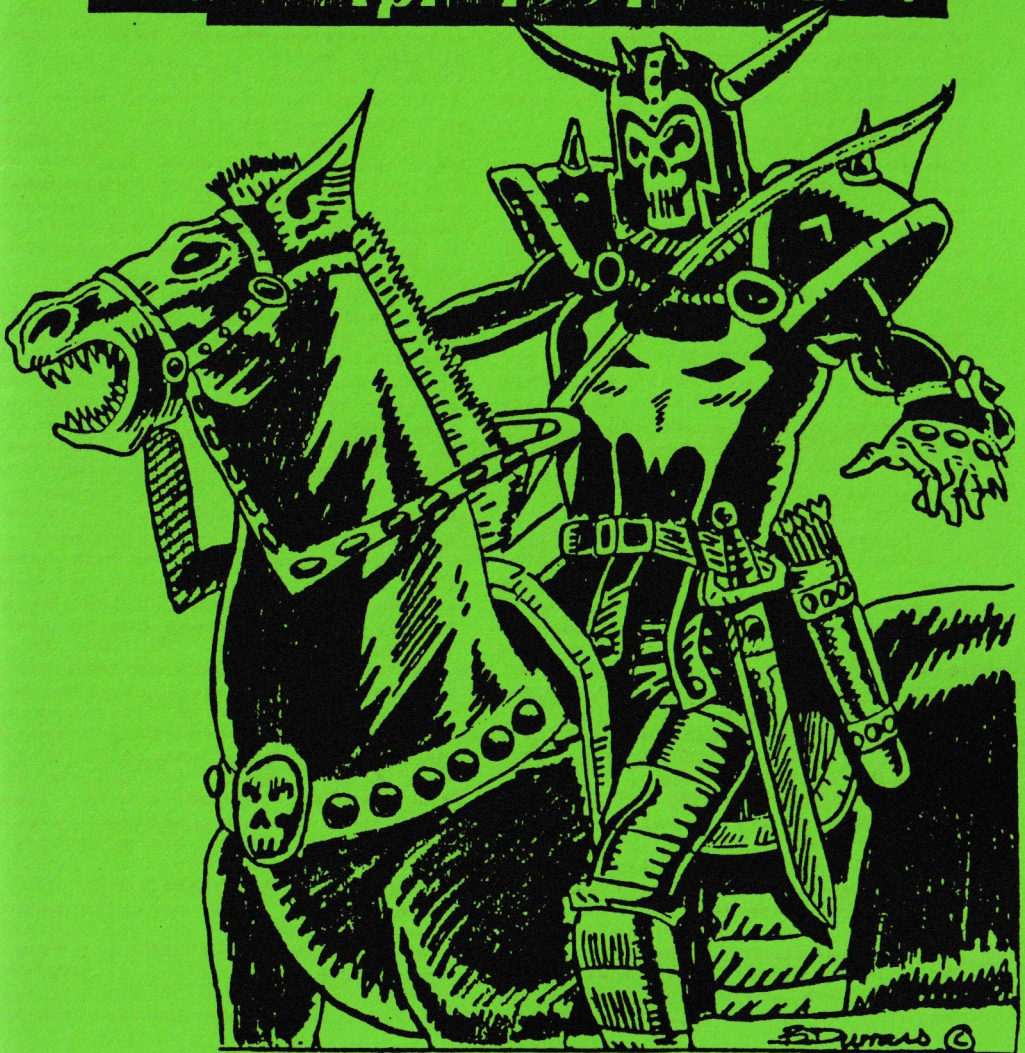


Adventure Probe

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DISTRIBUTION

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 Protext), 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 all the following readers who took the time and trouble to send in contributions over the past month:

Robin Matthews, Ron Rainbird, Les Shipton, Larry Horsfield, Neil Shipman, Jill Carter, MerC, Brian Busby, Nic Kusey, Anne Koy, Vicky Jackson, Allan Phillips, Jim Struthers, Pat Bradley, Peter Clark, Tony Melville, Sue Roseblade, The Innkeeper, Pat Winstanley, The Grue! Margaret Creadson, John Yates, Paul Hardy, Simon Wetherwood, Simon Avery, Barry Durrans, Aragorn, Al Baldwin, The Wayfarer, Dave Adams, Barbara Gibb, Hugh Walker, Ken Bond, Kenny Kennington and Jack Lockerby.

Special thanks to MerC for the cover logo and to Barry Durrans for the lovely cover picture.

Please remember that all readers are invited to send in contributions for Probe. Anything from a hint or tip to a full-blown article are most welcome and are, indeed, the lifeblood of Probe!

Without you there would be no Probe at all!

EDITORIAL

Welcome to Volume 5, Issue 4 of Adventure Probe.

Goodness, doesn't time fly?! It doesn't seem five minutes ago that I was complaining to you about the Christmas decorations and now it is Easter! Which reminds me, the June issue will mark Probe's fifth birthday so if anyone has any special contributions to mark the special birthday edition then please send them in as soon as possible. As spring is well and truly in the air and it is April I thought that another competition was in order so, hidden within the pages of Probe there is an April Fool! If you can spot it then do write in and tell me what you think the April Fool is. All correct entries will be put in the hat and a winning name drawn out. Closing date for entries is 14th May and the results will be in the June issue. I also have some good news! My husband has just walked in with a new Epson LQ-400 24 pin printer for Probe! He has been saving up for this as a surprise as the old Citizen printer was wearing itself out. I cannot, of course retype the whole of this issue again but have managed to type this page with it. Look out for a much more readable Probe next issue!

Applications for tickets for the Probe Convention on 26th October are starting to roll in now so don't forget to send in your application soon. Anyone who hasn't yet received an application form for tickets please drop me a line and I'll include it with the next Probe. This is going to be the event of the year and I would like as many readers as possible to come along and join us in Birmingham. Nomination forms for the awards ceremony are being prepared and should appear in Probe in the June or July issue. If anyone has any suggestions then please let me know. If you remember, Allan Phillips suggested that we send in ideas for a location and some puzzles for inclusion in an adventure that will be sold in aid of Comic Relief. Thanks to the four readers who have already written in with their suggestions but we would like many more readers to take part so that a suitable sized adventure can be produced. Full details can be found within the letters pages of the last issue.

I'm afraid I have some very sad news this month. A well-known adventurer, Elizabeth Rae of Lynton, Hants, died suddenly of a heart attack on 16th February last. Although she was not a Probe reader, I know that many of you corresponded with her and knew her well. Her husband has asked that I let you all know of his sad loss in case you were waiting for a reply from her and haven't yet heard the news. I know that Elizabeth will be sadly missed and that you will want to join with me in sending deepest sympathy to her family at this sad time.

I was also saddened to read that Mike Brailsford is going to wind up Spellbreaker in a few months time. This is very sad news as Spellbreaker was Probe's adopted sister magazine. I sympathise with Mike over his difficulties, I know them all too well, but hope that he will have a change of heart. If there is anything that I can do to help you, Mike, then please do not hesitate to let me know. Well that's about all from me for this month. I sincerely hope that you enjoy this issue and I will see you all again next month as usual.

Mandy

REVIEWS

GRUE-KNAPPED!

By Bob Adams and available from Atlas Software (see ad in this issue) for Amstrad CPC's on cassette for £2.99 and disc for £4.00.

Reviewed by SIMON AVERY and played on Amstrad

Grue-knapped is brilliant! Absolutely fan-dabbi-dozzi! I could leave this review like that, but that would be just plain lazy. So, my reasons for raving on and on, I shall give. You start off in a humble cavern, to the west there is a locked door behind which a Grue sleeps, loudly snoring after chomping his way through your friend. A way to see in the dark is nearly tripped over as you wander through Grue's homely apartment.

It is not a big adventure, with just 32 rooms that I found, but most rooms have something hidden or something to do in them. In case you haven't already guessed, Grue-knapped is full of jokes, appalling puns, familiar creatures and some ingenious plays on words. The many puzzles are logical and well thought out and at one stage I was given the chance to wreck my revenge upon the nasty dagger-throwing dwari.

It is not a difficult adventure, I solved it in an evening, but it has made me laugh out loud so many times that my family was leaning through the 'phone book looking for the asylum telephone number, when a loud "YEDH!!" told them I'd done it.

Bob Adams has made a very polished game with so many neat touches, like jumping on the mattress to look on the shelf, which all add to the atmosphere of the game. It has been a long time since I have enjoyed an adventure as much as I enjoyed Grue-knapped and I urge all and sundrie to buy it without a moments thought to their pocket. If we all congratulate Mr Adams on such a wonderful effort, he may well bless us with another game of this quality. It has been a long, long time since I found an adventure that made me laugh so much!

.....

A BEGINNER'S GUIDE TO ADVENTURES

Author: Dave Havard. Available only from Atlas Adventure Software, 67 Lloyd Street, Llandudno, Gwynedd, LL30 2YP. Price £3 (Overseas readers add £1 per book to cover extra costs.)

Reviewed by CHRISTOPHER HESTER

Dave Havard has gotten together with Mandy Rodrigues as Publisher to produce this book, clearly aimed at those who've had little or no experience in playing adventures. There are eleven chapters and an appendix, neatly printed, with some good illustrations, and even some maps.

These are for Arctic's THE GOLDEN APPLE, which takes up most of Chapter 3, as Dave plays through it bit by bit, until the game is solved. Of course he knows how to solve it before!

The game is used as an example of the sort of problems an adventure player will come across, and how best to solve them. Before this there are two chapters that deal with the range of adventures available, and the torn they take. Later on Dave deals with saving and loading your game position onto tape or disk, and the problems you're likely to encounter.

If you've played an adventure that required a verb entering, but you couldn't work out the exact one, then you'll be glad of the list of useful verbs in the book. These have been compiled by a number of experienced adventure players, but I bet they're far from final! Dave also deals with Synonyms - words for the same thing - and tricky inputs that require the right wording. Programs that require whole sentences to be inputted are then discussed, along with character interaction, and the many ways you can phrase the same input.

Mazes make their dreaded entry in Chapter 10, but no beginner's guide would be complete without a warning about them! The final chapter then deals with the STRATEGY of adventuring. Dave concludes that there are really only TWO ways to play an adventure! The best way, he feels, is to play as you are meant to, getting into the atmosphere and enjoying yourself. The other option is to "treat adventuring as a science". This means visiting every location, mapping your game precisely, noting down every object, etc. Personally, I always start the first way, but end up having to map and define the game before I can get any further!

If you still get stuck in your adventures, Dave offers some "expert" advice, explaining a bit about the way programs work, and ways to force the game to yield more clues. This is all highly useful information that I can't say I've seen in this form before. Finally, there's a useful appendix of addresses, for various adventure magazines, including Adventure Coder!

The presentation is very good, but I don't think "whether" and (computer) "programme" are spelt right at all! (Try "whether" and "program".) Those mistakes aside, the book is clear and easy to read. I felt the example adventure (The Golden Apple) was a bit much to follow through. Some chosen examples might have been better, from a wide range of games, especially graphic ones, such as Leisure Suit Larry that have problems of their own, due to icons and so on. Also the price is a bit steep at £3. It is only the same format and print quality as an issue of Probe. Even so, I'd say the book is worth buying if you're a beginner, for the expert advice and list of verbs and more, that I wish I'd had when I started!

NB. Since this review was written the book has been re-written and all spelling errors corrected. If anyone who bought the previous edition would like to exchange their version for the new one then please don't hesitate to do so. Please enclose postage.....handy)

Escape from Prison Planet by Peter Clark.

Reviewed by Ken Bond.

This is a two part adventure written under The Professional Adventure Writer for Amstrad CPC and PCW computers. It is available from Joan Pancott at 78 Radipole Lane, Weymouth, Dorset, DT4 9RS. The price is £5.00 on disk only.

This is Peter's first effort at writing an adventure and a very good effort it is. It has been play-tested by Joan Pancott and Lorna Paterson so you can be sure that there are no spelling mistakes or bugs in it.

The plot of the adventure is set in the future. You have been found guilty of an unspecified but serious crime against the State. However the jury's decision was not unanimous and therefore it was decided that you would be transported to a Prison Planet with the option that if you managed, by your own cleverness, to escape and return to earth, you would be granted a free pardon. However should you make a mistake you would be liable to be shot out of hand.

You awake from a drugged sleep three months later in an Awakening Chamber and this is where the game starts. Going south into an Ante Room you soon find a compact disc player and if you switch this on you are given some idea of what you will have to do. You can examine nearly everything in the adventure and this is very necessary. It is also best to examine each location as certain objects such as desks are not always mentioned in the location description although they are plain to see. To someone like me who hates typing I found it a bit annoying to have to type exami every time when a synonym such as x is so easy to arrange. I was also baffled in a bedroom where a dressing table was mentioned. I examined "table" only to be told that there was nothing interesting about it. Some time latter I went back and examined "dressing table" and found some interesting things. Another slight irritation is that if you put something against a wall you find you have dropped it whereas if you place it that works alright. There however are very minor points and in the main it is a very good adventure and a very credible first effort by a new writer. I believe Peter is already writing a second adventure so I hope he will get a good response to this one.

THE MAGIC SHOP by Jason Taylor

Available for the Atari ST from Zenobi Software - £2.99

Reviewed by Neil Shipman

You have been in the village near your home on numerous occasions but this is the first time you have noticed The Magic Shop. Now, you've never really been all that interested in magic tricks but, with time to spare before your bus arrives, what harm can there be in going in and having a look around? The proprietor looks relieved when you begin to show some interest and you soon learn that it has been a long time since she has had any customers.

