

Adventure Probe

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Adventure Probe is distributed during the first week of the month. COPY DATE for contributions, advertisements etc is 14th of the previous month.

CONTRIBUTIONS

All contributors sending in material between 14th of the previous month and up to copy date will have their names entered in the Hall of Fame for the subsequent month. CONTRIBUTIONS are always needed and ALL readers are invited to send in items for every section. Anything from a single hint or tip to a full blown article are all very welcome. Reviews of the adventures you have played are especially welcome. Please check first to see if a review has already appeared. Don't worry if you cannot send in typed material as handwritten is just as welcome. If you send in contributions for more than one section please use different sheets and make sure you include your name and computer. If you do send in items ready typed then please use A4 with a nice margin all round with text being approx 70 chars across and 60 lines per page. Items can be sent in on disc (all discs will be returned). The Editor is able to print out from Amstrad CPC6128 (Tasword or Protexl), C64/128 on (Easyscript or Mini Office II) or Atari ST (First Word Plus). Sorry no printer for the Spectrum. If you send in items for the IN-TOUCH section please clearly mark which are adventures, utilities, arcade etc.

POSTAL ADDRESS

Please send all correspondence, subscriptions etc to the Editor: MANDY RODRIGUES, ADVENTURE PROBE, 67 LLOYD STREET, LLANDUDNO, GWYNEDD, LL30 2YP. If writing from overseas please add UNITED KINGDOM.



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HALL OF FAME



My sincere thanks to the following readers who took the time and trouble to send in contributions over the past month:

MerC, Harold Dixon, Keith Burnard, Ron Rainbird, Nigel Nock, Vicky Jackson, Jim Struthers, The Wayfarer, Margo Porteous, Tony Melville, Jim MacBrayne, Neil Shipman, Graham Wheeler, Dave Havard, Vince Barker, Doreen Bardon, John R Barnsley, Sharon Harwood, June Rowe, Paul Cardin, Ted Bugler, Joan Williams, Mark Eltringham, Alf Baldwin, Geoff Wallis, The Grue! Phil Glover, Nic Rumsey, Paul Vincent, Alan Davis, Marcus Mansfield, John Ferris and Matthew Wilson.

Special thanks for this months cover picture which is by Claudio Balzi and the new cover logo which is by MerC.

EDITORIAL



Welcome to Volume 5, Issue 1 of Adventure Probe.

Firstly, may I wish each and every one of you a very Happy and Adventurous New Year. I would also like to thank everyone who sent Christmas Cards and Get Well cards, it was very thoughtful and I did appreciate it very much indeed. Christmas goes so quickly doesn't it? It only seems like yesterday that we were putting the decorations up. Funny how the children all rush to help get the tree and decorations put up and are nowhere to be found when it's time to take them down again.

I must apologise to you all for this issue being a bit late in arriving. It was a case of the best laid plans... After the operation I had to take it easy and keep my feet up for longer than expected, due to a small complication. This meant that the time before Christmas when I wanted to be getting this issue ready, I was busy catching up on three weeks correspondence instead. So this issue had to be done after Christmas instead. However, I will soon be up to date with everything and I would like to thank everyone who are waiting for a response from me for their patience and understanding. I am delighted to say that I am now back to normal and fighting fit so I should soon have everything bang up to date once more.

When I came out of hospital I was delighted to receive THE GOLDEN FLEECE from Jim MacBrayne and WEIRD TALES from Interactive Technology. I thought I had just the right opportunity to take some time to play these games whilst I was resting. What a blow it was when I tried to power up the Atari ST, only to find that something was badly wrong with it and I had to send it off for repair! Can you think of a worse time for that to happen? Because of the lack of the Atari (I hope I get it back soon), I cannot provide anyone with the updated list of Adventure Solutions available from Probe as this is all stored on disc on that machine. I am having to stop myself from going to the place where the Atari is being repaired and pacing up and down outside. John reckons that I ought to be committed but I know you understand my feelings!

There has been quite a good response to the Grand Christmas Competition. The closing date is the middle of this month so there is still time for you to send in your entries if you haven't already done so. This issue has yet another competition on page 14. I am instructed by Gruety not to tell anyone what the prize is, but I can assure you it is well worth entering the competition for! Probe has gone "competition mad" as there will be yet another competition in the February issue. Mike Gerrard has kindly sent me his complete collection of the Micro Adventurer Magazine as a prize so watch out for that one too.

Well, as usual I have rambled on for quite long enough so I will stop now and leave you in peace to get on with the rest of Probe. I sincerely hope that you will enjoy this issue and I will see you all again next month as usual.

Mandy

REVIEWS



MIDNIGHT THIEF

By Demon Adventures, 29 Llewellyn St, Glynneath, West Glamorgan, SA11 5AF.

Available for the Amiga and priced at £4.50. Cheques etc payable to Dylan Thomas.

Reviewer - THE GRUE!

Midnight Thief is set in the small town of Crowthorn situated on Harlon Island, you play a local thief and apparently quite a successful one. One day whilst drinking a tankard of ale in the Iron Bucket, a strange person called Harlequin enters and asks you to bring him various items to his house on Wind Street. The reason Harlequin needs the items is so he can summon demons to destroy the town, why he wants to destroy the town I'm not quite sure but he wouldn't be much of a scoundrel if he didn't.

This is a text/graphic game and upon loading you are asked to select Graphic or Text, if you choose Graphics they cannot be turned off as they are loaded into memory so as not to slow the gameplay down. The graphics, although a bit on the small side, are very nicely drawn but the stone wall effect which surrounds the location picture is a bit off putting. The text descriptions are at times quite lengthy and the author has tried hard to convey a feeling of atmosphere. At times he has tried too hard and it all becomes a bit of a slog, the problems encountered in the game, although logical, are nothing really new. The parser works well enough without being outstanding but the vocabulary could be improved.

The trouble with Midnight Thief is the poor spelling, punctuation and grammar. Although the author has corrected a lot of errors from the first version I played, a fair number have still managed to slip through. Even in the first location we have a word which doesn't seem to exist - well, I couldn't find "Unanticipatedly" in my dictionary.

Even when I did obtain all the items I couldn't gain access to Harlequins house, I tried everything I could think of - knock on door, smash door, pick lock, enter house, kick door - eventually I did work out the correct input which was "knock loudly on door". This is typical of my problems in the game, even using inputs of "search" and "examine" caused me problems. For most of the game "search" is a pretty wasted command as "examine" is the one used to locate objects etc, but in one location and one location only, if you use "examine" you don't find what you're looking for but if you "search" you do.

I would also have liked more red herrings in the game, as it is, nearly everything found has a use. With home grown games in short supply on the Amiga, I was quite looking forward to playing this one, but in the end the general sloppyness of the programming and the playtesting in particular has been allowed to spoil what should have been a reasonable adventure.

=====

TIME

Written by M and J Trehella for the Amstrad CPC464/6128.

Priced at £2 on cassette or £5 for this game and CRISPIN CRUNCHY on disc and available from: Wow Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. Cheques etc payable to J G Pancott.

Reviewer - JIM STRUTHERS played on Amstrad CPC464

Yes, it is yet another Amstrad adventure. Keep them coming! This game can't really be described as a follow up to Crispin Crunchy although it does contain the same two central characters. Written once again using our old friend the G.A.C., the story is as follows. Doctor Hinson, an evil scientist, has travelled back in time to wartime occupied France. He intends to give the enemy a formula for Nerve Gas to help them win the war. In return he will be given riches. Fortunately, British intelligence have been able to build a time machine. You will take the role of Crispin Crunchy, an MI7 agent and pursue Doctor Hinson into the past. Unfortunately, due to engineering problems the machine can only remain in the past for 7 hours. You have until 12 midnight to travel back in time, find the formula and destroy it before Hinson hands it over. You must then return to complete the mission.

It's as simple as that!! You are also told at the start of the game that by entering the command "Time", a time check will be given. Very helpful. Also before you even get into the game proper, you are asked to answer a sort of crossword type question, very novel as I spent about 15 minutes on that alone! As in the previous game I reviewed, there is quite a bit of humour, but it is not a spoof type adventure. On playing the game I did feel as if I had travelled back in time when encountering the enemy - I felt rather like some kind of Sherlock Holmes in the Fatherland! A good atmosphere is created without too much attention to detail, graphics appear every few moves and once again are adequate.

Puzzles soon appear at a steady pace. I had to phone up the Miss Marple of adventuring, Joan Pancott (H.Pilg) for help, (no offence meant!). This wasn't because the puzzles are illogical, on the contrary, it is because one or two are cleverly hidden/disguised. I won't give any puzzles or answers away because I don't think that would be fair and would spoil the game if you know some of the answers before you even buy it. The time limit is a good idea and I don't think it was restrictive in any way.

Once again, there is a lot to like about this game by M and J Trehella, a lot of novel touches are thrown in which add a touch of humour as well - a great formula for a good game. I really look forward to playing their third adventure, Simply Magic, however I won't be doing the review (shame). It makes you wonder what other gems are lying on dusty shelves waiting to be resurrected. Hurrah for Joan Pancott for bringing them to life. A great game and a must for the CPC collection. What more could you ask for?

ECLIPSE by LAURENCE CREIGHTON.

48k Spectrum Game from Zenobi. £1.99.

An alien race have placed a mammoth solar screen in orbit which blocks off all light to earth! An astronaut has to be sent up to destroy this screen at close range with a laser and the UK space programme has been re-opened with you as the chosen one! The UK Space Centre is in a bit of a mess after lying empty for a long time with locked doors and all manner of things lying about, scattered or hidden. Can you overcome all the odds and save the future of the planet??

Another great game from Laurence Creighton! With lots of things to do and objects to manipulate and things to give certain folk in order to get given other things to give to other folk!! This is perfect adventure fodder with lots of nice humorous and neat little tricky problems scattered all about. You regularly get lured into a sense of 'easy-peasy--ness' which always turns out differently from what you expect. For example you have to eat something....so you go to the canteen and see a nice sandwich....but someone pushes in front of you and buys the last one.....so you get the £1 note you saw at the start and go back....but then you get told they only take pound coins!! A cupboard which must have something useful inside is nailed shut! You need to lose weight.....how do you do that?? Your handy RCU (Remote Control Unit) is needed for getting to three upper floors via the lift but the RCU keeps running out of power and needs to be regularly re-charged.....so watch those moves or you will be stuck 'upstairs'!! Lots of things to do all the time and lots of things needed to do those things!! Unusually for a Quilled game this has a 'Drop All' command but not a Get All.....but you can't have it too easy!!

You can wander around about 80% of the locations having a look before you start actually 'doing things' which is something I always find a bonus as you can get a good map made up before things start going wrong!! All the problems are logically solved and there are problems all the way up the final actions so make sure that you carry all the things you 'think' you should need and then some!!

Not a massive amount of locations but they are all put to good use unlike some games where you wander down empty and useless corridors/passages, etc for no good reason. Another winner from Mr Creighton and at a price that's less than a gallon of petrol....it can't be all bad!!

Reviewed by Gordon Inglis.

LOOM

By Lucasfilm. Available for Amiga and Atari ST. Priced at around £29.99 but shop around for the best price.

Reviewed by MANDY, played on Atari ST

"In this adventure you take on the role of Bobbin Threadbare, a young boy coming of age in a fantasy world on the brink of apocalypse. Wielding a legacy of magical knowledge, you must set off across a landscape filled with beauty, danger and excitement, making new friends, solving mysteries and growing in experience and power as you weave your way towards a destiny of overwhelming consequence." So says the blurb within the packaging. Having read that, I couldn't wait to get started and, I have to say that I wasn't disappointed. This is a charming game. The problems are not difficult, which would be the only grumble I have about this game (I solved it in one sitting - on Practice level). But there is something about this adventure that draws you back for more. The graphics are very impressive and the ease with which you direct Bobbin to various locations with the mouse is a delight. I wish that Sierra On-Line would take note of this as they could vastly improve this aspect of their games. For example, if you want Bobbin to move from the pathway at the top left of the screen to enter a hut on the bottom right you would just click on the entrance of the hut and he would make his way along the path, take the various appropriate turnings and make his way directly to where you wanted him to go, not having to click every two or three paces along the path and round all the bends to get there.

The story itself is rather enchanting and holds your attention well. The only grumble with me was that at all the exciting moments the atmosphere was spoiled rather by the vast amount of disc swapping needed to keep the action going at a fast pace. I suppose that, were I playing on a 1040 machine this would be greatly reduced. Magic takes the form of examining various objects or the action of the different characters and hearing, at appropriate times, a sequence of four notes. At the bottom of the screen, below the distaff icon, is a staff with notes across it. When you wish to cast a draft (a spell) then you would click on the appropriate four notes with the mouse, the tune will be played and the spell cast on whatever object or person you were aiming at. There are three modes of play available to you. In Practice Mode, the notes are identified and written in a little box at the bottom of the screen and you just click on this box to cast the draft. In Standard Mode you have to make a note of these for yourself and in Expert Mode you get things a lot more difficult in that you have to use your ear and identify the notes played and work out what they are for yourself. In Expert mode you get some extra screens as a bonus for all your hard work. This is one of the unusual things about Loom. It is certainly different from any adventure I have played before in this respect.

You cannot be "killed off" in this game, which is good as you can relax and try out all sorts of experiments with your magic without fear of the consequences. I said the story was charming, but don't let that make you think it is all pretty, pretty! There are scenes, when the pace hots up, of a character getting his head torn off, amidst bloody carnage in which a rift is opened between the land of the living and the dead and the dreadfully ugly Chaos is let loose upon the world. There is also a lot of humour within the game which is only apparent when you try to do something silly, such as trying to cast the OPEN DRAFT on the grave in the graveyard or turn the sheep in the meadow green (before you are asked to do so), whereupon the

shepherd calls you a few choice names and asks you "how the hell can I keep an eye on these sheep when I can hardly see them against the grass?".

