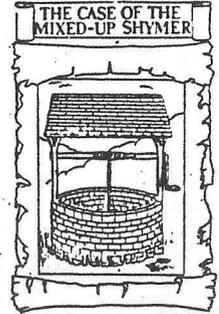


THE CASE OF THE MIXED-UP SHYMER.

Written by Sandra Sharkey and converted by Mandy Rodrigues. This is a light-hearted romp through the Isle Of Nersree where things have gone very wrong. Trying to put them right can sometimes have hilarious results! Suitable for adults it is also a wonderful adventure to gently coax children into the art of adventuring.

Commodore Cassette £1.99 or Disc £2.99. Spectrum Cassette £1.99.

(Amstrad version available from Sandra at 78 Merton Rd, Highfield, Wigan, WN3 6AT Cassette £1.99 or disc £4.25.)



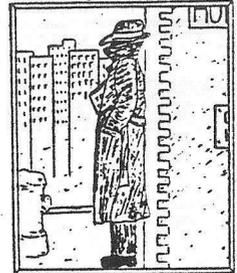
BARNEY BROWN and the Chicago Connection.

Written by Mandy Rodrigues. You take on the role of Barney Brown as he receives a frantic call for help from his friend and co-agent of M15. This two part adventure with graphics takes you from your home to Chicago. Your search takes you from the high-class hotels and casino's of the wealthy part of Chicago, through the clubs and dens of the red light district in a frantic attempt to rescue your friend from the clutches of Scarface and his mob before it is too late.

Commodore Cassette £2.99 or Disc £3.99. Not available for Spectrum - Yet.



BARNEY BROWN and the Chicago Connection



ATALAN.

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*** LETTERS ***



Thank you for another great issue of Probe. There are a few things I want to say this month. Firstly, could you arrange to have the next questionnaire on a separate piece of paper, not inside the mag? I feel not many people are going to use the one in the mag even though you thoughtfully placed adverts on the back. This leaves a photocopy or to write the answers on a piece of paper as the only way to give you the information you require. As a footnote to whether or not **BOOK OF THE DEAD** is available in the shops, my local computer shop has five or six copies for sale at £1.99 each. Maybe they are old stock from Electronic Arts who no longer distribute CRL games. If that is the case then other shops around the Country may be able to get them.

RICHARD BATEY, 84 Sycamore Rd South, Sebastopol, Pontypool, Gwent, NP4 5AW

=====

Thanks for another wonderful issue of Probe - the covers are just amazing these days, and I cannot fault the content - everything I could possibly want from an adventure magazine (you should see me hovering around our letter box at the beginning of each month, drooling like a dog waiting for a bone!)

Can I comment on a couple of things in Issue 7 Vol 11? Firstly, a letter from G.D. Kennington regarding Terry Pratchett's **STRATA** novel. This book was written several years ago before Terry made it big with the Discworld series of novels - I remember it from the late 70's or early 80's with a distinctive Tim White cover illo - and it's now being re-issued to give Pratchett fans a chance to catch up on his earlier work. So I think it predates anything written by the Austin Brothers; it certainly predates one or two of the books mentioned in Eden's Dream Park (e.g. Duncton Wood), thus **STRATA** cannot be a first, but... what is?

Secondly, I was a bit disturbed by the title of Eric Stewart's new adventure **THE RUNESTONE OF ZENDOS** - is that all that was left from the remains of **THE RUNES OF ZENDOS** - a spectrum adventure from Dorcas Software? Is it a subconscious echo that prompted Eric to select that title, and does it infringe any copyright? Well, good luck to Eric anyway, but I hope he doesn't tread on anyone's toes.

Nice to see Classic Adventure in the Golden Oldies section - although the same basic scenario as Crowther and Woods original classic, there are enough differences in the program to make it a playable alternative. The original adventure, in fact, has a lot to answer for - my introduction to adventuring was when I was introduced to it on the Work's mainframe. It was like being given a golden key - I wouldn't be where I am today (i.e. subscribing to Probe!) if it hadn't been for Crowther and Woods masterpiece, and neither, for that matter, would any of us...

I just heard yesterday that another adventure-related magazine has been "nipped in the bud" before the launch issue, because of insufficient subscription support. The magazine - called **The Forge** - was to be a specialist magazine for PAW users/owners, and edited by Tim Gilberts of Gilsoft. Future issues were to publish articles by such luminaries as Fergus MacNeil, Mike Gerrard and our very own Pat Winstanley on various aspects of PAW-related adventure writing.

Mike Gerrard mentioned it a few months back in Your Sinclair but I don't think **The Forge** received any other publicity. Perhaps Gilsoft were putting too much faith in PAW-users responding to their circulars; but might have scared off a few potential customers with a subscription rate of £10 for 4 quarterly issues.

Certainly £2.50 per issue is a hefty price to pay, but then **The Forge** was to be a specialist magazine devoted to adventure writers in a field notably empty since the gradual decline of the erstwhile (or dormant?) **Adventure Contact**.

I, for one, considered it worthwhile to subscribe, though I haven't been active in adventure writing for a couple of years; because it looked professional (no pun intended) as well as informative and stimulating.

So - agreed maybe Gilsoft were a bit low-key about their publishing venture, but nevertheless I'm bitterly disappointed at the apathy (that in the end seems to kill off (nearly) all adventure-related magazines.

Thank goodness (I pray) that Probe has more than it's fair share of active (rather than passive) adventurers.

A tiny glimmer of hope - Tim Gilberts said he might try again to edit an adventure writing magazine in the not too distant future. I trust he gets the support he deserves.

Good health and happy adventuring to all your readers.

NEIL TALBOTT, 31 Chadcote Way, Catshill, Bromsgrove, B61 0JU.

