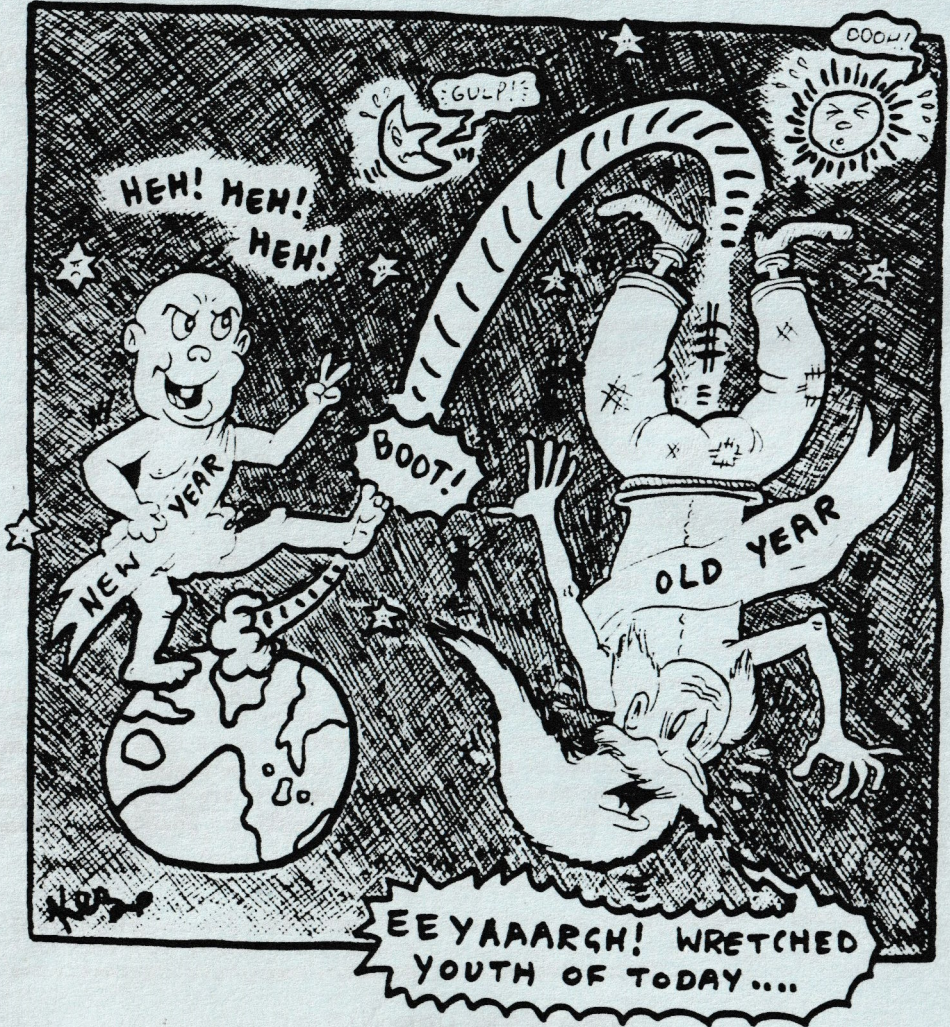


# ADVENTURE PROBE

JANUARY 1993 £2.00  
VOLUME 7 ISSUE 1





## EVERYTHING YOU NEED TO KNOW ABOUT

### ADVENTURE PROBE

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Copies can be ordered monthly or in multiples up to 12 issues; sorry no discount for quantity. Prices per issue: U.K. £2.00, Europe & Eire £2.50. Rest of World (Surface) £2.50 (Airmail) £3.00. All payments in pounds sterling please. Cheques/Crossed Postal Orders or International Giro payable to **ADVENTURE PROBE**. Please do **not** send cash.

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All back issues are available, at the above prices. Volume 1 comprises 19 issues (June 1986-Dec 1987), subsequent volumes are 12 issues Jan-Dec.

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#### DISTRIBUTION

Adventure Probe is distributed during the first week of the month (but will be a little erratic until I get back on schedule) Copy date for contributions and advertisements is 14th of the previous month.

#### CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief the entry is, it may be the very information someone has been waiting for. It will be **very** helpful if items for different **sections** are on separate pieces of paper. It doesn't have to be printed or typed, but best handwriting will be appreciated, as I am not familiar with every detail. When you submit an entry for the IN-TOUCH section please mark which are adventures, utilities, arcades, etc.

#### POSTAL ADDRESS

Please send all correspondence, subscriptions, etc. but **not** letters for publication, to:

Barbara Glbb - Editor, Adventure Probe,

52 Burford Road, Liverpool L16 6AQ.

England. U.K.



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## HALL OF FAME

Many thanks to the following readers who have sent in contributions since the last issue:

Anna Scott-Parker, Mary Scott-Parker, Phil Glover, Diane Rice,  
Kez Gray, Grimwold, Ian Osborne, Jonathan Scott, Lon Houlston,  
Keith Burnard, Neil Ashmore, Dave Charnley, Mark Oulaghan,  
Harold Dixon, Clive Wilson, Tom Frost, Neil Shipman,  
Phil Reynolds, Ron Rainbird, Steve Fairbrother,  
Janice Charnley, Jim Donaldson, Bob Adams.

Special thanks to Kez Gray for the cover cartoon, Tony Collins for the software, and Geoff Lynas for the title page and an excellent printing job from my less-than-perfect proofs.



## EDITORIAL



Dear Readers,

Hope everyone has recovered from the Christmas binge. My family thought Christmas was by-passing us but a very hectic four days ensured the decorations were put up - quite often actually as they kept falling down, that the presents were bought on time, and the freezer well stocked. Many many thanks for all your cards - they were all stuck on the walls with blu-tac with hardly a square inch left bare and they made a wonderful display.

I was hoping to start the new year on a happy note but a few weeks ago I received a letter containing the sad news that Alf Baldwin died on 27th December. I knew Alf had been ill and had had a spell in hospital just before I took over as editor, but lately he seemed to have recovered sufficiently to resume his interest in computers and adventuring. Alf was a long-standing subscriber and a prolific contributor over the years; the material he sent in was the best any editor could wish for, and I still have a great deal of his work to publish. He will be a great loss to the world of adventuring.

Last night I had a very enjoyable chat with Joan Pancott. She is out of hospital and is in good spirits. She is building up her strength with exercises but these make her very tired, so it will be a while before she can use her computer for any length of time. Joan sends her thanks and appreciation for all your good wishes and cards, and promises to be back at "work" as soon as she can.

I hope you all enjoyed the December magazine and supplement. I tried hard to get them posted before Christmas. They all went out on Monday, 21st, the delay caused by the sheer volume of material I had to deal with, and then because I couldn't find a post office able to sell me 175 x 35p and 10p stamps until their new stock arrived. Many of the subscriptions expire with this issue so by the time the February magazine is due for distribution I will have a good idea of how many of you are satisfied with it. If you **don't** renew your subscription I would appreciate a short letter explaining your reasons, especially if they are other than financial. I don't get a lot of feedback so I don't know what you like and dislike (apart from Cockroach Corner). I hasten to reassure everyone that I intend to continue with Probe even if the number of subscribers is considerably depleted but it does mean there will be less subscribers to contribute.

Which reminds me. If you enjoyed the Christmas supplement, would you like another one in the summer? If so, please think about what you would like it to contain, and contributions will be gratefully received henceforth as I like to plan ahead.

Finally, a plea for help, not from myself for a change, but from Tony Collins of The Guild. He has been busy securing an agreement for the rights to convert more games to the Commodore, and with the possibility of the first four being Dr. Jekyll & Mr. Hyde, Bored of the Rings, Buggy and Arnold the Adventurer 1, he is appealing for playtesters. This involves a lot of hard work, but is very rewarding when you see the adventures on general release. If you are interested please telephone Tony on 021 749 2585 (but only between 9am and 9pm) or write to 760 Tyburn Road, Erdington, Birmingham, B24 9NX.

'Till next month, happy adventuring.

*Barbara*



# LETTERS



edited by June Rowe

From Grimwold, of Chudleigh, S. Devon . . . .

Just read Probe and thought I'd drop you a line. Thanks go to Jay for his most flattering review of Danger! Adventurer at Work! 2. I'd like to answer some of the points about the game as a whole. The size is the most obvious problem. QUILL gives the author almost 30% of free space with which to program (5K more than GAC.) and most of my games to date have filled that to capacity. DAAW2 had, if my memory serves me well, about 150 bytes spare when it was finished. When it was first written, it had about 8K spare, so I added a whole load more puzzles etc. to fill it up. He's right about the location descriptions though. I can never think of enough to put in them! Jay's not the first one to remark on this. Just as a note, in DAAW2, I used about 5K for the location descriptions, 6 or 7K for the coding and objects etc. The rest was given over to the messages! I always find it easier to write messages than locations so I go to town on them, giving responses to silly inputs etc. There's nothing worse, I feel, when playing a game, to get stuck with "I can't" whenever you try something difficult. About thirty messages are given over to this sort of thing.

I've been wanting to write bigger games for some time now, and bought PAW. for that purpose. I decided, though, after a 'phone call to Joan, that this wasn't such a brilliant idea, only having disc versions of games. I know a lot of 484 owners who miss out on many PAW'ed games because of this. So, after looking for six months, I got hold of a copy of Adlan. I've already written two games using this, one specifically for Adventure PD and another which was a re-write of Roog, my first ever adventure. Grimwold's Big Adventure is being playtested at the moment and will probably be given away as a free game to yet another of mine, Midnight Pearl. Pearl has been written but needs a lot of time spent on de-bugging and time is not that easy to find! This is written, together with two others, under the pseudonym of Michael Hunt. The reason for having a different name is that Mike writes serious, non-funny games and someone who likes my style and buys a game by the name alone might not like the style of Mike. A bit schizophrenic, but it works OK, I think.

Anyway, I thought I'd let you all know what's happening in Grimwold's Mine and that, with Adlan, there's bigger games on the way.

★

Well, that's good news for Amstrad owners, but not for Spectrum owners like me! Having read reviews of your games, Simon (whoops! I mean Grimwold!) I have frequently wished I had an Amstrad - when is someone going to do a conversion job? (June)

★

*I know of at least 3 of Grimwold's adventures that have been converted to the Spectrum, and have actually played DAAW1 which I thoroughly enjoyed. If Spectrum owners show their interest, I am sure Tony Collins of The Guild will be encouraged to arrange for more conversions (Ed)*



From Phil Glover, of Birmingham . . . . .

I've finally managed to write to Probe yet again on my favourite subject of the SAM computer.

The SAM ADVENTURE CLUB is taking up vast amounts of my spare time, which I suppose is a good sign as to how well we're doing. I'm currently playtesting one game, I've just completed about 20 graphic screens for one game, and I've three games to review as well as answering three or four letters a day, typing up articles and designing screens for our disk magazine. SAM may not have sold in vast numbers, but it inspires loyalty and enthusiasm from its owners as it's such a good machine, and is very friendly and accessible to even novice programmers. Letter-writing seems to take up most time, but I think it's important to reply quickly to anyone asking for information.

The only trouble with running a club is that I have so little time for doing reviews for other magazines, or, most important of all, playing adventures! My ambition, which I've had for three or four years now, is to learn to use a utility and actually write a game myself. I don't think I'll be achieving this ambition for quite a long while yet, but at least I feel I'm doing some good if I can help improve the SAM adventure scene in any way possible. One of the best things about adventuring is that it's a great way to make friends, who can then help you enjoy adventure playing even more with mutual help.

When the SAM ADVENTURE CLUB was started, about a year ago, only one SAM-specific adventure was available (FIVE ON A TREASURE ISLAND) and all the Spectrum 48K adventures running on SAM had to use tape storage. Thanks to our more technically-minded members, ways have been found to convert 48K PAW and QUILL Spectrum games to 100% disk compatibility, and also to change screen colours and to give up to 20 new font choices.

THE SAM ADVENTURE SYSTEM utility is responsible for several new SAM adventures currently being written, and one called DAYDREAM has already been released. Earlier in the year we saw the release of SHERIFF GUNN, written in SAM's powerful and versatile BASIC and the most recent release is a game called DAYS OF SORCERY, (*see review section . . . Ed*) written in pure machine code (proving that SAM is a very friendly machine to program on). All three of these games are text and graphic adventures, as SAM has very good graphics. An imminent release is THE OCCULT CONNECTION, which is also an SAS (SAM ADVENTURE SYSTEM) game, but it'll be text only and up to 250K in size.

As well as these games, we now have PRO-DOS, which allows CP/M 2.2 software to run happily on SAM, so even more adventures are open to us.

Details of the SAM computer aside, our club now has nearly 80 members, many of whom are quite active within the club. We have about two dozen volunteers for playtesting and even more for review purposes. Individual members run various columns for our bi-monthly club disk, so we've plenty of participation by our members. We've been experiencing some problems with the amount of material for our disk, as we have trouble fitting it all on, so we intend to produce double-disk issues where necessary.

One point I'd like to make is this: If such a small-selling computer as SAM can generate such an interest among people who enjoy adventuring, why don't we see many more such clubs emerge for other computers? All it takes is for a few people to get together and start such a club. It's a great way to find other fellow enthusiasts and help support adventuring on your own machine.



With a bit of enthusiasm, you can contact adventure writers and offer to playtest or review games for them, maybe even help them in more practical ways, too. You needn't publish a disk magazine as we do, but something like a quarterly newsletter may be worth considering.

Since being involved with the SAM ADVENTURE CLUB, I've been very impressed with the help and support given by other computer owners (sorry if I owe some of them a letter or two). Although many adventurers are loyal to their own machines, they still like to encourage others with different machines, as they share the same hobby. I'd love to see other clubs formed to support individual machines, and I'm sure this would in turn give support to magazines such as ADVENTURE PROBE, RED HERRING, FROM BEYOND and others. Adventuring is a wonderful hobby, and it's good to share your interest with others, whether it's by way of a club or magazine.

Would any Probe readers like to see a club formed for adventuring with their own machine? If so, perhaps we'll see signs of such interest in the pages of Probe over the coming months.

\*

It's good to hear that SAM and its adventure club are thriving and it will be interesting to see what Probe readers think about the idea of clubs for other machines. Personally, as a subscriber to Probe, From Beyond and the newly named Goblin Gazette, which was formerly called Bare Bones, I feel as if I belong to three clubs already and that my own computer, the Spectrum, is already extremely well supported. (June)

\* \* \* \* \*

From Clive Wilson, of Glenrothes . . . . .