During play I got the distinct impression that I was making mistakes, which it turned out I was not, when my actions caused the death of a good friend, when I seemed to repay everyones kindness by getting them killed and by inadvertently causing Chaos to be let loose upon the world. The feeling of guilt and panic I got from this really helped to lend more atmosphere to the adventure. I really felt that I had to do my best to put right the havoc I had wrought. I felt rather like a clumsy giant blundering through fairyland - silly, perhaps, but if you try this game for yourself, you will see what I mean!

This is an animated adventure with very advanced graphics. There is no text input at all and the whole game is controlled by mouse. The package is very impressive and contains three double sided discs (these can be exchange for single sided discs if preferred, details are contained within the packaging on how to obtain these), a cassette which gives atmosphere to the adventure with the Audiorama and Game Music, various leaflets and loading instructions and your Book of Patterns and special red screen strip for decyphering and entering the protection code.

Learning how to cast the magic spells takes a little while but once you know what to do, the game gets much easier. It is also a good thing to try to play the notes of the spells backwards as this usually reverses the effect of the spells and can be the only "proper" way to use a spell in various circumstances. Once you manage to get off the island where the game starts you will have quite a few areas to explore. This is a surprisingly large game with plenty to see and do whilst you make your way through the different lands each occupied by a different guild and each with their own unique problems. The Glassmakers Guild is found within a city all made out of green glass. The Shepherd's Guild is found in the open countryside and the Blacksmith's Guild is found within a city which is built and shaped just like a huge black anvil.

The adventure is written by Brian Moriarty, of Infocom fame. The music is by Tchaikovsky, although I didn't get to hear too much of this through the game itself as I was playing the 520 ST version. You hear a great deal more with the 1040 version, I believe. But you can always listen to the music on the tape provided if you so wish. The little I did hear was very pretty. The adventure is written with the SCUMM Story System created by Ron Gilbert and Aric Wilmunder, and I think we will see a great many more adventures written with this system in the future.

I thoroughly enjoyed this game but, in all fairness, I have to say that, because of the simplicity of the problems contained within it and hence the short time needed to complete this game, it is, I feel, a bit overpriced at around £30. In my opinion, only if a game gives days of pleasant frustration would it warrant that price-tag. Having said that, I have to admit that I have yet to solve the game in Expert Mode so I might perhaps revise this opinion later on. Playing in Practice Mode doesn't make things easier in the long run as each time you play the adventure the spells change! That is perhaps why the authors advise you to write your spells in pencil in your Pattern Book!

THE GOLDEN SWORD OF BHAKHOR.

Played on Spectrum 48K.

Reviewed by June Rowe.

This is a tale of yore in the mysterious East - the scene is set right from the start, by an excellent loading screen showing the domes of mosques.

The atmosphere is further enhanced by the introduction, which tells of an invasion by barbarians, and a great battle in which your father was killed. When all was lost, the queen, your mother, fled with her infant son to safety in a far country.

Now grown up, you, as the prince of a royal house, must find the Golden Sword and free the city from the oppression of the barbarians.

Mysterious is an apt word for this game - the first mystery is discovering how to survive in an unfamiliar city, when you start off with nothing. No money, no weapon!

How to enter the city depends on which gate you are near when the game loads - you could be by the Great Gate or by the West or East Gate. The Great Gate is well guarded by soldiers on patrol, but waiting a while will enable you to slip in un-noticed.

The first thing to do is to find a disguise and obtain some money. This appears to be easy, but you will soon discover that it wasn't as simple as you thought.

The puzzles in this game are quite devious - sometimes you must do the decent thing to make progress, but in places you have to resort to meaner methods in order to succeed.

Next you must change your disguise and eventually find your way into the Hall of Knowledge.

Part Two is much more involved and guaranteed to keep any player interested for quite some time - there is a sort of maze here which needs careful mapping, for one thing. I say 'sort of maze' because each room has an individual description - it's a maze because the exits don't take you back to the room from whence you came.

This part of the game consists of finding the three lords who are the custodians of the keys, and rescuing a princess. You get to ride a camel, too - if you can catch it!

In Part Three, after solving a lot more puzzles, you must meet and kill the Chief Barbarian. If you manage to do this successfully, you marry the princess and live happily ever after.

Altogether, now....a-a-a-a-ah!

I just love a story with a happy ending, and playing this game made me happy - it was good to map, and the puzzles really had the old brainbox working overtime!

THE GOLDEN SWORD OF BHAKHOR is well worth 2.99, and is one of the latest releases from Zenobi Software.

CUTTHROATS from Infocom

Reviewed by Neil Shipman

Okay, I know what some of you are thinking. Why on earth is he reviewing a six year old adventure? Well, like a number of other ST owners, I never had the opportunity of seeing an Infocom adventure until I bought my ST. I've now delighted in working my way through all 29 titles (excluding Battletech) which are - or were - available for the ST as well as some of the remaining ones which will run using a PC emulator. Cutthroats was one of the ones I'd been saving up and, now I've played it (and since it hasn't yet been reviewed in Probe), here's what I thought of it.

In it you take the part of a skilled diver living on Hardscrabble Island, a small seaport past its prime. One night you are sitting in your room in the Red Boar Inn when there's a knock on the door and a figure staggers in. It's Hevlin, an old shipmate you haven't seen for years, and he seems to be a bit the worse for drink.

He tells you that he's been sinking a few pints in The Shanty where he was looking for Red, but he's in trouble now because he started talking about the treasure to be found on the wrecks around the island. Well, you know that every diver has looked for them without success and you push him towards the door. However, he shows you an old book on shipwrecks written by the Historical Society and points to new locations which have been marked for two of the wrecks.

Hevlin leaves the book with you for safekeeping and goes off to find Red. He doesn't get far, though, before he's set upon and killed - but by whom? When the police tell you about his death you don't say anything about the book but, as you lie awake that night, you wonder if it could really be what it seems.

In the morning you notice a scribbled note which has been pushed under your door inviting you to a meeting at The Shanty at 8.30 if you're interested in a big deal. This is where your real adventure begins where your ultimate objective is the salvage of sunken treasure and, thus, fabulous wealth.

You'll meet up with characters good and bad like Johnny Red, Pete the Rat, The Weasel and McGinty but you will soon figure out who's on your side and who it's best to steer clear of. The adventure is not a difficult one and you are more or less led through it by doing what you're told at various meetings. The status bar shows your time rather than your score and you need to watch this to make sure you don't miss a vital appointment.

Cutthroats is really two adventures in one because there are two wrecks on which you can dive, one in shallow water and one much deeper. The storyline branches early on when you are shown a treasure at a meeting at the lighthouse, so save your position just before this. You can then experience both types of diving and their associated - and different - problems.

There are two vessels for rental and, once you've determined which wreck you are going to explore and have shown that you've got the cash to help finance the expedition, the right boat can be hired from Outfitters International. This is where you can also purchase everything you need for the dive in question.

Once you've made it to the dive site you're on your own. Exploring old wrecks can be a hazardous business and a number of dangers and obstacles await you. The differences between scuba and deep sea diving are well brought out in the puzzles and in the text, and it's not difficult to believe that your very life depends either on the ever-diminishing supply of air from your tanks or its safe passage down your trailing hose from the surface.

Even when you've located the treasure you've still got to get it back on board the boat. If you haven't managed to establish who the baddies are beforehand then all your efforts will have been in vain. But, if you have, fame and riches are yours and you'll have a true tale of adventure to tell until your dying day.

The Cutthroats package includes the very necessary book published by the Hardscrabble Harbor Historical Society entitled "Four Shipwrecks off Hardscrabble Island" as well as a supplemental price list from Outfitters International. This latter document gives the prices of diving equipment together with descriptions of the vessels available for hire and a free tide table.

The adventure comes up to the standard you would expect from an early Infocom with a certain amount of character interaction, well thought out puzzles and a richness (though, granted, economy) of prose with dashes of humour. But, as a confessed Infomaniac and die-hard text adventure fan you'd expect me to like it wouldn't you?! Cutthroats is definitely not one of their best but if you haven't already got it then it's one to add to your collection.

Captive - Mindscape

You are cast as a fugitive, jailed for unspeakable crimes against the state. At the start of the game, you are awoken from your cryogenic suspension by a safety feature on your captor's computer. Your present location is under fire from rival factions and the heat is on! Taking this chance to save yourself, you have discovered a briefcase computer in the corner of your cell which can remotely control up to four droids. Scampering through the manual, you find a hint towards your escape ... "a man held captive could use this to control droids to release him" and the game begins.

Dungeon Master similarities come almost immediately, with a party of four and a forward looking screen viewer. The droids' limbs can be interchanged as could the clothing in DM and the traditional pills and potions have been replaced with guns and grenades. Given the difference in monsters (and believe me, Captive has copious stores of these) then perhaps the difference is justified. A magic potion has more gall than a pea shooter pop gun when it comes to mummy bashing and how could you destroy a darth-vader like giant with a bottle of purple vapour ?

So, enough of all these comparisons, how does it play? Getting into the game is easy - an illustrious intro screen guides you to an opening briefcase and a view of all droids and a map of the present universe. The first time this screen came up, the old heart fluttered for want of Elite on the BBC. It's funny how that game seems to have influenced all future works, but there you are. The next thing that I learnt to do was to 'plug in' the droids. Simply drag the chip over the brain icon and name your droid. I don't know why these names aren't pre-programmed (to Donatello, MichaelAngelo, Raphael and Leonardo) and you have four fully-functional robots at your service cap'n.

Landing your droids safely is a pretty important first step. Putting their ship onto a ball of fire is not going to do them much good, neither is dropping them onto a planet infested with dinosaurs and 'green meanies' (no offence meant). The planet to reach is highlighted enough. If anyone can't get to Butre after it being mentioned directly in the manual and the fact that it has a big green spot next to it, then they deserve to be annihilated immediately. Once you've reached this haven, clues are just left around, waiting to be acted-upon.

Getting into the 'dungeon' is simplicity enough after reading the first, the second one is a tad bit deceiving as you get a bundle of explosives and a locked door on one side, shut wall on another. So what do you do? Use the explosives to blow the wall, use the explosives to blow the door? NO! Push at the far wall with the right mouse-button. Now, anyone reading this who already has *Captive* may be laughing their socks off at that, but judging by the way the girl on the Mindscape switchboard helped, I was certainly not the first to ask. It turns out that this 'push a wall' business is pretty common in the game. You soon start examining walls for tell-tale signs of movement.

Once into the dungeon proper, you are met with a feeble set of opponents - the green plants and a set of mad pixies are unlikely to cause too much trouble. Your droids can brawl on this level, building experience points which can later be traded for weapons or droid experience, allowing you to handle more powerful tools (oooo!) One lovely touch here, as you explore the passages, are the button operated doors which - yes, you guessed it, can be used to crush your foes to a pulp. A couple of 'chase me's and their squelching in that door like a good 'un. Dead beings conveniently trans-mutate into bags of gold which can be collected and spent at one of many corner shops. When trading at these shops, your humble ecu can buy you anything from a bomb to a camera, spiked gloves to a ball. You can also use this opportunity to repair your droids or even sell parts of a recently departed friend (if your callous enough). Some weapons are not instantly usable, the droids not having enough combat experience for example and so may not be such a good buy.

Power is one of the key points to take note of in *Captive*, and I'm not talking about the sort in *Powermonger* (subtitled 'Hero With A Hair-Lip'). This can be obtained by sticking your finger in a sparking socket and then transferring it to your chest. It's not exactly recommended that you do this at home or indeed to any other bit of your anatomy (it will just disappear in an 'oh nooo' poof!) Luckily a comprehensive 'save game' option can help to make experimenting a little safer.

I'm writing this review at the point of being at the end of Level One (I hope) and as stuck as a pig in a poke. Yes, I've been here and there. I've collected my knuckle-dusters and traded an arm and a leg for a fire-proof chip (and even a gravity-proof one) and found out how to set the explosives off. The only problem that I have is that of leaving the planet before incinerating it and me together. I've visited the mad professor, got the basic map and the locator, together with operation instructions, but there's still no way to avoid getting my toes burnt. After trying to get help from Mindscape, I was given an 0898 number for assistance. Okay, so I respect the fact that support costs money, but I have a deep reservation for these numbers and living at home with itemised billing, would find it pretty difficult to disguise it. I've never come across people dialling these on pay phones but I can just imagine the response if you were to stop in the foyer of Woolies, dialling a carefully scrawled 0898 number to hear about *Captive*. A little moan, but there again, Mindscape promise to issue a £2.99 hint book pretty soon so I'll try to hang on.

All in all, an excellent game at an honest price. Considering the fact that this type of game usually sells at £35.00 upwards, *Captive's* £25.00 gets you a choice game with excellent value for money.

Nigel Nock, November 1990.

GRAND INFOPUZZLE COMPETITION

Here is a list of objects/items which can be found in either Zork I, II or III. Simply complete the location where each item can be found, then take the first letter from the words you have just filled in and rearrange them to spell out another Infocom title.

<u>OBJECT/ITEM</u>	<u>LOCATION</u>
GOLD KEY	-----
VIAL	----- ON BOAT
SCARAB	----- CAVE
VIOLIN	----- BOX
GOLD COFFIN	----- ROOM

<u>OBJECT/ITEM</u>	<u>LOCATION</u>
RUSTY OLD BOX	----- ROOM
ZORKMID	----- LEDGE
POT OF GOLD	--- OF RAINBOW
PEARL NECKLACE	----- ROOM

Send your answers to THE GRUE, 64 County Rd, Ormskirk, West Lancs, L39 1QH, and the first correct entry pulled from the jaws of my hellhound will receive a prize! I can't say what the prize is but it is a one-off, never to be repeated, totally unique prize. Every Zorker will want one!!! (I know what the prize is! It is well worth entering the competition for!...Mandy)

ASK GRUE!