=====

Many thanks for my first copy of your magazine. Good to see it is going now for almost three years (after reading it I can see why). Also good to see that you have resisted the temptation to give all the answers to the adventures, as this can be very tempting to the likes of me. On the 'Open Forum' of Paul Brunyee's questionnaire you will see that I have said I think disc based adventures a bit of a con. Let me explain - I can buy 10 double sided discs for £6.99 (Argus Stores) - approx 60p per disc. Yet when I buy a game on disc it is at least £5 more! E.g. Guild Of Thieves which is £14.95 on cassette but is £19.95 on disc yet these are not disc games, but cassette based games put onto disc. I would not mind paying extra for disc adventures but not the amount that the adventure houses charge, both large and small. I would very much like to buy many of the adventures from the smaller software houses but I find them too expensive. Infocom games may seem to be out of the reach of many gamers but at least they are 'adventures for disc' and not remade cassette games. Well, this may sound like an Infocom fanatic but I am really a Level 9 fan so as soon as they go into disc adventures they will have a very happy fan!

DAVID MOGEY, 5 Glenveagh Park, Upper Glen Road, Belfast, BT11 8EP.

=====

You'll see that in answering my questionnaire I invented a category of "graphics-mediated" adventures, which I did because I think that what most people call "graphical adventures" are badly so-named. They are, more precisely, ILLUSTRATED adventures; as in a story book, what you get is a static illustration from time to time. In fact, they're usually not as good as illustrations in a book, because in a book at least you get a picture of the action, not an empty scene. Those adventures which properly deserve the name "graphical", I think, are those that use graphics as a medium, which are actually played through the graphics: games like Marsport, Heavy on the Magik, the Magic Knight trilogy, the Bard's Tale, Dungeon Master etc. I know some people refuse to regard these as "true" adventures, but I can't really understand that point of view; all these are firmly based on puzzling and, unlike the well-named "arcade adventures", do not require the arcade skills of rapid and accurate hand-eye co-ordination. Since they don't really fall into the category of "text with graphics", I felt it necessary to invent the ugly-sounding category of "graphics-mediated" adventures for them, since they are definitely my favourite type. I also think we are going to see much more of this type of adventure in the near future, because the more powerful 16-bit machines are becoming increasingly common, and a

vogue for computerised role-playing games seems to be beginning. These last few months, I've been having a great time playing XOR - not an adventure, I'm quite prepared to admit! although it is 100% puzzling, of a very abstract logical kind, a bit like chess. A mathematician friend of mine would come over, we'd spend a few hours wrapping our brains around the fish and chickens, and then go out for a pizza. But all that's over now, because yesterday we completed the last of the 15 levels and decoded the anagram. So next week, we start on Gnome Ranger. In the meantime, if there are any other Probe readers playing XOR and stuck somewhere, I'd be glad to help them out. (I'd need to know the level and preferably have a diagram of the place where the problem is in order to identify it exactly). I think I can help Bob Adams with his problem in THE TRIAL OF ARNOLD BLACKWOOD. The same thing happened to me; I got to the last location and found Lord Erebus, but the game didn't seem to agree that I'd finished. The answer is that you have to build up a certain score before you get there. Arnold's initial message contains clues as to what scores points. Shooting the dog seems to be well rewarded (but you must take the spade with you, because Lord Erebus won't let you re-enter the house until you have buried the dog). I think you also get points for tidiness (re-distributing certain objects) and for bringing Lord Erebus his own personal possessions. I'm not sure of the precise system, because the game let me finish without reaching the maximum score, and I'm afraid I wasn't inspired to go back and find the missing points.

PERRY WILLIAMS, 12 Godstone Road, Cambridge, CB5 8HR.

=====

I am a new subscriber to Adventure Probe, having received my first copy in the mail yesterday. First a little background, I am currently visiting England and will be returning to Australia in nine months time. I had read about Probe in the English magazines while I was in Australia, but it was too much effort to get in touch and get the bank draft etc., so it wasn't until I arrived here that I subscribed and now I wish I had done it a whole lot sooner. In Australia there are no dedicated adventure fanzines and even the magazines we do get are a couple of months old.

At the moment I am suffering withdrawal symptoms as my computer is in for repair (wordprocessing is being done on my brother's, but he doesn't have any adventures!). Yes I brought my computer with me from Australia!

I would like to trace some early Scott Adams adventures for the Commodore 64. If anyone can help me, the ones I want are Adventureland, Crawley Manor, Mystery Funhouse, Ghost Town, Strange Odyssey, Pyramid of Doom and Golden Voyage. I would also like a copy of Castle Terror, so if you have any of the above on either tape or disk please contact me.

Finally, is there anyone who would like to swap Public Domain adventures (for Commodore 64 only) with me? I have a disk of these adventures, mostly from America, and would be prepared to put them onto either disk or cassette.

MRS DOROTHY MILLARD, 10 Connought Rd, Market Harborough, Leics. LE16 7NG

=====

I am becoming increasingly disturbed by the comments I hear about mail-order rip-offs. I think it is time that the distinction was drawn between companies which PRODUCE AND SUPPLY by mail order and those outfits which SUPPLY ONLY. After all, if TARTAN did not supply the goods then it would soon be made public knowledge in publications such as Probe. Here at TARTAN we attempt to fill every order on the

day it is received and at the very latest the next day. We do get the odd complaint about loading problems (who doesn't?) and in such cases I always include a free adventure with the replacement. Incidentally, it is interesting to note that over 90% of the loading problems I have encountered have been concerned with the Spectrum +2 - so much for the integral tape system!

Now that that is off my chest I would like to inform you that the competition for the shortest solution to DOUBLE AGENT was not won, so I have extended the closing date from 30th June to 30th November.

TOM FROST, Tartan Software, 61 Bailie Norrie Crescent, Montrose, Angus, DD10 9DT.