I'm not really one for writing letters of complaint. I kind of like to think of myself as a laid back sort of chap who believes only the best in everyone but even my hackles have been raised recently.

I refer to Cockroach Corner and to whoever or whatever writes this "column" if I can refer to it as that. I almost put pen to paper after his or her first article but thought my letter would be lost in the deluge. Apparently not. It seems that everyone at the moment is into "John Wilson Slagging". Is this some new national pastime? Personally I have heard and read enough of it. If John Wilson wasn't around then I suspect that there would be precious little software around.

Perhaps I am losing out on things, living up here in Scotland; perhaps I don't know everything that is going on and perhaps I don't want to.

What really got my back up in the November issue of Probe was the latest instalment of this pathetic column. As the author of the games VENOM and SHARD OF INOVAR I take exception to my games being called CRAP. What right has this moron to criticize me in this way? I spent many long months of my life writing those games and did all I could to expand the frontiers of adventure writing. Alright, so some people didn't like the icon-driven format but my games are not CRAP! I don't write CRAP! I try to be as innovative as possible and I strongly object to being called CRAP!

I have decided to hang up my keyboard and write no more games at this time. The ideas are becoming jaded and the desire has all but left me. I am quite pleased, having read this "article" that I have made that decision. Why bother when all I get is CRAP!



Maybe when "Cockroach" has sold as many games all over the world as I have, maybe then he or she can judge me but until that day I say "Why don't you just crawl back into the anonymous hole in the ground that spewed you forth and wallow in your own CRAP?"

★

I can understand your annoyance, Clive - anyone who has played, as I have, TEARS OF THE MOON, THE DARKEST ROAD or THE UNBORN ONE, (to name but three of your games) would surely say that "Cockroach" has no right whatsoever to insult you in this fashion. I for one sincerely hope that you will write more games eventually, perhaps after "Cockroach" has apologised for being so unnecessarily rude, which I think he/she should do. (June)

★ ★ ★ ★ ★

From Tom Frost (aka Tartan Tam), of Montrose . . . . .

I have every copy of Adventure PROBE in a safe place at home. Many changes has It experienced since It was an A4-size publication and a timid project in the hands of Pat Winstanley and Sandra Sharkey. It very soon became A5 size and went from strength to strength, spawning other publications and generally leading the adventure fanzine field (AND IT STILL DOES).

Many interesting debates have taken place in Its pages . . . . . my machine is better than yours! . . . . . to graphic or not to graphic! . . . . . competitions or not? . . . . . short stories or not? . . . . . publish solutions or only hints? . . . . . are "home-grown adventures" written for fun or for profit . . . . . the list is endless.

A change of Editor took place with Mandy Rodrigues taking over and we then had a short time with a separate Letters Editor. The existence of 16 bit computers began to make their presence felt with comments and reviews for adventures on these machines appearing and soon after we had a permanent section on Role Playing Games for all formats.

Through all of the above the relevant number of pages for my particular interest was diminishing but I did not mind as these other interests were obviously intended for subscribers other than me who were entitled to their own particular section of the publication.

But now we have the COCKROACH whose comments are not worthy of individual responses. I respectfully suggest that there is NO PLACE in PROBE for a column such as this. A Soap Box to air reasonable constructive views is perhaps a good idea but the first two efforts of the COCKROACH really do go far beyond the bounds of common decency.

It has been mentioned that since the inclusion of the COCKROACH column the correspondence to PROBE has increased and a great deal of interest has been generated. Well, I for one hope that this interest is all for stamping on this vile species and that anyone else who shares this view will inform the Editor. No intimidating threat, just a simple promise . . . . . If the COCKROACH continues in the same vein then I will not be renewing my subscription. AND I will put my real name as well as my pseudonym to this letter.

★

I couldn't agree more with your comments about Cockroach, Tom (June)

# REVIEWS

## THE FORGOTTEN PAST

Written by Trevor Whitley

Reviewed by Steve Fairbrother on an aging C64



Originally written for the Spectrum, this is a text only adventure (created using the Graphic Adventure Creator!) converted for the Commodore by Tony Collins of The Guild.

The adventure begins with the luckless adventurer stranded on a desert island with a bad case of amnesia from a bump on the head. Further investigation reveals a handy map and a spade within arms reach. The main theme of the adventure is to explore the island and finally escape from it, in the process remembering who you are and what you're doing here. In the course of the adventure you get to explore a couple of beaches, a dead volcano, a shrine, a temple, a native village and get lost in a rain forest before boarding a pirate galley.

The program utilises the GAC system to the full, with over eighty locations, each with several lines of interesting, varied and helpful description. Sadly four or five of these have typographical errors, giving the impression that the conversion was a rush job, the most amusing of these being the object described as "some roasting spit being cooked over a blazing fire". Very tasty! The other irritating description was "you are casually strolling along". Having just found myself on an inhabited and hence possibly dangerous island, casual is not my idea of exploration style!

Using GAC instead of a home grown system, the adventure has, at least on the surface, a very professional appearance and coped gracefully with me first forgetting to remove the write protect tab from the save disk and again with me saving a position with the same name. However, underneath the surface there are some irritating features which more careful playtesting should have removed. Being "secretarially-challenged" I occasionally hit the wrong key on the keyboard. Unfortunately the author has decided to include Rape in his list of swear words, which because of the way GAC works, whenever R <return> is pressed, the interpreter treats this as the word rape, hence two accidental key presses when trying to move East and the adventure is abruptly terminated. Similarly one of the main puzzles in the game is spoiled by accidentally pressing M <return> which is perilously close to the N for north.

All the usual adventure game commands are understood, with the useful abbreviations such as X for examine, I for inventory and L for look; however too often I was greeted with the "You can't" message when attempting to do something I considered a sensible idea. Perhaps a bit more time could have been spent putting in some more amusing responses.

Overall not a bad game with plenty of locations to explore and a few puzzles dotted around. A shame it is let down by the GAC implementation. Value for money - 10 (well what else could you buy for a couple of quid?), Difficulty - 7, Fun - 6, Implementation - 3, Overall - 6.

Available from The Guild, 760 Tyburn Road, Erdington, Birmingham, B24 9NX (Cheque/p.o. payable to Glenda Collins)

Commodore tape or disk: £2.50 Spectrum tape only: £2.00





## DAYS OF SORCERY

Written by Nigel Kettlewell

Reviewed by Phil Glover on a SAM

I'll start this review by admitting that I have more than a passing interest in DAYS OF SORCERY as I am responsible for the graphics within the game. I'll try and keep the review factual, and try and make any comments as fair and as honest as I can. If possible, keep an eye out for any other reviews, which may be a bit more objective.

DAYS OF SORCERY is the latest adventure written for the SAM computer, and it has been written in pure machine code from scratch, which may show how accessible SAM is for programmers. The game is disk-only, and comes with an 8 page illustrated manual giving the storyline and vocabulary. If you have a 512K SAM, the entire game will load into your machine, but if you have a 256K SAM, you'll need to leave the disk in the drive to see all the graphics in the game.

DAYS OF SORCERY is set in the land of North Pelesia. The King has returned to find that his court and entire realm in a less than satisfactory state. His faithful wizard, Mellryn, has been usurped by a nameless new sorcerer of considerable power, and the Chancellor is not as incorruptible as he once was. Most worrying of all, there is a strange mist which is slowly spreading across the land with disastrous results, such as death and insanity to those it touches. Unwittingly, you return to visit your homeland, and are saved from the mist by a farmer. Being a decent sort of chap, you naturally vow to fight for your country and rid it of the mist, as would any good adventurer.

On loading the game, you are offered the chance to read the instructions, or proceed with the game. All the popular commands are recognised, such as RAMSAVE/LOAD, GET ALL, EXAMINE, WEAR, etc. as well as their shortened forms: RS/RL, X, and so forth. PEN and PAPER can be changed simply to any of SAM's 128 colours, and the choice of 20 fonts can be displayed in 32, 42 or 64 column sizes by typing WIDTH 32, or whatever. The text area uses SAM's mode 3, which is best suited for fine text. A split screen routine allows mode 4 graphics to be displayed occasionally at the top of the screen. Mode 4 is ideal for SAM colour graphics, and the pictures appear instantly from memory.

A useful LINE EDITOR is used for inputs, with the ability to delete the whole line, or individual letters, word-skipping and the ability to recall the last line typed for re-editing. Multiple inputs can be made, similar to PAW inputs as GO WEST, TAKE THE BOOK AND READ IT. Speech is simple, and doesn't need quotes: ASK WITCH ABOUT WIZARD. Doors don't need to be specifically opened, unless they're locked. You can easily make sure you're progressing within the game as SCORE will tell you what percentage of the game you've completed.

You start the game in a small hut and must first leave it and visit the nearby hall where the jolly locals will take it for granted that you've already volunteered to be a hero. A quick visit to nearby locations should equip you with a useful item at the cemetery, then you need to set off into the woods for further exploration. Don't be tempted to go into the mist as it's not too healthy. As with most adventures, read all the text carefully, and map as you go. Mapping is quite easy, and what appear to be mazes aren't much to worry about. You'll soon find some people in the game who will give you help if asked in the right way. The woodsman in particular is worth listening to, and he should talk to you three times, if you're at the right location.

The average adventure player should make good progress in the early stages of the game, as problems are logical, but they get a little harder later on. There's plenty of text to give the game a good atmosphere, and I hope the graphics also help. If not, you can always turn them off. There are plenty of locations to explore, which makes the playing area quite large, so that the forest seems suitably interesting, and the castle and its precincts are sizeable.

This is the first adventure written by Nigel Kettlewell, and to have written it in machine code is no mean feat. There are some flaws in the game, but I think they can be excused when the overall game is considered. Sadly, being a SAM game, it won't sell in large numbers, but I hope it is successful enough to encourage Nigel to try another adventure at some future date. As I stated at the start of this review, I drew the graphics, which is no big deal, but I'm full of admiration for Nigel's programming of the actual game. Perhaps the game is a bit easy for some people, and perhaps there could be more puzzles to make progress slower. These thoughts aside, DAYS OF SORCERY looks good, and shows what can be done with SAM with a bit of effort. It may not be the greatest adventure we ever see on SAM, but it may be a landmark in SAM adventuring, and inspire others to try their hand at writing a game. If you have access to a SAM, try finding a demo of DAYS OF SORCERY before you risk buying the game, and see what it looks like, and I think you may be tempted to try the game itself.

Available from: Nigel Kettlewell, 12 Limited Road, Moordown, Bournemouth, Dorset, BH8 1SS - 3.5" SAM disk only £9.99

#### SABRE TEAM

Reviewed by Neil Ashmore on an Amiga 500

(also available for the Atari ST and PC)  
RRP £25.99, £15.99 from Special Reserve



SABRE TEAM is an "Action Points" game similar to Rebelstar, Laser Squad and Chaos. You select a team of four (from a pool of eight) for the first of five missions. Each team member has a percentage rating for Strength, Perception, Marksmanship and Health. You then arm each soldier with any of a variety of items, including machine guns, rifles, stun grenades, gas and bullet-proof vests. The heavier the items each man (sexist?) carries, the less action points he has available.

Once your team is armed and ready you deploy them outside scenario 1: Jungle POW Camp. Controlling your men is easy, as the game is entirely mouse driven, with animated icons for every action. Rather than running in "real-time" the game is played in turns, first you move, then the computer.

Shooting (and being shot!) is quite realistic in that if you shoot someone at point blank range, you'll kill him with a single shot, whereas from a distance, through trees, etc. you'll probably only wound them. Occasionally, if you kill the majority of enemy soldiers, the computer drafts in reinforcements to keep the battle going. Scenario objectives are either rescuing hostages and escaping, or destroying certain pieces of machinery and escaping. The gameplay is a little slow at times, especially during the computer's turn, although this can be speeded up slightly by keeping a mouse button pressed.

The graphics and sound are pretty good, with the tunes that play continuously able to be switched off. There are three levels of difficulty, although I completed all five scenarios on level one at my third attempt. All in all a good strategy game, which I'd give 7/10.





## JUSTICE

Written by Angela Swinbourne

Reviewed by Grimwold on an Amstrad

"You have been convicted of a murder you didn't commit. You just happened to be in the wrong place at the wrong time, but you saw it all and you know who the real killer is!" - so the introduction goes.

This is a new adventure by someone I've never heard of before, but if this is a first attempt at adventure writing, it's a noble effort.

Written with the GAC, one thing that surprised me is that the author has utilised the IT command, something that I've never come across in another game written with this utility. It's mentioned in the GAC manual, but nobody seems to have made use of it! I dare say I'll be contradicted about this by someone, perhaps I've just never tried it with a GAC'ed game before.

Anyway, onto the review. This is a graphic-text game, with the added bonus, if you like pictures, of having a drawing for each location. Normally this would mean a small adventure, but there are a surprising amount of locations, although non-essential messages are at a minimum, i.e. you're met with "You can't" more often than not when you try something difficult. The pictures are about as good as you get with GAC and a lot of time must have gone into drawing them.

The main puzzle in the game is finding and wearing various different uniforms, so you don't stand out and get noticed. Although this is a good idea, it can get tedious when you want to get from place to place and have to keep swapping clothes. You do get three warnings though, before you are arrested for you to either run back the way you came, or dress more suitably.

There are a lot of sudden deaths in the game, so saving is highly recommended. Even dropping the clothes you are wearing (you can't remove them) in private will get you arrested and the game ends.

The text is succinct and more on the brief side than the verbose, although text formatting is not always very good with extra spaces creeping in on the left margin and punctuation marks overflowing from the previous line. The area is easily mapped, but there is no score function, presumably as a result of all the pictures gobbling up the memory.

The puzzles are fairly logical, although some of them stretch plausibility a bit, for the more fussy amongst us. For example, to kill the werewolf, you need to load the gun with a lump of silver, no percussion caps or moulds, just a lump of silver. I'm probably being over-critical but that might be because I spent ages looking for other parts of the bullet-making equipment before twigging it was as simple as that!

The first part revolves about getting certain things and getting into a castle where part two takes place. More costumes, robes and uniforms await you there along with the problems and puzzles that beset the innocent convict on his course of destiny. To sum up, not a bad adventure by any standards, although the start discouraged me a little, being arrested before I knew what was happening. However, you *should* persevere and you'll find it gets better as you go along. Grimwold's score: 7/10

Available from: WoW Software, 78 Radpole Lane, Weymouth, Dorset, DT4 9RS (cheques/p.o. payable to WoW Software) Amstrad tape: £3.00 3" disc: £5.00

## CORPORAL STONE

Written by James Taylor

Reviewed by Barbara Gibb on a Spectrum



You play Corporal Stone. As you cautiously step out of your car in the car-park you notice a prostrate body beside a van. You rush over to it and recognize the face. It is Ivan. "They got me . . . . kill the little people . . . . squaaa . . ." with that, Ivan's eyes close for good. You lean against the wall to steady yourself; collecting your thoughts, you vow to avenge your friend at all costs.

