

ADVENTURE PROBE

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VOLUME 12 ISSUE 5



T-Rex - "Psst.... Have you heard the news?"

Steg - "Yes, Adventure Probe is still being published."

Bront - "I can see the airmail post coming now!"

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If you write in it will be assumed that the letter is for publication in Probe unless it is clearly marked NOT FOR PUBLICATION or obviously just a covering note with a subscription or order etc.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:

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BACK ISSUES

Back issues may be ordered at the current price. Most issues are in stock, but some may have to be reprinted. Volume 1 comprise 19 issues (June 1986 to December 1987), subsequent volumes are 12 issues, January to December.

ADVERTISING RATES

All advertisements in the magazine are free for regular subscribers, i.e. 3 issues or more in advance. Trade price is £5.00 per full page.

DISTRIBUTION

Adventure Probe is distributed during the third week of each month. Copy date for contributions and advertisements is 1st of the month.

CONTRIBUTIONS

All contributions are gratefully accepted. Please keep me well supplied with computer and adventure-related material. It doesn't matter how brief it is - it may be exactly the information someone needs. 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. Contributions can also be submitted on disc, which will save me a lot of typing.

POSTAL ADDRESS

Please send all correspondence, subscriptions, and of course, contributions, to:

Barbara Gibb - Editor, Adventure Probe
52 Burford Road, Liverpool L16 6AQ
United Kingdom

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HALL OF FAME

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

Peter Clark, Laurence Creighton, David Hebblethwaite,
Paul Hardy, Karen Tyers, Dorothy Millard,
Bev Truter, Brian Busby, Edwina Brown
and Hilary O'Connor

Special thanks to :

Peter Clark and Bev Truter for software and
The Copyshop, Allerton, Liverpool for printing the magazine

EDITORIAL

Well, I have finally managed to produce another issue using the newly-acquired hardware. There was a favourable response to the size of print in the previous issue, and as I have mentioned on the next page I have reduced it slightly for this issue, but I'm willing to change it back if readers don't like it. I've also changed the font used for subheadings; although they looked okay on the masters, the photocopier evened things out a bit and they didn't show up as well. I have used a slightly thicker font, and trust it turns out bolder. I have also made up a new template for the magazine pages and hope the margins are now better for printing.

Just as I was completing the magazine, a CD arrived from John Wilson. The disc contains well over 220 PC text adventures. They are in 3 directories. The first has the Unnkulians, The Legend Lives!, Horror of Rylvania, and Colossal Cave Revisited. The second directory has nearly 100 AGT adventures, and the third has over 120 TADS adventures. They seem to be unzipped and ready to run. I have only had time to check out the first two directories. Only five games wouldn't load. I don't know why but it may be something to do with the method I was using, or my computer (there are no instructions with the CD so I don't know if you have to install certain games rather than run them from the CD). I've glanced through the list of TADS adventures and noticed John's Fire Witch, Frustration, Myth, Son of Stagefright and Waystation, all of which have been mentioned in Probe recently. I will deal with the CD in more depth in the next issue.

It is a bargain at **£20** (including postage) and will be available from 14th September from Zenobi Software - see inside back page for address. John hopes to produce a similar CD for Amiga owners, details when available.

Just enough space to remind readers that the next issue (June) is the 12th Birthday issue and it would be nice if readers could send in their adventuring memories of the past 12 years and other suitable contributions. I have lots of prizes - all I need now is a competition!

All the best, ***Barbara***

LETTERS

From Karen Tyers of Aine

Just a quick note to say congratulations on getting to grips with the new PC so quickly. I like the new look Probe - it's much easier to read than before.

Just wanted to let you know my change of Internet address. It is now Karvic@tesco.net. Also there are one or two changes to the times available on the back page now that I am working. Monday to Friday it will be from 6pm until 11 pm and any time at weekends. Hope the changes don't cause too much of a problem.

I read Bev's review of "Fire Ruby" with interest, as I have now managed to finish it. It bears out my feeling in my review of the first half, that it is the most difficult game that Lawrence has written to date. I hope it isn't too long before we see another one.

*

I have been struggling with the new technology. A hard drive is something I have always avoided until now - but I certainly appreciate the speed and size - I have already filled exactly half of it.

I was quite pleased with the appearance of last month's magazine. Of course the new Epson printer had a lot to do with it. The larger font seems extremely popular with many readers, but I have reduced it by one point for this issue. If it is too small, I will revert to 10 point for the next issue.

Laurence is in the process of writing a new adventure. At the moment it is nameless, but should be easier than "Fire Ruby". He asked if I would like to publish it through Adventure Probe Software, and of course, I said yes. I'll let you all know when I have more news. (Barbara)



REVIEWS

AppleWin Emulator

Review by Dorothy Millard

AppleWin is a freeware Apple //e emulator for Windows, written by Michael O'Brien. It emulates an enhanced Apple //e with 128k RAM, two disk drives, a joystick and a serial card. It supports all //e video modes, including double high-res, and emulates either a color or monochrome monitor. It also features adjustable system speed control. AppleWin is a 32-bit Windows program, and is compatible with Windows 3.1, Windows 95, Windows 98 and NT. Special instructions are included in the documentation for Windows 3.1, OS/2 Warp and NT.

AppleWin is very simple to use and I found it very quick and easy to get started. Just double click on the .exe file to get started. It comes complete with the necessary ROMs needed to run. Initially I had problems because it wouldn't read the disk images I had downloaded. I later discovered that many of these were corrupt. I don't know why but a proportion of the images downloaded were corrupted, even the second time I tried. However, my persistence paid off and I eventually got good copies of most files, sometimes after two or three attempts.

On loading the Apple emulator you are presented with the emulator window which has eight buttons on the right hand side. Loading a game is as simple as clicking with the mouse on the "Drive 1" icon. You are then presented with the familiar open dialogue box and can choose the directory where the game you wish to play is located. Click on the disk image and click open. Now on the right hand side all you have to do is click the Apple button to run or reboot the game.

One thing to be careful of is when the game requests that you turn the disk over or insert another disk, be sure to do this in Drive 1 and when you have opened the disk image press space or return. Do not click the run button again, or the program will restart from scratch. The second drive icon is only used in those games which ask for it.

There is a useful help icon which brings up a menu offering: Quick Start, Historical Information, Disks and Disk Images, Using the Toolbar, Using the Keyboard, Using the Debugger and Resources. The historical section is self-explanatory. If you have a real Apple there is information on how to create and transfer your own disk images, but Transfer to file and Transfer to disk were not implemented in the version of the emulator I had. I didn't find this to be a problem however as there are many files available for download and details of where to obtain them are included in the resources section.

The help file also contains some very useful information on disk image formats which makes very interesting reading. There is a Debug feature which displays the actual assembly language instructions that the emulated machine is executing and configure allows you to customize the emulated machine, and the way the Apple's input and output devices are mapped onto your PC's input and output devices. I found the sound to be so appalling that it was best, most of the time, to leave it disabled.