"My father was beginning to think that there were no more magicians in these parts," she says. "But, as I can see for myself, you are a fine magician." When you tell her you're no such thing she laughs and says that you must be because this shop sells real magic and only appears to those who can use it. Anyway, only real magicians can leave it. Of course, disbelieving her you can try to leave, but you find yourself prevented by some magical force. Perhaps there is something in what she says after all.

She offers to show you some magical items - a silver ring, a pair of dice, a pouch of herbs, a carved figure and a shining mirror - and it is by touching these that magic is truly wrought. Picking up any one of them you feel its power surge through your mind and body as you appear to be entering a new world...

Each takes you into a different scenario in which, if you successfully complete it, you will learn a magic spell. It doesn't matter if you don't manage to do this on your first visit to each new world because you will, at some stage, usually have the option of returning to the magic shop, so you can try again later. By finishing the scenarios in the correct order you will eventually learn sufficient magic to enable you to leave the strange shop and complete your adventure.

The Magic Shop is a mouse-controlled graphic adventure created with Microdeal's Talespin. Left-clicking on interesting objects and characters in the pictures brings up text boxes giving descriptions. If any part of the text contains an option for you to select then this is highlighted when the cursor passes over it. Clicking on these available choices is the way in which you progress through the story. Right-clicking brings up a Control Menu from which you can set/find placemarkers (save/load positions).

The tale plays in a rather linear fashion although the author has tried to prevent this, firstly, by having the different scenarios and, secondly, by providing two or three choices for you to select in each picture. An "Info" box often appears to show some of these, especially where clicking on a part of the picture would seem inappropriate, for example, when bringing up an inventory of useful items.

The graphics are nicely drawn and some events are given added interest by the use of sampled sound effects. The artwork is not too elaborate although far better than anything I or, I suspect, the majority of us could produce, otherwise we should have seen a few more independent Talespin adventures. Perhaps with Deltronics' recent release of 4Mb of graphics for use with this creator other budding artists may be tempted to try their hand.

The storyline is simple but engaging and is aimed primarily at beginners/newcomers to adventuring. It shouldn't take you very long to complete - unless, like me, you miss something vital and end up going round and round in circles! I should, however have liked to have seen a couple of the shorter scenarios increased in length.

The only other Talespin adventure I have played is The Grail from Microdeal and I didn't think very much of it. I actually enjoyed The Magic Shop rather more and this latest offering from Jason Taylor/Zenobi Software was an interesting diversion from my usual diet of text-based adventures.

HORRORS/OOPE

For Spectrum 128K. Available from Square Peg, Bryneiddan Cottage, Panteg, Whitmill, Carmarthen, Dyfed, W. Wales, SA32 7HE. Price £3.49.

Reviewed by Alf Baldwin.

In some unimaginable time past, mankind ceased to believe in the forces of the Universe and the Great Cosmic Wheel slid dangerously out of place. The twelve constellations of the Universe were shattered.

At that time, the Great Wheel was in charge of a strange gnome-like creature called Nub. He was known as the Celestial Wheelwright. He needed a Great Hero to gather twelve tokens to rebuild a new Zodiac and set the Great Wheel into motion once more. Unfortunately, Great Heroes were in short supply and, in desperation, he decided to choose a mortal for the task - YOU.

With twelve tokens to find, this is a huge game with more than 250 locations. It features a split screen display with the text on the lower half and the upper half consisting of two boxes of graphics, one showing the directions in which you can move and the other the constellation through which you are travelling. The "HELP" command gives you a list of the constellations and the signs of the Zodiac.

To a quick burst of music from the William Tell overture, you start off in the Hall of Nub and the first thing you must do is find and repair the star-compass without which it is impossible to travel through the Universe. Fortunately, this does not present too much of a problem. Immediately outside the Hall of Nub is a slot machine, conveniently next to the Celestial Bank where there is a chest containing an inexhaustible supply of cosmic coins. Inserting a coin in the slot machine provides you with a cryptic clue and you must do this twelve times to get all twelve clues. I must say that I found having to repeat one action twelve times unnecessarily tedious. The clues you get are the only help you receive in this game.

Mostly, the game consists of finding objects which other characters need or helping them in some way in order to get from them the objects you need. The big problem is in working out who needs what! Also the tokens required to rebuild the new Zodiac must be found in the correct sequence, as locations for the next token are not opened up until the previous one has been found and placed on a plinth in the Hall of the Zodiac.

Of course, there has to be a maze in the game, so if you do not like mazes, well tough luck! The maze is through the desert and it is a large one. You soon die of thirst if you don't find the oasis after you have drunk your meagre supply of water. You are not allowed to drop objects to map the maze and it would not help much if you could because there are more maze locations than objects in the game. Best thing to do is go round the edge of the desert rather than try to cross it.

One disadvantage of these huge games is that, with locations so far apart, it does become very tedious just typing in a string of directions to travel between them, and the practice of locating objects as far apart as possible does not help. As an example, at one stage in the game you have to make an oak tree grow and wouldn't you know it?, the garden is on the eastern edge of the map, the acorn is across the desert on the southern edge of the map, and the stables (for the manure) are across the sea on the very western edge of the map.

I thought this game was very well written and presented, but there were some things that I found irritating. From the start, just because you are a mere mortal, you are treated with contempt, sneered at and called a worm and a maggot. My first reaction was, OK if that's your attitude, then get someone else to find your rotten tokens. Then I did not like the way the text scrolled off the screen almost before you had time to read it, and also the built-in alarm clock. If you paused for more than a few moments to draw your map, or just to think, messages of "are you still awake" or "are you still there", flashed on the screen to the accompaniment of a burst of strident music. Fortunately, I found that this can be prevented by typing something in and not pressing ENTER.

I would not recommend this game for a beginner, but if you are an experienced adventurer, if you like a challenge and if you have a few weeks to spare, then this is the game for you.

Graphic Upgrade for the CPC and PCW Professional Adventure Writer.

Reviewed by Ken Bond.

Some months ago I heard a rumour on the adventure grapevine that an upgrade was available for PAW that would allow you to show graphics in an Amstrad adventure written with this utility. I therefore phoned Gilsoft and learned that this was indeed true and for a cost of £6.49 my original disk could be upgraded. I sent off a cheque and my disk and after a short wait received the upgrade.

The extra files on the disk for the CPC are MCPIC.COM which makes a PICCY file in the CPM format.
ADDARTC.COM which adds the graphic program to an adventure.
ECPC.Z80 the actual graphics program.
TICKET.MAP which is a sample .MAP file for the TICKET adventure.

The files for the PCW are slightly different and are on the other side of the disk.

The upgrade is not a graphic producing utility and pictures have to be imported from an art package such as Art Studio or from a digitizer such as Vidi. They must be in mode 1 which limits you to 4 colours and 40 column text.

It is all fairly straightforward to add graphics to an existing game. First of all convert the pictures you have drawn to PICCY files using MCPIC.COM numbering them from 001 upwards. Then using a text editor write a .MAP file in which you put the number of screen lines from 2 to 20 which you want to use for the graphics. Default is 12. Put the colours of the picture at each location and the number of the picture. Then use ADDARTC.COM to add the graphic patch and the .MAP files to the game. Finally use PAWINST to install the interpreter for the number of text lines and columns.

My first concern was that once you had decided on the number of lines the pictures were going to take on the screen you were stuck with it. You could not have different size pictures at different locations. You also could not turn off the graphics. My impression is that however much you like pictures in an adventure once you have seen them you turn them off. Another worry was if you have a 50K adventure on one side of the disk and you were using 12 lines which is half the screen you are only going to get 16-18 pictures on the disc. The rest of the locations are going to have half a blank screen unless you can keep using the same pictures which doesn't seem likely. You could have a big maze and use the same graphic but I think you would get rather fed up with waiting for the picture to be read from disk every time. Another objection is that you lose at least half the text on your screen as it is mode 1 and you probably will lose three quarters. You also have to be careful with what you do with INK 1 in your graphics as this is used for the text and it is rather distracting to have your text change colour at each location.

Good points.

It is fairly cheap.
It reads graphics from the disk.
Being in mode 1 the text is easier to read.
Graphics have to be imported from art programs etc.

Bad points.

Graphics cannot be turned off.
It uses the same space for pictures at every location even when there is no picture.
You lose a lot of your text on screen.
There is not enough room on a 3" disk to have more than 18 pictures unless you reduce the number of screen lines to less than 12.
There is no way of compressing the pictures.

In conclusion I decided that the bad points outweighed the good and didn't go any further with it. It does seem that Gilsoft have lost an opportunity here to have available a good add on to PAW which is already a very powerful adventure creator.

The Spiro Legacy

By Ken Bond - Reviewed by Peter Clark

Played on the Amstrad 6128

Having played Ken's games before, I loaded "The Spiro Legacy" with some anticipation. I was not to be disappointed. The game opens in your own house and, after a few moves, the postman delivers a package. This encloses news of your Uncle Spiro's demise and informs you that your legacy includes the house at Abbeyville. This is not exactly an original opening but what follows when you try to claim your inheritance is certainly different from the normal run of adventures.

It appears that Uncle Spiro was quite a magician in his time but had used White Magic to perfect his stage act. His close friend, Sir Richard Maltravers, however, had taken the alternative path and had experimented with Black Magic arts. If you wish to claim your inheritance it is he that you will have to confront.

Gathering together your goods, you will first have to make your way to the Mansion at Abbeyville. In and around the Mansion you will discover most of what you will need to succeed in your task, but it will not be easy. Ken has introduced an element of humour in some of his responses without detracting from the overall atmosphere of the story. Try Sitting on the Toilet for example. Hidden about the Mansion are the spells which you will need. It pays to find out just how they can be used as some can be cast on yourself, others can be cast on objects and some can even be cast on other spells to change their effects. This is a novel idea which can result in total confusion if you're not careful.

When you are sure that you have all that you will need, you may tackle Sir Richard Maltravers in his Castle. The grounds of the Castle hold some important clues together with a particularly nasty Hedge Maze. This maze kept me busy for a couple of evenings and I still had to make a phone call to the Witch of Wessex. I'll not spoil your fun. It's enough to say that you can't come out by reversing the way in!

Having explored the Castle Grounds, you can now tackle the Castle itself. Be warned!...Once inside the Castle there is no way out! The surprises awaiting you inside the Castle I shall leave for you to discover when you play the game for yourself. I shall give nothing away. Some clever programming awaits you before you succeed in your quest.

All in all this is a most enjoyable and mind stretching adventure from the pen of a competent user of PAW. The quality of presentation is high. The playtesters, Joan Pancott and Lorna Paterson have done their usual thorough job. All this, together with a very original theme, make this game a must for all Amstrad users. What's next Ken?

THE BOUNTY HUNTER

From River Software - see advertisement in this issue for further details.

Reviewed by NIC RUMSEY, THE WAITAKER and played on Commodore 64

As I have never owned a Spectrum, it is not surprising (I think) that I have never played a "Lockerby" before. It took me by surprise when Jack phoned about three weeks ago and asked me to review the conversion to the Commodore 64 of his Spectrum adventure, Bounty Hunter. Not having done much on the C64 recently (the Amiga being now the main machine in the house), I dusted it off and set forth into a foreign world. For those who don't know the plot you are given the task of ridding a planet of 22 Viroids (genetic mutant nasties, who are the only way that you can die in the game). An excellent map and hint sheets (2 sorts - 1 cryptic and 1 explanatory) accompany the game, which is available for £2.50 on tape or £2.95 on disk, from Jack himself at 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL. Much toing and froing is involved to finally kill the last (22nd) Viroid. Whilst much ground is covered, the mapping is fairly straight forward. Jack has targeted this game at the younger adventurer, but I feel that it is worth a look by anyone who likes a logical adventure with slightly different puzzles. I had never played one of Jack Lockerby's games before, but would like to say that I would have no hesitation in playing any available for the C64 and look forward to hearing the reviews on the planned all singing all dancing version on the Atari ST... (How about an Amiga one, Jack!) The one drawback with any game written on Quill seems to be the limitation to a two word input, thus the parser seems a little limited to those who are used to the sophisticated parsers of 16 bit games, but when playing you soon adapt to this and the game loses nothing of its delight in handling because of it. In conclusion I would recommend anyone who, like me, has never played a Lockerby game to contact Jack. You won't be disappointed, and it will be a very enjoyable experience for you. Thanks for letting me review it, Jack.

=====

FLUOK

By David Uya for Amstrad CPC's from Wow Software, 78 Kadipole Lane, Weymouth, Dorset, B14 9KS.

Reviewed by JIM STRUTHERS and played on Amstrad CPC464

Although this game was new to me it had previously been released in 1985 and has now been resurrected by Joan Pancott's Wow Software stable. Once again it is necessary to say a big thank you to Joan for bringing these highly enjoyable games back to life for the Amstrad. This is a gem of a game. Written with the Quill it contains no graphics. It is a rather extraordinary game because of its eccentric humour. To give you an idea of what I mean, it starts with an immense bug crashing through the ceiling and eating your computer. Well! There are also objects such as elephant sized geraniums and fluorescent arrows! It is very enjoyable to play and by no means easy. I struggled a bit with some of the puzzles though this is what I myself enjoy. I'd rather not say too much about the story itself as I think it is unnecessary, the game play being all important. It is in two parts and gives very good value for money and many hours of first class entertainment. It reminds me a little of the style of a Richard Robinson game because it has the same type of humour. As Amstrad games are appearing a little more regularly, I suggest that you buy while the going is good and add this one, especially, to your collection. Send for it now! You'll be so pleased that you did!

