

ADVENTURE PROBE

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EVERYTHING YOU NEED TO KNOW ABOUT

ADVENTURE PROBE

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LETTERS

If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION, or obviously just a covering note for your subscription, contribution etc. If an interesting point is raised, and you probably didn't intend it to be published, I will always seek your permission before publishing.

SUBSCRIPTIONS

Copies can be ordered monthly or in multiples up to 12 issues: sorry no discount for quantity. Prices per issue: UK £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.

BACK ISSUES

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.

ADVERTISING RATES

Short, private advertisements in the In-Touch section are free to subscribers. Trade prices are: FULL PAGE £5.00, HALF PAGE £3.00 but one page per issue free (subject to available space) for regular subscribers i.e. 3 issues or more in advance.

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. to:-

Barbara Gibb - Editor, Adventure Probe
52 Burford Road, Liverpool, L16 6AQ
England, UK.

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HALL OF FAME

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

Dorothy Millard, Steve Clay, James Judge, Damian Steele, Jack Lockerby,
Brian Busby, Neil Ashmore, Barbara Bassingthwaighte, Ron Rainbird,
Diane Rice, Wynne Snowdon, Andrew Gibson, Tom Leahy,
Phil Reynolds, Bob Adams, Ellen Mahon, Grimwold,
Martin Freemantle, Jenny Perry.

Special thanks to Venturesoft and Dream World for software,
Diane Rice for the front cover which illustrates her own adventure,
and Geoff Lynas for printing the magazine.

EDITORIAL

Dear Readers.

There's more than enough comments from me throughout the magazine, so I'll try to restrict this page to pleasant matters.

First, a big thank you to David Jackson for printing the colourful certificates for the awards at this year's Adventurers' Convention. They are beautifully designed, with a wonderful picture of a witch leering into her crystal ball, maybe she is trying to discover where the convention will be held next year. It may not be Birmingham next year so if you have any thoughts and suggestions on this matter please write in to Probe.

Still on the subject of the convention, Damian Steele has written an adventure loosely based, so I'm assured, on the events during the annual get-together. Yes, he who can write an adventure in record time has already come up with a gem. Don't take my word for it - read Jenny's review elsewhere in this issue. Only available for the Commodore C64 (tape and disk) at the moment, but if I receive enough requests from Spectrum owners Martin Freemantle has kindly offered to convert it, which means Amiga owners may also play it under emulation. This is a very generous offer as Martin is very busy with his own software house, Dream World, as he has three new releases this month (see advertisements) plus another 2 in the pipeline. All proceeds from SO LITTLE TIME have been donated to the Adventure Probe fund, so not only will you be playing something topical, but you'll also be helping the magazine.

As usual the letters and reviews fill a lot of pages, but I think I have managed to keep my promises to readers by publishing their work and still keep a good balance. The next issue is the Christmas special. My thanks to Margaret Crewdson for the cover picture and many other readers who have already sent in seasonal offerings. I'll probably have to cut down on the advertisements in order to make room for the articles, quizzes, poems, stories, etc. that I am planning, but software houses will get a mention in the NEWSDESK section if they have anything special they wish me to mention. Please send in contributions for the January issue NOW so that I can plan it well ahead as my family may object to me sitting at the computer ALL day on 25th and 26th December.

'til next month, happy adventuring.

Barbara

A.F.I.O. Hon. Member



LETTERS



From Neil Ashmore of Furness Vale

A month after replying to Tatiana's second postcard I received a typed letter from her (see below.. Ed). My letter to Tatiana asked a variety of probing (no pun intended) questions, some of which were answered, and some not. I also told her a little about myself, including, amongst others my interest in Science Fiction (books, films, and TV) and chess. Coincidence? or perhaps I'm just a cynical old git.

I'm still inclined to think the "group" is genuine and I reckon the best advice is, as suggested in the August issue, not to send anything you can't afford to part with.

"Dear Nell,

Thank you very much for your letter and for the game. I am interested in your Amiga games, but I am sorry to say, they are too expensive for me. You know, one Romanian worker earn in a year about \$500, so I can't afford to pay about £10 for each game I would like to have.

Yes, I have also one Atari ST computer but I can't use it because now it is damaged.

Yes, I know Marin Stanculescu. We are a few computer enthusiasts willing to start a Users Group in Bucharest. Things are ready for the first meeting but we still need support.

Now I am learning at one Economic Institute, Section Tourism. I know well Latin languages: French, Italian and Spanish. You know, Romanians are Latin people. I read and understand English but I can't speak English. I need practice.

Apart from computers, my chief interests are Science Fiction (literature and movies) classical music and swimming. I also collect stamps and play chess. When you write, don't forget to tell me what your hobbies are. I expect they will be different from mine, but I should be interested to hear about them just the same.

It gives me much pleasure to say how much I have appreciated knowledge of you. I sincerely hope that our pleasant relationship will continue.

I am looking forward very much to hearing from you soon. Kindest personal regards, I shall remain,

Your friend in Bucharest, Tatiana.

P.S. My apologies for the bad English."

★

I'm also inclined to think that Tatiana, Marin and the others are genuine, and as Hilary Walton has astutely remarked to me, if PD adventures were sent they would probably quickly spread throughout the entire former Warsaw-pact countries, and may be just what adventuring needs, i.e. new players to keep it going a little longer. Worth thinking about! (Barbara)

From Neil Ashmore of Furness Vale

I didn't enter Damian Steele's August competition because I don't have a C64 and the reason he had so few entries is that it had very limited appeal.

Let's assume every reader read about it. 1. It's limited to C64 users. 2. It eliminates tape-only C64 users. 3. From whoever's left, anyone who wants "The Black Mass" will probably have already bought it. Or maybe I'm wrong and it was the question that stumped people.

On the subject of readers not resubscribing, I first bought and read the March 1988 issue of Probe, and though it was average (Perhaps I was in the wrong mood), and didn't continue subscribing. After forgetting all about it, I bought the June 1990 issue by accident, decided it was great, and have subscribed ever since. I shall continue to read Probe for the foreseeable future, but I do think it needs to achieve a more even balance between 8-bit and 16-bit coverage. I will send in 16-bit contributions as and when I can.

I did buy the first issue of From Beyond but couldn't help comparing it to Probe, and didn't continue. I still have my old Spectrum+ which I don't buy games for any more, and only use it for checking adventure solutions, and nostalgic reasons (like the occasional jaunt into The Lords of Midnight).

I shall have my PC within the week, which I'll be using virtually all the time, especially over the coming winter months, having just sent for "The Lost treasures of Infocom, Part 1" - 20 classic text adventures. Bliss eh? £21.49 from Special Reserve which is a damn sight better than the £45.99 RRP.

Also, a bit of news I read about recently is that Mike Singleton is currently working on The Lords of Midnight 3 for the PC.

★

The question certainly stumped me, and I still don't know the correct answer. I don't think The Black Mass was available at the time of the competition, and I can't be sure but maybe Damian doesn't have the facility for recording to tape. For those still interested, disk and *tape* users - see my review for details.

I'm glad you consider Probe still worth buying, what puzzles me is how you can buy a copy "by accident"! I think further explanation could be called for!

As you should have your PC by now, Neil, I hope you are thoroughly enjoying your Lost Treasures of Infocom, but you didn't have to go to the expense of buying a PC just to play them! No doubt you are already aware of the SynTax PD library which has many PC titles, if not see Sue Medley's letter in this issue. I hope you find many text adventures to your liking, and I'm most definitely interested in any contributions you wish to send in. I get quite a lot of promises from readers but unfortunately not all bring forth material. I'm not complaining, and I'm very grateful for the wonderful articles, poems and letters the 16-bit owners send in, I just wish I received more actual games help as well. Every month I spend a week sorting through the stock of material. You probably notice that I write a fair bit of it myself. I can do 8-bit stuff fairly quickly, Atari stuff will take me much longer, which means I have to rely on others to cover 16-bit. Even whilst I'm preparing each magazine the contents are changing as the daily post may bring me new contributions. If I ever get any new PC adventures for review, you will be on my list of reviewers for them - 8 meg. *should* be enough memory! (Barbara)

From Bob Adams of Welwyn Garden City

Jean Child's letter in the October issue raised some interesting points and questions about text adventures on the 16-bit machines. In particular she made reference to the Atari ST and asked if the lack of adventures for the ST is due to lack of support from the ST owners. Well perhaps my own sales records may help to answer that question.

As you know, I sell my three adventures (Grue-Knapper!, Helvera & The Test), in three computer formats - Amiga, ST & PC. I am able to produce both the Amiga and PC versions myself but I have to employ outside assistance to produce the ST versions. (Take a bow Neil Shipman and Sue Medley.) So is my effort to please the ST owner repaid? From my total sales for the whole of 1993, I have sold 4 copies for the ST.

Only 4 sales spread over three different titles is hardly inspiring stuff. Please don't misunderstand me, I'm not complaining and I genuinely hope that those four people enjoyed playing my games, but next time you hear somebody moaning about the lack of games for the ST, just imagine my teeth grinding together.

Changing the subject, can we be spared the sort of material that appeared on page 6 please? I read Probe for adventure news and enjoyment - not to read one person's possibly libellous attack on another. This letter had nothing to do with adventuring and I would like to question your belief that every letter sent in should be printed, regardless of content. If Tony Collins was to sue John Wilson, then he would be entitled to include Adventure Probe as well. Is giving totally free speech to every member really worth the risk of being made bankrupt?

*

As someone who *did* buy at least two copies of the games before Bob generously supplied review copies, I can only assume that if more players than original purchasers have played these excellent adventures they must have bought them second- and thirdhand; the alternative explanation is too awful to contemplate!

That's me well and truly told off! (Barbara)

From Phil Reynolds of Royton

After reading John Wilson's letter in the last issue of Probe, I thought I must write in order to put the record straight and to clarify your readers on a statement made by John.

While agreeing with John's comments about Social Security claimants working as a full-time software publisher and still claiming their dole and this tarnishing the reputation of legal, hardworking and honest establishments like Zenobl, John makes a statement on his letter that then tarnishes the reputation of every other software publisher by saying that some of them are "tax-dodger". Really John should be more careful in his choice of words before he "slags off" other software publishers. While there might possibly be someone out there who is "tax-dodging" his generalised statement does nothing to help the other honest software publishers.

I would like to make it clear that I claim no benefits of any description. I work as a freelance Aircraft Design Engineer and all my earnings from games sold by The Adventure Workshop have been declared to the Inland Revenue and taxes paid.

.....

From Sue Medley of Sidcup

In response to your comments on Jean Child's letter in October's Probe, there are a LOT of text adventures available for the PC, especially on the PD/Shareware side. The SynTax Library specialises in adventures and there are over 160 disks of text adventures listed in the PC section, more being added each issue. Some of the disks contain several adventures so the full figure must be around 200 adventures at this time. Okay, some are old and not especially good, but there are some excellent text adventures available. The Unnkulian Unventures and those by Graham Cluley (Jacaranda Jim and Humbug) are ones that immediately spring to mind.

On the commercial side, as on other formats, graphics, music and sound effects are getting more important. But even if you restricted yourself to the Legend releases (they have graphics etc. too but you can turn them off and play them largely as straight text if you wish), those from Adventions (Unnkulia Zero is soon to be joined by three more high quality adventures) and High Energy Software (Perdition's Flames) and other enthusiastic independent programmers, you'd have plenty to keep you busy. I know that I have never once regretted upgrading to the PC.

•

Many thanks, Sue, for your prompt and details response. I hope it encourages PC owner to buy the games mentioned, and I urge them to send you an *SAE* for details of SynTax and your excellent PS/Shareware library.

So write today to: SynTax, 9 Warwick Road, Sidcup, Kent, DA14 6LJ. (Barbara)

From Wynne Snowdon of Consett

I know I will join others in bemoaning the demise of yet another adventure magazine, Goblin Gazette.

From very small beginnings, Les Mitchell nurtured GG into a very good and still improving magazine for which he deserves credit. I'm glad to know that, while he may not go back into editing, he is not altogether "lost" to the adventure scene.

The home grown magazines such as Probe and GG are so important in demonstrating (especially to beginners) how friendly and helpful adventurers are. A magazine encouraging active participation, offering all kinds of help and updating the latest news and views generates not only lasting interest but a feeling of belonging to a unique group - and this can only be good for adventuring.

Without wishing anyone to think I'm being over-sentimental - which is not something I'm usually accused of - I'd like to say a BIG thank you to all you hard working editors who make so much effort to keep us very well informed.

•

On behalf of all editors, thank you very much for your kind words. We all try our best but none of us could do it without people like yourself who support the magazines by subscribing and contributing. (Barbara)

.....

From Steve Clay of Ellesmere Port

Just a quick note to say thanks to all those who voted for both myself and Tax Returns in the recent awards. The awards mean a lot to me and the other people who had a hand in the game.

Thanks one and all!

•

Your awards are very well deserved and, apart from buying originals of your adventures, is a good way for players to show their appreciation for your continuing support of computer adventuring. (Barbara)

From Andrew Green of Condorrat

In the July issue of Probe two games were reviewed, THE BLACK KNIGHT (£3) and DUNGEONS OF TORGAR (£2) both available from The Guild. I wrote right away enclosing a £5 postal order payable to Glenda Collins.

A fortnight later I wrote to The Guild asking why the delay but got no reply.

In the August issue of Probe an article in NEWSDESK said Tony Collins is going on a 6 months computer course, his games would be taken over by Jason Mackenzie. When I wrote to Jason, enclosing an SAE he replied right away with a nice letter saying he has nothing to do with Spectrum games orders.

I wrote to Glenda Collins enclosing an SAE asking for an explanation or the return of my £5, but still no reply. I thought with an SAE I would have had some reply. Now it's into November and still no reply.

Reading John Wilson of Rochdale's letter in October's Probe I think I've lost my £5. If he can't get a reply from Tony Collins what chance have I?

However, I would still like to purchase the two games, but where?

•

I haven't heard from Tony for months, and quite honestly I don't think I will.