The majority of the games I downloaded for the Apple emulator consisted of Hi-Res graphical games. There were only one or two that were solely textual. The quality of the games varied enormously too, from the woeful "Captain Cuckoo" and "ET" to "Fraktured Faebles" and "Mystery House", the first graphic adventure created by Sierra-on-Line in 1980.

The emulator and games can be downloaded from <ftp.asimov.net>. This site is the largest Apple II emulation site, and the official release point for new versions of AppleWin. Under the /pub/apple_II directory, you will find disk images, utilities for making your own disk images, and Apple emulators for other computers and operating systems.



FRUSTRATION

Written by Jim McBrayne

Reviewed by Karen Tyers on a PC

You have been given a shopping list by your Aunt Maud, so you set off to collect all the items on it. Unfortunately on your way to the shops, you manage to fall down on open manhole (no doubt left unguarded by some careless council worker). However, like Alice in Wonderland, you manage a soft landing at the bottom, and what do you find - a lamp and sword.

I landed in the middle of an underground pipe system, so some exploring is obviously in order so off I went. In one direction the pipes narrowed down until I could only just squeeze through. However, on the other side I found one or two interesting objects, but couldn't get them back through the pipe - another way had to be found. Exploring in the other direction, I eventually found the way into an overgrown garden, and the first thing I spotted was a bird idly pecking the ground. I couldn't do anything with it, so left it and went off to look at the mansion I could see in the distance.

Entering the mansion was no problem - I just opened the door and walked in. On the ground floor I found a scullery, a music room, and a morning room with a locked door. Venturing upstairs to the first floor landing, I encountered another locked door and a set of stairs going up, so up I went. Here there was a long corridor where I found a broom cupboard with yet another set of stairs (all this climbing is bad for me at my age!) which led to the attic. The skylight was easily opened and I managed to climb out onto the roof, but had to leave all I was carrying in the attic. Here I found a greasy flagpole and a potion, but couldn't figure out how to get it back through the skylight. Eventually in sheer annoyance (frustration?.... Barbara) I threw it over the edge. Imagine my surprise when I went back down to find it intact outside the front door! I haven't yet found out what to do with the flagpole, but I'm sure I must be able to do something.



Leaving the attic for the moment, I went back to the other room on the third floor, called the Cubical Room. Here I found an aperture of

some sort, which turned out to be an entrance to another place, and I found myself in a dilapidated shop, leading out to a town of sorts. Exploring around here I found a cottage, locksmiths, a wine emporium (perhaps I should have stayed there....), a witches retreat, a solicitor, a candle workshop, a scorched room and a shrubbery. Pushing through the shrubbery found me back in the garden of the mansion, so up the stairs, through the aperture and back to exploring the town.

There are lots of things to find and do in the town, but I won't say much about them as I don't want to spoil your fun. (Actually, I haven't yet worked out half of them - but we don't want to say much about that do we?)

There is obviously a lot I haven't done yet in this one - it's extremely devious and puzzling. I have found quite a lot of objects, but for the life of me I can't think what on earth some of them are for. I mean, what would you do with a wobbly pumpkin, a red herring, a piece of wire and a bottle?

Oh - I forgot to mention the shed with a button in the floor, and the cellar didn't I? Well never mind, I'll leave those for you to fathom out.

My opinion, after a quick foray into the game, is that there is a lot more to it than first meets the eye. Some of the puzzles look to be quite difficult, giving me much food for thought at the moment. I would certainly recommend it, but I think it will be too difficult for a beginner.

I downloaded this game from the Internet shareware site (ftp.gmd.de - in the archives games section), but I believe it is also available on one of Syntax's library disks.

(Also available for Atari and Amiga)



QUICKER THAN THE EYE by RAY BRADBURY

(Book)

Reviewed by Dave Hebblethwaite

The cover blurb says this is Bradbury's first book in ten years, but all 22 stories in this collection were written between 1994 and 1996. (Apparently two of them first appeared in *Playboy*, but having read them, I can't see why.) The topics covered include ghost stories ("Another Fine Mess"), teenage love ("Hopscotch"), and plain weirdness ("Dorian In Excelsus"), amongst others.

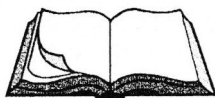
All the stories are short, and well-written in Bradbury's usual evocative style. However, I found some parts of the book difficult to follow because of this ("The Electrocution" for instance). Mostly, though, there's a sense of vivid detail, but not so much that you get bogged down in it. In fact, one of Bradbury's great strengths is that he knows when to stop, and it's what he leaves out that makes his writing most effective. One example is "That Woman On The Lawn": we've already guessed the ghost's identity, so Bradbury doesn't need to say *who* it is; and he doesn't. Instead he lets the story end nicely at its natural conclusion.

My personal favourite story is "The Very Gentle Murders", a bizarre tale of an old couple openly trying to kill each other. You can't help but laugh as they play assassins with each other and other people get in the way (I know death isn't really something to laugh about, but this is funny!).

I'd recommend "Quicker Than The Eye" to anyone who likes anything slightly unusual (or *very* unusual!). It is a bit hard to follow in places, but there are more hits than misses. The price is perhaps a bit steep for the (short) length, but it's still worth buying. You'll be missing out if you don't.

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0-671-01784-5

ISBN:



RHYME CRYME

Written by Karen Tyers

Reviewed by Laurence Creighton on a PC under Spectrum emulation

I want to rave about a game I played recently called "RHYME CRYME". Someone I know who is a very sensitive person, once said to me that every adult must retain something of the child in him. One will never age if you follow that premise. Take Hans Christian Andersen - a perfect example. This adventure took me back to my childhood (which was *decades* ago!) and my only complaint is I am only sorry it had to end - the game that is, not my childhood. Well both really

In this adventure, and let me stress that this is not a review (You probably intended me to published it in the letters section - sorry.....Barbara) starts by a ticket machine that took a lot of moves to produce a ticket. I blame no one but myself for being so dense and not trying the obvious. Once inside I was confronted by Hickory Dickory Dock, but needing a mouse. The "one" was missing, and the clock had a locked door to add to my misery. There was old Mother Hubbard and you guessed it, sitting vigil over her emaciated dog who needs a bone. There is a butcher who has a bone to give you if you can do him a favour. Next door there is the baker who has a pie in his window for - of course you know - Jack Horner, but the baker needs flour, eggs and fruit to bake with, and these are not readily forthcoming.

As you wander over the park, you will meet Jack and Jill, who need a bucket, Jack be Nimble who needs a candle and when you DO give him one he is not satisfied with it! As was Jack Horner who wanted more than the pie... Poor Humpty Dumpty needed repairing (which is more than happened in reality. Reality??! Wee Willie Winkie is nude behind the curtain (sounds like Polonius in Hamlet, although I don't think stage-nudity had quite happened in 16th century England!) and is wanting his nightshirt. The farmer (old Mac Donald) won't let you onto his farm until you find his Goosey gander, and when you do find the creature it isn't easy to handle.