=====

WHAT'S IN A NAME?

By THE WAYFAKER

Have you ever wondered what drives otherwise sane people to write or sell software under the most unusual names? Some are fairly obvious... The true! took his because of his love of Inrocons; Vicky "The Womble" Jackson because she lived in Wimbledon; Steve "The Harry Hobbit" McLaren, I assume has turry feet! Tom "Lartan Lam" Frost, Larry "The Organisor" Horstfeld, Bob "Amster" Adams, and Neil "Frob" Shipman need no further explanation.

Others are not so obvious... Joan "The Witch of Wesser" Pancott took hers because of a liking for magical adventures, and the fact that she lives in the medieval kingdom of Wesser (now Dorset), further her software house Wiccasoft is a play on the old name for white magic.

My own name, The Wayfarer, has been attributed by some as a paraphrase of the Traveller in the "Traveller in Black" books by John Brunner. These centre around a strange cloaked figure who roams a foreign land granting peoples' wishes, usually to the disadvantage of the selfish. Actually this is completely untrue.

The Wayfarer name was born completely by accident. When I first started writing solutions to adventures, and was just starting out in the adventuring world, I was in regular contact with Phil "The Druid" Ferris (who got his name because of his habit of answering the phone, "Stonehenge here, head Druid speaking".) At that time, like now, I was also a regular home made winemaker.

I had brewed and bottled a quantity of Elderberry wine, and had given my mother-in-law a bottle. Having drunk it this lady was a victim of the worst case of Delhi-belly in history. Unknown to me there was a tree whose leaves and fruit are very similar to the Elderberry... (THE WAYFAKER TBLZ, which was used in olden times as a cure for constipation. Needless to say Mother-in-law still thinks I did it on purpose! Telling Phil about the incident, he immediately christened me The Wayfarer and it has been my nom-de-plume ever since. I haven't heard of The Druid for several years now, and don't know if he still is adventuring. If you read this Phil, ring me on the helpline (it will be nice to hear from you).

Some figures are a mystery... Why is Allan "The Inkeeper" (even his house is called Tardiken Inn, though I do not know its significance)? Why is the Editor known to a select few as Mandy "Kneval" Rodrigues? Could it have something to do with being the lady with a motorcycle on a balcony four floors up from the ground?

Now how on earth did Nic find out about the motorcycle? Thank goodness nobody told him how I came about the nickname "bustyguts"! Anyone else with an unusual pseudonym, please write in as I would be very interested to read about it.....Mandy
.....

COMPETITION RESULTS

The answers to the Anagram Competition in the February issue of Probe were as follows: COMMODORE, ATARI ST, PLANETFALL, DEADLINE, BRIMSTONE, GOLDEN BATON, SPECTRUM 48, ELECTRON, TIMEQUEST, ALIEN, GODS OF WAR, ICE STATION ZERO, AMIGA, INNER LAKES, WITNESS, FUDDO AND SLAM, CRACKS OF FIRE, ACORN, GUNSLINGER, EL Dorado, DALLAS QUEST and BRAVN FREE.

All the entries received were correct, despite my making a blunder or two whilst typing the competition (sorry folks!), so all the entries were put into the hat and one winner was drawn out: Congratulations to ALLAN PHILLIPS of Peterborough who wins the complete set of The Micro Adventurer magazines kindly donated to Probe by Mike Gerrard. Hope you enjoy them Allan, they will be on their way to you shortly.

SOLUTION SERVICE

30p each to cover costs:

THE FANTASY. GAME WITHOUT A NAME. GAUNTLET OF MELIOR. GHOST TOWN. GHUL MANOR. INVADERS FROM PLANET X. KAA'S KINGDOM. MCKENZIE SPACE STATION. MYSTERY OF THE INDUS VALLEY. MYSTICAL. OPERATION STEALTH. QUEST FOR THE GOLDEN ORANGE PEEL. THESEUS AND THE MINOTAUR. VIZ-BIZ.

KINGS AND QUEENS

BARBARA GIBB, 52 Burtford Road, Liverpool L16 6AQ, can offer help with the following Spectrum adventures: AGATHA'S FOLLY, ARNOLD THE ADVENTURER, BEHOLD ATLANTIS, BOG OF BRIT, BORDER HARRIER, BOYD FILE, BUFFER ADVENTURE, CASE OF THE BEHEADED SMUGGLER, CASTLE ADVENTURE, CHALLENGE OF IYTHUS, CLOUD 99, CROWN OF RAMHOTEP, CUSTER'S QUEST, DANGERHOUSE, DESERT ISLAND ADVENTURE, DEVILS HAND, DR GOO AND THE SAMORONS, DOMES OF SHA, DOUBLE AGENT, ECLIPSE, ENCHANTED COTTAGE, ESCAPE, ESCAPE FROM HODGKINS MANOR, FORGOTTEN CITY, GOLDEN MASK, GOLDEN SWORD OF BHAKHAR, HAMMER OF GRIMMOLD, HOUSE ON THE TOR, INFILTRATOR, INTO THE MYSTIC, INTRUDER ALERT, JESTER QUEST, LABOURS OF HERCULES, LAMBERLEY MYSTERY, LEGACY, LINEHOUSE MYSTERY, LITTLE WANDERING GURU, LOST CITY, LOST ORB, LOST TEMPLE OF THE INCAS, MAGNETIC MOON, MANSION QUEST, MENAGERIE, METHYHEL, MISER, ONE OF OUR VOMBATS IS MISSING, OPPRESSED LAND, PAWNS OF WAR, PENDANT OF LOGRYN, PUZZLED, PYRAMID, REALM OF DARKNESS, RETARDED CREATURES AND CAVERNS, SECRET OF LITTLE HODCOME, SHADOWS OF THE PAST, SLAUGHTER CAVES, STALKER, STAR CRYSTAL, STARSHIP QUEST, TALES OF MATHEMATICA, TEACHER TROUBLE, THESEUS AND THE MINOTAUR, WHISTLE and VIZ BIZ.

DAVE ADAMS, 49 Myers Gdns, St Helens, Merseyside, WA19 3YX can offer help with the following Amstrad adventures: MAGICIANS APPRENTICE, QUEST FOR THE GOLDEN EGGCUP, SCARY TALES, DUNGEON, DOOMLORDS I and II, ARGONAUTS, FIRESTONE, TIZPAN, SUBSUNK, D.A.A. MESSAGE FROM ANDROMEDA, MIXED-UP SHYMER, CAN I CHEAT DEAT I and II, SPACED OUT and SEABASE DELTA.

SHARON HARWOOD, 9 Brighton Ave, Southend-on-Sea, Essex SS1 2QN can offer help with the following Spectrum adventures: AGATHAS FOLLY, AXE OF KOLT, BEAT, BEHIND CLOSED DOORS, CHALLENGE, COULD 99, DAVY JONES LOCKER, DEMON FROM THE DARKSIDE, DEVILS HAND, DIABLO, FROM OUT OF A DARK NIGHT SKY, GOLDEN MASK, HOBBIT, HOUSE ON THE TOR, INTRUDER ALERT, JACK AND THE BEANSTALK, JADE STONE, LORD OF THE RINGS, LOST CITY, MAGNETIC MOON, MISER, OPEN DOOR, OZONE, PROJECT X, PUZZLED, RETARDED CREATURES AND CAVERNS, STARSHIP QUEST and WHITE DOOR.

FICTION

THE REVENGE

(Ur: The Valley of the Trolls)

A short story by Kylie the Wombat Slayer

PART THREE

Accounts (section 4b) was considerably less impressive than the entrance hall had been. The room in which all the work took place was dark and cramped. A notice on the door stated that, "You don't have to be mad to work here - but it helps!". Miss Jones herself was a rather tough looking troll, with a noticeable five o'clock shadow and a stony gaze. She looked as though she ate rocks for breakfast, or at least gravel, but then, most trolls usually did. She disapprovingly inspected Bernard's job-centre card, and after a while, having apparently found no evidence of either forgery or loose morals, she reluctantly returned it to Bernard and informed him, in clipped and military tones, that the lunch hour was from 12.30 until 1.00, that he would be employed for a period of two weeks, that she would abide no slacking, and that if he wanted to cross any bridges he could jolly well pay a toll like everyone else. Then she nodded brusquely at a desk in one corner of the room. "You will be working for model SFX-351-X over there", she indicated with one stony claw, before turning around and stomping into her office to one side of the room.

Model SFX-351-X was an imposing and deadly looking robot, almost as tall as Bernard, covered with inch thick irrilium battle armour and sporting a natty line in built-in two-inch laser cannon. An evil looking red light shone in the face-plate display, and every line of the gleaming, indestructible bodywork indicated that this was a robot you called "Sir". "Good afternoon, sir..." Bernard tentatively began, expecting SFX-351-X to respond with a traditional, harsh electronic: "IDENTIFY YOURSELF", or even "ALL INTRUDERS WILL BE OBLITERATED". Instead the evil-looking red light flashed in an almost friendly fashion. "Actually," a rather higher and more melodic voice than Bernard had expected replied, "my friends call me Flossie."

"Flossie the killer android?!" Bernard blurted before he could stop himself. Checking quickly again he realised that every line of the gleaming, indestructible bodywork actually indicated that this was a robot you called "Madam" or, apparently, Flossie.

"When you're covered with inch thick irrilium battle armour and sport a natty line in built-in two-inch laser cannon," Flossie replied drily, "You can call yourself whatever you want." She continued, "Don't you mind Celia," her head swivelling noiselessly around as she indicated the firmly closed office door through which the Troll had stomped. "She used to be the regional administration manager for a large toll bridge company - it seems to be a sort of cultural niche for trolls - and working for Puppi-snar pet foods in accounts is a bit of a let down."

"I can imagine," mused Bernard, "but tell me, if it's not rude of me to ask, what did you do before you worked here?"

"Large gleaming robots tend to get offered very similar jobs all the time," Flossie told him, "patrolling corridors, shouting DESTROY at people - good job security, but not very fulfilling. I imagine it's the same with dragons - all that guarding treasure and devouring maidens.."

"Well," said Bernard defensively, "It did have its good points. But everything seems to have changed so much - what exactly happened?"

"Progress, I suppose," Flossie began, "The old dungeon seemed to be running quite well, paying its way, but then the Elven folk, who had a controlling interest, had an offer from some big company, A.V. Incorporated, who wanted to turn it into office facilities. The Elves bought out the greasy little dwarves who also had a shareholding, and then sold the whole operation to the corporation at a huge profit. That was only the first to go - the spaceship complex I used to guard went for spare parts, then there was the drilling for oil in the crystal lake... the strange thing is that it seems to be the same people organising every takeover and development. Puppi-snax is one of their subsidiaries. I'm doing a bit of poking around in my spare time to find out what's going on, but I haven't discovered much so far."

"And the toll bridges?" asked Bernard in spite of himself.

"Automatic," said Flossie with a shudder. "Trolls just weren't cost efficient enough. Now they've got machines with a little flashing sign and a slot that says "insert valuable here". It's just not the same. But anyway, let me introduce you to your fellow workmates."

Accounts (section 4b) was a small section, and apart from Celia and Flossie there were only two other employees. A nondescript little man in a suit sat inconspicuously in a corner, surrounded by piles of papers. His fingers were a flurry of speed as he deftly handled a pocket calculator, his eyes intent on the rows of figures in front of him. Flossie introduced him as Mr Bean, one of the accountants. Mr Bean raised his head for an instant, blinked through his thick-lensed glasses when he saw a dragon standing in front of him and murmured "How do you do, delighted I'm sure" before quickly returning to his rows of figures. "A bit quiet," Flossie confided, "but a hard worker." They went over to the last desk in the room.

The remaining employee of accounts (section 4b) was a scruffy looking, unshaven man wearing a dirty raincoat and a trilby pulled down well over his eyes. An ashtray full of evil smelling cigarette stubs lay next to the half filled coffee cup on his paper strewn desk, which seemed to be surrounded by a smoky haze as the man slumped in a rickety chair. Bernard recognised him at once. "You're Dick Hazard!" he cried, "the world famous private eye, scourge of the criminal underworld, the best shot and the fastest brain in downtown L.A. on hire to any Joe off the street for \$100 a day plus expenses!" A nicotine stained thumb pushed up the brim of the trilby to reveal a pair of bloodshot eyes. "Who wantsh to know, lizard?" slurred a hoarse, whisky roughened voice. Bernard quickly introduced himself, somewhat in awe of the living legend before him.

"But doesn't that mean," Bernard continued excitedly, "that somewhere, working behind the scenes like a fiendish spider in the centre of a black web of corruption and lies is your arch-enemy, the fiendish Doctor Zed, head of the criminal underworld and megalomaniac scientist??!"

"Yeah," Dick murmured disconsolately, "he's head of sales and marketing."