=====

The 'features' section of Paul Brunyee's questionnaire got me thinking. As a 16 bit user the windowing and icon techniques were thought provoking. I wondered how icons and windows could be used in an adventure game and how they would affect the player. I know there are games out that do this like DeJa Vu from Mindscape but they are mainly graphics driven. Rainbird's Pawn and Guild of Thieves use pull down menus (at least on the 16 bit) though I haven't played them. What I would like to see is the use of multiple input/output text windows. What I mean is this: Imagine a text only game. A window at the top of the screen holds the room description. A middle window holds all the response text to the players input whilst at the bottom the player can input commands in a 'command window'. I think this would make life easier for the player. I don't know how icons could help, I think having to move a cursor/pointer around the screen would be slower than hitting a couple of keys on the keyboard. Pull down (or pop up) menus are interesting but would still be slower than typing "I <RETURN>" for inventory. For examine they would be quite useful, just select the examine menu and a list of examinable objects rolls down (or pops up).

I agree with what Pete Gerrard said about spoofs of the Hobbit. That subject is definitely as exhausted as cave-crawling. I find spoofs annoying anyway. I find I lack confidence in the programmer. You know the feeling, you're always mentally looking over your shoulder because you think that something really silly is about to ruin your game. I like the humour to be subtle, i.e. you have to think about it first. I'm being hypocritical here because the game I'm writing (plug plug) has a lot of unobtrusive humorous comment in it.

Pete also mentioned the player's character. Well, ask yourself this, when you play a game, do you really imagine yourself as the leading character? I know I don't. I find that after all the blurb that I'm still playing the game from my point of view. In my game (plug plug) I'm trying to get the players character to show an independent personality. It's as if the player is just saying "Why don't we do this...?" and the character (or puppet) either follows the players advice or refuses. Everything is seen from that characters point of view, not a neutral one.

On the questionnaire was a phrase mentioning bugged adventures. Would you let me know what they are please? I don't seem to be 'with it' at the moment. It's strange how the image of a game can change with time. When THE HOBBIT was released most of the popular press went wild with joy. I can understand the thrill of seeing graphics and a "complex" parser for the first time for a tape based micro but did the reviews mention the new plague of Hobbitbugs? Finding bugs in the Hobbit became more interesting than playing the game. When PAWN was unleashed on the public the popular press again went into the dictionaries to find synonyms of "excellent". Again it has come to light that such a wonderful game contains a bug or two. I expect there are other games that I could mention. How long do the

reviewers spend on a game? How many reviewers play the game? I expect the answers to both are quite small. I hope that the reviewers for Probe spend quite a time with a game and don't just play through the solutions. I like one mag's method of reviewing arcade games. Three points of view do give a better impression of a game. (Even then I still won't buy it hah hah!!) I'm not suggesting that Probe do anything like that, just keep treating games as guilty until proven otherwise. I begin to think that some reviews are written before the game arrives! I have recently formed the opinion that 95% of arcade games are childish rubbish and a goodly number of adventure games are just not worth the bother. What I mean is that I don't WANT to play the games. I really wanted to play Knight Orc, but don't want to play Gnome Ranger. I wanted to play Zork ever since I heard about it, but most of Infocom's recent work just doesn't appeal. It is now quite rare that I see a game that I think "WOW! I must have that!" I suppose I'm looking for something really original (and not too hard!)

I hope the above doesn't sound too critical but I've recently discovered that computers can be useful apart from playing games. I now own a computer that five years ago would have seemed impossible. Do you remember when you first started using a computer? Well it's like that for me. I've taken up BASIC again! (At least until a utility comes out!)

I think that Probe just gets better, I can't wait for the next issue. Keep up the good work!

JOHN FERRIS, 8 Frankwell Drive, Coventry, CV2 2FB.

=====

Dear Probe Readers,

It has come to my attention that some Infocom Adventures are now almost impossible to obtain for an Atari Computer. Would you please write in to Probe if you have the same problem for your computer. As Activision have now taken over Infocom I wrote to them about the availability of games, but they have still not bothered to reply to me. Also I have spoken to members of Infocom in America, and told them about the problems of obtaining their adventures here. It was suggested that it might be possible to order Adventures directly from the States, but there is some doubt as to whether the discs produced for the American market would all work on British computers and systems.

Infocom are looking into this for me and when I hear more, I will write again.

JOHN WILDEY, 20 Ilsley Court, St Rule Street, Wandsworth Road, London S.W.8.

(Many of us think that Infocom adventures are the "Rolls Royce of the Adventuring World" and I am sure you would agree that it would be a disaster if they should become unobtainable to the British market. I, for one, am deeply disturbed by the recent happenings. Amstrad owners have heard that Infocom adventures will no longer be obtainable for their computers and now it is the turn of Atari computers. I think it is time that we took some action to save our Infocom Adventures before it is too late. Please write and let me know what your feelings are and let's see what we can do about the situation Mandy)



*** IN-TOUCH ***



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Please write with price required to:

BARBARA GIBB, 52 Burford Road, Liverpool, L16 6AQ.

=====

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Knight Orc - 48/128K - £8. Gnome Ranger - 48/128K - £5. Price Of
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Contact: PAUL AVIS, 49 Hewitt Rd, Hamworthy, Poole, Dorset, BH15 4QR

=====

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Twenty valuable treasures! Someone just left them in the trophy case
in my living room. Write to:

Elron, White House in the Clearing, Forest of Zork. C/O THE GRUE!

=====

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=====

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Gyroscope. Spellbound. Five Star Games (Spindizzy, Who Dares Wins,
Three Weeks in Paradise, Zoids, Equinox). They Sold a Million (Daley
Thompson's Decathlon, Sabre Wulf, Jet Set Willy, Beach Head). Harvey
Headbanger. Spiky Harold. Bounder. Rasterscan. Tobruk. Battlefield
Germany.

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NO REASONABLE OFFER REFUSED or will swap for decent adventures.