Those are some of the delights of this game. All in all it is a domino-effect game: one thing leads to another. Its author, Karen Tyers, can be extremely proud of herself on this game - long may she continue writing games of such great entertainment value. She will never age. I salute you.

(Please see advertisements in this issue for ordering details for "Rhyme Cryme" and two more adventures by Karen....Barbara)

THE CRISIS OF DERSENIA

Written by Tech-12 Software

Reviewed by Bev Truter on a PC

First off the tecchie bits: "Dersenia" has a single .EXE file, it runs smoothly, SAVE and RESTORE work quickly, the text is grey on black, and it has no bugs or glaring grammatical faults. The author claims that it's been programmed with TOADS (I'm not making this up) which I've never heard of before - has anyone? "Dersenia" is shareware, and if you liked it you are requested to send US\$15 to Tech-12 Software.

Well, at first glance this looked quite promising; another of those quest adventures where you have to retrieve several thingummy-bobs, thereby earning Brownie points for glory and heroism while saving your kingdom from disaster. In this case strange things have been happening of late in the kingdom of Dersenia. Natural disasters abound and even magic isn't behaving properly; it's as though the world has somehow gone out of balance. You are the court philosopher of Dersenia where you serve as advisor to King Queepus III, but now you're struggling along with everyone else to survive as earthquakes and famine spread over the land. The king summons you to his throne room and asks you to figure out what has gone wrong with the world, and to try and fix it. [Rather a big ask for a court advisor, surely?]. You accept the king's request and set off, anxious to restore normality to life in Dersenia once more.

You have no idea how to begin your quest, but picking up several goodies lying about the palace seems a good way to start. A flask, a bottle, some bread, a lantern, etc. Then when you've left the village and heard the gates clang ominously shut behind you there's the first maze (disguised as a forest) to find your way through; and it's here you start feeling tired. Typing "sleep" results

in a tediously long dream sequence in which the Goddess of the Elements appears and explains what you must do.

It turns out that she is the guardian of 5 magical objects that represent each of the 5 basic elements - Fire, Earth, Water, Wood and Metal. Unfortunately all five objects were stolen by a demon and eventually lost, scattered over the land in many an unlikely location. Your task is to find all 5 objects and return them to the goddess so that the world can be restored to normal. Not exactly ground-breaking novelty here, and in case you still can't fathom what's required of you she gives you explicit clues on where to find each object.

By now, at a second glance, things are not looking quite so promising after all, and what began as a mildly interesting adventure game soon turns into a long saga of frustration and ultimately boredom. "Dersenia" is h-u-g-e in terms of number of locations (I'm up to 191, and there's more!) - and therein lies its downfall. Bigger in this case doesn't mean better, it means more irritating; and "Dersenia" just hasn't got the plot, puzzles or characters to fill such a vast geographical area. Most of the scenery can only be trudged through grumpily and dutifully mapped; and although the room descriptions aren't too bad there's nothing about the game that holds your rapidly dwindling attention. Every item you need (or don't need, which is more often the case) is just lying around in full view, waiting to be picked up. Puzzles are of the "What to Throw at the Ogre", or "What Can I Attach the Rope to" variety; and there are no less than four mazes <groan> to be mapped by the usual drop-an-item method, and one maddening maze that owes more than a passing nod to the famous "baseball diamond" puzzle/maze in "Zork 2".

Most of the objects you find are useless, the vast majority of locations are unnecessary, the 5 magical items are too easily found, and the only interesting puzzle in "Dersenia" looked suspiciously like the one in "KQuest 1 (by Kelly Small)". And those mazes! It amazes me (get it, get it??) that authors can *still* think the done-to-death maze idea is justifiable in a game written in the nineties ("Dersenia" is circa 1994).

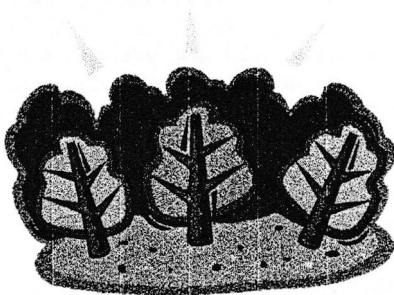
The final straw was discovering heaps of locations in which you get killed simply by wandering into them, without any forewarning. The worst offender was a 14-roomed house that has

no purpose whatsoever in the game - it simply has to be walked through to reach one of the mazes; and in 8 of the 14 rooms you are unceremoniously bumped off by various "monsters".

It's a real shame the author hasn't put his elaborate and detailed fantasy world to better use than concocting a very ordinary text game. If you examine all the paintings hanging around in the palace they convey long, detailed descriptions of people and events in this imaginary kingdom of Dersenia - the whole history of Dersenia and its wars, royal lineage and heroes. Possibly the author/s of "Crisis of Dersenia" would have been better off writing a book, rather than programming a game?

In spite of all its obvious shortcomings "Dersenia" managed to keep me plodding away at it for the last week, so perhaps it's not too bad, or else I'm just naturally a masochist. Now I'm stuck near the end having found 4 of the 5 objects; I've just discovered some locations containing 5 levers and a button <even bigger groan>; and if I never finish it then to misquote Rhett Butler - frankly, my dears, I don't give a damn.

(Available for downloading from the Internet; or **£1.50** from Adventure Probe - refundable if you send me a FULL solution.....Barbara)



There's a Hole in Your Bucket

Written by Karen Tyers

Review by Dorothy Millard on a PC under Spectrum emulation

You must all have heard the old song "There's a Hole in My Bucket, dear Liza, dear Liza..." Well, your dearly beloved wants to clean the windows and when She **Who Must Be Obeyed** (SWMBO) says "JUMP," you always ask "HOW HIGH?" Unfortunately your bucket (if you knew where it was), has a hole in it. All you have to do is find it, mend it, fill it with water and hand it to SWMBO. Easy eh! Well not really, but then it never is. Before you can hand the aforesaid bucket of water to SWMBO you will have to solve a myriad of puzzles. In "Bucket" there are no objects just left lying around and it is necessary to examine, search, look in, behind and under everything possible, sometimes more than once.

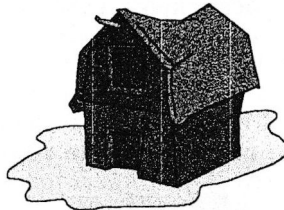
Starting in the farmyard you go east into the Kitchen where you see Liza (SWMBO) who is obviously busy as she doesn't take much notice of you. If you try to talk to her she just reminds you of your task to fetch a bucket of water so she can wash the windows. I even picked her some flowers but she just threw them into the rubbish bin. Oh well, you can't win them all, it was worth a try. I even tried to slip out the back gate but was told that running away wouldn't help. As stated above it really is VERY important to search very carefully to locate items, especially in the pantry and shed, or you won't get very far. I discovered a sack of corn but needed a container before I could get any - back again for another search to find a suitable container. Once found I used the corn to feed the chickens who then allowed me into their coop. Next problem was how to placate Blossom the pig so she would let me into her sty. I just knew there was something in there that I needed.

