

Adventure Probe

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

CONTRIBUTIONS

All contributors sending in material between 14th of the previous month and up to copy date will have their names entered in the HALL OF FAME for the subsequent month. CONTRIBUTIONS are always needed and ALL readers are invited to send in items for every section. Anything from a single hint or tip to a full blown article are all very welcome. Reviews of the adventures you have played are especially welcome. 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 around with text being approx 70 chars across and 60 lines per page. Items can be sent in on disc (all discs will be returned). I am able to handle Amstrad CPC6128 on Protext (or Tasword), C64 on Easyscript, Atari ST on Protext or First Word Plus, Amiga on Protext or Kindwords. ASCII files should be alright too. Sorry I have no suitable printer for BBC or Spectrum. FAXSIMILE may be used to send items also (same telephone number). If you send in items for the IN-TOUCH section please clearly mark which are adventures, utilities, arcade games 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 U.K. to address.



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HALL OF FAME



Sincere thanks to all the following readers who took the time and trouble to send in contributions this past month:

ALLAN PHILLIPS, JIM STRUTHERS, JACK LOCKERBY, PARASKEVAS TSOURINAKIS, SIMON AVERY, MARK ELTRINGHAM, VICKY JACKSON, DAVE ADAMS, IAN OSBORNE, NIC RUMSEY, LARRY HORSFIELD, JAY HONOSUTOMO, GORDON INGLIS, BRIAN BUSBY, DAVE HAVARD, MARGO PORTEOUS, HUGH WALKER, KEVIN MURPHY, JIM MACBRAYNE, NEIL SHIPMAN and MERC.

Special thanks to MerC for the cover logo and to KEZ GRAY for the cover picture.

EDITORIAL



Welcome to volume 5, issue 6 of Adventure Probe.

This is Adventure Probe's FIFTH birthday issue! Thanks to everyone who wrote in to send in their congratulations. This means that Probe is the longest running, monthly, multi-format adventure magazine, the granddaddy of them all. I know that you have heard me say this many times before but, on this occasion I think it is only right that I thank each and every one of you for making it all possible. A special thank you goes to the many readers who send in contributions for Probe for without them it would be a very boring magazine indeed and also a big thank you to all the people who just read Probe, it goes without saying that if you were not there to read Probe, there wouldn't be a need for this at all. I sincerely hope that we will all be supporting Probe for the next five years at least! I will be here for as long as adventurers need Probe.

For some time now, a few of you have been nagging me to get a Fax machine so that contributions etc can be faxed to me. Well this week I took the plunge and got one. The first few days were rather an embarrassing experience for me until I got used to it. Answering the phone and hearing bleeps and buzzes coming along the line resulted not in my pressing the button to receive a fax but had me saying "Hello, hello... Hey John, I think this must be for you because it sounds like an overseas call... hello... hello". My cheeks went even rosier when I later discovered that the sender of the fax could hear all this at their end of the line! Isn't modern technology just wonderful? Never fear, I have now sussed it out (I think - hope!) so if anyone wants to fax anything to me, providing I don't answer the phone anywhere else but in my computer room, you should get the desired response! According to the instruction manual I can hook this beast up to my computer for scanning (?) and all sorts of things, but all that is for the future, at present I am just content that I can get it to do the job it was intended to do. Bob Adams tells me that it has a modem in it. Hubby says that it is a good job I can't hook up to M.U.D.'s with it otherwise he would send it back! I wonder why?

Despite all this modern technology causing me a few headaches I have had time to enjoy myself this month. I have been having a wonderful time playing MAGNETIC MOON on the Amstrad! Oh you Amstrad owners are in for a treat. If you haven't already done so I suggest you send your orders in to Larry Horsfield at FSF as soon as possible. Address is on page 22 of this issue. I have also been enjoying myself very much playing The Best of River Software from Jack Lockerby which now comes on disc for the Spectrum Plus 3. There are four titles including HAMMER OF GRIMMOLD, DAVY JONES LOCKER, MUTANT and INTO THE MYSTIC. All these excellent adventures for just £4.95! I suggest you send off your orders right away to Jack Lockerby address on page 26.

Well, that's it from me for this month. I hope you enjoy this issue and I'll see you all again next month as usual,

Mandy

REVIEWS



ELVIRA - MISTRESS OF THE DARK

From Accolade. Shop around for the best price.

Reviewed by THE GRUE and played on Amiga Imeg

Well, here you are in Castle Kilbragant. Elvira has decided to open up the old ancestral home with the idea of turning it into a bed and breakfast for the tourists and by doing so has reawakened an ancient curse placed on Kilbragant by her great, great grandmother, Elmelda. Elvira is now trapped in her own home and has placed a small ad in the hope someone will rescue her... and guess who that is?

You must search the castle to find the six keys that will unlock an ancient chest and lift the curse, sounds easy huh? The trouble is that death is always lurking around the next corner or door. You'll have to fight all sorts of monsters, guards etc, some easier to kill than others (or so they say!). The graphics are beautifully drawn, the sound FX are good and the animation is very smooth. There are arcade style sub-games for you to do as well as being offered the chance to improve your archery skills, the latter is highly recommended as this gives you the chance to defeat your opponent at a distance. The game on the whole is well constructed with a strong RPG flavour to it. Spellcrafting is also an important part of the game, the ingredients for each spell can be collected throughout the castle and its gardens. Elvira will be waiting in the kitchen to assist you, if you bring all the ingredients to her and then chose MIX, then provided Elvira has a copy of the spell book all the spells will be listed. I also enjoyed the humour in the game, a bit on the smutty side perhaps, full of innuendo but all done in the best possible taste.

With Elvira you can have quite an enormous list of items in your inventory which at first sight might seem a good idea but a heavy load slows you down if you decide to flee from one of the creatures/guards and you either get caught or sustain a fair amount of hit points from damage from being hit from behind. The screen layout is nice and clear with the main window showing all the action blood and carnage. The lower window displays your inventory, serves as a dialogue box and shows which items in a room are removable. There are many monsters in Kilbragant, some of the guards are dressed in similar clothing but the colour of their clothing will give you some idea as to how difficult they are to kill. Speaking of which, this is where the game dies a death! The fighting element of the game seems to erratic that you will spend most of your time dead instead of trying to solve it. The other sore point of the game is the number of disks, five to be precise and if you aren't fed up with being killed then you will probably become cheesed off with the sheer amount of disk swapping (or fall asleep waiting for one of the grisly pictures to load). It is a great shame that playability of the game has been ruined by the aforementioned complaints. Slowness and sudden deaths overshadow what was a well constructed game, with great graphics and sound. It demonstrates once again that playability is the key to a good game and Elvira unfortunately doesn't have much of it.

THE MAGICIAN'S APPRENTICE

By Simon Avery. Available from WoW software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. For Anstrad CPC on cassette for £2 and disc for £4. Cheques etc. payable to JG Pancott.

Reviewed by JAY HONOSUTOMO and played on Anstrad CPC6128.

I know some of you may be thinking, 'This is odd. The Magician's Apprentice has already been reviewed by Mark Eltringham in the December issue!'. Well, recently Simon has allowed Mrs. Joan Pancott to publish this game under WoW software, and she would like me to run through a few more points.

Just in case you missed the review, I will fill you in with the basic plot. You play the part of an apprentice magician by the name of Wuntsvor. Unfortunately, your master, the magician Ebeneezun, mysteriously disappears. Loyalty overcomes you and you decide to set out and search for him. The adventure begins in your own home, a battered and worn hut.

This is a neat little game, which I think is perfect for the beginner. It's not too hard, something which that beginners often get put off by. It has around 45 locations and there is also a small maze, which you will spend a few minutes solving. One other point about the game is the humour contained within it. At one point in the game a sales-demon (!) named Grax comes along and demands for a club that you supposedly took from him without paying. Each time he appears, he tries to persuade you to return the club, and I found the responses quite amusing.

Some of you may recognize the names of the two characters, Wuntsvor and Ebeneezun, from the long running novels written by Craig Shaw Gardner. Obviously, Simon has enjoyed the books and written an equally enjoyable adventure loosely based around them.

I would just like to highlight a couple of important points about Apprentice. A few of Simon's Public Domain games have had spelling mistakes and poor grammar, but this game has been playtested by Lorna Paterson, and has no mistakes whatsoever. Also on the disc version of Apprentice, you cannot save your position onto disc. You can only do so on tape. This may put many disc owners off the game, especially Plus owners, but I can assure you that the game is fairly short and you do not really need to rely on position saves to finish it.

This is a great game and deserves to do well. I would recommend it to any adventurer who is looking for a well written and tidy game. Watch out for two more of Simon's games released on the WoW label. They are both equally as good as The Magician's Apprentice.

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HATRACK II - A Programmer's view.

By JIM MACBPAYNE

I have just read The Grue's very comprehensive review of HATRACK II for the AMIGA in the May issue of Probe and fully concur with his general assessment of the system. I thought, however, that as The Grue is not, by his own admission, a programmer, the views of someone who is used to writing games without the aid of such facilities might be of some relevance.

Can I just say at this point that there is no such thing as a game which is written without 'using a system'. The system might be of your own construction, be very basic and utilitarian, and may be used for a one-off game, being consigned to the trashcan thereafter, but system it is nonetheless. In my own case, I have written various editors which allow me to enter the basic descriptions for each room together with its attributes, files of text, too lengthy to include within the main body of the program itself without gobbling memory, which are then called from within the main program whenever the appropriate conditions are met, and finally the verbs and objects the game understands and allows you to manipulate.

Having been the author of the above, using them has become second nature, and refinements added as deficiencies were identified have made them more flexible as time has passed. They are, however, far from user-friendly, and I would absolutely balk at releasing the whole for use by the unsuspecting public as an 'Adventure Writing System'. Apart from anything else, editors are all very well, but there is still the problem of writing the code for the main program, and considerable programming skills must be acquired, usually over a period of some years, before one embarks on a task of this magnitude.

What Tony Heap (the author of HATRACK) has achieved is to create a system which is so integrated, so comprehensive, so open-ended, so user-friendly and so interactive that it is now possible for the inexperienced to write an extremely professional game with an ease that I would previously have considered quite impossible. The built-in parser, which one can generally take as an indication of a game's sophistication, is truly excellent, almost equalling that of Infocom's, and even if one can identify deficiencies, these can almost always be patched using the system's comprehensive 'puzzle-writing' facility. As one programmer to another, I think the ultimate compliment I can pay him is to say that I can't see myself having produced anything so beautifully professional.

On the minus side, the data files created during a game's construction are in simple ASCII form, and thus are easily accessible to prying eyes - too great a temptation, in my opinion, should one be stuck or at a dead-end. I believe, however, that he is looking at the possibility of data encryption for a future release.

Let no-one embark on the task of writing an adventure game without full realisation of what this entails. Games do not write themselves, and no matter the sophistication or user-friendliness of the system one is using the basic problems of mapping, layout and problem definition remain. Referring, however, to the article by Paul Rigby in the May issue of Probe, he quotes Brian Moriarty as saying that 90% of the time spent in developing Infocom games was spent in programming. HATRACK has reduced this to the minimum, certainly bringing adventure creation within the capabilities of the man on the street. At £29.92, it's possibly the best buy you'll ever make!

As a postscript, I was intrigued by the title 'HATRACK'. This apparently is an acronym for "Howard and Tony's Revolutionary Adventure Creation Kit".

DRAGONFLIGHT

By Thalion Software. Shop around for the best price.

Reviewed by LES SHIPTON and played on Atari ST

Having just started on the Atari adventure scene after many years and adventures on an Electron I was looking forward to my first try on a new beast. The first thing I noticed on this game at least, no more Go North, Drop Key, Pick Up Lamp, Light Lamp etc. Great just to sit and press a button. For those of you who have not tried the old fashioned method you don't know what you are missing, all those hours of waiting for the cassette to load only to find right at the end the message, Rewind Tape! Right, that's enough of that, on with the review.

You play the usual (so I have been informed) party of four Human, Elf, Dwarf and Magician. The object is to free the Dragons that have been magically entombed by the dreaded, and get this for a name, Lord Avaram Souldesecrator on an island somewhere. You are given some Statis Rings, a great help in the beginning, so you don't need to die as long as one of the four can make it to a Temple. A piece of map of which you have to find the other 11 pieces. In the beginning you blunder around towns knocking on doors and accosting people in the streets willing them to help you, some do but a lot of them say "light filled days" and that is it. So back to the dungeons. I didn't mention them before, sorry, the first three are easy just for getting more money to buy food, more armour and some decent weapons as wandering too far you are likely to meet all sorts of wonderful beings and bare fists are no match. These first dungeons can be visited time and time again after a period of time to obtain the same artifacts, plus, by now a few more map pieces. So further afield you go realising what a big place this world is. You now find more dungeons a lot trickier and clever than the others and the snag of this game Riddle Tongues. These stone faces on the entrances to the latter dungeons need passwords, if you get it wrong they stick out their tongues and you can nearly hear a raspberry. All in all this is quite a good start to my Atari adventuring, good scrolling and layout, just a couple of bugs in the translation from German to English, in two rooms the game crashed and filled the screen with something in German. The game comes on three disks, A being the boot disk and for special pretty pictures., B is the playing disk and C, which I thought was for the later stages, turned out to be blank and could be used to save positions to instead of using your own disks. To finish off, if you like mapping dungeons there are twelve of them up to fourteen levels, and are training to become a door to door salesperson then this is the game for you.