Flossie had been about to make a comment when the door to the office flew open, and an old man dressed in colourful robes entered the room. "Good afternoon, good afternoon," he cried. "Is this the new member of our wonderful accounts section?" He shook Bernard enthusiastically by the claw, his long, snowy white beard swishing from side to side. He was the image of a kindly old wizard, and the cheery red nose and bright and beady eyes completed the picture. "Allow me to introduce myself," he continued, his eyes sparkling with laughter, "my name is Hartley, and I'm Head of

Personnel. Just popped in to see how you were getting on. I'm sure you'll have a wonderful time working here at Puppi-snax! My goodness, I'm certain we've never had a dragon working for us before. Well, I'll leave you in Flossie's capable hands. Farewell, farewell!" With that he vanished as quickly as he had entered, leaving Bernard staring speechlessly after him.

"What a nice old man!" Bernard said at last.

"There's something about that guy that don't smell right." Dick muttered darkly.

"But he seemed so kindly!" Bernard protested.

"You're getting too suspicious, Dick." Flossie agreed. "I can't imagine Mr Hartley being involved in anything strange - he's probably just a harmless old magician who lost his job like the rest of us. I can't find anything funny about him in the files I've looked at. Maybe when we've checked them more carefully we'll be able to find out more about him and get to the bottom of Puppi-snax pet food."

Days of filing followed for Bernard. The room in which the files were kept was the one-time Elven King's Hall, now filled with shelf after shelf full of brown manila folders. Bernard didn't enjoy it much. The harsh lighting irritated his eyes, and he was grateful to get out at the end of each day. However, as he was new, nobody seemed to mind if he strayed into the wrong areas and flipped through files from other departments. The personnel records, sales figures, even the secret recipe for New! Tripe Filled Doggy Biks were open books (or rather files) to him. But, as he read through another set of invoices for what seemed like the billionth time, he found himself giving up hope of ever finding anything conclusive, or even interesting, apart from the fact that the ingredients of tripe filled doggy biks were remarkably similar to those of the Randolph McGandalf economy burger. One afternoon he returned to the office and in a conspiratorial whisper reported his complete lack of findings to Flossie and Dick.

"If only we could listen in to one of their board meetings!" Flossie cried in frustration, slamming her desk with her metallic fist and producing an alarming creaking noise and a shower of splinters. "We could learn so much! But the room where they hold the meetings is guarded by unimaginable monsters and traps - they've hired a private security firm."

"Isn't there a secret passage?" asked Bernard. "Most of the rooms in these sort of places have a secret passage leading to them from somewhere or other."

"You're probably right," rasped Dick, "but the way I see it is this, that if these passages are secret, how are we supposed to find them, seeing as the whole point of being secret passages is that no-one knows that they're there?"

Bernard drew himself up knowledgeably. "The thing about your secret passages," he explained, "is that they often open when your actual adventurer says a particular word. "Abracadabra" works in some places, then there's "XYZZY" and "ZYXY". Some open when you say "PLUGH" and there's some that work when you say "PLOVER." Warning to his theme and the enraptured audience before him Bernard gestured expansively as he continued; "A favourite in some parts is "Open Sesame", then there's the ones where you have to name the owner of the dungeon and the ones where you have to solve a riddle and then there's the ones..." Unfortunately at that point Bernard's flow was interrupted, as, wildly flinging his arm back to illustrate his point, his claw caught the edge of the coffee perculator, knocking it to the ground with a horrible shattering noise and a cloud of steam. "Oh !:!!!" he exclaimed, realising that his chance to really impress Flossie had just gone down the drain, or rather, was soaking into the carpet.

There was a sudden deep creaking noise, and then a section of the wall behind one of the tiling cabinets swung noiselessly away, revealing a dusty passage winding downwards deep into the dungeon. Even Dick looked impressed, and the red light in Flossie's face plate glowed in admiration. "How clever of you to know the precise word that opened the secret passage!" she cried, "and covering it up by pretending to knock the coffee over - that was a stroke of genius!"

"It was nothing." Bernard managed to say, amazed both by his good fortune and the fact that the others had been taken in by such a corny plot device. The three of them started down into the dusty depths, their path lit by Dick's cigarette lighter, but none of them noticed that the noise of Mr Bean's fingers rattling on his calculator keyboard had stopped, or heard the stealthy footsteps behind them.

What will Bernard, Flossie and Dick find in the dungeons? Will they be discovered by the evil Dr Zed? Will they escape with their lives? Tune in next month to find out the answers to these questions and more.....

TO BE CONTINUED

NEWS

TOPOLOGIKA BRING GOOD NEWS FOR ATARI ST OWNERS

Topologika have just announced that the Atari ST versions of their adventures will be on sale by the end of May. They will come in compilation form: COUNTDOWN TO DOOM and PHILOSOPHER'S QUEST on one disc; RETURN TO DOOM (only) on a second; LAST DAYS OF DOOM and HEZARIN on a third; ACHETON and KINGDOM OF HAMIL on a fourth; AVON and MURDAC on a fifth and GIANTKILLER on a sixth. Two game packs will cost £19.95 including VAT and single game packs will be £14.95. If you haven't heard of Topologika's games you shouldn't miss them; in the classic world of text adventures they have a reputation second to none. Topologika also announce that they will be releasing a new adventure title in the Autumn. This will be the long-promised SPYSNATCHER by Jon Thackray and Jonathan Partington, priced at around £14.95 including VAT it will be available for Amstrad PCW, Amstrad CPC (disc only), Spectrum +3 (disc only), Electron (with ACP Plus 4 DFS interface), BBC B, Master Compact, Archimedes/A3000, IBM PC and Atari ST. Couldn't be better news than that!

ACCOLADE ANNOUNCE ANOTHER NEW RELEASE

Accolade have announced that their first fully digitised adventure game called THE DEADLOCK FILES will be available for IBM PC from March priced at £29.99. This is a stylish thriller in the tradition of Hitchcock and Le Carre that has the distinction of being the first fully digitised adventure game with 256 colour Video Graphics. Over 350 digitised images of New York City, a deep novel-like plot and digitised sound effects, a complete musical soundtrack and suspense and atmospheric intrigue. The player assumes the role of an ordinary citizen who finds himself implicated in the murder of a CIA agent. Within a fast-paced 24 hour time frame the game moves from Wall Street to the Empire State Building and back streets of Gotham in a desperate search for seven deadlock files that will prove his or her innocence and expose the conspirators!

HEYLEY SOFTWARE PRESENTS...

Hatrack II

So what is Hatrack II anyway?

- It's a text adventure generator

With Hatrack II you can create text adventures on your Amiga without having to be an expert programmer. What was once only possible with 3 'A' levels in Being Very Clever has now become available to the Amigan on the street.

- Without the groundwork

Hatrack II was designed with the average Amiga user in mind - every time they see a game they know they can do ten times better but haven't the time or patience to write it. All the programming groundwork stifles their creative urges.

- Lets you unleash your imagination

Hatrack II pokes a finger in the eye of groundwork and lets you unleash your imagination on the Amiga world - it lets your ideas flow without being bogged down.

So what's so good about it?

- Totally interactive environment

You can play-test your creation and interrupt at any time to add, edit or debug any aspect of the game simply by choosing one of the pull-down menus. You see the effects of your changes immediately - there is no waiting for lengthy compilations.

- Intuition based and fully multitasking

You can run your other favourite applications at the same time. Liberal use is made of user-friendly windows, icons and gadgets, with all options having mouse or logical keyboard alternatives.

- Custom designed editing screens

Locations, general messages, objects, vocabulary, variables, miscellaneous game options and, most importantly, puzzles can all be edited separately on specially formatted screens.

- Powerful but easy to use puzzle system

Telling the computer exactly what happens to the player, and when, is simple. Puzzles are entered in a highly simplified version of the BASIC language, using IFs and THENs. Each puzzle consists of a set of conditions followed by a set of actions. IF the conditions are met THEN the actions are carried out.

- Up to 998 locations, 999 messages and 999 puzzles

You're more likely to run out of memory before you reach the limits.

- Advanced multi-sentence parser

Handles inputs like GIVE THE SILVER AND GOLD COINS TO THE TROLL AND THEN RUN or TAKE EVERYTHING EXCEPT THE BLUE KEY.

- Graphical compass designer

Custom designed compasses can be placed on-screen and used to carry out directives (such as movement) at the press of a mouse button.

- Flexible screen setup

Your adventure can appear on the Workbench Screen or on a custom screen of low or high resolution and any number of colours. A Workbench adventure can be in a sizeable or fixed window and a custom screen adventure can have a title bar or not. You can set the text and input colours to whatever you want.

- Stand-alone adventure creator

You can create stand-alone adventures which you can then distribute freely and without permission. You could pass your masterpiece on to your friends (unless you want to keep them). There's even a facility which sets up a bootable adventure disk for you.

- Runs on an unexpanded Amiga A500

Yes, anyone who has an Amiga can use Hatrack II, however there is an advanced windowing system available to users with extra memory.

So what do I get?

- The generator itself
- The stand-alone adventure creating utilities
- The compass editor
- The preferences editor
- Two demonstration adventures - 'Lockout' and 'Treasure Island'
- The 100 page A4 manual including a 20 page tutorial
- A quick reference card

So where do I get it?

- Hatrack II is available only from:
HEYLEY SOFTWARE
27 Winnington Road
Marple
Stockport SK6 6PD

Amiga Version only £29.95 inc. VAT + P&P

ADVENTURE CODER

STILL STUCK trying to write your game? Want all the help you can get? Then you need...



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Near Shipley, West Yorkshire, BD17 5HD, UK.**

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 too

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For more information send a SAE to the above address.

ATTENTION, AMIGA OWNERS!

They said it couldn't be done.....

But thanks to the miracles of modern technology and more than a little help from an emulator, you too can now read SynTax adventure disk magazine - on your Amiga.

The only major difference between the original ST version and the Amiga conversion is that there isn't a screenshot section yet (we're working on it). If the response to the conversion is favourable, a true Amiga version may follow.

So, what can you expect from the magazine?

- SynTax is dedicated to adventures and RPGs and has been produced bi-monthly since July 1989.
- Each issue so far has contained an average of:
 - 10 solutions (some with maps, some serialised)
 - 11 reviews including some adventure-related book reviews
 - 12 files of hints
- The SynTax 3-in-1 hints give two levels of hints - subtle or sledgehammer - depending on how desperate you are!
- Each issue has a special feature and the disks also contain various information sections, letters and news. SynTax has had favourable reviews in the major glossy magazines and the disks build up into a useful reference collection.

Just £3.50 will get you the latest issue and a FREE copy of the emulator plus full instructions. As with the ST version, a year's sub costs £20.00. Outside the UK/Europe, the prices are £5.25/£30.00 by airmail. All you need is an Amiga with an external drive. Back numbers will be available on request.

To order, send cheques/POs payable to S Medley to:

Sue Medley (SynTax -AM),
9 Warwick Road,
Sidcup,
Kent,
DA14 6LJ

Thanks to the Amiga owners who made this conversion possible.



GRAPHIC ADVENTURE FOR 48K SPECTRUM
(COMPATIBLE WITH 128K'S IN 48 MODE)

WHAT'S GOT PURPLE FUR, GREEN HAIR, IS
THE SIZE OF A MATCH BOX AND CAN MIND
LINK WITH INSECTS?

THE MICRO MUTANT

In 1987 Compass Software brought you Project-X The Micro Man, published commercially on the 4 most adventure tape. Now comes the official sequel!

You once more play the part of Professor Neil Richards, but now in the form of the MICRO MUTANT! With super mutant strengths and powers. You have the ability to change size at will, become as small as an ant and fight with giant spiders and wasps. Try to make friends with snails and ants.

Mind link with them and read their thoughts. Travel through the flower bed and visit the ants nest. What lies at the end of the garden? Travel across the vast lawn and fight your way to the shed, what lies inside and how can you get in? What is looking down at you from the bees nest? You must try to safely travel through the garden and reach your colleagues house where you hope to find the solution to your problem.

This adventure has been written on the PAW by Jon Lemmon, one of the original authors of Project-X The Micro Man and the author of the Demon From The Darkside Saga! The Micro Mutant contains some very advanced features..... It is filled with stunning machine code sound and screen FX. The mind linking messages scroll across the centre of the screen and are packed with clues. Also, this adventure contains the advanced PIE system which enables you to enter into your own DNA cell structure to build up mutant power! Another advantage with the inclusion of the PIE system, is the fact that it allows for the full use of memory in a 48K game. Something which you would not be able to get in a normal non PIE PAWed adventure!

This adventure comes with a professionally printed cassette cover and cassette size inlays. (No big A4 pieces of paper to keep!)

DON'T DELAY, ORDER TODAY!