As stated in previous Probes I have written to some of The Guild authors requesting their permission so that I can publish the SPECTRUM versions of their games. Mandy had already given her approval - see her letter in the September issue - and Simon Avery, Ken Bond, Trevor Whitsey and Alex Gough have also agreed. Their games will undergo extensive checking and Adventure Probe Software will be launched early next year.

I have sent you a copy of Black Knight with the compliments of Mandy and Probe, and hope you enjoy playing this excellent adventure.

Unfortunately I can't help with Dungeon of Torgar as the author, Simon Langdan, has not as yet answered my letter. I will write again in the hope that he will either accept my offer or let me know from where the Spectrum versions of his adventures can be bought. I'll let everyone know as soon as I have any news. (Barbara)

♦♦♦♦

From James Waddington, editor of *Spellunkler*

It is with great anger and to some degree, sadness in which I am writing to you about the ludicrous fiascos that are going on in the remaining Spectrum markets at the moment.

I must point out now, that this letter is going to stir up a few emotions, and I am wondering whether I will ever see this letter printed, but I will continue regardless.

I am editor of *Spellunkler*, a bi-monthly Spectrum adventure fanzine, which recently produced its fifth issue. At about this time, I received a letter from David Ledbury (and listen to what I've got to say before you pass judgement), concerning the possibility of incorporating the deceased FB (From Beyond ...Ed) with *Spell*.

I, of course jumped at the chance and then after finding out that I would remain editor of the "new" 'zine, I decided that this project was worth pursuing, as I would be able to keep *Spell's* old style and also use the legendary FB's professionalism.

To get the matter straight, instead of listening to the gossip that is inevitably floating around at the moment, David Ledbury, a thoroughly hard-working, dedicated and generous person, at first wanted to try and revive FB himself, and by pledging his support, got a lot of other people interested and everything looked good for the future of FB.

But, sadly, David, who has numerous other projects on the go, most of which have been successful (despite what I have been told by other sources - no names!), found that he just didn't have the time, and somewhat understandably some people felt let down.

Still, because he couldn't do the full-blown thing, he had the idea of producing a newsletter, which was to accompany his starter pack for the ill-fated Spectrum Adventure Club, which unfortunately, was scrapped at the same time as the newsletter was. The main reason for this was that certain people who had almost promised they'd help with FB revitalised, suddenly turned their backs on David, with the: "Well, if we can't have what we want, we're not helping at all", attitude.

Particularly sad and not at all helpful towards the Speccy adventure scene, but that's the mentality of some people these days.

I'm not finished yet, oh no!! Not by a long way!

So, it was now that Dave offered me the chance to try and revive FB, and the name "Spellunkler II-Back From Beyond" came up, which, because of some unjustifiable "flak" that David has received over the FB affair, looks like it might have to be dropped, as I'm on a loser before I've even started!!!

From then on, David has helped me NO END in trying to get the new *Spellunkler/FB* fanzine off the ground, and why?....., for personal profit??? For some of the credit to be his???? So he can take over the 'zine when he has more time???? NO, NO, No. Not a bit of it!!!!

The reason he is helping me is out of sheer love for the Spectrum and adventures. He might feel a bit guilty (which he shouldn't do!), about his failure to get FB going, and is trying to help me, so I don't suffer the same fate and get "labelled", but on the whole, he likes *Spellunkler*.

He thinks that with a new DTP system which HE set up for me, new reproducing arrangement (David has again given some good suggestions) and new contributors (again both HE and Andy Davis have given me some names, plus the name, which might make more

people take notice (but, that's not a good idea any more!), the fanzine could really take off, which admittedly it has failed to do over its short life-span. I am currently working hard on this project, and hopefully the release date for this production will be late December time.

I feel I have said enough on that matter and will now move on to other matters which are annoying me.

Alec Carswell (alias Doctor Dark) of Venturesoft, S.A.F.E., Newsdesk, What Now? and God knows what else is the person who I shall focus on next. I've been writing to "Doc" for about 2 years now and up until now, we've never had any problems.

I shall now refer to the letter which I was most disturbed to read because it contains absolutely unfounded allegations that I have been "slating" him and his productions.

I have been accused of telling Andy Davis (of Alchemist Research) that Alec was refused membership of the IEBA, when absolutely the reverse was true.... Andy told me that!

Next I am accused to fabricating facts about how many games Venturesoft had acquired, again, to Andy. It is true that I did tell Andy that Venturesoft WILL have 10 and 50 new games or re-releases before the end of next year, and I will stick to my guns, because that is what Alec said in his letter (dated 23.8.93 for his reference) and I am willing to return a photocopy of the letter to anyone who sends an SAE to ME.

I am furthermore accused of professing to being VS's ONLY outlet, which is absolute crap and also even more ridiculously I am said to "distort everything" he says. Strong words are called for here, but I will refrain and ask Mr. Carswell to produce any specific examples, right here, in these pages.

These are just the main points, as there are many more, and would you believe it, he signs the letter "YOURS DANGEROUSLY". Oh dear me, HOW SAD!!!!

I have to react to garbage like this being written about me, as it is potentially damaging to the new 'zine if Alec goes about telling lies about me. I think I should be given a chance to get the fanzine going, and I am being put at a disadvantage with all the libel that is being handed down to FB/*Spellunkler* etc... the other point I would like to mention is that ZAT are officially not supporting this new FB/*Spell* project, mainly because of the involvement of David Ledbury, which seems rather silly, as he is just helping me with the technical aspects of the production, and really has little to do with the actual writing of the 'zine, although he will kindly contribute wherever he can.

I believe that ZAT members may be partly responsible for spreading the bad word about David Ledbury and I think it's about time it stopped. If you read what I have written previously, you will realise that David Ledbury did what many other people have previously done - taken on something, found it has got too big for them, and had to drop it. They don't do it on purpose, and maybe with more support and enthusiasm from people, David could have pulled it off, which is exactly what I intend to do.

These aren't the only examples of silly quarrels at the moment, as when people write me letters concerning the Speccy scene, I always get a comprehensive list of who is back-stabbing who etc..... and although it is sometimes amusing, on reflection, it's a little bit sad that in a market with so very little support, some are too quick to judge and criticize before at first looking at the source and checking their facts.

I apologise if the spelling is terrible (I corrected only a few....Ed), but this letter has been

written straight away on receiving Mr. Carswell's letter. Please feel free to edit this letter (due to size), but if it is printed (and I know that Alec is doing something with Adventure Probe P.D., which gives me doubts), please do not miss out my vital points.

*

I have no idea what most of this letter is about but I have printed it in full. I don't know why James Waddington should think otherwise. Even if I had wanted to edit the letter, I wouldn't have known what to take out. I think some Probe readers will understand some of it, as like me they received a flyer with their last issue of From Beyond which stated that a similar magazine called Back From Beyond would be available from around the end of October. Two of FB's former reviewers, Terry Taylor and Ian Brown had been asked and provisionally agreed to write for Back From Beyond, but I understand they withdrew when it became clear that the magazine was going to be a much slimmed-down version of its predecessor (see their letter in August's Probe). I hope Terry and Ian will correct me if I'm wrong.

I've had very little contact with Dave Ledbury and none with Andy Davis. For some reason James seems to think I am hand-in-glove with Alec Carswell. I've written a couple of times to Alec and one was on the important subject of PD, as I felt I should give him a friendly warning that some of the adventures that Tony Collins *may* have passed to him as PUBLIC DOMAIN may *not* be PD, despite the impression he may have been given. The only other contact has been to thank him for, and request a few extra details about, software which he has kindly supplied for reviewing in Probe. I don't know how anyone got the idea that I was running something called Adventure Probe PD. As Probe readers will be aware I am in the process of starting a label called ADVENTURE PROBE SOFTWARE and as far as I am concerned Public Domain has nothing to do with it, the authors still retain the copyright to their adventures. Adventure Probe will benefit from any profits and that is one of the reasons why I am doing it. Another reason is to ensure that Spectrum adventures remain available to players. I brought no pressure to bear on anyone. I have no connection with anyone else and I don't wish to poach any software from other software houses.

It does not inspire confidence if magazines, tapezines, or whatever start up, admittedly with good intentions, and then swap and change their name and/or format. That is my personal opinion, and not meant as a statement on behalf of Probe readers, who no doubt can and will have their say; I know a few may subscribe to the magazines/tapezines mentioned in this above letter. I bought the first few Spellunkler's but seem to have missed the latest issue.

That's more than enough from me. I think I will leave the readers to judge whether the bickering that seems to be going on is warranted. I feel it can only bring harm to an already ailing Spectrum scene. (Barbara)

ADDITIONAL SOLUTIONS

The following additional solutions are now on file. I'll only supply them for older games (released for 6 months or more) but will gladly give help with the new releases by post (enclose an SAE) or telephone. Cost: One 29p stamp per solution, plus a first or second class stamp for the return postage. BLACK MASS, BY JOVE, CRANMORE DIAMOND CAPER, DERELICT, DRACULA II, SERPENTINE TALE, SOUND OF HIM, TIME, TORQUEST

REVIEWS

CURSE OF THE SERPENT'S EYE

Written by Martin Freemantle

Reviewed by Barbara Gibb on a Spectrum



You play Jenny Peril, an up-and-coming timejumping cadet in Earth's Federation of Peace. Your final examination requires you to locate the Serpent's Eye and activate the portal, thus gaining a first class pass. As this is set in the future, Jenny is in fact playing via a holographic simulation unit, so she/you are never actually in any real danger, but failure means she/you won't join the elite F.O.P.

Your adventure starts in a village square which is empty apart from a tall monolith in the form of a serpent. As one of its eyes is missing, at least you know where to put it when/if you find it. There doesn't seem to be many inhabitants around. The only human is hiding in a fairly inaccessible cave but at least there are some animals around - more about them later.

The hardware store contains many interesting items, not all easily obtained. The one house you feel you could enter is very reluctant to admit you. Peering through the letter-box may help but more likely frustrate you as you can see a screwdriver (usually a very useful tool) and a hymn book. Obviously the owner frequented the local church which also has a few secrets it is trying to keep to itself. When I was successful there I was almost sorry I had for it led to a "maze" and more traps. There is also a gate, leading to a path across a field, which defied all my attempts to open or climb under or over until I took more care in reading the location text.

As I said, only one human, but plenty of animals. You may or may not be surprised to encounter a bear sleeping in a barn, a pack of lamp-post-loving dogs, and an eel and crayfish in the pond in the orchard which also has a hive of very busy bees. Add to this a toad I would rather not talk about, a worm who is not at all friendly, a parrot who will help if he is fed, and a suit of armour which is most obstructive, and you will see that the environment is not a typical rural one. A donkey also has an important part to play.

This is a PAWed game, and has all the usual facilities we now take for granted. The screen display is neat and clear. Everything you need to know is either in the location text or in the messages. Please remember that examine and Search have different meanings, and so get different responses. This adventure is the full-length version of the one used for this year's Megapoints Competition. The score (out of 300) is constantly displayed at the top of the screen. No one can get less than 10; I wonder how many Larry Horsfield will get before he gets stuck!

I don't want science-fiction haters to think that this is set in the future. Many puzzles have to be solved before you can get your hands on the "eye", and with a few exceptions the objects used along the way are familiar everyday items such as matches, an empty jar, a whistle and a water biscuit.

This adventure is not Martin's usual style. In fact when I saw an early version I wasn't sure who had written it. A nice change from dragons, horrible goblins etc. but they will, I think, return in *The Final Battle* the last part of his trilogy - see advertisement elsewhere in this issue.

To get back to Jenny Perll. She will have to pass the examination because a sequel is already in the pipeline. So, happy adventuring and top marks for effort.

Available from: Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL Price: £2.50 on tape and 3.5" +D disk. £2 if you supply your own 3" blank disk. Cheque/postal order payable to M. Freemantle.



THE BLACK MASS

Written by Damian Steele

Reviewed by Barbara Gibb on a C64

You are Billy Barker, a reporter for the *Daily Chronicle*. You are following up recent reports of Ritual Magic at the residence of a local figure. With the assistance of the Man-Friday Domestic Agency you have been hired to help out, an excellent cover for your sleuthing. Lady Lucinda De Chaval, the mistress of the house has left instructions for you to prepare for tonight's meeting.

This involves finding 11 objects needed for "The Black Mass". An incomplete list of these items can be found quite easily, and a few objects are close to hand, others are behind locked doors, each requiring a different key of course. When you learn what the additional items are you know you are making good progress.

The locations are typical of a largish house. The ground floor has a library, cloakroom, study, dining-room and a kitchen with a door leading to the garden complete with chapel and bell tower. Upstairs has four bedrooms, a bathroom, a toilet, a locked door blocking the landing, another door which won't open no matter how hard you push, and a fire escape that is difficult to reach. With an attic at the top and a cellar at the bottom, this makes a compact set of locations which has to be explored.

The presentation is good with a neat bold black font on a green background. The puzzles are moderately easy but never boring and the text is as descriptive as memory will permit. As this is a GACed adventure, the usual drawback of slow responses is ever present. Experienced players are accustomed to this. I would advise new players to be patient, and try pressing the <RETURN> key if the delay seems excessively long.

Another peculiarity of the GAC is that the programmer can't recover the memory from deleted programming. The only evidence of this in *this* adventure is that Damian has had to allow unlimited carrying capacity - dropping an object is neither necessary nor possible

An interesting adventure with a twist at the end.

Available from: Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW

Price: £2.50 on tape or disk.

DRAGONS OF FLAME



Reviewed by James Judge on an STe

I should imagine most adventure and fantasy fanatics have read at least some, if not all, of the Dragonlance novels by Tracy Hickman, Mary Weis and various other authors. If you have read them you'll be right at home with DOF as it is set in Krynn and is based on a section of the Chronicles trilogy.

You play the part of six heroes (you can recruit one NPC) who must enter the hidden caves of Sla-Mori, find the ancient sword Wyrn Slayer and then sneak into Pax Tharkas and free the women and children of Qualinesti.

You move around the game using the joystick in both wilderness and combat mode. The wilderness mode is presented as a Gauntlet-esque birds eye view with your party represented as a lone figure and the monsters as green orc type creatures. In this mode you can only get from point A to B and converse with characters so it's pretty limited.

