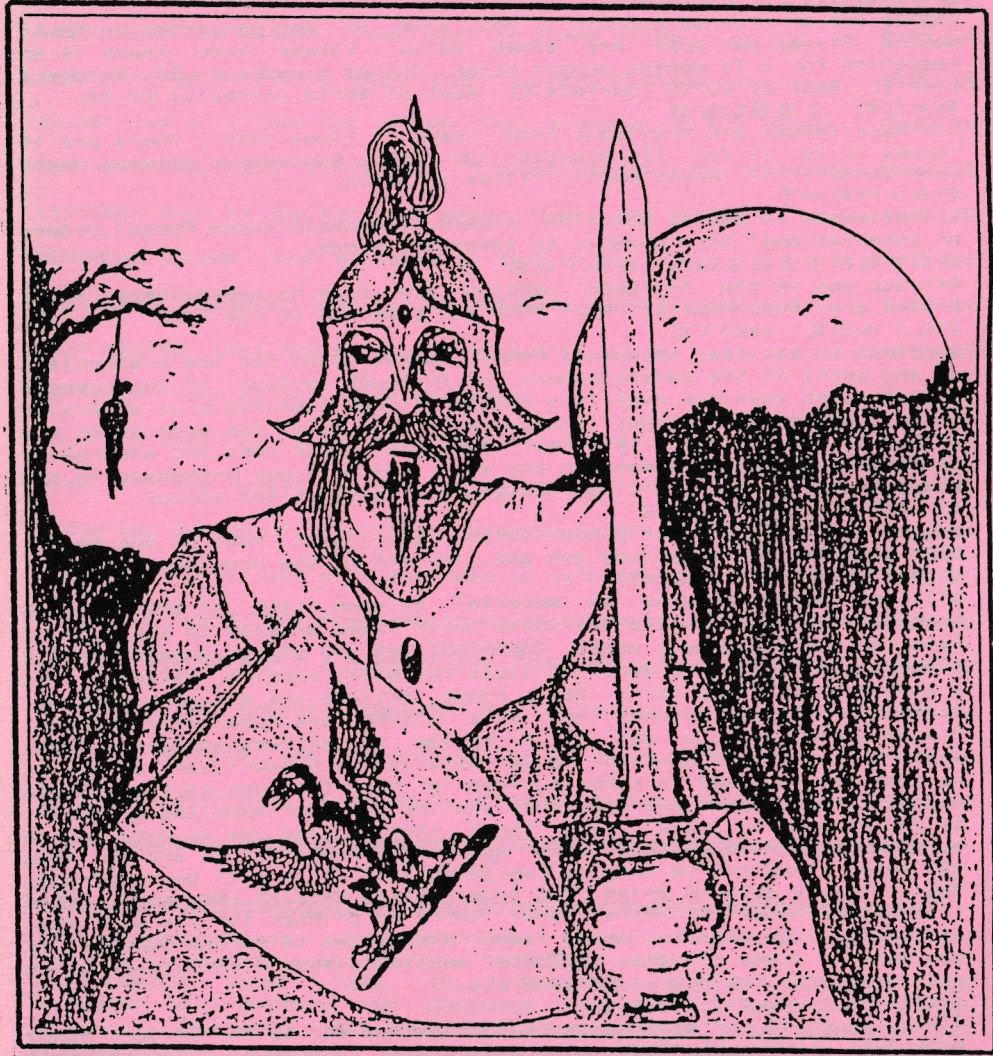
The Magazine for the Adventure Purist

Adventure Probe

£1.50



Volume 6 . Issue 2 . February 1992

EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

COPYRIGHT

Copyright on anything which does not carry the writers name belongs to Adventure Probe. Copyright on all other items lies with the writer as Probe doesn't pay for contributions.

LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION. If you require a reply other than a printed response in Probe or sent with the magazine then please enclose a S.A.E.

SUBSCRIPTIONS

Copies can be ordered monthly if you wish or you can order up to 12 months. Prices per copy are shown below. Please note there is no reduction for a 12 months subscription. United Kingdom £1.50. Europe & Eire £2. Rest of World (Surface)£2. Rest of World (Airmail) £2.50.

BACK ISSUES

All back issues are available from Issue 1 (June 1986). There are 19 issues in Vol I. Vol II started Jan 1988. Subsequent volumes begin each January (12 issues each). Prices as above.

PAYMENT

All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to Adventure Probe.

ADVERTISING RATES

Private ads in the IN-TOUCH section are free to subscribers. Trade prices are: FULL PAGE £5. HALF PAGE £3. LINE ADS 5P PER WORD.

PLEASE NOTE

Needless to say that Adventure Probe cannot vouch for the credentials of any entry in the advertisement of In-Touch section. If you respond you do so at your own risk. Any mention either favourable or otherwise of any company or business whatsoever is purely the opinion of the writer of the letter or article. Adventure Probe does not endorse or recommend any establishment in any way. Any opinions expressed in the pages of the magazine are not necessarily those of the Editor.

DISTRIBUTION

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

CONTRIBUTIONS

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

POSTAL ADDRESS

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

CONTENTS

EDITORIAL: All the latest from HQ..... PAGE 4

REVIEWS: Find out what they are all about here..... PAGE 5

THE MYSTIC OF THE ORIENT: Discover the real you..... PAGE 9

A FEW WORDS OF ADVICE FOR ADVENTURE AUTHORS: by Paul Cardin... PAGE 12

PAWS FOR WRITING: Timely advice by June Rowe..... PAGE 13

WRITE YOUR OWN PARSER: Final part by Frank Fridd..... PAGE 14

ALICE: An entertaining short story by Harold Dixon..... PAGE 15

BILBO, SAM & "ST"AUG THE DRAGON: Paul Rigby gives his views... PAGE 16

AND ADVENTURE SAID: Steve Clay in conversation with his micro. PAGE 19

LETTERS: Over to you for your news, views, and comments..... PAGE 29

PERSONAL COLUMN: Your messages to each other..... PAGE 34

CHRISTMAS CROSSWORD COMPETITION RESULTS: Find out who won!.... PAGE 34

HELP WANTED: Lost souls in need of a hint..... PAGE 35

IN-TOUCH: Your sales, swaps and wants..... PAGE 35

SOLUTION SERVICE: Latest solutions for the archives..... PAGE 35

NEWS: All the latest news on the adventure front..... PAGE 36

KINGS AND QUEENS OF THE CASTLE: Kind souls offer postal help.. PAGE 36

HINTS AND TIPS: Just what you need to help you with a problem. PAGE 37

OBJECTS & THEIR USES:Programmers Revenge.Bomb Under Parliament PAGE 40

GETTING YOU STARTED: A push in the right direction..... PAGE 42

R.P.G.SECTION: Special pages for R.P.G. fans..... PAGE 44

STRATEGY SECTION: Special section for Strategy lovers..... PAGE 46

TELEPHONE HELPLINES: Kind souls offering instant help..... PAGE 48

HALL OF FAME

Sincere thanks to all the following readers who took the time and trouble to send in contributions this past month:
PAUL CARDIN, GEOFF LYNAS, ISLA DONALDSON, MARGARET CREWDSON, RON RAINBIRD, NEIL SHIPMAN, ANN ROBINSON, THE GRUE!, SIMON AVERY, ALAN RIDEALGH, JUNE ROWE, HUGH T.WALKER, COLIN JORDAN, LIANE MORRISON, IAN OSBORNE, JANICE CHARNLEY, DAVE CHARNLEY and RON GUEST.

Special thanks to GEOFF LYNAS for this months cover design.

EDITORIAL

Welcome to Volume 6, issue 2 of Adventure Probe.

On the whole things have been rather quiet this month with little in the way of contributions coming in. I suppose, like me, you take a while to get back into the swing of things after the festive season. However, I would like some reviews etc ready for next month if you would be so kind. There aren't many reviews as they were all I had so I hope you will all come to the rescue to ensure that there are plenty for March.

This issue sees a rather different "New Look" Probe with the addition of two new sections: a R.P.G, section and a Strategy Section. This was due to the response following the letter from Ted Bugler in the last issue. I had surprisingly little response to a subject that I thought you would be all very interested in. However, the majority of the letters I received in reply to Ted's letter were in favour of Probe widening its horizons and no one wrote in saying that they didn't want the proposed changes, so I presume that you are all happy to see some coverage of R.P.G. and Strategy games in Probe. Of course it is up to you now to make sure that the new sections continue. The Strategy section is rather a hotch potch of rambling by yours truly but I hope that you will take it over and provide the coverage you want to see in future.

Something else that appears in Probe this issue and which is not adventure related whatsoever, but I considered to be vastly entertaining and should interest most of you, is a section on Oriental character reading. I had planned this for the January issue but there wasn't enough room so I have popped it in this issue for you all to have some fun. You should also find, tucked away somewhere within the pages, an order form for the video of the Convention. I haven't seen it myself yet and am rather dreading seeing myself being interviewed and speechifying etc, however, it will give all of you, who couldn't manage to get to the Convention, an idea of what we all got up to. I would appreciate some comments, both good and bad, when you have seen it so do write and let me know what you think. Speaking of the convention video reminds me that I have had a lot fewer questionnaires returned than I had expected. There is still time for you to send them in and I would like you to do so as we hope to book the date and hotel for this year's convention and announce the date and venue in the next issue. So far almost all the questionnaires have been in favour of the same hotel but asking for us to negotiate a special deal on some of the facilities. Vicky Jackson will do her best for us and I'll let you know how she gets on.

I opened my mouth and made a great fool of myself twice this month - I don't know how I do it. I went into Tandy to ask for an aeriel signal booster and enquired if it would clear the picture or just make the spots bigger! (sigh!) I also had a phone call from the States at 6.15pm the other day and the chap asked me what time it was here. When I told him he said it was 9 o'clock there. I then asked him what date it was over there! I ask you?! Am I the only person who asks stupid questions without thinking or are there other chumps like me out there? Well, that's it from me for this month. I'll be back rambling on about what's been happening at my end next month as usual. Hope you enjoy this issue.

Bye for now,

Mandy

EVILUTION (Revisited)

Reviewed by *Hugh T Walker*

Well, it finally happened! Someone finally told me how to mend a small boat with a hole in its side, albeit not where to get what I needed to do it. I must say a warm hearted thanks to Sue Roseblade for saving my sanity (?!!) with her timely intervention in this and ...er... one or two other bijou little problemettes with this game. Yes, adventuring folk are very kind and friendly people (even if they do edit the wrong magazine!).

At risk of sounding rather like a single handed post-convention report I should also thank Nigma Adventures for writing this game and not only providing material to illustrate my play-tester's lament in last year's "sort-of-review" but also for giving me a great deal of pleasure now that I have been cajoled into retrieving it from the depths of my attic and encouraged into finishing it.

I have heard it said that the way in which I wrote about Evilution before (rather than what I wrote) gave the impression that I had enjoyed playing it as far as I had, in spite of the faults which I mentioned. This is true, and all the more so since I have now completed the game.

Assuming that the game is STAC-ed, it represents the most imaginative use of that utility which I have ever seen. OK! So I said that the background scenario is a bit of a pot-boiler and the game has some unique grammatical constructions and spellings but I have always said that if a game gives enough pleasure then one can begin to forgive anything. In fact, after a while I began to wonder if I was enjoying the game all the more because of its human failings.

The graphics are stupendous! As a purist text-adventurer I quite naturally turned them off - and then turned them back on because I missed the atmosphere which they generated.

What can I say? How can I atone for my earlier comments? Perhaps it will help if I say that I rushed home to load up this game like I haven't done for many years for something that wasn't a role-playing-strategy game and that this is something which ST owners can say gives their machine the edge over the Amiga/PC plutocrats who seem to have had things going their way for so long... (and that I no longer have to look up Sue Roseblade's phone number in my address book)!

Furthermore, if you all send MONEY!!! (I think it is now £8 for double sided and £9 for single sided disks) to NIGMA ADVENTURES, (10 Greygoose Park, Harlow, Essex, CM19 4JH) to buy *Evilution* then they might be encouraged to write more games. Come on! Let's hear no paultry excuses such as, "I don't have an ST", that's not their fault, now is it! Of course, it would be nice if they got someone really clever to play-test for them, but the best play-tester I know no longer has an ST! Someone must be willing to help ... provided, of course, that Nigma are prepared to be helped. I'm free, but I did say someone clever!

==========

THE ANGELICUS ANSWER

Written by Margaret & Mike Crewsdon and available from WOW Software, 78 Radipole Lane, Weymouth, Dorset DT4 9RS. For Amstrad CPC cassettes at £2 and discs at £4 - cheques etc payable to J G Pancott.

Reviewed by *Ann Robinson*

Available at last the long awaited sequel to the Angelicus Saga, again skillfully written on the GAC. For those who have not yet played Saga (and why not I ask), you play the part of Gamaluchad, a member of the Angelicus Army. Having previously completed your task of rescuing the Scroll of Angelicus and capturing the space pirates who had taken it, with the notable exception of their leader Captain Morgan who managed to escape; you are now sent back to their home planet Skully to bring him to justice.

You start the game on Skully in your spaceship and the first problem you encounter is how to get out of it! The game is set entirely on the planet, unlike Saga where you could do a lot of planet hopping, and although not a large game (about 35 locations) there is an amazing amount crammed in, including dragons, squirrels and Lily the Pink! The problems though not easy are within the scope of ordinary mortals (like me) with a bit of thought. I got very stuck in one place trying to get a toy, but it was obvious what you had to do so just persevere.

A bonus for those who haven't yet bought Saga is that Joan has now combined both games on one disc, available now at the bargain price of £6 so what are you waiting for? For evening entertainment that won't break the bank, give the moths some fresh air and send off without delay, you won't be disappointed.

==========

DAVY JONES LOCKER

For Amstrad CPC's disk only. Available for £4 from THE GUILD, 760 Tyburn Rd, Erdington, Birmingham, B24 9NX. Cheques etc payable to Glenda Collins. Please state 464/6128 when ordering.

Reviewed by *Simon Avery*

Davy Jones Locker finally makes an appearance on the humble CPC464, previously only available for CPM+ machines (namely CPC6128's), our Tony has converted it for CPM2.2 This is not all of the good news, however, two other River Software adventures, The Miser and Into The Mystic can also now be played on both machines. Oh yes... the review!

Davy Jones lets you relive the days following the shipwreck of the clipper Allana, which was lost at sea on August 11th 1927. Written very well with PAW, this adventure is not particularly difficult, and would suit the beginner in particular as well as those more skilled. There is a superb help facility which is coded so you only see the clue you want. There are also some truly apalling puns contained in the puzzles, to give you a couple of examples, there is a catfish who kills you if you don't shave! Why? Because 9 out of 10 catfish prefer whiskers!! There is also a mermaid who requires money to get out of your way. So what do you give her? A sick squid! (six quid - geddit?)

To sum up Davy Jones Locker, a truly enjoyable game for anyone who wants a good adventure. Well done to River Software for the original game and also to Pegasus Software for converting it. So if you want to treat yourself, send off to The Guild, you're in for a treat!

4-MOST ADVENTURES

For the Spectrum from Alternative Software priced at £2.99

Reviewed by *Ian Osborne*

Don't you just hate compilation reviews that end by saying "four very average games, but at this price it is good value for money."? Unless at least one of those games is addictive enough to have you coming back to it occasionally then the compilation isn't worth the shelf space. It doesn't take a genius to figure out that four games at £2.99 works out at 75p each, but as buying them individually is not an option, the question we should be asking is "are the four games worth paying £2.99 for?". Unfortunately, in this case the answer is NO! The compilation kicks off with LIFE TERM, in which you must escape from a Prison Planet, in a future universe where governments have been succeeded by big business. Not a bad plot, but it is a pity the adventure is so boring. Having mapped the area that can be initially explored, and picked up and dropped the legion of objects which are scattered around, I haven't got a clue what I am supposed to do next! A good adventure should offer tantalising glimpses of what is around the next corner - how do I open this door? how can I get that ring? what combination of objects will solve that problem? etc, etc - not leave you groping in the dark.