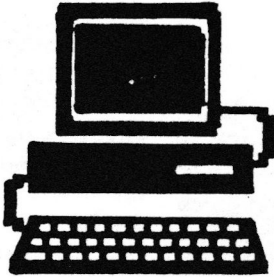
This game costs £1.99 incl Post and Packing.
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Overseas readers please add £1 per item to cover additional costs

The Mission

As you brush carelessly against the wall at your side, small fragments of the luminescent material which lend barely-adequate illumination to your surroundings tumble therefrom to the ground where, like the dying sparks from some over enthusiastic firework, they momentarily dance and sputter energetically before finally fading into non-existence. Vaguely, the surreal beauty of the scene impinges on your subconscious, but the focus of your attention is inexorably drawn to the large, ornately-decorated monolith lying like some slumbering giant



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* * * SPELLBREAKER * * *

SPELLBREAKER! is Probe's "sister" magazine and they are both produced to compliment each other. SPELLBREAKER! is packed full of maps, solutions, part solutions, hints and tips and all sorts of adventure help. SPELLBREAKER! is produced in the middle of each month and costs just £1.50 an issue and is available from:

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* * * SPLATT!! * * *

The zany adult magazine drawn and written by our very own Krazy Kes Gray. Issue 3 January-February 1991 is out shortly. More fun with the usual shower! In this issue there will be a report/debate on COMPUTER PIRACY written by the infamous computer pirate "LEGION" of Intersecta! This should be of interest to all computer adventurers who wish to join in the debate. SPLATT!! costs just £1.25 an issue. To order your copy make cheques/Postal Orders payable to:

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LETTERS

CONVENTION IDEAS

Thanks for the latest issue of Probe and the Convention Form. All being well, I may be able to bring my Sam Coupe along, the only trouble being that I don't have a monitor. I'm sure quite a few people could bring computers along, but I think last year Larry Horsfield was having trouble finding enough monitors or TV's. Hopefully, by October there may be more Sam Coupe software available and I have heard a rumour that Gilsoft may covert PAV for the Coupe. At the moment various people are producing "serious" products for Sam such as stereo sound amplifiers, a mouse, megabyte upgrades, databases, all sorts of disk utilities and so forth. The Coupe already has four disk magazines produced for it and quite a bit of PD software. Plans are afoot for a 20 megabyte hard drive, a Tasman word processor, MIDI utilities and some sort of MODEM/COMMS gadget (don't ask me what it all means!) The Coupe is shaping up nicely, and should show what a humble 8-bit computer can really be capable of.

If I can be of any help on the day of the convention I shall gladly try my best. I'm sure I'll know a few more people this time! As I suggested in an earlier letter: Might it be an idea to issue special badges to "newcomers" to Probe? Then, if the more "seasoned" Adventure Probe readers spot them, they can introduce themselves and help new readers feel a bit more at home. To a new reader, I'm sure Probe can appear a bit strange with strange jokes and references that not everyone can appreciate at first. Also, any change of getting "associated" magazines involved? I'm sure many Probe readers also read other magazines such as Adventure Coder, From Beyond, Spellbreaker and others. It'd be good to meet the people who produce these, and maybe catch up on back issues. Could you ensure that the badges for the convention will not spin around this time? I think several people may have developed stiff necks last time, trying to read them! How about if we wore sticky labels on our foreheads?!

Before I close, do you know of many Probe readers in the Birmingham area? I would be interested in finding others nearby, especially with Spectrums - I might be able to ring someone for help in a game at cheap local rates!

PHIL GLOVER, 43 Ferndale Rd, Hall Green, Birmingham, West Midlands, B28 9AU

(Thank you for your offer of help at the Convention, Phil, all help will be appreciated. I'm glad to hear the Sam Coupe is doing so well and hope that you will be able to bring it along. I understand your point about the monitor. Last year we did have a problem with those, it is easy to pop a keyboard into a suitcase or under your arm but to lug a monitor about is no joke, unless you come by car. If anyone can provide a spare monitor or portable TV for the Convention then please do let me know. Your idea about the badges for newcomers is very good, Phil, I will see what can be done. As for other magazines taking part in the Convention, well, last year I did my best to include them. I made a point of inviting Official Secrets, Spellbreaker, Adventure Coder, SynTax and the SASC (Spectrum Adventure Swap Club) but for various reasons only Spellbreaker turned up (I hope that Mike will still attend the Convention even if it isn't a Spellbreaker stall this year). I agree with you, it would be wonderful if they could come along. Let's hope they can attend this year as I am sure it would be really beneficial for them too. I hope that some more of the Adventure columnists can come along too and meet everybody.....Nandy)

BUGS AND AMUSING RESPONSES EXPLAINED

I was interested to see under Bugs and Amusing Responses in the last Adventure Probe that Angela Allum was puzzled by the scene in the mortuary while playing THE BASE. The body of an old emaciated man is lying on a slab with a rope attached between one of his wrists and a bell. In some countries, notably Sicily and some South American states the natives have a great fear of falling into a cataleptic fit, which can last for days, and may be mistaken for death. I believe the great Edgar Alan Poe had the same fear. It is therefore the custom in these countries to leave the person who has died for a few days lying in an open coffin with some means of calling for help. THE BASE was set in a mythical South American country where such a custom was practiced. It, of course, had no bearing on the adventure but was put in for a bit of local colour. Just as a matter of interest sometimes due to muscular contraction the bell does ring although the victim is dead. I hope this explanation is of some interest to Angela.

KEN BOND, Adel, Leeds.

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I THOUGHT THE LETTER WAS RATHER ARROGANT

I don't know about you, and your other readers but I found Jon Lemmon's letter rather arrogant. Surely, it is up to the individual which type of games they prefer, and I'm sure most of the Probe readers are old enough and wise enough to know what they do or do not wish to spend their money on. Most of us don't have that much to throw around, so why on earth should I, or anyone else, buy the type of game we don't care for? Does Mr Lemmon think that, because people say they only buy Text adventures, they have never seen any others? I think most people know what a Graphic Adventure is like, they only mean they prefer text adventures. For myself, I love text adventures for their descriptive passages as in ONCE UPON A LILY PAD for instance. They enable me to imagine far more than my own humble Spectrum 48K is capable of producing in graphic form. I also buy text adventures with a few graphics, preferably small neat ones that enhance the text, but don't detract from it, like THE JADE STONE, HARVESTING MOON etc. To me, although they have graphics and are not, I suppose strictly text adventures, they are mainly text. What I don't like are the ones with all graphics and hardly any text, or graphics that completely destroy the atmosphere of the game, as in BORDER HARRIER. This was supposedly set in the 16th Century but the buildings were horribly blocky, modern things. Far better to have left the player to imagine streets of Tudor buildings! As far as Compass Software is concerned, I have been one of their customers in the past, and bought the four DEMON FROM THE DARKSIDE games which I enjoyed very much but I didn't send for INVADERS FROM PLANET X because it didn't appeal to me at all. First the title sounds too much like Space Invaders, then I don't like games in real time and I certainly don't like arcade games or arcade sections in adventures. To me the enjoyable part is exploring and mapping and I play for relaxation so I don't want "a sense of urgency" or to be made into a nervous wreck by arcade sections whether difficult or not!

MARGU PORTEOUS, Spondon, Derby

(I have to agree with you, Margo. I too hate arcade sections in adventures. Those have even put me off graphic only adventures! I immediately shelved SPACE QUEST III, which I had been enjoying, when I came upon a horrible arcade sequence. Strange thing is, I am quite happy to play the odd arcade game from time to time but absolutely hate a mixture of the two types.....handy)

ANOTHER FRIENDLY LETTER

I hope you don't think I'm overdoing it writing again so soon but as the saying goes, "Nothing ventured, nothing gained." By the way, there is something in your address that makes me dyslexic, I always have to correct myself after writing LLOYD instead of Lloyd. Anyway, perhaps someone can help me, you are looking at the donkey with the indecisive mind, starving to death because it can't make up its mind which bale of hay to eat. My bales are adventure games and other activities. On average I can only afford about two hours the most every other day to adventure forth. This means that in general I have to relearn most of the ground previously covered, in the end I lose interest, especially if the problems are too tricky. I wonder if you know of any collection of mini games (on one disc), which doesn't entail mapping because of the limited number of locations, and have about 10 or 12 puzzles per game. All I need is a good intro to set the scene and a good conclusion to make me feel satisfied at the end for completing the game. Ideally it shouldn't take more than four to six hours to complete each game for an average player. Some variety in the nature of the games eg. humour, excitement, horror, fantasy.

GEORGE HO-YOW, 6 Monmouth Road, Hayes, Middx, UB3 4JQ

(I hope someone can suggest a compilation of the type of games George is looking for. His computer is an Amstrad CPC6128.....Mandy)

I WAS SORRY TO HEAR ABOUT SPELLBREAKER

I was very sorry to learn that SPELLBREAKER is finishing soon as it seems to me that ADVENTURE PROBE and SPELLBREAKER complemented each other so well. When I first started reading Probe, I had an Amiga and a C64. Since then, my C64 has turned up its toes and joined that Great Chipboard in the sky, but I've found it possible to play C64 adventures on the Amiga using emulator software, so long as they are on disk. It is a very weird feeling to have THE HOBBIT up and running on the Amiga. Anyway, enough waffle from me, many thanks for all the hard work you put into the magazine, and I shall be buying it as long as you keep producing it.

MARGARET GRIFFITHS, Poole, Dorset

(Yes, I too was very saddened to read that Spellbreaker will finish soon and I do hope that Mike will have a change of heart about this. I do understand his difficulties though, it is impossible to make any profit and very difficult to keep "in the black" when producing a magazine such as Probe or Spellbreaker. The main problem though, is time. I don't think many people realise just how many hours of work go into producing a magazine like ours. I find that it takes all of my time and I don't work for a living and have the help of my husband when I need it so goodness knows how Mike manages with his work too. I do hope that something can be done to save Spellbreaker as it is a great magazine and will be sorely missed.....handy)

POST ADVENTURE BLUES

After reading the editorial in Volume 5, issue 2, about your good news and bad news, I just had to write and tell you about a similar thing that happened to me. The internal (internal?) disc-drive on my Atari ST decided to stop functioning, so I rang up R J Computers of Bristol to enquire when they could look at the ST and how long it would take them to fix it. The good news was that they would look at it the next day for me and repair it while I waited! The next day I took the computer over to them and approx. 25 minutes later I was on my way back home with the computer fixed! The bad news is (was) that about 2 miles away from my humble abode smoke appeared

from INSIDE my car and was followed by the most horrendous sounds from the engine compartment??. Stopping as soon as possible I exited the car which by this time was hidden by a cloud of smoke large enough to destroy the whole Ozone Layer, taking my ST and everything else I could carry I walked wearily home with the thought in my mind that it would have been cheaper to buy a new ST than a new car.

There have been many aspects of adventuring discussed in Probe but I can't remember reading much about the dilemma I quite often find myself in. I suppose it could be called "Post Adventure Blues" or more simply "What shall I do now?". I have for the past few weeks been playing a very good RPG called DRAGONFLIGHT, after many hours spent on building up the characteristics of my party and making sure that they did not meet an untimely end at the hands of the enemy, they seemed to develop their own special personalities! A couple of days ago I managed to complete the game but after the initial satisfaction of triumph had subsided I felt sad that the game was over. What was going to become of my party of faithful warriors now? Silly as it may seem they had almost become friends and I felt as though I was deserting them even though I have other games to play I still find myself thinking "What shall I do now?" What I would like to know is, am I the only one who experiences the "Post Adventure Blues" or do anymore of the Probe readers suffer from this dilemma?

GRAHAM WHEELER, Southdown, Bath, Avon

I know exactly how you feel, Graham. I got so attached to my party of heroes in DUNGEON MASTER that I couldn't stand the thought of even reformatting my disc with the characters on after I completed the game. Thankfully FTL foresaw this reaction and produced CHAOS STRIKES BACK in which these "friends" can come alive once more. Pity there aren't many others like that. What do other readers think about this, are Graham and I nuts to get so sentimental or are you the same? Do write in and let us know - if you dare! As for the problem I had with the Atari ST, it is now working perfectly once more. Aparantly it was a couple of "dry joints" that caused the problem. I had one ROM chip replaced (as the soldering was difficult to do on the existing chip) then found that it was the wrong chip and the other chip had to be replaced too. This, I have since learned is a common fault on a "certain batch" of Atari STs.....Mandy)

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AN OBJECTIVE OPINION

As I mentioned in my letter published in the January issue, I have been studying Probe for the past two years, mainly to attempt to assess what type of subject matter constituted the basis for a good adventure. The letters section also were avidly read, and I noted the various opinions expressed from the writing side and the playing side. Can I then come in, as rather an objective outsider with no axe to grind, and give the opinion which I have formed?

Firstly, let me say that my sympathies tend to be with both sides; there are pros and cons with almost any subject of controversy. However, one has to accept the reality; and from my point of view, the reality is that adventure writing, unless able to be organised by a fairly large team is a most time-consuming project, and consequently, as a business venture is very doubtful, unless the customer is prepared to spend large sums for the product, or there is a very large demand for the product. Since none of these latter two factors appear to exist, then the market must depend on the amateur writer. As one who entered the field in the latter guise, there has to be some form of satisfaction gained from the number of hours spent, not to mention the mental effort expended, in creating a complex program such as an adventure, and, even it, as in my case,

the writing is done purely as a hobby, again, as the hobbyist who builds models gets the satisfaction of seeing and owning the finished product, the programmer does not get much satisfaction from looking at a disc with the name of his game on it! Hence the programmer must look elsewhere for his reward; which is not necessarily financial, although the cost of the disc and postage would be usually appreciated.

I would most certainly think that anyone with visions of fame and fortune being acquired through writing adventures, is living in an unrealistic world, and heading for total disillusionment. As for the other side of the coin, I think one would require the services of a crystal ball to foresee what the future holds for the adventure. One thing I feel would perhaps encourage NEW adventurers, would be for the writers to give a little more information to the player as to his objective in the game. To a newcomer, the loading of a game followed by a blank screen displaying the prompt is NOT very conducive to encouraging the player to continue much further, yet that in many cases is exactly what happens. I gather that most readers of probe are in the early stages of life, and have cut their teeth on the typical arcade games played on the Spectrum etc, so consequently expect the frustrations of these games, and are quite happy with them; my own daughter is quite content with these on her CPC, although she does not get on with adventures. From these observations plus the fact that computer technology is advancing rapidly, and its use is expanding to the point where a computer in the home will be as common as a television, one has to appreciate that when television first appeared, the fact of seeing a moving picture on the screen was enough to attract millions, but the audience of today is much more critical and difficult to please. Might that not happen to our adventures?