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TEALAND

Available from Recreation Re-Creation, 39 Gargie Hill, Thorpe St Andrew, Norwich, Norfolk, NR7 0XX. Price £2 cassette, £4 disc. Available for Amstrad CPC464/6128.

Reviewed by DAVE HAVARD played on CPC6128

Written entirely in basic, this is a nice little offering from the Recreation Re-Creation stable of Mark Eltringham. Mark has decided to set up a software publishing business which will
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market some long lost oldies, and possibly some newer offerings as well. With Joan Pancott's WoW and Larry Horsfield's conversions there now appears to be something of a recovery on the Amstrad adventuring front. Other titles released include Druids Moon, Castle Warlock, AI-Strad and Project X. Several of them can be personalised, a nice idea for a present.

The light-hearted romp through Tealand begins in a sweet smelling garden, and flows on quickly, taking you along paths to various locations that are logically linked. The examine command has been purposely omitted to enable further interaction with various N.C.P.'s. They include a large dog, Gnome, Robot, Deaf Man and, of course, the Smurf. The Smurf ignores you until you are able to change colour, (a rescist Smurf?), and it may be best to sleep on this problem. He is helpful in the maze once recruited but don't let his constant chatter interrupt your problem solving or preparation.

Soon after the beginning I found myself in the kennel of a large dog, having just put my hand in something soft (Uggh!). Considering I was holding its bone AND a cat I was surprised to survive the encounter. There are many humorous points like this scattered through the game, and it isn't too difficult. A good game for beginners or children particularly with the inclusion of the Smurf and a Wombie! This dates the game well but it is still playable and enjoyable.

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GRUEKNAPPED

By Bob Adams. An Amiga conversion of the Amstrad game by THE GRUE! himself. Available from Atlas Software (address on page 23) for just £2.50.

Reviewed by THE WAYFARER played on Amiga

AT LAST it's here, the all singing, all dancing Amiga version of the Grueknapped game, originally written for the Amstrad. The Amiga version has been coded using the Hatrack II system by The Grue himself. It is an excellent conversion of an extremely funny game, complete with all the original Adamsian humour and with several obviously Grue inspired pieces of wit.

From the start, with its beautifully-coloured title screen featuring a menacing pair of Grue-type eyes, with a musical theme and a scrolling introduction to the story so far (with credit to the coder of the theme) you are invited to click your mouse to enter the game proper. Do so and you enter the strange world of Adamsian humour. For those who don't know Bob (are there really people who haven't heard of the Amster?), this seems to be a cross breed of Viz, Dandy and Oz (for those old enough to remember it) with touches of Private Eye and the odd bit of the unidentifiable (but suspected Mel Brooks) humour.

A short delay as the game loads and you are in the midst of a traditional text adventure full of humour and suspense. Puzzles quickly follow puzzles as you explore the world which Bob creates as Gamesmaster, seeking all the time to escape your entrapment before the Grue awakes and you share the fate of your tubby (and late) friend. Will you be able to defeat the nefarious Grue, or are you destined to be his next snack?

All through the game little pointers seek to trap you, puzzles are both traditional and in some cases downright evious. The system handles well and fairly rapidly, none of the slow handling of past adventure compilation systems here. The humour is very "Carry On" style, easy on the eye but adding to the game immensely. The Grue has coded in all sorts of amusing Infocom style responses, which I am told were not in the original game and the only minor bugs I found did not detract from the finished game and these have been eradicated by the tenacious and hard-working efforts of The Grue.

With the now famous Adams use of the Apostrophe, this is, all in all, a grand game which has actually improved in transfer to another system. It benefits immensely from the author's (and additionally The Grue's) unique sense of humour. To those considering buying this game I would say "GRAB IT... such polish and humour are rare, and at £2.50 it has to be seen (and played) to be believed."

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BEST OF THE INDIES 2

Available from Zenobi Software, 2 Spotland Tops, Cutgate, Rochdale, Lancs. Priced at £4.99 on cassette for Spectrum only.

Reviewed by THE INNKEEPER & THE POTMAN on Spectrum 48K

CRACK CITY Part 1 in the Snow Dogs Trilogy written by G Gappuccini.

This is the first game on side 1 of the tape and after reading a few glossy magazine reviews we thought we were in for a real treat. The game is set in the year 2003 and you are an S.I.F. (Secret Intelligence Foundation) agent. Your chief hands you a dossier on a drugs ring run by a mafia type organisation and you must meet with a dealer, exchange an artifact for the drugs, get any HARD evidence of the exchange and who are linked to the deal. You start on Monday August 7th and the game will end late on August 9th. There are three characters you can use and each have their own strengths and weaknesses. (I didn't find any difference in using any of them though!). Ransave/Load, use of adverbs and ALL command are used quite well but I am afraid that, though innovative in the design and layout of the screen was well thought out, the actual game was a bit of a let down.

We think that still using EAT/DRINK/SLEEP as a means of puzzles to kill you off is a little "old hat" and far from gameplay being more real, it seems we are taking a step back in the eat or die situations. The game is also rather small (about 23 locations - though the graphics are good) and the puzzles, though interesting, just were not enough. In time honoured spying fashion you have to talk to people using speech quotes to find a few things needed. Plus certain things have to be done at certain times (and only three days to do them in). What spoiled the game most of all were the silly bugs. For example EXAMINE FILM brings the response A PAIR OF TROUSERS NOTHING UNUSUAL?! (are they sure there is nothing unusual?!)

All in all, not a bad game to start this 6 pack with but it would have been better with a bit more experienced playtesting.

THE HERMITAGE (New version parts 1 and 2)

This is the second game on side 1 and written by A Collins. The story starts with you as a preacher called Ambrose, living in the dark ages. Ambrose has been living in a monastery but the archbishop thought he should go out in a pilgrimage of sorts to murder an old hermit who is the incarnation of the devil. While you were away from the monastery dark forces have been at work and it looks like all have been murdered. A good search of the building should reap a few rewards. From the start you are really drawn into this text only gothic horror of a game, with puzzles starting easy and working upwards though none are too tricky and all are quite logical. A few things to remember in this game is that you ARE a PREACHER so don't go around kissing and bedding women or you might feel the bite. A trip to the forest could be LIGHT enchantinf for you but don't forget to pay the TOLL-BRIDGE MAN. Altogether an excellent part 1 and where this game used to end in the old version is where part 2 is a great sequel and puts you on your toes against some wolves from the very start. We have had many hours wandering around the town of Soult and the surrounding areas to find what is needed to cleanse your soul. This could be one of the games of the year for us and it might even get our votes for ADVENTURE OF THE YEAR 1990-1991 at the Convention.

THE GORDELLO INCIDENT

The third game on side 1 is written by the canny Scot himself Tom Frost. A preview of this game was published in Adventure Probe back in April 1989 and a review by June Rowe was published in June 1989 so we will not delve too deeply into the game itself. An evil Dr Gordello is threatening to build clones of all the major players in the world of politics and industry (might be better than the stuffed shirts we have at the moment). By the use of a computer you can control 2 clones called AB and BA. Your job is to turn them into one superclone (an AA) and then force it to destroy the clonotron and kill Dr Gordello. The game is quite different from almost anything we've played before. You play clone AB on the left half of the screen and clone BA on the other, one problem is that clone BA does the opposite of what you tell it ie. Remove Jacket will get clone BA to put it on. We also found that our typing had to go at breakneck speed to beat the automatic messages that keep coming up on the screen and other people that move around in one of the most independant games for ages. Part one is tricky but not too difficult but part 2 is nie on impossible. Criticisms are that we had a hard job reading the top of the screen as the writing was much too small. What we also disliked was that after playing and getting really involved with parts 1 and 2 we found we have to send off to Tartan software for part 3, after buying the first two from Zenobi. If you are going to sell a game then sell it in its entirety. We wouldn't buy 30 chapters of a book from one store and the last 10 from another! Why, oh why do so many software houses do this? Having said all that, we did enjoy this game and would recommend it to any above average adventure player.

BOUNTY HUNTER

Written by River Adventures, this adventure is the start of side 2 of the tape. This game was reviewed in Probe back in September 1989 by Jim O'Keeffe and his review was 4 pages long! so we will only add our own comments on specific items to the game where necessary. The planet is called Karakata and it holds an old world that was once inhabited by an early humanoid tribe. A blipship of the federation was carrying a cargo of neuro-viral lifeforms called VIROIDS when it

crashed on Karakata and all the VIROIDS escaped. You have been chosen to seek and destroy these VIROIDS before they become unstable. The mission is top secret and you won't get any extra help from the federation as this might arouse their enemies who are known to patrol the region. The pulsar you have will only kill VIROIDS and no other lifeform. Should you succeed in this mission then 7 million federation credits will be deposited in any bank account you wish.

In the blurb it states 1500 locations. Remember to keep some PAC's handy as there are only 40 of them for the teleport unit which is your watch and also doubles as a communications unit. With this we had a problem as the game says your authorisation documents explain its use. But Zenobi haven't send any paperwork with the game to Mandy, but having read in Jim's review that the teleport will take you anywhere on the planet, we are also missing a map which Jack Lockerby used to send with the game. So points deducted from Zenobi for this oversight. We are nowhere near to completing this adventure yet so all we can really say is it does look very good, from what we have seen so far, and think this will be a mappers paradise. We hope it will turn out to be a puzzlers one as well. Just hope we get it finished by the Convention of 1991.

FROM OUT OF A DARK NIGHTS SKY

Number 2 on side 2 is from John Wilson's prolific pen and was a step towards more serious adventure writing. As we had already bought and played this game over 2 years ago we thought we would get the old map out and see if anything has changed - NOPE same old bits still there. An old man sat near the fire in his room pondering on what could have been if only he had found the last alien pod that fell to earth all those moons ago, he sleeps and dreams of what could have been... This is where you come in, you play the part of the man in his youth. Driving home from a date you see what you think are shooting stars, then the engine dies (is this a Skoda?) and you roll to a standstill. This is where the game starts, with you as "Martin" sitting in your car. The first thing is to find your keys as without them the game will be over very quickly. Stepping out of the car you find out that the "shooting stars" are really alien pods as one has landed quite near and this one will give you some idea of how to deal with the other pods. Even though searching would seem the most obvious thing to do your first task must be to stop the bridge burning (set alight by a burning pod), otherwise you will never get to the other side of the area you wish to search. Once this has been done the adventure really begins. Even when you have smashed all the pods there is still an alien to deal with and be quick about it or you'll be frying tonight! If you enjoy a challenge against the author then this adventure is a must as some of the puzzles are very devious indeed!

DIABLO

Written by Mark Cantrell, this three part adventure is the last on the tape. You start as Captain Payne, a leader of 6 who have been sent by the Military to investigate the re-appearance of the spaceship "Discoverer" which was out of orbit and missing for 7 months. The Military know more than they are telling you about your mission and now 1 member of the party, Lawson, has been put into your party by people much higher than your co-ordinators. So off you go with your crew in a BCIS shuttle and dock with the "Discoverer". Suddeny as you open the airlocks and wait for the stale and fresh air to mingle you note Lawson has already gone

through the doors.

Well, what can we say about this 3 part adventure game, AMAZING, GREAT, A JOY TO PLAY and we mean it! We first bought this game when Global Software (now defunct) had distributing rights, but never sat down to play the game properly, upon reloading we found we had been missing something which was needed about this time as we were going off adventures. But with good presentation, nicely thought out graphics when required and up to 4 people to control (remember Lord of the Rings), this really is taking the PAW to its limits. It is reminiscent of the film ALIEN and we enjoyed that as well (bring on John Hurt's stomach bug!). The game has its own Alien in Diablo (Diabolicus Edanus), a mutant strain of large herbivores that hunts like carnivores, it has killed most of the crew but a few are running around as crazy as hell!

Part 1 is a good beginners think tank on how to cope with an adventure, it has some quite logical puzzles though devious in design and should lead you into part 2 quite easily, but make sure you make use of all 4 characters and distribute items amongst all. There is only one person that the spacesuit will fit (she's not male - hint). The main aim in part 1 is to get the lift motors functioning again and thus get to the lower levels. A few good searches will reap rewards, one puzzle is a bit obscure as even though we had a screwdriver (metal) we couldn't break some glass, but when we wore some bloodstained clothes we could. (Oh well, perhaps the blood had a lot of iron in it).

Part 2 is much harder, there is a time limit element to get things done, not only that but Diablo is on these lower levels so you must watch your step and if you can, split your party into two groups. You will need to stop Diablo breaking the air purifying system and stop the auto hyperdrive from setting off, so be quick about it.

Part 3 we will leave to yourselves to discover. You are near the end and still so much to do, will you ever escape Diablo - who can say as "In Space when you scream no-one can hear you!"

The main parts of this game we liked were the change in font styles, compass or shipboard direction (don't think even Infocom games had that facility), the way the puzzles just slotted in right and the whole presentation was great. The only bad thing about this game was the lack of background information sent with it. Yet when we bought the game from Global we received 11 pages of information and a page with a detailed map. (Don't forget that Global is a deceased parrot - in otherwords DEAD).

To end, this whole tape is worth every penny that we (didn't) pay for. So get then there dines to Zenobi and then get stuck into a good month or two of adventuring.