It is much the same story with S*M*A*S*H*E*D and STAR WRECKED. The former is a humourless skit on M*A*S*H and the latter a Star Trek parody that does have its moments, albeit brief ones. Both suffer from obscurity, lack of clarity and an interest level that Norman Lamont would be proud of. The best of the (bad) bunch is WIZ BIZ, a cutsie adventure that is actually quite endearing. Don't get me wrong, this is not a recommendation - there are much better adventures on the market, but WIZ BIZ is not as bad as its tape-mates. Common with Alternatives other 4-MOST releases, the cover is awful, being a scrappy montage of the covers of the four games in question. The verbs used in the adventures are printed on the inlay. I'm not sure if this is a good thing or a bad thing, but I suppose if you don't want them, you don't have to read them. All in all, 4 MOST ADVENTURES offers poor value for money. Putting four below-par games on one tape does not make a good release - and to think I could have bought two issues of Adventure Probe instead!

==========

STAR PORTAL

An AGT Public Domain adventure for Atari ST and PC computers

Reviewed by *Neil Shipman* on ST

"You are in a vast desert, made up of reddish sand." Not the most inspiring description for the first location of an adventure, is it? But it only serves to emphasise your isolation as you begin this science fiction tale, stranded on the surface of Mars. How you come to be there is explained in four full screens of introductory text and, briefly, it goes like this:

Exploration of the solar system has come to a halt because of more pressing social needs on Earth. But you were always an adventurous sort and, while drinking in a pub - where else do adventurers get the information to start them on their journeys?! - you are told of a secret installation on Mars which contains an alien artifact. Seeking out former Lieutenant Mariko Kosei, you learn how a crewmember from the third expedition stepped into this vid-phone-like booth, pushed a lever - and disappeared! The fourth expedition put transmitters into the portal, but nothing happened for many years. Then a number of signals were received but all from different directions. It appeared to be completely random. "It is a gateway to the start," says Kosei. "But who would want to use it?" The WorldGov had suppressed the story and placed a solitary guard at the installation. By a series of

bribes and the use of a suspended animation drug you manage to get to Mars on an automated supply ship. However, this doesn't land where you'd expected it to and a sandstorm causes the loss of most of your equipment. You have no choice but to set out on foot to find the artifact...

Fortunately the installation is not too far away and you will quickly find out how to get inside. Shame about the guard though! A little searching will provide you with some necessary items and you can then try out the portal for yourself. It is indeed random so you've no idea where you'll end up on each push of the lever. This reminded me of that old adventure "The Time Machine" and can be rather frustrating when you know where you want to get to but always end up somewhere else! However, the program recognises AGAIN and this can be abbreviated to G to make things a little quicker when you have to push the lever umpteen times in a row. There are ten destinations in all, seven of which allow you to explore strange new worlds. On your travels you will meet a race of trash-collecting lizards, acquire a faithful dog-like creature and take a trip in a shuttlecraft to an alien spaceship. Daar, another being who looks much like a squirrel, is quite knowledgeable and can be asked about all sorts of things. Daar can even tell you a bit about Merrivale, the human who first tried out the Star Portal, and about the portal builders themselves. There is also an invisible presence - go on, just examine it and see - keeping guard over a mystic sword which doesn't turn out to be anything of the sort!

Once you've managed to figure out the order in which you should visit the different planets the puzzles are not too difficult. The objects you require to help in solving them are weel spread throughout the adventure but, fortunately, your inventory is not limited so you can carry everything you can get your hands on. With over 170 locations to visit it will take you quite a time to work your way through to the end where another portal will take you to... Well that would be telling, wouldn't it? Star Portal has quite a few rough edges to it, some of them probably the fault of the author but some, undoubtedly, due to lack of care when the adventure was coverted for the ST. Minor errors include (the usual!) spelling mistakes and a number of odd responses. More importantly, there is one planet, and thus a whole section of the game, which need not be tackled in order for you to finish. But most annoying and frustrating of all were a number of bugs which actually meant that the original ST version could not be completed. However, these bugs have been sorted out on the "Improved Playability" disk available from both SynTax and the ST Adventurer's PD Library so you can now get right through to the end. It's far from perfect but it will give you the opportunity of playing what, for all its faults, is a good adventure - and you won't get dumped back to desktop every time you get killed either. One bug that is still present concerns the randomness of the portal. Sometimes when you push the lever you will end up with the response "Sorry, I can't descrive that" and a location description of "none". If this happens then all you can do is restore or quit, so it is a good ideas to save your position every time just before you use the portal. The stark one-liner at the beginning of the adventure is not at all indicative of what's to come. Most of the location and object descriptions are quite lengthy as, indeed, are the numerous messages and conversations. In fact there's so much well written text that it couldn't be squeezed onto a single-sided disk! So, if you're a text adventure fan and you like science fiction scenarios (as I do), I think you'll find Star Portal both interesting and enjoyable.

THE MYSTIC OF THE ORIENT

As we are near the start of 1992, which is the year of the Monkey. Let us delve into the mystic regions of the Orient and discover what we can read into our personalities, depending on which year we were born. Just check out the year you come under and read all about yourselves!

RAT	OX	TIGER	RABBIT	DRAGON	SNAKE
1900	1901	1902	1903	1904	1905
1912	1913	1914	1915	1916	1917
1924	1925	1926	1927	1928	1929
1936	1937	1938	1939	1940	1941
1948	1949	1950	1951	1952	1953
1960	1961	1962	1963	1964	1965
1972	1973	1974	1975	1976	1977
1984	1985	1986	1987	1988	1989

HORSE	SHEEP	MONKEY	CHICKEN	DOG	PIG
1906	1907	1908	1909	1910	1911
1918	1919	1920	1921	1922	1923
1930	1931	1932	1933	1934	1935
1942	1943	1944	1945	1946	1947
1954	1955	1956	1957	1958	1959
1966	1967	1968	1969	1970	1971
1978	1979	1980	1981	1982	1983

YEAR OF THE RAT

People born under this sign are renowned for their charm. Although easily angered, they appear to be cool, calm and completely under control. Their ability to hide anger and discontent is a valuable asset. Rat people have a great deal of ambition and integrity, and unbelievable persistence. Naturally thrifty, they have the ability to save money (and can be stingy too). They are inclined to be fussy about petty things. Love brings out their generosity. They must guard against loving someone who doesn't love them back and in their eagerness to impress may spend everything they have managed to save. They like to live well and are good to themselves. Since they adore gossip, their friends are sometimes of short duration.

YEAR OF THE OX

Ox people are placid and easygoing. They have the rare gift of inspiring in others, and this self-assuredness can help them become successful. They are extra-ordinarily good with their hands. Naturally quiet they can be eloquent if required to speak in public. In family relationships they are often misunderstood because of their cool attitudes and unemotional responses. Surprisingly, they do anger easily and can be petty and mean.

YEAR OF THE TIGER

Those people born in the Tiger years are powerful, courageous, and deep thinkers. Orientals believe that boys born under this sign may be destined to become rulers. Tiger people show a great deal of sympathy for those they love. Although exceptionally competent, they are often given more credit than they deserve for their achievements. They can be stubborn and selfish, even mean. Decisions baffle them; many times they wait too long to make one. Narrow minded by nature, it is difficult for them to trust others. They are highly respected, and yet they tend to resent their elders and anyone in authority. The Orientals say that everyone must guard against three disasters in life; fire, theives and ghosts. It is widely believed that the tiger is capable of protecting you against all three, and so Tiger people

are unusually free of these threats.

YEAR OF THE RABBIT

Humans born under the sign of the Rabbit are gifted, ambitious and smooth talkers. Other people respect and trust them and they are renowned for their good taste. Rabbit people enjoy light gossip, but if it gets vicious will refuse to participate. They can endure a great deal of intimidation before losing their tempers. In business they are clever; they firmly believe that "a promise is a promise" and their word is a contract. Although they can be affectionate, they have a rather detached attitude in family relationships. Weeping for no apparent reason is one of their weaknesses. They are often melancholy. In some areas Rabbit people remain uninformed, probably because they are not seekers of knowledge. They're lucky financially, with an uncanny sense for picking a winner - this makes them good gamblers. However, in money matters, they are usually cautious.

YEAR OF THE DRAGON

Dragon people are given the gifts of health, energy, courage and sensitivity. They speak sincerely and are honest. When a boy is born in the year of the Dragon, Orientals consider this a stroke of fortune. Dragons, like Tigers, are believed to have the potential to be rulers. The Dragon represents the greatest celestial power and, along with the Tiger, has the most beneficial influence in an astrological sense. Symbolising life and growth, the Dragon is said to have these four blessings; virtue, riches, harmony and longeivity. Of all the signs, this one is the most eccentric. Dragon people are wonderful workers, but at times display a willingness to work for evil purposes rather than good. Surprise! they are susceptible to flattery. Quick tempered, excitable, and enormously stuborn, they often remain unmarried.

YEAR OF THE SNAKE

People born in the Snake years are endowed with tremendous wisdom. Profound thinkers, they prefer to rely on their own intellect rather than trust the judgment of others. Fired with intense determination, they hate to fail at anything. They are determined to achieve their goals. They seldom have to worry about money as they're usually rich! Yet they can be stingy, and hate to make loans. Snake men are handsome, Snake women beautiful, and both are often vain. They have an annoying habit of overdoing whatever they do.

YEAR OF THE HORSE

Horse people are popular, cheerful, and love to compliment others. They act quickly and have short tempers. Although they seem strong and inspire confidence, deep inside they are weak, particularly around members of the opposite sex "Love is blind" must have been written for Horse people. When in love they can shut out everything else, which can cause them to fail at their work. They are passionate in love but can be maddeningly indifferent about other causes. People born in this sign like large crowds and entertainment. Beacuse of their independent nature they refuse to listen to advice. They are good money managers.

YEAR OF THE SHEEP

Those born in this animal year are true artists. They are happy and contented when doing something creative. These people are pessimistic, puzzled about life, and seem to lack a sense of direction. Sheep people are followers (naturally), not leaders. They need to be guided because of their basic insecurity. However, despite

their shyness and timidity, sheep people usually manage to eat well, wear nice clothes and live comfortably. They have elegant tastes, a passionate nature, wisdom and an inborn gentleness, demonstrating these traits not only with loved ones but also in the causes they believe in. Their concern for the underdog often has them lending someone unfortunate a helping hand. However, they prefer to keep their philanthropics anonymous.

YEAR OF THE MONKEY

Persons born under this sign are usually successful in any field they choose, good at making deals, and skilful in business diplomacy. Decicions are easy, they have plenty of common sense. Monkdy people read extensively, remember everything they read and consequently are usually well informed. If Monkey persons are allowed to persue their own instinctive course in life, they stand a good chance of becoming famous. However, Monkeys tend to talk too much, driving friends away with their overlong explanations and endless chatter. They are sometimes contemptuous of people less gifted than they. Their inclination to appease rather than fight is a predominant characteristic.

YEAR OF THE CHICKEN

Chicken year people are busybodies and deep thinkers. Devoted to their work, they habitually undertake challenges beyong their capabilities and are disappointed when they don't succeed. They are eccentric, which makes people watchen them with interest. Chicken people are positive they are always right and are certain they know what they are doing at all times! Since they do not trust others, they prefer to work alone. Although they display an adverturesome exterior, their interior make-up is unsuited to high adventure. As a result they dwell on foolish plans that never mature. Chicken people need more foresight, and, due to their basic reckless and erratic nature, they seesaw between being rich and poor. Shyness isn't one of their problems - they speak out directly when they have something to say. They have the reputation of being interesting, but their candor causes them to lose friends. Inclined to be selfish, Chicken people forget to consider others.

YEAR OF THE DOG

Those born in the Year of the Dog are blessed with most of the finer traits of human nature. Like the dog, they are loyal and possess a profound sense of duty. Since they try to do their best, they make wonderful workers. People born in this sign can be counted upon to keep a secret. For the most part, Dog people are held in high regard by others. Yet they too can be selfish, eccentric and obstinate. They fail miserably at social affairs because of their coldness and aloofness. Detesting small talk, they refuse to indulge in it. Their worst flaws are faultfinding and sarcasm. Dog people are renowned for championing good causes, as they cannot stand injustice.

YEAR OF THE PIG

Pig people are brave and chivalrous. They have tremendous inner strength and superb follow-through on whatever they undertake. The Japanese claim Pig-people are "broad in front with a narrow back", meaning they are well informed on the surface but upon further investigation reveal a rather limited knowledge. Pig people treat their loved ones with great kindness. Though they have few friends, the ones they keep are the lifelong variety. They are shy and prefer to solve all their problems alone rather than seek help.

****

A FEW WORDS OF ADVICE FOR ADVENTURE AUTHORS

By *Paul Cardin*

This short article will aim to highlight some of the more common errors found in the text of adventures. Follow the advice herein and your playtester's job will be ten times easier.

Common mistakes include running thewords together: omiting letters or adding unneccessary ones; being too free and easy with, the, punctuation and failing to justify your lines - I don't mean failing to give a valid reason for their existence, but not ensuring that the words butt up against the margin.

Incorrect use of apostrophe's is common. Dont think "whose to know?" if you fail to insert an apostrophe - there are lots of pretty smart players out there who's job it is to playtest games and theyll spot glaring error's strait away. Remember, if you're game is perfectly written, its educational as well as a pleasure to play.

To continue, all too often we read mistakes what gives a bad understanding of our English grammer. Split infinitives you should always avoid using.

Repetition of the word "and" often occurs at the end of one line and and the beginning of the next.

For clarity, always spell out numbers, 27 say, when used in locations and messages.

incorrect use of Capitals can be a problem. Authors should use they're judgement when their trying to opt the correct words to use.

Don't never use a double negative or you won't get nowhere, and don't mis-place your hyphens nor use "nor" when it should be "or".

You should not be made unaware that being clear and lucid is not unimportant. Circumvent the inclination to utilize overly extended polysyllabic terminology.

By the same token, cut out short words all the time as this can make your work dull and it can halt the ebb and flow if you don't try for a mix of long and short words.

Be cautious with proverbs (remember: a stitch in time gathers no moss.

The failure to close brackets is common - so too are cliches - it's a blessing in disguise if you avoid cliches like the plague. They'll be conspicuous by their absence but the text is more readable when they're few and far between. You'll be your own worst enemy... etc.

Finally, the perfectest text in the world can be spoilt by words that don't exist, even though you'd like them to. Oh, and malapropisms, avoid these and the world's your lobster...

****

Anymore clever words of wisdom like this would be appreciated!...Mandy

PAWS for writing.
By June Rowe.

Actually, I meant PAUSE, to make a note of a location you just found, or a message which came up when you did something or other. The trouble is that PAWS won't always let you PAUSE if the author hasn't used that facility.
So if "Time passes", as it does in so many games, the text scrolls up and vanishes before you've finished writing.
You may have discovered, as I did after playing a few PAWed games, that inputting any letter and not pressing ENTER (or RETURN, as the case may be) will stop the program. OK so far, but then you decide to go North, say, type 'N' and get the response 'I don't know how to BN' or whatever, because you forgot to delete the letter you used.
So, for the benefit of players new to PAWed games, I would like to pass on a tip which I just learned from the latest issue of FROM BEYOND (thanks, Tim!)
This is that if you press the space bar instead of a letter, you don't need to delete that before continuing.