Combat mode is where most of the game is played out (unfortunately). We've all played a shoot-'em-up or slash-'em-up or any other of the 'em-ups so I needn't say what this mode is like.

Just below the view screen, where all the action is seen side on, are the portraits of all your characters with their HP's below that. In this mode you can attack monsters, cast spells, pick up objects and die. Still quite limited.

Once you start the game you realise that most of your time will be spent in the combat mode because after about five minutes of wandering around, you are surrounded by hordes of monsters. As soon as you come in contact with one band you enter combat mode and, if you're lucky, you'll decimate them but then you re-enter this mode before you have time to blink.

Now then, I may be blowing my own trumpet here but I am GOOD at shoot-'em-ups and platform games. There hasn't been one I can't crack quite quickly, apart from this one.

Imagine this: you're in the middle of a screen and the rest of the screen is full up with monsters and there are more in both directions. Even with the most deft joystick waggling and fire button pushing, seven characters won't last long in these conditions, even with a lot of magic.

So, how ARE you meant to survive? I don't know.

I bought this game thinking it would be an average RPG but really it is just a shoot-'em-up under the name of Dragonlance and AD&D. If I wanted one I'd have bought R-Type 2 (which was out at the same time) and got some enjoyment out of the game but this...

I haven't played other SSI games and, due to this one, I probably never will.

An utter disappointment that isn't worth the price of a disk.



GRANDAD AND THE QUEST FOR THE HOLEY VEST

Written by Ian Scott



Reviewed by Peter Clark on an STE (needs 1 meg. memory)

Grandad is a graphic adventure starring Grandad, of course, who is a bit of a miserable old fellow and who has to trundle about in his wheelchair in search of his vest. I don't know why, but there it is. The game is in two parts. You get both parts when buying the game but you will only get the access code for the second part if you register with the author. This will cost you a further fiver.

The game is fun, there is no doubt about it. The first part consists mainly of the house. It is definitely a search and examine everything type of game. The inputs are from a rather small menu but this does not seem to restrict the game too much. I have only finished the first part although I would add that I have registered the game and I'm in possession of the access code for part two. Being PD I quite expected to find spelling mistakes but so far this has not been the case.

Grandad can't move out of his wheelchair and this is controlled by the joystick. Menu access is by use of the fire button and is very easy to use. The puzzles, so far, have not been very taxing but the game is humorous if a little near the knuckle at times. It is never worse than seaside postcard humour. Grandad's wheelchair is battery operated and, if you are not careful, the battery runs out. (End of Game.) I searched high and low for a replacement only to find that it is in part two.

Although this is a fairly sedate game there are several ways that grandad can meet a premature end so be careful. There are a couple of other characters that grandad can interact with and you have to be very careful how you approach them. What works with one may not work with the other. I felt that, for the money, and considering that full price adventures can cost up to £30 for the Atari, even if you can find them, this is well worth the cost and will give you several evenings of fun. There is another available from the same author and starring Grandad yet again. This time he is on a three-wheeled motor cycle and is in search of his lost sandwiches. I have not played this game yet so I'm not able to comment but if it is as funny and enjoyable as the last game it also will be worth a try.

Available from most PD Libraries. I suggest you try SynTax (Sue Medley), 9 Warwick Road, Sidcup, Kent, DA14 6LJ. (Barbara)

Grandad 2 - In Search Of Sandwiches

Written by Ian Scott, with music by Chris Pritchett

Reviewed by James Judge on an STe (1 meg. required)

I suppose most people who own ST's and are connected in some way or another with either ST Format or the PD scene will have heard of Grandad and The Search For The Holy Vest (or summat like that anyway). Well, if you have you could skip this bit, but as I'm such a good writer you'll continue reading. If you haven't heard of this game I'll explain to you what it is about: Basically this dirty, old man (ie: you) has lost his string vest somewhere in his house and you must find it, solving puzzles around the house to finally get the elusive string vest.

The old **** is controlled by the joystick which all of a sudden puts a stop to any in depth puzzles. Instead getting Dizzy type puzzles where you must just use one object in a particular place to get another object to give to a person to get an object to use in a particular... you get the idea and finally after many exchanges you'll get the string vest after you've paid the £4 (I think) registration fee.

OK, now you know what the first game is like, what's this game like then? Well, using the same control system and range of puzzles you must control the old git around a park where he accidentally lost his sandwiches (oooh). Instead of being on a wheelchair (as in the first game) you are seated on a small motor powered trike, minus trousers (see the intro to see how you lost 'em). The first objective is to scout the park to get enough £'s so you can enter the funfair to continue your epic search. You start off in front of the mens loos and can explore about eight or nine locations before you come across a puzzle which allows you to do something in the nine locations.

There is no set way in which to complete the first bit as there are two or three puzzles you can start to lead you down different tracks but they all end up in the same place, with you stuck or very annoyed. The items you must collect aren't pictured on the screen, unlike most Dizzy type games, and so it is a matter of 'put Grandad in every possible position so you know you haven't missed anything'. This does get highly annoying as there are soooo many places you can look and if you don't look EVERYWHERE you may get no further in the game.

At this point I gave up, having amassed around 300 of the possible 600 points. The main thing that made me give up was looking for a tap. One game I found it purely by accident and then I spent about 20 minutes during another session trying to find the blasted thing, to no avail.

Let's forget about the gameplay for the moment and look at the cosmetic touches.

On loading you are treated to a film-like sequence with the 'He's back, he's tougher, he's meaner, he's smellier, he IS the old git' routine you get on many film trailers. Then you are shown the 'oh dear, there goes my trousers routine' and finally you get to the credit, registration screen with a brilliant tracker song playing in the background which is the best part of the game.

Once you get into the game the graphics are very good with Grandad pictured convincingly on his trike. Sound is poor during the game - you can have either the engine sound on (which slows down the game) or off and that's about all the sound there is apart from splashes in the loos and occasional bird cries.

The main thing in the game is the humour, from the text feed back you get from your actions to the added touches such as the graffiti in the toilets and the flasher who's wearing a kilt. Apart from the humour, graphics and tracker music at the start this game hasn't got a lot going for it. I know the glossies love it to death, but I can see no point in playing this game at all unless you just want it as a collectors item (or you spend a hell of a lot for blank disks). The £8 registration fee is way over the top if you ask me and so Ian Scott will not be getting any of my cash.

As it says in the opening sequence, this game isn't really suitable for young children and lager drinking anorak wearers so that means most of the adventure fraternity won't be seeing this game.

Not very good at all, completely disappointing with only humour and music to try and save it from fading into obscurity in my collection.

Part One (2 disks) available from: Goodman International, 16 Conrad Close, Meir Hay Estate, Longton, Stoke-on-Trent, ST3 1SW Shareware registration for second half £8

SO LITTLE TIME

Written by Damian Steele



Reviewed by Jenny Perry on a C64

This game is (loosely) based on this year's Adventurers' Convention. You must be kind and help various people out but be finished in time to attend the award ceremony.

You begin just inside the entrance to the hotel and immediately discover some Vulcan ears. Standing nearby in the reception area is Miss Peril, a charming, witty and attractive lady rigged out in Starfleet Fleet Admiral's uniform, but something seems to be missing. You try every command in the book but can't get Miss Peril to accept the ears, so you go off to explore other locations.

You find a lift and can travel to two floors - one with the Convention room and the other with bedrooms. Unfortunately, in your eagerness to meet other adventurers you've forgotten your money so you can't get a room at the hotel for the night at the moment, so you decide to attend the Convention. You wander in and look around: you find games for sale, people competing in the Megapoints contest and a big ginger cat sitting in the corner. He's a very intelligent cat and sets you a riddle. I banged my head against the computer desk many times before inspiration landed!

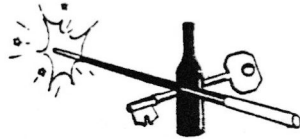
Outside the Convention room you meet a puzzled and disgruntled author, a thirsty Grue, a worried Larry Horsfield and a dance floor. The description of the dance floor location had me chuckling, especially when I tried to dance. By now, if you're lucky, you've managed to obtain your room key and you go up in the lift, but your way is blocked by somebody holding a pitchfork and desperate to chat about his "A" level course, who won't let you past him. As you help people they drift off, dropping things behind them which you can use to help others. Just when you think you have finished your tasks and can sneak back into the Convention Room, Vicky appears at the door to check name badges. As you don't have one you must distract her and slip in.....

This is a timed game - you only have 200 moves and it's very easy to be diverted by some wonderfully witty responses and location descriptions. That horrible toad in the Megapoints rates a mention and Damian very generously doesn't mention the men winning hands down at Trivial Pursuits. By the way, if anybody wonders about the significance of the ping pong ball, Barbara can't print the answer here as she doesn't want a visit by the Obscene Publications Squad but if you send an SAE and a £10 knickerbox voucher to Martin Freemantle he may be able to explain.

Available from: Adventure Probe, 52 Burford Road, Liverpool L16 6AQ £2 on tape (patience required whilst loading) or disk. All proceeds to the Adventure Probe fund. Only on Commodore at the moment, please see editorial for more details.

HELVERA - MISTRESS OF THE PARK

Written by Bob Adams



Reviewed by Jean Childs on an Atari ST

The introduction to any adventure game should be interesting, informative and not too long (the player wants to get on with the game). The introduction, or should I say "The Story so far", to Helvera was like something from Alfred Hitchcock. Here is a my brief outline to the story, leaving out all the descriptive bits. While visiting a park you are trapped inside by an invisible barrier. You are then engulfed by fog, which prevents you from breathing, and you pass out. You come round in a dungeon and there come face to face with Helvera. She sends you (if she likes you) on a mission to find the seven magical spheres and place them on the Golden Altar, in order to lift a curse of darkness from her and the house. Although Helvera lets you out of the dungeon, you start the game in a cell.

I won't go into the details of how you get there, but your first puzzle is - how to get out. You have to use some equipment, and I must say it's not the sort of equipment I'd expect to find in a cell. The solution to this puzzle is unusual and it took me quite a while to work it out. Some of the puzzles are very good and take quite a bit of thought. Some can only be solved once you have died, then the reason given for your death also gives a good hint to the solution. One puzzle is very difficult and I offer two ways round this. The first is to make sure you examine everything, and in this case twice. The second is to do what I did and ask someone who I knew had already completed the game.

Most of the descriptions of places and objects are short and to the point. Whether this is good or bad is a matter of personal opinion. I myself prefer a little more dressing-up than is offered here. Where the description is more detailed, it usually contains a hint to the solving of a problem. Most of the required input is logical (and one place where it is definitely not) and alternatives are fairly well covered.

There are 54 locations, connections are all logical and well marked, and I found I didn't need to map. The total score is 500 some of which is gained by solving the main problems and some by placing the seven spheres on the altar. I found the scoring a good indication of my progress in the game. I enjoyed playing this game which I found was quite addictive and would recommend it to novices, but I think the veterans may not find it enough of a challenge.

Atari, Amiga and PC (3.5" disk only) version available from Amster Productions, 81 Uplands, Welwyn Garden City, Herts. AL8 7EH Price: £3 Cheque/postal order payable to Bob Adams

Spectrum version available from FSF Aventures, 40 Harvey Gardens, Charlton, London SE7 8AJ Price: £1.49 on tape or 3.5" +D disk, £2.49 on 3" +3 disk. Also available with Grue-Knapped at £1.99 on tape or 3.5" disk, or £2.99 on 3" +3 disk. Available at tape prices if you supply your own 3" disk. Cheque/postal order payable to FSF Aventures

Amstrad version available from WoW Software, 78 Radipole Lane, Weymouth, Dorset, DT4 9RS Price: £2 on tape, £4 on disk. Also available with Grue-knapped on disk for £5. Cheque/postal order payable to JG Pancott.



THE HOUSE

Written by Jack Lockerby

Reviewed by Brian Busby on an Amiga 600



(also runs on a Spectrum)

"Reading through the personal column of the Times recently, you spotted a rather unusual advert. Briefly it outlined the plans for a competition, the winner to receive a fine house set in its own grounds. The owner, a somewhat eccentric character (as you found out later), hoped to make a fortune selling the tickets at £5.00 a throw. You wrote off, enclosing a fiver and received back a letter which told you how to find the house. Armed with the keys and the letter, you set off to find this desirable residence. A train and taxi ride later you arrive at the main entrance. It looks quite innocuous from the outside and you wonder why someone hadn't won the competition before now.

You are soon going to find out!!"

That's your on-screen introduction to yet another Jack Lockerby masterpiece and I'm sure there are few Spectrum adventurers who are not familiar with the quality and service of the Lockerby/Zenobi combination. Now Amiga owners too have access to a wide range of low-priced software. The emulator - I was supplied with version 1.7 - works fine and allows positions to be **SAVED** and **LOADED** from disk. Keyboard speed seems a bit slow but wasn't a problem to this two-finger plodder.

Having arrived at the front porch, you have a bunch of keys and a letter which informs you of an intruder alarm in the cellar and that you have to solve all the puzzles and return to the starting point (where you eventually receive the congratulations message). The alarm is one of the first problems, but with VAT on domestic fuel in mind, it can be temporarily overcome until later, when it will have to be switched off.

Now it's time to demonstrate your prowess as cartographer, artist, electrician, cleaner, gardener and all-round handyperson, then if this lot tires you out, treat yourself to a lie down.

Text in **THE HOUSE** is easy to read, being mostly white on black, though different colours are used for location titles and your inputs: all exits are displayed and updated as necessary. Nearly all locations can be visited both inside the house and its surrounds, though some, of course, need some puzzle-solving before gaining access. The puzzles are not too difficult, especially as help is given in some places if you ask for it, although I must admit to sending for a hint sheet in order to deal with the library fireplace.

Basically, the aim of this adventure is to collect a number of objects and deposit them correctly in the Trophy Room. Sounds easy, but if it were that simple it wouldn't be any fun, would it?

For me, this is another example of text adventuring at its very best, brought to us by a tried and tested team of experts. **HIGHLY RECOMMENDED.**

Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX.