Now back to the only game not finished BOUNTY HUNTER... aha! another location found 1309. only another 191 to go... Oh DRAT and RATS run out of mapping paper again! So off to the shops... Bye!

FICTION
THE RETURN OF THE SON OF COLOSSAL ADVENTURE
THE REVENGE

(Or: The Valley Of The Trolls)

A short story by Kylie the Wombat Slayer

PART FIVE:

The scene that confronted them was an unexpected one. The room was of ancient stone, and the ceiling was high and vaulted. In the centre of the room was a table, around which, sat a number of the most notorious villains that the world of adventuring had ever known. A huge, heavily cloaked, dark armoured figure sat at one end of the table, his chair was smoking slightly. He was surrounded by a cloud of dark fumes through which shone his red, glowing eyes. Beside him sat a thin, colourless, bald man with a metal claw instead of a hand who was absently stroking a large, fluffy angora rabbit which sat in his lap. A green slimy creature, seeming to consist only of a giant brain with eyeballs sat in a tank, and made furious gargling noises at them. Doctor Zed could easily be identified by his stained lab coat, thick-lensed pebble glasses which made his crossed eyes seem twice their normal size. An evil wizard sat further along the table - his red robes were covered with mystic symbols and a small demon crouched on one of his shoulders. Opposite him sat a woman in dark, opulent robes, idly playing with a jewel handled knife and occasionally using it to spear chocolates from a large box in front of her. She twisted her long pale fingers in her gleaming black hair as she looked at the prisoners rather as a cat looks at a mouse, the effect being spoiled only by a suggestion of a spare tyre beneath her tight fitting dress. But at the head of the table sat the leader of the group. The old wizard Hartley looked saugly at the captives, revealed by his dark robes and twisted sneer to be the ancient enemy of the valley and of all freedom-loving creatures in Middle Earth, the Black Sorcerer! The three captives stared at him in horror and amazement, but being tightly held and surrounded as they were by orcs, trolls, killer robots, green slimy things, demons, gangsters and dog food salesmen there was little that anyone could do.

"Welcome to our little meeting, my friends.", Hartley smirked at them. From long experience, Bernard knew that at this point the villain would reveal his entire plan in order to gloat at them before deciding on a particularly horrible yet imaginative death to put them all to. He was not wrong. The evil sorcerer rubbed his hands together and began; "It would be a pity to send you to your deaths without appreciating the extent of the final plan we have devised. We the villains of the adventuring world some of whom have come all the way from their underground missile silo to be here today and of course myself - we have decided that we have grown weary of our fate in the world of adventures." "You are correct." Hissed Mr Destruction, stroking his rabbit gently with his steel claw as he took up the narrative. "We build up huge empires, wealth, power, work our fingers to the bone for world domination and what happens? Inevitably some imbecile adventurer reassembles the ancient sword of this, or the sacred seal of that, and poof! We end up getting turned to stone or dropped into a volcano. Never once to we manage to fulfil a single one of our lovely plots or schemes."

"So vat ve haf decided," continued Doctor Zed, "is to destroy ze whole framework of ze

adventuring world. By fillink in all ze dungeons, cutting down all ze woodlands and putting all ze creatures to work in our companies, and finally ending all adventures, we will have von ze complete and final victory!"

"You haven't won yet, you creep," Dick yelled in fury.

"In a few days," gloated Hartley, "it will be all over. But of course, you will not be around to see our triumph. How should we dispose of these unfortunate creatures, my companions in darkness?"

The evil Priestess Marissa looked up from her contemplation of the chocolates. (Black Magic, Bernard noticed), and lovingly stroked the blade of her sacrificial knife. "Well," she purred, "why don't we sacrifice the prisoners to the Gods of Darkness? They'd be chuffed to bits - they're getting a bit sick of chickens and they don't even enjoy princesses as much as they used to." She ran her hand languidly through her cascading raven hair.

"Too quick." The Dark Lord rumbled in disagreement, nibbling absently at a sandwich. "My orc tormentors could do with a bit of practise - it gets really boring in that pit."

"I disagree," hissed Mr Destruction. "My man-eating piranhas have not eaten well for many weeks. Neither have my ferocious dobermen or my crocodiles. Have you any idea how much a fully grown crocodile can get through in a week? The robot I can suspend over a vat of highly corrosive acid and lower in inch by inch - that one always goes down well." He laughed horribly and Fang, his pet, snuffled his approval and twitched his ears malevolently.

"No!" the Demonist Lord of Stryx said in a stern voice. "Let them be imprisoned forever in the depths of my dungeons. There they can wait out their days in endless torment as we carry out our plans to dominate the world!"

"I thought we'd turned your dungeons into Toddles Babywear." Mr Destruction said. "Or was it the Cheapex Discount DIY warehouse?"

"Then let them be imprisoned in endless torment in the grouting and bathroom fittings department!" the demonist lord responded angrily. "The effect is much the same."

"No," said Hartley, "since we cannot agree as to which way we should dispose of the captives we must adjourn our decision until we have a little more time. Let us wait until we have completed our plan to enslave Middle Earth. Then, given time, we may even be able to combine some of your ideas to provide our guests with a truly interesting send-off. For now, let us imprison them in the junk room!" As the three prisoners were dragged out of the boardroom, Hartley's insane laughter rang out after them.

"Boy, is he ever a nutcase." Dick commented.

"Nutcase or not," Flossie answered, "we're in real trouble".

"No talking among the prisoners." One of the guards (a troll with an acne problem) snapped in time-honoured fashion, and the slime monster next to him gurgled in agreement. They had reached a large, decaying door, which must have once been very ornate. As the troll turned the key and pulled the door open, the hinges protested with an ear-shattering creak. Before they could react in any way, the three captives were pushed inside, and the door slammed behind them. Very clearly the sound of a key being turned and several bolts being slammed shut could be heard.

The junk room was very dark, and the only thing that Bernard could see was Flossie's face light gleaming redly a short distance away. Behind him he could hear muffled swearing which was accompanied by a loud clattering noise as Dick fell into what seemed to be a pile of old

saucepans and glasswear. "I think I can see a torch of some sort over there on the wall," said Flossie, "but it looks as though it's almost burnt out. If I get it, can you light it Bernard?" "I can't see a thing," Bernard complained. He could hear the faint whirr of Flossie's motors and her face light was suddenly cut off as she turned to retrieve the torch.

"Here it is, right in front of your face," said Flossie a short time later. "Do you think you can get it burning?" Bernard had almost exhausted all his jets of flame, but he drew in a deep breath and breathed out. Most of what he managed to produce was a noisy, black, foul smelling cloud of smoke, with a little tongue of flame in the centre. He could hear Dick, who has apparently freed himself from the pile of noisy metal objects, lose his balance again and crash back into the pile, catching uncontrollably. However, the torch seemed to have caught, and as the smoke cleared and the flame spread the darkness began to clear and the room slowly became visible and Flossie, Bernard and Dick stared around them in amazement. The pile of saucepans that Dick had fallen into turned out to be a heap of old suits of armour. The floor was covered with heaps of burnt-out torches and battered lamps, and piles of chests, old furniture and mounds of rubbish filled most of the remaining space. Bernard leaned heavily on a stuffed moose and wearily looked around at the heaps of frayed old ropes and rusty keys that reached almost to the ceiling.

"All these things must have been put in here when the dungeon was cleared out," remarked Flossie, "most of this stuff seems to have been here for years. I wonder what this room was originally for?"

"How can you be so calm?!" Bernard cried in despair. "The world of adventures is doomed, the forest is going to be cut down, the bad guys are about to win, we're all going to die horribly! Oh - *%&\$%%\$!!" Dick and Flossie looked around hopefully but the walls remained as solid as before.

"We mustn't lose hope!" Flossie cried. "We have to find a way out of here. Bernard, search through all those chests and Dick, look through some of these piles of junk and I'll search around the walls for secret doors."

Bernard wrenched open the old chests and soon he was surrounded by a rapidly growing heap of adventure junk - rusty old swords, tasteless figurines, broken wands and tiny sets of crown jewels - the sort of things that are no practical use to adventurers, apart from being worth five points, but which they seem to take a great delight in collecting up and lugging around. Eventually they left off their respective tasks and compared findings. "I haven't found any other exits" reported Flossie. "Nothing in the chests except old adventurer rubbish" reported Bernard.

Dick silently held up an old lamp, and tossed it disgustedly over his shoulder.

"Ow," said a voice, quite distinctly. All three of them turned slowly towards the heap of old lamps, from which the voice had originated.

"Who's there?" Bernard said, unable to keep a quaver out of his voice. The pile of lamps gleamed in the fading torchlight, but nothing moved.

"Over here, you stupid dragon," the voice snapped impatiently. It had a tinny sound and still seemed to come from the pile of lamps. "That's right, the heap of lamps, the one with the dent in the lid." Flossie cautiously reached out and took a battered brass lantern from the heap.

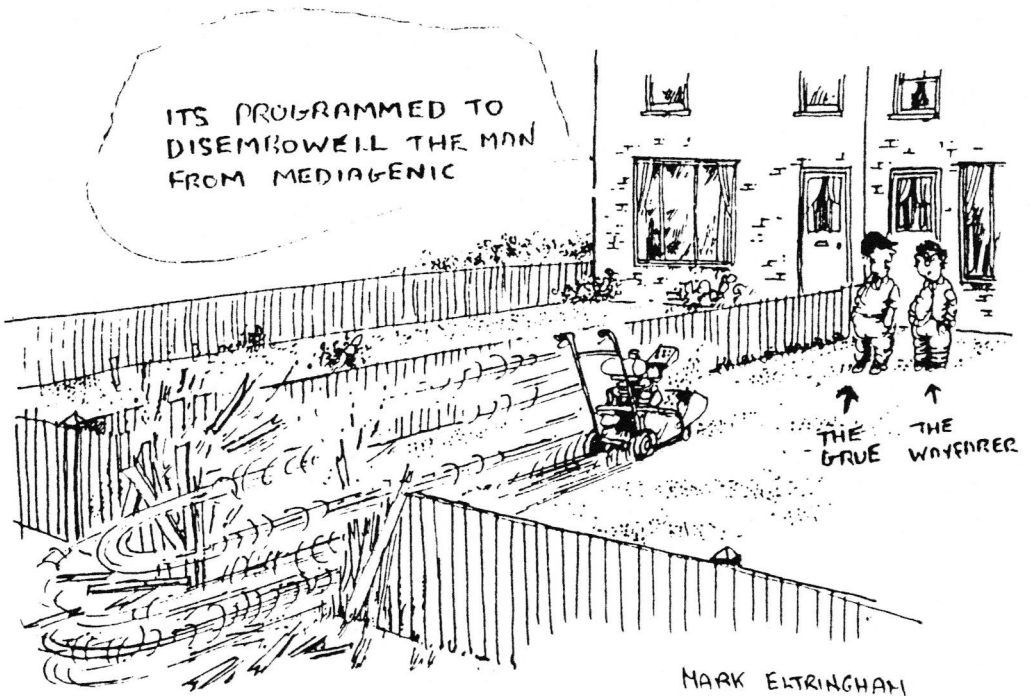
To be continued.....

SOLUTION SERVICE

Here are the latest solutions to be received for the Probe archives:

FANTASTIC ADVENTURE, GRUE-KNAPPED! THE GUARDIAN, LOST TEMPLE, PUZZLED (PT1), THE RISE OF THE DRAGON, THE SECRET OF MONKEY ISLAND, SPACE QUEST IV, WONDERLAND.

A full complete list of the solutions available from Probe can be obtained by sending a stamped self-addressed envelope to Probe. The list is far too long now to be able to include it within Probe. Please remember that solutions cost 30p each.





WIZARD WORKS



By SIMON (Casual Crusader) AVERY

The first adventure I ever played was called Castle Adventure and I played it on a Dragon 32, way back in 1983 or thereabouts. It was written in BASIC, and looking back it was pretty bad, but at the time I thought it was just wonderful. After that I got every adventure I could find for that machine, and eventually wrote my own game in BASIC. It was abysmal, and I have now hidden the tape it was on in fear that someone should associate it with me (notice I haven't even put down its name!).

I was then given an Amstrad in about 1987 and was delighted in the amount of adventures available. Mostly this is due to those great creations, Quill, GAC and the like which enable the many people (myself included) who have no machine code knowledge to produce playable games.

When I sit down to write an adventure I think of a theme first then invent all puzzles and locations as I go along. I draw a map and fill about a dozen A4 sheets with messages, objects, flags and the like. Once I have the complete adventure on paper (this takes about 5 or 6 evenings) I then start to program it.

The actual programming is much easier than most people think, if you're using a creator such as those mentioned earlier and it only takes about a day. Having praised the Quill so far, it IS quite dated now and has limitations that can annoy you if you're trying to be extra creative. But it is cheap and, as I say, very easy to use. At the moment I am looking out for a cheap copy of ADLAN, the rom adventure creator so I can incorporate some more advanced features in future games.

Finally, a word to anybody out there who has maybe written an adventure but doesn't think it is good enough to sell. As long as it is playable and at least fairly original why not put it into the Public Domain? There are many libraries about who will distribute your game and who will make you name known. It is, after all, the way I got started and without the support of people who have enjoyed my games, I would've stopped writing a long time ago. A good such library to donate your game to is Adventure PD, 10 Overton Rd, Abbey Wood, London, SE2 9SD, which is run by Debbie Howard and deals exclusively in adventures.