It struck me that now PAWS has been around for some time, authors often assume that players know how it works and no longer include a vocabulary or precise instructions with games, so the following bits of information may be useful to new players.
If EXAM doesn't work, try EXAMI, because PAWS usually needs the first five letters before it will recognise an input. Also try X, which is a common abbreviation for EXAMINE, although all authors don't install it.
If you have to travel a long way across your map, this can be achieved quickly by typing in several directions, with a comma between each. (Note, though, that progress may be halted if the text falls off the bottom of the screen and a key press is required).
When trying a new game, try abbreviations like G for GET, or sometimes T for TAKE and L for LOOK or R for REDESCRIBE. They may not work, but if they do, all the better.
Other inputs to try are RAMSAVE, RAM SAVE (with a space) and RS. Usually, if this facility is present, you will get an acknowledgement of the input, but I have seen games where absolutely nothing happens, and it appears that RAMSAVE is not possible. The way to make to sure is to input RAMSAVE, move to another location, then input RAMLOAD and LOOK to see where you are.
You may come across an object which is mentioned by more than one word, e.g. HONEY POT, but you don't necessarily have to type in GET HONEY POT - the program may recognise GET POT. Another example of this is that you may see a brass key and GET KEY brings the response 'There isn't one of those here.' You may not have to type in GET BRASS KEY, because the program may recognise just GET BRASS.
Last but not least, if you arrive in a location where, for instance, you can see a sword, a suit of armour and a shield, GET ALL may save you a lot of typing! A word of warning, though - beware of DROP ALL! If you are carrying a jug, a pot or a bottle, it may smash!

* * * * *

WRITE YOUR OWN PARSER

By *Frank Fridd*

THIRD AND FINAL PART (continued from Jan 92 issue).

(Before we get on with the final part of the listing for the Parser, I have an apology to make and a correction. In the first part of the listing I made a mistake whilst copying the program. Line 2090 has a small section missing and the program will not work correctly. Please amend this line as follows:

2090 IF MID$(Q$(1),I%,1)=" " THEN W$(WW%)=MID$(Q$(1),Y%,I%-Y%):Y%=I%+1:I%=LEN(Q$(1))

My apologies for missing out the three characters just before the LEN near the end of the line. My thanks also to the readers who pointed this out to me and I am sorry I caused them the hassle.....Mandy)

10030 -10070 In these lines are the strings that control the game. Routines recognise the first four letters of each word that is inputted so where the words are less than four letters it is made up with a *. Unused spaces are made up with a -. This is to keep each string the same length for each type of word. Different types of word can have strings of different length as long as the particular routine reflects this length. In my game the verb and noun strings have 240 letters while the adjective strings have only 160 letters. Care must also be taken where certain words are placed within the string. Words that can be used by themselves e.g.NORTH, EAST, UP, SAVE, LOAD, SCORE etc. should be placed together at the beginning or at the end of the string, otherwise confusion can arise. I cannot emphasize this warning too much!

10110 -onwards are placed all the DATA of the game beginning with the description of all the locations.

11000 are the words replacing IT. (The words here are the ones used in my game).

11010 are words that can be deleted.(Again the words here are the ones in my game).

11020 -11040 are where all the DATA is READ.

10020 REM: Please note that in the following lines only four letters of each word are used and where words are less than four letters the words are made up with a *. Any unused spaces are made up with ----. Words are for illustration only

```
10030 VB$(0)="N***E***S***W***U***D***NORTEASTSOUTWESTUP**DOWNSCORINVE
QUITLOADSAVEHELPWAITABANACCOAID*ALIGASK*ATTAAVOIBATHBEATBENDBITEBOARBR
IBBRINBURTYBUY*CACHCLEACLIMCOLLCLOSCOSHCUT*DESCDINEDISADRAGDRINDROPEAT
*ENTEEXAMFINDGET*GIVEGO**CRABHIDEHIT*IGNOKILL"
10040 VB$(1)="KNIFLAY*LEAVLET*LIFTLOOKLOCKMAKEMELTMIX*MOVEMUNCNICKOFFE
OPENPAY*PICKPINCPLACPLANPOCKPOURPREPPUNCPULLPUT*RAIDREADRECIREFUREMORE
PARETURIGHROB*SAY*SEARSECRSELLSHOOSHOWSHUTSIT*SOAKSPEASTEASTRISTOWSWIM
TAILTAKETALKTRADTURNUNLOUSE*VACAWAITWALKWASH"
10050 NN$(0)="CARDWARRPLIEGUN*KEY*MATCWIREWOODFOLDMARKCARRSPOOPHOT----
KNIFECASEZWICMUNIROTTTICKIDENTRAVPAIRTOY*SKELBOX*PIECPLANPAPEMONEDOORA
BOAACROBARNBED*BOY*BRATBRIDCABICLOTCLEACLIFCIGACINECOINCUPBDESKDOCU---
-DRAWFAGSFARMFENCFILIGATEGERMGIRLGUARHITLHHOUS"
10060 NN$(1)="----IT**JERRKID*LETTLIGHLOCKMATCMYSENAP*NOTEOBJEOFFIOUT*
OUTSPAPEPATHPHOTSEATSENTSINKSOLDSOMESTRESTY*TABLTUTTWARDWATEYOUTTRAI--
----------------------------------------------------------------N***
E***S***W***U***D***NORTEASTSOUTWESTUP**DOWN"
10070 AD$(0)="ABOAACROABOVALONAPARBARBBEHIBEND----BENEBENTBESIBOX*CIGA
CINECLEADIRTFILIGERMGUARHIDDHIM*HITLIDENIN**INSIINTOKEY*KID*KNIFLEFTLE
NGMONEMOREMYSENEAROFF*----OPENOUT*"
10080 AD$(1)="OUTSPHOTPIECPLANPRICRAILRAW*RIGHSKELSMALTHROTICKTOP*TOY*
```

```
TRAITRAVUNDEUP**WIREWOODYOUTWARD----------CINE----CUPBDOORLI
GHMATC----SENTSOLDTHEAOFFIFOLDPAPE"
10090 GOSUB 11020: REM: Reading remaining game data
10100 GOTO 1100
10110 REM: Game data starts here beginning with locations, PL% One
line for each
11000 DATA CARD,WARR,PLIE,GUN,KEY ,MATC,WIRE,WOOD,FOLD,MARK,CARR,SPOO,
WALL,KNIF,TICK,IDEN,TRAV,PAIR,TOY ,SKEL,BOX ,PLAN,FOLD,DOOR:REM: Nouns
(first four letters) used in replacing IT. Words are for illustration
only
11010 DATA THE*,A***.TO**,OF**,IS**,ARE*,ON**,THEN,IN**,INSI,INTO,ACRO
:REM: Unnecessary words (illustration only)
11020 FOR I%=1 TO number of locations: READ PL%(I%):NEXT I%
11030 FOR I%=1 TO 24: READ IT$(I%):NEXT I%
11040 FOR I%=1 TO 12: READ WD$(I%):NEXT I%:RETURN
```

If any Amstrad owners wish to have this listing but don't want to type it in then they are invited to send tape or disc plus postage costs and Frank will be willing to record it for you. The rest of you will have to type it in. This parser listing can be easily adapted to work on other machines (providing you have some knowledge of BASIC). Indeed it is being successfully adapted for use on PC and SONY MSX as well as various Amstrads. This is the parser that Frank used in his game COLDITZ ESCAPE. If any CPC owners would like to buy the game the cost is £2 for tape version or £3.50 for the disc version, post paid. The games will be sent by return of post. If a disc is also enclosed with the money the disc version will be sent for the price of the tape version. In the disc version you can be sent back from part two to part one and so having to escape from the castle again.

Please write to F.S.Fridd, Woodlands, 107 Primrose Way, Chestfield, Whitstable, Kent, CT5 3QN or telephone: 0227 792587

****

ALICE - By *Harold Dixon*

Swirling shrouds of mist enveloped the streets that evening. There weren't many people about, and Alice felt a little uneasy in the gloomy silence especially after leaving the brightly-lit shops. She thought she heard a footstep, someone following! Not wanting company in this gloom and wanting to get home as quickly as possible, she quickened her step. To her consternation the step behind began to quicken too! She walked faster - the footsteps kept pace! In alarm she stopped a moment and looked back - icy fingers of fear ran up and down her spine as she saw down the street a weird white figure approaching eerily out of the gloom! She ran in panic, fear mounting as the mist seemed to get thicker before her, and she heard the footsteps behind matching her, pace for pace!! She turned down a side-street hoping to evade her pursuer, but the figure followed, and then to her utmost dismay, a high wall loomed up ahead - it was a cul-de-sac! She turned quickly, looking for a way out, then blessedly she saw a gate set in the wall and made for it. Suddenly she felt a sharptug at her heel, fate had dealt a wicked blow, her thin-heeled, tightly-strapped show had got firmly wedged down a grating - she was trapped! Hysteria mounted in her as she first struggled to get free scrabbling desperately at her tight shoe-straps, she glanced back to see the dreaded appiritioin fast approaching - it was really too much, she swooned in fright! A few moments later she opened her eyes to see the white figure bent over her, she rubbed her eyes to clear her vision - thousands of horrific thoughts flashing through her mind in seconds - then she saw the object of her fear - a man in a white overall. It was Mr Wells the Chemist - she had left her purse on his counter!

SOAPBOX
BILBO, SAM & "ST"AUG THE DRAGON
By *Paul Rigby*

The Hobbit. This was the first "fantasy" book I ever read. Prompted, mainly, by the arrival of the adventure. I have never regretted the decision, either, or the subsequent reading of the Lord of the Rings. Excellent books (wish I could say the same about the abysmal adventures) which opened up a whole new literary field. I always chuckle, when I look back at the reviews of The Hobbit (the adventure) to see the lack of playtesting the reviewers gave it, or was it fawning to big publisher? Then again, maybe it was complete ignorance on the glossies' part. How often have you read a game review with a furrowed brow knowing that the reviewer hasn't even touched the game - never mind assessed its pros and cons. Such was the treatment of The Hobbit. Then with the awful re-release of the Three Stooges (aka Hobbit, Lord of the Rings and Shadows of Mordor) we saw review quotes placed upon the advertisements which must have been dragged up from dusty back-storerooms, carefully stored micro-filche or from under someone's bed. Where else did the wondrous platitudes come from? The advertisements were splattered with complimentary comments about the sheer quality of the threesome. The Hobbit? My God what a game! Sheer poetry magnetically sealed upon tape, glorious literary art sculptured to a fine form and... pass the sick bag someone. I can only imagine that, in an office full of pin-stripe, someone dropped the three-pack upon some unfortunate's desk and said, "If you can sell that lot you stand a good chance of a pay-rise and a month in the Bahamas."

Just for a laugh, I took another look at The Hobbit, starting my stop-watch to see how long it would take me to find a big - 9.45 seconds. Walking along the "hidden path", spying trolls footprints (brings it all back doesn't it?), I typed, "Exam Prints" - upon which the whole game locked up. Ah, they don't make them like that any more. It's strange isn't it? Look at the release of Melbourne House's three major adventures (Hobbit, Lord of the Rings and Sherlock), read the glowing "glossie" reports on all three, realise what complete and utter rubbish they actually were and then see the self-same journos saying that they knew they were rotten all along! But really, folks. The Hobbit legacy doesn't end there. It runs free through the minds of narrow imaginations. Okay, the first time The Boggit appeared everyone had a laugh and a joke. The Bored of the Rings? Well, not quite so funny but old Fergus had to issue a sequel didn't he? Follows the real thing doesn't it? Then the homegrown mob joined in. The first couple of examples could be tolerated with a modicum of good-natured patience. However, events went too far. Hobbit spoofs appeared from all quarters. I felt enough was enough. What almost made me cry was when some of the home-grown people admitted that this was their first attempt at a humorous adventure. So why pick the blasted Hobbit? Why does "funny" translate as "Hobbit"? What happened to imagination? I've heard about flogging a dead horse but come on chaps, when you find that all your left holding is a few strands of horse hair you just have to call it a day! So let's cool it with Hobbits okay?

Finally, if anyone remembers the piece I wrote about Infocom. You know - it was ages ago, no, no that was someone else, the other one, dramatic title "Infocom - a fight for Life?", stirring words - yes, yes, that one. Anyway, during that lot I mentioned that the ST wasn't doing so well over in the States (I remember saying something similar within a piece I scribbled for ST Format but it was edited out - isn't

that taking loyalty a bit too far lads? Turn your back and the problem will go away?). Well, if any ST owners actually read those words you may have wondered why the ST was doing so badly. Is it just Atari's success at bad management. Is it the Piracy Syndrome? If so then why isn't the PC, Amiga and Apple MAC struggling?

The answer to all these questions may be answered in a letter. A letter written by one Gilman Louie. Now Gilman may not be too well known to adventure fans. However, if you have ever played a certain flight simulation called Falcon you owe him a lot - well, actually, you've probably paid him £24.99 already, but whose splitting hairs here? Gilman was the designer of Falcon and just happens to be the boss of Spectrum Holobyte. Anyway, a colleague of mine, in the States, grabbed hold of a copy of the said letter (which was published in one of two mags in America). Although it concerns the release of Falcon for the ST it succinctly explains the predicament of producing ST software in America. It is likely, therefore, that Infocom, et al, had similar troubles. The letter then:

"When the Atari ST first came out, many of us thought that the Atari would become the best selling personal computer. Just as the Commodore C64 when it first came out, the Atari ST represented state-of-the-art technology at a cost that everybody could afford. Programmers naturally gravitated towards the ST because of its low cost and high performance. But the ST has suffered from both a lack of software and poor marketing positioning. Its fate has been much the same as that of the Atari 400/800 (which was light years ahead of the C64 in many ways): a great machine with little or no support. Those who bought STs were quickly forced to band together through networks and user groups. Talking to Atari users, we learned that many wanted to see our best-selling air-combat simulator, Falcon, converted to the ST. They also wanted us to take full advantage of the machine's capability, rather than doing just a simple conversion from the Macintosh or IBM in the way that many other titles have been converted.

Many of our competitors warned us that releasing an ST product would be a money loser. We were told that within weeks the product would be up on the bulletin boards and sales would fall to zero. We chose to disregard these comments and felt that a majority of ST owners really wanted new products and that the piracy problem only existed with a small handful of users. Many of us didn't even want to put copy protection on the product because we feel that copy protection is inconvenient and a nuisance to the honest user. Copy protection is also expensive, adding about $0.50 per copy to our cost of production. However, within thirty days of releasing Falcon ST, pirates had put the product up on the bulletin boards - complete with diagrams for the codewheel protection, keyboard layout and mission maps of the product.

The real cost of such software piracy is not the lost sale but rather the industry support for the ST. Whether the machine format is an IBM, Amiga, C64, Apple II or Macintosh, piracy will always exist. A good software company accepts this fact and hopes that there are enough users out there who do not pirate to cover the cost of developing a product and allow for a reasonable profit. Many ST owners argue that the ST has no more pirates than IBM or MAC. Many of us at Spectrum Holobyte believe this to be true. The problem is that the number of installed STs is considerably smaller than that of the IBM or Macintosh, thus increasing the impact of piracy on sales. In addition, ST pirates seem better organised and piracy seems more

accepted (or, should I say, tolerated) by ST users. The cost of developing a product is quite high, especially on a complex machine like the ST. Falcon ST was converted and enhanced by a third party developer. A third party developer lives by the royalties for each copy sold. Rowan Software, the company that converted Falcon, spent over $40,000 and 24 man-months on the Atari version. The Amiga version already doubled the sales volume of the ST, even though the Amiga version had only been on the market for 6 weeks while Falcon ST had been released for 9 weeks. When the Macintosh and IBM version were released they sold four times the volume of product over the same period of time. Based on the current sales trend, the ST developer will be lucky to break even. A good selling Amiga or Macintosh product will sell 20,000-40,000 copies in its first year. An IBM title will sell 40,000-100,000 copies, yet a top ST product will be lucky to sell more than 15,000. It will be very difficult to convince this development company to do another ST conversion when it could make triple the dollars programming Amiga, IBM or Mac. product. For publishers, it's very costly to produce and market games. When development, marketing, advertising and production are included, it costs anywhere between $250,000 and $500,000 to introduce a new product. After retailers and distributors take their share of the purchase price, the publisher receives in the range of $12 to $20 per copy to cover costs and profits. In addition, they must support products with upgrades and offer phone and network support for users. There is no clear-cut solution to the problem of piracy. All we can ask is that if you like a program, buy it. Think of it as an investment. The more invested, the more and better titles you'll see for the ST. Help us send a message to the rest of the industry that there really is an ST market in the States willing to buy good software. We will continue to monitor the ST market and keep a close eye on what happens with Falcon ST. It's a shame that a few users can hurt a market as badly as the ST pirates and deprive thousands of good ST users of the product support that other machines receive."