Price: Amiga - £2.49 (with free v1.7 emulator), Spectrum - £2.49 on tape and 3.5" +D disk, £3.49 +3 disc. Please add 50p per item for p&p.

A SERPENTINE TALE

Written by Diane Rice



Reviewed by Barabra Gibb on a Spectrum

After your success in *Black Tower* you decide to take a nice quiet sea voyage across the Moellen Sea to the city of Hiarken, renowned for its night life and cuisine.

The journey started well, but on the third day a violent storm arose and the ship sank with all hands, except you. You are now alone in a small boat and at the mercy of the sea and anything it contains.

You may have time to reflect on your previous adventure (if you bought and played *Black Tower*) so it won't do any harm to ask for a little help. It shouldn't be long before you come face to face with a serpent, a huge one you may try to swim away from. I will tell you now that that won't do you any good! Eventually I managed to reach the safety of dry land. I could freely explore the countryside and nearby village but a strange force and a mist prevented me from going too far, so reaching Hiarken is still proving difficult.

The farmer isn't very helpful at first. It is harvesting time and he is busy looking after his sheep and needs someone to help around the farm. This is adventuring so nothing is simple and straightforward. Before you can help Tooman the farmer you must get Jasum the blacksmith to mend something for you. A whole string of chaining puzzles has to be set into motion culminating in you finding the means to travel to Hiarken.

This is nothing like *Black Tower*, but the familiar figure of Pumperwick the gnome makes a very welcome early appearance. He gives you a scroll containing six cryptic clues. They are helpful, particularly the last one. Characters are very important, almost as much as the objects, because they can help you if you help them, even if they are "beyond the grave".

This adventure, like Diane's previous one, is *Quilled*, but due to an imaginative eye for presentation it has a very individual look about it. The font is a bold black on either a blue background (generally safe locations), red (for danger) and black (when dark). The demarcation line between the location descriptions and inputs/responses has been customized and alters according to the current location: my favourite is the fruit and sheaves of corn when inside the church. The gravestones in the graveyard is also very impressive.

A very worthy second adventure by Diane Rice who seems to manage to bring a freshness to Spectrum text adventures. Don't you believe the Jonah's when they say the Spectrum is dead. With text adventures of this standard still being written, how can it be!

You hope will have already been impressed with Diane's own picture of the Serpent wrecking your boat on the front cover of this month's magazine - now play the game.

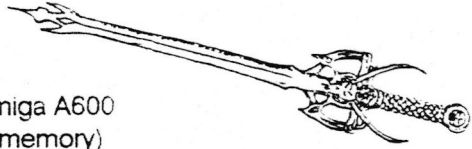
Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX Price: Spectrum - £2.49 tape or 3.5" +D disk, £3.49 on +3 disk. Amiga - £2.49 with FREE v1.7 emulator. Please add 50p to cover postage and packing.



THE TALISMAN

Written by Paul Jenkinson

Reviewed by Tom Leahy on an Amiga A600
(requires at least 2 meg. of spare memory)



The Talisman is a text/graphic adventure set in a dim and distant past when Orcs roamed the towns and valleys of a long forgotten land. The forces of two opposing Valleys joined together in an attempt to rid the land of marauding Orcs. Before the final battle, as a gesture of friendship, the Rulers of the two Valleys brought together the great treasures of each Valley. From these treasures was fashioned a beautiful and valuable Talisman. After the final battle, the Talisman was lost, its whereabouts faded in the mists of time. It is now your turn to seek the fame and fortune which would come with locating The Talisman.

You set off, journeying through many lands, until suddenly, coming across an Orc camp, you are set upon and knocked unconscious. When you awake you find yourself in a dark and damp cave, cold, hungry and with a terrible headache. Stumbling around the cave you come across a pool of water, on drinking the water all your ills suddenly vanish, obviously the water has unknown magical properties. Feeling fully refreshed, you venture out of the cave and continue on your quest to find The Talisman.

This sets the scene for a very enjoyable adventure. The graphics are well done, although only in black and white. Control of the game is of the point and click variety, all necessary commands being present on screen.

The game is Hard Disk installable, although no icon is present for this feature, the player has to enter commands into the Shell on the Workbench to enable Hard Disk installation. The one big minus feature of this game is that it is VERY memory hungry. In fact it will not run on machines with less than two megabytes of RAM! This is a pity, as it will put The Talisman out of the reach of a lot of adventurers. According to the author, Paul Jenkinson, the extra memory is required to avoid long loads for the graphics, as loading them for each location would slow up the game and this interrupts the flow of the storyline.

My only other quibble is that although the game, according to the author, has been extensively playtested, there are several annoying spelling mistakes in the text. Having said that, the game is PD and therefore reasonably priced. It has been tested on a large variety of Amiga machines, so apart from the memory problem there should be no compatibility trouble.

The Talisman comes on two disks and saved games are written to Disk One. All in all, a very good game.

It is well worth a look.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX.
Price: £2.98 (two disks) Please add 50p per item to cover postage and packing.

Softworks Adventure Utilities.

Featuring AGT Classic, AGTBig & AGT Master's v1.5

Reviewed by Bob Adams

TO BEGIN WITH, a bit of history...

I had previously only used adventure writers on my Amstrad 8 bit computer and had greatly disliked the Graphic Adventure Creator (GAC) but I fell in love with ADLAN. The complicated syntax and the use of variables within GAC made my brain melt. To use ADLAN, you wrote your adventure using a word processor and did most of the coding in a simplified basic sort of English. So everything was fine until I upgraded to an AMIGA and I felt those strange yearnings once again to write another adventure. My beloved ADLAN was no longer available to me but lots of gorgeous extra memory was! But what utility could I find to make use of it? I tried HATRACK II but I didn't get on with its point and click type of interface, plus I was getting all sorts of horror reports on the number of bugs it had from The Grue, who was busily converting my Grue-Knapped! adventure from the 8 bit CPC to the Amiga on my behalf at that time. (Now available from a post box near you, see review in a previous issue... Stop that Bob! Ed.)

I also looked at a few Public Domain utilities but none of them inspired me with any sort of confidence until I got a phone call from Ken Bond (The Test, Spiro Legacy et al.) He suggested that I take a look at AGT because he was quite impressed with it. So I did - and suddenly I felt that this was a program that I could get along with.

You see, like my old friend Adlan, this program also relies heavily on using a word processor for all the input. So why is this so important to me? Well a.) I like using a word pro because I'm comfortable using one. I've been using Protext now for almost six years so you could say that I'm fairly used to it by now. Even though I've changed computers I'm still using the same word pro with exactly the same basic user commands. b.) It is easy to make corrections, search & replace, find words etc and c.) it has a built-in spell checker. "c" is probably the most important reason when one is dealing with a text adventure. Correct spelling is vital to my enjoyment as a player and so I try to make doubly sure that everything is correct as a writer. I also use a safety net called Lorna Paterson to find anything that I've missed. (Thanks Lorna.) AGT Classic interfaces beautifully with Protext and will probably work equally well with any text editor that can save files in ASCII format.

So you've got AGT Classic and you've got your favourite word pro, so what else do you need? Well a good imagination helps, so as you can invent a story and build your adventure around it. However, how to write an adventure goes a fair bit beyond the scope of this review so that will have to wait for another article. So in the best tradition of all TV cooking programs, I'll just open the adventure story oven and produce one that I prepared earlier. This is one called Heivera that I did on the 8 bit CPC and I am now converting to the Amiga using AGT Classic. Available soon from a mail box near you... (I won't tell you again! Ed)

The beauty of using an adventure that has already been successfully written using one utility, is that you know it works. Sometimes a non-working routine can be your lousy coding or it could be that what you are attempting is beyond the possibilities of the adventure utility.

If a problem that worked previously is now giving you bugs, then you can only blame yourself. With this cheery thought in mind, I promptly got stuck into AGT Classic.

The first part is straight forward. List all your rooms (locations) with available exits, short and long descriptions and a reference to what objects can be found there. Then do the same for all the Nouns (objects) you wish to include, write an introduction screen, compile into machine code using the supplied compiler and stick it all onto a run-able disk with the supplied 'Run' program. Job done. Okay?

Well, not quite. What I have just described is possible but it would result in a very simple 'hunt the hidden treasure' type of adventure. Fine for the mid-eighties but it just wouldn't do for today's adventurist. AGT Classic is supplied with a wealth of what they call "Meta-commands". These allow you to program just about any devilish type of puzzle or routine you can invent. The only limitation is your own skill at making the computer understand exactly what you want it to do. Remember, computers are not intelligent - they only do what you tell them to do. You have to make sure that it does only what you want and at the correct time. Give it any ambiguity and it'll guess wrong every time! However, it is not difficult to do it correctly and you'll soon get the hang of how the computer responds to AGT's form of commands.

Currently, AGT Classic has the following maximum attributes:

ROOMS (locations)	200	NOUNS (objects)	100	CREATURES	100
FLAGS	255	COUNTERS	25	VARIABLES	25
QUESTIONS	25	MESSAGES	250	META-COMMANDS	400

Now this may sound a lot but it isn't. The original PC roots show up here, as the program was written to run on a machine with a minimum available memory of 384k. Unfortunately, the authors did not extend this memory limit when converting across to the Amiga. The limit of 100 objects is laughable and the 100 creatures are a criminal waste of space in a text adventure. Still, larger adventures are promised with the arrival of the next version, called AGTBig.

During the writing of Heivera, I upgraded my Amiga from Workbench 1.3 to 2.04 (and since again to 2.1) and I'm pleased to report that AGT was not affected by the change overs, much to my relief. AGT Classic is shareware. This means that you are allowed to obtain and use the program for a limited period free of charge. After this you are expected to register the program by sending \$20 to the author or destroy your copy of the program.

Overall, AGT Classic is a text adventure writer that is simple to use within a word processor and with a little effort, will produce adventures which will look very similar to the layout of Infocom text adventures. The quality of them though, is up to you!

THE MIDDLE BIT, the arrival of AGTBig...

The "Big" version of the Adventure Game Toolkit is designed to work just like the Classic version. The only difference is that the Big version allows you to create and play games that are approximately twice as large as the Classic version of AGT. Needless to say, however, the Big version of AGT will require that your computer has more memory -- specifically, you will need at least 512K of "free" memory available (after accounting for all the various resident programs including Workbench, you may have loaded).

The specific differences between the two versions are shown below:

RANGES:

	"Classic"		"Big"	
	AGT		AGT	
	=====		=====	
	FROM	TO	FROM	TO
Rooms	2	199	2	299
Nouns	200	299	300	499
Creature	300	399	500	699
Messages	1	250	1	500

MAXIMUMS:

	"Classic"		"Big"	
	AGT		AGT	
	=====		=====	
MetaCommands	400		700	
Counters	25		50	
Variables	25		50	
Questions	25		25	
Flags	255		255	

The manual states that "included as part of the AGTBIG "package" is a program that can be used to convert from "Normal" AGT source files to "Big" AGT source files automatically". This would be most useful as items such as the Nouns for instance, all have to be re-numbered when changing from the smaller to the larger version. Unfortunately, this program was NOT supplied on my Amiga disk and it appears to be a PC only program.

My feelings about AGT have not changed and I still regard it as the best text adventure writing utility available for the Amiga. If it has a drawback though, it must be the fact that the authors do not own or use an Amiga themselves and they have to rely on a third party to do the conversion work for them. Therefore it is not quite as good as their own PC version.

AND NOW UP TO DATE. with the arrival of AGT Master's...

AGT Master's Edition V1.5 (PC version only available but it will run on an Amiga fitted with a PC emulator.)

The most obvious difference between the Classic and Master's editions, is that the Classic was a pure text adventure utility whereas with Master's you can include graphics, animation's, special fonts, music and/or sound effects. But the improvements do not stop there. Several new features have also been added to the text utility as well, giving greater freedom to the author on how their finished adventure will appear and perform. Much bigger adventures are possible with 300 Rooms, 200 Nouns, 900 Messages and a vocabulary of over 1000 words being available.

This is almost twice as large as possible with the Classic AGT.

The first thing that you'll need to get used to when you start to program is the use of LABELS instead of numbers. Where everything in your database used to be referred to by its number such as ROOM 27, NOUN 50, MESSAGE 199, etc, now it is no more, instead it becomes ROOM [The Kitchen], NOUN [knife], MESSAGE [You pick up the knife], etc. The new use of labels has two advantages: first your code becomes portable and a section of it can easily be transferred to a new adventure and second, it makes bug hunting much easier.

A typical bug in an adventure's early days is when you examine a dead body and you get the response "It is a piece of Red Leicester"! This can happen because in your database the body is NOUN 93 and the piece of cheese is NOUN 98 and the two have become transposed. A simple typing mistake that should now be avoided by the change to labels.

There is a separate program provided called AGTLABEL. This little beauty will convert an old AGT database written with the Classic version and change all the old numbers to the new label format, which saves you having to re-write it from scratch.

Other new features include:

TALK TO and ASK. Creatures can now have the ability to be either talked to or asked questions. Although it was possible to do this before by programming it yourself, these functions are now built-in.

An AFTER command is now available which is very useful for those extra things that you wanted to happen after the player's input had been acted upon.

TEXT MACROS can be defined for use instead of typing the same sentences time and again. Also they can also be used for updating the player's variables or counters such as strength, hunger etc and mean that you do not have search the database for every occurrence of the item when you want to change it.

SUBROUTINES (plus nested subroutines) are now included and can be used for various purposes such as, "Game Over", "Player Dies" or "Game Win" routines.

Re-definable FUNCTION KEYS.

New input editor with "OOPS" feature.

The DEBUG feature can be frozen, preventing naughty players typing "ListRooms" etc and cheating!

CUSTOMISED DEFAULT MESSAGES. No longer do we have to "die in a puff of orange smoke" or be told "You don't have that!". All these messages are still available but now you can change them to suit your own adventure style or grammar.

MENU DRIVEN player input. You can now create a drop down menu with a list of verbs and nouns that are applicable actions for that room. This will greatly assist the player who is frustrated by knowing what to do but not being able to guess the correct input.

INITIAL DESCRIPTIONS for rooms, nouns and creatures. This allows you to create say, a room description that changes after your first visit to it. This is much better than having to program (and waste) two different rooms to achieve the same result.