Our very own agony uncle, here to answer your questions. If you have a question for Grue then please send it to the address on the Infopuzzle page (above). Despite popular belief, all these questions are genuine and not made up by the Grue!

Dear Grue!

I am beginning to slaver and gurgle a lot and my hair is getting longer and longer. Have I got Mad Grue disease?

Signed Worried of Westminster

Dear Margeret,

Most unlikely, that is unless you've eaten a Big-Mac with worm relish recently. Avoid things like Vacuum Taffy's and Peanuts unless your name is really Arthur.

Signed The Grue!

Dear Grue!

I can't afford to pay my poll tax. Should I (a) sell my Amiga, (b) sell my collection of Infocom Adventures, (c) stop subscribing to Adventure Probe, (Gasp!...Ed) (d) emigrate to Borphee?

Signed J.Major (no relation)

Dear Jonno,

How to raise sufficient funds to pay your poll tax is a tricky one. Selling your Infocom collection is a stupid idea as is the notion that you should stop subscribing to Adventure Probe (Mandy breathes a sigh of relief!). Emigrating to Borphee might well seem like a good alternative but do you know about the Lemonade Tax rigorously enforced by the local militia? So I think your best bet is to sell your Amiga, you could even have enough money left over to buy a second hand Dragon!

Signed The Grue!

THE QUEST FOR SIXTEEN BITS: TESTING THE WATER

by
Alan Davis

I suppose we had to give in one day: partly because you do, eventually, start to lose your air of calm indifference when faced with the umpteenth snigger from a pitying 16-bit enthusiast when you admit to owning a Spectrum; partly because more and more people insist that the real advances in the games world are being made on the 16-bit machines; and partly because - well yes OK - I do admit to certain reactionary tendencies which shouldn't be allowed to cloud my judgement. So my wife, Daphne, and I talked about it; decided the cash could be raised; and went off to our local computer emporium to seek enlightenment.

Now I'd better explain how we approached this. We've always maintained that there were certain games which alone made the purchase of a Spectrum worthwhile - or nearly so. Naturally these were all adventures - though I use the word here in its broadest sense, to include games such as "Hobbit" and also "Lords of Midnight" or "Tir Na Nog" together with a few others. So we tackled this latest venture in precisely that spirit. "Show us," we said, "the great role-playing adventures for the ST and Amiga which have set the world abuzz. Astonish us into parting with our money." And we settled down with our expert guide for an intriguing hour and a half.

First up, and a top recommendation, was "Dungeon Master". We'd heard of this, of course - and even seen the odd screen shot in magazines. And we were duly astonished at the quality of the graphics; at the realism of the sound as iron gratings slid open; and at the smooth slickness of the mouse operating system. Our guide wisked us along corridors, picking up objects here, there and everywhere - oh good grief here's a creature - killed it - that's a relief - and so on, and on, and on. After a quarter of an hour of this the audience were getting a bit restless. Turning at the end of a dismal grey corridor to find, amazingly, yet another dismal grey corridor, and, surprise surprise, another one after that - well, this seemed a bit lacking in the inspired imagination department. "Er, look," we said, uncomfortably. "This grey corridor is really a very impressive grey corridor but even so it does wear a bit thin in the old atmosphere stakes after 15 minutes. When does it change?" "Well," came the reply. "It doesn't really." "Never mind," we said. "We're sure the next one will be better."

The next one was "The Legend of Faerghail". And it looked very, very beautiful. A small, but delightful picture of a town greeted us, on a screen layout rather similar to "Bard's Tale". Entering the inn brought forth a picture of an inn that I really would like to visit, and similar attractive views of other individual buildings did a lot to confirm my opinion that fine pictures do bring a great deal of atmosphere to a game, whether or not accompanied by text. Here, then, was a world we could really want to explore. Leaving the town, we entered an area of green countryside, populated with the odd tree, and were

delighted to meet a wayfarer who asked to join our party. "Why not?" we said. "The more the merrier. Let's go on." But we didn't. The disc began to whirr and the game stopped. "What's wrong?" we asked our expert. "It's loading the next section," came the reply. So we waited. We grew beards. Civilisations rose and fell. Continents drifted apart. And eventually the next section loaded. Aha - onward a little more - till the blasted disc whirred again and we decided with great regret that life was just too short to continue this pleasant pastime of waiting for pieces of code to load. Remember "Knight's Quest" on the Spectrum? Slow wasn't it? Well - this game's perpetual accessing of disc makes KQ look positively lightning wizzo swish.... Such are the delights of progress.

On then to the third of our trials - and by now we were becoming decidedly uneasy. This was "Pools of Radiance", and it lasted only 2 minutes before we dismissed it out of hand. If this represents an advance on Spectrum software then I really am a monkey's uncle. Screen presentation has no atmosphere whatever. The slightly less than amazing 3D view generates pictures so utterly crude and lacking in any artistic merit that I boggled. This one makes Knight's Quest's pictures look state of the art! And when it comes to combat - oh good grief! Two little matchstick figures, not quite as good as the ones in "Valhalla" (!) sort of jiggle slightly in adjacent squares. No thanks.

And so our first serious skirmish with 16 bits ended with some considerable disappointment. We haven't exactly given up yet - but we are still a very long way from being persuaded that a 16-bit purchase would be worthwhile. I don't doubt that these machines are capable of astounding things, even though I've seen only limited evidence. But far more importantly: where are the inspired programmers? If the technology is here, where is the imagination? In terms of atmosphere, imagination, quality of gameplay, and excitement, I've so far seen nothing which can be seriously put on a level with the great Spectrum games. What's going on? Are we looking at the wrong software? Are we expecting too much? I should seriously like advice!

As for the immediate outcome of our visit to the computer shop - well, instead of parting with 400 pounds, we spent only ten - on a copy of "Bloodwych" for the Spectrum. But that's another tale.



DIARY OF ANONYMUM

OCT 1

Took a look at JIGSAV, what a good game this is, one of the really good ones. Of course I have completed it, no bother at all, I only wrote to Tony to let him know that I didn't need any help but if it made him feel better he could give me a couple of hints! The Poll Tax has finally arrived but I'm not paying it, I don't have a parrot and the budgie left ages ago and I have no intention of subsidising ornithologists. Ignored the poll tax and got started on THESEUS. Violent game this one but having played so many adventures now, killing has become second nature to me. I only wish I hadn't killed the dwarf in THOR, he might have helped me!

OCT 2

Husband is quiet these days, I only asked him to go on a diet for his own good, I didn't ask him to go on a hunger strike! A spell in Strangeways will sort him out. It occurs to me that anyone who causes the damage that was done to that prison wants locking up! Fed family on grated pigs trotters and found time to play PLAGUES OF EGYPT. Enjoyed this one, especially as I found that I could stuff my pockets with everything in sight only to find that I couldn't get them out again - bit like shopping in Tesco's. Good game though - I've never prayed so much since I dropped my contact lenses in husband's cocoa.

OCT 3

Huge thump on the doormat indicated package from Global. Pretended that it was incorrectly addressed and ignored it until husband left for work. Tore open package as soon as he had backed the car out of the garage and started off with LIFE OF CRIME. Now I'm not one to complain but after half an hour I decided that I hadn't got criminal tendencies and thought that someone better qualified would be able to cope, so I will send it to Margaret! I thought JEWELS OF HONOUR sounded more tasteful so discarded CRIME and loaded that instead. Well I'll be jiggered - either I'm just too good for adventure games or Global sent me this by mistake! (Did I rellly request it?) Checked the date to make sure it wasn't April 1st. Have a suspicion that JEWELS is a CHRALDON CREEK clone, I'm not one to complain but I completed part 1 before I'd sharpened my pencil and couldn't even load part 2 - Do I want to I ask myself?! Perhaps the writer should have been drinking his milk at playtime instead of dreaming up this game. Ate an Oxo cube and decided to tackle DAEMON before husband came home. I have to admit that after JEWELS I could even have enjoyed de-worming the tortoise. Actually DAEMON wasn't a bad little game at all and I was happier after playing it.

OCT 4

Cooked husband breakfast, ignored his moan about not liking fried cornflakes, told him that I wasn't a cook when we first met so why did he think I was one now! Having put him right I sat sown to play MOONSHARDS OF SACRIMORE. Words fail me! I forgive everybody for everything and especially I forgive Global for JEWELS, MOONSHARDS is a little cracker, daughters have seen the glazed look in my eye and have decided to ignore me. I didn't mean to continue my map onto the ceiling, I just didn't realise how big the game was, I don't expect to complete it in one day so despite my problems with Ingrid I have engaged another au pair. Helga is German though, so I don't anticipate any trouble. Junior is charging her pals 10p per time to have a look at me through the window as she thinks I'm an oddity but No 1 daughter wants her money back, she'd rather not let people know what I do all day.

OCT 5

Helga is very efficient which is no more than I expect from one of her race. She seems very interested in MOONSHARDS but she's not here to play games and I don't allow her out of the kitchen. Have rung the hospital to request a life support machine so that I can carry on with MOONSHARDS, I have a feeling that Helga is itching to get her hands on my computer - she keeps barging into the room to see how I'm getting on - even husband doesn't do that! Ordered her to scrub the wendy house and change the sheets in the rabbit hutch. Fooled the Fraulein by loading BUG OF BRIT, and was so pleased with this game that I played it for hours and still haven't completed it. Nice one Ian, restored my faith in small software houses! Polished the gerbil's toenails and force fed the cheeseplant to celebrate.

OCT 6

Had to severely reprimand Helga today as she actually pushed me off my chair when I loaded LIMEHOUSE MYSTERY - the trouble with her is that she is far too efficient and has her chores done before I even get up. Much to my distress she completed LIMEHOUSE with ease and all I can say is that she must have cheated because I couldn't get through part one but she won't tell me what she pushed and pulled. Ordered her to re-surface the drive and locked the door. Hospital has refused me a life support machine so I have ordered multiple birth pills instead, I think the family allowance will be useful for when I want to buy more games. Had confrontation with No 1 toady, I only asked her to turn her music down as I couldn't concentrate on my games with that rubbish playing. She got a bit miffed and said that I play rubbish all the time and that SHE never complains, I don't think that girl realises that she's dealing with a grown up. Was making real progress in BOG when disaster struck - my keyboard packed up. Have to send it for repair, am feeling quite ill at the thought of being without it.

OCT 12

Pleased to say that the computer is back, it appears that it was rather an unusual fault, the S,H,I and T keys had worn out, I'm not surprised though as I'm always typing TISH. Husband is impressed with efficient Helga, no-one has thought of polishing his dinky toys before. I'm finding it difficult to get onto my computer now, that girl always beats me to it. I was only putting the milk bottles out this morning (rather surprised that Miss Efficiency hadn't trained them to walk out by themselves), and she'd got started on SURVIVOR. Far be it for me to snigger but if she manages to load it then she deserves to play it. I only managed it once so good luck to her. Daughters have been demonstrating their artistic abilities by drawing pictures in the dust on the shelf. I was impressed that they even found it as the last time I saw it was when we moved into this house many years ago. I remember putting a clock on it but that disappeared under a grey fuzz in 1979, I expect Helga only missed it because no-one thought to mention that it was there.

OCT 13

Am feeling very ill, husband says it's withdrawal symptoms because that Teutonic person has taken over my games. Not content with knocking down the Berlin wall single handed she is now playing MISER from River, she knows full well that a Lockerby game is my speciality and is doing it to spite me. I can only hope she waits for the coalman for as long as I did, then she might get fed up and give me a go. Fed the family on dried clematis because I was very depressed.

OCT 21

Got back on my computer. Helga has given her notice. I gave her an ultimatum - she either completed WEAVER OF HER DREAMS or she was on the first U-Boat back to the Fatherland. I knew she'd got no chance and have reserved her ticket home. I don't know why I have so much trouble with the domestics - I don't ask much of them. Decided to play INVADERS FROM PLANET X, seemed appropriate somehow. Another Lemmon goody, the fact that I haven't been able to do much with it has no bearing on the quality of the game, Helga has shattered my confidence that's all. I dare say that she wouldn't have any trouble with it - one word from her and the invaders would disappear - however, she's not getting the chance to rule the world so I shall struggle on alone. Munched on frozen crisps and lettuce. Played MATHNATICA to cheer myself up. Liked this one, until I had to seduce a guard, then I came unstuck because I didn't know how to do it and husbands memory isn't up to much. All in all it's been a good months for games playing, on reflection though, I have to be honest and say that JEWELS does have a point in its favour - it makes CRALDONS CREEK look good.

OCT 28

Am preparing for Christmas as I have found that the freebie games from YS, when unravelled, make super tree decorations. Had slight altercation with a policeman today. He said that I wasn't allowed to park on the library steps. As I had played DREAMARE, I knew he was wrong and told him so. One thing led to another and although I don't remember calling him a Nazi, the Magistrate took a dim view of me. However, it was when the dear old man said "You can't do that", I recognised a kindred spirit and promptly offered him the solution to RED MOON. The case was dismissed, much to Mr Plod's disgust. Went home to carry on with MOONSHARDS as I felt that I deserved some pleasure in life. Have resolved to be a better mother to my offspring, when then eventually surface, I don't think they have left home or if they have then husband has gone with them as I haven't seen any of them for days.....

.....

INTERESTING INVENTORIES

MAFIA CONTRACT II

By JIM STRUTHERS played on Spectrum 48K

Input: INV

Response: You have with you:-

- A dozen of Rossis men in the hall below. They see you and open fire. DO SOMETHING! (WORN)
- A Security Fence
- A hand grenade
- A rather angry Janitor. He comes at you with a lethal looking broom!!!
- The body of Vito Rossi slumped over a desk
- A heavy iron safe which appears to be locked

(Anyone else come across any strange inventories that they would like to share with us? Mandy)

.....