Now many of you have your own views on the subject of piracy but, for a moment, look beyond that subject. Gilman said that he would be lucky to sell 15,000 copies of a product for the ST market but would expect to sell 20,000-40,000 for the Amiga! Wha..? How come there is such a difference in the sales volume? Here we have two big American companies, each introducing their own "wonder-computer" at roughly the same time, give or take, and yet there is a major difference in the user base for the two. The only conclusion you can arrive at is that there have been some serious foul-ups in the US offices of Atari. They appear, against all the odds, to be doing pretty well in Europe so why not in their own home country? Yet here we have Commodore, who still don't know how to market their Amiga and have complete staff changes every few days - offering a larger installed user-base for the likes of Gilman Louie!?! Odd isn't it? If Atari don't pull their finger out pretty quickly their lethargic attitude may just be the reason ST fades away, in the manner of the Atari 400/800 series, as the US market shrinks to zero. Consider the facts, Infocom only produced ST products if Activision UK screamed for a conversion, SSI only produce an ST version because they can convert it from the Amiga version (a large portion of SSI products for the ST sell more units in the UK than the whole of the States!), you have read Gilman's reservations on further ST products, the list goes on. After a while US software houses will ignore the relatively small European market - especially if the Amiga begins to take a larger hold. Of course, this is not going to happen tomorrow but time is running out for Atari. Makes you want to cry out in frustration, doesn't it?

AND ADVENTURE SAID

By *Steve Clay*

I am in a dark cave. Tunnels lead off in many directions.
** NORTH
You will need a torch.
** INVENTORY
You are carrying nothing.
Look, aren't you bored of this? I mean cave after cave, torch after torch? I am, I'm very bored.
** WHY?
I don't underst.. Oh I see, why am I bored?
** YES
Well, I'm an adventure, right? Adventure - danger, excitement and other thrilling things. Tell me what is thrilling about a small dark cave?
** GRUES?
Thrilling?
** PUZZLES THEN
What, let's find a torch and light it? I think you must be very easily pleased my friend. Adventure, the word should conjure up all manner of ideas and yet I seem to be stuck with ideas that would fit into an un-expanded VIC 20
** WHAT NOW?
That's my line
** NO, WHAT SHOULD WE DO NOW?
Well, I think, and it's only an opinion, that writers and players alike should take a good look at the adventures they play or write and see where they can advance the cause
** WHAT CAUSE?
The future of adventures
** OH
Is that it, oh? Well I was expecting something a little more constructive. Now look, if you think of adventure games when they were in their hey-day and ask yourself why were they so popular, you will probably realise it was because they were new, they were there to be beaten. At the same time arcade games were collections of single cell characters blipping around the screen. Today arcade games cannot be compared with their early counterparts because they have improved beyond recognition. You still with me?
** YES
Good, adventures on the other hand appear, to the outsider, to have changed very little. You can tell them about the improved parsers, the intelligent non-player characters, it will mean nothing if all they see is a screen full of text.
** YOU MEAN GRAPHICS?
It has been said that a picture paints a thousand words...
** NOT ON MY SPECTRUM IT DOESN'T!
No, I mean future machines, 8 bit machines are unable to do justice graphics-wise. However 16 bit is a different thing altogether. You have to show the newcomer something to hook them. Once hooked they're hooked for life. What I really want to say is adventures will not progress or even entice enough new players while everyone involved with it, players and writers, tread water and dismiss all new breakthroughs.
** FINISHED?
No, while you've been reading this something horrid has taken a bite out of your leg!
Would you like another go. Y/N?

THE GUILD ADVENTURE SOFTWARE

TITLE:	AUTHOR:	TAPE:	DISC:
AMSTRAD		£	£
INTO THE MYSTIC (CPM)	RIVER SOFTWARE	----	4.00
DAVY JONES LOCKER (CPM)	RIVER SOFTWARE	----	4.00
THE MISER (CPM)	RIVER SOFTWARE	----	4.00
THE HERMITAGE (128K, CPM+)	PEGASUS SOFTWARE	----	4.00
THE HERMITAGE (GAC)	PEGASUS SOFTWARE	••	4.00
TEACHER TROUBLE (CPM)	PEGASUS SOFTWARE	----	4.00
TEACHER TROUBLE (GAC)	PEGASUS SOFTWARE	••	4.00
NYTHYHEL (2 PARTS)	PEGASUS SOFTWARE	••	4.50
THESEUS AND THE MINOTAUR (2 PARTS)	PEGASUS SOFTWARE	••	4.50
DANCE OF THE VAMPIRES (3 PARTS)	INTERACTIVE TECHNOLOGY	••	5.00
INNER LAKES	THE SILENT CORNER	••	4.00
CASTLE WARLOCK	KEN BOND	••	4.00
THE BASE (QUILL)	KEN BOND	••	4.00
THE BASE (CPM, 2 PARTS)	KEN BOND	----	4.50
THE TEST (CPM, 2 PARTS)	KEN BOND	----	4.50
THE SPIRO LEGACY (CPM, 2 PARTS)	KEN BOND	----	4.50
THE ISLAND (CPM)	KEN BOND	----	4.00
THE LAST BELIEVER (128K)	PAUL LUCUS	----	4.00
FEDERATION	MIKE WHITE	••	4.00
CRASH LANDING	SIMON LANGDAN	••	4.00
JOURNEY TO DEATH	SIMON LANGDAN	••	4.00
DETECTIVE	ALEX GOUGH	••	4.00
CROWN JEWELS	ALEX GOUGH	••	4.00
HERO SELECT	ALEX GOUGH	••	4.00
BEHIND THE LINES	LEE MARTIN	••	4.00
KEY TO PARADOX	CHARLES SHARP	••	4.00
WEREWOLF SIMULATOR	CHARLES SHARP	••	4.00
A.R.E.N.A.	CHARLES SHARP	••	4.00
JOLLY POPPA DOWN	CHARLES SHARP	••	4.00
DRUIDS MOON	CHARLES SHARP	••	4.00
DEADENDERS	CAROL SHARP	••	4.00
ICHOR	LEE JOYNES	••	4.00
AL-STRAD	PAUL GILL	••	4.00
DIE YOU VICIOUS FISH	PAUL GILL	••	4.00
TEALAND	DAVE LEWIS	••	4.00
TRAVEL (2 PARTS)	DAVE LEWIS	••	4.50
THE TRAVELLER	MIKE STANWORTH	••	4.00
ASTRAL PLAIN	LYNN EVANS	••	4.00
CURSED BE THE CITY	INCANTATION	••	4.00
ESCAPE FROM KHOSHIMA	JOHN BETTERIDGE	••	4.00
THE GUARDIAN	JOHN BETTERIDGE	••	4.00
MORGANS SEAL	JOHN BETTERIDGE	••	4.00
BOOK OF THE DEAD (2 PARTS)	THE ESSENTIAL MYTH	••	4.50
LORDS OF MAGIC	TONY KINGSMILL	••	4.00
ISLAND OF CHAOS	TONY KINGSMILL	••	4.00
REVENGE OF CHAOS	TONY KINGSMILL	••	4.00
ALIEN PLANET	TONY KINGSMILL	••	4.00
THE COLLECTION VOL.1 - KEN BOND (THE BASE(QUILL), THE TEST (2 PARTS), THE SPIRO LEGACY (2 PARTS), THE BASE, THE ISLAND, CASTLE WARLOCK)	KEN BOND	----	5.00
THE COLLECTION VOL.2 - TONY COLLINS (NYTHYHEL (2 PARTS), THESEUS (2 PARTS), MIAMI MICE, TEACHER TROUBLE, THE HERMITAGE)	TONY COLLINS	----	5.00
THE COLLECTION VOL.3 - CHARLES SHARP (KEY TO PARADOX, WEREWOLF SIMULATOR, DRUIDS MOON, JOLLY POPPA DOWN, A.R.E.N.A.)	CHARLES SHARP	----	5.00
ATARI ST			
DEAD END	INTERACTIVE TECHNOLOGY	----	3.00
A DARK SKY OVER PARADISE	INTERACTIVE TECHNOLOGY	----	3.00
WIERD TALES	INTERACTIVE TECHNOLOGY	----	4.00

Game marked •• are available on cassette from P.K. Graphic Computers, 153 Standhill Crescent, New Lodge, Barnsley, Yorkshire, S71 1SW. Send a SAE for details.

THE GUILD ADVENTURE SOFTWARE

TITLE:	AUTHOR:	TAPE:	DISC:
SPECTRUM		£	£
THE LAST BELIEVER	PAUL LUCUS	2.00	4.00
ALSTRAD	PAUL GILL	2.00	4.00
DUNGEON OF TORGAR	SIMON MCLANGAN	2.00	4.00
JHOTHAMIA 6	DAVID EDGAR	2.00	----
PUZZLED	TONY MARSH	2.00	----
DEATHBRINGER	TREVOR WHITSEY	2.00	4.00
THE SOUL HUNTER (2 PARTS)	TREVOR WHITSEY	2.50	----
THE FORGOTTEN PAST	TREVOR WHITSEY	2.00	----
THE CRYSTAL CAVERN	HARRY CAPELING	2.00	----
HOMICIDE HOTEL	JAMES BENTLEY	2.00	4.00
THE ELEVENTH HOUR	TERRY BRAVERMAN	2.00	4.00
CORYA - THE WARRIOR-SAGE (2 PARTS)	PEGASUS SOFTWARE	2.50	4.50
THE ISLAND (128K)	KEN BOND	2.50	4.50
FORTRESS OF KELER	BRIAN KITTS	2.00	----
FIRELANCE	BRIAN KITTS	2.00	----
FABLED TREASURE OF KOOSAR/BIRTHDAY SURPRISE	ARTHUR SIMMONS & DOREEN BARDON	2.50	----
DOME TROOPER	MARTIN HOLMES	2.00	4.00
A DARK SKY OVER PARADISE (2 PARTS)	INTERACTIVE TECHNOLOGY	2.50	----
DEAD END (3 PARTS)	INTERACTIVE TECHNOLOGY	3.00	----
DANGER! ADVENTURER AT WORK!	SIMON AVERY	2.00	----
THE SPORE/THE AMULET	STEVE KENDALL	2.50	----
THE CALLING (48K)	VISUAL DIMENSIONS	2.00	4.00
THE CALLING (128K)	VISUAL DIMENSIONS	2.00	4.00
REALITY HACKER (2 PARTS)	VISUAL DIMENSIONS	2.50	----
HOLIDAY TO REMEMBER (2 PARTS)	VISUAL DIMENSIONS	2.50	4.50
THE GUILDMASTERS Vol.1 (INTO THE MYSTIC, CAPTAIN KOOK (2 PARTS), NYTHYHEL (2 PARTS), MAGNETIC MOON (3 PARTS), BOOK OF THE DEAD (2 PARTS))	VARIOUS ARTISTS	4.00	----
SPEC-GAC-ULAR Vol.1 (CROWN JEWELS, USE YOUR LOAF, THE FORGOTTEN PAST, BEHIND THE LINES)	VARIOUS ARTISTS	3.00	----
QUILL THRILL Vol.1 (LOST IN THE DESERT, TREASURE, RESCUE FROM DOOM, MALICE IN BLUNDERLAND)	VARIOUS ARTISTS	3.00	----
QUILL THRILL Vol.2 (MERHOWNIE'S LIGHT, THE SCOOP, THE ISLAND OF CHAOS)	VARIOUS ARTISTS	3.00	----
OUT OF THIS WORLD Vol.1 (JHOTHAMIA 6, SURVIVAL -THE GAMES PT1-, ARLENE)	VARIOUS ARTISTS	3.00	----
FLIGHTS OF FANTASY Vol.1 (DRAGON OF NOTACARE, TALISMAN, ROYAL ADVENTURES OF A COMMON FROG)	VARIOUS ARTISTS	3.00	----
STARTER PACK (SAGA OF A MAD BARBARIAN, MOON MAGIC, A SHADOW ON GLASS, GREEN SONJA, KING, MANIC BADGER, S.P.O.N.G.E., NOT THE LORD OF THE RINGS)	ANDREY REMIC	6.00	----
COMMODORE			
NYTHYHEL (2 PARTS)	PEGASUS SOFTWARE	2.00	2.00
DANCE OF THE VAMPIRES (3 PARTS)	INTERACTIVE TECHNOLOGY	3.00	3.00
DEAD END (3 PARTS)	INTERACTIVE TECHNOLOGY	3.00	3.00
DARK SKY OVER PARADISE (2 PARTS)	INTERACTIVE TECHNOLOGY	2.50	2.50
THE SPORE/THE AMULET	STEVE KENDALL	2.50	2.50
HOTEL HELL	MARIO MOELLER	----	4.00
STOWAWAY	MARIO MOELLER	2.00	2.00
ESCAPE TO FREEDOM	MARIO MOELLER	2.00	2.00
CURSED BE THE CITY	INCANTATION	2.00	2.00

PLEASE MAKE CHEQUES/PO PAYABLE TO - GLENDA COLLINS.

THE GUILD, 760 TYBURN ROAD, ERDINGTON, BIRMINGHAM, B24 9NX
TEL.021 749 2585 (9AM-9PM) ..... PRICES INCLUDE POSTAGE WITHIN THE UK
OVERSEAS CUSTOMERS PLEASE ADD £1.00 PER TITLE

SPECTRUM 48K CASSETTE - £2.00

FIRELANCE

SPECTRUM 48K CASSETTE - £2.00

Alstrad

SPECTRUM 48K CASSETTE - £2.00

Please make cheques/postal orders payable to Glenda Collins
The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX
Tel:021 749 2585 (9am - 9pm) ..... Prices include postage within the UK
Overseas customers please add £1.00 per title

* * * SYNTAX * * *

THE DISC MAGAZINE FOR ST AND AMIGA ADVENTURERS

SynTax is a bi-monthly colour disk magazine packed full of reviews, solutions, hints, information files and many other items of interest to adventurers and RPGers.

The ST version is STE-compatible and also contains screenshots of some of the games featured.

The Amiga conversion runs using an emulator (provided FREE with your first issue) but doesn't yet contain screenshots.

SynTax costs £3.50 an issue or £20 for a year's subscription (£5.25/£30 outside the 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:

SUE MEDLEY, SYNTAX, 9 WARWICK ROAD, SIDCUP, KENT, DA14 6LJ

****

* * * SPLATT! * * *

The zany adult magazine drawn and written by our very own Krazy Kez Gray (assisted by the able pen of Roy Edwards!). In issue 4, which will be available during the middle of July, Adventure Probe's editor Mandy Rodrigues gives her opinions on the Computer Piracy Report/Debate from issue 3. Also there are exploding escapades with Harry the Sheep, Harrowing Hauntings in Holiday Hotel Horrors, Gothik-style adventures with Spooky Ray in Attack of the Killer Nuns - and much, much more...

SPLATT! costs just £1.25 per issue - but if you order 3 you get 20% discound and pay only £3 instead of £3.75!

To order your copies make cheques/PO's payable to:

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

****

ATTENTION ADVENTURE WRITERS!

If you are interested in writing your own adventures then help is at hand. Two bi-monthly magazines are available to help you on your way. ADVENTURE CODER is for 8-bit computer authors and ADVENTURE WORKSHOP is for 16-bit computer owners. Both are packed full of useful hints, tips and articles on making the very best use of many different Adventure Creating Utilities. In fact there is everything you need in the way of help to get your games planned, written and sold! You will be lost without them! Each magazine costs just £1.25 an issue. For further details please write to:

C.HESTER, 3 WEST LANE, BAILDON, NEAR SHIPLEY, W YORKSHIRE, BD17 5HD

You'll never have to struggle alone again!

