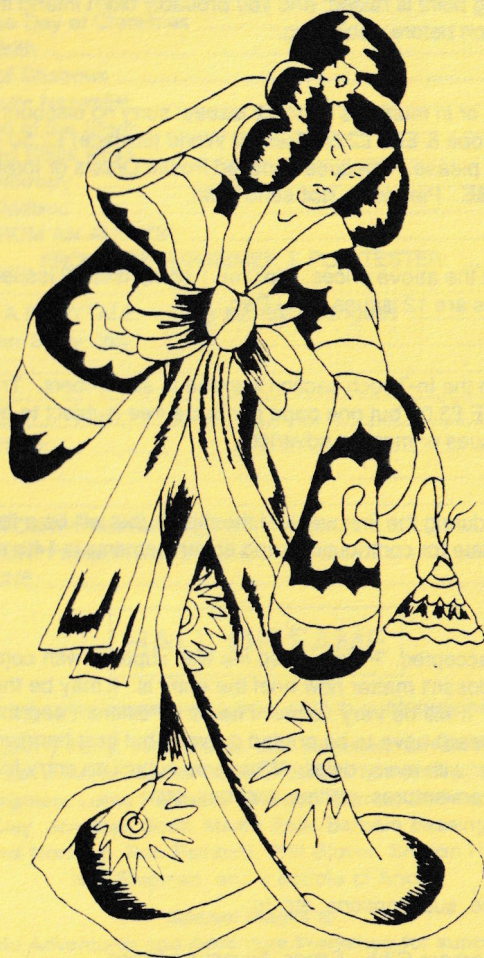


ADVENTURE PROBE

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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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked **NOT FOR PUBLICATION**, or obviously just a covering note for your subscription, contribution etc.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
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England, UK.

CONTENTS

EDITORIAL:	4
LETTERS:	5
JOKE OF THE MONTH:	11
MORE A.F.I.O. SUGGESTIONS:	12
REVIEWS: Convention Blues:	13
Gerbil Riot of '67	14
Curse of Volcan	15
The Guild PD Aventures	15
Twelve Day of Christmas	17
Truefaith	18
City of Shadows	19
Obscure Naturalist	20
Sword of the Storm	21
Fabled Black Rose	22
Lycanthropy	23
SOMA 7: written by Oddbod	24
DEAR PLAYER FROM AN AUTHOR:	25
DEAR EVERYONE FROM A PROGRAMMER & PLAYTESTER:	26
ADVERTISEMENTS:	27
TEXT v GRAPHICS - A FAIRYTALE: told by Mandy Rodrigues	38
AMIGA NEWS: reporter Steve Clay	40
PERSONAL:	41
NEWSDESK:	42
IN TOUCH:	43
GETTING YOU STARTED:	44
HELP WANTED:	46
HINTS AND TIPS:	47
SOLUTION OF THE MONTH: Kobayashi Ag'Kwo	51
SERIALIZED SOLUTION: Faerie	53
TELEPHONE HELPLINE:	Back



HALL OF FAME

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

Dorothy Millard, Jenny Perry, Jean Childs, Lon Houlston, Simon Avery, Hilary Walton,
 Martin Freemantle, John Schofield, Damian Steele, Lee Morrall, Darren Blackburn,
 Laurence Creighton, Lorna Paterson, Oddbod, Wynne Snowdon, Ellen Mahon,
 Steve Clay, Jonathan Scott, Martin Bela, Barbara Bassingthwaite,
 Dennis Northam, Ron Rainbird, Phil Glover, Sharon Harwood,
 Neil Shipman, and a couple of Anons.

Special thanks to :

Dream World Adventures and Adventure Workshop for supplying software.
 Martin Freemantle for the cover picture, and
 Geoff Lynas who does a marvellous job of printing the magazine.

EDITORIAL

Dear Readers,

Welcome to issue 95 of Adventure Probe. This month's excuse for its lateness is a 6 day postal strike just as I was organizing the contents, and I was still hoping to receive some particular contribution. When the postal deliveries resumed I received bundles of mail for the next 4 days. Normally my mail takes half a day or more to answer just the urgent enquiries; after the strike it took me all day, delaying the magazine even more. It should be at the printer's in time for the Bank Holiday and with all of you soon after.

That over with, may I welcome all new subscribers. It is heartening to report that at the time of writing I am out of stock of all back issues from September onwards, and that I am ordering more copies of the first run of this issue than I have for quite a few months.

Regular readers know that the magazine relies on contributions and feedback. I am always open to suggestions on how to improve the presentation, and also for guidance on which adventures to feature. Each month I have to take a wild guess as to which games may be of interest. Also, I am aware that my comments in reply to your letters in the magazine seem to be getting longer and longer, sometimes longer than the letter. I haven't received any complaints, but if you want me to keep them shorter, just let me know, and it may leave me something to say in my editorial instead of this waffle.

Two issues from now (June) will be Probe's 8th birthday. A few issues ago I made an appeal for specials, but so far only the ever dependable Mary Scott-Parker has responded. If you have *anything* based on the theme of 8 please send it in as soon as possible. Glossing over the fact that the following issue will be my own 2nd anniversary as editor, the next landmark will be September, Probe's 100th edition, cause for real celebration, and maybe a few reminiscences. Whether you wish to look back over the last 99 magazines or look forward to the next 100, please share your thoughts. Try not to follow my own example and leave it 'til the last minute - get those thinking caps on, and pens, pencils, printers and crayons working. Until next month,

Happy adventuring,

Barbara

A.F.I.O. Hon. Member

LETTERS



From Lon Houlston of Littleover

I liked your March issue. It was very meaty, and was pleased to hear that membership numbers are making good progress.

I read your comments on the Ekim Language and my own feelings, for what they are worth, are that I do not like it. I really think that we have managed to get past that stage and in any case, it makes the magazine look untidy. I am sure that, as editor, you already have enough to do without additional difficult proof reading. Please don't let us go down that road.

Incidentally, I've been wondering what happened to my review of *The Obscure Naturalist*. I wouldn't normally bother but I told Peter Hague I had sent you one before Christmas and would not like him to think I had let him down at all - please don't think I'm hassling you (well not too much!).

As a point of interest, the bookmarks are a good idea which we can take a stage further. My local computer shops have a range of free leaflets on the counter (as have yours, no doubt), and dropping one or two amongst these may bear dividends. At least we will be aiming at the people with the hardware.

★

I am very pleased to announce that the subscription list, together with the usual one-offs have been creeping back up. I've already run out of stock of all magazines from September last year onwards, and I'm going to chance ordering more of this issue than I did of the previous magazine. I've lost less readers than I have gained, and I think most of you who are reading this are now regular subscribers. I'm doing my best to give you what you want, if you have any comments, please, please let me know, either privately or for publication and general discussion.

Regarding the Ekim Language, I was very surprised to find that the proof reading was much easier than expected, but the typing was awkward and slow, and I'm not quick or accurate (thank God for word processors!). If any of the hints I write myself lend themselves to this style, Precision Corner for example, I'll use the backwards wording, but if the hints are in a semi-cryptic form, I'll type them up as normal. If anyone cares to send in some hints in this form, please do, especially one-liners which may collect into a full page or two.

I'm very sorry I haven't published your review until now, especially as you have actually managed to complete the adventure, which is more than I have done. I have to give priority to first-time reviews, and as I had already published my own review last April, and Jean Childs' last December I'm afraid it has had to wait until now. I'm delighted to see you agree with us, and hope anyone who hasn't already bought this excellent game will send off their £5 today.

The bookmarks seem popular, and I have some larger advert. for display on notice-boards, counters, and shop windows. I've also made up an A5 advert, which is aimed at "lost" adventurers, and maybe I'll have that printed in bulk (well 50 or so) sometime in the future. If anyone would like to see a sample, just let me know. (Barbara)

From Laurence Creighton of Cape Town

Hi folks. Hope at least someone out there remembers me - besides the editor, that is! I thought I'd better put pen to paper, so to speak, and let everyone know what I'm doing regarding the adventure scene. I know I have reneged on what I said, apropos writing for the Spectrum until there is no one left out there. I also know I wrote a long open letter to Jon Lemmon asking him not to give up as he appeared to have done.

But the time has come the walrus said..... To be more poetic, let me quote a line from one of my favour poems which became a wonderful song "Desiderata" and it says: ".....take kindly the counsel of the years, gracefully surrender the things of youth.....". The Speccie I owe a hell of a lot to: when I got it I didn't have a CLUE on how to use it. Then I bought a few books on programs you could type in yourself and OH what a thrill when it was all typed in, and my index finger hit the RUN button. But that was in my computer youth (in fact it was in my youth!). The Speccie is still my treasure, and I still have many games to play on it - a dear, dear friend keeps me well supplied (with originals I hasten to add). I was starting to feel stifled with the Spectrum, not only with the limitations of ye olde Quill, but computing generally. I needed to produce spreadsheets, do word-processing, etc, etc. True there are some excellent utilities for doing that on the Spectrum, but with my 5" Seikosha printer, I could hardly write to the Bank Manager. And so it was off with the old and on with the new as I entered the world of personal computing.

But what of adventuring I hear you chorus? I still hold it close to my heart, and instead of doing it on the Spectrum, I now write them on the PC. This at least frees the TV screen for Andy who is a TVholic!! (I know he'll kill me for saying that - why do all addicts always deny it?)

I acquired the AGT adventure writing utility and although I may as well have tried reading Greek or Chinese, I soon came to grips with its many intricacies. I wrote a couple of Mickey-mouse adventures to test the water, so to speak, then I launched myself into a real adventure which right now is being assessed for publication. The AGT, although having far more capabilities than my beloved Quill, is a finicky program which leaves a lot to be desired. There are many fine details which I would never allow in my games, but are in the AGT-produced game. For example if you get zapped in the Quill, you use the END command and that's it. In the AGT you use ENDGAME which ends the game (surprise surprise) but goes on to redescribe the location. I took this up with the author in the USA, but he tells me there's no way around it. It's a small point - one doesn't get zapped every five minutes (not in my games anyhow) - but a naggy one. You have available only 100 nouns (which includes your non-conveyable nouns such as those in the location descriptions (You are next to a small POND). You have 198 locations and 250 messages. Somehow, although 100 nouns doesn't sound much it is amazing that I never had to struggle and in fact had a few left free at the end. My second adventure (which I've tentatively called FLAMEOUT) is being written on the BIG-AGT which allows 200 nouns, and FIVE HUNDRED messages (am I going to enjoy using them!).

The major attraction of the AGT (both versions) is the availability of 255 flags, compared to the paltry 18 of the Quill (one is reserved for the special effects). With 255 flags, you can create so many "incidents" that cannot be repeated, you are only limited by your own imagination. Another feature sadly missing on the AGT is Ramsave/Ramload and the special effects for which the Patch is famous. I know those beeps, pops, whistles and flashing lights don't send everyone over the moon with delight, but they do relieve the tedium, and after all - if one falls into a deep abyss, I feel the falling-siren sound enhances the scenario.

Well, I think I've taken up enough space. I'm still on the scene - just having changed my allegiance. I hope that some of you will try THE WATERS OF ZOL when it comes out. Maybe someone would write and give me their opinion..... Happy adventuring.

*

This is very disappointing news to all Spectrum owners, myself included. It is now up to the PC owners to give you as much support as the Spectrum owners did, and I wish you every success with your games. Any chance of Atari and Amiga conversions?

So PC owners, send in your application NOW if you would like the chance to review THE WATERS OF ZOL when it is released. If anyone wishes to write to Laurence I'm sure he won't mind me giving his address on request. (Barbara)

From Steve Clay of Ellesmere Port

In answer to Diane Rice's query regarding AMOS, Blitz Basic and other adventure creators.

Starting with the dedicated adventure creators. Of all the creators around on PD etc. I have seen games produced with very few of them. AGT and Hatrack seem to be the most popular. Hatrack seems to do a competent job while AGT is the most popular due mainly to its portability between PC, Amiga and ST. It does however have some drawbacks, mainly speed. The other drawbacks are mentioned in the Adventuring with AMOS article.

AMOS and Blitz are two totally different beasts. You can do almost anything with them. Comparing the two is slightly difficult because I'm slightly biased towards AMOS. Blitz is certainly winning supporters all over the place but it has one serious fault and that is the manuals that come with the program are not at all friendly. Even its most enthusiastic supporter would agree that the manuals are not for the inexperienced. This is mainly why the majority of serious glossies are running Blitz Basic columns but as you can guess they are covering the creation of arcade games rather than anything to do with adventuring. On the plus side Blitz compiles your code into machine code before running and therefore you have a very fast program and no need to purchase a separate compiler unlike AMOS. (Through Special Reserve AMOS Professional and the AMOS Pro' Compiler will cost you £31.99 and £24.99 respectively, a total of £56.98 and Blitz will cost you £56.99 so there is nothing between the two pricewise.) Blitz does have an AGA version something which AMOS users have been promised but so far nothing has appeared.

Blitz would appear to be the one for Diane as long as she has a good basic knowledge of BASIC and a willingness to wade through manuals. AMOS would be my choice only because there is a lot more support available and there are plenty of books available on using the language, including a new one I've seen advertised, Writing Roleplaying Games in AMOS (£11.99 from Special Reserve).

If Diane does choose AMOS then I'll be only too willing to help her with any programming queries. Anyone else for that matter! (I'm no expert but I'll have a go!).

*

That is a very genuine offer from someone who is very busy writing his own games on the Amiga. I hope Steve's example and generous offer results in many more Amiga owners having a go. (Barbara)

From Dorothy Millard of Croydon, Australia

I apologise to those authors who were unaware that I was selling their software in Australia. I was advised by Tony Collins that they had given permission and royalties to authors would be the same as for disks sold in the U.K.

All royalties have now been paid direct to authors. I am not prepared for hassles involved in contacting authors for permission and paying monies direct, as it isn't financially viable because of postage and bank charges, for the small amount sold. Therefore I have ceased all sales. Thank you to Barbara Gibb for her assistance in ensuring authors received their cheques.

To change the subject and on a lighter note, I really enjoyed Steve Clay's article in the February edition of Probe, on adventure writing with AMOS, as I have been looking at adventure writers on the Amiga and cannot make up my mind what is best.

*

I'm very sorry you feel you can no longer act as an agent for the U.K. authors. It will be a sad loss to adventuring but I understand your reasons. If there is any way of saving postage and bank charges I'm sure the authors who are really interested will have no objection to you continuing to sell their games, should you wish to do so. I'll help in any way I can. I know that none of them thought you had in any way infringed their copyright; their anger has been directed at Tony for keeping them in the dark. (Barbara)

From Martin Bella of Alvaston

Several years ago an adventure was available for the Amstrad called "Rigel's Revenge". Unfortunately, a lot of the copies of it were bugged, making it impossible to play part two.

Well, I've always wanted to complete this game, but couldn't (even a replacement copy was bugged), so a few days ago I decided to dig it out and see what I could do with it. After many hours and much hard work (with a Multiface) I finally fixed it!

So, for any of your Amstrad readers who want to complete their bugged versions of "Rigel's Revenge", here's how.....

When part 2 has loaded, you are told to load the saved-position from part 1, which you should do.

When it has loaded, you will get the ">" prompt, don't enter any commands just yet, instead (using a Multiface) you should poke address &8F7D with &39 (or if you prefer, in decimal, poke address 36733 with 57).

Return to the game, then enter the REDESCRIBE command.

You should now be in the correct starting location with the location description of: "It was intensely bright, Harper could see nothing."

The game is now fully playable. I hope this is of some use to someone somewhere; I know I'm glad to have finally completed the game!