Oh and before I go, a quick thank you to all the many friendly people who have helped me in the past, may you always have a sword when a goblin comes your way.

CONTRIBUTIONS FROM AUTHORS ARE NEEDED FOR THIS SECTION PLEASE



GRAND BIRTHDAY COMPETITION



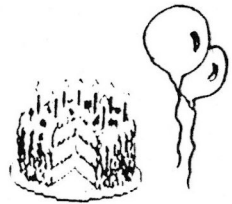
To help celebrate Adventure Probe reaching the grand old age of FIVE years this month, I thought it would be a good idea to run another competition. Rather an unusual one at that!

WHOS WHO IN ADVENTURING

By VICKY JACKSON

In the April issue of Probe The Wayfarer described how certain people who contribute to Probe came by their unusual names. However, some of these people, I have discovered, have other aliases. Can you identify them?

- | | |
|------------------------|------------------------|
| 1) LAIRY HORRIFIED | 10) THE AMATEUR |
| 2) NIB RUMBUSTIOUS | 11) ALE BALE |
| 3) TARSOMETATARSUS TAB | 12) WAGERED POODLE |
| 4) THAWED GRUB | 13) THE INNOCENCE |
| 5) VICAR JACKPOT | 14) JUNIPER ROYAL |
| 6) MANGY ROADSIDES | 15) THE BALLYHOOD |
| 7) JINGOISTIC PACKET | 16) JOGGING WILLYNILLY |
| 8) ALAR PHANTASIED | 17) THATCHER WAYWARD |
| 9) NEAP SHINS | |



These are not anagrams. I had better explain - some time ago, Vicky was writing a letter to me and put it through her spelling checker, which has a very useful utility in that when it comes up with a word it doesn't understand it will suggest a suitable alternative. It, of course, rejected my name and came up with an alternative suggestion of what she could possibly mean which was very funny. Vicky phoned me to tell me about it and we then proceeded to try every other name that we could think of from Probe. Needless to say that we were both splitting our sides laughing by the time we had finished. We thought it would be nice if you could all join in the fun and so the idea for the competition was born.

All you have to do is to use your imagination and try to discover which names Vicky's computer was trying to discover alternatives for. Send your entries in to Probe (closing date 14th July) and the winner will be the one who gets the most correct names from the list! In the event of a tie the winning name will be drawn from the hat as usual.

The prize will be a FREE 12 MONTH SUBSCRIPTION TO ADVENTURE PROBE! So everyone can join in no matter which computer they own.

The answers will be published in the August issue of Probe together with the winner.

Let's have lots of entries for this competition please!



AN EXCRUCIATING EXPERIENCE

By HUGH T WALKER



I have recently had the most excruciating experience of my adventuring career (the most? - well, FAIRLY excruciating ... or, if not exactly excruciating, in all probability, possibly not very nice). I have been playing *King's Quest 4* - this fact was previously known to only Mandy, Dave Barker and the Official Secrets helpline - all of whom offered succour to a sucker in distress. There is no (or at least, very little) logic to the game.

I assume that Sierra depend on the extra income accrued from sales of their hint books. I wouldn't mind being stuck if the solution, once revealed, engendered a reaction of, "Oh, of course...". instead of, "Huh? Why would I want to do that?"

The BIG problem is that it is a beautiful story and I enjoyed the plot. It was the game mechanics that frustrated and infuriated me. Furthermore (mouthwash time!), I enjoyed the prettiness of the graphics. The game is aesthetically pleasing. I know this is heresy, but I ENJOYED THE GRAPHICS!!!!!!

Have you ever experienced the feeling that you hate the programmer but you cannot stop playing the game and, even though everyone you ask is very helpful and sympathetic but although they have a solution, they haven't played it themselves and so they cannot tell you why your version doesn't do that the solution says it should because the person who wrote that solution didn't mention that the required event wouldn't occur in the specified location because you hadn't visited another location, whose indirect relation to the aforementioned location is only appreciated in retrospect and which is right on the other side of the map?

However, I ask myself, "Is this what I bought my ST for?" No! I bought my ST for about £300!!!

I then bought a high resolution monitor, which allowed me to read the text in "*Knight Orc*" ... in spite of which the monitor is very useful as it displays text as clearly as on a piece of paper. I then bought a second (double-sided) disk-drive and wasted some money with Multiface ST (expecting it to be as useful as Multiface128 ... which is isn't!). Then the single-sided internal drive died and I replaced this with a double-sided drive, making the external drive redundant (except when making back-up copies of disks to distribute to colleagues for safe-keeping at a location remote from the original ... in case of fire, flood or earthquake!!!).

Why did I buy an ST? I bought an ST because it was £100 cheaper than an Amiga and I had a down on Commodore at the time. The difference between buying a PC for about £1000 plus and buying an ST or Amiga for under £400 is that it seems that the PC-owner needs only a socket and a plug, whereas the others have only just begun to raid the piggy-bank. By the time one has acquired all the clobber required to fully enjoy the whole range of delights available at one's fingertips, one has come close to spending what could have bought a PC clown.

Ask the various smuggly-satisfied Atari or Amiga owners how much their set-up has cost them to date ... most will say that they don't know. What they mean is that they would rather not think about it!

However, the smile of the even-more-smuggly-satisfied plutocratic PC-owner is wryly wrinkled a little when they attempt to buy any software for their beloved machine and find that the purveyors of electronic dreams seem to be under the misapprehension that they wanted to buy a share in the software company rather than just sample their wares.

I find myself out on my own limb again since I do not fit into either the 8-bit camp nor the 16-bit camp. I have access to both and I appreciate both. My Spectrum set up allows me to load games from tape while reading a book and then to save to microdrive, from which I can reload in seconds. For a long time I convinced myself that I wanted a disk-drive for the Spectrum ... but I don't really NEED one. I have a disk-drive for the Commodore which is useful as it makes it almost bearable.

I am told that Jim MacBrayne's games are very good BUT!!! as I am not about to buy an Amiga and since his ST conversion requires 1 meg. of ram, I shall have to live without the pleasure of playing his games yet again. I am not entirely convinced that life will be impossible in these circumstances.

I have to bear in mind that my wife has been very tolerant and has seen a great deal of the family fortune sunk into bits of silicon, in which she takes no interest whatever. In fact, she is quite the most computerphobic person I have met. She maintains that computer logic bears no relation to female logic and is therefore an irrelevance. She also says that in female circles the letters "ST" have quite different significance and she wishes that I would refer to it as "my Atari" instead. As a mere male, I am unable to see the harm in talking about "my ST".

COMPETITION RESULTS

I received quite a few entries for the April Fool Competition - some of which were hilariously funny i.e. "the game advertised from Accolade in the news section having 350 digitised pictures of New York with sound effects and music - I can't think of anything worse!" and "hut of brown now sit down - that is indeed a favourite saying of mine!". It seems that the competition did provide a little fun for you all. However most of the entries did get it right - it was in the hints and tips section under the heading BEHIND CLOSED DOORS 4, which of course doesn't exist (yet!!!). The password I added to the fun hints sent in by Gordon Inglis did give it away as it was an anagram of APRIL FOOL. Anyway, the lucky winner (chosen from the hat as usual) is PETER BERGMANN of Mannheim, Germany. Congratulations to Peter whose prize is on its way to him now. It is nice to see one of our many overseas readers entering and winning a competition. Hope I get as many entries for the Grand Birthday Competition!

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Please note that, regretfully, the above adventures will NOT run on the CPC464 with disc drive.

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FSF Adventures is now able to offer, on tape or disc, the 128k version of the popular Spectrum adventure "THE HERMITAGE", by Anthony Collins. The 128k +3 disc version of this adventure features excellent graphics by Peter Collins, which are actually on the B side of the disc, and are accessed via EXTERN by the adventure when required. The 128k +3 disc version of THE HERMITAGE costs £4.00, and the 128k tape version (which does not have graphics) costs £2.50. The adventure has been reprogrammed to include features usually found in FSF games, such as an "Again" command, resurrection, etc.

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MONEY OFF! If you are purchasing a copy of "The Hermitage" with any other FSF Adventure(s), please deduct a further 50p from your order.

Spectrum adventurers should note that MAGNETIC MOON is now version 2, with improved presentation and screen display, extra puzzles, and an extended ending to part 3. If you still have your ORIGINAL copy of the adventure, and would like to exchange it for the new version, send the tape or disc back, with a payment of £1 to cover costs, and you will receive a copy of the new improved and enlarged version.

All prices include P/P within the UK. For Europe add an extra 50p, for the Rest of the World add an extra £1 for airmail postage. When ordering from FSF, please specify which model computer you have. Cheques & P.O.'s should be made payable to FSF ADVENTURES and sent to:

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ATLAS ADVENTURE SOFTWARE

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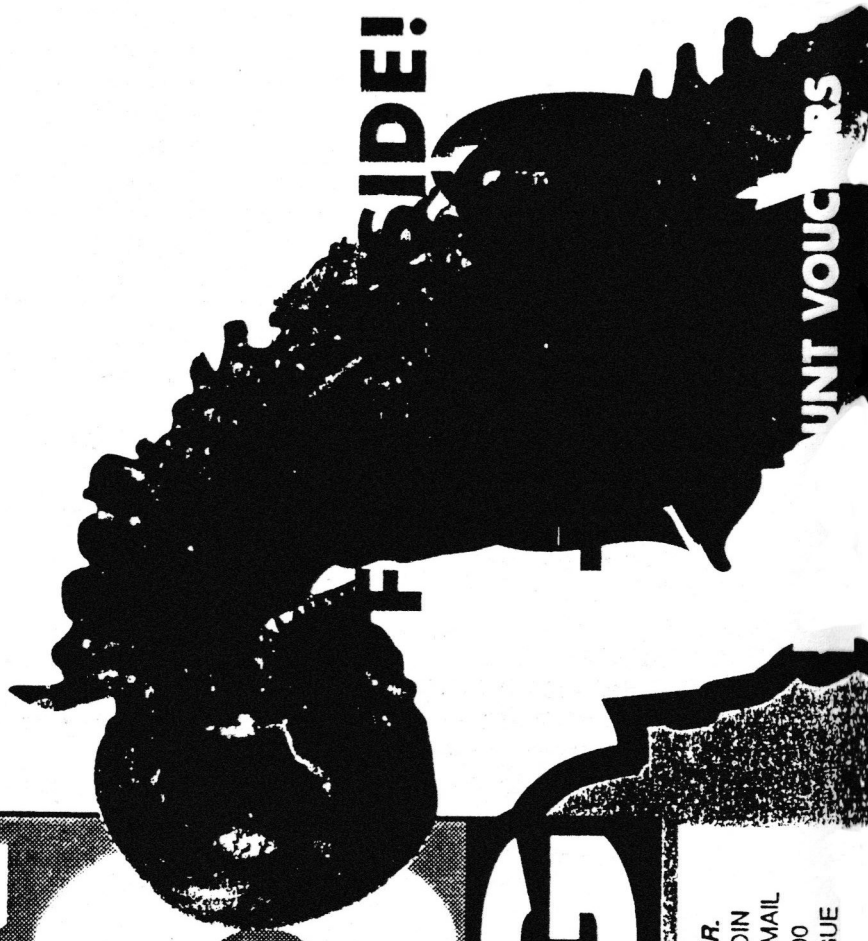
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CHEQUES TO G.INGLIS.

* * * 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:

MIKE BRAILSFORD

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* * * SYNTAX * * *

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Syntax costs £3.50 an issue or £20.00 for a year's subscription (£5.25/£30.00 outside UK/Europe by airmail). Don't forget to say which version you require! Cheques/PO's should be made payable to S Medley and sent to:

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* * * OASIS * * *

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* * * SPLATT!! * * *

The sany adult magazine drawn and written by our very own Krazy Ker 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 "LEGIOR" 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:

K.GRAY, CARTOON HOUSE, 3 ALDER CRESCENT, ORFORD, WARRINGTON, WA2 8AQ



LETTERS



HAPPY BIRTHDAY ADVENTURE PROBE

Happy Birthday Adventure Probe and congratulations on achieving five years' uninterrupted coverage of the adventure scene. Other magazines/newsletters/clubs have come and gone but Probe has continued to be a great source of adventure news, reviews, articles, hints and solutions and has provided a friendly forum for us adventurers to exchange our views. None of this could have been done without a lot of hard work and dedication on the part of the editors and contributors over the years, so a big THANK YOU to all concerned. Adventuring has come a long way since the halcyon days of 1986 when the first issue featured reviews of such gems as THE PRICE OF MAGIC, SUBSUNK and TEMPLE TERROR. What, I wonder, will the next five years have in store?

Thanks to Paul Rigby for his interesting interview with Brian Moriarty in last month's Probe. The "Professor" has been my favourite adventure writer ever since I was introduced to the Infocom classics through WISHBRINGER. His creative talent as a fantasy author shone through in Lucasfilm's LOOM and I do hope that we haven't seen the last from him. Lucasfilm continue to come up with classy products like THE SECRET OF MONKEY ISLAND. They are already working on a sequel to this and there's a new Indiana Jones adventure in the pipeline too.