THE ADVENTURE THAT GOT ME HOOKED

By DAVID GUEST

before 1981 I was never really interested in computers - maybe that's what comes of working as a mainframe programmer... Interest sparked when a friend at work bought a 16K Tandy TRS1 micro and told me of an adventure game called Pyramid (an adaptation of the Crowther-Woods Colossal Cave classic). My company was then just into micro-computers and had a 16K Video Genie lying around (a cheap Tandy copy with a built in tape deck) so I persuaded the boss to let me borrow it for "educational purposes".

Borrowing the game also, I rushed home and set it up. The family gathered round and watched the flashing asterick in the top corner of the screen for 5 minutes as the tape loaded. Finally, 3 lines of gibberish appeared followed by >WHAT NEXT? "Clever stuff", I thought, "It's talking Egyptian." I typed in "TRANSLATE" at which point three more lines of gibberish appeared followed by >WHAT NEXT? Accepting the challenge with enthusiasm I continued with "SPEAK ENGLISH", "WHERE AM I?", "WHAT'S HAPPENING?"... An hour later the thought crossed my mind that maybe the tape hadn't loaded correctly. (A clear winner for frob of the month surely?)

Anyway, from then on I was hooked. Scott Adams games £1 through £9 were purchased and duly persevered with until months later they were complete. Character building stuff that - no Probe tips or serialised solutions to turn to in those dark days. Strange how £13 for a 16K tape seemed a fair price in those days - must have been the equivalent of £30 in today's money. You youngsters are really quite spoilt. The Video Genie was eventually bought from the Company - only fair as I'd had it on loan for 9 months and was heartbroken when the boss wanted it back for running a frog race at some local fund raising event. Its only shortcoming was the fragility of the loading mechanism. No one was allowed to breathe, let alone step within six feet of it when loading was in progress and woe betide the unfortunate wife if it was ever accidentally unplugged. Eventually new pastures beckoned with the arrival of the BBC micro and the excellent Acornsoft, Level 9 and EPIC adventures. The Video Genie went to an unemployed friend who proceeded to devote the next two years of his life to solving what was then a sizeable adventure collection. I often wonder what became of it - perhaps even now someone is staring at the screen thinking "Clever stuff - it's talking Egyptian!".

SOME MORE TITLE TWISTS

By PAUL CARDIN

INSPECTOR FLUKEIT - I FLUNK TRITE COPS

ONCE UPON A LILY PAD - PLACE YOU IN POND, AL

NOT A PENNY MORE, NOT A PENNY LESS - PLENTY NOTES AMN, NO SPARE MONEEY

FOOTBALL FRENZY - FANZ'LL F***** BOOT YER!

DEMON FROM THE DARK SIDE - SHADED FORM, IRKED MON!

FOREST AT WORLDS END - DOT! DROWN ALF'S TREES!

BOG of BRIT

Everybody knows that 'BARBARIANS' are renowned for being fierce, aggressive and totally ruthless beings whose only aim in life is to cause as much damage as possible in as short a time as possible. Nobody was safe from their onslaught, they would sack, pillage and burn wherever it took their fancy, often without the slightest regard for the poor unfortunates on the receiving end of their aggression. This disregard for the well-being of others, linked with their insatiable lust for savagery and killing, led to them being despised throughout the civilised world.

However now and again one member of a race will come along who will not conform to the pattern laid down and 'BOG of BRIT' was one of those!

Like all good 'BARBARIANS', BOG was also despised but for all the wrong reasons ... he was GOOD and KIND and GENEROUS and GENTLE, qualities that made the milk of any self-respecting 'BARBARIAN' turn sour and curdle on the spot. The local village children took great pleasure in taunting poor BOG and would often unleash the warhounds on him for a spot of fun, whiling away a happy hour just watching BOG running for all he was worth in order to evade being torn to shreds by the devil-dogs.

And so it was on that fateful day that 'BOG of BRIT', outcast and all-around-good-guy, decided that enough was enough and that he would set out to prove that his way was best and that a kind word was more effective than a cutting blow. Just to ensure that BOG made good haste in his quest, the children untied the warhounds and with a cry of "KILL!!!" sent them pounding after poor BOG. He, in the meantime, just lowered his head and sprinted for all he was worth

Spectrum 48K/128K+2.

***** FREE *****

THE MENAGERIE

***** FREE *****

On the other side of the tape is a FREE copy of the first game written by IAN S.BROWN and entitled 'THE MENAGERIE'. This is a text/graphic adventure also written in the slightly eccentric style of IAN S.BROWN and to quote the original cassette inlay, goes something like this "Your mission, Jim, is to avoid arrest for your recent attacks, solve some minor problems and find the BLOODSTONE of BAAL before the final curtain falls on the VAMPIRE. Good luck Mister Boyd, your Spectrum will self destruct in five seconds!!"

NOTES Both games will accept such complex commands as 'GET THE STAFF AND PRISE OPEN THE DOOR WITH IT' but usually the more simple 'verb/noun' input will suffice.

Use the commands RAMSAVE and RAMLOAD to to store and retrieve a game position to and from MEMORY but always use SAVE and LOAD to make a more permanent record on to tape.

Zenobi Software

ADVENTURES

AMSTRAD ADVENTURE P.D.

Don't let your adventures collect dust - Get your work seen!!

A newly formed PD specialising in adventures only is seeking home-brew adventures to include in the collection. Send your tape or disc to:

ADVENTURE PD, 10 OVERTON ROAD, ABBEY WOOD, LONDON, SE2 9SD

For more information send a SAE to the above address.

ATTENTION ST OWNERS

What's the best news you could hope to hear?

- 1. The ATARI corporation have released a 5 pound upgrade chip which will allow your machine to operate as a SUPER-AMIGA operating at 300 MHz, with 20 gigabytes of RAM and a squillion simultaneous on-screen colours!*
- 2. Due to a serious miscalculation of company profit margins all ATARI owners will receive on application a 200% refund on the original price of their machine!*
- 3. Those super text-only adventures about which everyone has been raving and which have previously only been available to AMIGA owners, namely The Golden Fleece, The Holy Grail and The Mission, are now available for the ST (1 megabyte RAM only in the case of The Grail and Mission) at a cost of 7 pounds 50 pence each!*

Not too difficult, is it? The correct answer is

NUMBER THREE!

Applications for this once-in-a-lifetime bargain offer should be addressed to Jim MacBrayne, 27 Paidmyre Crescent, Newton Mearns, Glasgow G77 5AQ and should be accompanied by appropriate monies.

----- O -----

SPECTRUM ADVENTURES FROM... THE SILENT CORNER

captain kook

The year is ad. 2010. Many light-years out, the Captain, a senior stellagrapher in the 5th Chrozon fleet is in dire circumstances - his vessel is ablaze and hurtling around an uncharted globe. By absurd misfortune, the cryogenic systems have retained the greater part of his memory. And now, unfamiliar with the ship's complexities, his problems seem insurmountable: to extinguish the fire; manoeuvre the craft into a safe orbit; dispatch a distress signal; collect the required survival equipment and teleport down to the surface. Should he succeed to this point, it is only the beginning...

How can he survive what could be a hostile environment?
Can he solve the mystery of Easter Island's stone statues?
Where is the burial place of the vessel left by his ancestors?
Can he operate the ancient craft once more, and return safely to Chrozon and his wife and three Chrozlets?

CAPTAIN KOOK. A 2 part text-only adventure. Spectrum 48/128k

>>>>COMPETITION<<<< Solve the morse code message in part 1 and

WIN £50!!!

the inner lakes

The first fishing adventure. See Probe November '88 for review.

Most anglers go fishing to wind down and escape from the rigours and exertions of everyday life. To sample the tranquil surroundings of the river-bank and the simple delights Mother Nature has on offer. The remainder don't. You are one of the remainder and you have a task - to catch a record-sized fish and overcome plenty of problems along the way, some of them whoppers. No red herrings - guaranteed.

THE INNER LAKES. A text-only adventure. Spectrum 48/128k

CAPTAIN KOOK - £3.50 THE INNER LAKES - £1.50

All parts have different loading screens.

Send cheque/PD (payable to Paul Cardin) to THE SILENT CORNER
3 Lonsdale Villas
Wallasey
Merseyside L45 4PG

ATLAS ADVENTURE SOFTWARE

*** PRESENTS ***

THE CASE OF THE MIXED-UP SHYMER: A light hearted adventure romp through the land of Nursree where things have gone wrong. Putting them right can have hilarious results. Available on cassette for Spectrum 48/128K and Commodore 64/128K for £1.99. Commodore disk £2.99.

BLACK KNIGHT ADVENTURE: A two part text adventure set in the golden age of knights, mystery and magic. Can you defeat the evil Black Knight and his minions and restore peace once more? Available on cassette for Spectrum 48/128K, Commodore 64/128K and Amstrad CPC's for £2.99. Commodore disk £3.99. Amstrad disc £5.99. (or send formatted CF2 and £2.50.)

ATALAN: A light hearted traditional style, text adventure. Cast away on a mysterious island full of treasures and danger. Available on cassette for Commodore 64/128K and Amstrad CPC's for £2.99. Commodore disk £3.99. Amstrad disc £5.99. (or send formatted CF2 and £2.50.)

HARBORO * ST JIVES * LOST IN THE AMAZON: Compilation of three text adventures. Each full size adventure contains enough problems and puzzles to keep you busy for weeks. Available for Commodore 64/128K on cassette for £5.50 or disk for £6.50.

TROUBLE AT BRIDGETON: You have been left in charge of Bridgeton Assylum for the afternoon but something is wrong! All the patients have walked out! Can you find them and persuade them to return before the Manager gets back and you lose your job! Available for Commodore 64/128K on cassette for £2.50 or disk for £3.50.

*** NEW RELEASE ***

GRUE-KNAPPED!: Captured by the Grue and imprisoned in the Grue-caves somewhere below Ormskirk. Your companion has already been devoured and the Grue is napping between meals. Only problem is that you are his next meal! Can you outwit the dastardly Grue and make good your escape in one piece? This zany text adventure written by our very own Bob Adams will keep you puzzling, mapping and splitting your sides laughing. This is the worlds best Adlan adventure! Available for Amstrad CPC's on disc for £5.99. (or send formatted CF2 and £2.50)

THE GRAPHIC ADVENTURE CREATOR PLUS: By Incentive Software with disc accessing for Commodore 64/128K. Now your adventures can be as big as you wish. The new system allows you to transport objects to and from different parts of your adventures, each part loads automatically from disc. Full new package £29.95 or send your old GAC program with £10 for upgraded disc/manual.

COMPUTER ADVENTURES - THE SECRET ART: By Gil Williamson, this comprehensive guide to all aspects of adventuring and their creation is a must for anyone interested in adventures. £7.95.

Cheques/Postal Orders payable to ATLAS ADVENTURE SOFTWARE and sent to:
Mandy Rodrigues, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YP.

Overseas readers please add £1 per item to cover extra postage costs.

Version 2.00

III

WEDNESDAY, September 15th, 1941

Office

A window behind my desk blinked a neon message for a moment, then dulled. The office appearing in darkness only to reappear like a mirror pulled out of a magician's top hat as the neon blinked again.

Rain battered at the windows nearby.

Spectrum Screen Show'n

Weird Tales

W
H.P.
the
Rob
tor
char
lish
two

Dead End



Top) The world of Marlowe comes to life in Dead End

Bottom) The acclaimed story Dead End

DEAD END

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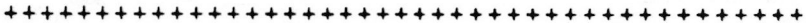
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LETTERS



SOME COMMENTS ON PROBE

What a pleasure to receive Probe several days before I expected it. Mind you getting Probe early ruined my plans for the day... I had every intention, the night before, of getting up early and getting on with the washing and various other jobs, but as is my usual practice, I woke up and trotted downstairs to see what post there was. After that, the plans went out of the window, and I sat for two hours drinking tea and reading Probe! I don't know how you do it but each successive Probe is more interesting than the last! The letters pages were quite absorbing, and it was good to note your objective manner of printing both sides of the discussion on home-grown games producers. I was pleased to see Jack Lockerby's letter about John Wilson taking over the boring bit of producing games (copying). The games John markets (note that word!) should not be generally classified as "Zenobi" games, but accepted as a boon to the adventuring world. What would it matter if John WAS the sole distributor of adventures? As long as game producers are happy to let Zenobi have all the hassle of copying and distributing, as Jack is, and as long as John is willing to do it, I think adventures should applaud the good service that Zenobi provides.

The (almost) four pages from Hugh Walker on character interaction made very good reading, but at the end of it, I was more confused than ever. I STILL don't know exactly what an interactive character is, and I'm not sure Hugh does, either! Reading his discourse reminded me of the chap in "Fiddler on the Roof", who said one thing, then followed it with... "On the other hand...". Perhaps the question "What is an interactive character?" is one of those questions which will never be answerable to everyone's satisfaction! Like these questions... Why is a sheet of paper NEVER big enough to draw a map on? Why is the object you drip, in order to pick something else up, invariably the very thing you need two locations later? Why does someone always say "Your favourite TV programme's just started!" just when you're getting on wonderfully well in a game? Why does the doorbell or the 'phone always ring immediately after you started loading a game? (Especially in those games where you have to stop the tape to read the instructions?) Why does your nose always itch the minute you put your hands in the washing-up water? Why do we have to waste time eating and sleeping, when we could be playing?

Bob Adam's article on "Comming in the 20th Century" (which I thought at first glance was a misprint - sorry!) was extremely interesting, and explained a lot of things about the modem which I didn't know. However, I have long since resigned myself to the fact that this obviously useful piece of equipment is out of my reach unless I suddenly acquire a small fortune! Or even a large one - I'd have to buy a bigger house first, because my computers and games already take up more than half of my bedroom! Your "Christmas Wish" was lovely - a bit like one of your friendly editorials, but in verse... Incidentally, I hope someone finds you a rhyme for silver - you can use it next year!