****

WoW SOFTWARE

NEW ADVENTURES for the AMSTRAD 464 and 6128

ADVENTURE	AUTHOR	CASSETTE	DISC
SIMPLY MAGIC	M & J TREWHELLA	£2.25	£4.25
CRISPIN CRUNCHY	M & J TREWHELLA	£2	£4
TIME	M & J TREWHELLA	£2	£4
CRISPIN CRUNCHY & TIME	M & J TREWHELLA	2 GAMES ON 1 DISC	£5
CRISPIN CRUNCHY & TIME & SIMPLY MAGIC	M & J TREWHELLA	3 GAMES ON 1 DISC	£6.25
ORB QUEST (Four Parts)	P & T STITT	£5	£7
YARKON BLUES	JASON DAVIS	£2	£4
THE SMIRKING HORROR	JASON DAVIS	£2	£4
YARKON BLUES & SMIRKING HORROR	JASON DAVIS	2 GAMES ON 1 DISC	£5
THE TALISMAN OF POWER	CHRIS BURY	£2	£4
POWER CURSE (Two Parts)	ADRIAN CONN	£3	£5
ESCAPE FROM PRISON PLANET (Two Parts)	PETER CLARK	DISC ONLY	£5
HOUNDS OF HELL (Two Parts)	PETER CLARK	DISC ONLY	£5
(Both Above Games - 464 or 6128 or PCW)	PETER CLARK	2 GAMES ON 1 DISC	£7
THE ANGELICUS SAGA (Two Parts)	M & MJ CREWDSON	£3	£5
THE ANGELICUS ANSWER	M & MJ CREWDSON	£2	£4
THE ANGELICUS SAGA & ANGELICUS ANSWER	M & MJ CREWDSON	2 GAMES ON 1 DISC	£6
THE ADVENTURES OF ZEBEDEE GONIG	DARREN THOMAS	£2	£4
MAGICIAN'S APPRENTICE	SIMON AVERY	£2	£4
PRISON BLUES	SIMON AVERY	£2	£4
TOTAL REALITY DELUSION	SIMON AVERY	£2	£4
DANGER! ADVENTURER AT WORK!	SIMON AVERY	£2	£4
ANY 2 OF ABOVE SIMON AVERY ADVENTURES		2 GAMES ON 1 DISC	£5
ANY 3 OF ABOVE SIMON AVERY ADVENTURES		3 GAMES ON 1 DISC	£6
ALL 4 OF ABOVE SIMON AVERY ADVENTURES		4 GAMES ON 1 DISC	£7
A THIEF'S TALE (Three Parts)	SIMON AVERY	£4	£6
HELVERA - MISTRESS OF THE PARK	BOB ADAMS	£2	£4
GRUE-KNAPPED	BOB ADAMS	£2	£4
HELVERA & GRUE-KNAPPED	BOB ADAMS	2 GAMES ON 1 DISC	£5
THE TAXMAN COMETH (464 or 6128 or PCW)	STEVE CLAY	DISC ONLY	£4
NEW GAMES FOR CHILDREN - AGED 9 to 90!			
THE LAST SNOWMAN (PERSONALISED)	M & MJ CREWDSON	£2	£4
THE BIG TOP	RONNIE SLATER	£2	£4

FOR RE-RELEASED ADVENTURES - SEE NEXT PAGE

WoW SOFTWARE

RE-RELEASED ADVENTURES for the AMSTRAD 464 AND 6128

ADVENTURE	AUTHOR	CASSETTE	DISC
THE TRIAL OF ARNOLD BLACKWOOD	COLIN HARRIS	£2	
ARNOLD GOES TO SOMEWHERE ELSE	COLIN HARRIS	£2	
THE WISE AND FOOL OF ARNOLD BLACKWOOD	COLIN HARRIS	£2	
ANGELIQUE A GRIEF ENCOUNTER	COLIN HARRIS	£2	
BRAWN FREE	COLIN HARRIS	£2	
		ALL 5 GAMES ON 1 DISC	£8
LOST PHIRIOUS PART 1 - THE CASIOPIA	NEIL SCRIMGEOUR	£1.50	
LOST PHIRIOUS PART 2 - THE PLANETS	NEIL SCRIMGEOUR	£1.50	
LOST PHIRIOUS PART 3 - FALKRHANON	NEIL SCRIMGEOUR	£1.50	
		ALL 3 GAMES ON 1 DISC	£3.50
CRYSTAL THEFT	PAUL WILSON	£1.50	£3.50
THE CASE OF THE MIXED-UP SHYMER	SANDRA SHARKEY	£2	£4
FLOOK (Two Parts)	DAVID OYA	£3	£5
VIDEOWORLD (Two Parts) ("SAVE to TAPE" ONLY)	GRAHAM PARRY	£3	£5
CITY FOR RANSOM	JOHN PACKHAM	£2	£4
PANIC BENEATH THE SEA (Two Parts)	JOHN PACKHAM	£3	£5
PROJECT ANNIHILATION	JOHN PACKHAM	£2	£4
CITY FOR RANSOM & PANIC BENEATH THE SEA	JOHN PACKHAM	2 GAMES ON 1 DISC	£6
RANSOM & PANIC & PROJECT ANNIHILATION	JOHN PACKHAM	3 GAMES ON 1 DISC	£7
PROJECT X - MICROMAN	TIM KEMP/JON LEMMON	£2	£4
BLACK KNIGHT (Two Parts)	MANDY RODRIGUES	£3	£5
ATALAN	MANDY RODRIGUES	£2	£4
BLACK KNIGHT & ATALAN	MANDY RODRIGUES	2 GAMES ON 1 DISC	£6

ALL PRICES ARE INCLUSIVE OF FIRST CLASS POSTAGE WITHIN THE UK.
PLEASE ADD £1 TO COVER ADDITIONAL POSTAGE FOR OVERSEAS MAIL

CROSSED CHEQUES/POSTAL ORDERS PAYABLE TO JG PANCOTT
Address: 78 RADIPOLE LANE, WEYMOUTH, DORSET DT4 9RS

LATEST NEWS ON THE 1991 ADVENTURE PROBE CONVENTION VIDEO

AVAILABLE NOW FROM WOW SOFTWARE – PRICE £12.
PLEASE USE THE YELLOW ORDER FORM INCLUDED IN THIS ISSUE OF PROBE.

GI GAMES, 11 WEST MAYFIELD, EDINBURGH EH9 1TF.

EXCLUSIVE SPECTRUM ADVENTURES £1.99 EACH, POST FREE IN UK.

PYRAMID : CASTLE ADVENTURE
DESERT ISLAND : MANSION QUEST
MISSION X : THE EXTRICATOR
ENERGEM ENIGMA : FOUR MINUTES TO MIDNIGHT
CUDDLES : QUANN TULLA : ICE STATION ZERO
IN SEARCH OF ANGELS : FAERIE : H.R.H.
EARTHSHOCK : A HARVESTING MOON
RONNIE GOES TO HOLLYWOOD
THE WEAVER OF HER DREAMS
SHERWOOD FOREST : THE DRAGONSTAR TRILOGY
QUEST FOR THE HOLY JOYSTICK
RETURN OF THE HOLY JOYSTICK
BORED OF THE RINGS : ROBIN OF SHERLOCK
THE BOGGIT : THE BIG SLEAZE : THE DOGBOY
THE SECRET OF ST BRIDE'S : BUGSY
THE VERY BIG CAVE ADVENTURE
JACK THE RIPPER : THE SNOW QUEEN
THE WHITE FEATHER CLOAK : SILVER WOLF

SECONDHAND ADVENTURE LIST (SEND SAE).

CHEQUES TO SANDVEN LTD.
PAYMENT BY ACCESS/VISA WELCOME
PRICES POST FREE IN UK
OVERSEAS ADD £1.00 PER GAME.

P.K. COMPUTER GRAPHICS - AMSTRAD ADVENTURE SOFTWARE

TITLE	AUTHOR	TAPE ONLY
		£ p
*DANCE OF THE VAMPIRE (3 parts)	MARTYN WESTWOOD	3-00
*THE INNER LAKES	PAUL CARDIN	2-00
*BOOK OF THE DEAD (2 parts)	ESSENTIAL MYTH	2-50
*ASTRAL PLAIN	LYNN EVANS	2-00
*TEACHER TROUBLE	TONY COLLINS	2-00
*NYTHYHEL (2 parts)	TONY COLLIN	2-50
*THE HERMITAGE	TONY COLLINS	2-00
*MIAMI MICE	TONY COLLINS	2-00
*THESEUS (2 parts)	TONY COLLINS	2-50
*CRASH LANDING	SIMON LANGAN	2-00
*JOURNEY TO DEATH	SIMON LANGAN	2-00
*GLADIATOR	ALEX GOUGH	2-00
*THE PROPHECY	ALEX GOUGH	2-00
*CROWN JEWELS	ALEX GOUGH	2-00
*DETECTIVE	ALEX GOUGH	2-00
*HERO SELECT	ALEX GOUGH	2-00
*BASE	KEN BOND	2-00
*CASTLE WARLOCK	KEN BOND	2-00
*FEDERATION	MIKE WHITE	2-50
*KEY TO PARADOX	CHARLES SHARP	2-00
*WEREWOLF SIMULATOR	CHARLES SHARP	2-00
*A.R.E.N.A.	CHARLES SHARP	2-00
*JOLLY POPPA DOWN	CHARLES SHARP	2-00
*DRUIDS MOON	CHARLES SHARP	2-00
*TRAVELLER	MIKE STANWORTH	2-00
*ICHOR	LEE JOYNES	2-00
*AL-STRAD	PAUL GILL	2-50
*DIE YOU VICIOUS FISH	PAUL GILL	2-50
*TEALAND	DAVE LEWIS	2-00
*TRAVEL (2 parts)	DAVE LEWIS	2-50
*DEADENDERS	CAROL SHARP	2-00
*BEHIND THE LINES	LEE MARTIN	2-00
ZED	PAUL ROBSON	2-00
MONSTERS OF MURDAC	JON PARTINGTON	2-50
*ESCAPE FROM KOSHIMA	JOHN BETTERIDGE	2-00
*THE GUARDIAN	JOHN BETTERIDGE	2-00
*MORGANS SEAL	JOHN BETTERIDGE	2-00
*CURSED BE THE CITY	INCANTATIONS	2-00
*ISLAND OF CHAOS	TONY KINGSMILL	2-00
*REVENGE OF CHAOS	TONY KINGSMILL	2-00
*LORDS OF MAGIC	TONY KINGSMILL	2-00
*ALIEN PLANET	TONY KINGSMILL	2-00

ALL PRICES INCLUDE POST & PACKING WITHIN U.K. OVERSEAS CUSTOMERS PLEASE ADD £1-00 PER ORDER
PLEASE MAKE CHEQUES/POSTAL ORDERS PAYABLE TO K.KNOWLES

P.K.COMPUTER GRAPHICS,153 STANDHILL CRES,NEW LODGE,BARNSLEY, SOUTH YORKSHIRE.S71 1SW.
TEL: (0226) 292141

* Available on Disc,details from The Guild, 760 Tyburn Road,Ardington, Birmingham.B24 9NX. Tel: 021 749 2585

NIGMA ADVENTURES PRESENTS

EVILUTION

Far away from here lies a land ruled by magic and mastered by the lords of the arcane. This land has been hidden from evil for many centuries, taken from the grasp of the dark one... Until now.

FEATURES:

Over 1MB of Code - Digitized Graphics - Full Day and Night Cycle - Independent Characters - An Advanced Parser - Ramsave/Ramload and Oops Features

Available for the Atari ST range of computers at £8.95 for two double-sided disks or £9.95 for three single-sided disks from:

NIGMA ADVENTURES, 10 Greygoose Park, Harlow, Essex CM194JH. Cheques/P.O's made payable to **NIGMA ADVENTURES**

EVILUTION - as reviewed in Adventure Probe, Zero and ST Format

LETTERS

Dear Mandy

I have been a subscriber to Probe for a long time now but, I'm sorry to say that, until now I have never contributed to Probe - something I intend to put to rights shortly - or written any letters for publication. It was the letter in the last issue from Ted Bugler that made me take action. I like the letters that appear in Probe. I don't consider them to be "mutual admiration" or whatever, but enjoy them for what they are - friendly letters from readers who are also friends expressing their views and opinions and also sharing with other readers who, for one reason or another couldn't attend the convention, their delight in the good time that was obviously had by all in Birmingham. I hope that such letters are not cut from Probe. I know from experience with reading other magazines that often the "Letters Pages" can be used just as a vehicle for rather snide remarks by the Letters Editors and very rarely is an answer given to the points raised, in fact they often appear rather contrived. It is obvious that the letters that appear in Probe are genuine letters and as such are a joy to read. For goodness sake, don't let's try to emulate other magazines with letters of complaint, continual moans and groans and the accompanying rather "silly" replies! As a 16 bit owner I too would like to see a little more coverage of my machine but, having said that, I have no objection whatsoever to the 8 bit coverage that appears in Probe. I appreciate how difficult it must be when trying to produce a multi-format magazine to obtain the right balance to please everyone, especially as it is the readers themselves who provide the content of the magazine. I have no interest whatsoever in Strategy or Role Playing games but my philosophy is "Live and let live" so would have no objection to a page or two devoted to games of this type. Perhaps if the occasional serialised solution were replaced by a couple of pages devoted to those types of games then everyone would be happy. Whatever you decide, Mandy, is fine by me. As long as my favourite magazine continues to appear to keep me sane each month then I am happy!

Peter A Allenson Cardiff

Dear Mandy

Many thanks for my copy of Probe which arrived yesterday and has made me put pen to paper. As certain Probe readers will tell you, this is an event as I usually lift the Phone, but I feel I must reply to Ted Bugler's letter. Firstly in my opinion Probe is a friendly club passing on news, reviews, hints and tips to fellow adventurers all over the World and for many their only contact with adventuring is Probe. Which makes the once a year meeting at the convention such a joy as you are all talking the same language and you are not regarded as an odd ball as I am sure many of my friends think of me, "She's on that computer again, killing dragons or something". I do not think the letters were praise and admiration, more a thank you from people who realised how much organisation and work had been done to make the event so enjoyable and had enabled so many to meet like minded souls. With regard to Probe moving forward I have Probe from issue 1 and can assure Ted that every year Probe gets better and better, but as Mandy says, the contributions come from us, the readers, a great many of whom are no longer teenagers and are Mum's and Dad's who originally bought the computer for young Johnny and became hooked themselves. For many it is very difficult to justify the expense of upgrading to a 16 bit machine and buying expensive games when the many numerous household bills are waiting to be paid and young Johnny wants a new pair of trainers at £45. Do not get me wrong, I am not decrying the

16 bit, it is a well known fact that "if Mum wins the pools her first buy will be an Amiga and Atari ST and the games to go with them". In the meantime I will peruse the adverts in Probe and see what I can afford once I have paid the telephone bill. Perhaps Ted might like to send some of the games he's put away in 1984 as I am trying to build up my Spectrum colection having only acquired it last year. I have most of the Amstrad golden oldies thanks and wouldn't part with them for anything.

Isla Donaldson Glasgow

Dear Mandy

I am loath to express any adverse criticism of your publication, but as you obviously want us to respond to the letter in question, I will say that Mr Bugler's views are fully understood and I concur with the majority of them. Not, I must hasten to add, to the Convention references because I do not think that anyone who has not attended this meeting is in a position to comment on enthusiastic praise from those lucky enough to take part in what was obviously a very convivial time. However, his views on "Spectrum" I completely agree with. My heart sinks whenever this dreaded name appears (and with so much frequency) making me feel that time is standing still in adventureland when, with the obvious advantages of 16-bit technology and the soon-to-come CD TV, we should be advancing. I'm afraid that I feel (and not just with the Computer World) that not to advance is to stagnate and that way can only lead to oblivion. A good example is the way CDs have made LPs obsolete. To see the way that RPGs have advanced one has but to play HAIMDALL (which I have been doing for the past six weeks). But it is not just your magazine that has this Spectrum "syndrome" problem. Another that I sometimes send contributions to is trying to break the Spectrum hold but it is very difficult at present, so I keep trying to compile as many Amiga guides as possible. I gave much thought to compiling help for RPGs for your publication - although my enthusiasm was dampened by the result of the survey you ran which showed a depressing lack of interest in what has become my favourite form of Computer Gaming. Perhaps it is because the main body of readers of adventure magazines such as yours are of an age which does not enable them to earn the sort of money with which they could afford to upgrade their machine and then have to pay many pounds for the top-flight RPGs. Not that it means upgrading will turn them automatically into D&D/RPG enthusiasts. I know that the local Co mputer Players (including my Grandson) do not seem to possess the patience required to build up a Party ready to take on formidible tasks and quests - to me, one of the most attractive features for such games. They much prefer the "Lemmings" and "Rainbow Islands" variety; not that I would "knock" their choice - they are just not my cup of tea, but then neither can I get on with "Powermonger" or "Populous" which many RPG'ers are very keen on. Ah well, it takes all sorts! Well I must close now as it is nearly meal-time. May I wish everyone a Healthy and Prosperous 1991 and may the "Probe" flagship sail on to even greater adventures.