SPELLCASTING 101 is great. Played in "naughty" mode, this is Meretsky at his raunchiest and it's a thoroughly enjoyable, highly amusing romp. It works fine with a PC emulator (I played it using PC Speed on my ST) and I, in common with a number of other adventurers, consider Legend Software as Infocom re-born. Don't wait for conversions to other formats, though, because Legend are concentrating on the PC market. There won't be an ST version, and the latest news is that an Amiga one is definitely not planned until at least 1992, if at all. Good news is that the sequel, SPELLCASTING 201: THE SORCERER'S APPLIANCE, should be out in the States by the end of the year and before then we'll see Bob Bates' TIMEQUEST which Paul mentioned in his article. Finally, a further bit of Info-trivia. It's not widely known, but Activision have actually got Steve Meretsky's sequel to LEATHER GODDESSES OF PHOBOS in the can, although no-one knows if it will (ever?) be released. I wonder if there are any other finished adventures which didn't make it to the marketplace before Infocom's demise?

NEIL SHIPMAN, Coalpit Heath, Bristol.

.....

I READ IT FRONT TO BACK AND BACK TO FRONT

As Adventure Probe has been the best of reading material I have had the pleasure of reading, I am happy to pay my subscription this year and every year the magazine keeps going, as I have never found another magazine that I have read every page from front to back then all the way from back to front just to make sure I got it all first time. The games I have purchased through your mag have all been of very good quality, even if I am too dumb to complete them. I just like muddling along testing my own brain when I feel in the mood. So with that said I hope to be reading your mag for years and years and years.

JOHN SMITH, Biggleswade, Beds.

DON'T GO - WE NEED YOU!

I would like to wish Adventure Probe, and all the readers, a very happy fifth birthday! I was very sorry to hear that SPELLBREAKER was going shortly and I have just heard that ACL has gone for good (really for good this time!). What with all our adventuring magazines folding, Infocom vanishing and now, I hear, Level 9 have also vanished for good, I am really beginning to panic! There is only our Adventure Probe left from the early days now. If anything happened to Probe what on earth would we do? I for one would be heartbroken as there would be nowhere for we adventurers to turn to for help and to exchange our ideas. For goodness sake, Mandy, please don't ever decide to give up producing Probe - we need you!

ALISON GRAHAM, Huddersfield, W Yorks.

(My thanks to the writers of the first three letters for all their kind comments about Probe - it is nice to know that, despite my many blunders, Probe is appreciated so much. I too was so sorry to hear about SPELLBREAKER and recently about ACL. I do feel rather left out in the cold all on my own a bit now. I am afraid that for legal reasons, I cannot comment on Level 9 but will report on this when I am able. But, for goodness sake, Alison, just because other magazines have gone doesn't mean that Probe is going too! As long as the readers keep me well supplied with material and continue to support Probe and my efforts as you have done in the past Probe will continue to plop onto your doormats as usual for many years to come. Always remember that I produce Probe purely and simply because I love doing it. There is no financial reward but plenty of other rewards for me with the many friends I have made through Probe and the friendly feedback I get from you all. It really does make it all well worthwhile.....Mandy)

THE 1991 ADVENTURE PROBE CONVENTION - A MESSAGE FROM LARRY HORSFIELD

It would appear from Mandy's comments in the May issue of Probe that I have confused her slightly regarding when I will be sending out the tickets to those who will be attending the convention. What I meant to tell her was that I intend to send out the tickets a month or so BEFORE the convention, not in a month or so's time. I apologise for any confusion caused by this misunderstanding. There are two reasons I have decided to do this, the first being that if I start sending tickets out this early, there are bound to be some people who mislay them. After all, the Convention is nearly five months away! The other reason is that, as last year, I will be sending with the tickets details of how to get to the Royal Angus Hotel, and also details of events going on during the day. For example, there will be another MEGAPOINTS competition, this year being run by Jill Carter and her trusty band of cohorts, and I will send out entry forms for this with the tickets. Sending everything together will save time and postage costs. I hope all Probe readers who will be attending the convention will agree with this course of action.

LARRY HORSFIELD, Charlton, London.

(Trust me to get hold of the wrong end of the stick! If it isn't written down I am sure to get it mixed-up or forgotten altogether. My apologies to everyone for misleading them. On the subject of the Convention, do please remember to let me know as soon as you can if you are applying for tickets. Everyone is very welcome to come along and join us in Birmingham. But I really do need to know the numbers as soon as possible. If you need application forms then please let me know and I'll send one with the magazine.....Mandy)

A MINUTE TO HER IS AN HOUR!

I love to read my Mums Probe. I play some of her games. My favourite game is MOONMIST. We all hate our Mum to get a new game because she does not do any tea. We keep saying "is our tea ready yet?" and she will say, "I will cook it in a minute." But a minute to her is an hour. I can not cook my own because I am only 9.

KERRI NAYLOR, Prescot, Merseyside.

(When your mum reads your letter in Probe, kerri, she may just make sure you get your tea on time. (Hi there, Patricia!). When we adventurers get stuck into a game we do have a habit of forgetting the time. It is especially difficult for Mum's as they can't play on until someone calls them for their meals. I usually discover my family in a heap outside the kitchen door when I forget to cook a meal! Why not try setting up an alarm clock beside her computer as that may just do the trick! My family send me very strong hints when they think I have been neglecting the housework and cooking for too long. One of their favourite tricks is to get the hoover out and run the attachments across the keyboard when I am playing!.....Mandy)

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SOME INTERESTING POINTS RAISED

A number of interesting points were raised last issue by Amstrad owners that I would like to comment on. Firstly, on looking at Ken Bond's letter, you can see why he won the award for the best text only 8-bit adventure at the last Adventure Probe Convention Awards Ceremony, he really pays attention to details. Ken's latest game, THE SPIRO LEGACY got a deservedly good review in Probe but I was horrified to hear from him recently that he was planning SPIRO to be his last game - please reconsider Ken! To George Ho-Yow who was on the look out for a compilation of mini-adventures that do not take up much time - I can recommend most Simon Netherwood and Richard Robinson games. Simon's games are available from Adventure PD (Debby Howard, 10 Overson Road, Abbey Wood, London, SE2 9SD) and if you send Debby a couple of pounds and a disc she will fill the disc with adventures.

Finally, to Roy Milliken concerning his PCW adventure - Roy says he has finished writing his adventure but he is disheartened by the lack of interest - don't be! Your adventure can run on a CPC as well and there are many people who are begging for new PAW adventures - don't lose heart, get the game playtested, release it - put an advert in Probe and get it reviewed in Probe and Amstrad Action - I think you'd be surprised by the response!

Congratulations to Bob Adams for writing the column in ACU, it's great! - just don't take all my readers away Bob! It's good to see ACU with an adventure columnist again perhaps between us we can turn around the adventure scene on the Amstrad.

Anyway, must go now and hope to see you all at the Adventure Probe Convention.

THE BALROG - Amstrad Action.

(Looking forward to seeing you there too, Balrog. There will be lots of famous people at the Convention this year such as Balrog, Dungeon Master, Paul Rigby, Mike Gerrard and, hopefully, quite a few more too!.....Mandy)

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WHAT ELSE CAN THEY DO?

Some news which you may already know about but I thought would be of interest to Probe readers. I've had my Official Secrets renewal notice from Inter-Mediates arrive a few days ago. Apparently Official Secrets and the Confidential magazine are to be replaced with XSNRG (ugh!) a glossy review magazine. Apparently "Official Secrets has reached the end of it's era." The new "mag" will be full of game reviews. If they are anything like the ones they already do in the Special Reserve magazine (NRG) then the magazine will simply be a marketing exercise. Remember the totally unbiased Atari VCS magazine? (All our games are mega brilliant and you simply must buy them off us, despite the O% rating in the computer magazines!)

Sad news, but if the adventure market is in decline (according to popular belief) then what else can Inter-Mediates do? Reading through the Confidential magazine it seems to have covered most adventure related subjects. The one think I didn't like was the ego-cult (to coin a phrase) the editorial team seemed to have. Anyway, I'm leaving the Official Secrets and sticking to Special Reserve.

JOHN FERRIS, Potters Green, Coventry.

(When I heard about the new magazine to replace Confidential I expressed my concern to John Knight about the changes they were planning. However, John told me that the new magazine would be really fantastic despite not having a letters page, dead letter box, speakeasy and all my favourite bits and pieces. However, I will reserve judgement until I have seen the new magazine but I still think it is an awful shame. What I can't understand is why not run the two magazines side by side instead of dropping one in favour of the other? I now feel even more alone out in the cold! Probe is now the only multi-format adventure magazine...Eeeek!....Mandy)

=====

I KNOW WHAT'S IN A NAME!

I was sorry to hear you haven't had that many ideas in yet for the proposed multi-loaction game for Comic Relief funds. I myself, after sending you mine thought, why not PAW it myself, which I am attempting to do, and have just written to Jack Lockerby for some advice, it seems to be turning into a game and not just a location within one.

Anyway, I was interested in Nic Rumsey's article, WHAT'S IN A NAME?. Back in the dim and distant past (of 1988), when SOOTHSAYER was still around, I was corresponding with Allan, The Innkeeper, Phillips when he announced in a badly typed (sorry Allan), letter about his intention to use THE INNKEEPER as his pseudonym, and it was due to the fact that he, and I quote, "I have changed my name in magazines to "Innkeeper" because I am always downing a pintttttttzzz

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z z zzzz"

That was exactly how it was typed, and I still have the letter to prove it! I didn't know about his house name but I am sure that TARDEKIN INN is an anagram of Drink and Eat Inn.

One thing has just occurred to me about the lack of monitors/TV's at the Convention, surely at such a hotel as is being used they must provide TV's in the rooms, would it not be possible for paying "Probers" who are staying overnight to utilise said TV's from their rooms to aid things on Convention day? It's just an idea.

KENNY KENNINGTON, Egguckland, Plymouth.

*(Do you know, Kenny, at the last Convention the idea of bring the portable TV down from my room just never entered my head. It did occur to Larry Horsfield, though, as he set off to the reception to enquire if he could get hold of one. His response to the enquiry was heard by most of us in the Convention room and has since been immortalised by Tom Frost in THE LOST DRAGON, "B**** Hell! £30! I wanted to HIRE one not BUY one!" However, perhaps we will be more fortunate at the new hotel this year!.....Mandy)*

=====

It is with great sadness that I read that SPELLBREAKER will soon cease, for whatever reason, although I believe that the low number of readers was an important factor. I do not believe that Probe is similarly affected but what about the newish FROM BEYOND, the bi-monthly publication catering for the Spectrum adventurer. I hope not because it is an excellent product and if you own a Spectrum, I think it is better value for money than the Probe, which is aimed at adventuring in general. Below is a rough comparison between recent issues. Contents and editorials were both 1 page in length. FB has a page explaining its review system. FB had 2 letters covering 3 pages while P had 7 letters on 5 pages. FB had reviews on 7 Spectrum games on 22 pages while P reviewed 9 games on 10 pages (only 1 Spectrum game). FB had 5 pages of advertisements while P had 8 pages (surprisingly none from Zenobi). FB had a 4.5 page Larry Horsfield interview while P had 2.5 pages from Jack Lockerby. FB had 2.5 page profile on Laurence Creighton while P had an article by Wayfarer. FB had 1.5 page helpline while P had 8 pages of hints, tips, getting started and 1 page telephone helpline. FB had 2 maps, 1 page crossword, 1 page wordsearch, 1 page loosends, 1 page news while P had 3.5 pages from Kylie. Probe has changed over the years but its loyal readership now provides it with most of its material as well as the excellent telephone helpline. Last year Probe had a survey and it would appear that most of the readers are happy with the format and content. As previously stated, I am a Spectrum adventurer who plays lots of Spectrum games and articles etc for other computers are of no interest or use to me. I enjoy PAWs for thought and Anonymum but I doubt if I will be renewing my subscription later this year.

JUST A SPECTRUM ADVENTURER

(This letter was unsigned, not surprising really, but from various clues I do know who sent it. It is rather a strange letter, half praising and half condemning Probe. I feel that it is rather selfish to want full coverage of one micro only as from time to time Probe has featured a majority of Spectrum reviews and other material and none of the other computer owners have complained about it. Ah well, you can please some of the people some of the time but you can't please all of the people all of the time. I am pleased that he is happy with FROM BEYOND which seems to cater for all his needs. As for him not renewing his subscription, well, you win some, you lose some. Oh, one final point, this gentleman says that he is sorry that SPELLBREAKER is folding because of lack of subscribers and he goes on to say that he will not be resubscribing to Probe... - Need I say more?.....Mandy)



HELP WANTED



"I am stuck in a few games and would be very grateful for some help please. In ONCE UPON A LILY PAD How to get rid of Daddy frog as I keep getting forced to marry Sally. In SURVIVOR, what do I say to the criminal in the boat at the begining. In ESCAPE FROM HODGKINS MANOR, how to get out to the pateo as the key is on the other side of the door. In HOUSE ON THE TOR, how do I open the coffin. In SEEKER, how to get to the village without going into the trees. Please can someone help me?"