*

Congratulations Martin, and thank you for passing on your solution to the bug problem. (Barbara)

From Damian Steele of Paignton

Having read Jean Child's letter with regard to my article on Believability, I have one thing to say. I agree with you, Jean. I still feel that carry limits get in the way but there is little, or no, excuse for allowing a player's inventory to become so large that it is constantly scrolling off the screen toward the end of the game. (Or at any point for that matter.) This is a fault on behalf of the author. Usually, if I am not going to have a carry limit in a game, (which is 99% of the time) I will find a way to "dispose" of some of the objects already used by the player to prevent this build up of useless items. An example of this could be :

"The key grudgingly turns and the lock opens. When you try to remove it, you find that the key is stuck so you leave it behind."

Voila! One item out of the way.

Other objects can be got rid of in similar ways or with the standard fall back line of :

"Having used the ITEMNAME, You discard it."

Granted, in the "real" world this would leave of lot of rubbish lying around, (not that there isn't already) but it does prevent the inventory scroll problem.

★

It is very interesting to discover how many ways authors can dream up to get rid of some items. Laurence Creighton is a master, recruiting his friends to wander into a location and take the axe, sword, torch, etc. from you. In Meltdown he has a message about you throwing away a certain item, and then later in the game puts in a puzzle that requires that item, leaving the player wondering what on earth they can do about it. (Barbara)

From Frank Fridd of Chestfield

I have been reading with interest in Probe about the carry limit of objects. I am a practical type of person and I feel that what I call variable weight of object limit is the best way to tackle this problem. That is, the less the weight the object is in real life, the more of that object can be carried. I used this idea in my game SOUND OF HIM (from WoW Software Ed) where you could only carry one pneumatic drill (by itself) but could carry plenty of objects such as teacups, and I found that this worked very well.

I agree with Diane Rice, Jean Childs and Damian Steele about the ladder in a taxi. A couple of times in my games the character has had to drop a plank of wood before going through a window. All this adds up to the "believability" in the adventure game.

Now on to another subject. Some time ago I sent a copy of House Sitter, complete with S.A.E. to Dartsma. At the same time I sent copies to Moonshine P.D. and Adventure Probe. Since then there has been a flow of letters between Barbara and I and between Martin and I, but nothing from Dartsma. Not even an acknowledgement. I knew that Dartsma were slow in replying to letters but I feel that I should have heard something by now. If House Sitter is offered by Dartsma please do not take it as there are some flaws in the program I sent them. (The flaws have been corrected since.) I shall not be offering anything to Datsma again, but if there is any other P.D. library interested in having House Sitter in their lists please let me know - my address is in the January issue of Probe.

★

Up to the time of going to press I have sold 5 copies of House Sitter, which is pretty good considering I can only offer it on tape.

Well after two letters I have at last heard from Dartsma. Maybe it was my posh new letterhead that did the trick! Adam Shade telephoned me and then sent me a list of titles which even I, new to the Amstrad, recognized as Debby's Adventure PD library. When I turned it over there was a short standard(?) letter from Adam saying "Due to technical reasons, our vast collection of software, well over 10 Megabytes worth, is currently unavailable. However since the take over of ADVENTURE PD (C), we are able to offer these titles, as per the original ADVENTURE PD library, including Disk Titles and Price. Unfortunately we are unable to supply software on TAPE or 3.5" disks, ONLY 3" disk We hope to have our full library back up and running in the summer, with our new unique service we will be offering. So keep an eye out in the magazines for our advert. Lastly a quick SORRY to all those who sent a SSAE many many months ago, and only just got a reply, I promise no delay with the disks." There is no mention of House Sitter or any other non-Adventure PD title that I can see, and I can't wait to see what the "new unique service" will be. (Barbara)

From Dennis Northam for Warminster

With reference to my letter that you have published in the March '94 issue of Probe, and in response to the letter from Ron Guest of Gunthorpe. The "AMIGA-64-LINK" that I referred to is just that, a link. It is a connection between the Amiga and the 1541 disk drive/MPS 803 printer with a software program that will transfer files from the 1541 disk drive to the Amiga and allow printing to be done on the MPS 803 (this letter for example). This link is not an emulator.

The two disc emulator that Ron talks about is, I believe, the same one that I have recently purchased from a PD Library, the "A64 Package". This is just an emulator, is American in origin and therefore has an American keyboard which is why Ron cannot find the punctuation marks. You need to press the shift key and the #/@ key to get the " punctuation mark. I also get a fonts error message but my error refers to a diamond font and since everything seems to work alright without this font, I just ignore it.

What Ron will need to do is,

- a) Buy the above mentioned link or something similar b) Have a C64 emulator

It is then just a matter of using the link to transfer across files/games from the C64 disks to the Amiga disks, re-setting the Amiga, loading the emulator and then loading the files/games. To date I have only transferred across text files and some text adventure games but I see no reason why it will not work with arcade/platform games providing the copy protection will allow it.

P.S. I have a 1 meg. A600. Hoping that this information will be of use to Ron.

★

Thank you for taking the trouble to write in again. I'm sure this will be very helpful to Ron and everyone else who wishes to transfer programs from a C64 to an Amiga. I've heard from someone else who was endeavouring to see if there is a cheaper way to transfer files, but it seems it will cost between £35 and £50 assuming you already have the 1541 disk drive. If I hear of any other method, I will let everyone know. If, in the meantime, anyone else would like to share their experiences, please write in. (Barbara)

From Sharon Harwood of Southend-on-Sea

Every month, after receiving Probe, I make it my intention to write but, as some of you would have noticed, I haven't actually gotten round to it for some time.

However, the letters from Simon and Phil have finally prompted me into action and, at the risk of boring some of you out there (sorry Bob!!), I'd just like to lay out my dealings with Tony and maybe clear up a little of the confusion as to the playtesting of the Spectrum conversions.

I first wrote to Tony whilst attempting to review the Spectrum version of The Island. Having enjoyed the game on the whole I was a little disappointed with the amount of bugs that had hampered my progress and, rather than give a bad review as a result of this, I send details of all the errors I had come across and asked if Tony could confirm that they would be corrected. His reply came by return of post with the request that I playtest for him which, to cut a long story short, I did.

For those of you interested in which games I had dealing with here is the short list... THE MILLION DOLLAR GREAT JEWEL HEIST, MERLIN, NIGHTMARE, ORB QUEST and SOLVALDOL X. All these games were playtested once, none were returned for further testing and I have no idea as to how many of the bugs were corrected. However, should anyone be interested, I would be more than willing to let them have a copy of the reports.

Sort enough for you Bob?

Nice to see everyone at the London Meet last week. We were keeping our eyes open for anyone waving their Probes about... hope we didn't miss you!!

★

It is always nice to hear from you Sharon, no matter how long it is between letters. We all know how busy you are, playtesting, writing adventures, etc. as well as looking after a family. How do you fit it all in? It must be very exasperating to have put so much work into playtesting those adventures and then to find that the reports have been ignored. I also contacted Tony about some of the games he sent to me - some were supposed to be for reviewing, some for playtesting (if I had the time), and to be honest I couldn't tell the difference.

I should state that Sharon's comments only apply to the versions released by The Guild, and anyone now buying them from The Adventure Workshop will receive the re-tested versions.

Don't forget to let me know when the next London meeting will be so that I can print the date in Probe. I know the "Scottish crowd" have get-togethers, but I'm surprised to learn that no one has taken Wynne Snowdon up on having one in the NE of England! Anyone interested please check the Letters section of the March '94 issue of Probe. (Barbara)

JOKE OF THE MONTH sent in by Jonathan Scott

The Society of Maize recently opened a number of branches - as we aren't talking about trees, this isn't the punchline - which discriminate again neither EARS nor HUSKS, ensuring unity at last. Funnily enough, these branches are known as UNICORNS.

(Jonathan says this was inspired by last month's cover picture - Barbara)

From Lorna Paterson of Tillicoultry

I have just read Simon Avery's A.F.I.O. Explained in the March issue of Probe and it has prompted me to write this letter. I note that you proudly declare yourself a member at the end of every editorial. I was also given this honour quite a long time ago (in the good old days when Simon was writing for the Amstrad, how we miss him!) but I haven't put the letters after my name since the time I used them in a letter to Simon, himself, and got them mixed up and he accused me of joining a rival association!

Other honours which have been bestowed on me are D.B.E. by Tom Frost of Tartan Software, H.Balg. by Stuart White of Amstrad Action and last, but not least, Hon. Witch by Joan Pancott of WoW Software.

As Simon says, these honours are just a fun thing in acknowledgement of a little bit of work in the world of adventuring. However, I am sure that everyone who has received one will agree with me that they were very pleased indeed when notified of their award. We all like our efforts to be appreciated, don't we?

Most of the people who are given these honours are associated with writing, programming, playtesting, publishing, running a helpline, etc. There are an awful lot of people who, for many reasons, cannot actively contribute to the above but quietly support adventuring by buying adventures and fanzines. Their names are hardly ever seen in any of the magazines but without them the rest of us would not be able to continue. So, on behalf of those in the "front line", I would like to pay tribute to them and invite everyone reading this to consider themselves a P.A.A.L. – a Person keeping Adventuring ALive.

★

Although the honours awarded to you are a bit of fun, they are still very well deserved, and I suspect have a serious side to them in that it is the awarders way of acknowledging all the hard work you do for them. P.A.A.L. is a great idea and, Lorna, you may have started a trend. So readers, use it whenever you send an order or write to someone – show everyone, even the post office, that you are a P.A.A.L.

Also, I would like to say that I truly meant every word of my review of "Balrog" and everyone will be pleased to know that Margaret and yourself will try to get the sequel from paper to computer. (Barbara)

MORE A.F.I.O. suggestions by JONATHAN SCOTT

Aviator Flies Indian Ocean

All For Idiotproof Order-forms

Actors Filmed In Oases

Akira's Fascinating Imperial Origami

Alligator's Frighten Innocent Octogenarians

Aztecs' Futuristic Inventions Overwhelm

Adjacent Forest Isn't Opposite

Autobahn Frauleins Inhibit Overtaking

Auntie Freda's Immensely Obstinate

Alumni From Ideological Oxford

Alumnae From Ideological Oxford

(gender equality!)

Adventurers Fond of Inventories Overflowing

All Fuchsias Illude Orchids

Acronym For Impressive Organisation

Any more AFIO and PAAL ideas? (Barbara)

REVIEWS

CONVENTION BLUES

Written by Dorothy Millard

Reviewed by Jenny Perry on a C64



You've read all about the Adventurers' Convention but don't feel qualified to attend. You feel sure someone will make fun of you even though you know adventurers aren't like that, so you set out to prove to yourself that you can complete at least one adventure and this is it.

This is a truly "convention"al adventure where you have to discover 10 treasures scattered around in an old house. It isn't just a game for less experienced players - there are various booby traps lying around and if you're not carrying the right equipment you have to go back to square one and restart the game, as I did many times.

As soon as you enter the house the door slams shut and locks behind you - unluckily for you it can only be unlocked from the outside and in any case you don't possess the key. A quick look around unveils 2 treasures and some handy equipment but it's very easy to get locked into a nearby room and never be able to leave it again.

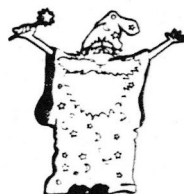
All the doors leading outside are locked so it's worth hunting for keys - the householder was very untidy and had never heard of keyrings so they're scattered all over the place. Upstairs you will find an unreachable trapdoor, 3 bedrooms, 2 bathrooms and a closet, some of which contain vital items. Did I mention the house is haunted? If you aren't carrying any ghostbusting equipment you'll have to start the game afresh, but if you type "help" in the ghost's location you will get a clue to what's needed.

You also discover a kitchen garden, the front room and the back garden. There's a well in the back garden which you can explore if you manage to climb down it - sadly I got trapped in the dark and couldn't get out again. There's also a swimming pool which contains a treasure if you can get at it; what a shame you're unable to swim. Eventually, if you've completed your tasks in the correct order you find all the treasures and finish the game.

There are all the classic ingredients of this type of adventure; secret passages, the old cellar, hidden rooms, the ghost, rats, etc. If you get stuck the "help" command often gets you going again. There's also a list of helpful inputs on the accompanying sheet or on the disc.

This is Dorothy Millard's first attempt at programming in BASIC, so she's released this game as Public Domain - it's well worth the money, especially for beginners, who will feel a great sense of achievement on completing it and hopefully will join us in Birmingham for the Convention later this year.

Available from: Adventure Probe Software,
52 Burford Road, Liverpool L16 6AQ, U.K.
Price: £1.50 on tape or disc.



GERBIL RIOT OF '67

Written by Simon Avery



Reviewed by Damian Steele on a PC

"You live in a home. Not your average middle of the street home, but a home for the confused, i.e. an asylum. You were put there after being found guilty of instigating the great Gerbil Riot of '67, a heinous crime. You have a hobby - escaping. To date you've been unsuccessful, but you decide to give it one last try....."

The scene opens inside one of the cells. On the floor is a body. Not a dead one as you haven't completely lost your senses. The body belongs to one of the asylum staff who you have managed to inject with a quantity of tranquillizer. Your latest escape attempt has begun!

A quick exploration of your nearby surroundings introduces you to a variety of strange and amusing characters. There is Oswald who thinks he is an ostrich, Houdini Harry, who tries to emulate his escapist hero, and X-Ray Johnson who believes he can see through walls. Other characters include a security guard who doesn't seem to be the conscientious type and a certain Doctor Hermann Rorschach (pronounced Rorshak) who was in "reality" responsible for inventing the ink blot personality test. *This* Rorschach has become somewhat too comfortable with his surroundings. In fact he has begun to display some very similar characteristics to his patients. Further away you meet Prof. Putnik who is your average run-of-the-mill mad scientist, a large squirrel - the traditional symbol of a quality Avery game, Coneman the Barbarian, Arnold the Annoying and Flossie the electronic sheep. Flossie is based upon another real life character who resides in the shelf-top field. (Full details available with an SSAE.)

All of the characters are written with the sort of zany humour that we have come to expect from Avery adventures. This same humour is evident throughout the entire game particularly in responses to players inputs. When I first saw them, some had me laughing out loud. When I tried to go east across the lake I was amused to read "There seems to be some problem understanding your last input. I think it is the "E" bit. I would, honestly I would, but there seems to be a bit of a lake in the way. It's the water you know, never liked it."

The puzzles, despite being set in a world of illogical and weird characters, were fair and not too difficult once I was used to Simon's style. The hardest, to my mind, was working out that I had to push a wall in Johnson's cell to reveal a hidden room.

One of the most useful features in the game - of which there are many - is the menu screen which comes up when you type HELP. Using the menu you can discover some of the words that the game will accept, the reason for the title and a history of the game, the details of how to register and much more. Another feature is the choice of fonts. Before the game starts, you are able to select from eight different styles. This is a real bonus to anyone who has previously discovered a good game let down by unreadable text.

The game has been written in two halves. The second can only be entered via a password which is given when the game is registered. The fee for this is a very reasonable £3. Although this version is only currently available on the PC, an ST version is soon to be released and will be available from the usual Round Corner address. It will, of course, contain a different password from the PC version.

Available from: Simon Avery, The Round Corner Shareware Library, Hamlyn's Cottage, Old Exeter Road, Chudleigh, S. Devon. TQ13 0DX.

CURSE OF VOLCAN

Written by Richard Thompson

Reviewed by Dorothy Millard on a C64



The object of Curse of Volcan is to kill Volcan. In order to do this you must find three magical objects and a green frog to give to the witch Grag, who will put them all in a cauldron before giving you something to deal with Volcan.

The game would have been better if a little more care had been taken with playtesting. Sometimes the tenses are mixed up and words run into one another. The location text is reasonably descriptive and sets the scene well, but again some careful playtesting could have picked up some sentences which don't make sense, e.g. "can't just see the bottom", either you can see it or you can't. I found it hard to believe that the rope ladder would lean against the wall for you to climb up - I always thought they were flexible.

A couple of points to watch out for: Firstly, when crossing the river in the dinghy; if you drop it first, you still arrive on the other side but the dinghy doesn't and you need it later to return across the river. You must be carrying it when you enter the dinghy (which I thought would be a little difficult, but then that's adventuring!). Secondly, just to see what happened I remained in the location after lighting the dynamite and very cleverly I was both killed and "lucky because no walls fall in around you as you are out of the danger area".