After finding a way into the hayloft and eventually obtaining the straw it was (as the song goes) time to fix the bucket, but first I needed to get at it and the bale was securely tied with twine. The scissors were not strong enough so another search ensued to find a suitable implement. Eventually obtaining the straw, of course it didn't fit. You must have the right tool to cut it AND the tool must be sharp, but where to wet the whetstone? Back to

square one, let's do some more searching. I found a book, which gave a hint on how to obtain water and off I went again for another try. Eventually with the bucket fixed I went to the duckpond to get some water, but do you think those ducks would let me? Of course not, they were hungry. "Oh no," I thought, "I've missed something again." After yet another search for some suitable food I eventually resolved that problem and successfully presented SWMBO with her bucket of water.

In "Bucket" you won't find screen upon screen of text to read. Location descriptions are adequately described and state which directions can be traversed making mapping extremely easy. The map is small, only 20 locations, but there is lots and lots to do in each one. Hints pointing you in the right direction are given throughout in the messages - read them carefully. I thoroughly enjoyed this game and recommend it, especially to those who like interesting puzzles to solve rather than the "Interactive Fiction" which is becoming popular on the net, which is often nothing more than a story, with very few, if any, puzzles to solve. Give yourself a treat and buy it!


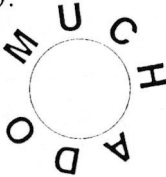

(Please see advertisement in last month's issue for ordering details....Barbara)



**PLEASE SEND IN REVIEWS FOR PUBLICATION - SHARE YOUR
LIKES AND DISLIKES WITH OTHER PLAYERS! (Barbara)**

SQUARES QUIZ

sent in by Hilary O'Connor

1. XQQQ	2. Hz	3. 
4. M I C K J A G G E R	5. PATELLA LAMP	6. CROISSA
7. P A S S I O N	8. TUASPRF	9. WELL
10. 	11. 	12. ATLOALSIKEA

ANSWERS IN A FUTURE ISSUE OF PROBE

LATERAL THINKING

by James G. Johnston

Oxford Dictionary

Lateral Thinking - A way of solving problems by employing unorthodox and apparently illogical means.

Adventurer or (fem) Adventuress - A person who seeks adventure. esp. one who seeks success or money through daring exploits.

I have been using this phrase for years, wrongly it seems. I have always presumed that 'lateral thinking' was 'logical thinking' - that is, if I find a spade in a location and I dig there (or in some other location) I will uncover an object which will assist towards the final solution. What prompted me to look up the exact meaning of the phrase was to try and resolve, in my own mind, some of the illogical actions found in certain of our adventures.

I don't mean the "gully bull" type of description as in St. Brides' "Very Big Cave Adventure". This type of humour is pleasant on the first occasion but soon bores the adventurer.

I won't even object to the lavatorial joke type adventures or the lewd ones as they normally carry a health warning on the package. This permits you to play or not as you wish.

What I am referring to, is the way that this lateral thinking is used, by the writer, to make the player dream up and carry out various actions that he would normally never consider doing in real life, due to their un-natural or repugnant nature (I am excluding fantasy acts of flying etc.).

For example, in Quest for the Golden Eggcup, inputting a 'swear word' is dealt with by the following message :-

'Suddenly a resonant voice booms down your ear, "Swear Not, In My Realm! ". Then two large guards of hell capture you and throw you into a dungeon'.

Swear in the dungeon and you will get the following message :- 'A key rattles in the lock, the door opens and a huge hairy arm reaches into the cell and clouts you'.

(There was even one adventure I played which reset on such input and you had to wait another 20 mins. until the tape reloaded.)

Now I chose to enter the swear word, the writer chose to put in these replies to cater for my bent mind. But here is the twist, you have to enter the dungeon to collect a key which is necessary to complete the adventure and there is no way to get into the dungeon other than by swearing. No Choice - No Swear - No Key - No Completed Adventure That's Lateral Thinking?

By the way, don't swear again after getting the key and leaving the dungeon. This time when you are returned to the dungeon there is no way out and a restart is the only option. More Lateral Thinking?

In one adventure I played you were faced with a guard and a fierce doberman dog stopping your escape to the Swiss Mountains. No problem ... SHOOT GUARD (done), The dog is now whimpering (with fear?) and you can now move onwards. "And what is wrong with that?", you say, "it's only role playing and you don't really kill him!". In three moves I was frozen to death in 'a freezing pass' in the Swiss mountains I was completely stuck. On asking for help, I was informed that I should SHOOT DOG - SKIN THE DOG then WEAR SKIN.

Now I have a very healthy imagination and I have also prepared poultry and rabbit for the table but lateral thinking could never make me visualise some pretty lady adventuress calmly slitting this dog up, skinning it and then picking up the bloody gungy skin and draping it over herself. To me that is not lateral thinking - more the product of a disturbed mind.

The way through the mountains is now available and you are told as you move from location to location "How lucky you are wearing a warm dog skin" or how "If you were not wearing the dog skin you would probably be frozen to death".

Rubbish!!! Next time there is a heavy frost along with a good wind, get yourself rigged out with nice wet blanket and go for a

walk. If you don't freeze to death, you will certainly die of pneumonia. In order to try to dry, the blanket will use your body heat to try to raise its temperature. The chill factor of the wind will absorb this heat before the blanket can use it and will reduce the blanket temperature further. This process will rapidly produce a state in which you will have lost all your body heat and the blanket will be frozen to your body, helping to maintain your now dead body at wind chill factor level (which can be very low indeed). Well, best not to try it after all!!

Just think about coming out of the water when swimming on a lovely warm summer day. The first thing you notice is that you feel chilled. No, the temperature hasn't dropped, the water on your body and your swim suit is stealing your body heat to dry itself (with less drastic results than those above). As an example of Lateral Thinking it is distasteful, does not comply with the natural laws of physics and could have been completed simply by having the guard wearing a alpine fur coat. If the doberman had to be killed then he could be made to stop you taking the coat from the dead guard. Logical to me but maybe not lateral enough for some!

Another theme was introduced in an adventure where you were met, on a lonely road, by four youths who inform you that they are the guardians of the road and in order to pass you must fight their leader in unarmed combat and beat him. You agree so the leader drops his weapons and you start to fight. I punched, kicked and chopped and always found myself being killed by their leader after two or three moves. I put the adventure away for a while till I could get help. The solution to my problem was to mirror his actions, punch where he punched, kick where he kicked but - (now here is a nice bit of lateral thinking!!!!!!) - when he chops at your neck you CHOP NECK WITH SWORD (which you just happened to be still carrying during an UNARMED COMBAT) and cause his death, ('Premeditated Murder' I think they call it!).