DAVID OYA, 24 Kingsway, Banbury, Oxon, OX16 9NY

***** SPECIAL NOTICE *****

When advertising software for sale in this section would you please
make sure that you separate your arcade and adventure software and
clearly mark which are which. This will prevent an arcade game being
bought by mistake when an adventure was expected Mandy.



"I have a problem playing MOUNTAINS OF KET. Although I am told that I can see such items as dice, sandwiches, a moustache etc I cannot get them, although I have no problems getting things earlier on (chain, map, log etc) and I am not carrying too much. Please can anyone help?"

PAULA MURPHY, 12 Eidon Park, South Norwood, London SE25 4JQ

=====
"I have been getting nowhere fast in HITCHHIKERS GUIDE TO THE GALAXY for a very long time now. I've gone through (I think) all the alternative universes and I've removed the common sense particle and then I've shown the Intelligence Screening Door the No Tea and The Tea Substitute and it still won't let me through. Also, I've plugged the interface into the Nutrimat and thus made Eddie unable to respond to the attack on the ship. Is the answer to that one behind the door? Can anyone help me please?"

DAVID OYA, 24 Kingsway, Banbury, Oxon, OX16 9NY

=====
"Could anyone oblige with a tip for BLIZZARD PASS? Is there anyone alive who knows how to cross back over the fissure? I've tried 'Tie ring to rope and throw rope routine' all to no avail so I'd be glad if someone could tell me the exact word for word commands. Please help as I'm on the point of throwing myself into the fissure and my +2 out of the window!"

DRONGO THE SAD (aka TONY MARTIN), 3 Nicholas Taylor Gardens, South Bretton, Peterborough, PE3 6JT

=====
"In the case of the MAD MUMMY is it possible to complete the C64 version or does it have a bug? When you are at the graveyard I am pretty certain you should throw the ankh but it doesn't work.

In HAMPSTEAD I have the memo and the note but still cannot enter the big house, despite asking for Chubby.

In RING OF POWER what is the password for the custodian of the ring?

In PROJECT VOLCAND on floor 3 what is the code for entry to the computer room?

In CASTLE OF MYADOR is it possible to complete the adventure? I get as far as the Wizard's cave only to be confronted by more ants. Can anyone tell me if there is a bug in this program?"

If anyone can help with any of the above problems please write to:

DOROTHY MILLARD, 10 Connaught Rd, Market Harborough, Leics. LE16 7NG

=====
"Please could anyone help me out with MINDFIGHTER? Any help at all would be appreciated as I just can't seem to get started!"

IRENE ALLAN, 15 Seventh Avenue, Garston Park, Tilehurst, Reading

*** A STROLL AROUND PART ONE OF KNIGHT ORC ***
With THE INNKEEPER on the ole Speccy 48K+

ABCDEFGHIJKLMNPOQRSTUVWXYZ - (NORMAL ALPHABET)
UVWXYZABCDEFGHIJKLMNPOQRST - (MY CODED ALPHABET)

Can't get off horse at start?
(Should you really be playing this game Hmm?)

QUCN NCFF EHIWEYX IZZ BILMY...

Can't find anywhere to go?
(There's a good view from a high place, it's a bit of a climb though)

WFCGV PCHY UN WUMNFY...

Drawbridge keeps killing you?
(Use something other than your fist!)

NBLIQ UHSNBFHA UN CN...

Green Knight keeps killing you?
(Orcs don't know about gentlemens rules in combat!)

ECFF BCM BILMY QCNB U QYUJIH...

Can't get down the well?
(Need to climb down something, but make it secure!)

NCY LIJY NI LIFFYL NBYH XIQH...

Hedge is in the way?
(There's always a WELCOME somewhere!)

JON GUN IH BYXAY NBYH HILNB...

Hunter kills me at crossroads?
(Trip him up!)

NCY LIJY VYNQYYH NQI MCAHJIMNM...

Hermit won't give belt he is wearing?
(He collects things that sparkle!)
ACPY MIGY AIFX NBYH AYN VYFN...

Goat is always following?
(Don't worry, you've already let it loose - haven't you?!)

How much rope is there?
(Lots and lots and lots and.....)

How do I cross the Viaduct?
(Look at the other side!)
NCY LIJY NI MJYUL, NBLIQ UN LCHA...

What's the spear for?
(Don't you read properly or something, See last clue you fool)

Everyone attacks you?
(Well they don't like Orcs do they?!)

XIH'N BUHA UVIDN NII FIHA...
They all steal the gold I've collected!
(Hide it or take it back, you WIMP!)

OMY WBYMN IL VOWEYN...

What use is Rapunzel?

(Needs a hair cut!)

WON BUCL ZIL GILY LIJY...

Locked in the castle and no way out?

(Should have opened drawbridge before climbing into the castle!)

XLIJ UHSNBCHA IH CN QBYH IJYHYX...

Can't get into the castle?

(There are more than one way to enter!)

IHWY XLUQVLCXAY FIQYLYX, WFCGV U PCHY...

Who is White Knight in castle & what use is he?

(Not much & I don't know, (reverse))

IHFS MIGYIHY YFMY NI UNNUWE SIO! Good en it!...

Can't get chest open?

(There's a KEY to all problems you know!)

FIIE OHXYL GUN...

How many points are there?

(As many as pieces of rope!)

Who's Denzyl?

(The village idiot)

AYN BCG NI XI HUMNS DIV'M ZIL S IO...

Where's the bucket?

(WELL what did Pussy in nursery rhymes do?)

XIQH NBY QYFF...

Where's the spear?

(Have a look INN!!!)

OHXYL VUL...

Innkeeper keeps taking back the spear?

(Well it's mine isn't it?)

AYN CN VUVE UAUGH...

Where are all the pieces of rope?

(If I told you, you would be writing this instead of the Innkeeper!)

What are the gold pieces for?

(Not that important in this part of the game)

NII EYYJ JYIJFY BUJJS...