JUNE ROWE, Launceston, Cornwall

=====

PROBE IS EDUCATIONAL READING

I do enjoy Probe, treating it as a form of educational reading, for, my main interest being programming and adventure programming being a relatively new sphere, I have yet to discover

exactly what type of fiction form the basis for a good adventure. From my year of study, I am forming the opinion, rightly or wrongly, that Fantasy and Science Fiction appear to be the main themes. The big question is - is this out of choice by the player, or is it the choice of the programmer/author?

Are there many PCW readers out there? I have a finished adventure sitting here but, apart from my daughter, no qualified adventurer to test it. Any offers? If any kind reader offers to play-test my game will they please tell me in what format they require it? As simply a command file, or with the source files also (to help solve the problems?)

I'd also like to record my apologies to Stuart Whyte, who wrote me some time back, offering to convert any of my games into CPC format. Sorry, Stuart, I was somewhat snowed under in the hurly-burly of selling one house and buying another; and, to further complicate matters, having put your letter into a safe place, I'm darned if I can find the safe place. Spent this morning going through Probe, for I felt sure I'd seen your name somewhere in them, coming to the latest issue, last page, - defeat! - eyes stray on to the back cover - YOIKS! Yep, I'm a bit black and blue from kicking myself

ROY MILLIKEN, 27 Eaton Grange Drive, Long Eaton, Nottingham, NG10 3QE

=====

TO PUT THE RECORD STRAIGHT

I would like to wish all Probe readers a happy and prosperous New Year, especially to all the new friends I made at the Convention... talking of which, could I please set the record straight - I did not drink everyone (except Tom) under the table, Bob - the bar closed before I managed that feat, and anyway, who had the hangovers in the morning? Also, as a matter of interest nobody believed your story that you thought my knee was actually your chair arm! Ask Tom Frost, he was a witness!! Who said that revenge wasn't sweet?!

JILL CARTER, Walkley, Sheffield

(I reckon the hangovers were partly my fault, Jill, I enjoyed myself so much at the Convention that I just couldn't resist a rousing chorus of "Calon Lan" and "Myfanwy" in the bath. How was I to know that the Llandulas Male Voice Choir was "overnighting" at the hotel too - it was only when they all joined in with full harmony that I realised what I had done!.....Mandy)

=====

I LOVE FANTASY ADVENTURES

On behalf of Pearl and myself I would like to wish all Probe readers a very Happy New Year. I was reading one of the letters about fantasy and I must admit that, although I'm not an adventure addict (like Pearl), I love fantasy adventures. It's about the only ones I can get into. Imagine how I felt when I saw the game THE MISSION advertised in Probe only to be disappointed to find the Commodore 64 wasn't catered for. Perhaps later Mr MacBrayne, you could expand your game to include the 64. I for one would buy a copy straight away!

VAL JESSON, Firth Park, Sheffield

(I can well understand your feelings, Val. Unfortunately, due to the massive amount of memory used in THE MISSION, I rather doubt that it would be possible to convert this for the C64. I do know that even with the large memory of the Atari ST some of the Amiga enhancements, such as programming of the function keys and changing the screen colours, had to be cut to get the conversion to fit the Atari ST 1040.....Mandy)

THERE'S NOTHING LIKE IGNORING THE WORLD

Thank you for your excellent magazine which I enjoyed very much, especially the "Getting You Started" section, so please could you include more of the same as I feel that people will judge adventures wrongly if they feel they can't progress past the loading stage. After buying quite a few adventures but not finishing as many as I'd like to, there's nothing like ignoring the world (and the wife) and getting totally annoyed and stuck! Is it possible to have a request? I'd like a copy of the GACPAC but I'm not sure if Zenobi's able to sell it along with the rest of Essential Myth's programs. Any advice would be much appreciated.

ANDY AVEYARD, 11 Parkwood Rd, Calverley, Pudsey, Leeds, LS28 5PH

(The Gacpac, a suite of utilities designed to improve upon and make the most of, the facilities offered to the Spectrum adventure writer by Incentive's GAC cost £5.95 in 1987 and was available mail order only from Essential Myth. Three young men who were university students at that time were Mark Davis, Andrew Dean and Lee Hodgson. The last address I had for them was at 54 Church Street, Tewkesbury, Gloucestershire, GL20 5RZ. After this length of time, though, I would think your best bet would be to write a letter addressed to Lee Hodgson and sent it, together with a stamp, care of John Wilson at Zenobi and I am sure that he will make sure that it gets to its proper destination.....Mandy)

=====

THERE'S NOTHING WRONG WITH HAVING GRAPHICS IN ADVENTURES

Well not since the demise of poor old Dispatches have the letters in Probe been so lively, this time thanks to Paul Rigby. Now if I can keep my socks on (do Grues wear socks?) (Don't know but they do wear red shoes!...Ed) let me clear up a couple of points. I did express sympathy with Ian Brown and Simon Maren and still do, after all it must be disheartening to sell only a handful of copies of your latest game but I also agree with Paul that you can't guarantee to make money from your hobby nor should you expect to. As for Jim MacBrayne, I included the letter from 17 Bit offering the readers of Probe to draw their own conclusions from this. I personally felt that if Jim accepted their offer to put graphics etc in THE MISSION it would cease to be the same game that Jim had created. After all they and other PD company's have been quite happy to make money from Jim's previous TEXT ONLY games until now (see Footnote).

There's nothing wrong with having graphics in an adventure, Pat Winstanley in my opinion couldn't have put it better, but this was not how Jim envisaged THE MISSION, so I and I'm sure 17 Bit will respect his decision to go it alone.

I'd also like to pass comment on the points raised by Ted Bugler and Bob Bates regarding RPG/Strategy games etc. Although as a whole I don't particularly like these type of games but as Bob points out, up to 56 readers of Probe will miss out on something that they like. The results of the questionnaire might well reflect the 8-bit domination of the membership but surely this will change as more people upgrade to 16-bit machines. So perhaps RPG/Strategy games do need to be covered in some way, perhaps every other issue, as the results of the questionnaire does not call for total exclusion.

FOOTNOTE: Not all PD Company's are the same. Sandra Sharkey who runs the OFFICIAL AMOS PD Library has some really excellent stuff on her Licenseware range. The best thing about this is that one pound from every copy sold goes to the author, what can be fairer than that?

THE GRUE! Ormskirk (Lower Level!), Lancs

=====

YOU DON'T KNOW WHAT YOU ARE MISSING

In recent issues of Probe I noticed one or two remarks were made about the lack of support for adventure games, and also the thumbs down for RPG. It is a very sad state of affairs. I am a great supporter of RPG myself, I think they are fantastic, real mind-benders, really bursting out with adventure! The combination of competition, strategy and adventure is really out of this world and that's just what I want - to get away from this crappy world - well - good role playing games are good value for money, and like adventures have inexhaustable conditions, backgrounds, whole worlds, call it what you will. I find it rather surprising that adventure fans should scorn them so. Why not try them out? DRAGON WARS is a good one, then there is POOL OF RADIANCE, CURSE OF THE AZURE BONDS, the BARDS TALE series, the ULTIMA series, MARS PLAYER, SPACE ROGUE, LEGACY OF THE ANCIENTS, QUEST I and II, PHANTASIA I, II and III, and my favourite, MICROPROSE PIRATES! The list is endless. Try out one or more of these games and I am sure you will like them - you don't know what you are missing!

One reader suggests we should give in to the progress of technology and purchase one of the 16 bit micros - better graphics, bigger adventures etc, etc. Well, one could do that, but how long before another bigger and better machine is invented, outdoing the 16 bits? You really can't go on forever updating! Apart from that, with a disk drive, an 8 bit micro is quite capable of producing ever bigger and complicating enough games for me, thank you! I can afford to buy a bigger micro, but can see no real point in doing so. For me the Commodore 64 is quite adequate. Keep up the good work you home adventure writers - I'll support you!

HAROLD DIXON, Colne, Lancs

=====

IT IS THE PLEASURE AND SELF SATISFACTION THAT IS IMPORTANT

There seems to have been a lot of discussion in Probe about what is a good adventure, graphic v text etc. My husband and myself have a very varied software collection including things like SHADOWGATE (icon driven), HOLLYWOOD HIJINI (text) and INDIANA JONES AND THE LAST CRUSADE (interactive movie) and we will both spend hours playing all kinds of adventures. For example six months completing DUNGEON MASTER (which some would say wasn't an adventure at all). I don't think it's important what kind it is, it is the pleasure and self satisfaction one derives from solving it. It has to be better for the adventure software industry if more people are willing to play a wider variety of games. Personally the more new ideas that come up the happier I am. Maybe someone has got to drag the old die hards, kicking and screaming, into the 21st Century. I find it very sad indeed when people like Level 9 say they won't be producing any more adventures, text or otherwise. Maybe if they had been given more encouragement to diversify then it may not have happened. Anyway, this is just a personal view, and I haven't intended to upset anyone.

ANGELA COX, Newmarket, Suffolk

=====

THE CRUCIAL FACTOR IS THE AUTHOR'S IMAGINATION - NOT THE TECHNOLOGY

May I offer a response to a couple of the letters in the November issue? First, I think I must quibble about Jim MacBrayne's defence of the "text-only" adventure. Now there's no reason at all why Jim shouldn't prefer "pure text" - that's his stated preference and I couldn't possibly argue with that. What I'm much less happy about is his analogy of the novel and the comic

book: "Which" asks Jim, "leaves the more lasting impression?" Here it is again - that mistaken belief that somehow graphics are fundamentally inferior to text. The comparison with the comic book is simply inappropriate; a much closer analogy is with the illustrated book. Now there's no doubt at all that the world's greatest literature is perfectly capable of standing alone, unillustrated. But does that mean that the wish to illustrate is misguided in principle? Are we to dismiss William Morris's Kelmscott edition of Chaucer, or Aubrey Beardsley's edition of Malory, or the Lindisfarne Gospels, as mere comics? It'd be a brave man who would. The war isn't to be fought against graphics in general, surely - merely against bad graphics. But of course I've said all this before in an earlier issue of Probe.

Second, I'd like to comment on Dylan Thomas's letter which seems to suggest that we need to move with the times no matter what. Now I'm sure that the 16 bit machines have all sorts of delights to offer - but to many adventurers much of this new potential understandably seems irrelevant. In principle wonderful adventures can still be written on an 8 bit machine because the crucial factor is the author's imagination - not the technology. I'm not advocating a rearguard action in defence of 8 bit machines, but I still don't think their potential is exhausted, and many of the 16 bit improvements do seem in some cases to be only cosmetic. Of course, given a truly top rate artist working in conjunction with the author, then the graphics capabilities of such machines start to loom large - which is more or less where I came in, so I'll stop! Cheers,

ALAN DAVIS, Brookhouse, Lancaster

=====

SOLUTION OF THE MONTH?

I met with Vicky Jackson and Sheila Simpson the other evening for a drink and a chin-wag and got to know all about the Probe Convention. It appears as though I missed quite a day - maybe next time, if and when you have one, I will be on the right work shift - here's hoping. It would be interesting to put faces to names as when I am talking to various people on the phone I try to get a mental image of what they look like - by the way, you are a lot younger (according to Vicky) than I imagined. (*Vicky is my kind of person!...Ed*) Vicky gave me a game which has been around for a very long time called ACTIVISIONS ADVENTURE OF THE YEAR and she insisted that I play it as soon as possible - so I did. Having finished it I would like to submit the full solution to your ever increasing collection, so here goes:

You start in a room. I can see: CHEST, CHAIR, BED. Score 0%. So OPEN CHEST - "You've found the treasure, you are a master adventurer and have scored 100%. End of game".

Looking at the disc I noticed the word GRUE on the top - no wonder he is so good if he can tackle these!

VINCE BARKER, Stockton, Cleveland

(Sorry you couldn't make the Convention, Vince, but there is good news. There WILL be another Convention this year in October, the organisers are, I'm told, going to start making all the arrangements early this year so everyone will have the date and venue well in advance to enable you to make arrangements. Things were organised a little late last time as the decision to hold a Convention was made rather late in the year. I will publish details in Probe as soon as I receive them and I hope that even more people will be able to attend.....Nandy)

=====

A LITTLE SOMETHING FOR PROBE

It's now the 6th November and I'm at it again. It happens every month at about this time. The twitchings are the first sign. Then the withdrawal symptom's progress to frantic reading of old issues. Every month when the remedy arrives, I promise that I'll never let it happen again, but it always does. I just can't help it.

Mind you, the wife and children are marvellous when it happens. I used to think that they would be driven as mad as me by my antic's but they just take it all in their stride, as if nothing is the matter. At first, this seemed like blind in-difference but now I know better. For example, just last night, my eldest daughter was doing her home-work and glanced up at me as I passed by. "Mum" she called, "Dad's crawling around on the ceiling again". My sweet wife's reply? "Just ignore him dear, he'll come down as soon as his dinner is ready". Marvellous. No screaming or utter panic. Such dignity, such control, such acting. How do they do it?

The same goes for our long suffering postman. They deliver the post in two's now at this time of the month, ever since I attacked him. As soon as I hear the rattle of our front gate...hang on a mo, who's nicked our front gate? I thought something was missing. Anyway, as soon as I used to hear the rattle of our non-existent front gate, I'd rush to the front door and rip it open, startling the life out of the aforesaid postie. "Where IS it?", I'd demand. He would look very crest-fallen and know that this was not going to be one of his better days. "Would Sir by any chance be enquiring about a small flat brown envelope in the region of 9" by 6" and complete with a welsh stamp and a very odd sounding post mark?" "Yes ,yes, yes" I'd scream, "Gimme, gimme ,gimme". Why I say everything in three's, beats me as well. "Well Sir, I'm afraid I'm not in personal possession of that said article today. Yes Sir, I have checked, yes very thoroughly, yes including the entire sorting office and every other postman's bag as well, just to make sure they didn't have it by mistake, just like you asked us to, each of the ten times you rang the Postmaster General yesterday. Good day Sir, come on Fred, he's looking nasty again, let's scarper". So then it's back to the old well-thumbed, read-'em all a thousand times, back issue's and dreaming of the good old days, when you could set your calendar to the sound of Adventure Probe plopping onto the door mat, on the first of the month, every month. Ahh, pure bliss. I'm having the operation next week by the way. They're going to wind my brain forward by one week!