MRS D SOUTHALL, 64 Queens Rd, Smethwick, Warley, W Midlands, B67 7HE

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"I have received a letter from a friend in Oman who wants help in RUNES OF ZENDOS. I know nothing about the game except that it was the sequel to ORACLES CAVE and by Dorcas Software. It is probably a graphic/arcade adventure. Does anyone know anything about this - specifically, he asks for help with the opening of various doors, eg The Blue Door and The Golden Door Of Time. He says (and I don't understand this), "Can you advise me on how to solve, say adventure one - January?". Any assistance would be greatly appreciated."

HUGH T WALKER, 7 Burnet Ave, Burpham, Guildford, GU1 1YD

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"Please could anyone help me with a problem with THE FINAL BATTLE on the Atari ST? I can't even get out of the first room!"

KJELL ROBERTSEN, Boks 187, 8470 B0 I Vesteralen, Norway.

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"Please could someone tell me if the program producer, BEYOND is still in existance and give me their address. They produced a game several years ago called LORD OR MIDNIGHT. Would anyone have map/hints available for this game? Is it possible to play chess on Spectrum 128K? and could anyone recommend a good chess program?"

J.FERREIRA, 10 Ordell St, Splot, Cardiff, CF2 2AZ.

=====

PERSONAL COLUMN

To DAVE ADAMS - Your letters are the definitive works of humour. I observe you are mentioned in Simon's ROUGE MIDGET (Confessions of a Spud Stomper). Give my regards to Grace Jones and the Two Spinners.....Mark Eltringham

To LARRY HORSFIELD - R.B.R! It's about time!!!!. Regards.....Sharon



IN-TOUCH



AMIGA SOFTWARE WANTED: TIMWORKS (DTP), FIRST WORD PLUS (WP), CHIPS CHALLENGE (Arcade adventure) and CHAOS STRIKES BACK. Please write with price required to MANDY at Adventure Probe.

AMSTRAD CPC ADVENTURES WANTED: On tape: THE BOGGIT, BORED OF THE RINGS, COLOUR OF MAGIC, DUNGEONS AMETHYSTS ALCHEMISTS 'N' EVERYTHIN', THE FOREST AT WORLDS END, HEROES OF KARN, Jekyll AND HYDE. On Disc: BARDS TALE, GREMLINS, RETURN TO EDEN, SNOWBALL, WORM IN PARADISE. Pen Pal also wanted to swap games and tips. Any age (I am 13). I enjoy adventures, reading and sport. Please contact me with required price: JAY HONOSUTOMO, 23 Tintagei Close, Hemel Hempstead, Herts, HP2 6NL (0442 242957).

AMSTRAD CPC SOFTWARE WANTED: I am desperately seeking ICE STATION ZERO, QUANN TULLA (both by Mike White of 8th Day) STRYPTICHE (by Richard Robinson), FLASHBACK (Visual Dimensions), ROYAL ROSE (Paul Robson) and CRIME TIME - KINGDOM (A.Garland). Please write with price required to: MARK ELTRINGHAM, 39 Gargle Hill, Thorpe St Andrew, Norwich, Norfolk, NR7 0XY.

SPECTRUM SOFTWARE FOR SALE: HOBBIT, SHADOWFIRE, DUNDARACH, MOVIE, FAIRLIGHT, ENIGMA FORCE, ALIEN 8, KNIGHTLORE, CYCLONE, HIGHWAY ENCOUNTER, SUPERCHESS 3.0, WAY OF THE EXPLODING, TOMAHAWK, FIGHTER PILOT, SOUTHERN BELL, VU CALC, VU FILE, WORD MANAGER, BARRINGTON SQUASH, PSI CHESS, ACADEMY, GREAT ESCAPE, STRIKE FORCE HARRIER all at £2.99 each (cassettes). THE PAWN, CARRIER COMMAND, GUNSHIP, F.19 STEALTH FIGHTER, GHOULS AND GHOSTS, GAME SET AND MATCH all at £9.99 each (disc). G J LLEWELLYN, 16 Heol West Plas, Coity, Bridgend, Mid Glam. CF36 6BH.

INFOCOM SWOP 'N' BUY: These adventures are accepted on the understanding they are ORIGINAL and with all packaging, and advertised for one month only. No responsibility can be accepted by either Probe or Nic Rumsey for any which are either copies or damaged. It is up to the individual to check that the swop will run on their machine (please note that the majority of Infocoms will run on either CPC6128 or PCW, but a few early ones are machine dedicated). Lists are sent on a SAE basis only.

This month: OPHER MANSOUR, 31 Tenterden Gdns, London, NW4 1TG. Tel: 081 203 3843, has unsuccessfully been looking for LEATHER GODDESSES (interested in any format).

JAY HONOSUTOMO, 23 Tintagei Close, Hemel Hempstead, Herts HP2 6NL. Tel: 0442 242957 is looking for ZORK 1, ZORK 2, ZORK 3, ENCHANTER, SORCERER, SPELLBREAKER, LURKING HORROR, WISHBRINGER, MOONMIST, PLANETFALL, STATIONFALL, LEATHER GODDESSES, HITCHHIKERS GUIDE and WITNESS (for £10 or under) for Amstrad CPC6128. Also wants copy of THE NEW ZORK TIMES/STATUS LINE.

As Infocoms become increasingly scarce month by month I have extended the range of Swop'n'buy to take in all machines. If you want to use the service either phone the helpline number or write to Nic Rumsey, 167 Eastbourne Rd, Lower Willingdon, E Sussex, BN20 9NB. As usual it is a FREE service, just send a SAE if you want a reply.

STRANGE INVENTORIES EXPLAINED

By LARRY HORSFIELD

I read with amusement Will Orton's letter, in the May issue of Probe, in which he related how he loaded a saved position from one adventure into another, and ended up at a different location and with a different inventory. This is easily explained, as the utility used to write all the games he mentioned was PAW. When you save your position to tape or disc, all the information about your location and objects carried, etc, is saved as numbers. Therefore, it records you as being at, for example, location 20, carrying objects 2, 9, 13 and 23, and wearing objects 3, 7 and 10. If you then load this saved position into another PAW'd adventure, you would find yourself at location 20, and carrying/wearing those objects, but they would be those of the new adventure, not the one you originally saved the position in. If, as Jack does, the author uses objects for parts of location descriptions, you could find yourself carrying all sorts of weird things, as Will did.

If you try to load in a saved position where the location number you saved the position at did not exist in the adventure you load the position into, you will get a load of gobbledegook instead of a location text, the message "invalid colour" at the bottom of the screen, and the computer will reset itself. I would imagine the same sort of thing would happen if an object number didn't exist in the adventure you load the position into.

In my own adventures, I put an entry into Process Table 1 that prevents the player from loading in a position from another part of the same adventure. However, as I have just found out by experimenting, this doesn't stop the player loading in a position from another game! Good grief - I'm carrying the blacksmith's apprentice and wearing an oil lamp and some nails! Ouch, that hurt!

I have had quite a few enquiries from Amstrad owners who want to know which Infocom adventures were released on their machine. Thanks to Mark, here is the information you require:

INFOCOM ADVENTURES RELEASED ON AMSTRAD CPC

By MARK ELTRINGHAM

ZORK I (1980), ZORK II (1981), ZORK III (1982), STARCROSS (1982), DEADLINE (1982), ENCHANTER (1983), SUSPENDED (1983), PLANETFALL (1983), WITNESS (1983), INFIDEL (1983), SORCERER (1984), SEASTALKER (1984), CUTTHROATS (1984), SUSPECT (1984), HITCHHIKERS GUIDE TO THE GALAXY (1984), WISHBRINGER (1985), SPELLBREAKER (1985), BALLYHOO (1986), MOONMIST (1986), LEATHER GODDESSES OF PHOBOS (1986), HOLLYWOOD HI-JINX (1986), STATIONFALL (1987) and the very last to be released LURKING HORROR (1987).

Ten commandments for adventure writers.

By June Rowe.

And Adventure spake all these words, saying,
I am the Word, thy Hobby, which have brought thee out of the land
of Reality, out of the house of boredom.
Thou shalt have no other hobbies before me.
Thou shalt not make unto thee any copied image, or any likeness of
anything that is from Level 9, or that is from Zenobi Software, or
that is from River Software.
Thou shalt not bow down thyself to them, nor copy them, nor
imitate them, for I am a jealous Hobby, visiting the iniquity of
plagiarists upon the villains even unto the third and fourth
attempt; and shewing rewards unto thousands of them that love me
and keep my commandments.
Thou shalt not take the name of the Word, thy Hobby, in vain, for
the general public will not hold him guiltless who sayeth that
Adventure is dead.
Remember the weekend, to keep it unsullied.
Five days shalt thou labour, and do all thy work, but the weekend
is the province of the Word, thy Hobby; in it thou shalt not do
anything but programming, thou, and thy son, and thy daughter, thy
daughter's husband, and thy son's wife, and the visiting relative
who is within thy gates:
For in five days shalt thou earn enough money to feed thy
household, and at the weekend thou shalt rest and pursue thy
Hobby, and thou shalt bless the weekend and hallow it.
Honour thy playtester and thy publisher: that thy game may last
long in the glory which the Word, thy Hobby, hath given thee.
Thou shalt not kill thy characters too often.
Thou shalt not permit pornography in thy game.
Thou shalt not steal another's ideas.
Thou shalt not bear false witness and say that thy puzzle be
original if it be not.
Thou shalt not covet thy neighbour's plot, nor his locations, nor
his objects, nor his text, nor his graphics, nor anything that is
thy neighbour's.

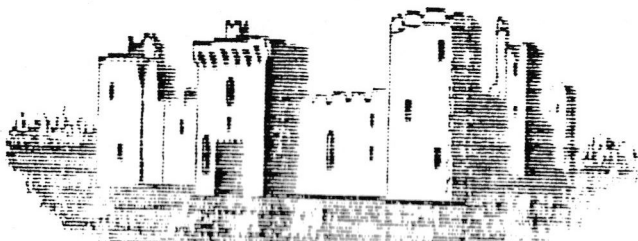
* * * * *

And the eleventh commandment....

Thou shalt not foist upon the general public, within thy game, any
word that is mis-spelt, nor any apostrophe that is misused, nor
any capital letter that is misplaced, nor a surfeit of red
herrings, for all these things are displeasing, and shall not bring
thy just rewards

* * * * *

With thanks to Gil Williamson, whose book "Computer Adventures,
the secret art" might well be adopted as the 'bible' of adventurer
writers, and which inspired me to write these commandments.





NEWS



ADVENTURER'S CLUB FOLDS

The Adventurer's Club Limited has announced to their members this month that it is folding. This is very sad news as the club was founded in 1985 and has provided an invaluable source of adventure news, reviews and articles and, despite vanishing from time to time in recent years for a few months, always surfaced once more. This time, it is truly winding up and many people will be very sorry to see it go. All outstanding subscriptions have been, or will shortly be repaid. I will be very sorry to see yet another adventurers publication go but do wish Henry all the very best for the future.

ACE MAGAZINE LOSES ADVENTURE WRITER

I was very sad to see that the June issue of ACE magazine contained the very last adventure column by our very own Pat Winstanley. Pat very kindly devoted her last column to Adventure Probe, giving its history and telling her readers all about the last Adventure Probe Convention and giving details about this years event. For those of you who haven't yet seen that issue, there is a wonderful description of our Nic Rumsey who attended the convention dressed in the grand tradition of adventurers, with rope, cloak, brass lamp, keys and staff. Pat has been writing for ACE for quite some time now and I know that she will be sadly missed. However, Pat is still writing for other magazines and is taking a special interest in educational software too and, we will be seeing her again soon as she is planning to attend the Probe Convention this year. Look forward to meeting you in person at last, Pat.

NEW ADVENTURE LABEL TO BE LAUNCHED

Good news from Gordon Inglis, who tells me that he is planning to launch a new adventure label for Spectrum games. Gordon tells me that he would be very interested to hear from any people with newly produced, or old games which are lurking in corners, who want their games put onto the market. Advance and royalties information will be supplied after Gordon has looked at your games. This is an opportunity not to be missed so I urge authors to get in touch with Gordon at 11 West Mayfield, Edinburch, EH9 1TF. Gordon also tells me that he is selling INGRIDS BACK for £5.99 and GNOME RANGER for £4.99 post free. These are brand new adventures and the supply will be slightly limited so if you are interested I would get in touch now. Gordon also hopes to have other Level 9 games on sale soon for £3.99 each. Can't be bad!

ACCOLADE IS MOVING

As from May 1st 1991, Accolade have a new address: Accolade Europe Ltd, Bowling House, Point Pleasant, Wandsworth, London, SW18 1PE. Tel:081 877 0880. Fax: 081 877 3303.

NEW ADDRESS FOR PROBE READER

Martin Leverton has asked me to let all his friends know that he has moved to 4 Tennyson Rd, Kettering, Northants, NN16 0DD. Telephone: 0536 85495. Good luck in your new home, Martin.

HINTS AND TIPS



CASE OF THE BEHEADED SMUGGLER

By KEVIN MURPHY played on Spectrum

Examine everything!

Examine the snow near the gate to find the kitchen key.

PULL the TIP of the walking stick to find a bullet.

TAP the PANELS in the library, then PUSH them to find the diary.

LOOK IN the COAT to find the desk key.

OPEN the WINDOW in the reception room to gain access to the garden.

Once outside move the plantpot to find the cellar.

In the cellar SHOOT the PADLOCK to get the rope and ledge.

READ the LEDGER and DIARY for important clues.