How can I get into Rapunzel's tower?

(Now, now, just because she's a hussey!)

SIO WUH'N...

Many thanks to the kind readers who came to the rescue with hints and tips for Velnor's Lair following the plea for help in the last issue. I need help with this section as there is a limit to the 'Golden Oldies' I have played so all contributions will be gratefully received. If you have a review, getting you started, hints/tips or whatever, please mark them for this section.

VELNOR'S LAIR
HINTS AND TIPS

Light torch and burn web at the cave entrance.
Use silk handkerchief to get through thick fungi spores.
Drop apples to deal with rats.
In Orc Chief's room examine tapestries to find secret passage.
Kill Orcs (variable success - hence usefulness of pool); use bodies to feed crocodiles.
Search wizard for his wand; at wide chasm with molten lava.
Type TIAMAT, cross bridge, when ready to return; cross bridge, type TIAMAT and Giants will fall to their deaths.
In bubbling swamp, use bath; the oars are to be found by examining fungi near a smelly, slimy cave.
Search body of warrior to find garlic.
If you need to extinguish torch because of gas be sure you're carrying a glowing sword to give some light.
In cavern of statues use mirror and you should find a trident; use it in a pool of sharks.
To get out of the maze; SSWWWW, take ladder EEEEENN UP.
Light torch to burn the mummies, then search sarcophagi.
Use stake to kill vampire.
When you get to Velnor: use wand.



MARGARET HICKS (PLAYED AS WARRIOR)

=====

Use telescope to find magic word to teleport to magic pool.
Remember walls are not always solid.
Foes are randomly created so retreat then return to problem locations. Fight only when you are not heavily outnumbered then teleport to healing pool before another encounter.
Take stake from door only after passing through on return trip.
You need full strength to clear rockfalls.
Footsteps behind you - in cave of statues use mirror, in pit use flour.
Do NOT obey the note.

JOY BIRLEY

=====

Mouldy piece of wood, used to make plank (say extendere) to cross chasm in cavern of cracks.
Sword - kill Orc to get it.
Goblin - Tell him that you are a friend and that you are an enemy of Velnor.
Fungi - Examine it to find platinum pendant and oars.
Rubies - Examine mattress in Ogre's bedroom.

CHRIS BANKS

=====



Objects And Their Uses



SHIPWRECK - OBJECTS AND USES - BY A.W. BALDWIN.

1. TIE Wear it to be allowed in the restaurant and lounge. Also a present for the chief.
2. MONEY Will buy a meal, a map and a drink, and a tip for the barman.
3. NEWSPAPER Will tell you the captain's name.
4. BOTTLE OF BEER Bottle will hold oil when empty.
5. BOTTLE OPENER Obvious.
6. KEY Unlocks the chest in the corridor.
7. TOWEL With a wet towel you can brave the smoke.
8. PERMIT Allows you to visit the bridge.
9. PEN To sign the permit.
10. CHART Examine it for the ship's position.
11. LIFEJACKET Keeps you afloat in the sea.
12. COMPASS Enables you to plot your course to the island on the map.
13. SHELL Edges are sharp enough to cut yourself free when captured.
14. STONE Will sharpen a knife.
15. RESINOUS STICK Makes a good torch when lit.
16. IDOL Leave it alone or you will upset the natives.
17. POLE Will lever a slab and knock down bananas with help.
18. RUM BOTTLE Get water in it to quench your thirst. Also provides a useful piece of glass when broken.
19. POTION Cures snake bite.
20. REED MAT Will cover a hole in a basket.
21. BASKET Carry the egg in it.
22. KNIFE When sharpened will cut a creeper to use as a rope.
23. BANANAS Food to prevent you dying of hunger.
24. ROPE (creeper) Enables you to climb down to the cliff top and to pull yourself out of the marsh.
25. PADDLE What else but to paddle a canoe.
26. HELMET Protects your head from the low roof in the cavern.
27. BRANCH (in forest) You will need help to carry it. Lay it across the stream to form a bridge.
28. CANOE You can paddle around the island in it.
29. EGG Food for a lizard.
30. DRIFTWOOD You can build a fire with it.
31. PIECE OF GLASS Will light the fire.

Getting You Started



Getting you started by Joan Pancott played on Amstrad.

LORDS OF TIME

ZONE 1. Look, get picture and Hourglass, n, get candle and matchbox, wind clock (to open door), in to Clock, drop Hourglass, TURN COG 1, SWING PENDULUM (to open door), n to Gravel Drive, n, n, to Roadworks, get planks and pick, s, s, w, w to Cottage, open door, w to Hallway, up, n to Storeroom, search rubbish, wear rucksack, get rope and tin opener, s, w, get Jewel Case, e, d to Hallway, get spear (for Tiger), s to Kitchen, open cupboard, get tin of catfood, w, get Metronome and looking glass, open door, w to Patio, nw, get valerian, se, w, up, n to Upstream, tie planks together, drop planks, cross, give glass to Narcissus (given Lodestone), cross, s, up, e to Patio, sw to Outside Shed, wave Lodestone to get keys, unlock door, in, get axe and shovel, open door, out, ne, w, up, s to Willow, wave valerian, chop willow, drop valerian and axe, get TEARDROP, n, up, e to Patio, sw, e, e, e to Carport, examine porsche, get petrol can, d to Clock, drop Jewel Case, Metronome, Lodestone, TEARDROP. (On second visit, n, w, w to Cottage, open door, w, w, open door, w, sw, e, e to Paved Path, search compost twice, eat mushroom, look, give tooth to Fairy, say no, say yes, given coin and firefly, e, d to Clock).