But what is this load of old waffle really about and where is it all leading to?

Well, whilst happily perusing the old Probes, I found a couple of articles on adventure writing. One from Tom Frost and the other from John Ferris. What made these two articles stand out from the usual programming aids, was that they dealt with the subject of actually inventing the adventure, which is a matter very close to my heart at the moment. That is, where does the idea for the adventure come from and what part is decided first?

I have just completed my first adventure. The idea behind it was to write a spoof story. Therefore, the location's (a cave system), objects (anything that was daft) etc, all easily

suggested themselves as soon as I started writing. The only thing I had to invent was the final show-down and here again I was lucky, as a stupid idea came to me quite quickly. All well and good, but where do I go from here? This is what I would love to know from all the adventure authors who read Probe. Not just those who have actually completed games either. Anybody that has ever had an idea for an adventure is welcome to contribute. What I feel would be interesting to find out is, what comes first for different authors, or is there a common denominator?

To make my question clearer, allow me to explain. My first adventure is complete. Two out of the three play-tester's have reported that they found it amusing and after a few changes, play-able. (Note to Hugh: Yes I do listen to my play-tester's!) The third hasn't been heard from, so I can only assume that he has been carted off to a mental home and is therefore unavailable for comment. Both the other play-tester's are now demanding to know, when will the second adventure be ready? So here I am, sitting at the computer, totally bereft of any ideas. Where do I start? Where do YOU start?

- Do you think of a title first?
- Do you decide the setting or period first?
- Do you think of a couple of puzzles first?
- Do you design the ending first?
- Etc, etc.

Okay authors, it's all yours now. Please put your thinking caps on, yes, you as well Mandy, and think back to some of your completed adventures and try to remember how they came into reality and in what order the events took place. I hope you'll agree, that it could make fascinating reading for all of us.

Lets see now, Zork..hmm, that's a good title....

Bob Adams.

(I don't know about the other authors, Bob, but I start in different ways. When writing Black Knight I first thought of the period setting, then the storyline, then the puzzles etc. But, not long ago I was "pondering puzzles" (I sometimes do strange things like that!) and I thought of one involving juggling two or three objects. This in turn led my thoughts to the circus and I began to think of a plot for an adventure relating to this setting. So you see, in my case, it all depends upon circumstances. It appears that once some kind of idea begins to form the rest of the adventure follows naturally. Like yourself I would be extremely interested to hear from other authors on how they go about things. So please write in and let us know - you never know, your ideas may be just the spark needed to get another adventure author writing. Oh, and by the way Bob, if your second adventure is as good as your first I want to be first in the queue for playtesting!.....Mandy)



HELP WANTED



"Probe readers never cease to amaze me! Following my request for assistance on HEAVY ON THE MAGIK, I had received the answer even before my own copy of Probe had arrived! First out of the blocks was Joan Pancott with a phone call and the correct input needed (6-15pm). Imagine my surprise when, after a hastily gulped down tea, I loaded in my saved game - and found that Joan's input did not work! Did you hear the scream in Llandudno? As I sat there quietly going mad, the phone went again - this time it was Jim O'Keeffe. He told me that there was a BUG in early Spectrum versions of the game and that although Joan's input was correct, I would never get the proper response to appear! Surely you heard the scream that time?! The following day a letter arrived from John Wilson (I still think he should get a phone installed), once again giving me the solution. So, although I am destined never to actually see it for myself, at least I now know the correct answer, and my curiosity is satisfied. My grateful thanks to those who took the time and trouble to respond. Now if I may ride my good fortune, there is another game which has been gathering dust on both my shelf, and that of a friend for several years. Never have I seen any hints for it in any magazine; there is no solution available from Probe and I am completely at a loss! The game is WRATH OF MAGRA. Has anyone played it? Has anyone even heard of it? It is a three part game, but so far I have done very little. Although I have managed to get into part two, I cannot progress very far as I obviously haven't the required items from part one - and herein lies the problem! I have in my possession a map of part one from an old review in some obscure magazine (printed by Caxton, I think!) and the map indicates locations in which objects should be found, but can I unearth them? No way! The program's vocabulary seems to be smaller than that of a dyslexic 2 year old, and nothing seems to work. Any assistance would be greatly appreciated."

TERRY TAYLOR, 20 Lee Rd, Bacup, Lancs, OL13 0EA. Tel:0706 873965

(Several readers have suggested that I mention that pleas for help in Probe do work. You are really a fantastic bunch and when a fellow reader calls for help the response is immediate. Sandra Vogel has also asked me to thank all who got in touch with her over her difficulties with KINGS QUEST IV and suggesting that it would be good for other readers to know about the fantastic response.....Mandy)

"Many thanks for your help in trying to solve the mystery of the missing last 18 points in COLLOSAL CAVE ADVENTURE that I've been playing at work. Unfortunately, neither of the solutions you sent me helped me out at all. What I can see from these is that the first part of the game is very similar, but its the second part where it varies considerably between games. I'm 99% sure that I have successfully completed my phase 1, and its somewhere in the end game that I am having my problems. Enclosed with this letter is a copy of all my moves from start to finish, and maybe if you asked for help and printed them in your mag someone might spot where I am missing out on the complete solution. Other than that I have the game on a 5.25" floppy disk (IBM compatible), so maybe someone would like a crack at it. (The game is PD..Ed) Here are a few queries I have on ADVENTURE:- Why, when I can take a quill from the bird, can't I find anywhere to use it? The words "write" and "certificate" are also recognised, but I can't find any use for them. At the end of phase 1, in the building, the vase is resting on a pillow. When

phase 2 is completed and I'm back in the building the pillow has gone yet anything else stays put? Does the code in the dictionary mean anything? What word, when used in the repository, has a different meaning/usage than when used in the cave? (This message is written on the bottom of the Oyster). Do I need to drop the hat to finish the game?*

TONY DILWORTH, 10 Dovehouse Lane, Harbury, Leamington Spa, Warks, CV33 9HD

(Unfortunately, space prohibits my printing Tony's complete list of moves in this game but I would be pleased to forward these on to anyone who can offer help. I have had a few pleas for help for this adventure recently so if anyone does have the full solution for this mainframe version of the Crowther/Woods classic that they can send me, I would be very grateful....Mandy)



IN-TOUCH



AMIGA 500 software wanted: HITCHHIKERS GUIDE TO THE GALAXY. Please write with price required to NEIL ASHMORE, 5 Park Crescent, Furness Vale, Stockport, Cheshire, SK12 7PU.

AMSTRAD PCW/CPC software wanted: WITNESS, BUREAUCRACY, INFIDEL and SEASTALKER. Will buy or exchange for BALLYHOO, ZORK I, II, III or WISHBRINGER.

AMSTRAD PCW/CPC software for sale: P.A.W.S. £14.

COMMODORE 64 software for sale: LURKING HORROR, MOONMIST (Disc) £8 each. Contact STEVE BIRTLES, 29 Grosvenor Street, Prestwich, Manchester, M25 5ES. Tel:061 798 7279.

AMSTRAD adventures for sale: NEVER ENDING STORY, JEWELS OF BABYLON, FOREST AT WORLDS END, WARLORD, MESSAGE FROM ANDROMEDA, BLACK FOUNTAIN/SHARPS DEEDS, MOUNTAINS OF KET/TOP SECRET, DODGY GEEZERS, SEAS OF BLOOD, CLASSIC ADVENTURE, HUNCHBACK, REBEL PLANET, TERRORMOLINOS, LORD OF THE RINGS, MINDFIGHTER, PRICE OF MAGIK, WORM IN PARADISE, LORDS OF TIME, KNIGHT ORC, INGRIDS BACK, COLOSSAL ADVENTURE, DUNGEON ADVENTURE, RETURN TO EDEN (all on cassette), BALLYHOO, SCAPEGOOSE, CASTLE MASTER, QUILL AND ILLUSTRATER (all on disc) £80 the lot or will separate. Other games for Amstrad: 33 compilations on tape and disc, BONZO SUPER MEDDLER AND HACKPACK, BONZO DOO DAH, two art packages, about 400 games in all £80 the lot or will separate. Anyone purchasing full sets will get 10 blank discs in case free or will sell for £15 (Amsoft and Maxell). Multiface 2+ with Insider Disc £25. Please phone for availability. Contact H.HIGGS, 20 Naworth Close, Highbury Vale Estate, Bulwell, Nottingham, NG6 9EL. Tel: 0532 754058.

COMMODORE 64 adventures for sale: Tapes: STAR WRECK, S.M.A.S.H.E.D., TERRORMOLINOS, SPIDERMAN, FANTASTIC FOUR, GRANGE HILL, GOLD OR GLORY all for £1 each. BEATLE QUEST, BUGSY, MASTERS OF THE UNIVERSE £2 each. Discs: KET TRILOGY £6, MYTH £1, TIME THIEF £2, SCAPEGHOST £5. Contact VINCE BARKER, 4 Brae Head, Eaglescliffe, Stockton, Cleveland, TS16 9HP. Tel: 0642 780076.

SPECTRUM software for sale: SEABASE DELTA(ad), CRAZY CAVERNS(a), SOFT AID(a) at £1 each. BLACK CRYSTAL(ad), THE BOGGIT(ad), THE PYRAMID(a), MIKIE(a), SHADOWFAX(a), WAR OF THE WORLDS(a), HALL OF THINGS(a), BACKPACKERS GUIDE(a), WAR 70(s), SAMURAI WARRIOR(s), STARION(s), SHIP OF THE LINE(s), ORTHELLO(s), MASTER MARINER(s), SPECIAL OPERATIONS(s), RED COATS(s), DARK STAR(a), TERROR-DAKTIL(a), SPACE INTRUDER(a), ZOOM(sim), THE DAM BUSTERS(sim), TTL(sim), VU-FILE(d),

COLLECTORS PACK(d), ABERSOFT FORTH (language), THE PLANETS(a), THANATOS(a), SCRABBLE (s), all at £2 each. TOWER OF DISPAIR (ad), THE HOBBIT (ad), EMERALD ISLE (ad), BROAD STREET (ad), SHADOWS OF MORDOR (ad), TALISMAN (ad), AVALON (a ad), BORED OF THE RINGS (ad), THE BIG CAVE ADVENTURE (ad), ALIEN 8 (a), JET SET WILLY (a), HUNTER KILLER (s), ZYNAPS (a), FOOTBALL AND BASEBALL (a) ANDROID 1 (a),all at £3 each. THE FOURTH PROTOCOL (ad), VALKRIE 17 (ad), LORDS OF MIDNIGHT (ad), APOCALYPSE (s), THE QUILL (adventure writer), MELBOURNE DRAW (art pack) all at £4 each. ERIK THE VIKING (ad), LEGEND (ad), DRACULA (ad), LORD OF THE RINGS (ad), VALHALLA (ad), PRICE OF MAGIK (ad), THE BEST OF BEYOND (ads), WORM IN PARADISE (ad), FIRELORD/URIDIUM (a), CYBERUM (a), ARMY MOVES (a), DAN DARE (a), GAUNTLET (a), ARNHEM (s), SILENT SERVICE (s), LEADER BOARD (golf), CAMPBELL'S MASTERFILE (d), CYRUS IS CHESS, MONOPOLY, all at £5 each. ELITE (s), SHERLOCK (ad), YES PRIME MINISTER (ad), PAINT PLUS (art pack), all at £7 each. Also on 3.5 disk Opus Discovery MASTERFILE (d) £10, TASWORD 3 (wp) £6. BETA BASIC 4.0(language), ASTRUM+ (monitor & assembler), TRANSEXPRESS (back up copier), DISC MANAGER all at £5 each. (Key: ad - adventure, a - arcade game, s - strategy, sim - simulation, d - database). Also available are a selection of books as follows: THE SPECTRUM POCKET BOOK, THE PLAYING GUIDE TO THE HOBBIT, MICRONET BOOK all at £2 each. SUPERCHARGE YOUR SPECTRUM £2.50. THE ON-LINE HANDBOOK, THE HACKERS HANDBOOK at £3 each. THE WORKING SPECTRUM £4. Contact TONY BROWNE, 66 Lynhurst Rd, Boscombe Down, Amesbury, Nr Salisbury, Wiltshire, SP4 7PG.

AMSTRAD software for sale: MELBOURNE DRAW, GAC, MINDFIGHTER, MESSAGE FROM ANDROMEDA, GRANGE HILL, VENOM, JEWELS OF BABYLON, SEABASE DELTA, FOREST AT WORLDS END, ESCAPE FROM KHOSHIMA, QUEST FOR THE GOLDEN EGGCUP, TERRORMOLINOS, NECRIS DOME, THE HOBBIT. Contact BEN ISBA, 11 South Road, Bowden, Cheshire, WA14 2JZ. Tel: 061 928 4023.

INFOCOM SWOP 'N' BUY

These adventures are accepted on the understanding they are ORIGINAL and with all packaging, and advertised for one month only. No responsibility can be accepted by either Probe or Nic Rumsey for any which are either copies or damaged. It is up to the individual to check that the swop will run on their machine (please note that the majority of Infocom will run on either 6128 or PCW, but a few early ones are machine dedicated). Lists are sent on a SAE basis only. This month: BEN ISBA, 11 South Rd, Bowden, Cheshire, WA14 2JZ. Tel: 061 928 4023, would like to swop the following Amstrad Infocoms for any NOT BUDGET Amiga format Infocoms, BALLYHOO, MOONMIST, HOLLYWOOD HIJINI, STATIONFALL, SUSPECT, CUTTHROATS. Ben would consider a sale, and is interested in buying Amiga Infocoms if the price is right.