First, arm yourself. All the materials are close to hand but as X CAR only tells you it is a red Ford Sierra, you will have to use a little brain power. There are two exits from the car-park; one leads to the outside of the building, the other is via the lift up to the shopping mall. Pressing for floors 3, 4 and 5 results in the lift refusing to move and the sound of distant laughter - very eerie. Pressing 2 has a more hopeful response and you find six shops but only four are easily accessed as three yobs confront you with various accusations and prevent you from entering the book and sports shops.

A nice chaining puzzle starts here. You have to deal with an assortment of odd characters. I wonder if the author spent time at a shopping precinct making notes of the antics of people, or whether it is just his imagination. I suspect a mixture of both. One shop assistant only understands French. Another paints her nails, chews gum and apparently likes knitting, when she has some knitting needles. I warn you, the solution to this problem isn't as obvious as it looks. The best descriptive text comes when you are in the toy shop. I freely admit I took great pleasure in trying to hit the kid in the Ninja Turtle pullover who threw a toy brick at me. Quite a lot to do in this location, and all good fun.

Outside the building you can drop in to see Lucifer although his appearance doesn't conform to the one expected - he's wearing a purple suit, asks riddles and talks in bright colours such as blue, red and magenta. I'm not sure I want to visit this shopping centre as it has a hyena and lion roaming around, but at least they were preferable to the yobs inside.

When you find a shiny red fire-engine with extending ladder you know you are going to enjoy yourself, but from now on you will need all your courage for you are about to rise to great heights in your quest for revenge on the little people. This is one of several points of no return, so be prepared. Also the storyline gets weirder from now on, with most puzzles not too difficult if you have brought the right objects with you. One observation - in the bedroom towards the end of the game X BED didn't seem to tell me as much as it should, but subsequent messages gave enough clues for me to progress to the kitchen.

As already stated, the text is good with locations adequately described without being too long, leaving the responses (240 or so messages) to tell the player more. The character set is very neat and in blue which shows up well on all types of televisions and monitors. Objects and messages are in various colours, but never to an extreme, messages always appear quickly unless a pause has been specifically programmed. CORPORAL STONE is Quilled but I understand James is using PAW for his next (second) adventure. If it is as good as this one, I will be well satisfied.

Available from Zenobl Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX

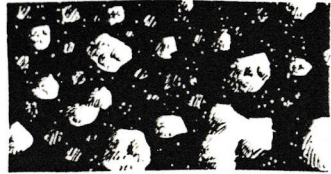
£2.49 tape only at the moment.



## **IMPACT**

Written by Laurence Creighton

Reviewed by Barbara Gibb on a Spectrum



Yes, Laurence has written another adventure. **IMPACT** is his 12th release, and they are all of the same very high standard.

The exhausted scientists looked up wearily from their equations and calculations, and looking at each other nodded a silent concurrence. An asteroid measuring almost ten miles in diameter is on an orbit which will cause an impact with the city of London. A laser beam is tried, unsuccessfully, to destroy it. It has been reported that a repelling-beam machine has been built by a now-dead inventor. You must find it and deflect the asteroid away from Earth before it destroys most of London.

So you're off in search of the "beam machine". Your first task is to cross a stretch of water - the canoe is on the other side. Once across you should try to have a word with the farmer and then his wife. I think they have met adventurers before because they are very alert. Although you may "steal" items from them, it isn't easy to escape with their most prized possessions. The deserted mining town has one or two secrets. The mine seems to have been closed down because of dangerous methane gas, but it will still yield a few vital objects. You need to restore power before you can operate the lift, and a light source to see your way around underground. Discovering the light source is easy, keeping it is more difficult. Conserving its energy is very important, but if used sensibly early in the adventure it should see you through to the finish.

Regular players of Laurence's adventures will be aware of his love of making you transport your objects across water, often demanding several trips in the boat or as in this adventure, a raft. Unlike many of his previous adventures, the only point of no return is after the first three locations, so you are free to move around almost all of the 52 locations provided you have the means, e.g. light, compass, special footwear, transport, etc. The carrying capacity is six items plus any worn unless you are carrying the ladder when only two other items can be carried - makes life difficult but not impossible.

Examine and search elicit different responses, so ensure you have tried both and don't be in too much of a hurry. I playtested an early version and remembered the trouble I had finding a certain object I had missed near the beginning. That version also had a moves limit of 600, which was quite generous, but I checked the release version and it went way beyond that point.

Objects, even in plain view, can be tricky to take and a few difficult to retain. Manipulating objects calls for a lot of thought. Fragile objects break when simply dropped but there are two ways of overcoming this, **DROP ALL** is one, I'll leave you to discover the other.

I found this a demanding adventure to play and beginners may prefer to play one or two of the author's earlier adventures (now on offer for £1.99 each, see news section) before tackling **IMPACT**.

Available from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX  
Tape £2.49, +3 disk £3.49 (which requires saves to tape).

## GRUE-KNAPPED!

Original text, puzzles and game concept by Bob Adams

Additional text, puzzles, PC and Atari ST programming  
(using TADS) by Nell Shipman

Reviewed by Barbara Gibb on an Atari ST (half-meg)



The title is familiar to all, and many Amstrad, Amiga and Spectrum owners have already had the opportunity to play it. Now it is the turn of Atari and PC owners to indulge in trying to outwit the Grue!

You and a friend were touring Ormskirk when you discovered an un-mapped cave system. Being curious adventurers, you decided to explore the caves but, as you have not brought a lamp with you (*it's a well-known fact that few adventurers ever do*) you were suddenly attracted by a horrible Grue! The Grue devoured your tubby friend then and there but, feeling rather full, decided to lock you in his cave for when his appetite returned. He has now fallen asleep outside the only exit. You must now use your wits to find a way to escape before the Grue awakes . . . . feeling hungry!

Starting by the Hovel's front door, which is locked, barred and bolted, a little exploration is called for. To the east is the Grue's Eating Area; to move further afield will require a light source. As you haven't got a lamp, you now encounter the first of several "in-jokes". This gives me the chance to state that although a knowledge and understanding of the good humoured exchanges between the Grue and Bob Adams in back issues of Adventure Probe, and an awareness of Bob's appalling spelling ability is an advantage, there are so many clues throughout the game that even if you haven't any idea what it is all about, you can still solve the puzzles and thoroughly enjoy the adventure.

With rooms such as Slop Shop, Well I Never, Bill and Ben's Potting Shed, Snakes and Ladders and Questionable Sport, I honestly don't see how anyone with a sense of humour, especially for puns, could fail to appreciate the game. Most puzzles are fairly straightforward, at least at first, requiring the player to combine some objects to make/obtain another. Occasionally you will have to appease something to either move them away from an exit, or to obtain their assistance in the future. It is difficult to be more explicit without giving the answers to puzzles, something I hope I never do in reviews. Suffice to say I had a little trouble catching the parrot which greeted me with "cock-a-doodle-doo" and "pieces of nine". Closer examination revealed that it was a legendary Norwegian Blue, alive but probably pining for the fjords. Animals seemed to be my downfall, for a certain cute puppy stole something from me just as I was sprinting for the finish. I take solace in the knowledge that I wasn't the only player who got caught out.

I haven't counted the objects, but there is at least one in most of the 35 locations, and only one red herring. The carrying capacity is 10 items plus any worn, and is generous when you consider you can combine several objects to make a single. Anyway the cave system is compact so you don't have far to go to retrieve an object, but keep an eye on the move counter in the top right-hand corner of the screen as the Grue will wake up when it reaches 400.

Adventures written on TADS don't usually run on a half-meg Atari, so I was surprised Grue-Knapped! worked on mine. The main disadvantage was that I could *NOT* save to memory or disk, so I had to restart when I ran out of time or something was irretrievably lost. Most of the other facilities seemed to work.



Room descriptions automatically print in full when you first enter, subsequent visits gets the TERSE text i.e. title of room, but L for LOOK will redescribe in full. BRIEF and SHORT didn't work, but Bob and Nell have kept the text to a manageable length so it is never boring to read. I could also review text that had scrolled off the screen by press F1.

A delightful adventure which isn't too demanding until towards the finish. With this conversion the Commodore (and possibly the SAM) is the only largish user base still to be catered for. I hope they don't have to wait very long.

The PC version is identical to the Atari ST version, but they are ever so slightly different to the Amiga one.

ST and PC version available from Nell Shipman - see his advertisement in this magazine for full details.

Amiga version available from Bob Adams - see his advertisement in this magazine for full details.

Spectrum version available from FSF Adventures, 40 Harvey Gardens, Charlton, London SE7 8AJ.

Amstrad version available from WoW Software, 78 Radpole Lane, Weymouth, Dorset, DT4 9RS

#### DEEP PROBE

Written by Jon Lemmon

Reviewed by Barbara Gibb on a Spectrum



Captain Henson and the deep salvage submarine "Antills" first appeared in the "Antills Mission", now he (played by you, of course) is off again to investigate the cause of the huge underwater volcanic eruption where merchant and naval craft have since disappeared. Deep sonar probes from a remotely-controlled pod have revealed a massive fissure. It is suspected that the multiple sonar echoes are due to large underwater caverns or tunnels, although contact with the pod was lost before this could be confirmed. Your mission, if you choose to accept it, is to make a one-manned deep expedition to find out what is going on down there . . . . .

The adventure starts with you inside the mini-sub. which is about to be lowered into the sea. The voice of the helicopter pilot is just about to update you when something happens and the intercom goes dead! Looking through the window you see a strange lodised cloud drifting down into the sea from the helicopter's last position. This is only the first of many mysterious events. After a quick familiarization tour of the sub. to collect some vital items, and the occasional glance through the window, the first emergency occurred. A large object hits the sub. causing a lose of power, which you can correct if you have read all the signs and clues. Messages scroll across the top of the screen, and the next two emergencies are, I think, meant to prepare you for future, more important ones. Anyway, I had to venture outside the submarine, learning the correct sequence of opening and closing the hatches, pressing the right button, etc. I didn't get a moments peace because no sooner had I returned a second time, looking forward to a quiet rest, than a message came over the Com 3000 to move the sub. to a new position.



This is when the adventure gets really exciting. The claustrophobic atmosphere is well described, and the scrolling messages give a real sense of urgency as they can interrupt your inputs. Add to this the special effects of the screen text shaking when the sub. is hit, and the background changing from black to blue and back again as the water fills and empties the main afloat, and I have to admit that for a text adventure Jon has done as much as he can. By the way, the loading screen with rising bubbles is also very impressive.

The adventure doesn't have many portable objects, but this is more than compensated by the action. I was reminded of the 60's TV program "Voyage To The Bottom Of The Sea" (a C4 must in our house on a Sunday) because the program also loves Aquamen - but the tension was never as great as it is in Deep Probe. You must find and kill the leader of the Aquamen, and destroy their complex, then get rescued yourself. A tall order, but it has given me a renewed interest in Captain Henson's first mission.

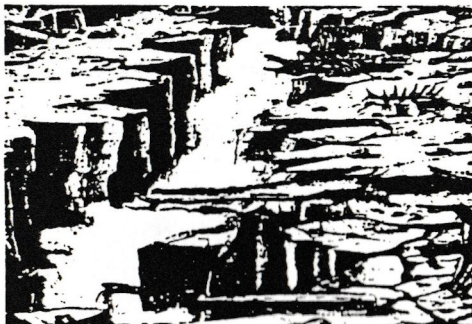
I could not fault the programming. It is written on PAW but incorporates Jon's own VIP system. He must use every bit of memory possible and yet it still runs on a 48K machine. There is plenty of on-screen help. VOCAB gives you everything you need including the special VIP vocabulary required for establishing the water pressure and oxygen level on the Ant Suit (lovely name!), the number of torpedoes and power cells remaining, with INFO giving even more detailed information. I advise you to write it down and keep it in front of you as you play.

You can TAKE ALL and DROP ALL which is useful when you are equipping yourself for a trip outside the sub. and you feel you can't afford to waste moves. I was worried in case the adventure required a lot of technical-type inputs but it turned out much easier than expected, but you must keep an eye on your oxygen level and re-charge when you return to the sub. Signs around the sub. give guidance, and if you write down the responses to X PANEL etc. you shouldn't have too much trouble.

I spotted a few spelling mistakes, for example: split instead of split, and grove instead of groove, but none of us are perfect and these in particular brought a smile to my face and relieved the tension.

Considering it isn't my type of storyline, I found it fascinating to play, and a real achievement to defeat the enemy, reach the surface, and be rescued by the helicopter. Mission accomplished!

Available from Compass Software, 111 Mill Road, Cobholm Island, Gt. Yarmouth, NR31 0BB £1.99 on tape. Cheque/po payable to Compass Software.



## PUBLIC DOMAIN ADVENTURE COMPILATION - G075

Reviewed by Barbara Gibb on a C64

### 1. The Citadel of Yah-Mon, written by David R. Moffatt

Ancient legends tell of the land of Yah-Mon, an island kingdom filled with riches and ruled by magic. Displeased with the evil sorcerer Pkaddon, ruler of Yah-Mon, the gods imprisoned him in his citadel and caused the entire island to sink beneath the waves. Some say that even though three thousand years have passed, Pkaddon still lives, protected by his evil magic.

In the eighth month of the eighth decade of each century, Yah-Mon rises again - but only for a few hours. Now, on the appointed day, you have come in search of the treasures - and dangers - that are to be found inside.

You start in a small boat sailing through an uncharted part of the Pacific Ocean. The sun is setting - you are awaiting the appearance of the island. It does appear, right on cue and you have only a few hours before it will sink again.

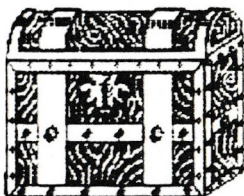
Amazingly, I was stuck on the beach for a while because I made the basic error of not checking all exits. Eventually I was on my way again, negotiating a seaweed-covered ledge to the top of the cliff. I had trouble getting a stone from a niche in the harbourmaster's tower, and decided to forget it for the moment and move on, a wise decision as it turned out.

You will find the citadel of the title without any bother. You can explore around the outside if you wish - it is a small maze. Getting inside the citadel is pretty basic, and there is little to prevent you from exploring, although some menace is suggested when the suit of armour appears to move, and also when you are drawn along a narrow passage by singing, but clear warnings are posted in the form of inscriptions provided you can read the language!