From the foregoing you will have gathered that I am not exactly in the early stages of life, but rather in the later, having served my early stages in WW2. Hence I saw the introduction of television, and indeed also remember the introduction of radio! So, I expect most of you will notice that YOUR children will become more discriminatory when choosing their means of entertainment than you were; will the adventure as you know it die out, probably in favour of some more sophisticated techniques as yet unknown? I have a feeling that it will.

At the start I claimed to be objective with no axe to grind; well that is the case, for I am neither a writer nor a player of adventure games. I entered this scenario as I once said through the back door, through my enjoyment of programming, and having used the PAW system, and written a game, I find myself looking at the disc with the name on it, which gives me no satisfaction whatsoever, I am forced to the conclusion that there are no PCW adventurers interested, so I am retiring back to my former programming activities, where I myself could, at least, use many of my programs, either for my own benefit or entertainment.

ROY MILLIKEN, Long Eaton, Nottingham

(I think you would be surprised, Roy, if you knew the ages of the majority of Probe readers and I think you would be wrong if you assume that we were all avid arcade game players before we became adventure players. It is a pity that you have come to the conclusion that no PCW adventurers are interested in your game. Have you advertised it anywhere? Could it be, perhaps that no PCW reader responded to your plea for a playtester? If you would care to forward it on to me I will gladly arrange for a playtester to take a look at it for you. Once this has been done a review can be arranged too, who knows where it could go from there, don't give up so easily Roy, you could be sitting on a megagame and you will never know about it unless you make the first move.....handy)

IN-TOUCH

AMIGA SOFTWARE FOR SALE: GNOME RANGER, INGRID'S BACK, JINKTER, GRIMBLOOD, NEBULUS, TIME AND MAGIK, NIGEL MANSELL'S GRAND PRIZE all at £6 each. HOLLYWOOD HIJINI, BUREAUCRACY, LEATHER GODDESSES OF PHOBOS all at £7 each. SHADOWGATE, DUNGEON MASTER, KRISTAL, QUEST FOR THE TIME BIRD, SCRABBLE, DEMONS TOMB all at £8 each. HOUND OF SHADOW, TIME, FUTURE WARS, HEREWITH THE CLUES all at £9 each. Desperately seeking ENCHANTER, SORCERER, WITNESS, JEWELS OF DARKNESS, GUILD OF THIEVES and BALLYHOO so will swap for any of the above, or buy. Please write to ANNE ROY, 6 Meadowside, Crookedholm, Kilmarnock, Ayrshire, KA3 6LU or telephone 0563 39699.

AMSTRAD SOFTWARE FOR SALE: Adventures and Arcade games. Write for a full list to SIMON AVERY, Marden Farm, Old Exeter Rd, Chudleigh, S Devon, TQ13 0DR.

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SPECTRUM SOFTWARE FOR SALE OR SWAP: P.A.V., ZOMBI, TIME AND MAGIK, KNIGHT ORC, LANCELOT, LORD OF THE RINGS, THE HOBBIT, THE BEAST, NEVER ENDING STORY, LONE WOLF, FLIGHT FROM THE DARK, WOODS OF WINTER, MINDSTONE, KAYLETH, TWIN KINGDOM VALLEY, MAFIA CONTRACT 1 & 2, THE HELM, ORACLES CAVE, RUMES OF ZENDOS, MINDER, JEWELS OF BABYLON, EVEREST ASCENT, SUN DARACH, MARSPOUT, HEAVY ON THE MAGIK £35 for the lot or will sell or swap individually also: SPECTRUM SOFTWARE WANTED: THE BOGGIT, BORED OF THE RINGS, ROBIN OF SHERLOCK, KVAH, SKELVULLYN TWINE, NEVERENDING STORY (128 version), SILICON DREAMS, THE PAWN, GNOME RANGER, INGRIDS BACK, CORRUPTION, MINDFIGHTER. Please write to NEIL PARR, 22 Carlton Close, Woodley, Reading, RG5 4JS

SPECTRUM ADVENTURE WANTED: CRYSTAL OF KARUS. Could I please borrow a copy of this please, it will be returned and in exchange will be happy to offer anything from my PD library. Please contact GORDON INGLIS, 11 West Mayfield, Edinburgh, EH9 1TF.

SPECTRUM AND PC ADVENTURES FOR SALE: or exchange for other PC adventures. For list please send SAE to PETER CHESSMAN, 10 Warfield Ave, Waterlooville, Hampshire, PO7 7JJ.

INFOCOM SWOP'N'BUY: This month: STEPHEN DAULTREY, 8 Queens Ave, Woodford Green, Essex, IG8 0JE Tel:081 504 2781 is looking for any Amstrad Infocoms for the CPC6128 (except Hitchhikers). OPPER MANSOUR, 31 Tenterden Gardens, London, NW4 1TG Tel:081 203 3843 has BALLYHOO, HOLLYWOOD HIJINI (and a free non Infocom MINDFIGHTER) and is looking for any CPC6128 Infocoms especially LURKING HORROR, HITCHHIKERS and LEATHER GODDESSES.

ADVENTURER PENFRIEND WANTED: I am a 19 year old Spanish boy who loves adventures and has a PC and a Spectrum computer. I would like to exchange adventures and write to an English adventurer. IRAKI MARTINEZ DIEZ, P/Andatza No 1 2o D, Lasarte-Oria 20.160, Guipozcoa, Espana.

HELP WANTED

"Please could some kind soul help me with a problem I'm having with part three of the Spectrum **JEKYLL AND HYDE**? When I reach Stoker Passage, exits are given as North and West, but I can't go West. Perhaps I've done something wrong. Any help will be gratefully received!"

PHIL GLOVER, 43 Ferndale Road, Hall Green, Birmingham, West Midlands, B28 9AU

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"Please could someone help me with a number of adventures I am currently stuck on! In **CRASH GANNETT**, what is the combination to open the safe in Sharkey's Actor's Agency Office? In **LEGEND OF FAERGHAIL**, What is the old Dwarf who sits on the throne in the Dwarven Mines? I've found the keystaff and the Emerald but where is the third part of the key to the mountain? In **NIGHT AND MAGIC 2**, is it possible to regain lost statistics such as Might and Intellect? And in **INDIANA JONES**, I'm in the castle, but where should Indy begin looking for his Dad?"

PAUL HARDY, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ

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"I need help please! Firstly in **SEARCH FOR LARGO GRAMM**, how do I open the cabinet and where's the protective clothing? Also I am stuck in **RIGELS REVENGE**, I've got the detector but can't find my way through the minefield."

SIMON AVERY, Marden Farm, Old Exeter Road, Chudleigh, S Devon, TQ13 0DR

PERSONAL COLUMN

To Ricardo in Italy (who reads a friend's Probe). Please behave yourself. I will not send a photograph or reply to such silly letters. I am a married woman and probably, judging by the contents of your letters, old enough to be your mother. Cut it out - it isn't funny!.....Mandy

To the Norwich Playwright. Don't talk to the Squirrel in Spud's next game! It pulls out an Uzi and blows your head off - it is a Mittite Hit-Man in a squirrel suit! Coming soon - "Puzz-eis-olvas The Movie".
Regards from Day-Vee and the boys from "The Camel's Thingies Tavern"

To Carol Williams, thanks very much for all your help with Leisure Suit Larry. If you hadn't come to my aid I would probably still be stuck at the end of the cliff.....Jean

=====

WIZARD WORKS

I was browsing through the travel section of my local library a few years ago when my eye was drawn to a small, thin book entitled, 'Scottish Myths among the Lochs'. I plucked it from the shelf and continued to browse until I had selected a further three books on various themes.

On arriving home I started to read 'Scottish myths'. What's this? A fisherman builds a fire on the beach in preparation to do a little poaching when a group of mermaids come rushing out of the water and commence dancing on the sands. As they ran off one leaves behind her fishy tail. Hm' I thought sounds a bit fishy to me' But nevertheless, that was the start of Witch Hunt and those of you who have played the game will certainly recognise that little episode.

Another idea I borrowed from this book was the opening sequence of Witch Hunt where the woodsman gets lost and meets the old lady with the blue hat.

Yes. Bob Adams, that's how I generally start an adventure. Read a passage in a book, watch an old movie on the telly or pick the latest news story. Matchmaker was inspired by the wedding of Prince Andrew and whatshername. Now once I get the idea I'm a very impatient guy. I start at the keyboard with no preconceived plan. I generally do an intro screen, outlining the theme, just to make sure that I know myself' Then the really hard part starts typing in all the locations. Unlike Jim McBrayne, I'm no programmer and have to use a utility, the PAW for the Spectrum, STAC for the Atari and the Quill for the Commodore. I have a little start program of my own for each computer that incorporates all the usually verbs and commands and also any of the various new ways of using the utility that are discovered from time to time.

I usually have no trouble in filling in the central hard core of an adventure, it's the beginning and endings that take the time, for me at any rate. I do not write anything down on paper, I only use the computer. Of course, I scribble an idea down on paper, what I meant to say was that I don't write out all the locations down and make a nice map etc. Sometimes my brain is two steps behind my fingers and my playtesters often find words like drswn for drawn, or jymp for jump. I call those mistypes not spelling mistakes. Oh yes, I do make those, just ask June Rowe or Hugh Walker.

When I have selected all the various objects for the game I usually put them all in a default location that I can access at any time whilst running through as each stage is completed. Thus, if the player has to have in their possession a certain object to perform a specified task but in the completed game, to obtain that object is in itself another problem, then all I have to do is visit my secret location, pick up the object, go to the problem location and check whether the thing works. I hope that the above makes sense to you, cos' it doesn't to me!

Using PAW, it is simplicity itself to teleport to any location in the game, providing that you know its number. Using the diagnostic routine the flag 38 records your present location, change this value to the room you want to visit, press redescrbe and you are there. It is slightly different using STAC, here you have to set up your own routine and for those of you who are interested, here it is. Choose any verb that you like, but not one that will be used in your game. So lets use WHIZZ, thats for whizzing about.

In the low priority table - IF VERB "WHIZZ" then GET\$ 15 GOTO VALUE 15 WAIT

Now if you type in the location number of your choice and press RETURN you will be transported there. These routines allow you to playtest when and where you like without having to follow the normal course of events. Unfortunately, there is no short cut method using the Quill but it can be done, although it requires a routine for each teleport. Before I depart from this side of designing an adventure there is a nice little routine using the PAW that allows an object (character) to have a capital letter for his/her name. Those of you who have played Diablo will know what I mean. In that game there is a DR. (doctor) and a MR. who both come out dr and mr, respectfully. I'm sure that the player would rather see DR. and MR. followed by their names, of course.

Now, those who use the PAW will know that even if you give an object a capital letter then PAW converts it to lower case when transferring it to the screen.

How can we overcome this problem? Here is the method that I use that is simple and uses very little extra memory.

In this example I am assuming that the background colour of the screen is BLACK and the text is YELLOW.

For those among you who have PAW but are not really familiar with it, I will take you through step by step.

With the menu on the screen press O and then RETURN. Press I for the blank object to appear. Assuming that you have a 128 +2 press EXTEND MODE then press together CAPS SHIFT and O then with CAPS SHIFT still depressed press any letter you like. Now as you have typed in a capital letter using the same colour for text and background, the letter will not be visible on the screen.

Go into EXTEND MODE again and press CAPS SHIFT and 6, the cursor will now appear, colour yellow. Type in the name of your character, say LORD NELSON. Put the object in a location and go there. You should see something like You can see Lord Nelson. We've fooled PAW! The unseen capital letter has been changed to lower case but our Lord is unchanged. You have one to many spaces between see and Lord, so go to the system messages and move the cursor back to see in message one. Now you will have to watch all your other objects and also the other messages, such as AND and NOTHING that come up from time to time and make the necessary adjustments to the spaces.

Well, I started off by describing how I start designing an adventure and unfortunately, got carried away on the programming side. But thats me all over, I always get sidetracked. When the wife wants a shelf putting up or the washing machine unblocked, I always go straight to the Yellow pages!

Another problem for me is varying the descriptions when a large part of the game takes place in an area such as a forest. After all, how many times can you say that the sunlight flickering through the dense canopy of the evergreens, cast strange shadows on the ground! I seem to manage it somehow, but it is a problem, nevertheless. There is no doubt that a really good descriptive author, like Jim, can and does add that little bit extra that makes all the difference to success and failure. So I would suggest to budding designers, read plenty of good descriptive novels and if you spot a passage or two, then use it, changing it around a bit. I know that using, stealing or borrowing an idea from someone else is called plagiarism but at the same time if you do the same thing from several sources then that is called RESEARCH. So my advice is get researching and remember the old adage, 'There's nothing new under the sun.'

By JACK LOCKERBY of RIVER SOFTWARE

Contributions for the WIZARD WUKKS section are needed, authors, please.....Nandy

ASK GRUE!

ASK GRUE!

Hey Dude! Er, sorry, I mean Dear Grue!