ZONE 2. TURN COG 2, SWING PENDULUM, n to Splintered Ice, n, n, n, to Edge of Ice and Mammoth, pour petrol, light match, light petrol, look, wear coat, get IVORY TUSK, e to Rocky Track, up, up, get bone, up to Ledge and Tiger, open tin of catfood, give tin to Tiger, examine Tiger, pull tooth, drop tin opener, light match, light candle, in, s to Freezing cave, shout, get icicle, n, e, e, give bone to Fox, s to Frozen Forest, drop icicle, ne, e to Silver Veined Cave, break wall of ice, s, get Candelabra, n, w, s, nw to Alpine Garden, nw, to Throne room, break ice cube (given sword), s to Pool of Icy Water, in, w, d, d to Clock, drop matchbox, spear, TUSK and Candelabra. (Go back to the Paved Path, ZONE 1 for coin and firefly).

RED MOON

Start - Flat Grassy Plain. Dig (have a CROWN), e to Pothole, listen, "say Satarh" (BOOK moves from the Marble Tower to the House), w, w, s.

Stone House. Read BOOK (Obis to open, Ollabin for dust), drop CROWN, get axe, get lamp, n, w, nw to Dry Plain, get horseshoe, n, e, e, nw, w to Cliff Edge, get dagger, e, nw, n to In Crater, wear gloves, s, se, se, se, se, s to Pothole, s, e, n, n.

Lakeside Folly. Examine bushes, get handle, insert handle (in hole), turn handle (the lake drains), get key, n, n to Castle, sw, unlock gate, with key, ne, e, light lamp, e, ne, s to Kitchen, e, get meat, w, n, n, e to Far East Alcove, d, e, e.

Sanctum of Alchemy. Buy pills and chalk (from Nezzon), give axe, give horseshoe, give dagger, get pills, get chalk, put pills in meat, w, s, s, e, s, s, s, d.

Stained Room. Drop chalk, n, w, n, n, e to Stone Kennel, give meat to dog, open door, n, e, n, w, w, sw, n, w, "say Obis", "say Ollabin, get BRODOCH, get dust, e, s, ne, s, s, s, sw to Armoury, wear shield, e, e to Stained Room, up, w, s, w, sw.

Circular Room. Drop BRODOCH (I find this a convenient place to store things), nw, wear bracers (can now carry more), wear shirt, se, n, n, e, nw, n to Library, get scroll, read scroll, e, s to Hospital, get potion, n, w, s, se, w, s, s.

Circular Room. Drop potion, se, e, e, examine leaves (have an acorn), w, n, n, n, e, d to Stained Room, get chalk, se to Chasm, drop acorn, read scroll, s, e, s, s, e to Fountain Abyss, drop chalk (in pool of acid), n, n, nw, get fan, s, get SILVER BARS, d, w, n, nw to Stained Room, up, w, s, w, sw.

Circular Room. Drop scroll, get BRODOCH, n, n, e, nw, n to Library, n, w, n, n, w, w to Side Alcove, get dulcimer, e, e, s, sw, w, w to Castle, s to Dry Lake, examine oyster fungus, (have a PEARL), n, sw, sw, s to Pothole, w, w, s to Stone House to drop treasures.

THE PRICE OF MAGIK

Start - Winding Drive. Examine door (ESP), w to Woodshed, get candle (focus), examine woodpile, examine nasty (bonus), light woodpile, blow out candle, look, get ashes (focus), w to Herb Garden, get eyebright (for seeing in the dark), elder cross (focus) and mandrake, say yes, drop mandrake, examine all, examine ring, get ring, get knucklebone, get skull, e, e, knock on door, wait for the horror to appear (bonus), up, up, up, up, up.

Roof. Rub eyebright in eyes, w to East Attic, cut mirror with ring, get mirror (focus), s, examine prism (XAM), get prism (focus), n, n, examine wardrobe, wear robes, s, w, sw, se to Office, examine table (MAD), get knife, read scroll (to learn about magik), nw, w, d, d to In A Hole, s, s to Junction, s, se to Rock-Walled Room, e, e, nw.

Entrance Hall. Examine clock, examine pendulum (DOW), get pendulum (focus), wait for the clock to go (BOM), e, get broom (focus), w, se, open door, out to Winding Drive, cut vine (knife), get staff (focus), open door, in, w, w to Rock-Walled Room, nw, n to Junction, n, n, up, e to Oak Panelled Corridor One, se to Oak Panelled Corridor Two, push panel, e to Store, pull lever, w, s, e, get shovel, w, nw, sw.

Cellar. Examine chests, Cast Dow at each chest until pendulum SWINGS, open chest (say which colour), examine chest (say which colour), get salt (colour of chest with salt is random), ne, se, n, n, ne, ne to Table Room, nw to Roof Garden, examine valerian, get valerian (focus), examine wolfsbane, get wolfsbane (to pass werewolf), nw, pull rope, (a bonus if you have not knocked on the door), up.

SOLUTION TO BLACK FOUNTAIN
by EMMA HEGGIE - PLAYED ON AMSTRAD

PART TWO

On entering this hut I found that Ashna had been waiting for me. I gave him the voucher I had found in the desk and he proceeded to mumble vaguely about monsters and crystals. He also gave me a staff, which I thought might come in useful later on. Before returning to the town, I went south from the glade in case there was something else useful in the forest. I found some thin vines which didn't look strong enough to be of any use, but I cut them down with the axe and took them anyway.

I then returned to the town and prepared to finally leave on my quest. On my way through the street where Isharina lived I noticed another workshop. Chandos, the owner, was a rope maker, but he had run out of supplies. I gave him the vines I had found in the forest and he made a rope for me in exchange for some more money. Heading north out of town, I saw a small cottage on my left. I went inside and found it deserted but there were some oily rags in the fireplace which I picked up. I had to pay a toll to Torilo to get across the bridge, and when I was on the other side I found myself beside the "Fleece em Inn", where all the traders hung out.