Despite the above I really enjoyed Curse of Volcan. It isn't a large game, containing only thirty eight locations, which take you from shack where you start, into a forest, a cave, the chemical factory, then across the river to a graveyard, castle and lagoon. You then cross to an island where you meet the witch and eventually Volcan. Curse of Volcan isn't too hard and hints are scattered throughout the game. There is however no help as such, but then none was needed. A very simple maze is included, which poses no problem, even to a novice player. The puzzles are enjoyable and not too taxing. The ending did disappoint me however, giving little more than congratulations.

In conclusion, the game is not too hard, with interesting puzzles, but let down by little things which should have been picked up before release.

I think this game was on a Commodore Format covertape. (Barbara)

THE GUILD P.D. ADVENTURES TAPES/DISCS VOL. 1 & 2

Presented by Binary Zone PD

Reviewed by Damian Steele on a C64



Some time ago I agreed with Jason Mackenzie that I would review this tape collection when it was ready. Then things went quiet. A short time back I mentioned to a friend that I would have to write to Jason to see what was happening with the tape. The next morning - before I'd had a chance to write to Jason - the tape arrived. Coincidence?

Since taking over The Guild, Jason has gone through the PD games on offer with the intention of removing those "rubbish" titles from the lists which were little better than a waste of money. Half of what he was left with appears on TAPE 1. When I opened it and looked at the inlay sheet I was surprised at the sheer quantity of games on one tape.

The forty-one listed titles include a number which have already been reviewed in Probe - Citadel of Yah-mon, Grungy Towers and Hall Of The Dwarven Kings - to name a few. They vary greatly in style, age and quality as well as in the method used to write them but no matter what your tastes, I'm sure you'll find a game here that you'll like.

If, by any chance I'm wrong, then all you have to do is take a look at TAPE 2, a compilation of yet another forty-one Public Domain adventures. Varying considerably in size, style and quality, once again these games offer something for almost everybody. Many are written in BASIC and are often accompanied by limited graphics. The authors of these games are as varied as the style. Those included are - Doug Rogers, Mario Moeller, Tim Gilbert, Anthony Wood and Dorothy Millard. Dorothy was involved in quite a few of the adventures either by writing them herself or updating them. No one game stands out as the best of the collection but one does volunteer itself as the worst. "Retaliation" by Andy Startin and Warren Pilkington was originally a GAC game. Altered to include music - a tune which continually plays throughout - the limited memory remaining seems to prevent the inclusion of anything like a decent amount of text. Location descriptions are, in most cases, only two, three or four words.

Other games include Marple Manor - another for amateur detectives, Sorcerer - a hack'n'slash treasure hunt, Staff of Law - a Quill-style games based on the Thomas Covenant novels of Stephen Donaldson and my own Trap Springer - a pyramid adventure written with the GAC.

Available from: Binary Zone PD, 34 Portland Road, Droitwich, Worcs. WR9 7QW. Price: £6.00 per tape/3 disks for Vol.1 - BZT017 (titles Adventure in Atlantis to Iceland Adv.) or Vol.2 - BZT018 (titles Island Adv. to Willo' the Wisp). Please state clearly which set of adventures you wish to order.

Damian is too modest to say too much about one of his own adventures on Tape 2, so here is a review of Trap Springer (Barbara)

TRAP SPRINGER

Reviewed by Jenny Perry on a C64

This is a game of fatal attraction. You can perish in a sandstorm, fall down a bottomless pit, suffocate during a cave-in, expire by drowning, be mortally stung by scorpions and be lured to death by your own greed, just to name a few ways to exit prematurely.

Basically, you've pitched your tent by an interesting-looking pyramid, which you explore and hopefully leave intact. There are a lot of points of no return and I found the title appropriate, as if you take the wrong turning or enter a location without a necessary object you're well and truly trapped and have to begin again.

You will find some ancient treasures but beware - all that glitters is not necessary gold. The puzzles range from the oblique to the infuriatingly easy. In one location I spent at least 30 minutes trying to perform delicate and extremely complicated manoeuvre and the solution turned out to be a one word input.

Damian has released this game as Public Domain as there are a few incurable bugs but these don't ruin the game as you don't have to enter the only bugged location.

I enjoyed this game and would recommend it.

Please see above for ordering details.

THE TWELVE DAYS OF CHRISTMAS

Written by Diane Rice

Reviewed by Barbara Gibb on a Spectrum



Everyone knows the song about the lover who sent an increasing number of gifts to his true love on each of the twelve days after Christmas. Well, a box of Thornton's Continental Chocolates would have satisfied me, but *this* true love, lounging on a chaise longue in a courtyard wants more, much more. At first glance The Partridge in a Pear Tree looked easy. Getting them together and keeping them so proved much harder than I expected, and this spurred me on to the next, Two Turtle Doves. A pet shop was the likeliest source, but they were sold out, and a tearful child wanted a tarantula before she would part with her doves.

The shopping precinct was the scene for this task, and also for the next two, including my favourite "day" of them all, the fourth. I was still chuckling when I was well into collecting the Five Gold Rings. Some pirates eventually calmed me down by making me walk the plank – right into my favourite nonsense poem "The Owl and The Pussy-cat". Anyone familiar with this poem will know where to find the third ring. Get to the "church" before The Owl and The Pussycat and set sail in the beautiful pea-green boat and you will be rewarded with the password for part two of the adventure.

With two rings still to find, I wandered onto the blasted heath, and found myself eavesdropping on the three witches. Their conversation reminded me of the marvellous Union Meeting scene in Jason McHale's "Urban", both are brilliant pieces of comic writing. After racking my brain for hours wondering what on earth a dragonig was, when light dawned I thumped the table so hard my computer reset itself. The signpost said Banbury Cross, so should I meet a fine lady on a white horse? A good nose in the playing field, and then a quick dash to Noddy's car and I was ready for my assignment.

The next three gifts, Six Geese a'Laying, Seven Swans a'Swimming and Eight Maids a'Milking, are, not surprisingly, set in the countryside with a village, a duckpond, farm, lots of fields, a remote cottage, and a hill. The renegade goose was easy to find but not easy to get too. I think this is the most difficult but best of twelve very good mini-adventures. Most of the gifts are self-contained even though they may share locations, but it was only much later in the game that I discovered that in my haste to get to the reunited geese I had managed to miss a vital object needed for a later gift. I'm not saying it is unfair, because it was my own fault, just a little sneaky, and it made me more careful for the rest of the game.

Returning to the courtyard with the eight maids completes part two so you will be given a password for part three. This section took me to a jungle, and my job was to persuade nine friendly native drummers to accompany me to my true love. Since seeing African Queen many years ago I've never liked leeches and they gave me more trouble than the hostile natives. The gnashing of teeth could be heard miles away when the solution occurred to me.

The Ten Pipers Piping, Eleven Ladies Dancing and Twelve Lords a'Leaping all have the same setting, (well, almost) and here I inadvertently half-solved the last one first, a deliberate trap I think.

What an exciting adventure TWELVE DAYS OF CHRISTMAS proved to be. Yes, exciting! I just could not leave it until I had finished, and then I played it through again to write a solution, and still got stuck!!

The settings were all so realistic and varied. Everything was in a natural place yet that didn't make the game any easier to play – a point that is sometimes overlooked by a few authors (William Quinn for example) who have objects completely out of context.

Each gift has to be given in order, and you can only take essential items back to the courtyard. When you buy the game you will receive a leaflet on which Zenobi have thoughtfully supplied a check list so you won't have any excuse for not knowing what you need to find.

There is also a competition. Spot Diane's deliberate mistake and if you are one of the first six with the correct answer you win a free Zenobi game.

Those of you who have played, or tried to play, *Black Tower* and *Serpentine Tale* may think you know what to expect. Well, you may be surprised, I think this is even better. Twelve mini-adventures that combine to tell the real story behind the Christmas song, and this time it had a twist at the end, but a hint of a happy, well-deserved ending.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX.
Price: Spectrum £2.99 (tape and +D 3.5" disc). £3.49 (+3 disc) Amiga & PC/Spectrum Emulations £2.99 (with free emulator) Please add 25p to cover p&p.

TRUEFAITH (ENLIGHTENMENT Pt.1)

Written by David Haire

Reviewed by Phil Glover on a 512K SAM



TRUEFAITH is a text-only adventure written using SAS, the SAM ADVENTURE SYSTEM utility. It forms the first part of a trilogy of games grouped together under the ENLIGHTENMENT title.

I first saw the game in an early form, with white text on a black screen, as I have been responsible for playtesting it, along with David Munden of the SAM ADVENTURE CLUB. Even in its early state, it struck me as a very high standard of adventure, as the text and descriptions were very well written, and very few spelling mistakes for the large amount of text within the game. Since then, David Haire has added a PREFS routine to TRUEFAITH, allowing the player to select their favourite font and palette combinations. The text of TRUEFAITH is 64 columns in width, using SAM's Mode 3.

TRUEFAITH comes with good quality documentation. Originally an A4-sized booklet, David tells me that he's reduced it to a neater A5 size publication. The first part of the booklet tells you that you play the part of Marrakhesh, and that you are the only person capable of defeating a demon called Bai-El. The only way you can achieve this is by completing the test of ENLIGHTENMENT. To quote The Watcher, who informs you of this:

"The test of Enlightenment is threefold. First there is the test of Faith. You must journey to the land of Bragmore and recover three items of faith: the book of Truths, the Cross of Virtue and the Chalice of Healing."

The rest of the booklet is a good, informative introduction to adventuring. Although this is David Haire's first adventure, he knows many of the popular adventure conventions regarding input phrasing and he's made the game very playable by using common sense wording. As there are no red herrings in the game, you needn't waste too much time trying impossible actions.

The game, which is about 200K in size, first loads with an impressive Mode 4 screen by Darren (ZAT) Blackburn, then you're straight into the game. You are outside a cave in a wood, so you can go inside to discover a dead monk, a cauldron and a darker location beyond. A few EXAMINEs gets you into the swing of things before searching wider afield for a source of light. The forest seems rather big, due to repeated locations, but it isn't a maze, and a little mapping will be useful. Soon you'll find a forge, a hungry eagle, a campfire and a wolf blocking a forest path. Once you've dealt with some of these related problems, and scared away the wolf, you'll be able to enter a fortification and the town within it. There's plenty to explore and solve here, before gaining access to a land with two mountains and two dragons, a battlefield, a desert, a church and a river of lava. Reading and examining things yields many clues and indications as to what needs to be accomplished within the game, so you soon know what you want to do. TRUEFAITH soon opens up a large area within the game that is a pleasure to explore.

Puzzles are numerous and fairly logical, and I thoroughly enjoyed playing it. It has a good, strong storyline and it's the sort of game you really want to complete, once you've got a small way into it. There are light touches of humour, but these don't detract from the game's atmosphere. If you are lucky enough to play this game, I'd advise caution when disposing of items, as they often have more than one use. Several items need to be dropped in fountains so make sure you won't be needing them again. TRUEFAITH is a very impressive first game, and I hope that David Haire presses on with ENLIGHTENMENT parts II and III, as I'm already eager to play them.

Available from: David Haire, 50 Chadswell Heights, Lichfield, Staffs. WS13 6BH Price: £5 disk only (cheque/postal order payable to D.Haire).

CITY OF SHADOWS

Written by Phillip Ramsey



Reviewed by Ellen Mahon on a Amstrad 464

Feeling totally bored one day, you decide to go and explore your sister's bedroom, after all you may be able to find her diary and hold it to ransom – or at the very least be able to find out some juicy secrets of her love life. You don't find the diary, but you do manage to find a book of magical incantations. Without thinking – well, why spoil the habit of a lifetime – you read one of the incantations aloud.... You don't quite know what happens next, but suddenly you are no longer in your sister's bedroom. Now you are in a strange, bleak country. You must find your way back to your own room, but how?

The game begins in a strange valley, with dust everywhere, making breathing difficult. Through the dust you are just able to make out a road running (has anyone ever seen a road walking?) north.....

In the game you will come across a Yellow Tower. The only way of getting into the tower is by saying a word of "power". Once inside you will find amongst other things a room, that upon entering you find that there are NO exits! This means that you have to quit the game and do a restart. (tut, tut, naughty that!). There is also a very unfriendly shadow, just waiting to jump out and kill some poor unfortunate adventurer, namely me! There is also a hidden cave to be found which holds an item that you MUST have to be able to complete the adventure. A word of warning, watch out for the spider!

On your travels you will meet a green(?) sheep, a dragon with sinus trouble, oh, and a female dwarf who answers to the name of Simone Apiary (I wonder who she could have been based upon?) who isn't keen to talk to you unless you have in your possession something yellow that all dwarfs seem to be rather fond of. Towards the end of the game you have to pay a visit to the wizard's palace, if you show just a little tender loving care to the wizard you should have no problems there.

The game contains a few "red herrings" and I ended up carrying far more than was needed to complete the game, but then I always say, "if you CAN carry it then CARRY it!" Luckily there seems to be no limit as to what you were able to carry, a good job that, as that green sheep must have weighed a ton! The game also had a fair bit of humour, which I always like in an adventure, and therefore was good fun to play.

Available from: The Adventure Workshop, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Price: £4 (disk) £2 (tape) Cheque/postal order payable to P.M.Reynolds.

THE OBSCURE NATURALIST

Written by Peter Hague

Reviewed by Lon Houlston on an STE



As an obscure naturalist it is your intention to get rid of a lot of this obscurity by photographing a set of rare heron chicks which are reputed to be in the neighbourhood, somewhere, and the game consists of your exploits in doing so. It is quite a large adventure with over a hundred locations - most of which are meaningful for a change - and this provides you with a lot of fun mapping.

The print is mainly white on a blue-grey screen which is easy on the eye and any goodies up for grabs are shown in a distinctive green colour which stands out quite clearly. There are not a lot of graphics but quite enough for my taste and these are very tastefully drawn.

There are two parts to the game. Part 1 being the largest, and what I liked about this was the way in which you could buzz round most of the locations knowing that when you met a problem you were not stuck there until you resolved it but could pass further on, try another puzzle, and then return later on, older and hopefully wiser. The puzzles vary in difficulty ranging from easy to "get me out of this", and take place in, or around, a variety of locations such as a mausoleum, a Japanese garden, swamps, woods, cottages, a well, a mine, a big house, streams, a folly, bridges and many others.

When you have amassed the required items you are ready to pass on to part 2 and I found it useful to remember to save my position here as you can not return to part 1 once you leave it.

I liked part 2. There were some good screen displays and the problems were a lot of fun. I was particularly pleased to see the total absence of random deaths and also the fact that the maze was only a small one, well within my capability (which makes a pleasant change).

I took me some three months to finish but I thoroughly enjoyed doing so and - at only £5 - recommend that you try for yourself. I did get stuck once or twice but Peter Hague provided very good support and replied by return post with very helpful letters to my queries.

Available from: Peter Hague, 32 Chancel Wood drive, Meadow Head, Sheffield S8 7TR. Price £5. cheque/postal order payable to Peter Hague.

SWORD OF THE STORM

Written and programmed by Doug Hyatt

Reviewed by Wynne Snowdon on a C64

I was leader of a band searching for a great treasure said to be found in the tomb of Voren. We were ambushed and I alone survived to continue the search. When I found the tomb the only thing in the sarcophagus was a book which told of another continent and gave a spell to get there. I read the spell and was immediately transported. An image of a sphinx appeared before me. It told me that I had unleashed the curse of Voren and, to right the wrong, must find the SWORD OF THE STORM.