So as you can see from the above, there are a lot of extra features included in the Master's edition before we even mention the graphics etc.

OPTIONAL GRAPHICS. Each room, noun, creature or special event can now have an associated illustration or animated picture. The PCX format is used and this means that thousands of "clip art" pictures are available to you from PD libraries etc if you cannot draw your own. Care will need to be used with this feature as obviously a 256 colour VGA picture cannot be viewed on a 4 colour CGA screen but attempting to do this will not make AGT fall over. The FLI format animation's however, will only display on a VGA screen or better. If the chosen graphic is not viewable on your monitor, then AGT just gives a "beep" and carries on running the adventure.

OPTIONAL MUSIC and SOUND EFFECTS. using .MUC files are now available, plus new to version 1.5, is built-in support for an ADLIB or SOUNDBLASTER sound card if fitted. This means you can also use .CMF, .MID or .VOC files as well. If no sound card is fitted, then the PC speaker is used instead.

CUSTOM FONTS. Only available if viewed on an EGA or better monitor. A collection of about thirty different fonts are included, plus a font editor for designing your own or to edit the existing ones.

THE MANUAL. Once again like its predecessor, the manual is truly excellent. It looks a bit daunting at over 170 pages of A4 but it is worth spending time with, as everything is covered in detail and with lots of helpful examples. Only available on disk at present but it is easy to print out your own hard copy.

WHAT NEXT? Unlike previous editions of AGT, no plans have been made to convert AGT Master to any other computer format.

CONCLUSION: I'm very impressed with AGT Master. Even without the inclusion of graphics and sound etc (which I've only had limited success with due to my running the program on an AMIGA with only a PC CGA emulator) the improvements, additions and general flexibility of programming have answered nearly every complaint or niggle that I had about the old Classic version - not that I thought that that was a bad program I hasten to add - so well done Softworks.

For the text-only purist, AGT Master v1.5 is still well worth the price of upgrading in my view, just for the text utility improvements on their own.

PRICES: AGT Classic - Shareware (20 US dollars to register.) Available from Public Domain libraries. Utility Disk for Classic AGT (including AGTBig) - 15 US dollars. AGT Master's v1.5 - 50 US dollars (or 35 dollars to registered AGT Classic users.) Only available from: Softworks, 43064 Via Moraga, Mission San Jose, California, 94539.

PERSONAL

From Ingrid to Vicky Campbell Sorry, lost your address! Please get in touch again!
To Terry Innkeepers are not early risers. Unlike storekeepers! Best wishes - Diane.
Dammyenne Steyle Someday, somewhere, someone will spell your name right. (Grimwold)
To the girls We have only one thing to say ... five-nill!.....five-nill!.....five-nill! - The Boys



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THE BLACK TOWER

Every evening, as the last of the crumbs were swept on to the floor and the hunting-dogs scrambled for the morsels that fell from the long wooden tables, the talk would turn to 'serious' things and men would relate the tale of the '**MORJAN CRYSTAL**' and its immense powers.

Many believed that the crystal was the source of all that was evil in the land, and that only its removal would return the kingdom to its once great state. Others felt that it was the crystal itself that preserved life on the land and that without it all would turn to dust to be swept away on the cold east winds.

However there were the 'silent' ones amongst them who knew the true story behind the influence of the crystal and it was one of them that now turned to **YOU** and entrusted **YOU** with the '**task**' you are about to embark upon.

It has befallen **you** to make your way to the infamous '**BLACK TOWER**' and once there, to utilise every means at your disposal to destroy the '**MORJAN CRYSTAL**' for once and for all. A simple enough task when you weigh up that it only entails the destruction of one small crystal ... but an immense one when you consider the risks involved.

You will need all your wits about you and then a great deal of luck as well, before your task will be over. And only time will tell if you are good enough.

Prepare to do battle with some very acute problems and to encounter such strange creatures as **RATARITTS**, **ROCS** and **BEEILES**. Good Luck on your quest

**Spectrum 48K/128K+2**NOTES

This game comes on **TWO** distinct parts and as such, you will need to use the 'code' word gained in part one in order to play part two. However there is an 'explore' routine in the game that will allow you to visit a number of the location in part two without the use of the 'code' word ... but be warned, you will **NOT** be able to complete part two unless you complete part one first.

Use **RAMSAVE** and **RAMLOAD** in order to store a position to **MEMORY** but always use the more normal input of **LOAD** and **SAVE** in order to commit a position to **TAPE** as a permanent record of your progress.

HINT : There are more than **ONE** 'code' word, and therefore more than one ending to part one, so make sure you obtain the **correct** one ... your task depends upon it being correct!

"THE CRYSTALS OF KINGS"

For hundreds of years, the races of the world have been at peace under the rule of the 'House of Brenn'. The mighty kings of this ancient line have used the 'CRYSTALS OF KINGS' to keep control and order amongst all creatures and all has been peace and harmony for as long as the memory of man can recall.

The crystals, four in all, have a magical source of command and power. CARETH BRENN, the present king, has used the crystals, like his forefathers before him, to help the many races of the world to unite in harmony and live in peace. But this is now no longer the case

For on the fateful night of the 'Golden Moon', when the 'House of Brenn' was deep in celebration, Medillion Karma, an evil twisted mage, entered the 'Silver Tower' and stole the crystals. Then hiding them throughout the land, he threw the realm into confusion and chaos.

Many wars broke out and many kingdoms fell to the sword. Great evils came forth from the shadows, but none more evil than the 'Priests Of The Unholy Order', followers of Medillion Karma. They spread fear wherever they went and committed many abominations in the name of their new king.

YOU have been asked by your king, CARETH BRENN, to seek out the crystals and to restore peace, harmony and sanity to the realm once again. Good luck ... you will need it !!!!!



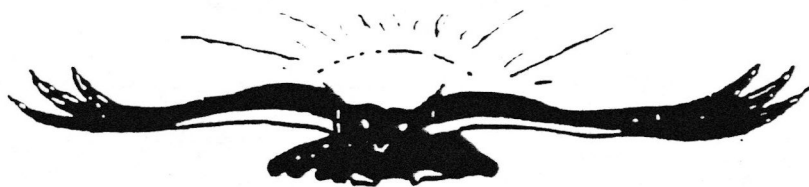
NOTES

A rough map is available see option when reading the instructions however it does not display ALL the locations, you will need to discover these for yourself.

The game will recognise the use of the simple 'verb/noun' input to enter your commands and there is no need for complicated inputs in order to achieve your goal. Just enter commands in the form of ... GET BUCKET or TAKE BREAD and the game will respond and act accordingly.

Use the commands SAVE and LOAD to store/recall a game position and you will be given the option to use either MEMORY or TAPE to use as your storage medium. TAPE is a more permanent record.

The game is in TWO parts so use the knowledge gained in part one in order to complete part two and thereby finish the entire game.



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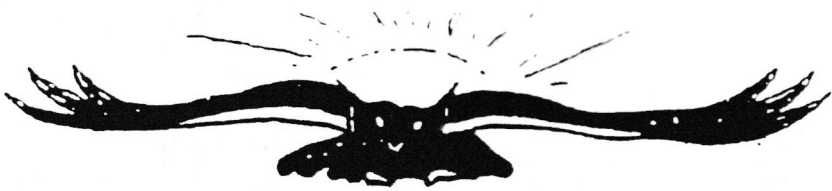
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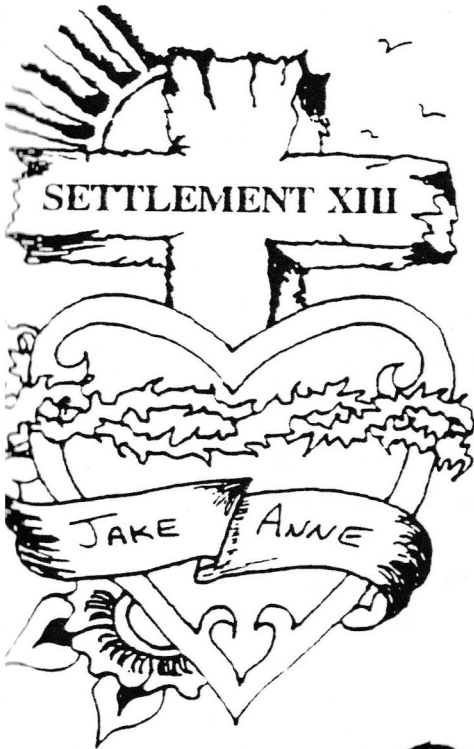
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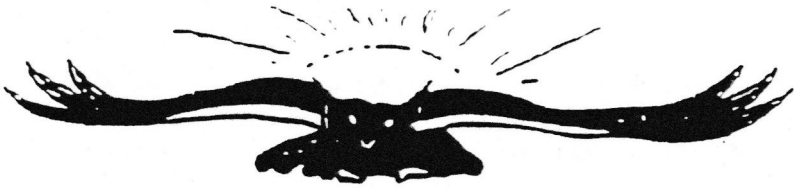
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Get Me to the Church by Gareth Pitchford

...Ernie Spludge opened his eyes, his head thudding wildly, and said, "Oh my God!". The reason for this profanity is blatantly obvious to followers of his adventures, for today was the day that he was to be married to Miss Rosie Cheeques at one o'clock, at Scumsville Parish Church. Still Confused? The sad fact is that Ernie has just awoken from his stag night, he has an awful hangover, he can't see his best man, and, more importantly, he has just realized it's 11:00 o'clock. Add to this the fact that he hasn't got a car, and is currently positioned 20 miles away from the church and you'll realize that some help from you is needed. Simply get Ernie to the church on time... but don't forget the best man, the ring and... well, that would be telling!...

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Jekyll and Hyde

by The Essential Myth

".... Many voices cry, ragged-tongued, in the primeval wilderness that is the human psyche: voices of lust and of compassion; voices of sin and of reason. There is the voice, small but ardent, of our conscience; the silent voice that observes us in our dreams and our nightmares; and the voice we know as I: the ego, the self.

In the latter half of the nineteenth century one man began to realize the inevitable disjunction of these mental facets. Painstakingly, he unearthed a dreadful knowledge - learned to release unfettered the bestial voice which cries from the bottom-most sludge of our brains. He faced.....

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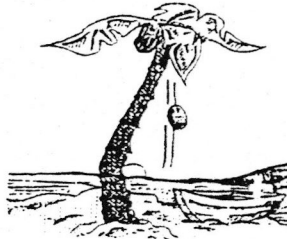
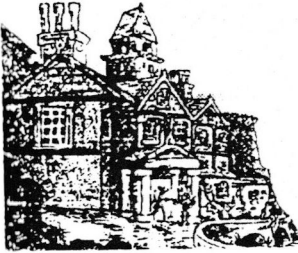
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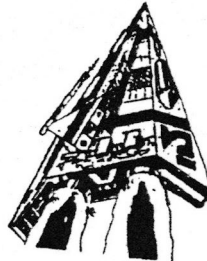
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ZENO OF ELEA

Musing philosophical and the Professor

by Neil Shipman

In adventures (and real life) how do you get from A to B? A simple enough question with, you would reckon, an equally simple answer. But you only have to think about the bridge in Beyond Zork and all of a sudden matters become a bit more complicated.

In this Infocom adventure there is a bridge across a chasm. If you begin to cross it from the southern end your first move north takes you to a location "Halfway to the North End", your next to "3/4 of the way to the North End", your next to "7/8 of the Way", and so on up to "16383/16384 of the Way" after which your position is just given as "Immeasurably Close to the North End". You get similar descriptions if you try to cross from north to south. Indeed, once you are on the bridge it is impossible to get off it on foot. Magic or the use of a particular object is necessary to resolve the dilemma.

If you read the notice hanging at the entrance to the bridge and you're a student of philosophy you might have expected something like this to occur. Why? Because this is what the notice says:

ZENO'S BRIDGE

Cross At Thy Own Risk!

Far from being just another of the many strange fictional names we adventurers are used to seeing, Zeno really did exist. Born in the fifth century B.C. in Elea in ancient Greece, he was a philosopher and logician. He is famous chiefly as the propounder of a number of paradoxes which bear his name and it is the first of these, properly known as The Dichotomy but more commonly just as Zeno's Paradox, which is relevant here.

Since the days of Pythagoras a century earlier, space and time had been treated mathematically as consisting of a plurality of points and instants; but they also have a property more easily felt than defined, which is called "continuity". By logical argument Zeno sought to show that the subdivision of continuity into points and instants is impossible.

Zeno's Paradox argues that before a moving object can travel a given distance, it must first travel half that distance, then half the remainder, and so on without limit. As each bisected part is finite in length and there are an infinite number of them, it follows that one cannot traverse a given distance in a finite time. Taken to its ultimate conclusion for any speed and distance this means that no motion of any kind is possible.

First, consider the process of subdivision to be complete. Then either there will be left certain smallest possible parts that are indivisible but infinite in number, or else the subdividing results in parts that have no magnitude, i.e. they have vanished into nothing. Both conclusions are absurd - the first because so long as any part having magnitude is left the process of division is not complete; the second because if the parts have vanished into nothing then the original whole must be composed of nothings.

Aristotle answered Zeno's paradoxes by claiming that the infinitely small was a potentiality only, not an actuality. But although this appeals to sensory perception and imagination it is not acceptable to modern mathematics. (Now however, following the nineteenth century formulation of the properties of infinite classes, these problems are no longer looked on as paradoxes.)

It should come as no surprise that the author of Beyond Zork was "Professor" Brian Moriarty. Well-educated, with an English Literature degree from Southeastern Massachusetts University, he has always done extensive research for his adventures and used the breadth of his knowledge to enhance his work. Just think about the authenticity of much of the gameworld in Trinity, or of the characterisation of the Elders of the Weavers in Loom, named as they are after the three Fates of Greek legend.

Since completing Loom he has been employed in the educational department of LucasArts Entertainment. Whilst there, however, he has been formulating his new adventure entitled The Dig. This has a science fiction scenario and is a collaboration between the Professor and movie director Steven Spielberg!