STEVE BIRTLES, 29 Grosvenor St, Prestwich, Manchester, M25 5ES, Tel: 061 798 7279. Steve is looking for WITNESS, INFIDEL, BUREAUCRACY, SEASTALKER for the Amstrad. Steve also wants a complete list of titles available for the Amstrad CPC/PCW. (Hey Grue! How about producing a complete list of titles with their availability on all popular machines... this would help all adventurers!)

PERSONAL COLUMN

"Joan was very good to me".....IAN BROWN



AMSTRAD COMPUTER USER GETS ADVENTURE COLUMN!

Not only is this great news for Amstrad adventurers but better still is the fact that the new adventure columnist is none other than our very own Amster-in-Chief, Bob Adams! ACU couldn't have picked a better man for the job. Well done, Bob! Now that should double the present readership of the magazine. Look out for Bob's column which should start appearing within the next few weeks. I am sure that Bob would appreciate a few letters rolling in to help the column get going and to let the editor know that adventurers appreciate his very wise move!

HELP FOR DISABLED COMPUTER USERS

Neil Shipman wrote to me recently with some very interesting information. Some people may not know that IBM run a Support Centre for People with Disabilities. They offer advice and information on hardware and software available from IBM and other companies to help disabled people use computers. They also have a special discount scheme allowing 40% off the RRP of the complete range of IBM PS/2 computers, including a selection of accessories, software and communications equipment. For full information and a brochure write to the Centre at IBM Warwick, PO Box 31, Birmingham Road, Warwick, CV34 5JL or Freephone 0800 269545.

ATARI ST CONVERSIONS ARRIVE AT LAST!

Jim MacBrayne wrote to me this month to announce that at last we have lift-off! The three excellent Amiga adventures THE GOLDEN FLEECE, THE HOLY GRAIL and THE MISSION are all now available in ST format. Jim tells me that this is all thanks to Dicon Peeke who did the compiling under Jim's instructions from the other end of the phone! The Golden Fleece and The Holy Grail will not be PD on Atari ST and some will need 1 meg to run. Check out the ad in this issue for full details. Jim very kindly sent me The Golden Fleece and I just can't wait to play this one myself - thanks Jim!

NEW AMSTRAD RELEASES FROM WoV SOFTWARE

Two new adventures are now available from WoV Software, 78 Radipole Lane, Waymouth, Dorset, DT4 9RS. (Cheques etc payable to J G Pancott) These are ORB QUEST which is a four part adventure on cassette for £5 or disc for £7, and YARKON BLUES on cassette for £2 and disc for £4. Both these adventures are for Amstrad CPC's.

ADVENTURE CREATOR FOR THE AMIGA!

Good news for Amiga owners who have been waiting for a good adventure creator for their machines. Both John Ferris and The Grue! have sent me information on HATRACK II from Heyley Software. The information I have so far sounds fantastic. With Hatrack II you can create text adventures on the Amiga with no knowledge of programming, it has a totally interactive environment, it is intuition based and fully tasking, has custom designed editing screens, a powerful but easy to use puzzle system, up to 998 locations, 999 messages and 999 puzzles, advanced multi-sentence parser, graphical compass designer and lots more. The package comes with The Generator itself, the stand-alone adventure creating utilities, the compass editor, the preferences editor, two demonstration adventures - LOCKOUT and TREASURE ISLAND, a 100 page A4 manual including a 20 page tutorial and a quick reference card. Grue tells me that it is very easy to use and will be reviewing it in Probe shortly. Hatrack II is available from Heyley Software, 27 Warrington Road, Marple, Stockport, SK6 6PD and costs £29.95 inclusive of vat and p&p. It looks as if the home adventure market for the Amiga is about to come into its own!

SOLUTION OF THE MONTH

THE MAGICIAN'S BALL (Global Software)

John R. Barnsley - Commodore C64

NOTE: On leaving the Witch's Room the last object you pick up will vanish when you actually leave the location. It can be found in the Kitchen....so it is best to drop and pick something up that is useless such as the opened envelope.

UP - GET FOOD - GET KIPPER - DOWN - E - GET ENVELOPE - OPEN ENVELOPE - LOOK INSIDE ENVELOPE - (you see an Ivory Ring) - GET RING - DROP ENVELOPE - GET ENVELOPE - E - (you lose the envelope!) - E - GET CAT - E - DROP FOOD - DROP RING - N - THROW CAT ON SPONGE - (it returns with the mouse) - GIVE KIPPER TO CAT - (it drops the mouse) - GET MOUSE - LOOK MOUSE - (it's tail is shaped like a key) - S - UNLOCK DOOR WITH MOUSE - DROP MOUSE - OPEN DOOR - E - GET PLANK - W - N - THROW PLANK ONTO SPONGE - (to form a bridge) - S - GET FOOD - GET RING - E - GET JAR - W - N - N - GO LIGHT - S - W - UP - E - OPEN JAR - GIVE JAR TO CHILD - SAY TO CHILD "DRINK POTION" - (you receive a Wooden Bracelet) - WEAR BRACELET - (this will enable you to cross the thin branch into Desolate Woodland) - GET ALE.

W - DOWN - E - E - DRINK ALE - SAY TO TREE "GET ME" - SAY TO TREE "GO EAST" - SAY TO TREE "GO EAST" - SAY TO TREE "GO EAST" - SAY TO TREE "KILL GOBLIN" - (repeat until the Goblin is dead) - SAY TO TREE "DROP ME" - E - UP - E - E - S - S - LOOK WATER - GET GOLD KEY - N - W - W - UNLOCK DOOR WITH KEY - OPEN DOOR - S - (here you meet Azul - you can now switch between AZUL and CARD) - GIVE RING TO AZUL - GIVE GOLD KEY TO AZUL - N - W - DOWN - E - WAIT - (repeat until you see a Goblin go through the large hoop) - GET LARGE HOOP - GO LARGE HOOP - EAT FOOD - GET BRASS HOOP - (you should now have the Large Hoop, the Brass Hoop and be wearing the Bracelet).

S - DOWN - E - E - E - E - GIVE LARGE HOOP TO TREE - W - W - W - W - UP - E - E - S - W - W - S - GIVE BRASS HOOP TO AZUL - AZUL - WEAR HAT - DROP HAT - TAKE HAT - E - (you lose the hat) - N - UNLOCK GATE WITH KEY - OPEN GATE - S - W - DROP KEY - GET KEY - N - (you lose the key) - DOWN - GET ORNAMENTAL KEY - UNLOCK DOOR WITH ORNAMENTAL - OPEN SMALL DOOR - PUT BRASS HOOP THROUGH DOOR - CARD - N - E - N - W - SAY TO TREE "GET ME" - SAY TO TREE "GO LARGE HOOP" - SAY TO TREE "KILL MAGICIAN" - (repeat until the Magician is dead) - GET WAND - STRIKE GLOBE WITH WAND - GET BRASS HOOP - PUT BRASS HOOP THROUGH DOOR - SAY TO TREE "GO LARGE HOOP" - (ensure that the tree is actually CARRYING you!) - SAY TO TREE "DROP ME" - UP - S - E - (you lose the wand) - SAY TO GIRL "UNLOCK GATE WITH SILVER" - OPEN GATE - S.....to complete the Magician's Ball!!

OBJECTS AND THEIR USES

THE LEGACY - SPECTRUM 48K

OBJECTS AND USES - BY ALP BALDWIN

MONEY	To pay taxi driver.
PASSCARD	Insert in slot to open gate.
BRICK (outside gate)	Break the window in the shack to let in more light to see the objects there. Examine shack.
FIVER	Sweetener for butler although not essential.
LADDER	Not required.
SPADE	To dig in the back garden.
LEVER	Pull it to open nook under staircase.
POLE, HOOK	Attach hook to pole to pull ring on trapdoor to attic.
BATTERY	For torch.
FAN	Blows away dust in nook.
BONE	Give it to the dog.
GLASS OF WATER	The heat in the hothouse makes you thirsty.
TORCH	To see in dark locations.
KEY	Unlocks door to private study.
CRATE	Move it to see stairs down to wine cellar.
BOTTLE OF WINE	Give it to the butler to make him drunk.
SCREWDRIVER	Not required.
KNIFE	To kill rats and to scrape the muck off the brick in the bedroom under renovation.
INFRA RED DEVICE	Press button to open garage doors.
RUBBER MAT	Drop it over the pool of oil in the garage so you don't slip and break your neck.
MAGNET	Tie it to the fishing rod to fish the iron bar out of the fish pond.
IRON BAR	Use it to open the crate.
PENNY WHISTLE	Ignore it. If you can't resist blowing it, don't do it whilst standing under the chandelier.
LADIES HAT	Ignore it, it's not you.
BRICK (in bedroom)	When scraped clean reveals log-on code.
EXTENSION LADDER	After hooking ring with the pole enables you to climb through trapdoor to attic.
STAMPS	Very valuable. Search attic to find them.
COMPUTER DISC	Insert into computer in private study after logging on, and enter safe opening code.
COINS	In box in safe. Very valuable.
PAPER	Attached to box of coins. Read it for instructions.
TELEPHONE	Use it to order taxi to take you back to lawyer's office.

GETTING YOU STARTED

BEHOLD ATLANTIS - BY MARGO PORTEOUS PLAYED ON SPECTRUM

FROM THE START: GO NORTH, OPEN WARDROBE, EXAM WARDROBE, OPEN SUITCASE, EXAM SUITCASE, GET BATHER, GET MATCHES, I, EXAM JEANS, I (you now have some Drachmas), REMOVE JEANS, WEAR BATHER, EXAM SUITCASE, GET GOGGLES, SOUTH, EAST, WAIT (till youth appears carrying sandals), TALK YOUTH (he points to his legs), GIVE JEANS (he gives you his sandals), WEAR SANDALS, WEST, SOUTH, BUY TORCH, BUY KNIFE, NORTH, EXAM POLE (if not already there, wait until Greek arrives with a mule), RIDE MULE, DROP DRACHMAS.....

FIVE ON A TREASURE ISLAND - BY PHIL GLOVER PLAYED ON SAM COUPE

Make friends with George after visiting the house. You'll need to go to the grocer's shop, BECOME GEORGE and direct George to the shop. BECOME JULIAN, buy ices and give ices to George. You may need to re-direct George to the shop if she suddenly wanders off again! You'll need the spade from the vegetable garden and food from the pantry which may prove tricky as Joanna the cook won't let you into the kitchen. Place one person in dining room and one or more in living room by the radio. If you turn on the radio, Joanna comes in to turn it off again. Quickly become the person in the dining room and nip into the empty kitchen. You can do this three or four times, if necessary. You'll need to get the oven gloves off Joanna. BECOME GEORGE and TALK TO JOANNA GIVE ME GLOVES when she switches the radio off. For the island you'll need food and drink, spade, rope, torch and battery, matches and the gloves. George can ask Alf about Timmy and Timmy should appear. Only George can safely row to the island. No directions exist at sea, all you do is ROW BOAT seven times to or from the island.....

THE OPPRESSED LAND - BY WALLY JEFFRIES PLAYED ON SPECTRUM

SEARCH LOG, GET WAND, EXAMINE WAND, SOUTH, SOUTH, SOUTHWEST, WEST, GIVE WAND TO WARLOCK, GET FLASK OF WINE (one Warlock may not always appear so wait until he does), EAST, EXAMINE COTTAGE, KNOCK ON DOOR, EAST, EXAMINE OLD LADY, SAY CAN I HAVE SHAWL, EXAMINE MANTELPIECE, SAY CAN I HAVE KEY, SAY CAN I HAVE STAFF, old lady says "No, you can't", GET KEY AND SHAWL, GET STAFF, EAST, UNLOCK CUPBOARD, EXAMINE CUPBOARD, GET FOOD, NORTH, EXAMINE WARDROBE, SEARCH WARDROBE, GET CLOAK, SOUTH.....

CASTLE OF MYDOR - BY VINCE BARKER PLAYED ON COMMODORE 64

Start with matches: S, W, LIGHT WOOD (in the fireplace), LIGHT WOOD (ghost appears and tells you the magic word), LOOK SHELF, GET SPANNER, E, N, MOVE ROCK, GET KEY, SAY SORCERY (door opens), N, OPEN DOOR, GO FIREPLACE, MOVE ASH, GET COIN, PUSH LEVER, E, S, S, DROP COIN (a ghostly horseman appears, drops something in the pool), LOOK POOL, GET PISTOL, N, N, GO DOOR, SHOOT BAT, UP, OPEN CHEST, LOOK CHEST, D, E, LOOK SHELVES, GET DAGGER, GET BOOK, READ BOOK (do this five times).....

LORDA OF MAGIC - BY MARK ELTRINGHAM PLAYED ON AMSTRAD CPC

GET PURPLE STONE, N, E, GET FLOWER, W, S, W, N, EXAM ROADWORKS, GET WOOD, S, E, S, S, W, GET DUST, E, S, THROW DUST, ENTER CHURCH, GET CROSS, CAST STONE, EXAM IMAGE, GIVE CROSS, GET LANCE, S, W, GET EGG, EAT EGG, E, GET JAM JAR, NE, GIVE FLOWERS, N, CAST LANCE, OPEN DOOR, ENTER HUT, TALK TO OLD MAN.....