I managed to kill Pkaddon, grab the treasure and even found a princess to rescue who in turn rescued me, just in time, and I think we sailed off together into the sunset as the island sank.

This is a well-presented text adventure. Responses were quick (I have no idea with what or how it is written) but the puzzles seemed very easy, ideal for a beginner. One thing I did not like - American spellings, but I put up with them as it is still a very playable text adventure.

I have another disc with four more adventures by the same author, and hope to review them in future issues, (see FORTHCOMING ATTRACTIONS for titles) and a quick look at them gives me hope that they may be a little more interesting and difficult to play than The Citadel of Yah-Mon.





## 2. Shiver Me Timbers, written by Dana Clapp

The title is actually the name of a treasure island.

While vacationing on the coast, you yearn for the breeze and spray in your face, and on the recommendation of the bellhop you rent a sailboat from his uncle and set out for the sea. As you pass one of the many islands you spot a figure, hobbled by a wooden leg, motioning for you to land. You steer towards the island and beach the craft. Turning around you discover the person has vanished without trace.

This text adventure starts on the north beach with a great view of the island's two major features - volcanos. The one to the south of you is quite old and covered in vegetation; the volcano to the south-east appears new, and perhaps active.

The adventure took me the best part of an evening to map to my own satisfaction - it will just fit onto a single sheet of A4, then I tried to solve some puzzles. Easy, I thought. I will solve it as quickly as I did The Citadel of Yah-Mon. How wrong I was! I spent hours walking around with some interesting objects trying to find something to do with them.

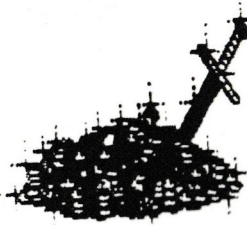
Some of the trouble was of my own making because I kept forgetting what I had read in the instructions at the beginning. You have to LOOK AT an object - believe me you have to LOOK AT *everything* as EXAMINE is *not* understood. I was also at fault for not reading the locations descriptions carefully enough as many clues are well hidden in the text.

The location text only appears in full when you visit it the first time, subsequent visits only gets a brief heading such as "Scenic View" and my favourite and the longest brief heading "Between a rock and a rock". However, you can request the full text by typing LOOK, but leave the disc in the drive as it is accessed.

I don't know how this is programmed but it is quite sophisticated because you can change the colour of the print and paper, use the pre-programmed function keys for AGAIN, DROP, LOOK AT and TAKE, you can TAKE ALL and DROP ALL, and also enter several commands on a line by separating them with a period (American for full stop). The only facility I didn't find was a way of saving to memory instead of to disc.

What I, from early impressions, expected to be a nice easy stroll, turned into a bit of a (nice) headache, until I remembered the HELP command. Like the first adventure, this is by an American author, and therefore some words are spelt accordingly.

A good adventure, and I will be on the look out for more by the same author.





### 3. The Land, written by Michael Wrage

This is a simplistic joystick-controlled role-playing game for up to 6 players with a choice of six characters - Wizard, Sorcerer, Knights, Warrior, Woodsman and Gladiator.

After choosing your character you are asked if you want the map to be hidden - if you say NO you are asked if you like the map that is then displayed on the screen. If you say YES instead of NO a square of map (one ninth of the whole) appears. When you press the joystick button you are told where you are, e.g. "You're in the middle of town". The map was the only graphics I saw. Each player seems to get 4 moves at a time, and you get messages such as "You meet a wood nymph, she is asking you if you would like some tea" - the tea turned out to be poisoned! I found myself fighting an Ogre and actually managed to kill him, my reward was 19 gold coins.

I'm not really interested in role-playing games and only tried this and the following one so that I could write something about them. I soon mastered the stick/button controls - I was just completely useless at judging when to fight, what to buy, etc.



### 4. Untergarte, written by Ben Bradley

When loaded, you are told this is a role-playing game modelled on the C-NET game UNDERWORLD and intended to be a non on-line version of the same game.

This seems to be an entirely menu-driven game. First, you have to define your character. Pressing D on the opening screen starts the process. Typing your name gives you the chance to choose from 6 different classes and six different races with detailed descriptions of them all. Class has Wizard, Thief, Fighter, Cleric, Paladin and Barbarian, and race has a choice of Human, Elf, Dwarf, Ogre, Lizard Man and Hobbit with full information on their particular strength, wisdom, intelligence, etc. After each choice you are asked if it is correct. When you are satisfied with your character you can begin your adventure. The main menu gives you your next set of options, Examine stats, Town, Caverns of Chaos, Dungeons of Death, Pit of Pandemonium, and Quit. Even an idiot novice like myself knew it would be best to explore the Town, so I pressed T and was presented with a new set of options - the Armour Shoppe, Shield Shoppe, Weapon Shoppe, Healing Herbs, Gambling Hall (good fun here - but I lost), Training Camp (I wanted to go here but you need at least 1000 experience points before allowed to enter). All the options are controlled by single key presses and is very easy to use, it is knowing which key to press that is the difficult part. I freely admit all my adventures were very short-lived.

A very basic game, very quick responses, text only.

This is a reasonable selection of adventures and quite good value for £2.99

All four programs on the same Commodore disc from Kingsway Computer Services, 72 Glencoe Road, Sheffield, S2 2SR £2.99 only on disc

## THE MIGHTY ATOM - Pt 5

Written by Geoff Lynas

Hello, hello, hello and welcome back from the excesses of the Christmas break. I hope you all had an enjoyable time and Santa Claus brought you everything that you asked for! I'm off back to work tomorrow and raring to go (yeh, yeh!) I didn't get anything remotely connected with computing or adventures in my Christmas sock (if you don't count the disks Barbara sent me to review) but my son did. Yep, big surprise, the old bloke in the red gear brought him a Gameboy and some games. Among the games were the obligatory TETRIS, the cute WORLD CUP FOOTBALL, DOUBLE DRAGON and PRINCE OF PERSIA. I must confess that not only didn't I get any adventure-related presents I didn't play any of the ones I already had. But I have got to Level Three in Prince of Persia and cracked the highest score (in our house) on CHAOS - a very elegant implementation for the Archimedes of that aged favourite (?) ASTEROIDS. Sorry!

Anyway, sanity is returning so let's see what's afoot in the sparsely populated Archimedes land of adventure. Well nothing much has happened since I last wrote except that the favourable review of "The Survivor" in the December "Acorn Computing" led to what can only be described as a pre-Christmas rush of orders. So now I've sold 21 copies. The significance being that there really are hardy souls out there playing adventures on the Archimedes (and willing to pay a tenner a go). My next little tempter for the closet adventurers of Acorn is a demo disk with almost 250K of "The Survivor" on it for £1.95. This is, hopefully, being announced in the major mags. in a couple of weeks time! I've been fishing about for someone to do a conversion to PC for me for a few months but I will be acquiring an Amstrad 7368 shortly so I might do it myself. Once my sales have reached a magic number (known only to me, i.e. 25) I will continue with part 2. This means it could be out by May/June at which time I wonder if anyone would be daft enough to fancy having a go at converting it for the Spectrum? Just a thought! *(If anyone is interested, please contact Geoff direct or I can pass on a message...Ed)*

The newsagent didn't disappoint again this month. BAD INFLUENCE won the TV tie-in mag. race to the shelves but GAMESMASTER made it too this month. It has an advantage too - It's cheaper (around £1.75 as opposed to £2.95). It's full of the same sort of stuff though, again not a great deal on text adventuring. Fortunately for my wallet the GAMEBOY mag. is only 99p!! Another bit of light reading to appear has been THE ANCESTRAL TRAIL, a fortnightly Marshall Cavendish dabble into the world of fantasy. The first issue is 50p, the rest somewhat more. *(I could only get issue 2 which cost me £1.75...Ed.)* The artwork is superb - Julek Heller - and there's a compo with 10 Lynx handhelds as prizes *(great machines ... Ed. again)*. Judging by the language used it is aimed at early to mid teens but you could waste 50p in a less rewarding manner. The newsagents will thank you - there were piles of them at all three local shops!!

Talking of competitions with superb prizes, don't forget the Interositter competition from the December Probe. You have until February 15th to get your entry in. The first entry has been received and was highly entertaining!! Now that the Christmas pudding effect is starting to wear off, limber up the grey matter and bash out a quick paragraph. The film in which an interositter first appeared was not "UHF" although it was mentioned in this spoof! Finally, (more about Acorn Atoms next month) Fujitsu advertised their inkjet printer in "Computer Shopper" again this month, only this time it was £175 and underneath it claimed R.R.P. £349. Strange!?! Have a prosperous New Year.



## HOW TO SURVIVE AN ADVENTURING MOTHER

by Anna Scott-Parker

Develop a taste for Pot Noodles and accept all invitations to friend's houses so that you can take advantage of any hot meals. Be sure to accept weekend invitations especially, because friend's mothers always wash school uniforms really carefully.

Always choose clothes made from dark, ready wrinkled, non-iron fabrics.

Keep a dictionary handy, then you can discreetly check the meaning of unfamiliar words . . . such as decorating and Spring cleaning.

Eating three or more pieces of a relative's home-made cake or pie at one sitting, while saying things like "I didn't realise that cakes could be made at home!" in between mouthfuls, should guarantee a regular supply.

When asking for pets, choose the sort that are self-exercising . . . like mice or earwigs.

Set the clock two hours early prior to an important appointment, that way you should be no more than half an hour late.

When friends call round, pretend to be out. If this fails however;

Explain any large, obvious cobwebs as your science project.

Uncleaned windows can be passed off as a necessity for light-sensitive eyes.

Strange noises from behind closed doors (i.e. Dungeon Master's war cries . . . yeeeeearrrrrr) can be explained as a martial arts or judo class.

Occasionally hide the current adventure map, that way the entire house will be tidied in the search for it. N.B. IT IS NOT ADVISABLE TO REPEAT THIS STEP TOO OFTEN.



WHO DID WHAT, WHEN? by Chris Wiggins.

Five Probe reviewers were each play-testing a new adventure on different days last week. However, all was not plain sailing and the help sheet was needed to get past a particularly tricky problem. Using the following clues, can you work out who play-tested which adventure on which day and what problem he/she encountered?

	Golden Chalice	Sorcerer	Dragon's Teeth	Haunted Castle	Orb of Chronos	Locked door	Sleeping Giant	Forcefield	Password	Blind beggar	Monday	Tuesday	Wednesday	Thursday	Friday	
Mark																
June																
Barbara																
Phil																
Ron																
Monday																
Tuesday																
Wednesday																
Thursday																
Friday																
Locked door																
Sleeping giant																
Forcefield																
Password																
Blind beggar																

NAME	ADVENTURE	PROBLEM	DAY

1. Mark play-tested his adventure the day after THE GOLDEN CHALICE but earlier in the week than the person who encountered the problem of how to get past the forcefield.
2. THE ORB OF CHRONOS was play-tested earlier in the week than the one Phil was absorbed in but the day after someone found a sleeping giant barring his/her way.
3. The problem of the locked door was encountered the day before THE SORCERER was loaded into someone's computer.
4. THE DRAGON'S TEETH was thought to be fairly easy until someone stumbled across a blind beggar and couldn't find a way past. This adventure was play-tested later in the week than (but not the day after) the one Barbara was play-testing, which wasn't THE GOLDEN CHALICE.
5. The person who play-tested four days earlier than June wasn't Ron.

*The following was part of a long letter from Tim, but June thought this was such an important subject that it warranted the prominence of an article ...Ed*

## WHY DOESN'T SOMEONE . . . ?

by Tim Kemp

I've been stirred into action by a letter I read in Chris Hester's "Adventure Coder" fanzine (Issue 19). The gist of the letter, which came from Ian Eveleigh (who wrote The Lamberley Mystery on Spectrum), was that Ian was fed-up waiting for someone to produce a decent adventure authoring system for the 16-bit machines.

He complained, and quite rightly so, that GILSOFT had abandoned us, or to be more precise, don't seem to want to bother doing 16-bit conversions of the PAW or even the QUILL. Yes, even the QUILL would go down well, I think!

To me, it does seem a hell of a shame that GILSOFT no longer have any plans to spread their marvellous adventure systems over more formats. The last I heard was that the ST version of PAW was nearing completion and an Amiga version would follow depending on the success of the ST version . . . that was a couple of years ago now and still we wait.

I suppose you could petition GILSOFT, but would that do any good? Or . . . If there were enough people brave enough we could all chip in and commission a programmer to program a 16-bit adventure writing system (or am I being too simplistic?) *Anyone offering to program? I for one will do everything I can to encourage them . . . Ed*

Those aren't the only courses of action to take. There is one more that should, in all reality, prove to have the strongest light shining at the end of its tunnel . . . I refer, of course, to INCENTIVE SOFTWARE. Remember GAC? Course you do! GACed adventures are still being written, and that goes for games on its 16-bit incarnation - STAC!

Now I'm not suggesting for one minute that STAC/GAC appears on the Amiga or PC in its present form, but can you see any reason why a company like INCENTIVE shouldn't develop it into something brilliant? They could then release it (via Domark presumably?) into what would be virgin territory. They'd have the market cornered from day one as they'd have NO competition whatsoever. Yes, I know there are one or two other 16-bit adventure writing systems out there, but they suffer from not having a programming "team" working on them and multi-thousand pound backing!

Let's look at the facts as I see them:

1. INCENTIVE (through DOMARK) is huge!
2. They have got GAC/STAC (which sold well in the past) to build on, and
3. They have already successfully marketed (via DOMARK) a product that is, to all intents and purposes, totally useless and which has an adventure-ish theme. I am referring to the 3D Construction Kit.

Now DOMARK/INCENTIVE have decided to sell what is essentially the same item in a version 2 format with a "virtual reality" label tagged on for good measure, or to be precise for good marketing reasons - virtual reality being the current buzzword amongst the computer fraternity so is a good marketing ploy.



From the advertising blurb I've seen, the 3D Construction Kit doesn't even pretend to be anything other than a canvas on which you can create a world you can fly or walk through. Can it even create games? This means that if INCENTIVE can sell something that has little use other than designing the ideal home in a "virtual" setting then surely they'd have no problems promoting something as useful as an adventure creation system in which you get to design virtual worlds in any setting imaginable? (Imagination being the only factor that limits what you can possibly do with an adventure writing system).