Ron Rainbird, Holmes Chapel, Cheshire

Dear Mandy

After reading the letter from Ted Bugler in the January issue of Probe, I have to say that I agree with some of his letter. I also feel that it's now time for Probe to introduce a slightly wider scope of Adventuring type games to its pages. There is a lot of Spectrum and Amstrad stuff coming out at the moment and owners of these machines are fairly well catered for in Probe but there is a lot of RPG/Strategy stuff coming out on the Amiga and PC. Owners of these

machines are unfortunately not particularly well catered for. Now I am not saying let's dump the Speccy and Amster reviews etc but let's have a fairer coverage even if it was only a couple of pages a month to these type of games. Having said that, if Mandy doesn't receive articles on them she can't print them. There are Probe readers who have upgraded to the Amiga, Atari ST and PC and who still only contribute with stuff written for 8 bit machines... don't they ever play anything on them? Finally, I would like to say I'm not a great fan of RPG games and have played very few but I still think RPG and Strategy games need some sort of coverage in Probe. If you want a Speccy only fanzine then you can buy From Beyond which dedicates itself to the Speccy adventurer. Variety is the spice of life, or so someone told me. As for the letters in Probe, I like them (others might hate them) but at least there ARE letter pages that you can either love or hate, the choice is yours.

The Grue!, Grue-caves, Below Ormskirk

Well there you have the response to Ted Bugler's letter. From all these I gather that it is a case of "Leave the letters pages alone" but yes, why not have a couple of pages devoted to Strategy and Role Playing Games. Even those who do not like the games are quite willing to see them in Probe and I have heard nothing to the contrary for publication. Most would like to see more 16 bit coverage but are quite happy to see 8 bit coverage continue as normal, but would like to see more for 16 bit to give a fairer share for all machines. As I have said many times previously, this is YOUR magazine and what you want I am happy to supply. I am quite happy to devote a page entirely to RPG (or more if the demand is received) and a page for Strategy Games. Of course I will need help from you to supply the content of these pages and I would plead, once again, with 16 bit owners to send in more contributions, reviews, hints and tips etc for Adventure games so that a fairer coverage is given to ALL computers in Probe. 8 Bit owners (bless them) continue to supply material for their machines and I would like to thank them for that as they have been the backbone of Probe since the very first issue and, I am sure (and sincerely hope), will continue with the wonderful work they do for us all. Those of you who like RPG and Strategy (and indeed have asked for them to be covered in Probe) are cordially invited to send in contributions for those type of games. Bearing in mind that I have almost nothing in the way of reviews for the next issue of Probe, now would be the ideal time for everyone to send one so that I have a good supply to keep Probe going with reviews for the next few months.....Mandy

Dear Mandy

Just a short note to thank you for the January Probe and also thanks for the December Probe, I forgot to mention that I loved Conventional Capers by Peter Clark and the Extracts from the Unusual Christmas Gift Book by Steve Clay that appeared in that issue.

Margo Porteous Spondon, Derby

Dear Mandy

Just got January's Probe and as usual it superb. Well done, our Mandy! Just one little thing I'm a titch confused about. In the In-Touch section, on page 37, under the title SOFTWARE NO LONGER AVAILABLE - I've never owned WISHBRINGER! (You must have been thinking about me!!). Ho hum, please find enclosed some more dosh for more Probes.

Simon Avery, Chudleigh, S Devon

My apologies, Simon, yes I must have been thinking about you. I

should have put Simon MAREN but put your name instead. Sorry about that, apologies too to the other Simon. Must have been the "bubbly" at New Year reaching parts that other drinks don't reach! What a pity you never owned WISHBRINGER it is a wonderful adventure. Ah well, maybe you will get chance to play it sometime.....Mandy

Dear Mandy

It was recently brought to our attention that you had informed your readers that THE GUILD would shortly be bringing out an AMSTRAD version of the adventure game "Dr JEKYLL and Mr HYDE". Therefore we would appreciate this opportunity to inform your readers that they may have been mislead by this statement, as THE GUILD do not have the necessary permissions or rights to carry out this conversion and we have had to contact them and request that they cease work on this matter immediately. To explain, the SPECTRUM version of "Dr JEKYLL and Mr HYDE" as written by Essential Myth, is the exclusive property of ZENOBI ... we paid good hard cash to obtain these rights ... therefore making it illegal for any "third-party" to attempt a conversion of the original Spectrum database. Our contract with Essential Myth did allow for them, and ONLY them, to produce any other formats of the game, however Essential Myth no longer exist as such and to the best of our knowledge have no intention of re-forming. Essential Myth being ... Lee Hodgson, Mark Davies and Andrew Dean. Therefore only the aforementioned are free to produce versions of the game to suit other computer formats, without first having to seek the permission of ZENOBI. THE GUILD neither sought or were given these permissions, therefore we had no alternative other than to request that they withdraw their plans to release an AMSTRAD version of the game. We would have been more than happy to have given such permissions had the proper approaches been made and an offer to licence these rights been issued. However Tony Collins did not see fit to carry out business in this manner and left us with no other alternative. We have to protect our rights and more importantly our investment, therefore it is just not on for him to copy the original Spectrum database across to the Amstrad format and to release the finished product on his own label. This is taking something that belongs to us and then selling it for his own gain, without any thought for the ethics or morality of the matter. Having explained the situation to you, we would appreciate it if either you printed our letter in full or simply offered our apologies to those of your readers who were looking forward to playing the Amstrad version of Dr.JEKYLL and Mr.HYDE"

John Wilson p.p ZENOBI Software

Dear Mandy

Thanks for my first batch of Probe. I just wanted to say how much I enjoyed them and that I will be ordering regularly from now on (in my daughter's name of course - I wouldn't want anyone to think it was me who was interested in adventure games!). The convention sounded great, I wish I had had the courage to attend! I just knew that fellow adventurers would like Status Quo! - I don't quite know why! (Suggestions on a post card). Anyway, to get to the point - yes there is one! - why do hardened adventurers dislike graphics so much? What's wrong with graphics? Dare I say it - I like graphics! - in fact without them I can't "see" where I'm going! Does there exist a top 20 of graphic adventures for the Amiga? (in the "easy-peasy" category). We only have three so far (Loom, Secret of Monkey Island and Wonderland) and are stuck on all of them. We also have a Spectrum (currently awaiting surgery) so graphic adventure suggestions for that would also be appreciated also. Thanks for the magazine and all your

hard work - keep it up! Cheers!

Anna's Mum

Birchwood, Nunclose, Armathwaite, Carlisle, Cumbria, CA4 9TN

I have printed your full address so that readers can send you their favourite lists of graphic adventures. For the Amiga I would suggest that you try to get the LEISURE SUIT LARRY series or KINGS QUEST series. Any of the Sierra games would suit you. I am sure someone will come up with a few titles for the Spectrum for you to try. So it appears that you are a "closet adventurer". Go on, you will have to come out of there sometime and admit that you are as "wacky" as the rest of us! As a little encouragement to you, let me tell you that Probe readership is full of Mum's and Dad's and the age range of readers starts at 9 and goes all the way up to people in their 80's/90's. The main age range of readers/adventurers is between 30-50 so you needn't be at all shy after all, it is a well-known fact that you have to be of above average intelligence to play adventure games - anybody can shoot aliens. It is a pity that you "lacked the courage" to attend the Convention. You would have received a very warm welcome and would have felt "at home" with us all immediately. Come along next year and join in the fun!.....Mandy

Dear Mandy

I have just been reading through the letters in the January issue of Probe and I note that there seems to be some kind of shortage of games for the Commodore. Well, help is at hand. I have recently been out and bought two new computers, a Commodore 64 and a Spectrum +2 to go alongside by Amstrad and to expand my software company. So I am now, along with Tony (The Hermitage) Collins converting Amstrad games to Spectrum and Commodore, and Spectrum games to Amstrad and Commodore. Over the next few months these games will be available from myself at P.K. Graphics and from Tony at The Guild. I will let you know which games have been converted to which computer as and when they are ready for sale. The first being ASTRAL PLAIN by Lynn Evans which is now available on the Spectrum and soon to be available on the Commodore along with all of Alex Goughs games, which I am converting to the Spectrum at the moment. I hope this information is of help to Commodore owners, just wait a little longer, all this takes time.

Peter Knowles, P.K. Graphics

Dear Mandy

Thank you for the help you gave me just before Christmas. I have written to a few of the names you gave me and have been quite successful with a playtester for both the Spectrum and Commodore. The next batch of games is coming along well. There will be three more Simon Avery games on the Spectrum as well as a couple for the Commodore. CAPTAIN KOOK, TREASURE ISLAND, THE HOBBLE HUNTER and SHADOWS OF THE PAST are nearly ready on the Amstrad. I will also be converting PUZZLED to Commodore and Amstrad, as well as Doreen Bardon's two games. We already have six titles ready and by April 1st, hope to have about twenty titles altogether. Things are getting better and better.

Tony Collins, The Guild

The last two letters contain excellent news for poor Commodore owners who have sadly been experiencing a lack of adventures for their excellent machine. Thanks and "very well done" to both Peter and Tony for taking such swift action. If other software houses also take action then in a very short time the Commodore adventure market will

be booming once more. It is nice to know that Commodore owners are going to get the chance to play such classic Spectrum and Amstrad adventures at last. I hope that Commodore owners will support Peter and Tony when their games reach the market to show that all their hard work and effort have been worthwhile.....Mandy

PERSONAL COLUMN

I would like to thank all those readers who sent me halp as asked for in the December issue of Probe. I am pleased to say I have now completed HEROES OF KARN. My problem was that I failed to note that some objects (mainly characters) needed a capital letter to be understood by the computer.....KEN CHAMBERS

Thank you very much to Maurice Pancott for his help while Joan was in hospital. I hope Joan is better now.....ANGELA ALLUM

I would like to thank Doreen Bardon for her assistance in overcoming a problem I was up against in PRINCE OF TYNDAL. She was very helpful, very pleasant to talk to, and once again proves to me what friendly people Adventurers are.....ALAN RIDEALGH

****

CHRISTMAS CROSSWORD—THE SOLUTION

By *Margaret Crewdson*

ACROSS: 1. Get. 3. Tinsel. 6. Fad. 7. Even. 8. Ill. 10. Wan. 11. Hew. 13. Guts. 15. Ewe. 16. Ass. 17. Holly. 19. Open. 20. Pudding. 22. Art. 24. Hat. 25. Great. 26. Joy.

DOWN: 1. Gift Wrapping. 2. Tidings. 3. Twelfth Night. 4. Noel. 5. Lit. 9. New Year. 11. Help. 12. Us. 14. So. 18. Log. 21. Date. 23. Toy.

The Anagram was:

WINTER WONDERLAND.

All the correct entries were numbered. Corresponding numbers were put on pieces of paper and put in a hat.

The first one drawn out won a £10 W.H.Smith Gift Voucher.

The lucky winner was:-

Mrs Margaret Abbie from Fife. Well done Margaret!

Many thanks to all those who took part. It made the competition worthwhile. Better luck next time!

****

HELP WANTED

"I would appreciate some help with Grue-Knapped! I have yet to figure out how to reach the shelf in the High Room - the mattress is too bouncy. How to get out of the room with no exits in the maze, after turning the frog into a princess. I think the answer to this might be to plant something in the pot with earth and fertiliser but what? The seeds can't be planted, they're for catching the parrot!"

Paul Vincent

90 Gilpin Crescent, Pelsall, Walsall, West Midlands, WS3 4HY

I wonder, Paul, if you have ever owned one of those "rubber" keyboard Spectrum's? To exit the maze is a problem that could keep you "closeted" for hours but you will soon put it all "behind" you when you discover a magical item. A crispy problem could drive you potty but beware of an excruciating pun to come!.....Mandy

"I have a Sinclair User cover tape and on the cover it says QUEST ADVENTURE, on the cassette is says ADVENTURE QUEST, when the game loads it comes up as KINGS. All the objects in the game seem to be invisible until you pick them up. Very puzzling, but if you have any idea what the game is I would appreciate a solution or a line in the Help column if you haven't."

Ron Guest

2 Eyncourt Road, Sheffield, S5 6SU

IN-TOUCH

SEARCHING: The Quest for more Pen Pals? To swap hints advice etc? So am I, so why not write today to PAUL LEWIS, 1 Hungate Court, Hungate Lane, Hunmonby, Nr Filey, N Yorks, YO14 0PQ.

COMMODORE 64 SOFTWARE FOR SALE: Commodore 64 adventures and arcade games on cassette and disk. Please send S.A.E. for list to JANICE CHARNLEY, 54 Middlehurst Road, Grappenhall, Warrington, WA4 2LG.

COMMODORE 64 SOFTWARE FOR SALE: A large selection of original adventures from £1.50 each, on tape. Also on C64 disk, BATTLEFRONT £10 (Strategy), DRAGON WARS £6, GALDREGON'S DOMAIN £7 and AMERICAN CIVIL WAR £6 (Strategy). Send S.A.E. for a full list to HAZEL MILLER, 17 Sheridan Road, London E12 6QT. Tel 081 470 8563.

PC SOFTWARE FOR SALE: A range of simulations, strategy games and role-playing games. All originals, some unopened. Prices range from £8 to £15. Send S.A.E. for a full list to HAZEL MILLER, 17 Sheridan Road, London E12 6QT. Tel 081 470 8563.

AMIGA SOFTWARE WANTED: SORCEROR by Infocom (next one up from Enchanter) please write with price required to STEVE McLAREN, 6 Mere Gate, Margate, Kent, CT9 5TR.

SOLUTION SERVICE

The following solutions are available from Adventure Probe for 30p each plus S.A.E. For complete list of solutions available please send S.A.E.

Latest solutions received: BERMUDA TRIANGLE, EVILUTION, GREEN SONJA, KING, MANIC BADGER, PHOENIX, RAYMOND PRINGLES QUEST FOR THE FABLED JAR OF PICKLED CABBAGE, SAGA OF A MAD BARBARIAN, THE SECRET OF MONKEY ISLAND II, SPY TRILOGY, STAR FLAWS, TAMORET, THERE IS A BOMB UNDER PARLIAMENT, THE TREASURE OF SANTA MARIA.

GOOD NEWS FOR C64 AND ST OWNERS

As you can see from the letters pages in this issue of Probe, both Peter Knowles and Tony Collins are doing their best to provide plenty of adventures for the Commodore as soon as they can. More good news is that Atlas Software (Probe's own software house) will be marketing all of Walter Pooley's adventures for the Commodore from next month. More good news is that, thanks to Alan Ridealgh, Atlas will also be extending the PD library to include Atari ST adventures! Anyone who has any good PD adventures that they would like to pass on for inclusion in the library are cordially invited to do so.

MORE RELEASES FROM P.K.GRAPHICS

P.K.Graphics have now a staggering 42 games for sale! Not bad when you consider that they only started up a couple of months ago. Peter tells me that they have two new games from Alex Gough called THE GLADIATOR and THE PROPHECY and games which have been converted which include DANCE OF THE VAMPIRE a three part game by Martyn Westwood and THE INNER LAKES by our Paul Cardin, all well worth checking out!

SPECTRUM EMULATOR FOR THE ATARI ST!