It will be more than a little interesting to see what this forthcoming game is like. But there is one thing you can be sure of - if Brian Moriarty is involved it will be impeccably researched and, if you know where to look, you are almost certain to find some classical, philosophical or literary reference.

Such detail, virtually hidden from the cursory look of many players or, regrettably, unrecognisable by most, adds a further dimension to his work. It is one of the qualities that, for me, elevates a good adventure into a great one and promotes the Professor to the top of my list of best adventure writers.

So next time you come across a strange name in an adventure don't assume that the author has just made it up. Far from being fictional it may well have considerable meaning - and a little research on your part might well prove interesting and add to your breadth of knowledge too.

PRECISION CORNER

Update on saving a position on an Amiga under Spectrum emulation:-

JOHN WILSON has written to say that there is no need to save the WHOLE game as the normal save routines are catered for. Just type in SAVE and the usual message will appear. In the case of the "QUILLED" games it will be "Start tape and press any key" so just press ENTER/RETURN and the game will provide a file-requestor for you to type in the name of the file before pressing ENTER/RETURN again to save it to the disk. When you want to reload that particular file just type in LOAD and the file system will be revealed again for you to choose the file of your choice before pressing ENTER/RETURN to load. In the case of "PAWed" games it adopts the name of the file procedure with the exception that the message asks you to input the name of the file BEFORE you press ENTER/RETURN - this saves you having to use the file system to name the file. It also asks you which file you want when you type LOAD, before searching for it itself. The only real difference is that "QUILLED" games only save ONE file and "PAWed" games save TWO a "header" file followed by a "bytes" file.

CONVENTION '93 - A BEGINNERS IMPRESSION

by Wynne Snowdon

I thought about going last year but was too shy (stop sniggering all those who know me). This year I decided to take the bull by the horns and go to the ADVENTURERS' ANNUAL CONVENTION 1993.

The car journey from Durham was horrific. I won't bore you with a mile by mile description. Suffice to say every road I took had at least one traffic jam. The M1 was worst with a 10 mile tailback. By journey's end I was beginning to wish I'd never bothered to go - especially after touring around Birmingham in the rush hour searching for the hotel. Next time I'll "let the train take the strain".

Arriving about 7pm I looked around hopefully, but in vain, for the others. All the sensible folk (and adventurers) had, by this time, left in search of food. Later, I sat in the bar with copies of Adventure Probe and Goblin Gazette in plain sight - as advised by Sharon Harwood who obviously remembers her first convention!

Unfortunately, nobody noticed them. Gales of laughter drifted through from the next room. While fairly sure the merrymakers were adventurers, and desperately wanting to join in, I was rather loathe to approach complete strangers at nearly midnight to ask if they "liked adventuring" - especially in a strange town. Feeling quite depressed, I set off for bed. Suddenly, a voice called "is that a copy of ADVENTURE PROBE you're carrying?" and everything changed. I was introduced to the group, joined in the gossip and laughter and was made very welcome indeed. Many drinks later, and after some funny episodes which I'm sure someone else will write about, I laid me down to sleep at about 4am.

Saturday afternoon the convention commenced. Everyone was so friendly and helpful that, even though a stranger, I was at ease. I learned more about adventuring in those hours than I'd done in the previous year. There were new programmes and different computers to try and, as ever it seems, lots of fun. I even managed a creditable score in the Megapoints Competition. Possibly because it was my first convention I got a real buzz from meeting writers, testers and other adventurers.

Saturday evening we went out for a meal before, once again, adjourning to the hotel bar. Trivial Pursuit will never be a serious game to me again! And I'm still sure that someone (who shall remain nameless) has learned all the hard answers just to impress.

Sunday came very early after yet another late night. I'd thought to leave the hotel right after breakfast and stopped, just for a minute, to say goodbye to everyone. I eventually left after lunch-time. The journey home was painless and the next week was spent in getting over what had been one of the best weekends I'd had for a long time.

My purpose in writing this is not just to say how much I enjoyed the convention and how very grateful I am to all those who put themselves out to make sure I did. I also want to say this to others, like myself, who've never been before. Don't pass it up just because you don't know anyone, because you'll be going alone or because you think you don't know much about adventuring. Get yourself there and you won't be alone for long. You'll have a super time. You'll meet lots of new people and, I bet, when you leave you'll already be making plans for the next year. One hint - make sure the others know you're an adventurer. Wave a copy of Probe about, wear it in your ear, hang it round your next but, whatever you do, don't forget to bring it. See you all I hope in '94..

SYRACUSE NEWS

One of the interesting advantages of printing Adventure Probe and writing this column is that I get to see the letters column etc. after Barbara but before everyone else. Being out on a limb geographically I find letters like that of James Waddington intriguing and yet at the same time unfathomable. What on earth is he on about? I suppose letters like his encourage the illusion that something really dynamic is happening in the 8-bit adventure world and that it isn't just drifting away to oblivion. That coupled with the numerous traumatic departures of well-known adventurers on both the creative and retail front! Haven't any of these folk heard the expression 'bowing out gracefully'? I'd just like to say that I have done design work and photocopying on a regular basis for Tony Collins and he paid all of his bills (including the last one) without a qualm and was helpful, friendly and enthusiastic in all my dealings with him! I do a lot of print work for Darren Blackburn (including printing ZAT and most of the IEBA documentation) and he has paid his bills on time and is very helpful, friendly and enthusiastic!! I print material regularly for Dave Ledbury and he is helpful, friendly and enthusiastic!!! I have never printed anything for John Wilson but have had plenty of contact with him over the last two/three years and I have found him to be (altogether now) - helpful, friendly and enthusiastic - not to mention generous!!!! So there you have it - everybody in adventuring are good lads - except for the many women (some of whom will no doubt be slagged off in coming issues) who do so much for the hobby. It would be nice if it could be accepted that some people have enthusiasms and ambitions larger than their ability to deliver and that even if it can sometimes be a bit irritating it isn't BAD and we're all here for basically the same reason - adventuring. SOLIDARITY BROTHERS AND SISTERS!!! Whoops - getting a bit carried away there. Anyway, that's my four-pennuth, so now back to the pulse-racing, breath-stealing, wild and wacky, vibrant world of Acorn adventuring.....

NEWS..... There isn't any! Well, unless you count 'Acorn Computing' (the third placed national Acorn mag) buying out 'Acorn User' (the best-selling mag). No editorial changes there - "for the next few months". At least the 'Mad Hatter' - the official and only voice of Acorn adventuring - works for 'Acorn Computing'. So presumably he won't be dropped (neither 'Archimedes World' nor 'Acorn User' have an adventure column. He (the Mad Hatter) has the luxury of TWO full pages bi-monthly to promote adventuring on the Acorn. So let's see what he did with it this month....

Although 'MH' excuses himself by declaring that he is clearing a backlog of enquiries going back to 1992 I think its a bit rich devoting 4 out of six columns to ELITE (not even Elite 2 mind you) and the equivalent of 1 & a half columns to a continuing walkthrough solution of FISH!! I mean how old is Fish? Great game though I'm sure it is, you'd think a bit more exposure could be given to the more recent games - specially as 'MH' reviewed them all favourably. I'm afraid as far as I'm concerned he's letting the side down.... Must drop him a line!

Well I was going to tell you all about Mike Singleton and his foray into the land of the PC with a new, improved 'Lords of Midnight' but somebody beat me to it!!

AMIGA NEWS reporter STEVE CLAY

Genesis, apart from being a rock band, is the name of a new adventure from Flair. Among several talking points about this point and click affair is the use of a lady as the lead character. I say lady, but the leotard and thigh length boots, give the impression that she is far from such. Flair are thinking about changing the main sprite and that would seem to be sensible as it will probably put more people off than it entices! The game is a time travel type thingy in which you must collect gems. (Originality is alive and kicking!) the backdrops look rather tasty on the current round of screen-shots. Flight of the Amazon Queen would hint at another female lead role but that is not so. You play the part of a pilot who is transporting a Hollywood star - Faye something or other Russel I think - when your plane crashes and you land in the jungle. The aim is to escape from the jungle and deal with an evil chappy who has set up a base in the jungle for his own nefarious deeds. The game is written by Renegade who have a good idea about how a good game is written. Due after the festive season.

US Gold are to release the Sierra back catalogue on their budget label Kixx XL. The term budget is a curious one and in these days of ours can mean anything from £7.99 to £16.99, the latter probably being closer to the mark for this batch. Included in the releases will be the Kings Quest series, the Police Quest and the Space Quest games.

Cosmic Spacehead mentioned last month as Codemasters first adventure release lost Brownie points with me recently when I saw a TV review that showed a platform section. Oh dear! Coming soon is Kings Quest 6. I think I have mentioned this before but more screenshots have appeared and previews are talking of great things. Expected in December from the people who produced Beneath a Steel Sky, to whom I offer an apology. I hinted sarcastically that their Steel game was massive and would arrive on one disk. Well, if the review in The One is correct, then that is exactly how it does arrive! Some locations take 20 seconds to load but no disk swapping! Let's hope KQ6 follows the same sensible approach!

Spotted in an advert, for a PD company was the following title: HACKTAR 1.6 Adv. creator! Can anyone tell me if this is Hatrack or some similar sounding adventure creator!

Perihelion is the tongue-twisting title of the new RPG from Psygnosis. The locations are depicted in a monochrome style and they ooze atmosphere, the command screens are done out in a gun metal colour and the whole thing looks great. It appears to be set in a post-holocaust world and is expected around Christmas time. Seventh Sword of Mendor is a new RPG from Grandslam also expected around Christmas. Warning signs already from the producers who are telling us how big it is [The game dear! The game!] There are over 200 miles of road apparently, sounds like you'll be doing a lot of walking. Why do game producers thing size is important, why can't they see that most players can pick out a dud no matter how big or small.

PD warning, I know how many people like Tetris type games. There is a game doing the round called Numtric. This is a DEMO version that cuts out after 100 blocks and asks you to send £5 for the full version. There is no mention of the game being a demo in any of the adverts I've seen.

Having ordered a game from the Hit Squad I received a leaflet containing some forthcoming releases: Black Crypt and Powermonger World War 1 edition are set for a November release. Risky Woods is due out in December. Prices are either £9.99 or £12.99.

Finally an appeal. Have you tried any Amiga games that you want to recommend or warn people off? What PD stuff have you found useful? What would you advise people against buying? Write to me and help fill out the Amiga column! Steve Clay, 17 Stanlaw road, Ellesmere Port, South Wirral, L65 0EY.

NEWSDESK

Latest Amiga Conversions from Zenobi Software

Recent conversions for the Amiga are:- A Serpentine Tale, Gods of War, House on the Tor, Four Minutes to Midnight, Ronnie Goes to Hollywood, Weaver of her Dreams, Arnold the Adventurer, Arnold 2, Arnold 3, White Feather Cloak, Lightmare, The House, Harvesting Moon, Lost in Time, Quann Tulla, In Search of Angels, Treasure Island, The Dogboy, Silverwolf. One of our Wombats is Missing.

By the end of November the following will be available:- Amulet of Darath, Fisher King, Deek's Deeds, Urban, Labours of Hercules, The Mapper, Murder Hunt, Murder Hunt 2, Wizard Quest, Kobayashi Naru, Shard of Inovar, Venom. All supplied with FREE emulator.

Zenobi Software are also planning to bring out a range of conversions for the PC - details to be announced later.

John Wilson tells me that the Amiga conversions play almost as fast (if not faster) than the originals on the Amiga A1200. The v1.7 emulator will now be supplied to all A1200 owners from now on.

HELP WANTED

Anyone who can supply an address for NIGEL GETTERWELL please contact Vicky Jackson on 081 715 5524.

Can anyone supply maps for ISHAR 2, especially the area called JON'S ISLAND? Please contact me at the usual Probe address so that I can copy them and pass them to "lost" readers. Many thanks, Barbara.

IN TOUCH

Amiga games for sale and wanted: For sale: Ishar 1 and Ishar 2, The Adventures of Willy Beamish and Adventures of the Longbow, £12 each. All games are in mint condition and price includes p&p. Games wanted for the Amiga: Monkey Island 2, Ingrid's Back, Silicon Dreams and The Jewels of Darkness. Also wanted, any clipart (IFF) for Pagestream. Please contact:- Tom Leahy, Tel. 061 202 2452 or write to 88 Holtby Street, Blackley, Manchester M9 4AR.

Wanted - Disk Drive for Commodore 64: must be complete with all relevant software and in good working order. Any reasonable price paid. Please contact:- Phil Reynolds, 36 Grasmere Road, Royton, Oldham, OL2 6SP Tel. 061 652 7565

Wanted - Amstrad adventures: on tape and disk, especially adventures that are only available on the Amstrad. Please contact:- Mark Oulaghan, Tel. 021 778 2014 after 5pm.