I then found myself on the other continent and an inventory showed that I carried nothing. As I had no idea how or where to find the sword I first visited the home of the seer. He offered help, but only if I brought an eagle's feather and a serpent's fang. I located a village of Lizard men where I found the fang. Having no weapon to defend myself, however, my quest came to a sudden stop. Again I set out and headed North where I found a town. I needed many things here but again was thrown out as I had no ID. By now, I had some idea of the task before me and began to explore the rest of the countryside. I visited an old house, met a band of robbers and a caravan of nomads, explored dwarven caves, helped some slaves and an old woman and dealt with a rather ferocious lion. I discovered things of importance including passwords which would help me in dealing with the people I met. One road ended at a huge red boulder which blocked the way to a valley. This was the route to the next part of puzzle but I needed something to pass the boulder.

Eventually I succeeded and entered a mythical valley. Here were three caves. In one I was told how and where to get the sword. The others were the caves of the chimera, dragon and unicorn. Each had part of a staff which I needed to pass into the "Otherworld" where the sword was to be found. Each posed a riddle and part of the staff was the reward for a correct answer. The "Otherworld", when I reached it, was upside down and backside foremost - literally. Solids were transparent. Voids were solid. Sound was silent but oh so important. The guardian of the sword was a monster who, nonetheless, was easily overcome and the sword regained.

This program has about 70 easily mapped locations with nothing to be seen or found in more than half of them which leads to a lot of to-ing and fro-ing. The puzzles are well thought out and very logical - some are easy and some fairly difficult. The text is generally short but well written and giving some clues. The limited vocabulary can cause problems. The thing I really found most annoying was the inclusion of the riddles. This was because I found them very difficult and could only work out one of them. As there is no help facility, I must be honest and admit to cheating to find the answers. Perhaps I'm just a little thick but for me the game was spoiled just as I was beginning to enjoy it. There is no ramsave available but the game position can be saved to tape or disc. I have read reviews of PD software which led me to believe that there isn't much to them. This adventure, however, has changed my mind. Apart from the criticism of vocabulary and riddles I really enjoyed doing it. Once started it doesn't take too long to complete but I would rate it as suitable for most adventurers to try.

Available from: Adventure Probe Software, 52 Burford Road, Liverpool L16 6AQ.
Price: £1.50 on tape or disc.

THE FABLED BLACK ROSE

Written by Martin Freemantle

Reviewed by Barbara Gibb on a Spectrum

While lying in bed thinking about your poor father who is under the spell of the Dark Queen, you drift into a restless sleep and seem to be dreaming, for you hear the Elfen Queen calling your name. She asks you to find the Fabled Black Rose which contains the life force of the Dark Queen. When you awaken you see that you are on a dirt track by a river.

A sad Gnome stands nearby and if you strike up a conversation he will ask you to help him. He is also a bit devious, and ticklish, so keep alert if you are to make progress. Your first problem will be some buttons that operate the doors in a complex of empty white rooms. I eventually realized the object of the exercise but not before trial, error and determination had got me through.

I could now cross the river and meet the next character, a Giant. This one had me very puzzled because his shoulders were level with a ledge I just knew I had to reach, but for a long time I couldn't find a way up. The Giant isn't unpleasant, unlike the Harpy who had imprisoned the Griffin in a dank room only reached by negotiating a horrible dank passage.

Magic is always a winner in an adventure and although you'll soon(?) find yourself able to fly to the clouds, you need to get yourself arrested to gain access to the fortress, a sharp return to "reality". A neat trick involving a key should have you once more on the move, but probably not far unless you are quick to deal with the spear-wielding Troll. A bit further on a long tentacle sent shivers down my back. The fortress holds lots more secrets which I'll leave you to discover. The best advice I can give is read the text, save frequently, and don't be afraid to try a few unusual inputs, they may be just what was required, for you are in a fantasy land.

This is not an easy game, but no doubt someone will prove me wrong. It is full of "no where to go" problems unless you are meticulous at examining and searching everything no matter how silly it may seem. I didn't notice any red herrings, but I do remember getting caught out when I ruined an object before I had used it for its initial purpose.

I wouldn't say the ending was an anticlimax but it did seem to come a little unexpected, but then I had been battling my way past numerous obstacles and was very glad to have survived a rather difficult couple of days.

Perhaps this adventure is not quite as good as The Dragon Slayer Trilogy, but it still has its merits, not least an excellent non-maze maze at the beginning, and more than enough problems to keep the mind occupied.

Available from: Dream World Adventures, 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL
Price: Spectrum £2.50 (tape and +D 3.5" disc), £2 (if supply own +3 disc), Amiga £2.50 (with free Spectrum emulator)



LYCANTHROPY

Written by Jonathan Scott

Reviewed by Barbara Gibb on a Spectrum



Of all the legends concerning man turning into an animal, vampirism and lycanthropy are the two that really inspire writers. Jonathan Scott, the author of this adventure says the latter is a disease, and who am I to contradict such a claim. In this two-part adventure you play Aereas, a scholar who is afflicted with this ability to metamorphose into a wolf. After many years of unsuccessful experimenting to find a cure, he decides to see help elsewhere.

The setting is ancient Greece and I think the locations have a real atmospheric feel about them. It is a magical age with centaurs, golems, magic spells and potions as the norm. After the exciting, heart-pounding and extremely difficult beginning, you are safe from any more such horrible transformation and you're free to seek a cure for your affliction.

A soothsayer called Ambrose is your main hope but he is a recluse and resides in a sanctum in a high citadel that requires all your ingenuity to reach. Of course he doesn't have the cure, but he knows someone who may, and he offers a little help with your boat fare. On the boat you get a chance to right a wrong you had to perform earlier, a nice touch that earns you some extra points, and frankly makes you feel a better person. Helping people is the basis of the game and it brings its rewards, because you will run into serious trouble when you try to enter the guarded city of Delphi, and again once you are inside.

Perhaps now is a good time to mention that Prince Oedipus, a very tormented young man, has been your constant companion and has even played a small part in helping you get this far. You may be surprised to discover that he isn't the wimp you may have thought, but his troubles weigh heavy on his mind and after a brief skirmish when he proves his worth, he decides to leave and seek help for his own problem. You are now very close to success. The Caves of Resplendence are a fitting setting for the making of the potion, and the end message briefly relates your triumphant return to Corinth.

Why has it taken me three months to write this review? Well, I had intended to publish my first draft in the January issue but when I came to type it up I realized I may have given the wrong impression of the game. It is not a horror story, on the contrary, it is sometimes dreamy and lyrical in style and I think an extremely interesting storyline. The start is difficult. I stayed up until 4 o'clock one morning trying to get the correct sequence of inputs. I finally cracked it and I can assure you that the puzzles don't get much easier, why should they? A few sequences are timed, and if you don't react quick enough you'll find you won't get a second chance (unless you have a saved position, of course).

It isn't, in my opinion, a game to play unless you are prepared to work at it. Like me, you may get stuck hundreds of times, but if you persevere, read the text very carefully for some hidden clues (even if it means reloading a saved position if a timeout has taken over the game), you should enjoy the experience of Jonathan Scott in his serious mood, totally different from most of this other games. I suspect this is the one he would most like to be remembered for, to date, although *Escape from Hodgkins Manor*, his first published adventure, still has many admirers.

Available from: Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX
Price: Spectrum £2.49 (tape & +D 3.5" disc), £3.49 (+3 disc), Amiga & PC/Spectrum emulation £2.49 Please add 25p to cover p&p.

SOMA 7 written by ODDBOD

(continued from March '94)

The Traveller hesitated, unsure which of the options open to him he should take. The decision was made for him as green figures appeared in both directions. Feeling a terrible wrongness about the whole thing, he thrust Oda back into the room from which they had just emerged and slammed the heavy door closed behind them. As he did so, something at this waist snagged; he glanced down, and froze as he saw that the cord of his dressing gown had caught in the handle.

"You!" hissed Gor, who had stopped shouting at the robots and was now staring at the Traveller with new-found venom. The one who'd been butted also stared, but with less interest: clearly he was preoccupied more with breathing than the strange goings-on about him.

The Traveller looked up from his inspection of his clothing with an unsettling feeling that if he put his hand in his pocket, he would find a piece of fluff. He looked at the lizard. "Do I know you?" he asked.

The lizard's snout twisted. "Know me!??? You should know me!! Because of you, I was demoted from Destruction Fleet Commander to Sludge Dispersant Robot Controller. And now you're back....." His voice trailed off as his eyes began to bulge, their gaze fixed on a point just over the Traveller's right shoulder. Rather high over, actually.

"I'm sorry, but I don't see that as my fault," said the Traveller, turning to follow the direction of the lizard's gaze. "Mind you, for a horrible moment, I thought you were the Bugbla.... Oh."

"No," said Oda, completing the awkward transformation, and enunciating the words with difficulty past foot-long teeth, "that's me."

"For some reason," said the Traveller, "I'm having difficulty with all this."

"You're having difficulty?" asked the thing that had been Oda, its tone aggrieved. "What do you think it feels like transforming from an eight-stone woman to a seven-ton chunk of ravening ferocity? Apart from anything else, it's utterly and completely impossible, according to the Laws of Conservation of Mass."

At that moment, the door burst open and seven lizards, armed to the teeth, swarmed into the room, yelling ferociously. Seven and a half seconds later, echoes of the departure of five of them, plus the one which had been taking a rest moments before, could be heard bouncing off the walls of the corridor outside. Gor, who'd tried to join them lay beneath a large, horny talon-adorned foot, squirming the squeaking.

"Well," said the ex-Oda, daintily picking at a piece of food between its teeth with the point of a talon. "that was a nice snack. And although I'd like to stop and chat about old times, I'm afraid that I have some serious business to discuss with Gor, here. So if you don't mind leaving us?"

"I'd just like to know what's going on," said the Traveller. "One moment I'm doing something completely rational and only slightly totally incomprehensible, and the next I'm plunged into something that has me feeling that I'm not quite in full and complete control."

The beast appeared to consider this. "Yes." It nodded. "I can see that that could be a problem. On the other hand, consider my position.

"Er, your position?"

"That's the position in which one considers what might happen if I became let's say irascible. Good word that. Consider it."

The Traveller considered it for just slightly longer than was strictly necessary: about seventy milli-seconds, give or take a few. "I think that your position is absolutely and completely understandable and reasonable," he said. "Not to say fair, just, open-minded" he found himself being picked up and gently deposited outside the door. "Now, about that destruction order put on Traal," he heard the beast say. Then the door closed.

Feeling utterly fictionalised, the Traveller summoned all his will and exerted his powers of recovery and rationale to the full to avert the potential disaster inherent in the words: "Beam me up." Only when he was quite satisfied that no such calamity could befall did he once again take stock of his surroundings. They were as before: a long corridor, empty stretching in two directions. Shrugging, he took the one to the right. Then, rubbing his nose, he took the one without the mirror, hearing a muffled scream from somewhere behind him as he strode away. The dressing gown, he was satisfied to note, had disappeared.

He walked for about three minutes before he heard the footsteps. The corridor had begun to curve, so he couldn't see what was making them. They were coming from his front, and were running: running fast, but raggedly, as if whoever was making them was tired. Tired, but sounding, somehow, desperate to escape, as if something was in pursuit. Now they were only just around the curve. He stopped, adopted the Zurnwal defensive posture, and waited. The steps came closer..... and then.....

(You'll have to wait for SOMA 8 by Jean Childs to know what happens.... Barbara)

DEAR PLAYER FROM AN AUTHOR

There are two probable reasons why a normal, sane, person should spend anything from two days to several years writing an adventure game.

The first is financial. However, since most writers can be classed amongst "the backroom boys" – that is those people who don't work for software houses and instead write in their spare time, normally at home and end up releasing their work through a fairly small publisher who cannot pay vast amounts of royalties – it is unlikely that this is it.

The second reason is for the love of adventure gaming. The small sum of money (sometimes) received for a game cannot give an equal feeling to an author who sees their game being played and enjoyed.

Like film actors, book writers or television directors, authors wait to see what the public have thought of their work. A good review can provide the incentive for an author to create another game and keep the scene alive for a little longer. Personally, I feel it is better to receive even a bad review than not to see anything at all. Feedback from players is more important to many authors than the meagre royalty cheques. After all, if we don't know what you like or dislike about a game, how are we to improve our work?

Quite often you will find either the home address or publishers address in a game. If you have enjoyed a game, or even if you thought the game was terrible, why not write and let your thoughts be known? Constructive criticism will be as welcome as praise by most authors.



"HIT ANY KEY
TO CONTINUE"

DEAR EVERYONE FROM A PROGRAMMER AND PLAYTESTER

I would like to say how much I enjoyed reading the Playtester article in March "Probe"! It gave such a good account of all the feelings that many Playtesters are rather reluctant to make known to their programmers personally for the fear of offending them.

As well as writing and programming games I have also done some playtesting and know the responsibility that goes with it. You have to test and play the games with the thoughts of all the people you think may play them and not just the way that you, personally would approach them. You are in the "firing line" all the time in the event of some elusive "bug" rearing its ugly head after the game has gone from the author/programmer to the publisher and then on to the adventurers who buy a copy.

Wearing my Programmer's "hat", I must say that my first attempt at writing and programming a game was very traumatic for me. I thought I had done so well but, when I received the report from my experienced Playtester, it was longer than the printout of the datafile and this filled me with despair and panic. "I'm no good at this. There are too many things wrong!" was my cry to all and sundry.

"WE enjoyed it Nanna," said my grandchildren. "Try again dear," said my husband encouragingly. "It's a good game," said my Playtester, but with my ego so shaken, I couldn't bring myself to try and correct the mistakes or even look at the game again until about three months later.

I decided to try again and used my Playtester's report constructively. I fixed every "bug" and even extended the game to a "two parter". It still made a few more journeys to my Playtester but eventually she said "O.K." and then to my delight it was accepted by a good Software House and quite a lot of copies were consequently sold. I credited this success (apart from my family) mainly to my Playtester, because I know I would not have managed it without her help, encouragement and yes, EVEN CRITICISM!

Many thanks Playtester D.B.E. and may I say to all Programmers out there (old and new), good Playtesters are worth their weight in gold, treat them well, use their criticism in the right way and you will eventually reap your reward!

MAGNETIC SPOON
or
THE AXE OF "DOLT"

A (STAR)S!?!T QUEST
for
THE REVENGE OF THE GAME PIRATE
by
THE SPECTRE OF LARRY HORSEFIELD

The Judge turned to the members of the jury as they filed silently into the Courtroom. Waiting patiently for them to take their seats, he cleared his throat. "Ladies and Gentlemen of the jury, have you reached a verdict?"

Taking his cue the spokesperson rose. "We have Your Honour."

"On the charge of first degree Murder, how do you find the defendants?"

The spokesperson surveyed the quiet surroundings. "Not guilty, Your Honour."

The court erupted, the defendants sighed with relief, turning to each other as small smiles spread across their creased brows.

The Judge banged his gavel. "Silence in court! Silence in court!" he ordered, but it was too late. Members of the Press rushed from the room, eager to spread the news to their readers, and the widow of the victim became hysterical amidst the commotion.

As the defendants were led from the dock, nobody heard Sharon's comment to her sister. "My God, I can't believe we got away with it!"

The months passed quietly, the friends resuming their everyday lives, gradually returning to the Adventure games that they knew and loved, waiting patiently for someone else to suggest a meeting between them. At last it came, tired of relaying messages back and forth, bored with the rumours that grew between them. Bob tentatively suggested a get together.. His confidence grew as, one by one, the group expressed a need to see each other and finally it was done. The date was set and the venue agreed. Why worry about returning to the scene of the crime? Why let such a petty incident spoil their enjoyment? The friends would meet again next Saturday. The venue, naturally, HAMILTON HALLS ...

MURDER AT HAMILTON HALLS - THE SEQUEL.

Coming soon

KIDNAPPED

In the middle of the 1700s the nation of Scotland was going through a transitional stage and in the glens of the Highlands people were undergoing changes in their lifestyle that would never be revoked. A feeling of 'unrest' had turned into a mood of 'revival' and the coming of the man referred to by the English as the '**YOUNG PRETENDER**' was to cause a 'stirring' in the weakest of hearts that would make even the mildest of men bear 'arms' in the furtherance of the 'cause'.