THROW the ROPE to get into the attic.

Wait for the fire to go out to get the letter.

LIFT the piano LID to find the diamond necklace.

THE WIMP GAME

By H.KNOTT played on Archimedes

Room 1: Switch on light. Pick up and drop the vase, get key and open box on the table. Note letters (blue on red). Click on phone pad, note numbers (red on blue). Get blue key and open door.

Room 2: Enter the letters and numbers on keypad of microwave - opens to reveal computer. Put cup and coffee in front of kettle and switch it on. When BOILING switch off and click on kettle - a tape appears. Examine calendar, making note of first four. Put tape cassette in tape recorder slot of computer.

Room 3: Switch on, press space bar twice. Start tape recorder then switch off computer. (Notice the word "obvious" in the final message).

Room 4: Using list of objects you noted from the calendar, put the named items into the containers marked I, II, III and IV. You may have to move the monitor to find some items. Turn on thermometer. Click on window handle to open it. Click on the book RS2 - a disc sails through window. Note the temperature. Drop the monitor and disc drive through the window. Click on knob of blind to close it.

EYE OF ZOLTAN

By BARBARA BASSINGTHWAIGHTE played on BBC

Drop the eye at the end of the canyon.

The shield protects you from the tiger.

The harp is a treasure.

WAXWORKS

By BARBARA BASSINGTHWAIGHTE played on BBC

Examine the coat twice.

When you have been caught and tied up, feed the rats the cheese, they will then help you .

The gold key will open the casket.

THE GOLDEN SWORD OF BHAKHOR

By ALF BALDWIN played on Spectrum

Carrying the sword, the thugs in the lodging house will not attack you and you will be able to recover the bag of coins and any other property stolen from you.

With the coins, buy the box from the girl in the shadows at the edge of the market. Some of the coins will have been stolen from you by pickpockets but you should have enough for the box. If not, return to the lodging house and recover those stolen.

Throw the pepper in the face of the Preceptor to distract him while you snatch the key and run. The key opens the box.

Opening the box gives you knowledge of the local language and the scroll inside tells you what you must do to enter the Hall of Knowledge.

The five precepts will be found on the east, west and south gates, the Triumphal Arch and the crest in the regimental barrack room. When you have read all five, the door to the Hall of Knowledge will be opened. Enter to complete part one.

WAR IN MIDDLE EARTH

By JOHN R BARNESLEY played on Atari ST

Most of the game is played on the Campaign level. Towards the later portions, slow the speed to NORMAL and scroll around the map looking for forces to command. The Rohir-rim and the Elves must not be forgotten, even though many will make their way towards Minas Tirith automatically. It is not necessary to split the fellowship into several parts, as happens in the book. A 9-member fellowship, however (especially when accompanied by cavalry and infantry), won't be able to slip past the Mordor guard. Sending Frodo and Sam off by themselves is often the best idea. If Hobbits find themselves in combat, select WITHDRAW for all of them. Simply put, they won't help you much, even if one of them has an Elven blade. Aragorn on his own is as good in combat as Aragorn with four Hobbits! Don't forget that you have ALL of Middle Earth to worry about, and that Gandalf on his own moves extremely quickly. As in the book, send Gandalf to muster the Riders of Rohan, perhaps even the Elves near the Southern Sea. Change your forces' orders regularly, and don't be afraid to try new approaches. Rivendell can be reached without crossing the Last Bridge, and Lorien is accessible without trying the Mines of Moria.

THE LEGEND OF CRALDONS CREEK

By JOAN WILLIAMS played on Spectrum

Chase bird to get feathers. Make winds with wax and feathers. Fly across river. Give staff to wizard. Give bottle to knight. Give bracelet to pedlar, Swing sword at arch.

Page 40 Adventure Probe

THE BLOOD OF BOGMOLE

By ALLAN PHILLIPS played on Spectrum

When you find the fly buzzing around your head and landing on your face - SLAP FACE and it falls to the floor. Get the fly and PUT FLY IN WEB to get the gold coin that the Troll wants.

LEGEND OF FAERGHAIL

By PAUL HARDY played on Amiga

Drinking from fountains in the valley will usually restore lost hit points. If combat is getting too hard run away, you will always gain experience points even after only one round of combat. Paladins and Scouts are useful as at later levels they may cast Clerical and Druidal spells respectively. Keep your spellcasters in retreat mode in combat so they will not get hurt as much and may cast spells from a distance.

PLANETFALL

By RON RAINBIRD played on Atari 800XL

When hungry, eat goo from kit.

To cross rift, extend ladder.

Drawers contain essential access cards.

In kitchen, put canteen under spout and press button for liquid refreshment.

Examine Floyd (the robot) to find another access card.

Switch on Floyd and wait for it (him) to start.

Go up in the lift then South and North-east. Note the colour of the flashing light.

Fill the flask with the same colour as the flashing light.

CHAOS STRIKES BACK

By JOHN R BARNESLEY played on Atari ST

The Snake Area on the Dain route, Level 5: Obtaining the WINGED KEY from the central pillar is perhaps the greatest problem before the DDD. Prior to crossing this room, map the room directly below (the cistern) and clear it of all monsters. The Cistern can initially be found only by climbing down a pit - a hidden stairway can be found in the north-east part of the room.

Approach the eye. Show the eye a ZOKATHRA SPELL, you are teleported to 4G 2E - you can kill the snakes by the eye, but the fight is tough; it's better to get out while you're still alive!

HEAL wounds immediately, as the snakes will track you down later!

THE LEGACY

By ALF BALDWIN played on Spectrum

The heat in the hothouse makes you very thirsty, don't go in without a glass of water.

A create or something similar very often hides an exit. Move it and see.

SOME HINTS AND TIPS FOR C64 AND OTHER LESS WELL SUPPORTED MACHINES WOULD BE VERY WELCOME

GETTING YOU STARTED

AL-STRAD

By SIMON AVERY played on Amstrad

UP, GET AXE, D, N, UP, GET SPADE, D, IN, GET ARM BANDS, BLOW ARM BANDS, WEAR ARM BANDS, OUT, S, S, SWIM, GET COCONUT, SMASH COCONUT (with axe), EAT COCONUT, EXAM TREE, SWIM, N, IN, OPEN SAFE, 653, GET PILL, EAT PILL, PULL LEVER, SMASH DOOR.....

SHARPES DEEDS

By SIMON AVERY played on Amstrad

S, D, TALK SOLICITOR, GET ENVELOPE, N, E, GET BOTTLE, W, GIVE BOTTLE (to Barman), E, S, E, N, BUY BREAD, S, E, E, NE, EXAM GRAVESTONE, GET TICKET, SW, W, W, W, SW, W, RING BELL, GIVE TICKET, W, N, GET BAR, S, S, GET FLAG, N, E, E, S, FEED SWAN (with Bread).....

THE GUARDIAN

By JIM STRUTHERS played on CPC464

TAKE SWORD, EXAM SWORD, TAKE CRUCIFIX, EXAM CRUCIFIX, N, N, S, E, S, W, TAKE SCROLL, EXAM SCROLL, TAKE CLOAK, EXAM CLOAK, S, E, N, N, W, S, W, W, W, S, E, EXAM POOL, TAKE SHIELD, EXAM SHIELD, W, W, W, W, S, S, E, N, W, S, E, S, THROW CLOAK ON SERPENT, OPEN CHEST, TAKE COINS, EXAM COINS, TAKE CLOAK, WEAR CLOAK, N, N, N, READ INSCRIPTION.....

ONCE UPON A LILY PAD

By JIM STRUTHERS played on Spectrum 48K

D, EXAM PONDWEED, GET ACORN, UP, E, S, S, E, N, N, EXAM GRAFFITI, PUT ACORN IN ORIFICE, DIAL 91913, S, S, S, S, E, E, E, GET MUSHROOM, W, W, W, N, W, DOWN, GIVE MUSHROOM, W, S, GET CARROT, W, N, N, GET CUP, DRINK LIQUID, EXAM WOUND, GET SCROLL, E, E.....

INFILTRATOR

By KEVIN MURPHY played on Spectrum 48K

SEARCH TUB, TAKE MACHETE, PULL LEVER, PRESS BUTTON, LEAVE, W, W, EXAM RIVER, CUT CANISTER, TAKE ALL BUT CANISTER, S, E, E, U, DROP GRENADE, WAIT, JUMP, D, TAKE GRENADE, S, LOOK DOWN, PULL PIN, WAIT, WAIT, WAIT, THROW GRENADE, WAIT, D, SEARCH BODY, TWIST KEY, PICK LOCK WITH PIN, OPEN DOOR (try this until it works), W, N, TAKE UNIFORM, WEAR UNIFORM, S, W, S, E, E, UNSCREW SCREWS WITH KEY, U, N, W, N, TAKE BALL, S, E, S, D, E, E, PUT BALL ON SHELF, S, WAIT, WAIT, TAKE CAP, WEAR IT.....

DREAMARE (GLOBAL)

By MARGO PORTEOUS played on Spectrum 48k

GO NORTH, UP, EAST (to your bedroom), OPEN WARDROBE, GET BACKPACK, LOOK INSIDE BACKPACK, GET LIBRARY TICKET, DROP BACKPACK, WEST, NORTH (note bottle which you'll need later), SOUTH, DOWN, WEST, EXAMINE UNITS (there is a lighter there, also needed later), EAST, OPEN DOOR, EAST, EAST, GO CAR, EXAMINE CAR, PRESS BUTTON, DRIVE TO LIBRARY. In Library you are given a magazine, READ MAGAZINE (for info and the address of the Dream Research), WEST, NORTH, EXAMINE COMPUTER, READ SIGN, SOUTH, EAST, SOUTH, GO CAR (if engine has stopped press button, but it usually only stops when you are outside your own home), DRIVE TO CLAREMONT VALE, LEAVE CAR, NORTH, SAY TO LADY "CAROL LANG" (when questioned and she will give phone number), SOUTH, GO CAR, DRIVE HOME, LEAVE CAR, WEST, WEST, SOUTH, DIAL 77966, SAY TO CAROL "TELL ME ABOUT CATHERINE JOHNSTON".....

QUEST FOR THE GLORY II (as fighter)

By PARASKEVAS TSOURINAKIS played on Atari ST

With Abdulla: ASK ABOUT SULTAN, ASTROLOGER, NEWS, EMIR, RASEIR, ORDER FOOD. With Shema: ASK ABOUT RASEIR, RUMORS, SHARAF, UNDERGROUND, then EAT, DRINK, STAND. Walk to Shamen: ASK ABOUT RASEIR, SULTAN, GUESTS, STEP OUTSIDE. With Alichia: ASK ABOUT COMPASS, MAP, TOY, BUY MAP (you haven't money), ASK ABOUT MONEY CHANGER. Follow the north tunnel street (thumb taxi), until you find the Fountain Plaza. At the fountain: FILL WATER SKIN. Follow the manual's map until you reach the dead end of the Dinar Tarik, (from the fountain plaza, enter the left tunnel, then right, left, left, left, right, at the end again, right, left, right, right, right, left, left and finally right). With money changer: ASK ABOUT RASEIR, SULTAN, FERRARI, MONEY, CHANGE MONEY. Change the money as follows: First 40, then 40, then 40, then 20 and finally 10. You get 135 golds (if you change all the money at once you will take only 105 golds!) Return to the gate plaza. From Alichia: BUY MAP, BUY COMPASS. Now USE MAP and travel to fighters plaza. From Mirak: BUY WATERSKIN twice. With Rakeesh: ASK ABOUT NAME, SULTAN, SHAPEIR, RASEIR, RUMOURS, LEG, DEMON, WIZARD, KINGDOM, MONSTERS, PALADIN, POWER, WILL, EARTH ELEMENTAL, NATURE, SWORD, SOULFORGE. Enter Guild and once inside, READ BOOK, SIGN BOOK. With Uhura: ASK ABOUT MONSTERS, RAKEESH, SULTAN, RASEIR, PRACTICE. Walk near the board and LOOK BOARD.....

ENCHANTER - INFOCOM GOLDEN OLDIE

By RON RAINBIRD played on Atari 800XL

NE, OPEN OVEN, GET BREAD, JUG AND LANTERN, OUT then NE, SE, NE, DRINK WATER, FILL JUG WITH WATER, SW, SE, SW, SW, S, GNUSTO REZROV (spell given to you by crone), NE, NE, E, E, REZROV GATE (after memorizing Rezrov spell), IN, MEMORIZE FROTZ, FROTZ LANTERN, N, N, E, E, E, E, E, MEMORIZE REZROV, REZROV NORTH GATE, N, GET KREBF SCROLL, E, MEMORIZE NITFOL, NITFOL FROGS, LOOK UNDER LILY PAD, GET THE DAMP (Cleese) SCROLL, GNUSTO KREBF AND CLEESE SPELLS, W, S, W, W, W, W, W, S, S, S, S, E, D, N, OPEN DOOR, N, OPEN BLOCK, E, GET STAINED SCROLL (EXEX), GNUSTO EXEX, W, S, U, W, U, then go to bed.....