Now having watched you kill their leader, the other three youths melt away and let you get on with your adventure. A simple FIGHT LEADER - You engage the leader in a fist fight and win.

The gang carry their leader away (thus leaving the way ahead clear) - was obviously never considered. You must hack an unarmed fellow human to death in order to satisfy the author's lateral thinking.

I can accept most of the fantasy worlds that adventure writers develop but there must be a level below which it is wrong to travel. Again I am not referring to condition changes brought on by time and events. I am referring to an adventure writer who sits and plans that he will force you carry out actions in his 'game' that you would find unethical, un-natural or repulsive.

Recently, my grandson was playing a 'golden oldie' (Atlas Assignment). At the start of the adventure he picked up a bottle of sodium pentathol and later found a syringe in a dustbin. He wasn't too keen to pick up the syringe but did when I pointed out that he would need it if he wanted to use the sodium pentathol. Sure enough 'a bound man' was found who, when injected with sodium pentathol, gave the address of 'Atlas' (the character you were seeking). As he moved to the next location, my grandson (age 14) remarked "I would have told you where Atlas was before you got near me with a used syringe that you had picked up out of a dustbin!".

The adventure had been written at a time when used syringes were not potentially lethal in themselves. I would not have thought much about it but it was obvious that, even at his young age, he had a reluctance to handle and use a used syringe, even in an imaginary situation and was certainly fully aware of the dangers of its indiscriminate use. This I would regard as a condition that has changed by time and events and as such is acceptable. After all, as an R.A.F. medic in the 50s it was standard practice, for me, to re-sterilise all syringes and needles for re-use. Some of the needles became so blunt that they bounced off the skin.

The great writers of the macabre knew how to tell their tales without the need to stoop to crude actions and descriptions to shock their readers. In *The Pit and The Pendulum* - the guillotine does not keep lowering until the damsel in distress is cut in half with her blood splattered all over the place!

Just when it started to cut through her clothing (and the rope holding her), the mechanism jammed and she broke free (Hooray!!). The villain ran to see what had jammed the blade and just as he reached it the blade swung towards him. Did it slice him in half with blood all over the place? Nooooo! He clasped and clung to the shaft of the guillotine as it swung over the pit, then

lost his grip and fell with a terrible scream into the dark pit. And was impaled on a dozen sharp stakes, with blood everywhere? Nooooo! We leave him falling to his death and return to the young lover who takes his obvious anxiety out on an innocent door, forces it open and clasps the swooning maiden in his arms.

He swears his true love forever and promises that these awful things will never happen to her again. Thus completely reassured of her future, the story ends as they leave the dark foreboding house and walk hand in hand, down the path just as the sun breaks through the clouds. The golden rays paint the scene with beautiful fresh colours and the birds and bees go about doing what birds and bees do. No dead bodies!! No buckets of blood!!

I am willing to accept that this type of horror (using the tension to build up the atmosphere but concentrating on the rescue to bring you gently back to 'normality' might not suit you and you might prefer to RAPE ANDROID in Planet of Death (Artic 1982) to be given the reply "She moans with pleasure and blows a fuse". I, however, reserve the right to question the author's and your state of mind since your lateral thinking leads you to contemplate, with some obvious pleasure, the sexual assault of an electro-mechanical machine.

Boy, have you got problems !!!!!!!

You will notice that all along I have made my case against 'us males'. This is because the female mind does not suffer from these defects. If you do not believe me then read the gripping horror story written by Mary Shelly (when just 18 years old) - Frankenstein. The story revolves not around 'A Monster' but round a poor creature who could not understand what had happened to him or what was going on. He knew he wanted love, beauty and friendship but was shunned and misunderstood, when not being attacked for being 'different'. I found my sympathies were always on the side of the 'nameless' monster and against Frankenstein whose endeavours had resulted in the creation of the monster. A monster without name, memory, language or training whom he immediately abandons because he finds the monster's appearance revolting. The story reaches its climax with Frankenstein dead on board Captain Walton's ship, stuck somewhere in the Arctic icefields. The monster somehow gets on board and visits his dead creator.

I had a lump in my throat when he tried to explain his feelings to Captain Walton.

Mary Shelly, within the beliefs and customs of her time, tells a story of such stark horror - Man blaspheming against The Creator by attempting to create (or recreate) life - and yet gives us the pathos of the terrible loneliness, fear and confusion in this poor creature's mind and of it's creators own revulsion and horror of the being he had created. This showed to me that, just like all her gender, she understood the 'mind' of her creation and had no need to resort to the crude or degrading to titillate her readers.

Footnote.

Frankenstein was not the creature's name. He is given no name at any time in the story other than 'monster'. Victor Frankenstein was the person who created him. Mary wrote the story of the Frankenstein's activities under his name and also refers to him, in the title, as 'A Modern Prometheus' (he created life using fire from the heavens (lightning)) - both in the Greek sense as 'the bringer of fire' and in the Roman myth of Prometheus who animates a figure of clay.

22nd Jan 1994.

(This article was originally published in SynTax, issue 30, edited by Sue Medley)



A.C.E. - ADVENTURE CREATION ENVIRONMENT A P.A.W. LOOKALIKE FOR THE PC

Last year my son, Andrew, who many of you have met, recently obtained his Degree at the University of East Anglia in Applied Computing. One evening soon after he returned home he happened to mention that he felt a bit at a loss as he had got used to having a project to work on every day. I took the opportunity to suggest to him that, if he was feeling that much at a loss, why could he not re-write The Professional Adventure Writer (PAW) so that those people who were used to writing adventures on the Spectrum and the Amstrad machines could continue with text adventures without having to learn another language. He accepted the challenge and has been writing such a utility for several months now. As he works for British Telecom at their research labs. at Martlesham near Ipswich and spends most of his days sitting in front of a computer screen, it can be a bit of a bind to spend the evenings doing the same thing, but the work progresses and here is his report on the work done so far. It is hoped that a version might be ready for testing around October and I hope to bring it to the Convention if it is available.

A.C.E.

PARSER

Accepts Verb/Noun combination. Needs extra logic to parse Adverbs, etc. Parser accepts words to be both Verbs and Nouns.

OBJECTS

All object attributes are programmed. The maximum number of objects is currently 1000 but can be extended to 4 billion if really required.

LOCATION / MAP

Completed except for replacing the _ with current object.

FLAGS

Completed. Currently a maximum of 1000 but can be extended to 4 billion.

PROCESS TABLES

Conditions are all programmed. The Actions need implementing fully. This is the most complicated and bug prone part of the system.

GENERAL

The limit on the number of locations, objects, flags, etc. is currently 1000. This can be changed if it is found to be too low. If anybody has any (practical) ideas for any enhancements please let me know.