Scots have always been prone to upsurges of emotion and this has often lead to their actions being governed more by the 'heart' than the 'head' and the uprising of '45 was just one such event. Spurred on by their belief in '**BONNIE PRINCE CHARLIE**' the clans joined forces and confronted the might of the red-coated army that governed their land. Driven on more by emotion than skill and tact, they won some surprising successes. But the inevitable was to follow and defeat at the hands of superiorly armed and trained forces was the final result.

However this period of Scottish history was strewn with tales of brave deeds, forlorn causes and romantic trysts ... this is just one more of them ... we hope you enjoy it!

THE STORY SO FAR ...

The year is 1751, some 25 years after the Battle of Culloden and there is still a very strong feeling of passion for '**BONNIE PRINCE CHARLIE**' in the Highlands. However, having lived all your life in the Lowlands, you know nothing about such fanaticism and even less about the 'politics' that brought it on in the first place. You do recall your parents talking about the '**Jacobites**' and recalling the times when the clans gathered under one banner, but such things hold no real interest for you and are easily flushed from your mind.

You are **DAVID BALFOUR**, a young lad recently orphaned and resolved to seeking your fame and fortune in other places. Though the exact location of either is not something that you are currently aware of. However you have promised to call in on **Mr. CAMPBELL**, the local minister, before you leave and to say your last farewells to him

Spectrum 48K/128K+2

NOTES

Yet another '**classic**' tale given the treatment by **Jack Lockerby**, this tale will accept the use of such commands as are normally recognised by any game written by this author and the use of inputs such as **PUT THE SPOON INTO THE CHEST** and **SAY HELLO** will elicit the usual responses. However it is not possible to **PUT ALL INTO THE CHEST** nor is it possible to **GET ALL FROM THE CHEST** ... you must specify the item you wish to use/obtain.

Some useful words are .. **CERTIFICATE, RECESS, THREAD, CALL, CATCH, DOCUMENT** and **REPLACE**.

It is possible to store a game 'position' in **MEMORY** but for a more permanent record **always** use the normal **SAVE** and **LOAD** to store your position to **TAPE** or **DISK** medium !!!



THE KRAZY KARTOONIST KAPER

It was a normal evening, just like any other, at the Warrington Art Studio .. home of the loony known as **KEZ THE KARTOONIST**. Nothing stirred - not even a teaspoon - when suddenly a man dressed in a black uniform and black balaclava crashed through the window

"Hello" said Kez, "bit early with the choos aren't you? It's not February 14th yet!" The man glared at her angrily and yelled, "Shut up! You're in deep trouble lady - this time you've gone too far with your degrading, lavatorial cartoons! I'm taking you for ransom in the name of the S.A.S.!"

"Special Armed Services?" gasped Kez.

"No - Salford Art Saboteurs!" replied the stranger as he hit Kez over the head with a nearby stuffed elephant. Soon, the man had bundled the unconscious cartoonist into the back of a hired hearse, wiped the place clean of 'dabs' and vanished into the night. As far as the neighbours were concerned, Kez had simply 'disappeared'

This is where **YOU** come in - in the role of **CRIS THE DOG** - Kez's faithful hound and companion.

Upon finding that nobody was willing to come up with the required ransom-money and that Kez was being held (against her will for a change) in tight chains in **KILMOORE CASTLE** on **MYSTERY MOOR** (a place where people often go in but few were ever fortunate enough to come out again - not **alive** anyway!) **YOU** take it upon yourself to rescue her - if you can!!!

**Spectrum 128K**NOTES

This game will accept all the 'standard' type of inputs such as **GET BOTTLE**, **THROW ROPE**, **KISS FROG** etc but it is also quite capable (thanks to the expert 'programming' of **LARRY H.**) of utilising the more 'complex' commands such as **GET THE BOTTLE AND THROW THE ROPE AT THE FROG, WHEN YOU HAVE TIED THE CLEAVER TO THE END OF THE ROPE** (or so we have been lead to believe - try it for yourself and see what happens). However in most situations the use of the simple **VERB/NOON** series of commands will suffice.

Should you be unfortunate enough to '**die**' then you will be allowed the option (thanks once again to **LARRY H's** expert programming) to be resurrected at your **LAST** ramsaved or saved position. To do this simply answer **YES** when asked ... if not just answer **NO** ... easy task.

Use **CRIS THE DOG's** super ability to converse with people in order to learn more about them and the task-in-hand. Simply **TALK** to character, or **SAY** things **TO** character, or **ASK** them **ABOUT** character.

Use the command **AGAIN** to repeat your last command, the word **INFO** to reveal all the 'short' versions of the commands, the word **VOCAB** to reveal some useful words and **RAMSAVE** and **RAMLOAD** to store a postion to memory. **SAVE** and **LOAD** to store a position to/from **DISK**.

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The Crystal Cavern by HARRY CAPELING

Many years have passed since the untimely death of the great and good King Arthur, and that short-lived era of chivalry and equal justice is but a distant memory. You are just a casual observer of this sad decline, until one night while weaving home from "The Jolly Leper" you trip over a large pebble. Struggling to your feet you are confronted by a white bearded apparition with piercing blue eyes. "Do not be alarmed stranger. I am the shade of Merlin the great magician, and only I can restore England to it's former glory! That accursed Lady of the Lake, Nimue, bewitched me into the Crystal Cavern and imprisoned me there. If you can find and restore to me my five magical artefacts; my wand, cloak, shoes, hat and grimoire, that she stole from me, I will reward you with fabulous treasures! But take heed, Nimue has set many traps and sentinels to block your way! You must also travel on the River of Time to find some of my possessions. I have placed some useful objects to help you in your quest. Go to the Tregellen Falls to find the entrance to the cavern, but beware the Stone Demon who never sleeps..." The vision fades and you lurch back to the tavern. Just as you hastily pass the privy another phantom appears (double vision?). This time it is a gorgeous lady in shimmering white with hair as black as a raven's wing. "Don't believe the lies of that devil Merlin! The doom of the world will never be free as long as I, Nimue live. If you dare to seek the Crystal Cavern you will curse the dung-grader who fathered you! If you are very lucky and discover the truth we shall meet again on the Isle of Avalon." She fades and you stagger into the tavern to savage a firkin of mead. You are undecided but the lure of the loot is too great and the next day you set out for the Tregellen Falls.

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At the local meet of the Birmingham Adventure Players Society you discussed the usual adventure related topics as you always do at these meetings.

"What I would like is to play a REAL adventure!"

Lizzie, your best friend, said, "Really? Well maybe we can fix that!" she smiled, her usual sarcastic grin spread across her face.

"Ya! I believe that when I see it!" you replied.

"My aunt has an old house just outside Birmingham. How do you fancy playing a REAL adventure in that old house. She is away on holiday for a couple of weeks and I'm sure I can put something together for you."

"Oh yeah! I won't be the subject of another one of your practical jokes!"

"You coward! You're scared!"

"I'm not!"

"Do it then! I DARE YOU!"

And so the challenge began. Lizzie needed a week to prepare everything and now that week was over!

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You awake with a headache, oh boy what a headache, in the living room of a large mansion. You ask yourself "What am I doing here?" Unfortunately there is no-one to answer your question as the place seems deserted. You consider your predicament and decide it would be a good idea to get out of this place and get help before anyone returns. You feel your head and find a large lump on the left side. You wonder how it got there. Your memory is slowly returning and you vaguely remember someone hitting you, but why? It's no good you can't remember the details. Can you find a way to escape from the mansion, will your memory return and can you find an explanation for your predicament?

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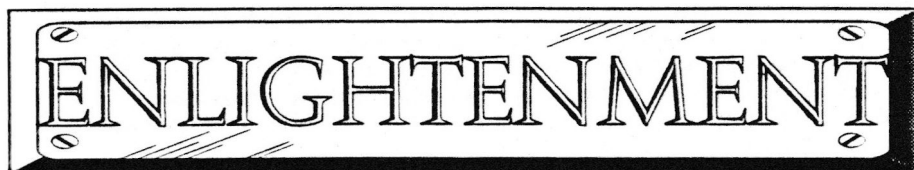
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ST. JIVES - A mad scientist is terrorising the village of St. Jives and a spell must be cast to stop him taking over. You have been summoned to help in this quest by the locals. You must find the ingredients for the spell, find your way into the castle and deal with the scientist before it's too late. (Commodore/Amstrad)

LOST IN THE AMAZON - You are the lone survivor of an expedition to South America to find the famed Golden Condor. Your plane has crashed in the jungle and you are completely lost. You will need to find your way through the jungle without dying of thirst, deal with the natives, cross the river and make your way to the flat topped pyramid. Can you conquer the sand trap and find the Golden Condor? (Commodore)

ADVENTURE IN TIME & SPACE - A two part adventure which takes you to many places, including a deserted space station, visiting cave men, medieval England, into the Alps, a far off planet and the London suburbs, in your search for the gold key which must be returned to its proper place in time. Only then can you save the world from the evil forces. (Commodore)

LAND OF THE GIANTS - Land of the Giants is a children's adventure in the public domain, based on the Jack and the Beanstalk story. (Commodore PD)

THE DARE - You have been studying hard for a degree in law. The examinations are over and it's Friday night, so you and your friends decide to "let your hair down" and go out for a "night on the town" to celebrate the end of the examinations. After a heavy drinking session you are dared to try to get out of a large department store in town after it has closed. Can you get out of the store without setting off any alarms or alerting the police or the security guard of your presence? It would be most unfortunate if you were to be caught, as it would most certainly end your career in law before it had even begun. (Commodore)

MILLION DOLLAR GREAT JEWEL HEIST - This is an old-fashioned treasure hunt. You awake with a headache and blurry memory in the living room of a large mansion. As your memory returns you realize there has been a jewel heist. You must find all the jewels and escape with them from the mansion. (Commodore/Spectrum/Amstrad)

TROUBLE AT BRIDGETON - You have been left in charge of Bridgeton Asylum for the afternoon but something is wrong? All the patients have walked out and it's all your fault. You forgot to lock the door. Can you find them and persuade them to return quietly before the Manager returns and you lose your job? (Commodore/Spectrum/Amstrad)

LAND OF THE PURPLE SEA - This is a fantasy. As a scientist you've completed your experiment against all advice and now you find yourself on a lonely beach with a purple sky and sea. Even the vegetation is purple. You will meet weird creatures such as the Purple People Eater, a Purple Cat looking for his socks and a Purple Snake who isn't happy to see you. Using magic and lots of ingenuity you must find a way to return. (Commodore)

RJ'S ULTIMATUM - Things are bad at home. Your parents have thrown you out, vowing never to let you return until you prove yourself worthy - they want you to go out and get a job! A thought too horrible to contemplate after spending five years lazing around the house doing nothing! (Commodore)

THE WESTBURY MYSTERY - This horror story is set in the derelict Westbury House. While searching for the five valuable rings stolen from your guardian you are kidnapped. You have heard that weird things are going on, that a strange cult exists and frightening rituals are reputedly being carried out. Rumours abound that experiments are taking place - you hope not on you. (Commodore)

CONVENTION BLUES - You've read all about the Adventurers' Convention held every year and don't feel qualified to attend. You feel sure someone will make fun of you, even though underneath you're sure adventurers aren't like that. So, unfounded though your assumption is, you set out to prove to yourself that you can complete at least one adventure. Then you will have the courage to attend your first convention. It is a traditional adventure in which you must find ten treasures hidden in an old house. (Commodore PD)

For more information on these adventures send a stamped addressed envelope or international reply coupon to:

In Australia

Dorothy Millard
12 Venetian Court, Croydon,
Vic. 3136 Australia

In America

Jack Vander White
P O Box 232115
Sacramento
CA 95823

In United Kingdom

The Guild (for Commodore titles)
34 Portland Road
Droitwich,
Worcs. WR9 7QW

Adventure Probe Software (for PD titles)
52 Burford Road
Liverpool L16 6AQ

The Adventure Workshop (for Spectrum & Amstrad titles)
36 Grasmere Road
Royton, Oldham
Lancs. OL2 6SR



TEXT v GRAPHICS – A FAIRYTALE

by MANDY RODRIGUES

Lady Text sallied gracefully onto the willow bough of the Fairy King's fortress tree, emerging into the warm sunlight, fluttered her dainty wings and breathed deeply of the fragrant summer air. She daintily leaned over the edge of the bough to take in the scene of bustle, excitement and activity in the glen below. Lady Graphic jerked her way stiffly along to join her and propped herself at an odd angle against the bough with her rather stiff arm outstretched at an impossible angle.

Sir Textus and Sir Graphicus were ready to be joined in mock mortal combat at the joust below to celebrate the summer feast of St. John. Sir Textus, looking rugged and handsome, sat astride his faithful dragon and after bowing smartly to the Fairy King and Queen, lowered the steel visor beneath the flowing bright red and yellow plumes of his gleaming helmet, whilst his frisky mount daintily tossed her head, blew a short blast of hot air through her flaring nostrils and pawed the sunbaked earth beneath her clawed feet. Both Fairy Knight and dragon were looking forward to their turn at the lists and anxious to be off.

At the other end of the lists Sir Graphicus perched rather ungainly astride the box-like body of his mount and sat stiffly, looking neither tense nor relaxed. The straight cube-like legs of his mount seemed rooted to the ground. There was a buzz of excitement as the trumpeter gave a signal. The time has come to proffer favours in the age old tradition of gallantry and Lady Text gracefully plucked a bright ribbon from the long flowing sleeves of the soft linen gown and, with a little cry of excitement, she tossed it high into the air. It fluttered gaily on the warm breeze until it reached the glen below.

With a manly gesture that had all the watching ladies almost swooning in delight, Sir Textus leaned to one side, flexed his wings and deftly caught the bright ribbon within his gauntleted fist and after raising it to his lips he affixed it to his helm where it fluttered in the breeze – a favour from a beautiful damsel. Lady Graphics launched an unidentifiable missile which shot towards the startled Sir Graphicus at a rate of knots, luckily missing him, and embedded itself into the ground where it protruded stiffly beside his mount which, luckily, hadn't seemed to notice the sudden appearance of the missile.

Suddenly the cry was taken up and they were off! The dragon reared, snorted a short burst of fire through flaring nostrils and thundered along the lists, muscles gleaming, straining lungs heaving, glittering claws throwing up clods of earth to the screams of delight and cries of excitement of the onlookers perched on the edges of their seats on the tiers of toadstools under the gaily coloured, leafy canopy.

Sir Graphicus moved along the lists in a rather jerky manner, his mount, rather cleverly seeming not to move its legs at all. His lance, which at first glance seemed to be just an extension of his arm pointed forward. Sir Textus lowered his thorn lance with its wickedly pointed end and aimed it directly at the strange rectangle that Sir Graphicus was holding at an awkward right-angle out to one side and brought his brightly coloured shield smartly against his side in a skilful manoeuvre which would shield his body from his opponents lance in readiness for the clash!

With a grinding crash of metal upon metal the two riders met amidst thunderous applause. The force of the collision unfortunately unseating both riders. Sir Textus performed a rather magnificent somersault before meeting the hard-packed earth where he lay groaning for a moment, trying to catch the breath which had been torn from his body upon impact, then he rose to his feet amidst rapturous cheers, raised his visor, straightened his wings and turned to smile broadly to assure the watchers that he was unhurt, before turning to survey his opponent.

Sir Graphicus lay upon his back – somewhat resembling the mount he had been riding. He didn't move and didn't seem to be breathing and yet he still clutched the stiff rectangle out to one side of his body and his arm and lance still pointed skyward as if in readiness for the pulley and hoist that would be needed to get him to his feet again. Once the contraption had been utilized it was time for the combatants to present themselves to their rulers.