Remember me? Down on the beach in Enchanter? Well, I'm getting annoyed. All this wizardry is playing havoc with the environment. The sea's turned crimson and there's now a load of glowing gunge all along the shoreline. I'm scared too. My skin's started to go green, I've got a fetish for wearing coloured masks around my eyes and, to cap it all, I'm developing an unhealthy liking for junk food! Can you help before it's too late!

Pissa-tully yours, Frightened Angry Rainbow Turtle.

Dear Donnytello,

First of all, don't worry! The nuclear radiation on the shore is nothing to be concerned about or so BNF (Borpee Nuclear Fuels) tell us, if only someone hadn't turned the reactor up to double its normal operating speed. Gunge is found on most beaches these days but should not be glowing unless you've been practising your Jindak spells recently! The most startling aspect of your letter is that your skin is turning GREEN! I would not hesitate in saying that this problem has been caused by using the wrong type of wax on your shell, you should only use a recognised brand. Probably the most well known one is Turtle-Wax, guaranteed not to fade in the sunlight and will remain impervious to water for up to four weeks at a time. As for your liking for junk food, it will be difficult to fight off this craving but you could start with having something more nourishing for breakfast instead of cheese and tomato with double anchovies, something like shredded wheat would be ideal to start with. What's wrong with wearing coloured masks? The Lone Kanger has been doing this for years and no-one thinks he is silly do they?!

Signed THE GRUE!

HINTS AND TIPS

MESSAGE FROM ANDROMEDA

By JOHN YATES played on Amstrad

The rod needs pointing at the plate.

After turning the sphere to get it, it is dropped on the pedestal in the blue room.

THE BOGGIT

By JOHN YATES played on Amstrad

In part one, before setting out, make sure everyone follows you by typing "talk to X, 'follow me'". At the start of part two, dig INTO sand, then smash the trapdoor. In part three, Lard requires the duty trees and the small key.

S. M. A. S. H. E. D.

By JOHN YATES played on Amstrad

Before entering mineshaft via Fakes Office, "search floor" to find footprints. "Follow" these to find Clingon.

The chips provide locker lubrication.

To get out of latrine, search roof, then climb through roof.

ATALAN

By SIMON AVERY played on Amstrad

Dig three times on the beach. Tie rope to anchor, THROW ANCHOR just to the east of the waterfall. WEAR MASK to frighten natica. MOVE SKELETON in caves. PRESS CARVING in the caves and WORSHIP in Neptunes shrine. CHOP BAMBOO before CHOPping TREE and use the log to bridge the chasm. THROW SPEAR at TIGER and then skin him. Give the boar to the dwarf. DIG below the slippery slope and smash what you find with the hammer. Go west at the funny rock after reading the map. CATCH the gold FISH with the baited rod and line at the lake. PLAY FLUTE to banish the snake. Get the honey while carrying the smoking brand. OFFER HONEY at the altar in the caves.

THE HOUSE ON THE TOR

By SHARON HARWOOD played on Spectrum

The dog doesn't like rotten eggs.

Extinguish the lantern. Peter will open the block.

The triangle will take you to the pyramid.

AXE OF KOLT Pt 1

By SHARON HARWOOD played on Spectrum

Buy a drink for Lorna whilst waiting for the market to open.

Don't forget to give June your coat.

Talk to Barbara several times.

BEHIND CLOSED DOORS 4

By GORDON INGLIS played on Spectrum

The ammunition for the machine gun is in the cave on the hill.

You must give the ostrich an enema (after you have tranquilised it with the hypo-gun) to get the magic stone back!

Torture the clown to get the secret password - but don't touch the scythe!

In the lower dungeons it is best to walk east after the maze.

If attacked by the winged demon you must have the goatsmilk to survive.

The teleport system will only work if you have fed the pigs at the farmyard after killing the chickens (all of them!)

The magic word is APOLLO FIR!

MIGHT AND MAGIC II

By RON RAINBIRD played on Amiga 500

SPELLS: If your Cleric or Sorcerer do not possess all spells applicable to their level, go to the various Temples and Mage Guilds in the five towns.

To rescue the various Bishops imprisoned in the three castles and the Palace, first obtain tickets of the same colour as the Bishops, then fight a battle in each of the arenas using the same coloured ticket. This will enable you to free the relevant Bishop for which you get a substantial reward. The Bishops are imprisoned as follows:

Red Bishop in Castle Millstone (3 fights on Red Ticket)

Yellow Bishop in Castle Pinehurst (3 fights on Yellow Ticket)

Black Bishop in Luxus Palace (3 fights on Black Ticket)

Green Bishop in Castle Woodhaven (3 fights on Green Ticket)

To temporarily increase your Hit Points by 500, go to Murray's Cavern Map Area B4 X2,Y2 and when in Cavern go to X5,Y15 and use Power Oil.

COUNTDOWN TO DOOM

By BARBARA BASSINGTHWAIGHTE played on BBC

When climbing the chimney:

3 bleeps means E, 6 bleeps means S, 9 bleeps means W and 12 bleeps means N.

STALKER

By ALF BALDWIN played on Spectrum

Examine the computer in the pod and make a note of the co-ordinates for Cramos.

Don't try to fight Cave Crawler, let it chase you to the pit, you're better at jumping across.

Dip parachute material in the barrel of fuel and tie to the branch to make a torch.

Light torch in Crawler's cave by striking the flint on the boulder.

When captured, cut a hole in the north wall of the hut with the sharp metal shard.

Free the alien native girl and give her some fruit to restore her strength. She will save your life later on.

Dig when the electronic device bleeps.

HERO'S QUEST

By JOHN BARNESLEY played on Atari ST

As a Thief: To get the PASSWORD for the Thieves Guild, go to the Alley at night and MAKE Thieves SIGN when attacked, then ASK SNEAK FOR PASSWORD.

When stealing from houses in town, don't go upstairs in either house.

In the old lady's house, check the DESK, COUCH and KNITTING BASKET and GET the CANDLESTICKS. If the cat bothers you, PET IT.

In the Sheriff's House, get the VASE before moving the picture. Check the DESK but DO NOT open the music box.

Get the GLOWING GEM from the Giant for the skull at Baba Yaga's. To get into Baba Yaga's hut, SAY "HUT OF BROWN NOW SIT DOWN".

THE GODS OF WAR

By BARRY DURRANS played on Spectrum

Objects to take into part two are the SWORD and MASK.

Objects to take into part three are SWORD, WINDMILL, POISON, CARD, UNIFORM, MAP, SUNDIAL, CLAY, BOX and TOME.

To repair Firetube you must be carrying the BOOK, SPANNER, FIRETUBE. "FIX FIRETUBE", "OPEN CRATE WITH CROWBAR" to get Firebird.

To kill Mutt at gate, "LOAD FIRETUBE", "KILL MUTT WITH FIRETUBE".

To make bow, go to Yew Tree, "FELL TREE", "DROP AXE", "GET TRUNK", "MAKE BOW".

Objects needed to repair chamber in part one are GODSMETAL, TWIG and BLACK STAFF.

PAWNS OF WAR - PART 2 (THE INFILTRATOR)

By ALF BALDWIN played on Spectrum

Search the sub to find a machete. Pull the lever to edge the sub forward and press the button to open the hatch. Swim up to the wall of the dam.

Examine the water along the North wall of the dam to find the canister. Cut open the canister with the machete.

Examine the building by the south wall and climb the ladder. Drop something to attract the soldiers attention then jump down on him. Search him to find a pistol.

Pull the pin from the grenade and throw it at the soldier down below. Wait three times before throwing it or he will have time to throw it back.

Search the charred body to find a key. It is twisted out of shape by the explosion and a piece breaks off when you try to bend it straight. However, don't throw it away, it will come in handy as a screwdriver. Use the pin from the grenade to pick the locked door.

THE LEGACY

By ALF BALDWIN played on Spectrum

Search the taxi and pay the driver before getting out.

A brick through the window of the shack will let in more light.

The lever in the workshop opens the nook under the stairs. Take the fan with you when you go there to blow away the dust.

As you might expect, the dog wants a bone.

GETTING YOU STARTED

OPERATION STEALTH

By ANNE ROY played on Amiga

AT THE AIRPORT: Go to the newspaper machine and EXAMINE the coin-slot. TAKE the money and USE the coin on the slot. EXAMINE the newspaper, and make a note of the country mentioned. Go to the toilets (left of screen), and go into the empty cubicle. OPERATE the case. TAKE the pen. EXAMINE the American passport and TAKE the notes. OPERATE the calculator and EXAMINE the contents of the secret compartment. OPERATE the button on the passport folder to get the country you require and USE the blank passport on the opening on the side of the folder. OPERATE the button and OPERATE the case to leave it. Leave the cubicle and exit from the toilet. USE the foreign passport (NOT the American one), SPEAK to the hostess at the reception desk and EXAMINE the telegram. Go left and USE the airline ticket on the guard with the machine gun.....

THE QUEST FOR THE GOLDEN ORANGE PEEL

By VICKY JACKSON played on Spectrum

S, E, GET DICTIONARY, E, GET CHIPMUNK, W, W, N, N, N, N, PULL PADDING, LOOK, W, S, D, GET SPLUT, N, GET RAT, N, E, GET BOOTS, WEAR BOOTS, E, E, D, E, N, GET TONG, U, S, W, W, W, N, N, W, GET TICKET, EXAM TICKET, E, S, S, S, S, U, N, E, S, S, E, N, GIVE TICKET, N, GET WIG, WEAR WIG, S, S, W, N, N, W, S, D, N, N, E, N, GET CYMBALS, S, S, GIVE TONG, GET BOTTLE, N, W, N, N, E, E, N, N, INSERT BOTTLE, GET COIN, E, E, GET SPANDREX, W, W, W, W, N, W, N, U, E, N, W, GIVE CYMBALS (the teacher gives you some seeds), E, S, W, D, S, E, S, S, S, W, PLANT SEEDS, GET FLOWER, E, N, N, N, E, E, D, THROW COIN, N, N, N, GIVE FLOWER, GET BULB.....

WIZ-BIZ

By PAT BRADLEY played on Commodore 64

FROM THE START: TAKE CAN, OPEN CAN, DRINK LAGER, SUMMON TROOL, UP, N, E, TAKE KEY, E, E, DOWN, E, TAKE POKER, TAKE PIPE, W, UP, E, TAKE SYPHON, EXAM WELL, E, GET CLEANER, SUCK UP SPECTRE, TAKE PAN, S, TAKE LONG ROD, TAKE SHORT ROD, EXAM LONG ROD, EXAM SHORT ROD, E, N, TAKE BREAD, TAKE SAUSAGES, TAKE JAR, W, N, E, SE, TAKE BOW, NW, N, N, TAKE WEED, PUT WEED IN PIPE, N, GET PROP, S, VAULT WALL, E, N, FISH, GET SOCK, W, DROP PROP, N, W, W, THROW SOCK AT DOG.....

MYSTERY OF THE INDUS VALLEY

By PAT BRADLEY played on Commodore 64

FROM THE START: GET TORCH, OUT(South), NE, N, W, NW, UP, GET PICKAXE, W, N, CROSS BRIDGE (North), IN (North), DIG RUBBLE, E, UP, E, SE, S, S, S, SE, GET KNIFE, NW, N, N, N, NW, UP, CUT HEMP, LOOK, GET ROPE.....

MYSTICAL

(THE SEQUEL TO FANTASY)

By TONY MELVILLE played on Spectrum

ENTER CODE, MYSTICAL, E, GET BULLET, F, F, EXAMINE CORPSES, GET EYE, CORPSE, F, GET NET, B, B, CATCH BAT with net, F, F, F, GET APPEL, EAT APPEL, GET APPLE golden, F, F, CATCH FLY with net, F, F, (you see Tentl Head and he asks you a question), Y, (he takes the apple and leaves a spellbook), GET BOOK, READ BOOK.....

ESPIONAGE ISLAND

By JIM DONALDSON played on Spectrum

GET and WEAR PARACHUTE, PULL LEVER, PULL CORD, DROP PARACHUTE, V, V, FEEL CORNER, PULL STRING, GET BEADS and BRANCH, E, E, S, E, GIVE BEADS, GET KNIFE, S, DROP BRANCH.....

ROBO CITY

By PAUL HARDY played on Commodore

N, GET SPADE, DIG SAND, LIFT BUCKET, DIG SAND, GET BUCKET, V, PUSH BIKE, E, E, RING BELL, USE BIKE, E, EXAMINE FRIDGE, GET CHEESE, CLOSE FRIDGE, EAT CHEESE, EXAMINE CHEST, UNTIE TIE, OPEN CHEST, GET ALL, WEAR TIE, W, W, N, THUMB LIFT (but only press return/enter when Sanman is on the screen.....

ZORK I

By JOHN BARNESLEY played on Atari ST

From start at West of House: S, E, OPEN WINDOW, ENTER HOUSE, W, GET LAMP, MOVE RUG, OPEN TRAPDOOR, LIGHT LAMP, DOWN. At this point some mysterious person will close the trapdoor on you but don't worry about it for now. S, E, GET PAINTING, N, CLIMB CHIMNEY (back to kitchen again), UP, GET KNIFE, GET ROPE, D, E, OPEN CASE, PUT PAINTING IN CASE, DROP KNIFE, GET SWORD, OPEN TRAPDOOR, DOWN, (It would be wise to save here). N, KILL TROLL WITH SWORD. It will most likely take more than one move to do this so keep at it until you succeed. DROP SWORD as you won't really need it again. E, E, SE, E to Dome room, TIE ROPE TO RAILING, CLIMB DOWN ROPE.....