The reason I call the 3D Construction Kit useless is because it is - especially when compared to something like GAC or STAC. Can those of you reading this who have seen a 3D Construction Kit game say it was any good? Can those of you who have bought the 3D Construction Kit say they have got much joy out of it, and wouldn't you much rather have an adventure writing system to play around with instead? Even though some 3D Construction Kit games have made it to PD libraries, the PD reviewers in the glossies tend to say things like "This 3D Construction Kit game is pretty much like all the other 3D Construction Kit games". What that means is that they all look the same, have limited game-play, limited appeal, limited stability and will probably end up being used as a blank disk. Nearly all the 16-bit PD adventures, on the other hand, get good reviews.

Imagine Zenobi, Compass, Tartan, The Guild, and River Software adventures (to name but a few) being converted to Amiga, ST and PC format! Great games would reach a new audience and immediately an adventure construction kit (for want of a better INCENTIVE-like title) would be more attractive, more useful and more marketable than the 3D Construction Kit. Am I right? Look at how well the QUILL and PAW sold. Look at how well an inferior system like GAC sold (inferior to PAW at any rate). Wouldn't a well-designed 16-bit adventure writing system be a sure fire winner?

I've decided to write to INCENTIVE (c/o DOMARK) and see what they have to say on the subject, and I suggest that those of you who are wondering why no adventure writing system has come from that stable should do likewise. Perhaps they think that adventure writing (or playing) has a limited appeal? Perhaps they feel that the future lies in providing a utility that allows the user to put geometric lines on a screen and pretend he/she is in a virtual world? The best way to my mind to pretend that you are somewhere else is to play an adventure - not wander a land of coloured blocks getting bored out of your skull after the first five minutes.

*I agree with you, Tim. I can really only speak from the viewpoint of a text-adventure player. I will welcome more adventures for the 16-bit machines and will support anyone who can push for a British utility. AGT, AGTBIG and TADS seem to be the most popular of the utilities but they must have their drawbacks. I hope programmers will write in to tell us about their experiences with adventure writing utilities (text and graphical) already available, and also what excuses they have been given when they have approached GILSOFT about the chances of ST/Amiga PAW ever being released, or DOMARK/INCENTIVE for an updated STAC, plus versions for the Amiga and PC.*

*I understand the new TADS allows the same database to be used for the Atari, Amiga and PC which must be good news for programmers and players alike, less work for the first, more chance of the adventure being released for the second.*

*As far as I am concerned, there is NO substitute for the written word and our imagination.  
Barbara.*



# \* \* \* \* \* SynTax \* \* \* \* \*

SynTax is a bi-monthly colour disk magazine packed full of reviews, solutions, hints, features, information files and many other items of interest to 16-bit adventurers and RPGers. The first issue was in July 1989.

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Grue-Knapped:

The funniest adventure since Hitchhikers. (Dave Barker - Syntax)  
The game is just very funny (81%). (Balrog - Amstrad Action)

Helvera:

Great value and very entertaining. (82%) (Hobbit - Amstrad Action)

Note: CPC versions of Grue-Knapped! & Helvera are only available from WoW Software and PC & ST versions of Grue-Knapped! are only available from Neil Shipman.

## SOMA - PART 3 (after the original part 2)

written by Mary Scott-Parker

.....It began to lumber towards them. The girl, hearing the footsteps, turned around and stared, transfixed, into the amber smoke-filled gloom at the abominable creature advancing, panic once again rising inside her young body. The creature lumbered on until it was within striking distance of the unlikely pair, then it raised its head and a peal of maniacal laughter rang out. The piercing, glassy eyes stared menacingly at them, unblinking, until the girl felt a scream of hysteria rising up inside her throat. The Traveller, however, felt no such panic. Reaching inside his tunic, he brought out the small, strangely-shaped pendant hanging at his neck and held it out towards the creature. A thin, eerie, high pitched note emanated from the metallic base of the carved piece of malachite and began to swell on the smoky night air, becoming higher and higher, until it was no longer audible to the girl. The creature stopped in its tracks. Quite suddenly the mesmerising blue light in each eye was extinguished, and it moved no more, standing rigid against the backdrop of the inferno which had been Richesse. The Traveller lifted his leg and placing his foot in the centre of the creature's chest, pushed. The creature toppled over and fell to the ground. The girl should have been surprised at the metallic sound, but the events of the night had been too much for her brain to comprehend, and she had switched to automatic pilot, only knowing, that the Traveller was her one hope in this night of terror. Where he had come from and why he looked strangely familiar were questions that could wait.

"wncjklyzx xytklmwxz?"

The girl stared blankly at the Traveller, and he repeated the question. The vacant expression was replaced by a puzzled frown. "Of course, the translator is not activated!" said the Traveller to himself, and he pressed a small jewel in the pendant, still held in his hand.

"Are you all alone?" he asked the girl again, gently but urgently. "Are there no others with you?"

She shook her head, her eyes held by his strangely hypnotic gaze.

"Come then, we must leave here, more robots will come soon."

"Robots?"

"This creature ...." he prodded the beast with his foot "is a robot, a machine made to look like a creature." "Why?"

"To appear more frightening, and because robots are expendable. How many are there?"

"I don't know .... lots .... they came and burned all the houses, some with people still in them." She shuddered and looked fearfully over her shoulder towards the burning town. "We saw them coming and most people ran to hide in the caves, but I stayed to free the animals. I fell into a ditch and twisted my ankle. I was almost caught. I couldn't run fast enough to catch up with the others at the caves."

"Caves?"

"Yes .... over there," she pointed into the smoky distance, behind the town. "Many caves, very old, most are very deep, that's where the mines are."

"Mines? What mines?" He was instantly alert, his tone suddenly sharp.

The girl hesitated, her expression troubled. Then instinctively she knew that she must trust this tall stranger with the strange, hypnotic eyes and the power over wild beasts.

"The Lirium mines." As she spoke the words, she looked half fearfully over her shoulder, as if to check that there were no eavesdroppers.

"Lirium?" His voice was less sharp, the tone almost wondering.

"It's black crystal with red fire inside. Other worlds try to buy it or take it from us. They say it has magical properties, but it is written by the Ancient Ones that we should never part with it because one day they will come back for it. The Lirium mines are very deep inside the earth, and only a few people know the secret paths. The knowledge is handed down from father to son, so no one can tell the secret. Do you think that's what the robots want ... the Lirium?"

"The robots themselves are just instruments, tools to do the work, but the creatures who made the robots may well want the Lirium for themselves. The robots were just sent here to destroy the town and terrify the people into submission, the real enemies are the ones who control the robots."

"Do you know who they are? Are they here?" The girl's voice sank to a whisper.

"What's your name?" said the Traveller.

"Oda."

"No more questions, Oda. There will be time for answers later. We must leave here now. Are you able to walk?"

"Yes, I can walk." She looked uncertainly at the Traveller. "You will take me with you?"

He gave a brief smile. "Yes, of course, come. The Journey is long."

Dawn was streaking the sky with gold when the Traveller strode back into the cave. The girl was lying across his broad shoulder, fast asleep, physically and mentally exhausted by the exertions of the night. He slid her gently to the ground and covered her with his cloak. From his backpack he took a gold phial and poured some pale liquid into a small container. Sinking onto his haunches and gazing out of the cave mouth over the peaceful valley, he began to sip the life-sustaining liquid, feeling it burn a fiery path all the way down into his stomach, which had been empty of nourishment for so long. After he had drained the last drop of liquid from the cup, he reached into his backpack once again and took out the cylinder. Gripping it firmly with both hands he concentrated his thoughts and waited for contact to be made. The voice was not long in coming through.

"Greetings once again Traveller. You have been swift in your work. The situation in the town is now stable?"

"Negative" said the traveller grimly. "The town of Richesse is no more. It has been razed to the ground by the enemy. Most of the townfolk have escaped and have taken refuge in some mines about one klick to the south of the town. Were you aware that Corpus Deum is found and mined on this planet? The natives of Richesse know it as Lirium."

"Affirmative," said the voice "but it was thought that the whereabouts of the mineral was known only to a chosen few."

"That is true," said the Traveller "but it seems that the enemy seek to take the secrets of the mineral by force. I don't know how long it will take them to find the secret entrance to the mines, but since we last had news of them their technology has increased.



Their weapons are far superior to the primitive weapons at the disposal of the people of Richesse."

"I will convey your message" said the voice. "You will receive further instructions in due course."

The Traveller returned the cylinder to his backpack and laid his bedroll on the floor of the cave. This done, he sank onto the ground and allowed himself the luxury of the first rest he had had in three days.

A scurrying rodent found his emergency exit into the cave inexplicably blocked and he began to scuffle in the sand beside Oda's ear. She woke with a start, wondering where she was. Soon the memories of the horrifying night came flooding back, and her gaze fell on the Traveller sleeping next to her. Who was he? Where did he come from? Why did he look so familiar when she knew, without a doubt, that she had never set eyes on him before this night?.....*now write on.*

*Mary has written a wonderful third chapter, now it is the turn of someone else to send in part four! Please, please, keep the story going!! It should be suitable for all ages, and can be as long or as short as you wish. If/when the end is reached and there is a demand for it, I could publish it as a separate booklet. What do you think? The following is another SOMA 3 but Keith said it wasn't meant as a serious entry. Keith, you can write whatever you think should happen next. FUN is what it is all about! (Barbara)*

### SOMA 3 (Just for fun)

written by Keith Burnard

The Traveller drew his sword from its scabbard and prepared himself mentally for battle. Pushing the girl behind him, he stepped forward to face the unseen foe. As he got nearer, to his horror he saw a large wolf. Baring its teeth it leapt high towards him. The Traveller, shutting his eyes, thrust his sword forwards and up, at an angle. A split second later he felt the weight pulling the sword from his hands. Upon opening his eyes he looked down and there in front of him lay the wolf, impaled on his sword. He kicked the wolf to make sure it was dead. Withdrawing his sword, he cleaned it and put it back in its scabbard. The girl flung her arms around him, and sobbing with relief, kissed him. As he embraced the girl, he asked her who she was.

"My name is ARABRAB and I come from a land called ERUTNEVDA EBORP. My father, called MOT TSORF, treated me badly. He punished me by making me play a game called OLLEDROG TNEDICNI. I tried my best, but found that everything I did was the wrong way round. This angered him all the more, so I ran away!" The Traveller assured the girl that he would look after her and speak with her father when he had finished his own quest. (WHATEVER THAT IS?)

Side by side they walked towards the town of RICHESSE. On reaching the perimeter gates someone called out, "Stop where you are. What do you want?" Looking down from the watchtower was a soldier, bow in hand, ready to fire an arrow at them. The Traveller turned to push the girl out of the way and realized she had vanished. Standing by his side was a tall lanky Teddy Bear called YRRAL DLEIFSROH!

He PAWed at the Traveller and growled, "Go on, examine the soldier carefully and answer him!"

The traveller looked up to answer when .....

A walk through THE BOUNTY HUNTER as played on the Spectrum

written by the author, Jack Lockerby

(It is available from Zenobi Software on a compilation tape with five other adventures)

Part One (of Seven)

Hi there! I'm Professor Froigen and I had been very busy doing secret research work on viral life-forms. I had nearly finished my experiments when someone high up in the Federation ordered me to send 22 of these life-forms, which I called VIROIDS, to one of the outer planets where they were to be tested in harvesting desperately needed salt, a boring job for us humans!

Unfortunately, the blipship carrying the Viroids crashed on the planet of Karakata, an old world planet that was once inhabited by an early humanoid tribe. The viroids had all escaped and were hiding somewhere on the vast planet.

A well known bounty hunter had been chosen to seek out and destroy these viral life-forms before they became unstable. His W.A.T.C.H. had been programmed to send back the success or failure of the mission. This is that report!

I've beamed down onto the planet and landed on BODHOLM PLAIN. A quick glance at my map showed me that there were many locations nearby that I could check out before using the teleport facility which would take me further afield.

I saw an old cart close by, it had one wheel missing. The floor in BODHOLM GRANNARY was covered with a white dust, I tried to gather some of the dust without success. I entered BODHOLM WORKS and found a pair of windblowers, a sort of bellows. I squeezed them and they expelled a sharp blast of air. I noted this fact for future reference. I went to ARRATHOLM where I found a locked door with the words GLITZ VLI on. At ARRAT SANDS my attempts to explore were stopped by hungry sand sharks whilst travelling in the GORSE PITTS was impossible due to the pain on my legs. I went up a spitwood tree in the HAUNTED HILLS and broke off a branch covered with glowing buds. As I broke it off the buds closed up. I had a quick look at the AHN SALTFLATS and the WINDY DRY but found it impossible to do anything against the fierce wind. I teleported to STORM STEPS 02/43 but was forced to retreat by the severity of the thunderstorm.

I returned to the cold waters of SWANFLEET and looking in the water I saw some cold water sponges. After I'd taken them I noticed that they were hollow with a small hole. Travelling alongside SWANFLEET I was aware of gigantic shellbacks that surfaced and swam out across the lake. Throwing caution to the winds I climbed on the back of one of them and soon found myself on COLD ROCK, facing the first of the VIROIDS. A quick blast with my pulser and the alien was splattered all around. As soon as another shellback appeared I hitched another ride back across SWANFLEET.

Between SWANFLEET and the MONFROTH RIVER I came across a small fresh water pool. In the pool swam a GILLWORM, however I could not catch it no matter how hard I tried.

(to be continued)



## COCKROACH CORNER

Nice to see that the column is attracting some kind of attention and that it also appears to be getting the results desired - must admit though that I cannot take too much credit for our nice "Mr.X" coming up with the goodies, as he managed to fulfil his commitments even before the last column went to print (*on its way to the printers, actually....Ed*). Hope our little programmer person is now happy and that the cheque has been cashed and the money spent on some nice festive purchases.

I was right pleased to see that my comments had managed to raise the blood-pressure of one or two individuals, even if they were only a couple of minor minnows in the stream of life. So to Jonathan Scott and Keith Burnard I have only a couple of things to say in reply - namely that any time you want to come out to play just let me know and I will be more than happy to accommodate you. In addition I would just like to add that should young Jonathan dare to risk placing his foot in the vicinity of MY head then there is a good chance that he could just get his toes bitten off - us cockroaches are fierce creatures and not to be trampled upon lightly.