INTO THE MYSTIC - GETTING STARTED BY G.L.WHEELER.on S.T.
S.E.E.NW.IN. GET CLOAK. EXAMINE CLOAK. WEAR CLOAK. SEARCH CAVE.
(you find a bottle)EXAMINE BOTTLE.OUT.SE.W.W.EXAMINE MOAT.TEAR
SMOCK.DIP CLOTH IN OIL.S.EXAMINE HINGES. OIL HINGES. N.N.SHOUT.
(the Orcs chase you)S.S.IN.CLOSE DOOR.(the Orc's torches ignite
the gas in the courtyard,they are killed)OUT.SEARCH RUBBLE.(you
find a torch)N.N.N.LIGHT TORCH(from embers)E.NW.N.E. TURN CLOAK
(it becomes a Monks Habbit)IN.IN.LOOK UNDER BED.(you get a wand)
SEARCH BASIN.(you get some soap)OUT.OUT.SE.SEARCH GRASS.(you get
a Bell) S.NW.N. E. E. RING BELL.(this frightens away Bandits) E.
RING BELL.E.RING BELL.E.RING BELL.S.RING BELL.DROP CLOTH. SEARCH
STRAW.(you find a knapsack) LOOK IN KNAPSACK.(it contains cake)
DROP BELL. PUT ALL IN KNAPSACK. WEAR KNAPSACK. GET BELL.....

ENCHANTED COTTAGE - GETTING STARTED BY G.L.WHEELER.on S.T.
EXAMINE DOOR.EXAMINE CUBE.READ LABEL. PRESS RED SIDE. PRESS GREEN
SIDE.PRESS WHITE SIDE.PRESS YELLOW SIDE.(three discs float in the
air)JUMP ON GREEN DISC.(you are transported)W. W. IN. SEARCH BOAT.
(you find a bag and paddle)PADDLE BOAT.OUT.EXAMINE BAG.(it's magic
and can carry many items it can also be useful to hide inside of)
LOOK IN BAG.(it contains a Spell Book)GET BOOK READ BOOK.S.E.NE.D.
(you see a Troll to the North)DROP BAG.IN.(the Troll comes to find
out where you have gone and he falls into a Pool)OUT.GET BAG.N. N.
E. IN. GET MOSS. EXAMINE MOSS. OUT.....

LIFEBOAT - GETTING STARTED BY G.L.WHEELER.on S.T.
GET OAR.SHAMUS GET OAR.ROW BOAT.(repeat command until you reach the
dog) GET DOG. EXAMINE DOG. EXAMINE WOMAN. LOOK. EXAMINE CASE.(Pedro
says you are rude and threatens to hit you) HIT PEDRO. (he falls
overboard,if you do not hit Pedro you go overboard and must swim to
the Jetty) ROW BOAT.(repeat this command until you reach the Jetty)
DROP OAR. UP. UP. EXAMINE VANE.(it is jammed) UNJAM VANE. D. N. IN.
EXAMINE WOMAN. EXAMINE BOOK. KISS WOMAN. HOLD HAND. EXAMINE CHAIR.
LOOK UNDER BED.(you get a fishing rod)EXAMINE ROD.SIT ON CHAIR.(you
are transported)N. PULL ROPE. PULL ROPE.(a cat is pulled out of the
well) UNTIE ROPE. GET PAIL. EXAMINE PAIL. LOWER ROPE DOWN WELL. GET
SHOVEL. SEARCH JUNK.(you find a paper) EXAMINE PAPER. (it tells you
how to make a Prince) UP.....

CORTIZONE - GETTING STARTED BY G.L.WHEELER.on S.T.
GET TIN. GET ROCK.THROW TIN. (the tin hits a bin and one guard goes
up the ladder and the other looks around to see where the noise is
coming from)UP.THROW ROCK AT GUARD.GET STUNNER. UP.UP. FIRE STUNNER
AT GUARD.(he falls from the chair and drops his pistol)DROP STUNNER.
SIT ON CHAIR.(as you sit on the chair you hear a click)PUT GUARD ON
CHAIR.GET PISTOL. D. D. S. S. EXAMINE DUSTBIN.GET TANK EXAMINE TANK.
N. N. UP.UP.IN.(the door at the bottom of the chute is open because
of the weight of the guard in the chair)W.GET NEWSPAPER. E.E. N.GET
IRON. S. W. EXAMINE DOOR. FIRE PISTOL AT DOOR. PUT PAPER IN HOLES.
LIGHT PAPER(the paper starts the door burning but it is not enough)
OPEN VALVE.(the oxygen makes the rest of the wood burn and the door
falls down) DROP PISTOL. DROP TANK. S. S. EXAMINE JUNK. GET SUIT...

HINTS AND TIPS



CODENAME: ICEMAN by JOHN R BARNESLEY played on Atari ST

To get off the island, perform CPR on the girl after playing volley-ball (refer to the game manual for specific instructions on this). Get your KEY from the native and READ the SIGN next to the keys. In the bar, SIT next to the GIRL at the counter, ASK her her name and BUY DRINKS for her until she passes out.

IRON LORD (Ubisoft) by JOHN R BARNESLEY played on Atari ST

Enter the Archery contest and practice until you can hit the targets easily. If the wind moves your arrow off course, set your shot power to around 40. Once you've got plenty of money, explore around and give some of it to each person you meet. Most will join you and some of them have useful weapons.

ESCAPE FROM HODKINS MANOR by ALF BALDWIN played on Spectrum

The graffiti on the wall at the west side of the lawn provides you with three vital clues. The front door to the manor is booby-trapped. Examine everything and check to see what is under the mat. You will not be allowed into the living room until you have washed your hand. The Vicar will unlock the door to the vestry if you give him the bible. Pull the lever in the vestry and strike the shield to find the Priest Hole.

MYSTERY FUNHOUSE by RON RAINBIRD played on Atari 800XL

(A GOLDEN OLDIE)

To get coin, stick chewing gum on tree branch. Pull blue handle to get sign. Pull green handle to get trampoline. After dropping into pit, jump on trampoline. Give comb to Mermaid. Wear spectacles when looking in the mirror. To turn off steam pressure, get handle and fit it onto control. Climb pole on Merry-go-Round Horse, but stop it first. Jump to rope. Up aloft, look for wrench and flashlight. Wrench will remove grating bolts. Loose heel? Examine it! Chewing gum is explosive! To survive down manhole, drop sign in Shooting Gallery. Don't leave the Flood Door open!

CADAVER by PAUL VINCENT played on Amiga

To exit from Level 1 you need to kill the guardian dragon and open the last door. To kill dragon, you must unlock the door in the North wall of the passage which has a skeleton lying on the ground. Before entering, hold Massacre spell and drink Fire Shield potion. Having entered room, cast Massacre spell. When dragon dies, examine it to find treasure hoard. To unlock the door in the North wall, go east from the door and press the four buttons in the order 1, 4, 3, 2. This unlocks the door. To get the Fire Shield potion, drop the gold coin on Kazah's tomb. The gold coin needed for this is in the chest in the Store near the Dungeon. To get the Massacre spell needed, drop Carolus's Urn on his altar in the Great Chapel, then cast a Read Magic spell on the scroll to identify it. To get the Read Magic Spell, drop blood on the altar in the Inner Sanctum. Carolus's Urn is in the chest E, N, W from Great Chapel. Cast Dispel Trap on the chest first then unlock it with the key which is E, S from Great Chapel.

CASTLE FRANKENSTEIN by BARBARA BASSINGTHWAIGHTE played on BBC

To get coin you need to buy tin hat in shop. Go to Graveyard. Dig and you now have a coffin. Open it to reveal coin. In old Kitchen push table to reveal a dungeon. On the battlements Igor is there, stab him with knife.

BRIAN THE BOLD by JOAN WILLIAMS played on Spectrum

Sharpen the axe to smash chest. Oil shoes to avoid the dragon. Give potion to the dwarf. Light torch from burning tree. Plug boat with ruby. "Listen" at Whispering Falls. "Push Boat" when you see the bear (it runs away). The way through the forest maze is S, E, E, E, N. To return go S, W, W. Throw grain at Geese. Give meat to Trolls. Shake rope to retrieve it. Use shield to get rid of the knight. Wear armour to avoid the dogs. Squeeze through gap in door. "Scatter Ashes" of Wyvern as soon as you see them. Drug wine with sleeping tablet.

WINTER WONDERLAND by JIM STRUTHERS played on Amstrad CPC

(GOLDEN OLDIE)

Give the Vacuum found in your hotel room to the cleaning main. Press the master key hanging on a chain behind the hotel reception desk onto the bar of soap to make an imprint. Tear the form from the magazine. Buy stamp from the post office and affix it to the form then fill the form and give completed form to the postie.

YELLOW DOOR by JACKIE HOLT played on Spectrum

(GOLDEN OLDIE)

Hail the statues. Spring up in Extra Terrestrial Room. To make a rocket you need a rock and et. To stop the dazzle wear the glasses. Hope likes Marigolds. Feed the hamster with the seeds to find a wheel. Give the Black Moonie a star. Give the Pink Moonie an amethyst. Give the Green Moonie a diamond. Cast the rod and line to catch Ray 7.

LORDS OF TIME by JOAN PANCOTT played on Amstrad

(GOLDEN OLDIE)

ZONE 4: Low Cave. Push rocking stone, w, w, w, w, up, up, e to Pirate's hideout, open chest and see Pirate Pete, blow lur, in. ZONE 5: Bar. Give gold nugget to Bartender, get ale, open door, out, e, e, e to Castle Entrance, give ale to Messenger. ZONE 6: Relaxing Room. Get bell, ring bell, get and shuffle cards, get joker, give joker to Jester.

MAGICIANS BALL by MARGO PORTEOUS played on Spectrum

(GOLDEN OLDIE)

The Witch will take the last item you pick up. Disappear and it will re-appear in the kitchen. To get the mouse throw cat on sponge then feed him. The mouse is the key to the wooden door. Wearing the Ivory Ring transports you back to the Witch's room. To cross the sponge a plank may help. To cure a sick child give him a potion and tell him to drink. You can talk to the tree after dringing the ale. To cross the bridge get the tree to kill the Goblin. Examine the fountain for the gold key. The gold key will unlock cell and also unlock Sluice Gate. Open Sluice Gate to drain Demon Pit.

SERIALISED SOLUTIONS

WHISTLE by TONY MELVILLE played on Spectrum

PART ONE

From the start: S, M, V, M to by a Castle, RING BELL, UP, M to Guest Bedroom, EXAM TABLE, OPEN DRAWER, GET KEY, S, DOWN, W, EXAM PAINTING it's a clue. UNLOCK DOOR, DROP KEY, W, N, M to In a Shed, GET SPADE, S, S, S, EXAM HEAP (compost), GET GLOVES, M, E, E, S, S, SE, DIG, DROP SPADE, GET SPHERE, EXAM SPHERE (it glows faintly). N, W, N (back to Castle), RING BELL, IN, BLOW WHISTLE, INVENTORY (glowing sphere). DOWN, W, GET PLIERS, E, UP, S, S, SE, W, W, W, WEAR GLOVES, GET POT (cooking), EXAM POT (molten toffee), E, E, E, S, SW (to by a pool). GO POOL, DROP POT, REMOVE GLOVES, DROP GLOVES, GET TOFFEE, M, N, M, E, E, S, E to by a tree stump. DROP TOFFEE AND PLIERS, E (in village). E, IN, GET KNIFE, OUT, W, N, IN, S (a forcefield stops you), BLOW WHISTLE (it's dark), S, GET MASK, WEAR MASK, N, OUT, BLOW WHISTLE, DROP WHISTLE, S, S, IN, EXAM BASKET, GET CORN, OUT, M, W, W, N, W, W, W, W, W, W, S, S, READ SIGN.....

TO BE CONTINUED....

QUEST FOR THE GOLDEN EGGCUP by TONY MELVILLE played on Spectrum

PART ONE

N, EXAM BENCH, GET CLIPBOARD, EXAM CLIPBOARD, DROP CLIPBOARD, E, EXAM DESK, OPEN CABINET, GET CAN, EXAM CAN, GET GOLDEN EGG, EXAM GOLDEN EGG, W, S, E, EXAM BED, LOOK UNDER BED, GET OBJECT, EXAM OBJECT, S, FILL CAN, GET ROBE, EXAM ROBE, WEAR ROBE, GET SLIPPERS, EXAM SLIPPERS, WEAR SLIPPERS, EXAM BATH, ENTER BATH, N, W, N, W, S, S, GET TURBAN, EXAM TURBAN, WEAR TURBAN, GET JEANS, EXAM JEANS, WEAR JEANS, GET BEANS, EXAM BEANS, N, N, GET TABLET, EXAM TABLET, READ COMMANDMENTS, sometimes God drops the tablet but if he doesn't then input "ask God" until he does. DROP ALL DOWN HOLE, DOWN, the temple is closed until you bring back the eggcup, GET ALL, DOWN, DOWN, READ SIGN, E, N, EXAM GUARD, GIVE BEANS TO GUARD, R, GET BOTTLE, EXAM BOTTLE, N, DOWN, READ SIGN, you must wear the robe of you will not be able to see in the caves of hell, N, N, S, N, N, EXAM SEAT, SIT, EXAM STRAW, DROP CAN, GET CARD, EXAM CARD, N, READ SIGN, RING BELL, CLIMB ON RAFT, N, N, E.....

TO BE CONTINUED....

MAFIA CONTRACT I by JIM STRUTHERS played on Spectrum

PART ONE

ANSWER PHONE, N, N, PRESS DOWN, RING BELL, KEY 9, GET KEY, ENTER LIFT, PRESS UP, UNLOCK DOOR, OPEN DOOR, DROP KEY, GET PASSPORT, W, N, PRESS DOWN, N, N, LOU FERRELO, GIVE PASSPORT, YES, GIVE VEST, WEAR VEST, GET REVOLVER, S, W, W, W, ATTACK JUNKY, GET BOMB, E, N, THROW BOMB, GET COIN, S, E, N, N, SAY HELLO, LOU FERRELO, (you are now given your mission), N, E, HAIL TAXI, 59TH STREET, E, SHOOT MAN, SEARCH BODY, GET KEY, S, W, S, W, OPEN TRUNK.....

TO BE CONTINUED....



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