Sir Textus, with the aid of his elfin squires, swiftly divest himself of his trappings, armour and weapons and, dressed in an embroidered leaf-green tunic and hose, strode across the lists to bow deeply and then stand to attention before the Fairy King and Queen who smiled sweetly upon him. Sir Graphicus appeared beside him, his lance seeming to have vanished, or his arm shortened, and minus his shield. He bowed stiffly with a creak of joints and then stood immobile beside Sir Textus.

As the King congratulated both knights Lady Text appeared at the base of the willow, rather breathless after her swift descent of the winding spiral stairs cut deftly within the hollow trunk, and hurried on daintily-slipped feet, wings fluttering and sparkling in the sunlight, to her hero's side where she seemed almost to melt into the strong arms that Sir Textus reached out to enfold her.

Lady Graphic appeared some moments later at the foot of the willow and with both arms stiffly outstretched made her way in short jerks towards Sir Graphicus until they came face to face – their outstretched arms seeming to fuse together as if they only had two arms between them and froze there in greeting.

Now that the excitement was over it was time for the feasting to begin. The banquet was laid out at the edge of the stream and there was a space cleared for the dancing that would extend until night. Whilst all around them the hustle of feasting went on Sir Graphicus and Lady Graphic seemed oblivious of their surroundings, no expression on their features they still stood immobile, fused together patiently waiting for a change of location to unfreeze them from their awkward stance.



AMIGA NEWS by STEVE CLAY

First off, as promised last month, I'll take a look at Black Dawn. This is a 3D Dungeon Master clone set on an alien Spacecraft. At the start of each level you are given a code and a mission briefing. These codes are quite lengthy and should be noted down with care. The display looks smaller because the author has made the game screen and control panel to look square. This reduction actually adds to the oppressive atmosphere created by the blue/black walls of the space decks. As with most of these games the emphasis is on bashing monsters and you'll be delighted to know that the early encounters won't wipe you out unless you do things incredibly badly. The interface is quite smooth and apart from occasionally turning too fast you hardly notice it so it must be good. Dotted around the decks are spheres that contain cash which can be used to purchase weapons and medical kits. (Medical Kit! What a woman!). The medical kits are used to recharge your strength while different weapons are needed for different creatures. There is the standard map feature where you can view a 2D top down depiction of the current deck. Overall Black Dawn is a good PD purchase and at only £1.49 from Zenobi, a must buy!

Prices!! From now on I will not be giving the prices of games mentioned in the column unless I am 100% sure that the company isn't going to change its mind a few weeks later. A-Train has been reviewed with a £17.99 price tag recently which is a big jump from the £12.99 originally quoted. Also Railroad Tycoon and Ashes of Empire are both £16.99 not the £12.99 I quoted. So unless I can get confirmed prices you'll have to just shop around for the best bet.

The Hit Squad have raided Virgin's old stock and have an impressive collection of goodies for the adventurer. Included in the forthcoming releases are: Dune, Dune 2, Legend of Kyrandia, Lure of the Temptress, Realms, Supremacy and KGB.

Kings Quest 6 has found its way onto the coverdisk of CU Amiga and doesn't it look nice! There is however the usual problem for floppy users, namely disk access! What gets my goat is when a location is there for decoration purpose only. In a text adventure you just head off to a new location, in a graphic adventure life is not so easy. For example you start at the left hand side of the screen and you pass a beautifully depicted tree or whatever. You head to the right hand side of the screen and it is time to load in the next block, 20-30 seconds later you discover what treats are in store. Diane Rice mentioned Beneath a Steel Sky last month in the letters pages regarding this point. In that game you leave the opening location and wait for 30 seconds while the new location is loaded. The thing is you are then entertained with a fixed sequence at the end of which your only option is to return to the opening location which means another thirty seconds loading to see the same location. What you end up with is ten seconds of gameplay at the expense of sixty seconds loading time! Diane! You'll be needing that hard drive if you want to enjoy these games!

Other adventures arriving about now include Heimdall 2, a lovely looking 3D game in the Cadaver mould. Darkmere is a second 3D game out at the moment but reviewers are moaning about the interface so try before you buy! Flight of the Amazon Queen is being previewed so it is probably a couple of months away from a release.

Core have two games in the pipeline. Darkstone is a RPG in the console style. Top down views and more puzzles. Also there is Universe, the follow up to Curse of Enchantia. Core claim that even the 500 version will have 256 colour screens.

The One pulled a fast one when they put "Magazine of the Year! See inside for details" on

their cover. Upon looking inside you find that The Edge was voted Magazine of the Year! Nice one!

Nice to see both FSF and Dream World entering the Amiga market with emulated versions of their Spectrum games. Bargain of the year might well go to FSF who have 5 games (15 48K parts) on two disks for £7.49. That's an awful lot of adventuring!

Dream World are also offering bargains. They have seven games available under emulation. Any three on one disk will cost £5 or all seven on two disks for £10. See adverts. on the last issue for details or contact FSF Adventures, 40 Harvey Gardens, Charlton, London SE7 8AJ or Dream World via Martin Freemantle, 10 Medhurst Crescent, Gravesend, Kent, DA12 4HL. Enclose an SAE.

This months competition. Win a copy of either Black Dawn or Storyland 2 (kids adventure!), the choice is yours!

What two numbers follow in this sequence:

2,4,8,12,96,108,?,?

Answers to: Steve Clay, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY.

PERSONAL

To East Anglian Admirer You can take your eye off the letter box. Bet it's pleased about that! (from Uncle Horace)

To Grimwold Please ignore last message. THIS dog house 'aint so bad (from Uncle Horace)

To Damian Does Steele wool go rusty? Only this has gone a funny colour (from Uncle Horace)

To Damian Don't say I didn't warn you! (from Ellen)

To Peter The little "Red Dragon" has been at it again! (from Ellen)

To J.J. I think, therefore I am (from The Dragon)

To James On my travels to China I noticed that the emperor, Kublai Khan, kept many dragons as pets. So they do exist, or I'm a holey mint (from M. Polo - through Mystic Millie's seances)

To Mr. Avery I second that motion! Perhaps you could call it LITTLE DWARF ON THE PRAIRE? (from M. Polo)

To all Probers Sorry I've unleashed M. Polo (from Mystic Millie)

To James Judge Would you like me to disprove your theory? (from Smaug)

To No.1 fan Depends what computer you've got! Grimwold's Big Adventure is available for the Amstrad already. (from Grimwold)

To Uncle Horace COME HOME STOP HITCH-HIKE IF YOU HAVE TO STOP HIJACK A JIFFY BAG STOP (from OAP tours 'R' us', Paris)

NEWSDESK

SPECIAL ADVENTURE PROBE SOFTWARE OFFER

Damian Steele has kindly offered, until the end of this year, his latest adventure **BABY BLUES** (C64 tape or disk) as a free adventure to anyone buying a copy of his **SO LITTLE TIME** and at least one other game from the Adventure Probe Software catalogue.

New Releases from ZENOB!

With effect from 1st April Zenobi will be releasing only ONE major new title per month, and will continue to add emulation conversions for the Amiga and PC. April's release is **The Twelve Days of Christmas**, a 3-parter by Diane Rice – see review in this issue.

Due out 1st May – **The End is Nigh**, a 3-parter by Jonathan Scott which is the fourth and final part of **The Zikov Trilogy**. Price: £2.99 + 25p postage. Each part is set in a different zone – Victorian, Interstellar and Subterranean.

June's release may be Jack Lockerby's latest game, provisionally entitled **The Civil Service** – watch this space for details.

You've seen the picture, now buy the badge!

If you like the "Hit any key" picture, Damian can supply badges depicting the same picture – in colour! Only 75p each including p&p from Damian Steele, Flat 2, 4b Fenton, Southfield Rise, Paignton, Devon. TQ3 2NE.

SAM News

As mentioned last month, David Haire has written an adventure for the **SAM Coupe** – see his advert. and Phil Glover's review, both in this issue, for full details.

Phil says he has heard that two new word processors are being written, a new SAM monitor program has just been released, more games are on the way, a hard drive is being developed, a digitizer should be out soon, a new double-disk magazine called **SAM2SAM** is out now as well as a new printed magazine called **ZODIAC**. There may even be a re-launch of the SAM with a printer port as standard, and the problem of a shortage of disk drives has been overcome.

SAFE and MOTIVATION Software

Alec Carswell of Motivation Software has a growing catalogue of Spectrum games on offer. The 8 page booklet also has details of **The Spectrum Adventure Federation Newsdesk**, and **What Now?** tapezine. Why not send to 16 Montgomery Avenue, Beith, Ayrshire, KA15 1EL for a copy, don't forget to enclose a large **SAE**.

AMSTRAD ACTION Magazine

I've heard that Future Publishing are no longer accepting annual subscriptions, which sounds like very bad news. Debby says she has been asked to give a good reason why she should have 2 pages for her adventure column. WE all know why – so get writing, not to Debby (she already knows) but to The Editor, **Amstrad Action**, 30 Monmouth Street, Bath, BA1 2BW and tell HIM that adventuring is important.

CPC UNDERCOVER

This is the magazine I mentioned last month for which Jo Wood writes the adventure column. I've now seen a copy of the complete magazine and it is well worth 80p plus an SAE from 37 Trimmingham Drive, Brandisholme, Bury, Lancs. BL8 1JW. If you also enclose a 3" or 3.5" disc you get it full of PD programs.

DRAGON Magazine

Debby tells me that she still needs your advertisements for the next issue, so if you have any sales and/or wants for any computer send the details to her and she will publish them free of charge. She has also been approached with the suggestion that many people have redundant software which they don't use but haven't bothered to get round to selling, usually because they will only get a pittance. The idea is for The Dragon Magazine to be a collection point for a service for anyone who has spare or redundant software and the proceeds donated to a suitable cause, may be Adventure Probe to start with. Send your spare software, wants, offers and subscription (£1.50 per magazine) to Debby Howard, 10 Overton Road, Abbey Wood, London SE2 9SD.

PRISM/PD/POWER/PD CLUB

Run by Martyn Sherwood, Prism is a software library (Spectrum, Sam, Amstrad, Amiga, PC). Power is a 24 page magazine, and the Club entitles you to discounts etc. For full details send an SAE to 13 Rodney Close, Bilton, Rugby, CV22 7HJ.

IN TOUCH

FOR SALE - CDI (Compact disc interactive) Computer "Adventure" - ZOMBIE DINO'S with superb graphics, as new. £7 Contact: Lee Morrall 83 Cannock Road, Heath Hayes, Cannock, Staffs. WS12 5HQ Tel. 0543 278389.

FREE (only pay postage) - GAC for the Amstrad CPC on disc. Contact Jo Wood Te. 0706 861185.

FOR SALE - Hardware: NEC 14" MultiSync 3D Monitor - suitable for PC, ST & Amiga. I'm only selling it because I've bought a 15" FST NEC MultiSync! Only £250 including p&p. PC Software: Simon the Sorcerer (3.5") £12, Leather Goddesses 2 (3.5") £10, Ween (3.5") £10, Lure of the Temptress (3.5") £5, Altered Destiny (5.25") £5, Tennis Cup 2 (3.5") £2. Take the lot (£44 separate) for just £35. Prices include p&p. Contact Neil Shipman, 1 Heath Gardens, Coalpit Heath, Bristol BS17 2TQ. Tel. 0454 773169.

FOR SALE - Antique collection!!! A 48K Spectrum+, with joystick, interface and various manuals. Timex 2040 Printer, plus thermal paper rolls. Tasword 2 (tape). Various software on tape, including a large number of very well known text adventures. All originals. Will sell at lowest possible prices for all or any part of the collection. Tape adventures from 50p, plus appropriate postage. If interested please phone Sue Roseblade on 0480 471216 or write to 22 Pembroke Avenue, Eynesbury, St. Neots, Cambs. PE19 2SW enclosing an SAE for a full list.

Atari ST adventures for sale, including original Infocom's Wishbringer and Zork 1 and several other budget Infocom titles. STAC, Talespin, Space Quest 3, Gold Rush, Dungeon Master and many text adventures. All originals. Prices from £2 to £7. Please phone or send an SAE for a full list to Sue Roseblade at the above address.

GETTING YOU STARTED

AFTER THE PARTY played by Barbara Gibb on a C64

Note: LOUN is short for LOOK UNDER, LOIN for LOOK IN, LOBE for LOOK BEHIND.

Start in cubicle in men's toilet on the first floor. X CUBICLE, X DOOR (locked), X WALLS, X GRAFFITI (note name of girlfriend of Boffin Brian), X LOO, STAND on LOO to climb out of cubicle. X VENT (note for later), X DOOR (now open), N, W (computer room), X COMPUTER, READ MESSAGE (asking for password), INPUT BRIAN, INPUT SHAZ (note number), LOUN DESK (now have some printing paper), X PAPER (41 sheets), E, E, E, N, U (second floor), S, W



[The following can be done but although it is very interesting it isn't important to complete the game. S, X DESK, TAKE SMALL key, E, UNLOCK CUPBOARD, DROP SMALL key, LOIN CUPBOARD, READ NOTE (advert. for Damian's other adventures), DROP NOTE, X SHELF, READ MAGAZINE (author's thoughtful plug for Adventure Probe magazine), W, N]

DAYS OF SORCERY played by Anon on a SAM Coupe

Start by going Northeast to the village square, then East into the village hall where all the villagers are having a meeting. When you try to exit the hall by going West, the leader of the group picks you as a volunteer to solve the mystery of the strange mists. Make a note of what's said to you, as it'll give you a few ideas about your mission. On leaving the hall, go North, then East into the cemetery and take the shovel you'll find there. (EXAMINE everything you find, for useful information or general amusing responses.) Go West and South to the square once again. From here go NorthWest, NorthWest, NorthWest, North, NorthWest and then South into the forest. Go West to the witch's hut and enter South

EXCUSE ME - DO YOU HAVE THE TIME? played by Lon Houlston on an STE

Start in Hall. PRESS BLUE BUTTON, EAST (dining-room), X TABLE, GET CAMERA, X CAMERA, W (back to hall).

PRESS YELLOW BUTTON, E (lounge), X HI-FI, GET CASSETTE, W (hall).

PRESS PURPLE BUTTON, E (bathroom), X MIRROR, W (hall).

PRESS GREEN BUTTON, E (bedroom), X WARDROBE, X DUST, W (hall)

PRESS BLACK BUTTON, E (workshop), ENTER HOLE (time machine), DROP CAMERA, INSERT CASSETTE, OUT (to Zone 1 - Island)

PROJECT X - MICROMAN played by Ellen Mahon on an Amstrad

Start in car. GET LIGHTER, EXAM LIGHTER, EXAM CAR, CLIMB SEAT BELT, EXAM HANDLE, WIND HANDLE, JUMP OUT, S, S, EXAM HEDGE, UP, N, GET BUTTON (don't get razor blade or nest will break and you will die), EXAM BUTTON, S, D, S, E, N, E, EXAM SCARECROW, PULL BELT, EXAM BOX, GET STRING, W, S, S, W, S, W, SW, SW, E, NE, E, SE, GET NEEDLE, EXAM NEEDLE

PERSEUS played by Barbara Gibb on a Spectrum

Start in the market place. I (purse), X PURSE (contains silver coins), DATA HERMES (note reference to honey), DATA ATHENE (note reference to olives), BUY HONEY, BUY OLIVES, X PURSE (empty so you auto-discard it), E (Temple of Hermes), X ALTAR, OFFER HONEY (Hermes says you must find the Graeae, the three grey sisters, and ask for the Gifts of Nysa. As he departs he leaves you a sword), TAKE SWORD, NW, N (Temple of Athene), X ALTAR, OFFER OLIVES (says you will find the Gorgon sisters to the south across the water. She leaves you her shield), TAKE SHIELD, X SHIELD, S, E (hill track). Ensure you have the sword before you go N (clearing), X CLEARING, X STACKS (find mangled body of woodsman), SEARCH BODY (find axe), TAKE AXE, N, E, X SLAB, PRESS SLAB (can't get gold), X ROCKS (note reference to bees), PRAY TO HERMES (a centaur appears, jumps on end of slab so you can grab the coin), W, W, W (crevasse). You can see a cave across the wide gap but can't reach it from here. E, E, S, S (need sword), W, SW (quay), D (to attempt to enter boat - prevented by fisherman), GIVE GOLD TO FISHERMAN (you enter the boat and asked which direction you wish to go), W (sail round headland), N (across bay to sandy shore).