In these days of recession and poor wages most working people take good care of their "brass" (or what we call money over here in God's county) and there are times when it causes the bile to rise in my throat to see the lengths that some people will go to part us from it. That once-great magazine YOUR SINCLAIR is not content with merely slashing the number of its adventure-related pages down to a mere TWO (at times even down to a single, solitary ONE!) but has now allowed the so-called adventure columnist to start reviewing games that are YEARS old and were first released when Adam was a lad. Not only that, but some of these games have been featured as "give-aways" on a rival publication's so-called FREE cover-tapes. Worse still, these "mouldy-olgies" were part of what the writer called a "SPECIAL" round-up of the entire output of one software house. The WHOLE TWO PAGES were taken up by reviews of this ONE software houses games. If it were the government that was responsible for this there would have been a public outcry and/or a general uproar. The accusations would have been flying thick and fast and bank statements would have been checked for irregular payments. We part with our money in order to read about NEW games and to find out what is in store for us, not to be force-fed with a diet of regurgitated crap. Is it any wonder that sales of said magazine are falling rapidly - especially amongst the adventure-lovers of the country. So come on YOUR SINCLAIR, play fair with your readers and give us something worth reading before even more of us decide to pass our money on to somebody else's magazine.

In my last column I expressed some comments about a recent "chain-letter" and our dear editor saw fit to cut these from the piece owing to the fact that the person responsible for passing on the letter in the first place had seen the error of their ways and put a stop to its travels. If this is true then how come I have just received another copy of it? This offensive collection of sheets of paper dropped through my letter-box only a few short weeks ago and within minutes was residing at the back of the fireplace along with all the rest of the rubbish. The resultant blaze was a joy to behold and I urge any of you who receive copies of this letter to do exactly the same. Such nonsense has no place in decent society and can only bring misery and sadness to anybody fool enough to believe the pathetic lies printed in it. This is definitely my LAST comment on the matter - any more and it will be time for action!



*The following was received after I had taken the decision that it was time for the Cockroach to go into hibernation. (Barbara)*

Well I suppose it had to happen - the potency of the truth is often more than some people can stomach and it seems that the "faceless ones" have consigned me to an early retirement, much in the same way that a bunch of "nameless ones" removed that old tub of lard over in Rochdale from the pages of RED HERRING. It seems that the truth hurts and rather than risk our dear lady editor losing some of her highly-prized subscriptions I will enter an early hibernation before these irate few make life any more unbearable for her. So from now on there will be no more COCKROACH CORNER, no more Jibes at the establishment and no more questions concerning the validity of the actions of certain people. I will crawl back into the dark corner I came from and reflect upon the sorry state of a world that will not allow the TRUTH to be spoken.

Before I go I must just relate one more small story concerning my new-found pal to the west. Just a day or so before Christmas I received a greetings-card from the Balrog himself and my surprise at receiving it was nothing compared to my hilarity at reading it. It looks as though the old f\*\*\* bought his cards on the cheap this year because wherever they were printed had a very poor understanding of the English language and how to go about spelling it correctly. In bold silver letters were the words of a festive greeting - ESPECIALLY FOR YOU AT CHRISTMAS. Only problem was, somebody had missed out the "S" in "ESPECIALLY". Nice one you old fat sod. Maybe next time you will check to see why those cards only cost you 25p for 100, either that or print your own, or was that were you went wrong this year?

With that little gem I will bid you farewell and leave the pages of PROBE in the condition they were in before I made my mark on them .....Adieu!

*Cockroach hasn't gone yet!*

**Footnote** - How come none of the complainants ever wrote to me personally and voiced their opinions. I never hid from them, my address was there for all to see and use!

*I think he was trying to tell you something because I received an absolutely gorgeous Christmas card from the Rochdale Balrog.*

*Cockroach says it was only expressing other peoples views. Just because Cockroach is no longer championing your cause doesn't mean your views will be unheard - simply write to June, Letters Editor. The letters' pages are open to Cockroach and anyone else to sound off about anything important. We all have at least one thing in common - adventuring - and my job as editor would be easier, and I would be much happier, if everyone treated everyone else as they would expect to be treated. Does that sound too much to ask for? Anyway, Cockroach, thanks and have a happy retirement..... (Barbara)*

# NEWS

## Oops

First, I have to correct one of the many errors I made in the December magazine. I called the author of "Corporal Stone" Jason instead JAMES. Sorry James - I've made sure I got it right in the review in this issue! Looking forward to your next adventure.

## Commodore Force Magazine

I heard on the grapevine that Mandy has taken on the guise of BASH THE BARBARIAN in Commodore Force, and when I telephoned her it was confirmed. Now I'm sure you will all agree that she is nothing like the image this name creates, so hopefully the editor will either allow her to change the name or at least let her bring her own personality to the column and reform "Bash" into the nice friendly adventurer we know "he" should be.

The next issue, number 3, is due out on 28th January, and will have Clive Wilson's "SHARDS OF INOVAR" on the covertape.

## Zenobi Reduces Prices

We are all feeling the pinch when it comes to buying software, so it is very good news that Zenobi Software has reduced the price to £1.99 (tape only) on many of the older adventures in their catalogue. They are: Clive Wilson's "Little Wandering Guru", "Demigod", "Nightwing", "Se-Kaa of Assiah" and "ZZZZ"; Laurence Creighton's "The Golden Pyramid", "Eclipse", "Behold Atlantis", "The Legacy", "The Lost Temple", "The Bermuda Triangle" and "Bomb Under Parliament"; Jonathan Scott's "Escape from Hodgkins Manor"; Linda Wright's "The Beast" and "Cloud 99"; Jason McHale's "Urban" and "Deek's Deeds" (*two of my favourites*); Karl Bunyan's "Tales of Mathematica"; Essential Myth's "Dr. Jekyll & Mr. Hyde"; Kelth Burnard's "Radiomania"; Shaun McClure/Ian Smith's "A.R.C./Hit"; Mark Walker's "The Oppressed Land"; Mike Jessop's "The Slaughter Caves"; Garry Cappuccini's "Crack City"; Alan Davis's "House on the Tor"; Scott Johnston's "Lightmare"; Mike Gerrard's "One of our Wombats is Missing"; Les Floyd's "Pawns of War/Infiltrator"; Patrick Walsh's "Case of the Beheaded Smuggler"; Sean Vennard's "Wizard Quest"; Sue Medley's "Staff of Power"; Andy Wood/Pete Page's "Stalker"; Ian S Brown's "Bog of Brit/Menagerie"; Alex Williams' "The Boyd File"; Sigmasoft's "Elfindor" plus all of the Rochdale Balrog's adventures. Now will be an excellent time to order any that you don't have, and who knows, if you return the special prize-draw coupon you may win yourself one of the FOUR six-month subscriptions to Adventure Probe. Write to Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, OL12 7NX. Please enclose SAE if only enquiring.

## FSF Adventures for the Spectrum

Larry tells me he has Scott Denyer's agreement for him to sell "Grabbed by the Ghoules" (£1.49 on tape or +D 3.5" disk) also Bob Adams' permission to convert "Helvera - Mistress of the Park" Don't forget, FSF also publishes the Spectrum version of The Grue's "The Four Symbols" (see advert. in December issue) - a great adventure from what I have seen of part one.

All enquiries to FSF Adventures, 40 Harvey Gardens, Charlton, London, SE7 8AJ. Don't forget the SAE if only enquiring.



### New Adventure by Walter Pooley

A whisper has drifted cross Liverpool to tell me that Walter has been working hard on an adventure loosely based on Sir Arthur Conan Doyle's "The Lost World" - "real" adventurers in search of dinosaurs! It will be released very soon for both the Spectrum and Commodore. More news next issue.

### "New" Atari/Amiga/PC (3.5" & 5.25") Adventure

Many of you will have played the Spectrum version of "Staff of Power" (*if not, why not! See item about Zenobi*). Now Sue Medley has converted it for the 16-bit machines. It is written using AGTBIG and is a greatly enhanced and expanded version of Sue's original. It has been renamed "OKLIB'S REVENGE" and is only £5 (add £1 if overseas) from Sue Medley, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. State size of disc if ordering the PC version. The 5.25" PC version is in archived form for use on a hard disk. The Atari version runs on a half-meg machine.

### New Amstrad Adventures

Philip Reynolds of the Adventure Workshop tells me he is currently converting the following adventures: "The Pendant of Logryn" by Jamie Murphy which should be ready for release by the end of January, and "Starship Quest" by Larry Horsfield which should be ready about the middle of February. All enquiries to The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, OL2 6SR. Remember to enclose SAE.

## IN-TOUCH



### Commodore Hardware and Software for Sale

Action Replay Cartridge for Commodore 64 £10

C64 Adventure and Arcade games on cassette and disk. Please send SAE for list to: Janice Charnley, 54 Middlehurst Road, Grappenhall, Warrington, WA4 2LG. Tel. No. 0925 268796.

### Amstrad Adventures Wanted

"Cartoon Capers in Ghost Town", "Faerie", "Flashback", "H.R.H.", "Ice Station Zero", and "Quann Tulla". Phil says he will pay handsomely for these games so please write or telephone with the amount required to Philip Reynolds, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Tel. 061 652 7565

### Amiga Adventures Wanted

Any adventures that are compatible with the A600, especially early Magnetic Scrolls and Topologika games. Please contact Mark Oulaghan, 90 Springcroft Road, Hall Green, Birmingham, West Midlands, B11 3EN Tel. 021 778 2014

### C64 Software/Mags./Hardware for Sale

"Windwalker" (4 disks) £10; "Marsplayer" £8; "Pool of Radiance" £10; "Wastelands" £10; "Azure Bonds" £10; "Sim City" £5; "Ultima 6" £10; "Might & Magic 1" £10; "Might & Magic 2" £10; "Bards Tale 1, 2 & 3" £10 each; "Dragon Wars" £10; "Space Rogue" £10; "Knights Legend" £10; "Ultima 2 & 3" £10 each; "Moebius" £10.

Also a complete set of Commodore Disk User - 35 disks and magazines packed with games, utilities and information - offers. and "The Currah Speech Unit" - offers.

Phone Harold Dixon on 0282 868597.



## HELP WANTED

From Jay Honosutomo, 41 Thriftfield, Hemel Hempstead, Herts. HP2 5YH.

The Test (by Ken Bond) - How do I operate the ski lift so that I can board it?

The Spiro Legacy (by Ken Bond) - In the castle, how do I open the door in the round room and how do I get rid of the figure in the panelled room?

The Lost Dragon (by Tom Frost) How do I get the key (hanging on a string )?

All played on an Amstrad CPC 6128.

From Neil Ashmore, 5 Park Crescent, Furness Vale, Stockport, Cheshire, SK12 7PU.

I would appreciate it if someone could explain the pros and cons of an Amiga 500 system or an IBM PC. Which is the better machine? My main use of a computer is for Adventure and Strategy/Role Playing games, but in the future I'd like to get into the programming etc. side of it. I read somewhere recently that a PC is better suited to in-depth tactical strategy games.

## KINGS AND QUEENS OF THE CASTLE

Neil Ashmore, 5 Park Crescent, Furness Vale, Stockport, Cheshire, SK12 7PU.

Spectrum : Custer's Quest, Dracula, Mordon's Quest, The Quest for the Holy Grail, Rigels Revenge, Robin of Sherwood, Seabase Delta, The Sorcerer of Claymorgue Castle, The Big Sleaze, Urban Upstart, Valkyrie 17, The Lords of Midnight (including an A3 size map). Amiga adventures : Leather Goddesses of Phobos, The Pawn, Zork 1, Hitch-hikers Guide of the Galaxy. Amiga strategy : Eye of the Beholder 2, Dune, Deuteros. Please ensure you enclosed an SAE when asking for help.

## ODDITIES

Diane Rice has just had an awful thought, well three actually!

Should I really have helped Larry the Lemming to kill himself? What will his mother say?

In the "Spectre of Castle Coris" my hand passed through a tattered shroud and found a beard. What, exactly, had it been attached to?

In "Dragon Slayer" how did Albron receive his wounds? Did my hook have anything to do with it? *(You have to throw the hook, attached to a rope, onto the ledge so that you can climb up to it. When you arrive on the ledge you find a dying adventurer....Ed)*



Bombing Out on the Atari

Lon Houlston and I have had a little trouble with bombs. They always appear when you least want them, and just stay there until you switch off the computer - they don't even explode. I know the number of bombs is suppose to help identify the trouble, but even the following doesn't help me understand why they happened or how I can prevent them.

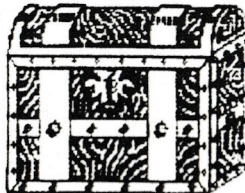
2 bombs = Bus Error 3 = Address Error 4 = Illegal Instruction 5 = Division by Zero

6 = CHK Exception 7 = TRAPV Exception 8 = Privilege Violation 9 = Trace Exception

## OBJECTS AND THEIR USES

THE ELEVENTH HOUR sent in by Barbara Bassingthwaighte

- Oil can ..... Lubricate button in lifts  
Tweezers ..... Insert into aerial on roof  
Poker ..... Melt solder on cushion bomb  
Umbrella ..... A bomb (do not open it)  
Wood saw ..... Saw umbrella stem with it  
Drill ..... Put in bit, drill through cap of ink bottle  
Drill bit ..... Put it in drill  
Window polish ..... Spray it onto car headlamp  
Wire cutters ..... Cut lead on umbrella bomb  
Screwdriver ..... Remove headlamp screws  
Stitch picker ..... Unpick stitches on cushion  
Numerical keypad ..... Defuses clock bomb (on roof)  
Cushion ..... Bomb  
Scissors ..... Cut fabric on umbrella  
Headlamp ..... Bomb  
Ink bottle ..... Bomb  
Clean cloth ..... Polish lens on headlamp  
Packet of seeds ..... Note the code number  
Paper ..... Exam it for a clue



## GETTING YOU STARTED

### DEENA OF KOLINI played by Richard Batey on a PC

GET TORCH, E, LIGHT TORCH, TURN BODY, GET ALL, W, DROP PARCHMENT, TURN KEY, GET POKER, ATTACK MASTER WITH POKER, E, GET PENDANT, W, W, U, U, EXAMINE MIRROR, U, U, U, UNLOCK CABINETTE WITH PENDANT, OPEN CABINETTE, GET SWORD.....

### THE ELLISNORE DIAMOND played by Jonathan Scott on a Spectrum

(inputs may vary slightly on the C64, Amstrad & Atari)

W, ENTER, EXAMINE DESKS, TAKE SATCHEL, WEAR IT, OUT, N, E, NW, N, W, NE, W, SEARCH GRASS, TAKE KEY, S, SE, SIT ON HEADSTONE, U, SE, ENTER, N (the congregation flees!), N, PRAY, S, OUT, NW (the slab has moved), D (into crypt), SE, EXAMINE CASKS, TAKE CROWBAR (you hear voices), HIDE, WAIT (the smugglers leave with their casks), D, TAKE BEARD (a locket falls from it), TAKE LOCKET, OPEN IT (a piece of paper falls out), WEAR BEARD, U, U, U, U, TAKE BAG, EXAMINE IT (it contains 7 silver coins), D, D, D, D, NW, U, S, OPEN DOOR, DROP KEY, ENTER, U, E, ENTER, TIDY BEDROOM, TAKE CANDLE .....