Alan Ridealgh told me that there is a Spectrum Emulator available for the Atari ST on PUBLIC DOMAIN! It costs £2.50 from RIVERDENE PD, 30A School Road, Tilehurst, Reading, Berks, RG3 5AN (Tel:0734 452416). Alan says that all you need to load the Spectrum software with the emulator is an RS232 interface. With emulators for the Amiga and Atari ST 16 bit owners can now have the best of both worlds!

FROM BEYOND AWARDS

The From Beyond awards for the Spectrum were announced recently and are as follows: Best one part adventure was PHOENIX, joint second were THE DARKEST ROAD and BLOOD OF BOGMOLE. Best multi part adventure was AXE OF KOLT, second was TREASURE ISLAND and third was THE LAMBERLEY MYSTERY. Best author was LAURENCE CREIGHTON, second was LARRY HORSFIELD and joint third JACK LOCKERBY and JON LEMMON. Best software house was ZENOBI SOFTWARE, second F.S.F.ADVENTURES and third G.I.GAMES. Best game of all time winner was LORDS OF TIME and joint second were AXE OF KOLT and DUNGEON ADVENTURE. Biggest adventure disappointment of 1991 was Mike Gerrard's WOMBAT, second the demise of SPELLBREAKER and third the demise of LEVEL 9. Most outstanding achievement award was shared by JOHN WILSON and MANDY RODRIGUES (blush furiously!) and runner up MIKE GERRARD. My thanks to Tim Kemp and all the FB readers who considered my efforts worthy of an award. Thanks also to John Wilson who sent me a nice letter of congratulations.

KINGS AND QUEENS OF THE CASTLE

JACKIE HOLT, 13 Montague St, Bulwell, Nottingham NG6 8EU can offer help with the following Spectrum adventures: ALIEN RESEARCH CENTRE, THE BEAST, BOG OF BRIT, BENEATH FOLLY, BLADE OF THE WARRIOR, BALROG AND THE CAT, BEHIND CLOSED DOORS 2, CLERICS QUEST, CHIPS ARE FOREVER, CASE OF THE MIXED UP SHYMER, CROM, CRACK CITY, CASE OF THE BEHEADED SMUGGLER, DIABLO 128K, FOOTBALL FRENZY, GOLD IDOL, GODS OF WAR, HOUSE ON THE TOR, INFILTRATOR, JOURNEY ONE SPRING, JESTER QUEST, LOONEY CASTLE QUEST, LAST WILL AND TESTAMENT, LOST TEMPLE, MENAGERIE, MAGIC CASTLE, OPERATION TURTLE, PARADISE CONNECTION, PAWNS OF WAR, RETARDED CREATURES AND CAVERNS, RETURN TO EARTH, ROBIN HOOD (Artic), SCOOP, SKELVULLYN TWINE, SECRET OF LITTLE HODCOME, SLAUGHTER CAVES, TRIXIES QUEST, TOURIST TROUBLE and TREASURE ISLAND (Zenobi).

JACK THE RIPPER PT 1

By *Ian Osborne* played on Spectrum

At the start, don't follow the man.
Put the paper in your pocket.
Examine the Knife CLOSELY.
Can't get out of your room? Tie sheets!
(Before leaving, lock door and shave)
When refering to a pointing, put the title in speach marks.

MIDNIGHT THIEF

By *Steve McLaren* played on Amiga

In the Tavern, read parchment as this will tell you what you need to get for your quest. Get Tankard, drink ale, get stool.
In the Blacksmiths, examine wall, steal dagger, burn stool.
In the Tailors Shop, get needle.
In the Stables, examine straw, open rucksack.

GRUE-KNAPPED!

By *Steve McLaren* played on Amiga

To make a fishing rod you should have the Pin, the Whip, the Nutcrackers and the Worm. Bend Pin, tie Hook to Whip, tie Worm to Rod.

To get the Bat throw tights.
Look behind the cupboard to get the wand.
Give cage to snake (with Parrot inside of course).

SPIRO LEGACY

By *Steve McLaren* played on Amiga

At the Cannon, examine Cannon, feel down barrel, put bag on barrel which should be filled with sand first. Cast Bonzo on me, push barrel down. A box will fall out, get box, open box, find the Bisto spell, read Bisto spell.
In the Boathouse, examine boat, look in boat, put bung in hole, cast Bonzo on me, push boat, enter boat, row S, leave boat.

PERILS OF DARKEST AFRICA

By *Dorothy Millard* played on Commodore 64

Drop the Ivory in the Pygmy Village and when you return later the natives will have traded it for a wooden map.
From the Pygmy Village FOLLOW MAP to a small ravine.
Make a fuse with the grass, put it in the dynamite and use this to blow up the sealed door to the Ancient Temple.
Drop the Horn from the Rhino in the Pygmy cillage and when you return the natives will have traded it for a wooden flute.
Play flute to get rid of the snakes.
Chew the brown bark (not the green one which is poisonous) for light.
Jump the chasm but not while carrying anything apart from the bag.
Wear the goggles when you are blinded by bright light.

GOLDEN PYRAMID

By *Alf Baldwin* played on Spectrum

Don't be cruel to the bird, it will fly away if you wait a bit.
Don't try to jump over the trip wire, you won't make it. Let the monkey go first.
The Python wants the egg but don't just walk up and give it to him. Keep your distance and roll it towards him.
A rope is part of every good adventurer's equipment. You don't have one but you can improvise by skinning the Python and twisting up the skin. Tying the hook to the end of it would be a good idea.
Talk to the chief and the witch doctor. Don't be in a hurry to give the feather to the witch doctor.
Fill your hat with water at the river to quench your thirst.
You need the flesh from the cauldron, but you can't put your hand in the boiling water. Use your hat to carry water from the river to put out the fire.
Throw the flesh into the steel trap.

BERMUDA TRIANGLE

By *Alf Baldwin* played on Spectrum

Don't delay in the 747, yu have only just enough time to get the £5 notes before you are on the ground. Note your flight number.
The floorboard in woodsman's hut is long enough to bridge the chasm.
You can't pick up the blanket. Examine it forst. It's a Poncho.
Examine the sink in the kitchen.
Dig twice in the garden.
Ignore the hint sheet at the bottom of the chasm. It tells you nothing and you won't be able to get back up again.
Give the rope ladder to the bird, it will fly up and drop the ladder over the protrusion.
Make sure you are wearing the Poncho when you climb to the ledge. It is cold up there. Search the ledge twice.
You are told to avoid the pit. Do just that and walk around it.
Ignore bucket of water in shop. Smother flames with the Poncho.

FLOOK 1

By *Simon Avery* played on Amstrad

Drop the mouse to get rid of the geranium!
When in Hell, type "LIVE".
SAY OOAR to the old man by the gate.
To get into the house, KNOCK DOOR three times.
Then PUT FOOT IN DOOR.
Poison the carrot and feed it to the rabbit.

FLOOK 2

By *Simon Avery* played on Amstrad

Unlock the gate with rusty key.
Buy net and bait in the tackle shop.
SAY GNOMES to the robot.
To get the Frog, drop the bait in the location where there is a flash of blue and GET FROG with the net.
Climb to the top of the second pillar to enlighten your rat!
Give the enlightened rat to the agent.

RING OF TIME

By *Barbara Bassingthwaighte* played on BBC

In bed chamber by safe burn the parchment for safe combination.
Kill dog, cut dog, then throw meat in laka to get rid of aligators.
You need to fill the jug with holes in it.
Pour wax, it seals the holes.

5 SPHERES OF GOLIATH

By *Barbara Bassingthwaighte* played on BBC

Drop pool balls on ledge, they fall into cooling plant.
By small access panel, pour bottle (it contains acid) and leaves you with a hole.

KEEPER

By *Joan Williams* played on Spectrum

Tie tag to stocks.
Throw rice through window.
Oil suit and throw liquid in Keepers lair.
Feed hood army with rice to open gate.
Pull pike from Fendragon.
Cut rope on drawbridge to find a boat.

MYSTIC

By *Joan Williams* played on Spectrum

Tear smock, dip cloth in oil to oil hinges.
Light torch at embers.
Search straw for knapsack.
Put soap in fountain.
Choose brooch to make progress.
Rub stone for coin.
Eat and drink properly and wear the right clothes.

CHAOS STRIKES BACK

By *John Barnsley* played on Atari ST

The "Dungeonmaster" Purple Worm Box Step is occasionally useful here. In that game, the third level required that you find a 2 x 2 space to combat many monsters, especially the purple worms. You manoeuvre yourself so that the monsters never face you directly and therefore, can't hit you or throw spells at you. But you can keep slugging away at the monsters until they turn to face you. You sidestep out of the way and turn immediately to slug the monsters as they advance into the space you just vacated. They will not face you as they enter this space so it gives you a chance to get in a few more licks before they turn to face you and the process starts all over again. But FTL have made some monsters somewhat resistant to these tactics by causing them to occasionally NOT step into the box that you vacated and they sometimes end up in an adjacent square and facing you. They also turn and strike faster in Chaos so sometimes it is better just to grab the artifact and escape - trying to avoid being cornered!

****

PROGRAMMER'S REVENGE

By *Sue Roseblade*

OBJECT	LOCATION	USE
Formidable Broadsword.	Trophy Room.	Breaking panel in toilet.
Bottle of Whisky.	Attic.	Give to the Tramp.
Bulky Knapsack.	Attic.	A Parachute.
Bent piece of Wire.	Behind panel in toilet.	Opens Pantry door.
Raw Steak.	Pantry.	Feed to the Triffid.
Small brown cake.	Pantry.	Soap-disolves scum on pond
Pepperpot.	Pantry.	Throw at the Duchess.
Round apple-like object.	Orchard.	Bowl it at the wicket.
Lemon-like object.	Orchard.	Grenade for blowing up the trapdoor from beneath.
Large brass key.	Orchard.	To open the front door.
Long pointed stick.	East end of path.	Shake it to open umbrella.
Folding umbrella.	As above.	To safely cross the bridge
Pair of old boots.	East end of path.	No use found for these.
Striped pole.	Croquet lawn.	To cross the tightrope.
Horn.	Valley.	You blow this to reach the endgame.
Stone.	Mountain Ledge.	Throw it into the cairn.
Nugget of Fools Gold.	Sandy Area (by cans on posts)	No use found for this.
Large Spade.	Parched Ground.	No use found for this.
Blob of Silly Putty.	Top of Waterworks.	To block the drinking fountain in the dungeon.
Visitors Badge.	Iridium Room (Fort Knox).	To pass the first Troll.
Olive Branch.	Olive Grove (Second time zone).	To pass the Goddess.
Strangely engraved Amulet.	Pyramid.	To go through the mirror. Also a treasure.

THERE IS A BOMB UNDER PARLIAMENT - SPECTRUM 48K

OBJECTS AND USES - BY ALF BALDWIN

PLANK	Place it over the pressure mat at the entrance to the cave.
STRING	Needed to bind the handle of the broken pitchfork.
PITCHFORK	When mended, use it to lift the hay.
NEEDLE	Not required.
BOOT	Wear it to kick open a jammed door.
MAGNET	Use it to draw the bent nail a little closer.
HAMMER	To straighten the nail and also to straighten the red key.
NAIL	To pick the lock of the steel door to the cave.
LADDER	Lift it up to climb to unused room.
BATTERY	Has limited life. Needed to power torch and dictaphone.
ALUMINIUM SHEET	Bend it to make a slide.
SLIDE	To get down from empty room.
CAMERA	Develop the film in it in the darkroom.
FILM	Shows part of the combination to control room door.
TYPEWRITER	Part of phone number legible on the ribbon.
KNIFE	Not required.
BROOM	Sweep away sawdust to find a red key.
RED KEY	Unlocks filing cabinet.
MICROPHOTO	Remove lens from camera to read the markings. Another part of combination for control room door.
BISCUIT TIN	Contains resin powder. Coat your hands with the powder to climb back up the greasy cable.
TROWEL	To dig path through rubble and also to dig at the old diggings.
PLASTIC CARD	Insert it in the slot in the coach at the bottom of the pit.
TAPE	Play it on the dictaphone.
ASHTRAY	Empty it and examine it to find a piece of chewing gum.
ROD	Get the chewing gum with it. Insert the rod in the drain and a silver key will stick to the gum.
SILVER KEY	Insert it into the console in the control room. Turn it to disarm the bomb.
TELEPHONE	You will need to make two telephone calls.

THE SECRET OF MONKEY ISLAND II

By *The Grue!* played on PC

PART ONE - THE LARGO EMBARGO:

Take the shovel from the sign near bridge. Climb in through the window to bloody lip bar's kitchen, take knife from table. Go to ship where pirates are sitting and take bucket. On the beach take stick. In the swamp use coffin and row to shack. Inside the shack take string from the table. Get the shopping list from the voodoo lady. Leave the shack and row back to shore, use bucket with swamp to fill it with mud. In the cemetary use shovel on grave at far end to get the bone. Go to Swamp Rot Inn and use knife with rope to free aligator. Get cheese squiggles from bowl. Enter Largo's room, close the door and use bucket of mud with door. Hide behind dressing screen, once largo has gone follow him to the laundry. Go back to Swamp Rot Inn and close door, take laundry claim ticket from back of door, take toupee. Go back to the laundry and give ticket to laundry man to obtain some of Largo's clothing. Open the box near the laundry, use stick with box, use string with stick, use cheese squiggles with box. When rat is near the box use string to catch it. Open box and take rat.....

INDIANA JONES AND THE LAST CRUSADE

By *Paraskevas Tsourinakis*

You start at the gymnasium WALK TO LOCKER ROOM. At the ring choose the second answer and do some training. Once you win, choose the fourth answer. Change your clothes WALK TO DOOR, TALK TO MARCUS. Choose the third, second (or the first) answer. Now OPEN DOOR, WALK TO DOOR. Inside TALK TO STUDENTS. Choose the answers three, three and three. In your office PICK UP JUNK MAIL, PICK UP LETTERS, PICK UP PAPERS, PICK UP PACKAGE, OPEN PACKAGE (Grail Diary). At the shelves between the two windows LOOK JAR (to learn things). OPEN WINDOW, WALK TO WINDOW. You are escorted to Donovans. Finally you take the mission to find the Holy Grail because this is the only way to find your father. TRAVEL TO HENRYS HOUSE. Inside PULL BOOKCASE (the upper). From the rear PICK UP STICKY TAPE. From the room at the right PICK UP PAINTINGS. From the first room PICK UP PLANT, PICK UP TABLE CLOTH. Now WALK TO DOOR. Outside the University WALK TO (OPEN) WINDOW. In your office USE STICKY TAPE IN JAR (You find a key). WALK TO WINDOW, TRAVEL TO HENRY'S HOUSE, USE SMALL KEY IN CHEST, PICK UP OLD BOOK, LOOK OLD BOOK, WALK TO DOOR, TRAVEL TO THE PLANE TO VENICE..

THE INSTITUTE

By *Dorothy Millard* played on C64

STARK ROOM: Call until Hideous Creature (Dwarf) enters the room. Talk Dwarf (four times). When the Dwarf leaves the room Go East. Return, look under bed and Get Mug. FACING SOUTH IN BLUE TILED HALL: Open Door to get into Dispensary. FACING SOUTH IN BLUE HALL: Look Mirror, Break and Get Mirror. DISPENSARY: Examine shelves (twice), Get Scalple. Open Door to get out. When you have the water get bottle and go into the Closet. Look Bottle (it's magic powder). Eat the Powder - the water washes the powder down and you pass into a dream. LARGE WARD ROOM: Talk. Listen (SHAFLA is the word). SMALL OFFICE: Talk. Attack and you will be put into the lockup. This is necessary twice in order to get the water from the lockup.....