Andy Clark clarkap@btinternet.com or 459 Bramford Lane, Ipswich, Suffolk, IP1 5JH

I'M TIRED by Hilary O'Connor

Yes I'm tired. For several years I've been blaming it on middle age, poor blood, lack of vitamins, air pollution, saccharin, obesity, dieting, under arm odour, yellow wax build up and another dozen maladies that make you wonder if life is really worth living.

But I found out that:

The population of this country is 51 million.

21 million are retired.

That leaves 30 million to do the work.

There are 19 million at school.

That leaves 11 million to do the work.

2 million are unemployed and 4 million are employed by the government.

That leaves 5 million to do the work.

1 million are in the armed forces, which leaves 4 million to do the work.

3 million are employed by the county and borough councils, leaving 1 million to do the work.

There are 620,000 people in hospital and 379,998 in prisons.

Which leaves 2 people to do the work.

YOU and ME.

And you're sitting on your arse reading this.

No wonder I'm bloody tired!!

ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE PC

ADVENTURES IN NMR2
BETTY CARLSON'S BIG DATE
MAGIC MANSION
QUEST FOR THE BLACK PEARL
WHAT! NO LOW ALCOHOL MINERAL WATER

These Freeware/Public Domain adventures have been "fixed" by Bev Truter and are not the same versions available from the Internet. The "bugs" have been exterminated, and in "Betty Carlson's Big Date" a vital object has been added.

All 5 (zipped) on 1 disc - £1.50
Single games (unzipped), 1 per disc - £1.50

ADVENTURES FOR THE ATARI ST/STE

BETTY CARLSON'S BIG DATE
MAGIC MOUNTAIN
WHAT! NO LOW ALCOHOL MINERAL WATER
THE LADY IN GREEN
SON OF STAGEFRIGHT

Single games - £1.50

All available from:

Adventure Probe
52 Burford Road
Liverpool L16 6AQ

Cheque/postal order payable to Adventure Probe

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR THE PC

WITCHFINDER by Kanga and YAK

You are Bertrand - Bertie to your friends - and when you seek shelter from a torrential rainstorm and mistaken for an adventurer, you find yourself in the interesting position of would-be rescuer of a kidnapped Princess. After talking to her parents and exploring their summer holiday residence and grounds, you enter a fantasy world of vampires, dragons, witches, magic carpets, secret gardens and well, play it yourself and find out!



WITCHFINDER is written using AGTBIG and comes in two versions. The Public Domain/Unregistered version cuts off after you have played about a third of the game. The full version has 117 locations, a possible total score of 310, and a hints file. Please note that clues, help and hints are only available to registered players.

Unregistered version (3.5" disc) available from:
Adventure Probe, 52 Burford Road, Liverpool
L16 6AQ **Price: £1.50**

Registered version (3.5" & 5.25" disc) available from:
Sue Medley, 9 Warwick Road, Sidcup, KENT
DA14 6LJ **Price : £6**

or

Bev Truter, 34 Morgan Street, Glen Huntly, VICTORIA
3163, Australia **Price : \$12 (Australian)**

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM 128K and PC(e)

RHYME CRYME

by Karen Tyers

How many nursery rhyme characters can you remember?

Old Mother Hubbard, Little Miss Muffet, Georgie Porgie, Wee Willie Winkie, Tom Tom the piper's son, Jack and Jill, Humpty Dumpty, Doctor Foster - these and more are here, and together with an assortment of animals such as Goosey Goosey Gander and Jess, Postman Pat's black and white cat, will present you with a lot of very tricky puzzles.

This massive 128K adventure, set in the Nurseryland Theme Park, will keep you entertained for weeks.



Available for **Spectrum 128K** (tape only) and
PC (under Spectrum emulation)

Send cheque or postal order for **£2** to
Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

KAREN HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM and AMIGA(e)

CURSE OF NIMUE

by Karen Tyers

The evil witch Nimue has imprisoned the wizard Merlin. In order to help him escape you must find him and then carry out his wishes.

During this two-part adventure, inspired by Harry Capeling's "The Crystal Cavern", you will meet some interesting characters, including a gargoyle who may not let you pass and when he does leaves you with a nasty affliction, rats who hang around the rubbish dump, a vicar who knows a magic word, a bookworm, Nimue herself, and a Knight.

Even when Merlin is free and has transported you back to your home, your adventure isn't over - you need a cure for those worts!



Available for **Spectrum 48/128K** (tape only) also
Amiga 500, 500+, 600 and 1200 under emulation

Send cheque/postal order for **£2** to
Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

KAREN HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM, AMIGA(e) and PC(e)

TEN GREEN BOTTLES

by Karen Tyers

Something weird is happening in the tiny hamlet of Bottleton Green.

Want to know what it is?

First, buy the game and load it into your computer. Now you can visit the Mayor who will tell you about the village childrens' favourite game and ask you to help.

This brain-teasing adventure contains lots of devious hiding places for vital objects, teeth-grinding puns, and a rather sad ending after all your hard work.



Available for **Spectrum 48/128K** (tape only)

also

Amiga 500, 500+, 600 and 1200 and PC
under Spectrum emulation

Send cheque/postal order for **£2** to
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ADVENTURE PROBE SOFTWARE

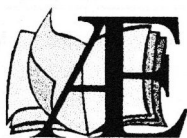
ADVENTURE FOR SPECTRUM, AMIGA(e) and PC(e)

HIDE AND SEEK
by Edwina Brown

Just as you were about to make a "cuppa" the village schoolteacher arrives to tell you that the wicked Hedda has stolen the alphabet and scattered the letters far and wide - now your friend Dido can't teach the children to read.

Armed with a magic wand to transform some objects back into letters, a satchel, and a few items you should collect from your home, you embark on your quest to find all 26 letters.

Set in the beautiful village of Seahaven, inhabited by fairies and elves, this is a delightful adventures for players of all ages and ability.



Available for **Spectrum 48/128K** (tape only)

also

Amiga 500, 500+, 600 and 1200 and **PC**
under Spectrum emulation

Send cheque/postal order for **£2** to
Adventure Probe
52 Burford Road
Liverpool
L16 6AQ

KAREN HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

PERSONAL MESSAGES

To John Schofield - Many thanks for sending me a debugged version of "Magical Mystery Tour". (Doreen Bardon)

HELP WANTED

Does anyone have the floppy disk (17 in total) version of the Infocom/Activision title **"Leather Goddesses of Phobos 2"** for the PC? If so, would you be willing to copy the disk number 8 onto my previously corrupt, re-formatted original?

Brian Busby, 11 Hampshire Road, Wyton, Cambs. PE17 2EZ. Tel. 01480 456870 (evenings).

RECOMMENDATIONS

Bev Truter has written to say that the 4 best PC games she has played in the last year or so are: **"MYTH"** (PD version - not Magnetic Scrolls), **"SPUR"**, **"TRYST OF FATE"** and **"THEATRE"**.