### THE DARK TOWER played by Jonathan on a Spectrum

(inputs may vary slightly on the C64 and Atari)

W, W, W, U, W, EXAMINE FOLIAGE, TAKE NEST, E, D, E, E, E, N, OPEN DOOR (can only be opened from the inside), CLIMB ONTO ROOF, STUFF NEST (into chimney - the owner runs out of the cottage), PUSH NEST (down chimney so that the smoke clears), D, IN, FEEL MANTEL (got small key), EXAMINE CARPET, PULL YARN (now have ball of yarn), UNLOCK CHEST, EXAMINE CHEST, TAKE SACK, N, EXAMINE WHEEL (told how to operate the wheel), SPIN WHEEL, FEED YARN INTO LOOM, TAKE CLOAK, EXAMINE IT (has picture of a bird of prey), S, OUT, S, W, W, W, WEAR CLOAK, DROP ALL, U, EAST (scare bird away if wearing cloak), EXAMINE NEST, TAKE DICE .....

### MAROONED played by Alf Baldwin on a Spectrum

X SEA (you find a ladder), WAIT, WAIT, WAIT, WAIT (fin appears), X FIN, X DOLPHIN, RIDE DOLPHIN, GET TIPS, READ TIPS, DROP TIPS, STAND LADDER, CLIMBER LADDER, CLIMB ROPE, N, IN, X PEWS, LOOK UNDER PEWS, GET BOOK, PRAY, GET PAPER, READ PAPER (note numbers), DROP PAPER, DROP BOOK, E, CLIMB ROPE, GET CARD, SLIDE DOWN (rope), W, OUT, E, N, X TREE, TALK TO MAN (note what he says), X MAN, UNDESS MAN, GET CLOTHES, SEARCH CLOTHES (find coin), WEAR CLOTHES (dressed like a native), GET COIN, GET BRANCH, S, E, E (guard asks for password), IBONEZ (as told by dying man), E, NE, GET BONE, X BONE, DROP BONE (red herring), SW, S, X BOULDER, IN, GET AXE, MOVE MOWER (bar falls off), GET BAR, OUT, N, E, E, CHOP TREE, DROP AXE .....



## THESEUS AND THE MINOTAUR played by Barbara Gibb on a C64

(inputs may vary slightly on the Amstrad and Spectrum)

N, W, W, U, EXAM TREES, TAKE BERRIES (eat them when you get the message about being hungry), D, E, E, N, TAKE LAMB, S, E, NE, GIVE LAMB TO DELPHIAN, N, W, TAKE SPEAR, TAKE TUBE (can't go W because Periphetes bars the way), E, E (don't lie on bed otherwise Procrustes will cut off your feet while you sleep), THROW SPEAR AT PROCRUSTES (he is now dead), TAKE AXE, W, S, SW, W, N, E, KILL PHAIA WITH AXE and TAKE SHIELD which now appears. W, S, W, W, U, U to where Sciron asks you to wash his feet. You must WEAR SHIELD before you WASH FEET and FIGHT SCIRON otherwise he will kick you off the cliff. Now go U to the top of the mountains, TAKE HELMET, go D, D, D, E, E, N. Now WEAR HELMET before going N to where Periphetes is blocking your way. FIGHT PERIPHETES WITH AXE, TAKE CLUB and go W to where you disturb a lion cub. KILL LION WITH CLUB, TAKE CARCUSS (not my spelling). Go S to Great Pass of Isthmus. Remember advice from Delphian and go NW to outside the town of Epidauria. LIFT ROCK and TAKE SWORD and TAKE SANDALS found underneath. Now go S .....

## WEEN played by Janice Charnley on an Amiga 500

Click on crystal ball which will turn into a brass ball and put it into your inventory. Click on the cupboard to open it and take the lard and knife. Take tongs before going outside. Get straw from the guardrail then use the tongs to break the guardrail, which you will need for your fire. Cut the reed with the knife and put it into your inventory, then you can use the knife on it to make a flute. Use the flute on Ween and Urm will arrive to help you if you give him the strawberries you have. Urm will give you some gold. In the kitchen Urm will knock over a jar of strawberry jam, so put it into your inventory.

In the laboratory take the sleeping potion and the seeds. Use the key to break the skull and find the magic ring. Hang the portrait on the hook to find a rat hole. Use the potion on the seeds and give to the rat, who will then fall asleep, and take the mould.

In the kitchen, put the straw and wood in the fireplace, call Urm with the flute, give him the jam and he will light the fire. Use the brass ball on the ring, to turn it into a cauldron, and put it on the fire. Put the gold into the cauldron and pour the molten gold into the mould to make a gold key. Unlock the trapdoor in the laboratory, take the padlock, and go down into the catacombs.

Take the torch from the wall and light the kindling. Put the cauldron on the fire and put the lard into it. Collect the tibia from the skeleton and pick up the cauldron. Move the planks from the left-hand wall and go left. Pour oil from the cauldron into the bowl in the cave and take the rope you find there. Click on the skull on the wall and use the copper ball on the eye socket. The mouth will open to reveal a lever and a moonstone. Get moonstone and examine lever (it is rusty). Use the tibia on the skull near the lever and pour oil from the bowl into it. Move the lever to the right and go right to the first cave. A large stone will have appeared in the ravine, so tie the planks together and rest them on the stone to cross to the other side of the ravine, but first retrieve your copper ball.....

## HINTS AND TIPS

### T-ZERO dwarfed by Grimwold on a PC

To go through the topiary maze :- E, E, E, S, S, E, N, N, N, E, S, W, S, E, S, S, S, W, W, W, W, W, N, N, E, S, W, S, E, E, E, E, N, E.

To find the latchkey, make a note of the different creatures. Touch the fixer-upper to one which has "Latch" in its name and the extractor to the one with "Key" in its name. Then touch the two together.

Snap your suspenders\* to get across the suspended bridge. (\*please note: since this is an American game, for suspenders read "braces")

Ring the bell next to the display case in the Museum at nine o'clock.

To get the Tortoise shell, get on the mobius strip and turn the egg timer until the tortoise dies from exhaustion.

Tie the endless loop onto the stanchion on the bridge.

Get the salamander with the coaster (for "coaster" read "oven-gloves")

Pull the lever in the cold house, then get it from the indentation.

Tilt the lever at the windmill.

### THE DARK TOWER played by Jonathan Scott on a Spectrum

(inputs may vary slightly on the C64 and Atari)

Wear the specs so you can read the writing on the ring.

You can read the runes on the archway if you go to the rose garden while wearing the specs (can someone explain to me WHY this happens?!) *The roses turn them into rose-tinted spectacles i.e. magical.....Ed*

Throw the greenfly-covered rose at the ladybird to pass her.

After you have killed the orc dog-handler, drink the potion and move his body in order to shift the table.

Poison the chunks of meat, throw them at the dogs in the compound and wait until they have dozed off.

To get a grip on the dome (to turn it) in the golden room, wear the gauntlets.

Before climbing the flag-pole, wear the skull. Now enter SWAP SKULL and you will have the crown of Uffogha.

### STORM MOUNTAIN played by Anon. on an Amstrad

Make a raft.

Blow up the door.

Wear the special shoes.

Catch the bird.

The treasures you need are: horseshoe, emerald, gem, ring, feather, shield and the crown.

## DANGER ADVENTURER AT WORK 2 played by Simon Poxon on an Amstrad

(inputs may vary slightly on the C64 and Spectrum)

You need some warm clothes to visit the arctic so steal the washing powder from the supermarket in the town, then go to the tropical beach and wash the clothes in the sea with the powder - they will shrink and you'll be able to wear them!

Now go to the arctic and solve the penguin's puzzle (easy!), wear the dead bat, pray and you will be spirited up to heaven where the angel will give you a business card.

Go to the pub and give the card to the man in the beer garden to get the gloves.

General hint: look in, behind and under everything!

## THE ANTIDOTE played by Anon. on an Amstrad

Examine the mural in the King's bedroom - It gives a clue to getting the dragon's scale.

Examine the Gwark to find a rope.

## AURA-SCOPE (HOROSCOPE) played by Diane Rice on a Spectrum

In the chapel - examine the windows, close the shutters, then LOOK to see a cross which will protect you from the dragon.

The hot-water bottle keeps you warm.

When you wake the bear it will give you three clues as to what *you* need from *it*. What you get contains a clue as to whom you have to give it to. In exchange you will be given a flask containing 20 doses of potion. Each dose causes you to dash through the constellations and arrive, randomly, at different locations, which you can explore. One dose comes in handy when you need to win a race.

## GRABBED BY THE GHOULIES played by Barbara Gibb on a Spectrum

Examine the skeleton to find a necklace, then remove the balls from the string and drop them before attracting the guard.

Don't go to the torture chamber until later in the adventure.

Lever the grille with the bone to gain access to the underground passage.

Wear the sheet to frighten the phantom.

Dig under the door to make a way to the east.

To open the freezer, put a cup of water in the oven, wait, take it out, then pour it onto the freezer.

Hide under the table to avoid the apparition.

Throw the woodworm at the table.

Saw the leg on the snooker table, then pour the liquid from the flask into the hole in the trapdoor.

To escape the dingy hovel, pile the straw then go Up.

Climb the bookcase in the torture chamber.



### HEROES OF KARN played by Anon. on an Amstrad

Water the plant twice to get the silver coin, and take it with the mirror to the gypsy camp.

### HOUSE OUT OF TOWN played by Anon. on an Amstrad

Use the metal detector to find your way around the maze.

Carry the birdcage when you confront the monster in the cellar and get him to say "CHEESE".

### THE GUARDIAN played by Anon. on an Amstrad

(also available on the Spectrum)

Examine the pool. The cloak is important so don't throw it away.

Read the inscription at the bottom of the steps for an important clue.

Don't take the crystal out of the room. You need to answer two riddles at the gates.

Get the Kraken's teeth. Untie the rope on the cage. Kill the warrior.

### NIGHTMARE 2 played by Barbara Gibb on a C64

Rock the car to get it moving.

Give the tippex to the bookmark to reveal a secret passage.

Press the button on the camera to find something on the staircase.

Play basketball with the knight.

GRAB CAR to get to the bottom of the ski slope.

You can't buy some shoes, you have to swap something for them.

Place the anvil in the shower area to make the water flow.

In the torture chamber, pull torch to find the rack.

Eat the shrinking tablets to become 3' tall.

Climb the rack to be re-stretched.

### MYSTERY OF SILVER MOUNTAIN played by Dorothy Millard on a C64

When you give the coin to the troll and the apple to the pony make sure you type in the singular, i.e. COIN not COINS and APPLE not APPLIES (otherwise the troll or the pony take them all!).

Wear the boots to make you invisible to pass the Grarg patrol.

Use the sheet to make a sail to cross the icy lake.

Throw the net to catch Oqban's boar.

To get past the Ghost of the Goblin Guardian you should BLOW REED to free him.

The hound wants a bone.

### ARNOLD 3 played by Barbara Gibb on a Spectrum

Inside the shack - Look under the table.

To get up the hillock - chop tree, push log then wedge it at the foot of the hillock.

On top of hillock - sit on the toadstool.

When across the river - listen, look east, wait.

The box from the cupboard in the shack can be filled with gravel.

At gap between pit and tent - reach under tent.

Bowling green - talk to the men, say yes (given ball), bowl ball then retrieve it.

Use the bronze coin in the fruit machine. If you can get it back you can then buy something from one of the stalls.

Trouble with the wardrobe? - Drop the ball to make a hole in the floor, then tip the wardrobe to make the hole bigger.

More wardrobe trouble? - hit it with the club.

Not strong enough to get the rope? - eat the apple.

Kick a weak brick to find a small hollow at the bottom of the well.

Trouble at pit! - You need tape, club, and help from the hysterical woman.

Careful how you deal with the troll - he may want paying a second time.



### BORDER WARFARE played by Barbara Gibb on an Atari

Drop the torch before entering the corrugated iron hut in the underground tunnel, otherwise the occupants are alerted.

At the double steel doors in the underground corridor, distract the guards then kill them with the dagger.

Go on, press the button on the box on the computer then LOOK to see what happened.

You need the bronze key to unlock the door to the railway waiting room.

In the small town, go to the food store first. If you give the right answer the man will give you an apple.

Talk to the hardware store owner to learn who he has argued with - try to repair their friendship.

Tidy the kitchen in the third cottage for a useful reward.

DUNGEON MASTER REVISITED ..... (through the square window)

written by Mary Scott-Parker

I am to mental agility and puzzle solving what Baldrick is to etiquette and sartorial elegance, so how I had the nerve to write an authoritative article on Dungeon Master, I don't know. However, I seem to have got away with it with my credibility still intact, so I thought I'd better write the follow-up quickly, before I'm sussed. *(You're no different from the rest of us other than the fact that you are one of a small group of 16-bit owners who actually contributes on a regular basis, and it is very much appreciated. It is a real treat to type up your articles....Ed.)*

Last time's cliff-hanger (well, don't you exaggerate a little sometimes!) left our four plucky little heroes, battle scared (or even scarred.....perhaps both!) and emotionally drained at the end of Level 2, resting prior to their greatest challenge, levels 3 and 4. After this Herculean task, they can thankfully check into the Screamer Regenerator Health Farm and be re-bult (we have the technology!) and emerge as Attila the Hun's meaner brothers, elbowing aside children and pensioners with ease and more than adequate to the task of finishing the game.