OBJECTS AND THEIR USES

DANGER! ADVENTURER AT WORK! 2

compiled by Barbara Gibb

- Hip flask contains Dutch courage
Clothes not worn on nudist beach but definitely needed in the Arctic
Washing powder for washing clothes
Tuning fork hit to break glass doors
Ice cube water when melted
Mug for holding the melted ice cube
Parrot hit him to find a horse
Horse look in its mouth
Camera for taking photograph of yourself
Short length of bamboo make into a pipe
Knife used to cut growing bamboo
Photograph needed for passport
Pipe play a tune to get the rats dancing
Top hat look in it, then put it on the snowman
Rabbit pull it out of hat, give it to the fat controller
Exercise book read it to learn how to hot wire a car
Business card give it to someone
Barbie doll wants a boyfriend
Ken doll wants a girlfriend
Baby doll give to someone
Little girl wants a baby doll
American Xpress card use to pay your electric bill
Aerosol can spray to get a key
Key use to get into the lock-up garage
Spanner unbolts manhole
Manhole sewer cover
Rats idolize Ken, see pipe
Torch red herring
Passport your ID in the Electricity Office
Nobby Nowhere has passport
Fat controller wants a friend
Strange man an adventurer who wants an identity
Marigold gloves protects your hands when you press the button
Flaming devil has something you need
Angel has something you need
Small plant type of beanstalk
Large plant same as above, but larger
Splatter bouncer on door of Band-aid Saloon
Dead bat a "bow-tie"
Large penguin asks a riddle and has something
Slug wizzes everywhere just to annoy you



GETTING YOU STARTED

BY JOVE played by Barbara Gibb on a C64

Start in a room, not the one you went to sleep in last night. I (nothing). EXAM RECORD and TAKE RECORD (seems to be stuck in mid-air - come back later for it). EXAM DOOR. EXAM LABEL (door is voice activated). SAY OPEN and go W, W, W, S, W, and S to Hydroponics Centre. EXAM PLANTS. TAKE FLOWER. N, E, N, N, N, N, E, S (Teleporter Room). EXAM TELEPORTER. ENTER TELEPORTER (you teleport to the start location and bump into the record, knocking it off the invisible teleporter in the corner. TAKE RECORD. SAY OPEN. W, W, S. SAY OPEN. E (sleeping quarters). EXAM GRAMOPHONE. PUT RECORD ON GRAMOPHONE (lots of loud noises!). PUT FLOWER ON TABLE

PREHISTORIC ADVENTURE played by Barbara Gibb on a Spectrum

You start in the centre of Stonehenge. W. GET SHOVEL. W, N. GET BOTTLE. S, NW. W, NE, NE, NE. GET STICK, N, E, NE. DOWSE (the stick points downwards). DIG (need shovel). TAKE [cloth] (something is wrapped inside it). E, N, S. FILL BOTTLE. SE. SELL STICK (the trader gives you some coins). BUY SAILS. SW, S, UP, N. DIG GARDEN (need shovel - you are give a tie). S. DOWN. N, NE. SELL TIE (the trader now gives you his credit card). E. UNWRAP CLOTH (to reveal the map). WEAR CLOTH (as a tie so that you can enter the burger bar). GO IN. BUY BURGER (need credit card). GO OUT, W, SW, S. BOARD YACHT. HOIST SAILS. WEIGH ANCHOR. FOLLOW MAP

TIME played by Barbara Gibb on an Amstrad

Type EMIT ("time" backwards) to enter the adventure. Start in the Time Machine, you have 7 hours to complete the mission. PULL LEVER (now in France in 1942). OPEN DOOR. LEAVE MACHINE. Now in a cave. N (plateau), D (winding path), D (boulder prevents you). PUSH BOULDER (now very thirsty). D (beside stream - do not drink here). W (see dead cow which has contaminated the water). W (water safe to drink). DRINK WATER. E, E, E. CROSS BRIDGE. W (field and nettles). SEARCH NETTLES (they sting you). W, N, W (scare Frenchman as you break wind). W, W (crossroads). S, S, S (along country road). GET HELMET. WEAR HELMET (too small). N (crossroads again). E, E, E, E, E. SEARCH HEDGE. GET STICK. E, N (farmyard). W (outside barn). ENTER BARN. GET HEN. HIT HEN WITH STICK. DROP STICK. SEARCH HAY. PUT EGGS IN HELMET

A DAY IN THE LIFE OF A TUPPERWARE SALESMAN played by Ellen Mahon on an Amstrad

You start in Horace's room. (Horace is carrying a suitcase, and wearing some clothes) Door S. OPEN DOOR, S (corridor), D (lobby), S (outside inn), W (street corner), N (middle of street), W (shop). OPEN CASE. GET CONTAINER, TALK STOREKEEPER. SELL CONTAINER. You will now leave the store with a lamp and agreement. First secret word revealed. N (end of street), N (dusty path). EXAM SIGN. PULL SIGN (Tau Lin Chirt appears - you can now go N as Tau Lin will get rid of the thief). N (rocky path), N (junction). EXAM PATH. GET ANCHOR. EXAM ANCHOR, N (before castle). GET BOTTLE. EXAM BOTTLE. READ MESSAGE. S, E (farm track), E (farm yard), GET HEN. EXAM HEN. SQUEEZE HEN. GET EGG. EXAM COW. GIVE ANCHOR TO COW (you now have the milk and the egg)
.....

HINTS AND TIPS

THE BLACK TOWER Pt.1 played by Barbara Gibb on a Spectrum

You have to knit a net to catch a fish.

It can be beneficial to "hang around" provided you are only carrying one particular item.

You have to "join" two objects to make a light source, but be careful you don't drop one of them as you won't find it again.

You'll be surprised at what can be worn. Don't be greedy, collect only useful items.

Look under the hedge to find something, but keep it dry.

After your knitting abilities have proved useful, your needlework is now tested, provided you can make a needle, find some thread and "material".

To get the bell to work you have to make and then attach a clapper.

CAVES OF DYANTY played by Damian Steele on a PC

There is a secret room north of the library.

The red keycard opens the safe.

The blue keycard opens the door northeast of the computer.

The remote device will destroy the first robot.

Wear the reflective armour BEFORE going east where the air smells dry. Lasers are inside.

Throw a coin into the fountain to open a secret passage.

Use the crowbar to open the grate in the water station.

The blue keycard is in the middle drawer in the bedroom two locations south of the food server.

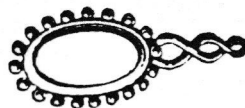


SURVIVAL OF THE FITTEST played by Dorothy Millard on a C64

Examine the plane twice then climb it to see a faint trail to the south. Throw water to wet the plane and prevent it catching fire before lighting the hedge to expose the southerly track. You still can't go south however, so MAKE COMPASS using the string and magnet.

You must climb the Upas tree but make sure you have the oxygen with you. Cut the hedge with the parange after climbing the Upas. Take the mouse and can with you as they will both be need later. To get the shovel you must MAKE LASSOO, but before you can move you must MAKE COMPASS again.

Carry the mirror to reflect the Basilisk's stare. At the pool of boiling mud you must GET MUD on the shovel then THROW MUD where the soft ground is and it will harden in the sun to form a path to the top of the hill.



A DUDLEY DILEMMA played by Damian Steele on a PC

Say "DA" to the ghost to get the flashlight.

Say "OPEN SESAME" to open the door leading north from the bathroom.

Fill the glass with water from the dripping tap and water the plant to get the fragrant flower.

Give the old soup to the silverfish to kill it.

Make sure you are carrying an open umbrella before turning on the faucet from the bath tub.

MORDON'S QUEST played by Anon on a Spectrum

To cross the quicksand - drop the blanket over it.

To kill the pygmy - get the berries, thorns and bamboo and make a blowpipe.

To pass the plant - feed it with the pygmy.

To escape from the arena - smoke the cigar in front of Caesar.



PARADOX EFFECT played by Dorothy Millard on an Amiga

The card you need will be found on the man.

Don't feed the steak to Theodore, instead play the cassette to put him to sleep.

The iron key found in the bedroom opens the kitchen door.

To enter the time machine you must put the card in the slot.

TAX RETURNS played by Barbara Gibb on a Spectrum

Blotto - He will faint if you scare him by suddenly emerging from a certain hiding place.

Nomark - He may be a little short on the old grey matter but after a poor start he gets better at giving you useful items.

Potboy - his barrels don't like mixing, so you can't have more than one in a cellar.

Gadget - you need the glasses to read the sign on his door.

Banker - You can ride in the truck to the arrival lounge but you and your objects will have to part company for a short time for the return journey.

Trapper - TRUCE is an anagram of CRUET.

Snow White - Each of the alarms take a different length of time to "unwind". You must OPEN TOMB before they ring.

Parser - You will have to open the chest before you can go South to the "dark" locations.



TREASURE ISLAND Pt.1 played by Barbara Gibb on a Spectrum/C64

At the start, enter the Inn and find (dead) Billy Bones. Make good use of your pockets for carrying important items.

To avoid the pirates, hide behind the bush until they have entered the inn, then dash down to the longboat and search it.

Visit the Squire but make sure you can show him the map.

Mr. Dance and his men will deal with the pirates, but you will have to be quick to examine Blind Pew before they take his body away.

There is only one thing that will scare the cut-throats in the maze of back alleys - the same thing that scared Billy Bones.

You need a disguise to make yourself look older to gain entry to the Spyglass Inn.

To find the Captain on the ship - from the dockside go U the gangway, then W to lowerdeck, U to Upperdeck, S and IN to the Captain's cabin. Give him two items.

To get into the Store-room give the pirate guard a tankard of grog.

Can't get the tankard - tell Long John Silver the Captain wants to see him.

The davit on the poop deck is important, and you must plan ahead for when you leave to return to the ship in part two.

When the apple barrel is empty you can climb into it to overhear a mutiny being planned. Unless you tell the Captain what you hear the mutiny will succeed.



ZORK 3 played by Ron Rainbird on an Atari 800XL

Trapped in the Royal Maze? - Keep pushing sandstone walls until the one with a ladder on the west side is against the hole in the ceiling - but get the book from the floor depression first. Remember, you can't pull the sandstone walls. If the old man is not present when first entering Engravings Room, then re-enter until he appears. Wake the old man then feed him

Block the red beam with something. When beam cut off, go south and press the button.

In Mirror Room, lift short pole and then try pushing panels.

Drink liquid of invisibility to pass the Guardians.

Set the dial to 4 on the parapet, then press button.

When in the cell, get the Dungeon Master to set the dial to 1, then tell him to press the button.

A strange key will unlock the bronze door.

R.J.'S. ULTIMATUM played by the author, Dorothy Millard, on a C64

Sleep until morning then go to work.

Visit the disco and do what comes naturally!

Visit Main Street by bus and buy a suit.

You need to return on the late morning bus and speak to the lady.

Feed the ducks.

Go roller skating; the pepper is useful here.

Chat to the people playing tennis.

Return to room, change, and go to sleep.

Visit the hotel for a reference.

Get Bozo in the post office to help you with a new ID.

Visit Green's consulting rooms for an appointment.

Mr. Manning's office is your last stop.



WONDERLAND played by Dorothy Millard on an Amiga

When you enter the palace you will be accosted by a guard, but if you show him the pass, which can be found in the Duchess' house, he will leave you alone.

Give the sherbet to the caterpillar who is sitting on a giant mushroom.

To get the treacle tie the rope to the marmalade jar then fit the winch handle into the winch. Turn the handle clockwise then anticlockwise. Untie the jar which is now full of treacle.



HOLIDAY TO REMEMBER Pt.1 played by Barbara Gibb on a Spectrum

Search the rubble to find two objects.

The "device" is your light source.

Read the note for a clue as to how to get the key for the summerhouse.

The dog will let you pass if you smell familiar.

It isn't scotch in the bottle, but the contents will get rid of the ivy.

Visit the garage loft.

You won't get into the cinema to see the film if you return the spectacles to Daphne.

Give the statue a few good shoves to find a secret tunnel.

You'll need the gun in part two.

Oil the wheels of the cart before pushing it then follow it down the shaft.

The spanner, crash helmet and record are not needed.

DEATH KNIGHTS OF KRYNN played by Ann Castelov on a C64 (disk)

Starting play

Game co-ordinates will now be in brackets, eg (8,7), and read from left to right and top to bottom. (Drawn on a 16 x 16 grid numbered 0 - 15). After choosing your six characters - or transferring them from Champions of Krynn - you are ready to start play in the Ansalon region of Krynn:

The game unfolds outside the Gargath Outpost, where a celebration is taking place of the victory a year before in Champions of Krynn. You are asked whether you want to ENCAMP, do so and have your characters memorise all their spells. Make sure at least one of them memorises CURE LIGHT WOUNDS, CURE BLINDNESS and CHARM SNAKES, as you need these spells in the Keep.

When you EXIT from your camp, the animated body of Sir Karl appears and taunts the victors with the evil of Lord Soth. Before leaving he drops the weapons from some Knights he has just defeated, and makes off with the Footman's Dragonlance you found in the previous game. A battle with Nightmares and Skeletal Warriors ensues, and after you have defeated them you enter the GARGATH KEEP, which is then under siege. Here the story continues.....

GARGATH KEEP - Note: The towers surrounding the Keep are on the Upper Level, to get to the Commander on the level go up the stairs at (8,7).

IMPORTANT LOCATIONS - (5,6) Weapons Shop, (6,4) Inn, (5,9) Bar, (7,5) Bank, (11,4) Graveyard, (11,8 - Upper Level) Commander Bertil, (6,9) Temple, (9,5) Alcove.

Entering GARGATH KEEP you automatically go straight to the Temple. If you help with the healing (Cure Light Wounds and Cure Blindness), you will be given a Ring of Protection +1 by the Commander (Sir Bertil), who then directs you to go to his chamber (11,8 - on the Upper Level), after you have rested. Asked to help defend the town, agree and you will be given 3 duties to choose from:

Pick CEMETERY and you go to the Temple (6,9) to help lay out the dead to rest. The priest will lead you to the Graveyard (11,5) and leave you there when the task is completed. Move WEST to the Alcove (9,5), and you find Sir Karl's grave has been desecrated. You meet the Dread Wolf for the first time here: ATTACK him and he vanishes to be replaced with Carrion Snakes. CAST the spell instead of FIGHTING and if one of your characters has the Charm Snakes spell memorised, you avoid a fight, the Temple Priest reappears to protect the Alcove and you can go and rest.

Back at the Commander's Chamber, you find him talking with another Knight called Sir Garren. It seems Sir Garren wants to break the siege by attacking the evil troops outside. When questioned by the Commander, say NO to the attack, as Sir Garren has been taken over by the evil sword he picked up from the weapons Sir Karl dropped, and he



will betray you. After Sir Garren has left, the Commander will give you another choice of tasks to do: Pick the GUARD duty and you will be instructed to report to the Adjutant (Ayn Rampike), who can be found on the Town Wall.

Go out the door at (11,6 - Upper Level), and follow the wall until you meet the Adjutant at (3,6). Tell her your task is GUARD and you can choose your post. Pick TEMPLE and you go to guard it until relieved. While guarding the Temple you will be attacked by evil troops (black Wizards, Patriarchs and Evil Warriors - Fireball spells work well here).