4 MINUTES TO MIDNIGHT

By *Liane Morrison*

W - PRESS OFF - IN - RECRUIT DAVE - OUT - E - E - E - S - GET CYCLE - S - S - SLEEP TILL SUNRISE - FEED DAVE - N - DROP CYCLE - E - E - IN - GET SPANNER - OUT - E - S - E - E - SW - E - IN - GET GLOVES - OUT - W - IN - S - S - S - SW - NE - GET ROPE - OUT - NE - RECRUIT BILL - NE - RECRUIT DAVE - U - UNDO BOLTS - LEAVE BILL - LEAVE DAVE - W - WEAR GLOVES - U - U - SWING - W - RECRUIT SUE - OPEN WINDOW - GET WIRE - OPEN WINDOW - S - U - TIE ROPE - D - IN - U - RECRUIT DAVE - RECRUIT BILL - D - E - NW - W - HIT SUE - GET SUE - W - W - N - RECRUIT SUE - S - GET CYCLE - S - FEED DAVE - FEED BILL - FEED SUE - N - N - W - W - W - PRESS ON - E - FILL BUS - DROP CYCLE - IN - S.....

EARTHSHOCK

By *Liane Morrison*

ANY WORD - GET LAMP - LIGHT LAMP - N - E - SEARCH RUBBLE - GET STRIP - S - D - INSERT STRIP - PRESS YELLOW - E - N - D - N - N - DIG CUBE - CHOOSE SWORD, KEY OR HOOP.

KEY: E - PRESS 3 - W - S - S - GET BOARD - N - E - PRESS BUTTON - W - N - S - E - GET SPHERE - W - N - W - INSERT BOARD - GIVE SPHERE - GET CUBE - S - S - U - S - W - PRESS GREEN (twice) - E - GET CARD - W - PRESS GREEN - E - CUT GRILL - D - S - EXTING LAMP - E - FIRE ARROW - E - INSERT CARD - E - E - WAIT TIL CO ORD BLUE - E - S - GET SUIT - NW - N.....

THERE IS A BOMB UNDER PARLIAMENT

By *Alf Baldwin* played on Spectrum

KNOCK - (Farmer gives you permission to do anything necessary on his land) - CLIMB TREE - X BRANCH - UNTIE STRING - GET STRING - S - X HAY - SEARCH FIELD - GET PITCHFORK - MEND PITCHFORK - (bind handle with string) - LIFT HAY - GET NAIL - (just out of reach) - N - GET PLANK - E - READ NOTICE - (useful commands) - U - DROP PLANK - ENTER CAVE - (locked steel door) - X DOOR - (keyhole) - N - GET BOOT - X ALCOVE - GET HAMMER - X ROCKS - PUSH ROCK - GET MAGNET - X MAGNET - (weak) - S - D - W - S - USE MAGNET - (draws nail a little nearer) - DROP MAGNET - GET NAIL - HAMMER NAIL - (to straighten it) - N - E - U - PICK LOCK - GET PLANK - (you have to drop everything) - PLACE PLANK (over pressure mat) - D - W - KNOCK - (Farmer gives you a torch, it doesn't have a battery) - E - U - GET HAMMER - GET BOOT - ENTER CAVE.....

TREASURE OF SANTA MARIA

By *Alf Baldwin* played on Spectrum

SEARCH JEANS - (plastic card) - X CARD - (bank cash card) - SEARCH JEANS - (scrap of paper) - READ PAPER - (V IX VI III) - N - (estate agent asks for £50) - INFO - (useful commands) - S - W - N - X ATM - (WAIT if machine not on line) - INSERT CARD - 5963 - (machine delivers £50 note and retains card) - GET NOTE - DROP PAPER - S - E - N - PAY AGENT - (she gives you the key) - S - E - E - E - (Alsation on guard) - W - W - W - WAIT - (about 45 times for estate agent to return and give you a refund of 20p) - E - N - BUY BONE - S - E - E - GIVE BONE - (distracts Alsation) - E - SMELL - (gas) - UNLOCK DOOR - (key doesn't fit) - W - SEARCH GARDEN - GET CARTON - SEARCH CARTON - DROP CARTON - GET CRACKER - W - N - PUT KEY - (on counter) - PULL CRACKER - (noise wakes locksmith who grinds down key) - S - E - E - UNLOCK DOOR - DROP KEY - E - OPEN CURTAINS - OPEN WINDOW.....

!! CONTRIBUTIONS ARE URGENTLY NEEDED FOR THIS SECTION PLEASE !!

R.P.G. SECTION

REVIEW OF WIZARDRY VI
(THE BANE OF THE COSMIC FORGE)

By *Robin Matthews* played on PC

This product is four times as large as previous releases. It is contained on four 5.25" disks but is "unpacked" onto a hard disk to a total of 2.5MB. A comprehensive manual covers all aspects of character creation relising an extensive choice of the various professions, race and attributes available. Each has a subtle effect on the players skills, the combination of which can alter the course of the game. For example, there are eleven races, varying from the usual Human, Elf, Dwarf and Hobbit to the more unusual acid-breathing Dracon and the half canine, half human Rawulf. Professiona are also numerous, fourteen in fact, from the common fighter, mage and priest to the mental magic of the Psionic and the female warriors of the Valkyrie. Even though character creation is quick and pleasantly uncomplicated it manages to maintain a very wide variety of combinations.

Having constructed the party the fun really begins! You start by investigating the castle of a seemingly cursed King and Queen. The story unfolds involving the love-child of the castle's priest and your task is to untimately recover the cosmic forge itself. This item of the title is an incredible celestial piece of hardware. Whatever the writer pens with this item becomes true! There is a downside though, the writer becomes subject to certain things... but to tell more would spoil what is a detailed and well thought-out plot.

The game includes the mandatory castle and dungeons but it also has belfry and towers, various precipices, ledges to fall off, a massive gorge with many bridges and passways, dwarf mines, wizards cave and a superb underworld complete with River Styx. Many characters include eager to trade shopkeepers, dwarf blacksmiths and Amazonian female warriors! Problem solving includes the use of a multitude of items and character management and inventory control is a very important aspect of the game, especially in the later stages.

The game revolves around exploration and combat, but also has a wide range of problems and puzzles that must be solved. The nice aspect of the puzzles is that although some of them are taxing, they are logical and can be solved sensibly - often by stopping having a cup of coffee and cogitating. The magic system rates with the best I have seen. As characters gain experience either by hack and slay, achieving quests or by exploring new areas they become promoted. Certain character points are automatically allocated - others must be allocated by you, do you want to improve your characters swordplay or his skill with wands or artifacts? Also upon promotion you will have a selection of spells you can take. Often the spell you decided not to have is just the one to sort out those retched Mind Flayers that were around the next corner! The choice is yours... and often it will be the wrong choice, you can however, correct it at the next promotion but in the meantime...

In summary this is an absolute gem - simple but with a wonderful depth of play. Not for the faint-hearted, but it is due to become a classic. The game is currently only available by way of import specialists but this will surely alter as soon as they realise how good a product it is. I would estimate gameplay at probably a minimun of 250 hours!

CHAMPIONS OF KRYNN

GUIDELINES by *Ron Rainbird* played on Amiga

LOCATIONS OF WEAPONS AND MAGICAL ITEMS : PART 1

TOWN/AREA	ITEM	MAP REF
THROTL TEMPLE	Flail + 1 Extra Healing Potion Speed Potion	12 - 7
	Arrows + 1	1 - 0
THROTL CATACOMBS	Invisibility Potion Hoopak + 2 AC6 Bracers Ice Storm Wand	18 - 3
	Healing Potion Ring of Protection + 1	12 - 6
	Chain Mail + 1	29 - 1
THROTL	Neutralize Poison Scrolls (Cleric) Healing Potion Shield + 1	14 - 13
	Scroll with 3 Red Mage Spells	3 - 7
	Scroll with 3 White Mage Spells	5 - 7

Map Refs: 1st Figure read Left to Right -2nd Figure read Top to Bottom

WIZARDRY VI

By *Robin Matthews* played on PC

Save the game often - restoring before a difficult fight or before opening a chest may improve your position. Include a Dracon in your initial party as his fire breathing skills are a useful early weapon.

Don't forget to read your books.
Not ALL weapons and armour are good news.
Not just keys open doors!
Go shopping regularly to manage inventory.

ULTIMA 5

By *Simon Maren*

MANTRAS - WORDS OF POWER 'N STUFF

VIRTUE	MANTRA	DUNGEON	WORD OF POWER
Valour	RA	Shame	INFAMA
Sacrifice	CAH	Despise	VILIS
Honesty	AHM	Covetous	AVIDUS
Honour	SUMM	Hythloth	IGNAVUS
Spirituality	OM	Dastard	INOPIA
Justice	BEH	Wrong	MALUM
Humility	LUM	Deceit	FALLAX
Compassion	MU		

The passowrd of the RESISTANCE is DAWN and OPRESSION is IMPERA

It is up to you R.P.G'ers now to ensure that your section continues and/or evolves - hope it is what you wanted. Thanks to the contributors for helping me get the first one together.....Mandy

STRATEGY SECTION

It is quite amazing sometimes, how you make discoveries about yourself! I was speaking to Ron Latham on the telephone and bemoaning the fact that, as readers seemed to want a Strategy section in Probe, I was quite at a loss on how to provide one as I hadn't really the faintest idea how to classify a "strategy" game! Ron advised me to check out The Amiga Action Super League. I did so (thanks Ron) and lo and behold I discovered that not only do I own many of the games listed under "Strategy" but I actually LIKE them! At the same time I discovered that I hate arcade games, sports simulations (apart from zany golf), racing games and flight simulators! (It's quite nice to be able to categorise ones likes and dislikes sometimes). However, back to the point. I find among my treasured collection of entertainment the following titles: PIRATES, CARTHAGE, POWERMONGER, SUPREMACY, POPULOUS, LASER SQUAD and BATTLE CHESS which all come under the category of Strategy. I also had, quite wrongly, assumed that LEMMINGS, CHIPS CHALLENGE, PIPEMANIA, TETRIS, WELLTRIS, PUZZNIC and SCRABBLE would come under this category - and was planning to write about them here but discovered that they come under Puzzle and Quiz. I come to the conclusion that my tastes are really quite varied and, as one or two of you might know (due to my ravings on the telephone), PUZZNIC, CHIPS CHALLENGE and LEMMINGS are my current favourite ways of relaxing when an adventure puzzle stumps me and I have to take time off to cogitate on what to do next. The best thing to do, to start this section off (and pray that Strategy lovers will come forth and provide the content of future pages) is ramble a bit on what Strategy games I have.

PIRATES: Now this little gem of a game is extremely absorbing. You start the game by being given a choice of what role you will play. You give your name, your nationality (from the available list) and what particular skill you prefer to have. When all this is done you are given your first swordfight (which you ALWAYS win) and on to the game proper. You find yourself in a town (which depends upon your first choices) with a ship and crew to find. Visits to the Governor (who informs you which country/ies you are at war with), the Tavern (where you can pick up your first crew and information on where the nearest towns lie - also from time to time you can buy a treasure map in a Tavern) and the Merchant are always advised. It is in the Merchants that you obtain your ship and where you find the current prices of cargo and ammunition etc. The prices vary from town to town (and country to country) so obviously the aim of the game is to buy cheaply and sell for a profit. Only problem being that many towns refuse to do business with Pirates! When you are ready you put to sea. This is where the fun begins. The screen changes to form a large map of the sea and coastline and you navigate your ship with the mouse (clicking the mouse buttons raises or lowers the sails depending on the winds) as you sail either out to sea or along the coastline, exploring for other towns. At regular intervals your lookout will advise you that another ship is approaching. You have the option to continue sailing, to stop and exchange news or to attack. Beware that your crew become discontent if you don't engage in battle quite a bit to gain spoils and extra men - well they ARE pirates after all. You should also make sure that you find a port where you can enter and divide the spoils occasionally as discontented Pirates are not very friendly! When you spot a town that you wish to visit you guide your ship into port and are given options including whether you wish to sneak into town, attack the town. Once in the town you should make all the visits allowed and gather more information on the current state of affairs.

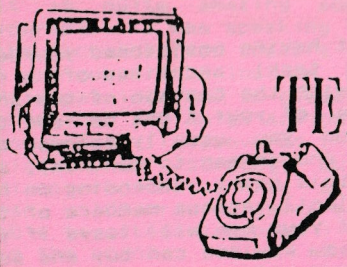
When you do battle with a ship (after first having positioned yourself close enough to board her - not an easy task! and fired off a few broadsides at her) a little fight ensues with the captain of the ship - rather civilised I think as the outcome of your fight decides the fate of the whole crew. If you win (and you usually do) you can either take the ship (providing you have enough men to man her), all the cargo on board also, or sink her. At this point, depending on how well you have done so far (your reputation!) various members of the enemy crew will ask to join you (or some of your men will leave if you haven't been a very good Pirate!). In this way you can buy and sell cargo and ships at various ports of call and gain riches and fame for yourself.

The huge scrolling map of land and sea provides a great delight during play. You are told by your crew when you have entered other territorial waters (or uncharted seas!) and you soon begin to recognise various formations of the rugged coastline to help you pinpoint where you are - that is because I always seem to become well and truly lost during play. If you buy part of a treasure map (this will be shown on screen if you request it) great fun can be had in sailing along the coastlines trying to match up the landmarks to those on the treasure maps. Once you identify an area you should leave your ship and head for the "spot marked X" and hope that you can dig up some treasure for yourself. I have made this sound rather easy I fear and I hasten to add that I have only found treasure twice! There are areas of sea with rocks just below the surface ready to rip your hull to pieces to do take care. You don't die though, you just find yourself stranded on a desert island as poor as a church mouse until another friendly ship takes you home to start all over again!

The graphics are astounding and the sound effects are extremely realistic - you can even listen to a few pirate tunes while sailing the seas to cheer you up. Manipulation of your ship is easy once you get the hang of it - knowing when to raise or lower sails is important as the winds change all the time. You can see the direction of the winds by the clouds which fly across the sea. The game comes on two disks and I play it on the Amiga. One word of warning - beware that this game can become extremely addictive! If you have a 1meg machine you are treated to extra graphics during play but having played this game on both half and one meg I find no less enjoyment.

POPULOUS: Quite an old game now, but no less enjoyable for that. Have you ever fancied playing God? Well now is your chance for in Populous you play just that. In its simplest mode you can have lots of fun creating your own worlds, making sure that the opposing "God" has much less power than yourself so that you can blast the enemy with a well aimed earthquake just when they have worked so hard to level out some land and build houses (yeah, I know I am mean). When this kind of fun tires you you can go one to play the game proper with many different worlds provided by the system for you to try and conquer. It is great fun to see the people move into the land you have prepared for them and start to build homes and prosper. You can appoint leaders, knights and rally the people together to go to war. All good stuff and lots of fun.

Well I've rambled on enough to get things started - it's over to the rest of you strategy lovers now to ensure that your section continues. This is perhaps not what you had in mind but I had to start somewhere. Let me know what you want and I'll take it from there.....Mandy



TELEPHONE HELPLINE

ALF BALDWIN	0452 500512	MON TO SAT 10AM TO 5PM	Spectrum
WALTER POOLEY	051 9331342	ANY REASONABLE TIME	Various
DOREEN BARDON	0653 628509	MON TO FRI 6PM TO 10PM WEEKENDS ANY REASONABLE TIME	Spectrum
MERC	0424 434214	ANY REASONABLE TIME	Atari ST
JASON DEANE	0492 622750	ANY REASONABLE TIME	Amiga
JOAN PANCOTT	0305 784155	SUN TO SAT 1.PM TO 10PM	Various
ISLA DONALDSON	041 9540802	SUN TO SAT NOON TO 12PM	Amstrad
NIC RUMSEY	0323 482737	MON TO FRI 6PM TO 9PM	Various
BARBARA BASSINGTHWAIGHTE	0935 26174	SUN TO SAT 10AM TO 10PM	BBC
BARBARA GIBB	051 7226731	ANY EVENING FROM 7PM	BBC
DAVE BARKER	071 7321513	MON TO FRI 7PM TO 10PM	Various
VINCE BARKER	0642 780076	ANY REASONABLE TIME	CBM64
STUART WHYTE	061 9804645	ANY REASONABLE TIME	Amstrad
ROBIN MATTHEWS	0222 569115 OR 0642 781073 EVENINGS AND WEEKENDS		IBM PC

* * * 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 * * *

Fax and Phone 0492 877305

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

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

PLEASE MAKE SURE YOU ONLY RING AT THE TIMES SHOWN