I recommend **AGE OF EMPIRES**, a super PC strategy game. (Ed)

ADDITIONAL SOLUTIONS

The following solutions have been added to the files recently. Subscribers may purchase a solution (providing the adventure has been released for at least 6 months) at a cost of one 31p stamp each, plus a 1st or 2nd class stamp for return postage regardless of the number of solutions ordered.

ADVENTURE ON THE PLANET OF ZEEBLE, ANNOUNCEMENT, BACK TO THE PRESENT, BEAR'S NIGHT OUT, BREATH PIRATES, CASTLE DROGANYA, CONGRATULATIONS!, CRANSTON MANOR, CRIME ADVENTURE, DAMP CAMP, DARK CRYSTAL (disc 1 only), DUNGEON OF DUNJIN, E-MAILBOX, ET COMES BACK, FRAKTURED FAEBLES, FROZEN: A NIGHT AT THE LAB, INCREDIBLE SHRINKING MAN ADVENTURE, INVITATION TO A PICNIC, LEAVES, MAN-ENG, MYSTERY HOUSE, MUMMY'S CURSE, NASA ORBITAL OBSERVATORY ADVENTURE, NIGHT AT THE COMPUTER CENTRE, PIRATE ISLAND, PYRAMID OF PERIL, RACE FOR MIDNIGHT, RETALIATION, SANDS OF EGYPT, SECRET AGENT: MISSION ONE, SHERWOOD FOREST, SOMETHING ABOUT THE BUNNY, STRANDED, THIEF IN THE NIGHT, ZODIAC, ZUNI DOLL.

OBJECTS AND THEIR USES

URBAN - available for Spectrum, Atari(e), Amiga(e) and PC(e)

BATTERIES ... buy them to power Walkman

BOWL ... from Hurn the Hunter

CASSETTE TAPE ... beyond air vent in cubicle

CHICKEN BURGER ... don't eat it, give it to someone

CUSHION ... breaks the fall of something thrown

DIAMOND MAKING MACHINE ... read leaflet, insert ashes, press buttons in correct order

EMPTIES ... 5 different flavours - try bathroom, urchin boy, rubbish bins and nightclub

FIREWORK ... you need the lighter again

GATE TO CASTLE ... only opens for dwarves, wizards, witches, etc.

HOVER BIKE fill with high "octane" fuel, then go for a ride

KEYS ... in freezer and on Dave the barman

LIGHTER ... buy it, use it, then return it for a refund

MONEY ... your reward for collecting empties

SOAP ... used to open doors smoothly

STOWN ... gives you ashes in exchange for food; you must have something to catch them in.

TIM THE TECHNICIAN ... needs something, in return he will operate the flap

VIZ COMICS - exchange for voucher for free bottle of vodka

WALKMAN - need batteries and cassette, used to drown Bella's singing.



GETTING YOU STARTED

BETTY CARLSON'S BIG DATE played by Barbara Gibb on an Atari and PC

Start on the front porch of a white clapboard house. I (nothing), W (foyer), EXAMINE HOLE (see a key), W, W, N (closet), TAKE HANGER, S, E, S (back in foyer), BEND HANGER (to make a hook), TAKE KEY WITH HOOK (the key falls down to the room below), DROP HOOK, W, W, S, S, D, E (north basement), S (southeast basement), TAKE KEY, W (see a desk), OPEN DRAWER, TAKE BLOOD (perfume?), E, N, OPEN DOOR, GO DOOR, TAKE PAPERS (see a lipstick), DROP PAPERS, TAKE LIPSTICK, W, W, U, W (back porch - see a locked tool chest)

.....

JUSTICE Pt.1 played by Barbara Gibb on an Amstrad

Start in a cornfield. I (wearing a convict's uniform), S (inside a barn), TAKE GRAIN, EXAM GRAIN (edible), N, NW, N, W (see a scarecrow), EXAM SCARECROW (just a piece of wood covered with rags), TAKE RAGS, TAKE WOOD, E, S, NE (see an ear of corn!), TAKE CORN, NE (see a crow), EXAM CROW (carrying something), GIVE GRAIN TO CROW (it drops the object, eats the grain and flies away), LOOK (see an invitation), TAKE INVITATION, READ INVITATION (refers to a fancy dress party), SW, SW, SE, E, SE (now on a dirt track), WEAR RAGS, E, E, IN (now inside police station - see a blazing fire and a key on the desk), THROW CORN INTO FIRE (explodes and causes a distraction), TAKE KEY, OUT, W (outside detached house), OPEN DOOR (need key), IN (see a police uniform)

WOODS OF WINTER played by Edwina Brown on a Spectrum

TAKE BUCKET, D, PULL CHAIN, TIE BUCKET TO CHAIN, FILL BUCKET, U, U, OPEN DOOR, E, TAKE BOOTS, WEAR BOOTS (too small), EXAM PLAQUE, N, LOOK, TAKE BOX, E, N, TAKE STONE, EXAM STONE, S, W, S, FIT STONE IN PLAQUE, EXAM PLAQUE, D, TAKE KEY, N, PICK MUSHROOMS, EAT MUSHROOMS, WEAR BOOTS.....

With this game I had to press Symbol Shift + T at each new location otherwise I had no idea as to where I was or where the exits were.

KING'S QUEST 7 played by Barbara Gibb on a PC

This game really needs the sound on otherwise you will miss clues.

You play Valanice and start with Rosella's golden comb in your inventory. Pick up the ripped petticoat from the cactus. Go north and then enter the cave. Pick up each of the clay pots until you have a complete one - the first 3 will always break. Pick up the basket. Drag it to the yellow (examine) eye and click on it to open it. It appears to be empty, but if you manage to rotate it you should eventually notice a yellow object inside. Grab and examine it to discover it is a corn kernel. Leave the cave and examine the pictures on the rock to the right of the screen. Leave the screen southwards then go west to the deep well and statue. Examine the well. Fill the clay pot with salt water. Walk to the statue and examine the symbols on the base. Pour the salt water into the bowl held by the statue. Use the golden comb on Valanice so that she cries, repeat action so that her tears fall into the bowl. Put the corn kernel into the bowl, then retake it from the statue's left hand. Return to outside the cave. Plant the corn kernel where the water is dripping. It grows - pick the ear of corn. Return to the statue and put the ear of corn in its left hand. Fill the clay pot from the bowl - Valanice should confirm it now contains fresh water

.....

LADY IN GREEN played by Barbara Gibb on an Atari - also available on Amiga(?) and PC

Start in the Conservatory (hotel reception). W (car park), EXAMINE FLOWERS (see a small brass disc amongst the tulips), TAKE DISC, EXAMINE DISC (engraved with the name "Toby"), N (into your car), TAKE KEYS, TAKE MAP (of local area - note details), S, LOCK CAR (need keys), E, N (foyer), N (ballroom), W (alcove), EXAMINE PAINTING (shows an attractive woman wearing a long green dress), N



Next month - BROKEN SWORD 2, MYST, THERE'S A HOLE IN YOUR BUCKET plus others (suggestions welcome)

HINTS AND TIPS

ACHETON played by John Schofield on a Spectrum +3 - also available on BBC, PC and Atari

The NINGY can be moved to reveal an exit, but first complete all tasks in the locations reached by CLIMB NINGY.