After defeating these troops, you will be relieved of duty, so go back to the Commander's Chamber. Here you will find the Adjutant with an old Knight (Sir Thom) who will tell you of an important dream he had, relevant to your quest to rid the land of Lord Soth. He gives you a Sleepstone, which recorded this dream, but only the Dream Merchant can read what the stone says.

The Commander arrives and tells you the siege is over and the Dream Merchant can be found in Kalaman at this time of the year. You have to go to Kalaman, find the Dream Merchant and give him the Sleepstone to find out what the important dream meant. You have now completed this area and the Party gains XP. (continues next issue)

CHRONOQUEST played by A. Pence-Hill on an Amiga

Complete the sections in the following order: Pre-History, India, Egypt, Mexico, Future.

In Egypt, go Down, NE, N, N. Find the bush and examine the stone to find the amulet. To open the pyramid, press the stones Top Left, Top Right, Top right.



EYE OF THE BEHOLDER 2 played by A. Pence-Hill on an Amiga

In the room with the four shelves and no doors, put all the gems from the room onto one shelf to reveal a secret door.

Margoule level - In the 3 x 3 room, to open the door place things on the floor squares in the same pattern as the 5 spots on a dice, or better still, stand on the middle one yourself and then when the monsters attack, you can control the opening and closing of the door.

Populous 2 played by James Judge on an Atari ST

CHEAT 1 - Press F9 for loads of free mana.

CHEAT 2 - Select lightning and then aim it using the mouse. Press <1> on the main keyboard and then press the left mouse button. Keep <1> depressed for a while and then let go. You've now got infinite lightning and it will not cost you a single piece of mana. Useful for destroying those annoying heroes or leaders.

Use swamps on highly populated enemy ground that is flat. Also use it around their Papal Magnet until every square surrounding it is swaped.

When you are very good at earth effects cast an earthquake under the opposing papal magnet and the enemy won't be able to move it for quite a while.

If the opposing papal magnet is near the side of the screen cast a couple of volcanoes beside it so that the lava flow will take it to the side of the screen and off so the enemy will not have a papal magnet.

Only use armagedon if you outnumber the enemy, have no plagued people and you can see the game will just drag on. Armagedons will decrease your point score.

CHAMPIONS OF KRYNN Pt.11 played by Ron Rainbird on an Amiga (1 meg.)

THE SANCTION DOCKS AREA mapped on a 16 x 16 grid.

1st fig. read left to right, 2nd fig. read top to bottom.

Outline - After releasing the slaves as outlined in Part 10 of this guild, you will receive instructions from your Commander to investigate this area.

10 - 0 Entrance

14 - 1 Useful Training Hall

10 - 2)

13 - 2)

15 - 2)

4 - 8)

10 - 8)

13 - 8)

4 - 13)

8 - 13)

12 - 13)

3 thieves lurk here and they will try to rob you. Catch each thief to get a secret sign to get you into the Thieves' Treasure Room.

14 - 12 Fight a Dark Elf for information and an item of magic. Beating him, you will be faced with a mage and a group of evil champions. Winning gets you treasure and another magical item.

4 - 0 If you have defeated the above, you will see a woman being abducted.

5 - 2 If you have won the fights at 14 - 12 above, you will be attacked by minotaurs.

9 - 5 If you have seen the woman abducted, you will be attacked by more minotaurs who are holding the woman prisoner.

9 - 6 Rescuing the woman, she will tell you to meet her at the Southern Pier, and then disappear.

13 - 9 A very useful Magic Shop.

13 - 12 Weapon Shop.

14 - 12 Rooms for resting.

10 - 15 Thieves' Treasure Room Guards.

12 - 15 Treasure Room. Use a Knock Spell for easier entrance. Lots of treasure as well as a Necklace of Missiles.

1 - 12 This is where you will meet the woman you rescued. She will give you an Amulet necessary to enter Duerghast safely.

15 - 7 Entrance to Temples of Huerzyd and Duerghast. Go to Temple of Huerzyd but make sure you have the Amulet. Do not try to go to Duerghast first otherwise the bridge to cross by will be destroyed.

8 - 9 Secret entrance to the Temple of Huerzyd which can only be used if you have the Amulet.

(to be continued)

SOLUTION OF THE MONTH

THE GOLDEN SWORD OF BHAKHOR

Written by Dennis Francombe

Published by Zenobi Software

Solution by Alf Baldwin on a Spectrum

Part One



Note:- starting location is random, sometimes East Gate, sometimes West Gate, sometimes Dunes outside South Gate.

From start at East Gate: SW, NW, W, W, SW, SW, S, S, EXAM ALCOVE (dead beggar), EXAM BEGGAR (you find and wear his headband), EXAM DISC (permit to beg), EXAM EYES (staring), CLOSE EYES (you see a bag), TAKE BAG, EXAM BAG (contains coins), S, S, E (lady beckons you on), E (two thugs beat you up and take bag of coins. They dump you in narrow part of Westway), N, N, N, N, N, N, E, E, BEG (merchant tosses you a coin), SE, BUY SPICE (ground pepper), NW, BEG (you get another coin), W, W, S, S, S, S, S, S, E, BUY WINE, W, S, SE, SE, NE, NE, W (sentry stops you, you notice he is hot and thirsty), GIVE WINE, WAIT (until sentry has drunk all the wine and falls asleep), W, TAKE UNIFORM (you wear the uniform and drop the headband which is stolen by an urchin), E, N, N, N, N, N, NW, NW, W, N (sentry lets you pass into armoury because you are wearing the uniform), TAKE SWORD, S, W, SW, SW, S, S, S, S, S, S, SE, NE (local thugs are counting their loot, you see the stolen bag and headband), TAKE BAG (armed with the sword, the thugs back away and you are unable to take it), EXAM BAG (contains 25 coins), SW, SE, NE, N, N, N, N, N, N, NE (you see a figure in the shadows), EXAM FIGURE (a girl offering to sell you a box for 15 coins), BUY BOX (some of your money will have been stolen by pickpockets but you should have enough left for the box. If not, retrieve the coins from the lodging house), EXAM BOX (locked), S, S, E, THROW PEPPER (into the Preceptor's face, grab the key and run to the slave market), W, UNLOCK BOX (a curious thing happens - you now have knowledge of the local language), TAKE SCROLL, READ SCROLL (Greetings, O Prince. To enter the Hall of Knowledge, you must learn the five precepts. Look around you, My Prince, for these words shall open thy eyes, eyes that saw but did not comprehend), N, NE, NW, EXAM GATE (you read inscription "Death is the penalty for all who transgress these precepts.") SE, NE, E, E, SE, NE, EXAM GATE (you read inscription "Lawbreaking is only allowed by the permitted classes"), SW, SE, S, S, S, S, S, S, SW, SW, W, EXAM GATE (you read inscription "All citizens must wear their permits at all times"), N, N, N, N, E (in uniform, sentry allows you to pass), EXAM WALL (you read inscription on regimental crest "All adult male citizens shall serve this regiment faithfully and well") W, N, N, EXAM ARCH (you read inscription "All trade shall be free to the permitted classes"), S, S, S, S, E, N (having read all the five precepts, the doors to the Hall of Knowledge are now open), N. Upon the wall, written in letters of fire, is the message "Well done, O Prince. The password into Part 2 and more thrilling adventures in the city of Bhakhor isSIMEON".

Part Two

From start in Hall of Knowledge where custodian welcomes you and explains your quest:-D (custodian asks for password), SIMEON (custodian gives you a sword), N, N, TAKE MUD, S, E, CATCH BAT (it flies away), U, CATCH MOUSE (it runs west), W, CATCH MOUSE (it runs south), S, CATCH MOUSE (it runs east), E (you see a serpent dart from an alcove and swallow the mouse), N, E, CATCH MONGOOSE (it runs south), S, CATCH MONGOOSE (it scuttles into a hole), EXAM HOLE (too small to enter but nearby you see the outline of a trapdoor), BLOCK HOLE (with mud), N, CATCH MONGOOSE (it runs south), S, CATCH MONGOOSE (with the hole blocked up this time you are able to catch it), E, E (the mongoose leaps from your arms and kills the snake), EXAM ALCOVE, EXAM SKELETON (you see Ivory disc and a key), TAKE IVORY, EXAM IVORY (inscribed "Aran-Et, custodian of the depths"), TAKE KEY, W, W (floor trembles under your feet), LIFT TRAPDOOR (you descend into a tunnel), E, UNLOCK DOOR (you pass through into a brick-lined chamber), SAVE (best to save at this point in case you run into a military patrol), U (tunnel collapses behind you), W, W, IN, PULL CURTAIN (tribal chieftain advances on you with sword), ATTACK CHIEFTAIN (you fall on one knee under his assault with your hand in the sand), THROW SAND (he staggers back and you kill him), EXAM BODY, TAKE ROBE (you wear it and you are now safe from military patrols), OUT, N, TAKE FOOD (dressed as a chieftain, women give it to you), W (you hear cry for help from the tent), IN (you see maiden struggling with tribesman), RESCUE MAIDEN (you attack tribesman and he runs off. The maiden tells you she is Princess Mari-Am and the Lord of Sweetwater is waiting for you), S, S, W, N, N (Arkan-Ra tells you he has lost his key in the torrent and asks you to forgive him), FORGIVE (he gives you a silver disc), D, E, DROP ROBE, E, E (serpent's tail lashes from the hole and grabs your leg), THRUST SWORD INTO HOLE (it pierces serpent's eye and kills it), EXAM HOLE (serpent has key ring caught round its head), TAKE KEY, E, DIVE, E, D, E, E (to bottom of well), EXAM ROPE (not safe), PULL ROPE (it breaks and bottom piece falls), EXAM WALL (could be climbed), CLIMB WALL, UNLOCK DOOR (you lose balance and fall back), TAKE ROPE, CLIMB WALL (too weak now), EAT FOOD, CLIMB WALL (you push open door and go through), U, E, DROP ROPE, TAKE ROCK, W, N, W, N, EXAM CAGE (old man inside), THROW ROCK (cage tilts and descends. Old man holds out gold disc and tells you that Mari Am knows where his key is hidden, then he dies), TAKE GOLD, OUT, E, E, S, TAKE ROPE, W, EXAM PAVILION (white canvas), CUT HOLE IN CANVAS (you enter the pavilion, it is the harem and Mari-Am is there. She joins you as the guards rush in), OUT (you need somewhere to hide and you see a trapdoor), LIFT TRAPDOOR (you hide in well inspection pit. Mari-Am tells you the key is in the saddle of her white camel. She will wait for you in the desert while you get the camel), U, E, N, MAKE LASSO (with a good part of the rope), THROW LASSO (you lasso the white camel and climb aboard. The camel carries you into the desert where you meet Mari-Am, and together you ride on until you reach a rocky outcrop outside a cave), EXAM SADDLE, TAKE KEY, DISMOUNT, IN (you are greeted by Naran-Da, guardian of the way. He asks you to reveal the identity of the custodian of the Depths), GIVE IVORY (now the identity of the Keeper of Sweetwater), GIVE SILVER (now the identity of the guardian of Moving Tribes), GIVE GOLD (he bows and tells you your task is nearly complete. You may open the door and go to claim the Golden Sword. The word needed to enter the Superior Temple is "PRINCE". He will await your signal in the city), OPEN DOOR (you pass through a long torch-lit passage and emerge through a secret room). Congratulations! You have completed the second stage of your quest and stand in a small antechamber beneath the superior temple.

Part Three

Start in Antechamber. EXAM DOOR (It opens and the old man enters. He asks for the password from part two). PRINCE (he takes you up to a large room with a Mosaic floor. To cross mosaic, follow path of symbol "S" on door). W. N. W. W. S. S. S. E. E. S. S. S. W. W. N. W. U. U. U. U. U (staircase ends in carved wall). HOLD BREATH. OPEN DOOR (you enter room of vapours). EXAM PIT (full of alligators). JUMP PIT. U. U. EXAM FUR (wolfskin robe, you disturb a barbarian sleeping under it and he attacks you). THROW SCIMITAR (It pierces his heart). TAKE ROBE (you wear it). D. W. EXAM JUNK (you see a metal canister and a mirror - Ignore mirror). GET CANNISTER (note spelling that must be used). EXAM CANNISTER (closed). EXAM VALVE (open). CLOSE VALVE. E. D. HOLD BREATH. JUMP PIT. W. D. D. OPEN DOOR (you enter cold store, fur robe protects you). OPEN CANNISTER. GET ICICLE. INSERT ICICLE INTO CANNISTER. CLOSE CANNISTER. W. DROP ROBE. U. OPEN DOOR (you enter torture chamber. Persuader gives you your choice of torture). TAKE TONGS (Persuader is disappointed that you have chosen correctly and leaves, you return to the staircase). D. D. W. EXAM FURNACE. EXAM DOOR (open). GRASP CANNISTER WITH TONGS. INSERT TONGS INTO FURNACE (you place canister in the furnace). CLOSE DOOR. PUMP BELLOWS (repeat until gauge show temperature high). OPEN DOOR. GRASP CANNISTER WITH TONGS. E. D. E. OPEN VALVE (steam mists up mirrors and you see exit south). S. U. EXAM TARTARAN. ATTACK TARTARAN (he smashes your scimitar with his mace leaving you defenceless). N. EXAM MOSAIC (Golden sword has been taken from the pegs holding it). EXAM PEGS (not as firm as they look). PULL PEGS TOGETHER (grating opens in north wall). N. LISTEN (someone in the shrine). EXAM SHRINE (Hierarch who left the assembly hall gives you the sword). S. S. ATTACK TARTARAN (power of sword enables you to defeat him and he falls down the stairs). D. EXAM CORPSE. SEVER HEAD. U (Guardians urge you to show the head to the people). E. U. U. E. Standing on the balcony, you throw the head to the people. They rise up against the barbarians and the horde outside storm the city gates led by Mari-Am on her white camel. That night you are married to Mari-Am by the Arch-hierarch and, together, you found yet another Dynasty of the house of Simeon-Va.

Your quest ends here. THE END.

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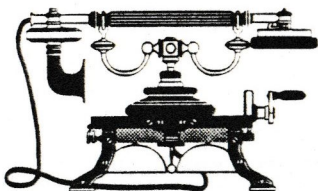
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