Entering the Inn I saw all the traders I had dealt with earlier in the day, but unfortunately I did not have enough time to join them in a drink. I went into the backroom of the Inn and was not particularly surprised to find one of my brothers, Charmos, drinking with a couple of loose females. I left the Inn in disgust and headed northwest up a dusty lane to a copse at the end. Grazing in the copse were some goat-like animals called Ghenkos. Using my bow and arrows I shot one of these and took its body with me. From the Inn I went east, up a quiet lane, to the slaughterhouse, where I gave the body of the Ghenko to Skudo. He skinned the animal and gave me the leathery hide, throwing the meat into the corner. I took the meat with me in case I got hungry in the mountains, and returned to the dusty lane.

This time I went northwest into a hovel belonging to Tramos. The poor man never had any decent clothes, and his leather waistcoat was falling to pieces, so I gave him the Ghenko skin, and he gave me a black bag in gratitude. "Oh well", I thought, "I suppose it'll come in handy for something".

I returned to the road and was heading for the mountains to the north when I remembered what I had read in the town hall about the metal to be found in the Heap Hills. I took a quick detour to the east and found myself on an east-west path through the hills. A smaller path led up into the hills and on an impulse I decided to follow this upwards. I soon arrived at the local beauty spot, which was covered in rubbish. While trying to tidy up a bit I found some twigs. Remembering the manual from the town hall I took these and tried to make a torch from the twigs, the thread I had bought at the local shop and the oily rags from the cottage. The manual was very helpful, and in no time at all I had made a gleaming new torch. Heading north from the beauty spot I arrived in a gully in the hills. This seemed to be a dead end, but I

spotted a little lamb that must have fallen into the gully and become trapped!

Altogether now "Ahhhhh". Freeing the little lamb I returned to the beauty spot and headed up towards the top of the hill. There I found Shepos, the shepherd, with the rest of his sheep. I returned the lamb to him, regretfully banishing thoughts of lamb chops with mint sauce from my mind, and in return he gave me a fleece. I put this on, as I thought I would probably need it to keep warm in the Norst mountains through which I would have to pass.

I went down the hillside to the east-west path again. This time I went further along the path to the east, only to find that it disappeared in masses of thick undergrowth. I tried to cut the undergrowth down, but there was too much of it. As I was searching around however, I found an old abandoned mine shaft in the bushes. I tied my rope to the edge of the mineshaft and, after lighting my torch with the tinderbox, I climbed down the rope into the mine. I went southeast into the old mine workings, but found my way blocked by a rockfall. I realised that it must have been the same rockfall that had killed the miner in the document in the town hall!

I tried to shift it, but I was not strong enough. Then I remembered the Chati that Brusto had made for me from the herbs I had given him. Quickly, I drank the potion, which refreshed the parts that other potions cannot reach. After that it was an easy matter to move the rockfall, and soon an opening to the east was revealed. Going through this I found the skeleton of the miner who had died and some of the metal he had mined. I took the metal and returned up the mineshaft, undoing the rope and taking it with me. Back in the dusty lane I went north into the forge and gave the metal to Mesto. He used it to make a sword for me, and left to join his friends in the "Fleece em Inn".

At last I was ready to leave the city, and I headed north into the bleak and chilly Horst mountains. Luckily the fleece kept the worst of the cold off, but the path seemed to end at the top of the mountain, and I realised that I would have to go under the mountains rather than over them. I had seen a cave to my right on my journey to the summit, and this seemed worth investigating, so I climbed back down and entered the cave carefully. To my horror, the cave was the home of a huge and ferocious brown bear.

Actually, he didn't look that ferocious - he even reminded me of my own teddy bear. I gave him a cuddle and he wandered happily off into the sunset, feeling loved. Ahhhhhh! Going further into the cave I was confronted with a door, inscribed with mystic symbols. I struck the door with Ashna's staff, and with a blinding flash it opened. I was carrying the meat, the empty flask, the fleece, the staff, the rope and the black bag.

The password given to me by the door was VENTURE ONWARD FRIEND.

PART ONE COMPLETED.

TO BE CONTINUED.....

STARCROSS - INFOCOM
by Jennifer L. Wheeler

PART THREE

To ensure I was ready, I looked closely at the gun and found a silver rod in the barrel. For some strange reason somebody must have had great fun finding hiding places for these rods! Once it was safely stowed in my basket I walked around some more and found the laboratory in the Yellow hall. After some experimenting with the disks and the dial which I found there I discovered that what I had to do was this: The red disk just had to be put on the floor and the blue disk had to go under the globe. Then I put the gun on the globe and turned the dial to 4.

Hey presto! The blue rod was mine. I retrieved the gun, rod and red disk then turned the dial to one to get back the blue disk. I went back into the corridor wondering what to do next. I was feeling rather smug, those aliens might be tricky but they weren't going to outsmart me.

I went to the end of the yellow hall and rested for a while and whilst waiting the maintenance mouse came by, he startled me so much that I dropped the red disk which he promptly collected and ran away with! Naturally I gave chase and followed the mouse over half the ship until he finally disappeared into the wall! "Panic not," I told myself, remember how the disks worked in the laboratory? Quickly I put down the blue disk and stood on it, lo and behold I found myself in a garage!

I immediately retrieved my red disk and decided that some of the trash in the bin looked rather interesting. After emptying the bin I eventually found a green rod! I waited around for a while trying to decide how to get out when the mouse came back with my blue disk which I took straight away. I went forward and suddenly found myself in a room between the Red and Blue Halls. Further exploration revealed to me the existence of an observatory just off the Blue hall. There was little I could do there at the time but intuition inspired me to leave the red disk on the floor there, I felt I would be returning soon!

Although feeling weary I travelled a little further still hoping to find some clue to the ships origins and purpose and maybe a way for me to return to Earth. I ended up in the Red hall at the point where the planters were full of wilted plants. Upon turning east I found myself in a primitive village full of spearbearing aliens!