This is a good place to save your position.

U, E, E (don't loiter here as the cliff will crumble), N (cave where the Graeae live), DATA GRAEAE, LISTEN (hear them talking and then they ask what you want from them), ASK FOR GIFTS OF NYSA (request refused!), TAKE EYE.....

W Y S I W Y G played by Lon Houlston on an STE

UP, GET CANDLE, DOWN WEST, X HEDGE, GET COIN, SOUTH, WEST, X PRAM, X BABY, ASK NICOLA ABOUT LOLLIPOP, GET LOLLIPOP, ASK SIMON ABOUT TOWER, ASK SANDRA ABOUT KEY, EAST, SOUTH, INSERT COIN, GET TICKET, X MAN (Hugh), SOUTH, SOUTH, X WOMAN (Alice), SMILE AT ALICE. You automatically get off train at station. X MAN (Harry), ASK HARRY ABOUT COIN, LOOK UNDER SEAT, GET LIGHTER, NORTH, NORTH, WEST, WEST

MUG 1 played by Barbara Gibb (mostly using Oddbod's own words) on a C64

Start in the freezer-bed that the crew of the space-tramp "Venus" bunged you into. X PLATE, READ WRITING (red paint says "Reduce to scrap Nov.2047". It is now 2123, or it was when you were put into the freezer bed). SLIDE PLATE (see button), PUSH BUTTON (cover moves up), U (in cabin where you see a decrepit robo-valet and locked wardrobe), X VALET, X CONTROL (knob with pointer. The scale under the pointer is very worn but you see two positions, one MAX, but you can't make out the other), PUSH BUTTON (valet comes to "life"), SET MIN,[*], PUSH CONTROL, S, S, TAKE KEY, N, N, UNLOCK WARDROBE (see green and puce MUG uniform), TAKE UNIFORM, X UNIFORM (something falls out of the turn-up), TAKE CARD, WEAR UNIFORM, S, E (east end of corridor), E (lobby), E (by armoured door), N, E (by disembarkation sign), TAKE PASTEBOARD, X PASTEBOARD (Oddbod was here), W, S, W, S (smelly locker room), LOON LOCKER, TAKE SOCK



Note [*] Just for the sheer fun and hell of it, try SET MAX instead of SET MIN.

SO LITTLE TIME played by Barabara Gibb on a Spectrum/C64

Start at the entrance to the hotel where the Convention is being held. TAKE [Vulcan] EARS, N (reception), X PERIL (no, she doesn't want the ears!), X BUTTON, PUSH BUTTON (now in lift; ignore the ping pong ball, I understand it is a private joke!), X PANEL, PUSH 2 (now on 2nd floor), E (hotel corridor), X AUTHOR (perhaps you can help him solve the mystery?), E, E (lounge), X LARRY (needs the six different coloured wedges for his Trivial Pursuit), X TABLE (now have pink envelope), OPEN ENVELOPE (you rip it open and now have a pink wedge), GIVE PINK WEDGE (he wants them all at the same time), E (bar)



WEAVER OF HER DREAMS played by Jonathan Scott on an Amiga (Sp. emulation)

EXAMINE TABLE, OPEN DRAWER, LOOK IN DRAWER, TAKE DOCUMENTS (pick up a wad of papers), EXAMINE DRAWER (a small key is taped inside), EXAMINE CABINET (there is a large book inside), OPEN IT, TAKE BOOK, READ IT (you are pulled into the page), UP, UP, SE, SOUTH (surrounded by flames), WAVE STAFF (the flames dissipate - you are now safe), SOUTH, SOUTH, EXAMINE ARCHWAY (you see a red circle and now possess CRIZP, your first spell)

LOST IN TIME played by Jonathan Scott on an Amiga (Sp.emul)

EAST, EXAMINE BED, TAKE BLANKET, SHAKE BLANKET (a silver key falls to the ground), TAKE KEY, LOOK UNDER BED (you find a piggy bank), TAKE PIGGY, WEST, UP, READ WRITING (some games notes ... thanks L.C.), DOWN, DOWN, TALK TO STRANGER (he tells you your quest, leaving a piece of paper), TAKE PAPER (it is blown away), SE, EAST, EAST, EXAM FIRE, TAKE SPATULA, WEST, INSERT SPATULA (a coin falls from the piggy bank), TAKE COIN, BUY APPLE, WEST, SOUTH, COVER FENCE (with the blanket), CLIMB FENCE (you are protected)

HELP WANTED

Please Help! Anyone out there who's got or is playing LEGEND OF KYRANDIA on the PC. My Master disk 1 has become corrupted. Would anyone be willing to me me a copy of DISK1.EXE or just the file F_LPAK as this is the offending file? Give me a ring on the number below or drop me a line and I'll send a disk for the copy.

Philip Reynolds, 36 Grasmere Road, Royton, Oldham, Lancs. OL2 6SR Tel. 061 652 7565

ADDITIONAL SOLUTIONS

The following additional solutions are now on file. Cost: one 29p stamp per solution plus a 1st or 2nd class stamp for return postage. CHILLERVILLA, THE CUP (PAWed), CURSE OF ENCHANTIA (PC), DEAD END (Amstrad), FABLED BLACK ROSE, GOLDEN FIGURES OF DEATH, REVENGE OF THE SPACE PIRATES, SWORD OF THE STORM, TWELVE DAYS OF CHRISTMAS, VERY BIG CAVE ADVENTURE (full solution).

HINTS AND TIPS

THE ADVENTURER played by Barbara Gibb on an STE

Read the magazine so that you know the right answer to one of the ten question asked at random. If you are correct you will get the key to the "door".

Ensure you take the card before you take the ring and bracelet.

Wait until the farmer falls asleep then TAKE ALL so that you have the crumbs from his cheese sandwich as well as a pair of boots.

Tour the fields collecting corn, sugar beet, carrots, cabbages and potatoes.

Drop the corn in the chicken coop so that you can get some eggs.

There is a mousetrap and hammer in the hayloft.

Use the potatoes and cabbages to distract the pigs.

PUT the eggs down, don't drop them.

Look behind the door inside the farmhouse.

Upstairs in the farmhouse you should find a shirt, dress and pair of trousers. Wear the trousers, you'll need the belt to hold them up.

Give the eggs to the old crone in the hut. Note what she does and retrieve something.

CHILLERVILLA played by the author, Lee Morrall, on a C64

A spot of reading just before 8 will reveal secrets.

In the hall, examine the carpet and lift what you find.

Light the lamp with the candle, and then look carefully where footsteps echo.

Dust a spiritual figure in a spiritual room to ward off evil spirits.

When the time is right, retire and sleep, but take something first.

[This PD adventure is on Binary Zone/The Guild PD Vol. 1 tape/disks - see review section for ordering detailsBarbara]

LITTLE WANDERING GURU played by Barbara Gibb on a Spectrum

DEB REDNU HCRAES to find the potty.

KCOLC DNIW to escape from the desert.

At the tree HCNARB KAERB and then ERIF THGIL to cook the worm to prevent starvation.

On the track, BURCS BMILC to get to the plain.

ALLERBMU NEPO and ALLERBMU TFIL to cross the rift.

In the glade, ROOD UTUT RETNE.

In the tiny room ERIW NEERG TUC, ERIW WOLLEY TUC then SERIW NIOJ.

NWORC RAEW to escape from the dungeon.

In the guard room ROOD NO KCONK then open it.



CORTIZONE played by one of the authors, Gareth Harrison, on an ST

In the rubbish pile, get the rock and tin. Throw the tin then go out. Hit the guard with the rock and get the stunner.

Go to the street corner and get the tank from the dustbin.

Climb up the ladder to the square room, shoot the guard then drop the stunner.

Get the guard's pistol and then put him onto the chair. Go through the opening into the chute.

Get the newspaper and laser iron.

Shoot the door with the pistol and stuff the paper into the bullet holes. Light the paper and open the valve on the tank.

Get the asbestos suit from the junk in the large chamber and wear it.

Go into the Deep Space Research ship and agree to help.

Get the torch and examine the spydroid who gives you the first four numbers of a code.

HELVERA played by Jim Donaldson on a Spectrum

Hook the key with the chain.

Examine the carpet, jump on the bulge (kills the scorpion), lift the carpet then go down and get the egg (contains yellow ball).

LEOPOLD THE MINSTREL played by John Schofield on a Spectrum

Sing in the Bar, The Oxe, the Town Square and the NW Corner of the Market to earn money.

Buy a meal and ask the maid to sit down.

You must cheat at cards in the Inn. Take a card from the man in the market and run away with it.

Search Rubbish, Pull Snake and Search Branches for useful objects.

Remove the man's cloak to free him.

Wear the cloak and check out what the two shifty men are doing before entering the thieves' quarters.

To free the Well handle, get the barman's rag, dip it in the pygmies' cauldron and then squeeze it.

The pygmies' totem pole gives you ideas for a disguise. The head is removable, but don't wear it until you have the full outfit.

Repair the bucket with a barrel lid.

Swap the cloak for a Rainbow Top.

Get rid of the drunk with a bucket of water.

Take Caldwin with you when you follow the Maid's advice.



OKLIB'S REVENGE played by Barbara Gibb on an STE

Remove and drop the armour in the Great Hall (return later to collect it) before you use the plank as a bridge from one balcony to the other. It falls down so you can't return this way, but the doberman just manages to jump across after you.

The metal disk in the small square room will prevent you from moving if you are still wearing the armour.

Play the harp to shatter the crystal. Blow the whistle to pacify the wolves.

Use the advice given in the scroll to bring the statue to life. Reya will ask you to find something to give to the King, and she gives you a useful item.

Turn the hourglass to move quicker than the flying weapons.

Repeatedly leave and return to the Great Hall until the grey-haired man remembers to give you a vial of red liquid.

In the dining-room there is a secret passage behind the sideboard.

Drink the "cold" potion in the "hot" passage – a sphere of coldness will now surround you; now reverse the process in the "cold" haze passage.

At the end of the passage is the grille and shield you saw from the moat.

PIRATE PROBLEMS (Pt.1 of A MIDSUMMER DAY'S DREAM) played by Ellen Mahon on an Amstrad

Don't be in too much of a hurry to play at being a bird – note the direction of the breeze.

Be careful what you take from the landlord's bedroom, or you may be branded a thief.

The musket is a meal ticket, rather than a weapon.

SIMON THE SORCERER played by Ron Rainbird on an Amiga 500 (1meg)

Use the wax from the beehive to bung up the spigot on the beer barrel at the Inn. Wait until the bartender ducks below the counter to get your order. When the barrel is dumped outside, pick it up.

Beyond the sleeping giant is a Dragon's Cave. Give the cold remedy to the Dragon, then take the fire extinguisher.

In the Goblin's Castle when invisible, collect the metal bucket and go downstairs past the guard. Remove the Ring of Invisibility and talk to the Druid.

In order to complete the tightrope walk, get the missing climbing pin from the Woodcutter's Hut.

Consume the Mints to demolish a snowman.

Jump the icy ledge to reach a painted tree – but take a bottle of white spirit with you.

In the Dwarven Mines, bribe the guard with a barrel of beer – now you can get a hook from the workplace.

In the Gems Storehouse, give the keeper a beer token.

When in possession of the magic words, go to the Witch's Cottage, take the broom and enter into a duel with her.

T-ZERO played by Neil Shipman on a PC

N.B. This is an adventure where, unless you get killed, it pays to keep going because certain things appear to happen after a certain number of moves. I clocked up well over 4000 moves by the time I'd finished!

Tilt at windmill with lever from coldhouse. Call Ragman Anagram

Dig in dump with claw. Remove banner from flag and give it to Flagstaff

Throw arrow at boleknott

Before entering the topiary maze make sure you have the root extractor and the fixer-upper then, starting at the sign:

E - E - S - E - S - E - N - N - N - E - S - W - S - E - S - S - W - W - W - W - N - E - N - W - S - S - E - E - E - E - N - E to the Amazing Space.

When you see the latch..... creature pull it with the extractor. Similarly, when you see thekey creature pull it with the fixer-upper. Then join the extractor to the fixer-upper and get the resulting latchkey.

WEAVER OF HER DREAMS played by Jonathan Scott on an Amiga (Sp.emul)

Cast CRIZP to kill the Magmaron.

You need to EXAMINE everything - archways, gargoyles, ash, etc. to find spells.

To avoid the rolling boulder in the tunnel, simply enter the alcove, and let it roll on by.

Cast HYDRO to clear a path through the forge.

WIZARD QUEST played by Barbara Gibb on a Spectrum

This is the only Quilled game that I have played that accepts TAKE ALL.

At the beginning, go into the Dragon's Tooth Inn and ask the innkeeper about your friend Dulkan. Talk to the barmaid.

You will need help on your quest so recruit the Dwarf, Elf and Barbarian, it is money well spent.

Your adventure will take at least three days, so each evening return to the inn and buy a room.

Buy some pegs, matches, tablets, and dagger from the shop. Note the poster.

Use a spell to get out of the reach of the wolves, then ask a particular member of your party to help.

The bear has to be slowed down, so use a spell then fight it. The Barbarian will be injured, so seek help from someone.

In the Witch's cottage, note what she says and buy some items. The crystal ball is scenery.

The Giant only wants 1 gold coin per trip, so pay it.

The Troll is a bit of a problem. You will need to cook some meat, then drug it before the Troll eats your party. Make a run for it, use a spell to slow him down even more, then drag him



SOLUTION OF THE MONTH

KOBYASHI AG'KWO

Written by Clive Wilson

Solution by Barbara Gibb on a Spectrum

Your aim is to collect 4 artifacts, the Golden Mythos, the Silver Chalice, the Ebony Icon and the Medallion, one from each of the zones.

NOTE: If you go to the wrong zone you can beam out by typing BEAUMONT but that uses a lot of your strength.

X MONITOR CAREFULLY, TAKE MAP, X MAP, DROP MAP, X MONITOR, PRESS BUTTON 3

Zone 3

X BRACKEN, X BRACKEN, TAKE ROD, X ROD, N, X SEA, PADDLE IN SEA, TAKE ROPE, S, E, N, X GORGE, TAKE BOOK, X BOOK, S, E, E, N, DROP ROPE (wind dries it), TAKE ROPE, S, X MOUNTAIN, THROW ROPE, CLIMB ROPE (safe if it is dry), X OUTCROP, X HOLE, TAKE BOW, TAKE ARROW, CLIMB ROPE, TAKE ROPE, W, N, X FAR SHORE (see a few trees), TIE ROPE TO ARROW, TIE ROPE AROUND WAIST, AIM ARROW AT TREE, FIRE ARROW AT TREE, DROP BOW, SWIM RIVER (now on far shore), X EARTH, TAKE TOOTHPICK, EXAM TOOTHPICK, INSERT PICK INTO ROD, UNLOCK DOOR, W, X WALLS, X HOLE, ENLARGE HOLE, TAKE MYTHOS, X MYTHOS, X WRITING (need Book of Runes to understand), RUB BACK (of Mythos) [36 credits]. You are transported back to the monitor.

DROP BOOK, X MONITOR, X MAP, PRESS BUTTON 2

Zone 2

X DEBRIS, R (for redescribe to see you have found many items, and you need them all), TAKE CLUTHOS, X CLUTHOS, WEAR CLUTHOS, TAKE ALL (knife, sword, shield, helmet and ring), E, N (waif kills you unless you are wearing cluthos), X WAIF, SAY TO WAIF "HELP", R, X SCROLL (don't need to be holding it and it hints you won't need that lost rope), E, E, JUMP THROUGH WINDOW (now by pond), FILL HELMET WITH WATER, S, X FOREST, X FLOWERS, WALK CAREFULLY, POUR WATER ON FLOWERS, DROP HELMET, TAKE PELLET, X PELLET, EAT PELLET (transported to cave). Remember the scroll, so go D into small pit. X PIT, DIG MUD, DIG MUD, DIG MUD (find chalice) TAKE CHALICE, X CHALICE, DROP CHALICE [56 credits] You are transported back to monitor.