ARROW OF DEATH PT 1 (Golden Oldie)

By RON RAINBIRD played on Atari 800XL

EXAMINE MESSINGER, GET AMULET, EXAMINE COURTYARD, GET ROPE, V, W, TURN COAT, TURN COAT, TURN COAT, GO PASSAGE, GET SWORD, W, EXAMINE BED, GET PILLOW, CUT PILLOW, GET PURSE, DROP PILLOW, GET ARMOUR, WEAR ARMOUR, E, S, LOOK ZARDRA, E, EXAMINE KITCHEN, W, N, E, N, EXAMINE PURSE, DROP PURSE, GET COINS, GIVE COINS (to beggar), GET NOTE, READ NOTE, DROP NOTE, GET ORB, W, W, REMOVE ARMOUR, DROP ARMOUR, GO LEDGE, TIE ROPE (to hook).....

CONTRIBUTIONS ARE NEEDED FOR THIS SECTION PLEASE

OBJECTS & THEIR USES

ECLIPSE - SPECTRUM 48K

OBJECTS AND USES - BY ALP BALDWIN

£1 NOTE	Now replaced by £1 coins so won't buy anything. You can give it to the security officer if you wish but this will not help you.
ID CARD	Wear it to pass the security officer. You need to examine it under ultra violet light to read the number.
RCU	Remote Control Unit to use elevator. Needs constant recharging in the workshop. Must be worn, except when charging.
WOOD	Wedge to keep the closet door from closing.
GENERAL	Briefs you on your mission.
TELEX	Tells you your blast off code.
CODE BOOK	Enables you to read telex.
BLUEPRINTS	Tells you how to balance spacecraft.
WEIGHT	Needed to balance spacecraft.
BUTTON	Opens door to closet in gym.
CROWBAR	To prise open nailed up cupboard.
SPADE	Dig the rock garden before taking it to the gardener.
RAKE	Rake the rock garden.
TORCH	Gardener will give you a battery. Use it in the dark cinema to see objects there.
PAPER	From an admirer. Cryptic code to enter red door to lab.
FEATHER DUSTER	Dust the table in the games room.
£1 COIN	Buy's cheese sandwich in canteen. You must get there before man in games room snaps it up.
JOURNAL	Things you must do before blast off.
KEY	Unlocks door to sauna in gym. You have to lose 5 Kg in weight.
WALKIE-TALKIE	Loose piece of wire inside.
SCREWDRIVER	Use to dismantle Walkie-Talkie.
WIRE	Needed to reconnect broken wire in spacecraft.
MEDICAL CERT.	Doctor will give it to you when you weigh 70 Kg. Give it to the guard to get to launch ramp.
PRESCRIPTION	Tell the doctor you suffer from vertigo. Give it to the pharmacist to get the bottle of pills.
MICROPHONE	Say the code to enter and leave.
GLUE	Use it to repair the crack in the space helmet.
GRAFFITI	Read it and obey nature.
SPACE SUIT	Wear them in the spacecraft before blasting off, after you have repaired helmet.
SPACE HELMET	
COMPUTER DISC	Insert it to activate on board computer.
LASER GUN	After repairing broken lead, aim it and fire it at the alien screen.

SOLUTION OF THE MONTH

IMAGINATION

From the Start:

GET DISC, INSERT DISC, TYPE ONE, EXAMINE TIME LORD (To find out your ultimate quest !), PULL LEVER, VIEW, PRESS SWITCH, OPEN HATCH, SOUTH, SOUTH, GET BUCKET, EAST, EXAMINE BED, GET CORD, EAST, GET MAP, PINCH YOUR ARM, TYPE TWO, NORTH, EXAMINE BULL, WEST, NORTH, WEST, WEST, ENTER TOWER, EXAMINE WOMEN, GIVE MAP (She changes wind direction by the tank and the plane), PINCH YOUR ARM, TYPE FOUR, OUT, GET SPADE, DIG EARTH, GET GLOVES, (ENTER PLANE, AIM GUN AT BULL, FIRE GUN (Direct hit, right between the eyes !), OUT, ENTER TANK, GET PAINT, PAINT CORD (You are now wearing a black belt !), PINCH YOUR ARM, TYPE THREE, EAST, EAST, EAST, EAST, GET POKER, EXAMINE POKER (It is an infinite lives poker, Groan !), FILL BUCKET WITH COALS, PINCH YOUR ARM, TYPE TWO, NORTH, EAST, NORTH, DROP BUCKET (The snow melts!), GET TUFT, SOUTH, WEST, WEST EXAMINE COW, FEED COW, MILK COW, GET ICICLE, EAST, EAST, GIVE ICICLE, GET YOYO, EXAMINE YOYO, PINCH YOUR ARM. TYPE THREE, EAST, EAST, UP, NORTH, EAST, NORTH, EAST, EXAMINE PIT, PLAY YOYO, PINCH YOUR ARM. (TYPE TWO, NORTH, ENTER CITADEL, DOWN, UNLOCK CELL, GET BREAD, PINCH YOUR ARM. TYPE THREE. EAST, EAST, UP, NORTH, GIVE BREAD (The bat swoops down and knocks the switch for you !), PINCH YOUR ARM. TYPE ONE, PULL LEVER, VIEW, PRESS SWITCH, OPEN HATCH, SOUTH, SOUTH, EAST, NORTH, PRESS BUTTON, GET CHIPS, PINCH YOUR ARM. TYPE FOUR, OUT, DROP CHIPS (The dogs get the scent of the chips and come to this location!) EAST, ENTER AIRBASE (The Jap soldier thinks you are a black belt and runs away !), DOWN, GET PICKAXE, PINCH YOUR ARM. TYPE THREE, EAST, EAST, UP, NORTH, EAST, NORTH, TIPTOE BRIDGE, GET OILCAN, SMASH CRACKS, FILL OILCAN, PINCH ARM. TYPE TWO, NORTH, ENTER CITADEL, UP, READ PLAQUE, DOWN, EXAMINE FONT, PINCH YOUR ARM. TYPE FOUR, OIL GUN, FIRE GUN (You hear the clanging of bells !), PINCH YOUR ARM. TYPE TWO, NORTH, ENTER CITADEL, DRINK ELIXIR (The fort disappears!) PINCH YOUR ARM. TYPE THREE, EAST, EAST, UP, NORTH, EAST, NORTH, TIPTOE BRIDGE, ENTER MOLE, PULL LEVER, OUT (You have found another cave), GET RAMBOARD, PINCH YOUR ARM. TYPE ONE, PULL LEVER, VIEW, OPEN HATCH, SOUTH, EAST, INSERT RAMBOARD INTO CONSOLE, WEST, NORTH, ENTER POD, VIEW, PRESS SWITCH, GRAB SPACESUIT, OPEN HATCH, GET SPACESUIT, OPEN HATCH.....

Adventure Completed

FINAL MESSAGE

You are in a spacesuit, floating out into the unknown. At last !
Your quest is within reach ! The number of stars is. Let me see ?
1 2 3 4 This is going to take some time ! 5 6 7 8

GAME OVER

IMAGINATION - THE SOLUTION BY Sandra Sharkey.

SERIALISED SOLUTIONS

THE HERMITAGE

By JOHN SCHOFIELD played on Spectrum

PART TWO:

READ PAPER (instructions to end game), S, E, E, (Wolves!), E, S, V (Stranger rescues you), S, S, E, E, E, E, E, SAY TO GEOFFREY "HELP ME", LEAVE, M, M, E, BUY BEER (you are given passwords to enter cocktigh), V, S, V, W, M, E, LOOK BEHIND COUNTER (you get a box), OPEN BOX (it is locked), V, S, E, E, S, S, W, MANSAVE GAME (result of cocktigh is random). S, SAY TO MAN "JUMM GAMON" he lets you pass. BET ON RED (or white) BIRD, (if you win your money is doubled which is necessary to buy all items). M, M, W, S, W, GIVE BOX TO LOCKSMITH (he opens it and is killed), EXAM BOX (contains a key on a gold chain), S, S, W, V, BUY SALT, E, E, E, E, BUY PIG, W, V, M, M, M, E, E, M, M, W, W, M, M, V, SAY TO MAN "HELLO" (he has a rowing boat for sale), SAY TO MAN "YES", E, M, BOARD BOAT, GET PIG, LEAVE BOAT, KILL PIG (need dagger and empty beer tankard to collect blood), E, EXAM BOAT, LIFT COVER you get some gunpowder, EXAM KEG (has a small cork plug), W, W, M, W, M, EMPTY BOTTLE (of holy water to destroy hands from graves), M, EXAM DOOR, (small nail), HANG CRUCIGIX ON NAIL, OPEN DOOR (need key), E, EXAM SOIL you get some bones, E, E, UNPLUG KEG, LIGHT GUNPOWDER, E, E, E, E, MAKE CIRCLE OF BONES, MAKE CIRCLE OF BLOOD, MAKE CIRCLE OF SALT, PLACE CANDLE IN CENTRE, SAY "COME DEMON OF THE NIGHT"
Ambrose's soul is cleansed and he begins the journey to heaven. Well done, you have completed The Hermitage and scored 100 out of 100.

=====

DARKNESS IS FOREVER

By NEIL SHIPMAN played on Atari ST

PART ONE

EXAMINE BED, EXAMINE CARD, S, GET TV, E, EXAMINE BIN, EXAMINE VALLET, GET PENKNIFE, W, V, W, S, EXAMINE CORPSE, GET HANDKERCHIEF, SEVER THUMB WITH PENKNIFE, GET THUMB, M, E, S, EXAMINE BRICK WALL, GET BRICK, DROP BRICK, PRESS BUTTON, S, ENTER TAXI, SAY TO DRIVER, 31 MADISON SQUARE, PAY DRIVER, LEAVE TAXI, LEAVE TRAIL OF MONEY TO ALLEYWAY, STAB REPORTER WITH PENKNIFE, EXAMINE BODY, GET REPORTER'S COAT, WEAR REPORTER'S COAT, GET HAT, WEAR HAT, GET CAMERA, S, E, B, E, EXAMINE BOOK, ATTACH PLUG TO TV, W, S, U, M, M, INSERT PLUG INTO POINT, OPEN CABINET, GET FILE, READ FILE, S, COVER FACE WITH HANDKERCHIEF, W, W, EXAMINE SHELF, GET BATTERIES, E, E, S, D, W, DROP REPORTER'S COAT, DROP HAT, DROP CAMERA, DROP HANDKERCHIEF, ENTER TAXI, SAY TO DRIVER, 45 RUE DE CHATEAU, PAY DRIVER, LEAVE TAXI, W, SIGN NOTEPAPER, W, S, SAY TO SHOPKEEPER, GRUNDIG, GET PEPPER, GET ACID, M, W, M, M, E, N, GET HISTORY BOOK, S, E, TOPPLE BOOKSHELF, W, W, S, S, W, W, M, GET MIRROR, S, E, E, S, S, S, E, REFLECT BEAM WITH MIRROR.....

TO BE CONTINUED



TELEPHONE HELPLINE

ALF BALDWIN	0452 500512	MON TO SAT 10AM TO 5PM	Spectrum
JACK HIGHAM	0925 819631	FRI TO MON 7AM TO 10PM	Spectrum
DOREEN BARDON	0653 628509	MON TO FRI 6PM TO 10PM	Spectrum
		Weekends any reasonable time	
JOAN PANCOTT	0305 784155	SUN TO SAT 1PM TO 10PM	Anstrad
ISLA DONALDSON	041 9540602	SUN TO SAT NOON TO 12PM	Anstrad
STUART WHYTE	061 9804645	ANY REASONABLE TIME	Anstrad
MERC	0424 434214	ANY REASONABLE TIME	Atari ST
JASON DEANE	0492 822750	ANY REASONABLE TIME	Amiga
VINCE BARKER	0642 780076	ANY REASONABLE TIME	CBM 64
BARBARA BASSINGTHWAIGHTE	0935 26174	SUN TO SAT 10AM TO 10PM	BBC
BARBARA GIBB	051 7226731	ANY EVENING FROM 7PM	Various
ROBIN MATTHEWS	0222 569115	OR 0642 781073	IBM PC
		EVENINGS AND WEEKENDS	
WALTER POOLEY	051 9331342	ANY REASONABLE TIME	Various
MIKE BRAILSFORD	0592 757788	SUN TO SAT 10AM TO 10PM	Various
NIC RUMSEY	03212 2737	MON TO FRI 6PM TO 9PM	Various
DAVE BARKER	071 7321513	MON TO FRI 7PM TO 10PM	Various

*** THE ULTIMATE INFOCOM HELPLINE ***

If you need help with an Infocom adventure then who better to help you than a GRUE! Ring GRUE on 0695 573141 between 7.30pm to 9pm Mon to Fri or write to 64 County Road, Draskirk, West Lancs, L39 1QH.

*** ADVENTURE PROBE ***

NEW TELEPHONE NUMBER FROM MARCH 21ST!

0492 877305

Between 10am and 9pm any day apart from Sunday please

If you need to contact Adventure Probe then I will try to be available during these times apart from shopping and the occasional evening meeting. If you are telephoning for help on an adventure then please try to call during daytime hours but please try one of the helplineers for help first, as above.

PLEASE MAKE SURE YOU ONLY RING DURING THE TIMES SHOWN