Oh oh, this is it I thought, but WHOOPIE, they didn't attack. I went further east into the village centre. The aliens examined me closely, I didn't dare move. Then, suddenly an alien in a tattered space-suit advanced towards me and stared longingly at my space-suit. He obviously wanted it and I knew if I didn't give it to him they'd kill me so I gave the suit to the Chief and to my surprise he offered me various things in exchange including some of his wives and children!

However, I had spotted the brown rod tied round his neck so determinedly I pointed to it. He gave it to me reluctantly then walked off. I wanted to try and communicate further with these aliens so I immediately followed the chief around the village until we reached the centre of the warren which was actually the entrance to the green airlock.

Without further ado I entered and shut the inner door firmly behind me and went through. I ended up in a cargo hold where I found a fragment of visor which I took. Further exploration revealed a skeleton which the aliens appeared to worship. Upon moving the skeleton though, I found a violet rod which I put in the basket with the other seven rods. It was obvious that the aliens came here regularly so I thought I'd better get away quickly. I put down the blue disk, stood on it and was immediately transported back to the observatory. Upon examining the model of our solar system I noticed that there must be something wrong with the projector because the colours were wrong. I knew that I'd blind myself if I looked in the projector without protecting my eyes. So I looked at the projector through the piece of visor I had and discovered a clear rod, which I took. Now I had nine rods in my basket but I was absolutely stumped as to where to go next so I just followed my nose and ended up back in the grassland above the Blue hall. I walked as far south as I could go and spied a large tree off to port.

I climbed to the top of it in order to get a good view of the landscape. But it wasn't all I saw. As gravity was almost nil at that point I knew I could reach the hatchway in the huge crystalline bubble I saw nearby!

I jumped! At last I had discovered a use for the rest of my rods. Quickly I put the silver rod in the slot and went inside the drive bubble, took the appropriate action with the white rod I found there then paused to look around. Facing me was an ominous dead black slot but once again intuition came to my rescue and prevented me from touching the black rod. Excited by my success so far I went out and pondered how to reach the 'bubble' at the other end of the ship. After some thought I came up with a solution, but would it work?!!

I climbed up the drive bubble and as there was no gravity I jumped out into mid air and then fired my gun at the drive bubble three times and landed on the control bubble!

The tension was mounting, I felt I was so close to being master of the ship, yet, one wrong move now....!

I climbed down the Bubble and gained access to the control area with the gold rod. After activating the lights and screens with the clear rod it all became quite obvious. I carefully inserted the remaining five rods into their respective slots then set about programming my course back to earth.

Under the pink screen was a large square which I pressed once. Then I pressed the brown spot until Earth was highlighted. The violet spot had to be pressed four times until a course circling the Earth was highlighted. I pressed the green spot to confirm the course then there was just one spot left to press, the blue

ADVENTURE COMPLETED!



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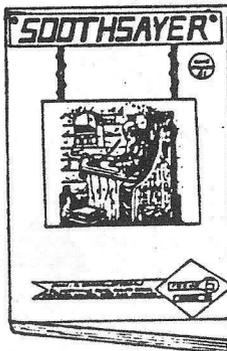
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*** KINGS AND QUEENS OF THE CASTLE ***



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Please remember to enclose a S.A.E. when writing to one of our Kings and Queens for help.

*** BUGS AND AMUSING RESPONSES



STARCROSS - by JOHN WILDEY (Atari)

Attach Safety Line to Space Suit and hook outside airlock. (any airlock will do) then DETATCH LINE (from Suit and Hook) and you will find that it is impossible to move because of the line - even though when you try to get line etc., you are told "There is no line here"

=====

JINXTER - by BRIAN R. PELL (Spectrum)

At the beginning talk to the driver and see what happens. Ring the bell twice. Try to dial the telephone in a room where there isn't a phone. Give the walls an examination and play with the dragon in the bath!

(Contributions are urgently needed for this section please. Also for Precision Corner. Have none at all for the next issue! Mandy)

SOLUTIONS

The following solutions or hint sheets are available from Probe at 25p per solution (this is to cover the costs). (H) indicates hint sheet only. New additions in Capitals. Small amounts can be sent in stamps.

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POET'S CORNER
*** A CRY FOR HELP ***
BY BRIAN R. PELL

I must have bought twenty magazines,
To help me with my adventure dreams.
I've read every single review,
But still I don't know what to do.
I've travelled north, south, east and west,
Miles and miles without a rest.
Unfinished adventures clutter the floor,
But still I yearn to try some more.
No ever-ready, no duracell,
Without a light my torch, it's tale cannot tell,
Where is it's power, where is the key?
Won't some kind soul out there help me?
All I need is a clue, a hint, a tip,
Just the tiniest little bit
To guide me on my way,
So my hero can continue on his way.
I keep getting killed and ask for regeneration,
If only I had some inspiration.
Arms piled high with helpful treats, pockets fit to bust,
A guide, a book, a map, this surely is a must.
Ogres, wizards I chance to meet,
I give them my usual friendly greet.
I bargain with my quest's collection,
Only to meet with more rejection.
Months have passed, perhaps a year,
Is the end somewhere near?
Still, I'm hving so much fun,
I can always start another one!

*** ODE TO INGRID ***
by TONY BEVAN

A little ditty to celebrate the end of his struggles with Ingrid, to be sung to the tune of "Show me the way to go home"!

I took Ingrid home,
Now I'm tired and I want to go to bed!
I had a little trouble some days ago
which Mandy solved instead.

If Ingrid again should roam,
O'er land or sea or foam,
You will surely hear me singing this song,
"Someone else, take Ingrid home!"

JACK the HACKER!

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PART TWO... JACK THE HACKER HAS ILLEGALLY BROKEN INTO PROFESSOR BRIGHT'S LATEST PROGRAM - WITH THE RESULT THAT JACK FINDS HIMSELF INSIDE THE COMPUTER ... IN A STRANGE WORLD OF PIXELS...