CONTRIBUTIONS ARE URGENTLY NEEDED FOR THIS SECTION PLEASE

OBJECTS AND THEIR USES

THE LOST TEMPLE - SPECTRUM 48K

OBJECTS AND USES - BY ALF BALDWIN

PURSE	For holding money.
TELLER	Will telex your company to send you some money.
MONEY	Needed to buy essential items and to pay teller and helicopter pilot.
MOSQUITO REPELLENT	Apply it before venturing into jungle.
LAMP	Needed in cellar in Temple.
BOULDER	Move it to find a dead lizard.
DEAD LIZARD	It is poisonous. Give it to the snake.
KNIFE	Use it to cut a creeper.
CREEPER	Tie it to the tree by the chasm so you can climb down.
BODY	Examine it to find a banana.
PADDLE	Needed to paddle canoe.
INCA COIN	Ignore it. You have only just enough time to get back to top of cliff before ledge gives way.
CANOE	Good for one more trip only.
POND	Examine it to find some rocks.
ROCKS	Very heavy. You need to drop everything else to carry them. Throw them into the stream to form stepping stones.
SPADE	Dig at the bank of the stream to find a flint.
MONKEY	Give it the banana.
FLINT	Strike it to burn off the marsh gas.
FOOD	Eat it when you feel hungry.
GOLD HEMISPHERE	You will find it in the swamp. Fits silver hemisphere in Temple.
JAR	Squeeze some oil from the torch into it.
LEAVES	Make gloves with them to protect your hands.
BERRIES	Eat them in the vestry to dispel aura round cloak.
PRIEST'S CLOAK	Wear it to be allowed access to other parts of the temple.
SILVER HEMISPHERE	Join it to the gold hemisphere to get a glowing sphere. You must be wearing the gloves.
GLOWING SPHERE	Roll it down the winding passage to burn away the slime.
MASK OF THE SUN GOD	Your prize.
BOOK OF INCANTATIONS	Start by reading page 1 which gives index of contents.
SKELETONS	Use incantation to make them stir revealing trapdoor and piece of papyrus.

SERIALISED SOLUTIONS

THE AXE OF KOLT

By JACK LOCKERBY played on Spectrum

Continued....

The entrance is too small for the creature and after tearing at the earth for a while he heads back to his snowy domain. Feeling utterly exhausted after your ordeal you settle down for the night. Early next morning you head down the steep path and land on an east-west road near a bridge. Oh dear, those pesky outlaws again. Still can't worry about them now, there's some exploring to do. It's not a big village but it has a farm guarded by a fierce dog, a sawmill that appears idle, a blacksmith's forge with the fire lit but no one around. The blacksmith did pass and say "good morning". Heading towards the river you hear a voice outside a small cottage. Talking to the old lady she tells you that she has dropped her front door key in the flower bed. You search the bed but the old dear suggests that you pop up to the farm and borrow the sieve. Lucky you! wish I had something for that dog. As I was about to leave I took pity on the old biddy and gave the fur coat.

Back at the farm the dog seemed to have disappeared allowing you to search the buildings. Sure enough, you find a sieve but the snotty farmer won't let you take it until you have chopped him some logs. This time you travel to the river and notice that the ferrymen has arrived. You ask him to take you across the river but unfortunately the ferry needs repairing and he needs some wood and tools. Now you are really getting fed up and as you wander around you arrive back at the sawmill. Great! The owner is here! You ask him for some wood and wouldn't you know, he's full of trouble as well. He has a bent connecting rod that needs straightening, then he can start up the machinery and cut you your wood. You pick up the rod and head for the blacksmith. He must have known you were coming because he to, has put in an appearance. You give him the rod but he goes on about how hot it is and how he would like a refreshing drink. Oh well, that's easy. You pop down to the "Smugglers" and ask for a tankard of ale. The landlord refuses to serve you as he can't change a gold coin. The beer in this village is much cheaper and only costs one silver piece. You decide to walk back to the bridge to see if those outlaws are still around when a sergeant in charge of a troop of soldiers asks you if you know where the outlaws can be found. You immediately tell him about the forest. He heads off with his men and in no time at all returns shepherding the outlaws back to prison. As he leaves he hands you a gold coin. Now that the forest is safe you head back to Hengemire. At the well you spot a young girl struggling to fill a pail of water. You offer to help her and she gives you some fresh fruit and vegetables. The toolmaker is now in attendance so you buy a hammer and wonder of wonders you manage to buy a small axe as well. You still haven't enough money to buy that chainmail though.

As you arrive at the cesspool you see something glitter on the ground. Mindful of that billy goat to the rear, you decide to drop all your possessions before picking up the pin that your search revealed. Your guess is correct! The goat butts you in the rear and you land in the ***!

A quick visit to the well and you are soon clean again. You pick up all your possessions again and visit the inn. You remember that there was a roaring fire in the ante room. You dry your clothes and then you examine the mantelpiece, searching the dust upon it reveals a domino. You return to the main room and give the domino to the two men who were arguing. They give you a talisman in exchange. There are strange runes on the talisman which you are unable to decipher, that's a job for Magor! You show the talisman to Magor and he tells you that it is a barrow-wight's talisman and using it will release a poor tormented soul. If you should chance upon a barrow wight then if you "Begone whatever its name is" will do the trick. As your hands are getting pretty full you decide to wear the talisman. You now head for the farm and chop up the logs. Taking the sieve you return to the cottage and sieve the flower bed. The old lady is so pleased when you return her key that she hands you a silver piece. Off to the inn you buy a tankard of ale and give it to the blacksmith. You then give him the bent rod which he straightens in seconds, all that fuss over a pint! Armed with the rod you head for the sawmill and hand it to the owner. The machinery starts up and he hands you your wood. So far, so good, now let's go and visit the ferryman. You give him the wood and the hammer. "I need some nails now to finish the job", he tells you. The blacksmiths seem the most likely place for the nails but he isn't there, instead he has left an apprentice in charge. You ask for some nails but he wants a nice present so you give him the axe. You receive some nails and hand them to the ferryman. The ferry is now ready! Boarding the ferry ends the first part of *Axe of Kolt!*

PART TWO

You start the second part of your adventure travelling across the river on the ferry. When you reach the opposite bank, the ferryman puts you ashore and wishes you luck! Boy are you going to need it! Travelling south, east and northwest, a hidden archer fires an arrow at your back, fortunately your chainmail protects you from serious harm. The arrow could only have come from the west and you note this fact for future reference. Journeying northwards you arrive at the locked door of a cottage. Searching the leaves that cover the path brings a doormat to light, of course the key must be underneath it, and so it is. You quickly unlock the door and step in to the only room. It's in a bit of a mess as you discover when you examine the floor, it's covered with rubbish which in turn is hiding a small rubber ball. The ball is probably the plaything of the absentee occupant of that large dog basket. Examining the table reveals an empty drawer but on the under side of the drawer you find a piece of paper. The writing on the paper holds no meaning for you. Having satisfied yourself that there is nothing else in the room to hold your attention you wander out into the neglected garden and spying a large seed pod on the head of a flower you proceed to give it a hard shake. You collect the seeds that fall to the ground. When you have had a look around the orchard you decide to explore further. As you walk westwards from the cottage, a large spider drops onto your shoulder. You brush it off and then stomp on it. You have an aversion to spiders and to this one in particular, it's one of the poisonous types! As you progress around you pass a river and note that it is fordable but also full of piranhas, flesh eating fish. Passing a large oak tree you pause when you notice a door among its huge roots. You knock on the door and a hatch opens. An ugly dwarf tells you that he is not going to open his door until those pesky woodsmen and that troublesome archer have been dealt with.

TO BE CONTINUED.....

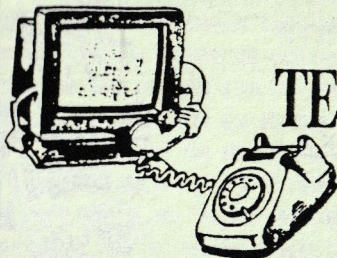
SOLUTION OF THE MONTH

TREASURE ISLAND

(WINDHAM CLASSICS - DISK)



TALK TO BILLY, S, TAKE TANKARD, TAKE RUM, N, GIVE RUM, ASK BILLY ABOUT FIST, ASK BILLY ABOUT TREASURE, ASK BILLY ABOUT ISLAND, ASK BILLY ABOUT MAP, ASK BILLY ABOUT FLINT, OPEN DOOR, TELL BILLY, NO, TAKE PAPER, LISTEN, TAKE METAL, S, UP, TAKE NEWSPAPER, READ NEWSPAPER, EXAMINE DOOR, KICK DOOR, OPEN CHEST WITH KEY, OIL CLOTH, UNLOCK CHEST, OPEN CHEST, TAKE OILCLOTH, TAKE GOLD, TAKE TOBACCO, TAKE WATCH, EXAMINE OILCLOTH, OPEN WINDOW, DOWN, S, S, SW, S, TALK TO WOMAN, SW, EXAMINE CAVE, E, E, TELL DOCTOR ABOUT PIRATE, GIVE OILCLOTH, CLIMB UP, TELL SQUIRE ABOUT FIST, N, N, SIT DOWN, TALK TO LONG JOHN, S, W, TALK TO CAPTAIN, S, AFT, AFT, FORWARD, ALOFT, DOWN, DOWN, FORWARD, AFT, AFT, PORT, OPEN SEACHEST, EXAMINE SEACHEST, TAKE SPYGLASS, STARBOARD, STARBOARD, PORT, AFT, FORWARD, FORWARD, STARBOARD, TALK TO DOCTOR, PORT, AFT, AFT, SING, PORT, UP, AFT, HIDE INTO BARREL, LISTEN, LISTEN, FORWARD, DOWN, USE ROPE, TELL DOCTOR ABOUT MUTINY, PORT, FORWARD, TELL CAPTAIN ABOUT MUTINY, TALK TO SQUIRE, TELL SQUIRE ABOUT RUM, AFT, AFT, AFT, TALK TO SILVER, FORWARD, FORWARD, READ PAPER, FORWARD, TALK TO DOCTOR, AFT, AFT, DOWN, EXAMINE CASKS, MOVE CASK, EXAMINE KEG, UP, OPEN CABINET, TAKE FOOD, TAKE KNIFE, CLOSE CABINET, FORWARD, FORWARD, ALOFT, TALK TO SAILOR, FORWARD, TELL CAPTAIN ABOUT KEG, UP, USE SPYGLASS, BOARD BOAT, TAKE CONCH, N, TAKE GOLD, SIT, TALK TO SILVER, TELL SILVER ABOUT MAN, ASK SILVER ABOUT TREASURE, NO, NO, NE, NE, N, TELL CAPTAIN ABOUT PIRATE, TELL CAPTAIN ABOUT HISPANIOLA, TALK TO DOCTOR, TALK TO SQUIRE, EXAMINE WINDOW, EXAMINE BED, EXAMINE FLOOR, TAKE RING, DOWN, W, SE, SE, S, BLOW CONCH, TALK TO MAN, GIVE FOOD, TALK TO GUNN, ASK GUNN ABOUT BOAT, ASK GUNN ABOUT TREASURE, SE, EXAMINE LEDGE, EXAMINE CORACLE, EXAMINE PLANT, TAKE RESIN, USE RESIN, ENTER BOAT, CLIMB LINE, UP, AFT, TALK TO MAN, YES, NO, FORWARD, RAISE ANCHOR, CUT LINE WITH KNIFE, AFT, ASK HAND ABOUT MUTINY, ASK HAND ABOUT SILVER, AFT, EXAMINE BARREL, TAKE PISTOL, FORWARD, FORWARD, USE PISTOL, TAKE BARREL, W, W, S, S, S, SW, TALK TO SILVER, ASK SILVER ABOUT DOCTOR, ASK SILVER ABOUT TREASURE, TALK TO SILVER, EXAMINE PAPER, WAIT, TALK TO DOCTOR, TALK TO SILVER, EXAMINE CABIN, EXAMINE MAP, W, EXAMINE MAP, SW, EXAMINE MAP, S, EXAMINE SKELETON, S, S, EXAMINE MAP, E, RUN, TAKE METAL, N, W, N, TELL DOCTOR ABOUT SILVER, S, CUT ROPE WITH CUTLASS, TALK TO DOCTOR, TALK TO CAPTAIN, TALK TO SQUIRE, TELL CAPTAIN ABOUT HISPANIOLA, TELL DOCTOR ABOUT TREASURE, TELL SQUIRE ABOUT GUNN, BLOW CONCH, FOLLOW GUNN, TALK TO DOCTOR, EXIT, TALK TO CAPTAIN, TAKE SILVER. ADVENTURE COMPLETED.



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 Weekends any reasonable time	Spectrum
JOAN PANCOTT	0305 784155	SUN TO SAT 1PM TO 10PM	Amstrad
ISLA DONALDSON	041 8540602	SUN TO SAT NOON TO 12PM	Amstrad
STUART WHYTE	061 9804645	ANY REASONABLE TIME	Amstrad
MERC	0424 434214	ANY REASONABLE TIME	Atari ST
JASON DEANE	0492 622750	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 EVENINGS AND WEEKENDS	IBM PC
WALTER POOLEY	051 8331342	ANY REASONABLE TIME	Various
MIKE BRAILSFORD	0592 757788	SUN TO SAT 10AM TO 10PM	Various
NIC RUMSEY	0323 482737	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, Ormskirk, West Lancs, L39 1QH.

*** ADVENTURE PROBE ***

NEW TELEPHONE NUMBER FROM MARCH 21ST!

0492 877305 +FAX

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