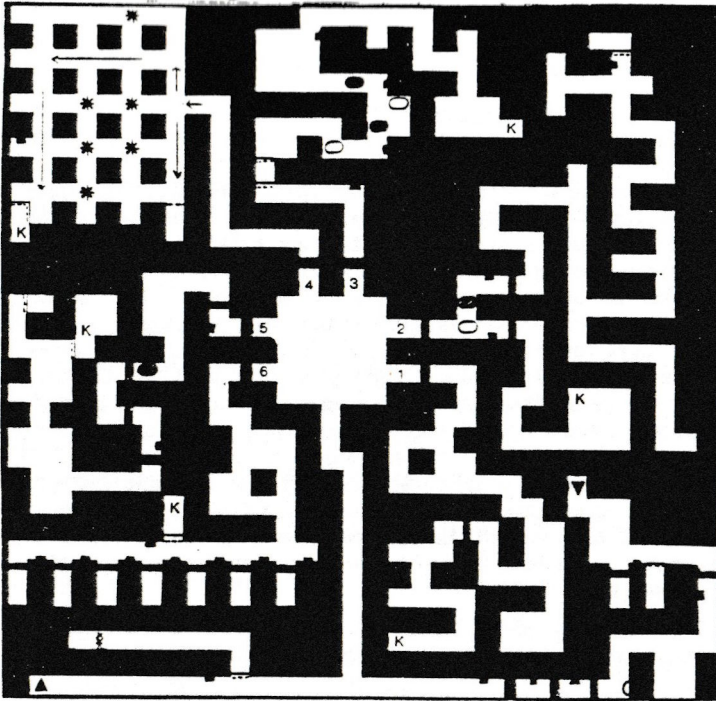
Level 3 consists of a central room with 6 separate dungeons leading off. Mercifully, for the cowardly custards amongst us (not me! I hear you cry) they are all behind closeable doors. Each dungeon, aside from a few assorted monsters (which a few well-aimed fireballs will soon dispatch) and a few other items, contains a gold key and to exit the level you need at least four of these. Those with good memories will recall that a door on level 2 was chopped down to save a gold key for this very purpose, so any mathematicians will immediately cry "Hurrah, that means I only need 3 more keys". Another gold key would be useful, as it would gain access to a couple of small rooms at the end of the level, but you can manage without their contents for now.

The sharp-eyed will already have noticed that there is no water on levels 3 and 4, so before quitting level 3 every available wineskin and flask should be filled at the fountain at the end of level 2. Somewhere near the start of level 4 there is one ghost, so prepare LO-DES-EW (anti-ghost spell) and leave it primed ready for action. The most important thing to remember about level 4 is not to step on the squares adjacent to the faces on the walls. These are worm generators, so avoid them wherever possible. Try not to backtrack on level 4 either, because worms are generated behind the party. Close all doors behind you as you go. Don't throw away unwanted items (especially lightweight ones) as they are very useful for marking paths. At the Screamer Regenerator, kill the Screammers, fill all flasks with healing potions and after saving the game, continue on towards the final confrontation behind the last wooden door where, hopefully, there won't be too many worms. If you've been careful about where you've been putting your size 8's. Throw something at the Mummy, chop the door and deal with as many of the worms as you can, mana permitting and then leg it back towards the Screamer Regenerator. If necessary, following the trail of items you dropped on the way in anticipations of a panicky getaway ..... and that's all there is to it really ..... Oh, perhaps I should mention the poisonous wasp ..... and the Ogres ..... and the Mummies ..... and the Rock Monsters ..... and the .....  
...aaaaarrrrrgggghhhhh!!!!!!!

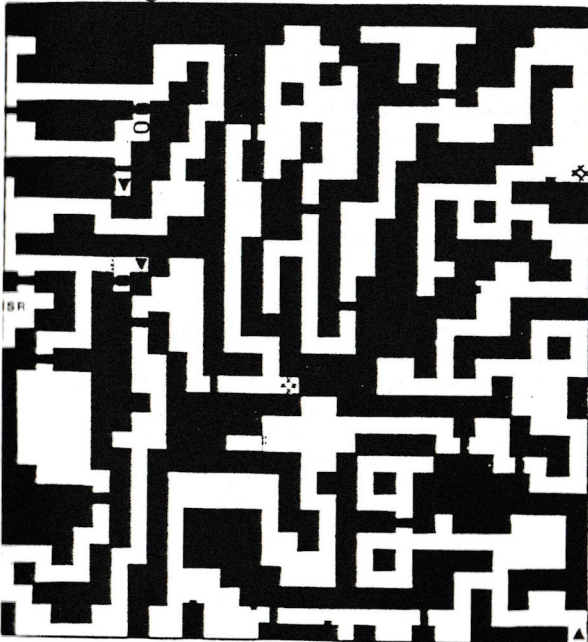




### Dungeon master level 3



### Dungeon Master level 4



- 1 CREATURE CAVERN
- 2 ROOM OF THE GEM
- 3 TIME/ESSENCE
- 4 THE MATRIX
- 5 THE VAULT
- 6 CHAMB/GUARDIAN
- K KEY
- \* SPINNER
- SR (L4) SCREAMER  
REGENERATOR



## MIGHT AND MAGIC 3

as played by Ron Rainbird on an Amiga 500 (1 meg)

### Part 1 of an adventurer's guidebook

1. For a quick boost at the outset of the game in the Town of Fountain Head, take your novice party to the Mirror Portal along the West Wall and, when asked for a destination, type in "DOEMEISTER". This secret password will take you instantly to a secret room in the Dragon Cavern, where it is perfectly safe for you to steal 2 million in gold pieces. At this stage of the game, the only way you can return to civilization(?) is by invoking the "Mr. Wizard" utility. You will find yourself back in Fountain Head, but as you are beginners, you will not forfeit a level. You are now rich enough to buy the best weapons, armour and what-have-you available in that town, then, by killing the King Rat in the Cavern below Fountain Head, after many encounters with ordinary rats and a subsequent building up of your experience points and levels, you will find that the Fountains have turned from sludge to clear, blue water with magical properties. By then going to the Fountain at X13, Y2, you can buy Experience Points (1 point per gold piece), whereby you can raise your party to really good levels before tackling the outside World. Find the man outside the Blacksmith's Shop and, for a fee, he will enrol you with the local Mage Guild - in this case, Raven's Guild. There your magic-users will be able to learn some very useful spells - at a cost, of course. Nothing is for free in M&M Land.

2. In each of the 5 Towns you will have to find a person who will enrol you with the local guild before you can learn new spells. After the above Town, these will be:

Baywatch : Albatross Guild. Find Clozan for enrolment.

Wildabar : Falcon's Guild. The Magicarium, half-way along the West Wall will grant you membership.

Swamptown : Buzzard's Guild. Enter the Cavern to find Gagsh. He will enrol you, even though he is in a coffin.

Blistering Heights : Eagle's Guild. Go to Demon HQ and fight your way through to Ornean to obtain membership.

Each Guild offers progressively higher spells, provided you are at the appropriate level, so try to rise quickly in proficiency. You will find the higher spells will make life so much easier!

3. Each Town has a pit leading to a Cavern which must be explored. You will find above ground, an Inn, a Training Ground, a Mirror Portal, Temple, Tavern (for food supplies), a Forge and sometimes, one or two surprise locations.

4. There are many Quests in this sprawling adventure, but not all are essential to a successful completion. I did not complete, for example, the Princess Trueberry/ Unicorn/Althea Quest, which though doubtless interesting, is no more than a mini-adventure.

However, you MUST complete the following:

a) Get all 6 Hologram Sequence Cards b) Become a Crusader c) Become an Ultimate Adventurer d) Get a Blue Priority Passcard and e) Get the full Initialization Sequence Number.

(to be continued)

## CHAMPIONS OF KRYNN - PART 6

as played by Ron Rainbird on an Amiga 500

### Sir Dargaard's Tomb



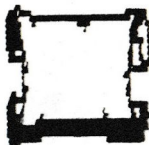
Mapped on a 16 x 16 grid : 1st fig. read left to right, 2nd fig. read top to bottom

Note: In order to successfully complete this section, a Knight must be a member of your Party. You cannot rest here until you have met the Spirit of Sir Dargaard.

#### Map Ref. Remarks

- 7 - 7 ... Entrance to Tomb.
- 8 - 12 ... Dead Draconians.
- 10 - 12 ... The way is barred until 3 Tests have been passed - Honour, Battle and Fear.
- 12 - 12 ... Only a Knight may answer the questions asked by Spectre.
- 9 - 13 ... Another question only a Knight may answer.
- 12 - 15 ... When all tests are passed, and not before, you may enter the last Crypt.
- 13 - 15 ... Sir Dargaard's Crypt. Talk to the Spirit and gain several magic items plus full health.
- 3 - 15 ... A fight which must be won in order to complete battle test.
- 1 - 12 ... Hard part of Battle Test - fight 4 Undead Dragons.
- 9 - 10 ... Only the Knight should take the first test of Fear. He will lose most of his Hit Points but will regain them later.
- 13 - 10 ... Second Test of Fear. Again, use only the Knight. His Hit Points may be reduced to only one - but carry on.
- 4 - 9 ... Another part of the Battle Test. Very difficult, especially as just prior to the battle the roof descends on you, depleting the Party's Hit points. Use plenty of Sleep and Hold Spells.
- 1 - 7 ... Entrance to Battle Tests.
- 9 - 8 ... Entrance to Fear Tests.
- 0 - 6 ... Secret entrance to Treasure Rooms.
- 3 - 6 ... Entrance to Treasure Rooms.
- 13 - 5 ... Final Fire Ring. Again, only use the Knight, after which he should be completely healed.
- 9 - 4 ... Entrance to Test of Honour.
- 10 - 4 ... Decisions, decisions! Should you give nothing, money, items or life. Remember, items cannot be recovered once given. Whatever you decide, do not choose "nothing". Giving all three means that at least you will not lose a life.
- 14 - 3 ... You are offered the choice of two swords. Take the sword on the right - It is a +5 Longsword.
- 5 - 3, 1 - 3, 2 - 1 ... Take nothing here.
- 9 - 2 ... Give +5 Longsword to a weaponless man. You will then pass part of the Honour Test.





## CURSE OF THE AZURE BONDS - Part 2

as played by Ron Rainbird on an Amiga 500

There are four levels to THE WIZARD'S TOWER, plus the roof where you are transported by Dracandros upon entering Level 1. You must now force your way downwards. On the roof there are many dragons. Talk to them in a nice or meek manner and you should avoid combat, otherwise you will, in all probability, be wiped out by 14 Black Dragons. At locations 3-2 and 4-2 on Level 4 there are two trials, the trial of the Sphere - use your strongest character, and the Sphere of Annihilation Dual for which you must use your Mage. On Level 3 at 0-5 there is an Illusion. Get rid of it with one blow. On Level 2 at 5-5 there is a valuable Black Dragon's Egg. On Level 1 at 3-1 is a Library which will enable you to lose another of the Bonds. Go now to YULASH, through which you must search for the Pit of Moander. Much combat occurs here, but if you win the fight at 11-7 you will get a Wand of Defoliation (invaluable against monsters in the Pit) and a Wand of Lightning Bolts. The entrance to the Pit is at 11-0. PIT OF MOANDER contains 2 Levels. At 1-4 on the first level you get the opportunity of adding Alias and Dragonbait to your Party. I would enlist them. Stairs to Level 2 are at 7-15. At 3-1 approximately, you will meet Moglon for a really hard fight but by beating him you get an essential artifact, the Gauntlet of Moander. After this, make your way to Level 1 and the exit at 0-12 for a final battle in this location. Upon leaving successfully, another of the Azure bonds will have been disposed of. Now go to ZHENTIL KEEP. This will lead to the Shrine of Bane, but there will be plenty of encounters. Try talking in a Sly or Nice manner if you want to avoid some of these. At location 6-4 there is a Magic Shop. The prices are rather high but if you can afford them, get the potions, magic arrows, darts and Wands. I spent out on these and never regretted it. At 10-11 you will get the chance to enter the Temple of Bane by a secret door, but you will not be able to leave by this entrance. However, you will avoid a tough fight to get in by the official gateway at 2-7. THE SHRINE OF BANE. Once inside, several encounters are likely with evil Clerics who can throw some really deadly spells. At 7-7, you get the chance of adding Dimswart the Sage to your party. Welcome him with open arms. At 7-6 there is a spying room which enables you to see just where the monsters are lurking. At various places a hooded woman will appear if Dimswart is in your group. Beware - she is a Medusa. However, saying "yes" to her proposal enables you to leave the Shrine. This is the only way of getting to THE CAVE OF THE BEHOLDER, Dexam. This character will release you from another Bond. From then on it is almost non-stop slaughter in order to find your way out of the Cave. During your search for a way out, you will meet Ogres, Minotaurs, Otyughs and Griffons. They are not too deadly, but when you come up against Manticores, get up close to them and attack like mad. At 2-11 there comes a crucial battle with the Medusa and her underlings and the Beholder, Dexam. Try to kill Dexam first. When the battle is over, you can get the Amulet of Lythander from Dexam's body. Go to 11-15 for the exit and the release from another Bond. On now to THE BURIAL GLADE (it's all go). You are now getting nearer to the Chief Evil Magician, Tyranthraxus. When attacked by wandering packs, try telling them your leader is Tyranthraxus. This usually frightens them away. Don't believe elfin spirits. Re-bury any skeletons you find - do not rob them. Accept Princess Daemir's blessing. By overcoming a Rakshasa ambush at 13-6 you will get a Long Bow +3. At 1-3 is the Ancient Queen's spirit. If you are allowed in to see her, you will be given some magical treasure. Go to the Eastern border of the Glade and you will enter the RUINS OF MYTH DRANNOR. (to be continued)



## FORTHCOMING ATTRACTIONS

for February, March, .....

REVIEWS: Dark Seed (PC); Curse of Enchantia (Amiga); Helvera - Mistress of the Park (Amiga/Atari); Beginning of the End, Murder he said; Project Nova, The Boggit, Bored of the Rings, The Big Sleaze, Robin of Sherlock, The Four Symbols, (all Spectrum); Oklib's Revenge (Atari unless someone can review another format); Temporal, West, Death Valley, The Lighthouse (all C64).

POEMS: Poem in Adventureland ..... or Adventure in Poemland by Mary Scott Parker; Adventure Probe by Barbara Bassingthwaighte.

ARTICLES: by Geoff Lynas, Ian Osborne, Richard Batey, Grimwold, Mary Scott-Parker.

PUZZLES: Crossword by Peter Clark; plus the answers to the puzzles in the Christmas supplement and January magazine.

CARTOONS: by Krazy Kez Gray.

HELP: for Deep Probe; Ellisnore Diamond; Dune; Chaos Strikes Back; Gateway to the Savage Frontier; Laskar's Crystals; Arrow of Death Pt.2; Darkest Road; Arnold the Adventurer 2; Ween; Might and Magic 3; Champions of Krynn.

SERIALIZED SOLUTION: The Bounty Hunter by Jack Lockerby.

plus: your letters; advertisements; sales/wants; etc.

CONTRIBUTIONS NEEDED FOR ALL FORMATS, ESPECIALLY 16-BIT MACHINES

Have you ever searched back issues for help on a particular adventure, only to discover the answer to your problem isn't there? I have, so I know that additional hints, even for golden oldies, will be appreciated by readers.

Don't forget, I am always looking for suggestions on how to improve the magazine.

Also, if you have any specific requests, please write or telephone.

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		(in abeyance until January 1993)	
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