REMOVE CLUTHOS, DROP CLUTHOS, DROP SWORD, DROP KNIFE (should still have shield and ring), X MONITOR, X MAP, PRESS BUTTON 4

ZONE 4

S, W, X SHALLOTH, GIVE RING TO SHALLOTH (given eyeglass in return), X EYEGLASS, E, S, RAISE SHIELD, S, S, E, E (don't hang around), X PLACE, TAKE LENS, W, W, S, E, INSERT LENS INTO EYEGLASS, WEAR EYEGLASS, X RUIN, X TARQUIN, SAY TO TARQUIN "HELP", REMOVE EYEGLASS, W, N, N, E, LAUGH, TAKE ICON, X ICON, W, S, S, W (shimmering scree bars way), WAIT (shimmering fades), W [70 credits] (back at monitor)

DROP EYEGLASS, X MONITOR, X MAP, TAKE SWORD, TAKE KNIFE (you already have the shield), PRESS BUTTON 1

ZONE 1

S, W, S, S (can't get passed), DROP SHIELD, S, PULL SHIELD WITH SWORD, TAKE SHIELD, X TROLL, E (won't let you pass), X SHIELD, GIVE SHIELD TO TROLL (he drops paper), TAKE PAPER, X PAPER, N, N, X DOOR, TYPE 852 (doesn't work, try again!) Note reference to reflection so TYPE 258 (door opens), N, X SPIDER, X WEB, CUT WEB (need knife - the spider stings you), N, X POOL, DIP SWORD INTO POOL, DRINK FROM POOL (cures you of spider's sting), S, S, S, S, KILL TROLL (need poisoned sword), BREAK SWORD (1 extra credit), E, DIG SAND, TAKE VIAL, E, X ARCHWAY, BREAK VIAL, R, TAKE MEDALLION, X MEDALLION, PRESS BUTTON

100 CREDITS - GAME COMPLETED

MORE HINTS AND TIPS

CHAMPIONS OF KRYNN - Pt.12 played by Ron Rainbird on an Amiga 500 (1meg)

Huerzyd's Temple and the Tunnel of the Shadowpeople leading to the Temple of Duerghast

Map. Ref. 1st fig. read left to right; 2nd fig. read top to bottom

Outline: To get to the Temple of Duerghast, you must go through the Shadowpeople's Tunnel. As this is one long passageway, map refs. are not give and directions will be by compass.

0 - 2 With the Amulet from the woman in Sanction Docks, you can use this secret entrance.

5 - 0 Searching will reveal scrolls.

12 - 1 A fight.

6 - 4 Search Statue to find treasure and magical items.

14 - 4 Important fight. Until you win this encounter, you cannot enter the Shadowpeople's domain.

7 - 6 Meet a shadowman for information.

6 - 7 Treasure and magical items guarded by a trap. Be ready to sustain injuries.

4 - 8 }

10 - 8 } Entrances to the Temple.

11 - 8 More treasure and magical items if you search.

15 - 2 Secret entrance to Tunnel after victory at location 14-4

13 - 0 Open entrance to Tunnel after victory at location 14-4.

When in the Tunnel go North then West, South through archway, then West, North, West again and South through another Archway. East, South and East through doorway. Here you will meet Shadowpeople who give you further information. So South through door and travel West to another door. Carry on going Westward to a further door. Go South and West. To the North is a door leading to a room where you may rest and recuperate if so desired. Leaving the room of rest, travel West through two doors to an encounter with a Death Knight. You also meet the Ancient Revered One from whom you will receive treasure and more magical items. Go South through a door, then West and North. To the West is a door which will prove to be the entrance to the Temple of Duerghast.

SERIALIZED SOLUTION

FAERIE

(Eighth Day Software version)

Solution by Dorothy Millard on a C64



CROSSING FAIRY BRIDGE - Start on a road. I[ventory] (you are wearing a rucksack and a red sweater), GET ASPEN wand, EXAM ASPEN (Enchantment lies within), WAVE ASPEN (you fall a long way and have been transported to another road), E (by stile), OPEN GATE, S, S, S (below waterfall), GET water GLASS, EXAM GLASS (the water lense acts as a magnifying glass), N, N, N, OPEN GATE, E (small stone bridge), READ SIGN (using the water glass - "Fairy Bridge - courtesy preferred"), GOOD MORNING (a fairy leaps from beneath the bridge and with a deep bow lets you pass), GET SCABBARD, EXAM SCABBARD (a valuable treasure), D (bank of stream - the water glass dissolves but you don't need it any more), GET oak LEAF, LOOK (a velvet purse is here but we'll pick it up later), U, E, E (below windmill), OPEN WINDMILL (you need a key), SW (field of boulders), GET RING, WEAR RING (while carrying the ring the sandman will leave you alone), GET stone KEYS, S (shadow of cliff - we will leave objects here until needed later), DROP SCABBARD, DROP oak LEAF, SEARCH RUCKSACK (you find a rusty knife), DROP RUCKSACK, SEARCH POCKET (someone has slipped something into it - a runestone), I, EXAM RUNESTONE (a valuable treasure), DROP RUNESTONE.

WITCH'S HUT - REMOVE SWEATER, DROP SWEATER (do not wear or have this in your possession when you enter the bull field), W, GET ROPE, W, N, OPEN GATE, U (on stile), E (pond), EAT FISH (the trout leaps and gives some hints), N (field - some fairy gold is here but don't get it until the tentacled thing is in the cave, as when you drop it, it turns into dew), SW (meadow - the bull here won't bother you so long as you aren't wearing or carrying the red sweater), W, NW (forest clearing), E (path), GET TWIGS, SW (wooded glade - note don't go south-east into the forest with a lit lamp or the forestal appears and turns you into a tree), SE, S, NE, E (hut), GET BOOTS, WEAR BOOTS, N (by log fire), EXAM WITCH (she tells you her broom has packed it in), TIE TWIGS (the rope and wood knot together to make a besom), GIVE BESOM (the witch rewards you), LOOK, GET pocket BOOK, READ BOOK (it's a spell book), GET skeleton's HAND (this is in fact a key), S, W, SW, DROP BOOK, DROP HAND (we'll pick them up later).

MUSHROOM - NE, S, S, D (dip in fairy circle - music stirs in the trees), WHISTLE TUNE (a crystal veil of music plucks you aloft.... you are at the entrance to a mushroom), IN (must be carrying stone keys - now inside mushroom), U, U (atop the mushroom), N (mushroom roof), GET blue powder NUFF, S, WHISTLE TUNE (a crystal veil of music plucks you aloft.... you are on a steep tor), W, N, SW, GET BOOK, GET HAND, N, NW, N (forest clearing), DROP NUFF, SE, E, U, OPEN GATE, S, E, E (shadow of cliff), DROP BOOK, DROP KEYS.

WINDMILL - N, W, OPEN GATE, E (bridge), GOOD MORNING, E, E, OPEN WINDMILL (it opens and you enter), GET OARS, U (groundry), CAST YIEICE (you are transported to a rotted grainery by the sail), GET HARP, EXAM HARP (a valuable treasure), GET SHIELD, EXAM SHIELD (a valuable treasure), D, D, S, SW, S (shadow of cliff).

TREASURE CAVE - E (ledge), IN (large dry cave - an ideal place for storing treasure), SAY XAIVE (an enormous tentacled thing appears and demands treasure), DROP HARP (3 points - the monster swings it into a large sack and does a little dance!), DROP SHIELD (2 points), OUT, W, DROP HAND, DROP OARS, GET RUNESTONE, GET SCABBARD, E, IN (cave), DROP RUNESTONE (4 points), DROP SCABBARD (3 points), OUT.

NURSERY/CHANGELING/FAIRIES - W, N, W, OPEN GATE, U (on stile), D, W (outside window), OPEN WINDOW (you enter a nursery), GET silver horse SHOES, EXAM SHOES (a valuable treasure), GET BABY, OUT, E, U, OPEN GATE, S, W (field - a group of fairies are here), GET CHANGELING (the fairies ask you to swap the changeling for a reward), DROP CHANGELING (keep on getting and dropping the changeling until you get the messages "with limbs of wood and fairy lore, thus changeling heart will cast once more" and a pearl appears), GET PEARL, EXAM PEARL (a valuable treasure), GIVE BABY (the fairies grab the baby and dance away leaving you a reward of a pot of gold), EXAM POT (a valuable treasure), E, E, E, IN (cave), DROP POT of gold (5 points), DROP PEARL (4 points), DROP silver horse SHOES (1 point), OUT.

CROSSING THE LAKE/BUGGON ISLAND - W, GET KEYS, GET OARS, N, W, OPEN GATE, U (on stile), D, W, NW, GET NUFF, S, SE (into forest), S, NE, S, S, D, E (tow-path), NE, N, E (walnut tree), SHAKE TREE (a walnut shell falls from the tree into the lake), LOOK (see a walnut boat), IN, N (middle of lake - note you must be carrying the oars), N (jetty), OUT (if you were not wearing the boots you would slip on the moss). Now on Buggon Island - leave the diamond, we'll pick it up later. DROP OARS, E, U [E in Spectrum version], U, N (to bambolin), GIVE NUFF (the Buggon leaves allowing you to get the wand), GET WYCH-hazel wand, GET black QUEEN, DROP QUEEN, LOOK, GET valuable PORTRAIT, S, DROP PORTRAIT, DROP WYCH-hazel wand.

MAN WHO ISN'T THERE/ATTIC - E (picture gallery), EXAM PICTURE, LOOK (you find yourself in a rickety house), OPEN DOOR (using the stone keys and you automatically enter), D (cellars), GET BOX, IN (through the mirror), S, S, S, S, S, GET BEECH wand, N, N, N, N, N, OUT (through the mirror), U, U, U (you meet the man who isn't there), SAY IXNAY (freed now from this lonely stair the isn't man now isn't there!), LOOK, GET sandlewood BRAND, U, U (attic), DROP BOX, U, U (through skylight to roof), GET golden engraved roof TILE, D (the tile won't fit through the skylight), WAVE BEECH wand (you are now transported to the bull field), U, OPEN GATE, S, E, E, E, IN (cave), DROP TILE (4 points), DROP BRAND (3 points), SCORE (29/100).

ENTERING THE UNDERWORLD - GET LAMP, OUT, W, DROP KEYS, DROP BEECH wand, DROP RING (note don't take this into the underworld as it turns into glass in the heat), GET SWEATER, WEAR SWEATSHIRT, GET KNIFE, GET oak LEAF, W, W, S, S (by waterfall), IN (slippery ledge - must be wearing the boots!), NE (entrance to the Underworld), D, LIGHT LAMP, D (the sweatshirt protects you from the fierce heat). Note that at random in this area the ogre will appear - if this occurs just THROW KNIFE then GET KNIFE. SW (edge of deep fissure), DROP KNIFE, JUMP (the oak leaf carries you through the air to a sloping passage), GET COAL, GET ORNAMENT, EXAM ORNAMENT (a valuable treasure), JUMP back, DROP oak LEAF, GET KNIFE, NE, U, U (back to entrance), NW, OUT, N, NE, IN (cave), DROP ORNAMENT (3 points), OUT, W, DROP COAL (to be continued next month)

DUNGEON - E, SW, S, IN, NE, D, D (stone gallery), SW, GET oak LEAF, JUMP across fissure, S, W, W (you are captured and chained in a dungeon), PULL LEFT (the chain loosens), PULL RIGHT (again the chain loosens - keep pulling left then right four times until the chains snap freeing you), GET PEBBLE, E (grotto).

POOL ROOM - S, JUMP (across a stream - you are standing in cold water), N, N, N (stone gallery), DROP oak LEAF, DROP KNIFE, S, S, JUMP (across the stream), E (onto the chess board), OFF LAMP, N, N, N, E, E, NE, N, OUT (through the mirror to a cellar), U, E, S, SE (pool room), THROW PEBBLE (an arm rises above the surface of the pool holding a rare goblet), LOOK, GET GOBLET, NW, N, W (hall).

COFFIN - OUT (rickety house), OUT (picture gallery), W (end of corridor), GET PORTRAIT, GET WYCH-hazel wand, D, D [W in Spectrum version], W, DROP GOBLET, GET OARS, IN (the boat), S, S, OUT, DROP OARS, W, S, SW, W, U, N, N, SW, N, NW, N (forest clearing), GET WILLOW wand, WAVE WILLOW wand (you are transported to a coffin), LIGHT LAMP, GET HORN, PUSH LID (you emerge in the forest clearing), EXAM HORN (a valuable treasure), OFF LAMP, SE, DROP HORN, DROP SWEATER (don't take it into the bull field), GET HORN, E, U, OPEN GATE, S, E, E, E, IN (cave), DROP HORN (5 points), DROP PORTRAIT (3 points), OUT.

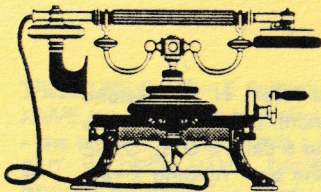
SNOWMAN/GLACIER - W, GET RING, WEAR RING, GET COAL, W, W, N, OPEN GATE, U (on stile), D, W, GET SWEATER, WEAR SWEATER, NW, S, SE, S, NE, S, S, D, E, NE, N, E, GET OARS, WAVE WYCH-hazel wand (you are transported to a glacier - note you need to be wearing the sweater to avoid freezing to death), W (edge of ice field - a snowman is here with only one eye... he hands you a talisman saying it will help you to return), GIVE COAL (the snowman puts it in his eye and flies off into the blizzard), LOOK (you see a crystal mirror but you can't carry any more so we'll come back for it later), I[nventory] (note you also have the ice heart and you must get it to Titania before it melts - don't take it through the hot Underworld), E, IN, S, S (lakeside bank), DROP OARS.

TITANIA - SAY BBPB, LOOK (you have been transported to the Shrine of King Isi-tun III), GET golden BANANA, NW (onto chess board), N, N, E, S, NE (to white square), PICK black ROSE. Titania, Queen of Faerie is here and wants a heart. GIVE ice HEART (she touches a wand to your shoulder "Free my Oberon" she cries and is gone), LOOK (see a small coin - it's a valuable treasure and we'll pick it up later), NE, W, W, W, S, S, S, DROP TITANIAS talisman, W, LIGHT LAMP, N, GET LINDEN wand, N, N, U, U, NW, OUT (waterfall), OFF LAMP, N, NE, IN (cave), DROP BANANA (1 point), OUT.

FREEING OBERON - W, DROP SNOWMANS talisman, E, SW, S, IN, NE, LIGHT LAMP, D, D, S, S, JUMP (across the stream), E, GET TITANIAS talisman, W, S, W (hot passage), SE (you must be carrying Titania's talisman - to a circular dungeon where Rhianon, King of the Underworld greets you.... you also see Oberon held in shackles), IN (to pentagram), GET PHIAL (note don't drop this!), OUT, FURLOW OBERON (there is a deafening explosion.... Rhianon fades to black and the chains fall from Oberon.... Titania appears and rewards you), LOOK (you are now in the treasure trove of Isi-tun), DROP TITANIAS talisman, GET silver SLIPPER, E, DROP SLIPPER, DROP LINDEN, GET KNIFE.

Please note that some versions of this game on some computers may be bugged.

The Eighth Day versions seem okay, and the Spectrum version is still available, under licence from G.I.Games, from Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs. OL12 7NX. £1.99 incl. postage. Also for the Amiga under Spectrum emulation £2.49 +25p p&p.



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