From the west end of the beach go NW, NW, NW to allow for the current and swim past Scylla and Charybdis. At the north side of the bridge, throw the fish to get rid of Scylla.



In the Giant's Prison - wait until he is in the SE Corner when it is safe to proceed east to the Alcove. To return, wait until he is at the south wall and then throw the marble to make him fall.

Anchorhead played by Karen Tyers on a PC

Make sure you always wear your coat. The pockets can hold a multitude of objects.

If you can't go somewhere or do something on one day, try again the next.

If you have found a dead end, don't ignore it. Look at it again later.

If you can't get into the attic door because it appears shut from the other side, remember the newspaper you found downtown.....

The proprietor of the Magic Shoppe is a useful person to know.

You need to find a second way to get around the house - perhaps there are some secret tunnels somewhere - try turning a few things and see....

BEGINNING OF THE END Pt.1 played by Barbara Gibb on a Spectrum - also available on Amstrad, Atari(e), Amiga(e) and PC(e)

Before you CALL WIZARD to end part one, ensure you have the airtight container (holding microchip, clock and transannihilator), coil of wire, gauntlet, crisps and teletoken. Note the password.

CITADEL played by Barbara Gibb on a Spectrum - also available on Atari(e), Amiga(e) and PC(e)

At the altar - out the ring on the finger of the statue so that you are allowed to go UP.

The disc will open the door with the slot.

In the Flame Room, the Guardian will ask for the password - remember what the man said when you rescued him.

LIGHT HORN at the Eternal Flame to complete game.

CRYSTAL CAVERN played by Barbara Gibb on a Spectrum - also available on Amstrad and PC(e)

Check out the jar in the dental torture chamber - you will find something to clean the plaque.

A magic word will transport you from Merlin's Room to a secret place.

The scabbard will protect you when you try to get the sword from the hand in the lake.

The scabbard is also needed when you meet the Green Knight.

Destroy the Grimoire, then Merlin (need magic word and goblet) to complete game.



DIAMOND TRAIL played by Edwina Brown on a Spectrum

Get a gun from the library.

Wear the mackintosh when passing the fire hydrant.

Climb the ladder at the underground station.

LOOK at the dead end, then climb dustbins.

After taking the lamp do not go west - climb out of the window.



FIRE RUBY played by Barbara Gibb on a Spectrum - also available on Atari(e), Amiga(e) and PC(e)

Show the *empty* bottle to the antique dealer who will buy it for £5, now you can buy the kit (rope and knife).

Show the "map" to the lady in the travel agent's office and you will have just enough time to find and take something from the filing cabinet.

When you arrive on the island of Dorka you should have map, torch, rope and knife.

Trouble with the tripwire? Persistent searching, observation of the weather and FOCUS will help.

Stuck in the pit? Light up the scene then look in a certain direction should reveal something useful, if you can reach it.

HEZARIN played by John Schofield on a Spectrum +3 - also available on BBC, Atari and PC

You are unable to stay in Nightmare Cavern until two locations have been visited to allay your fears of the various noises. The first is the Waterfall along the ledge from the bridge. The second is the End of the Ventilation Duct which is entered in the Small Room east of Fountain Cavern (you see a harp hanging in Nightmare Cavern).

GREAT ARCHAEOLOGICAL RACE played by Bev Truter on a PC

Gas Mask, Stone Maze, Sewers

Return to Rubber Supplies and put the hose in the compartment to recycle it into a gas mask, using the blue disk in the machine slot. The mask can only be worn for a short period of time, and "remove mask" and "drop mask" both seem to be ineffectual - try "take off mask" when it needs to be removed.

Find the Luxurious Chamber at the end of the Stone Maze, NE from cavern with boulder. Open coffin and get CROWN.

At the Dune Room dig to uncover a manhole cover. Go D to sewer, light candle and wear mask. Use the bottle of ClogGone to unblock the cesspool - open bottle, pour liquid in pool. Get SILVER COIN, hurry back to the tunnel N of the sewer, take off mask and drop it.

To move the boulder put coin in right indentation. When all 3 indentations are filled with the matching objects, the boulder moves aside and the 3 objects fall out. Get all the treasures (8) and go S.

NETHYHEL played by Edwina Brown on a Spectrum

In the research laboratory - read the leaflet, light the bunsen, place the crucifix in cup and then follow the instructions on the leaflet. To kill the witch (must be holding the revolver loaded with the silver bullet) - FIRE GUN.

Look in the coffin to find the candlestick.

Go back to the office to get an invitation to stay the weekend at the chateau in Anjou.

Take a taxi to Gatwick airport and give invitation to lady in the travel office.

THE PORTAL Pt.1 played by Barbara Gibb on an Amstrad

You will be safe if you moved the rubble when on the ledge.

The scroll on the shield should have given you a clue as to which coloured hole to put the rod.

Pressing a button when inside the building by the frozen lake will lead you to a small forest maze.

RHYME CRYME played by Barbara Gibb on a Spectrum (128K only) - also available on Amiga(e) and PC(e)

How to Fill the Hole on the Open Green

First, obtain the hosepipe. Try walking on the flowerbed east of the Picnic Area. Without delay, go to the hosepipe location whilst Mary, Mary is repairing the damage.



At the Open Green, plug the hole, find a tap, connect the hosepipe and turn on the tap. Dr. Foster will reward you with a pig. If Mary, Mary reclaims the hosepipe before you have finished with it, check the mixer outside the workshop.

RINGS FOR BONY FINGERS played by Barbara Gibb on a PC

When you meet a menacing ghostly object - remember what you have read.

Unless you know how to deal with the skeleton of Zoltan, save your position before opening the coffin in the burial vault.

Pull the hook to open the pit. To close the pit - put the torch in the bracket.

You will need the torch again as a light source and protection from predators.

TAXMAN COMETH played by Barbara Gibb on a Spectrum - also available on Amiga, Amstrad, Atari(e), Amiga(e) and PC(e)

Phoebe - to solve the steps puzzle you have to move them until they are in ascending numerical order. Save your position, check how the sequence is changed when you enter the Tune Room. Re-start from your saved position and Phoebe will be a willing payer if you successfully move the steps to read 1, 2, 3, 4, 5.

Odsok - the inscription on the chest holds the key to entering his tower. In the cellar you should be able to find a spell book and a Dallas spell. When the dial reads "vacant" enter the privy and pick up the "no smoking" sign. When the dial reads "secret" you can enter a different location - in the Amiga version I think you will need a disguise.

SON OF STAGEFRIGHT played by Barbara Gibb on an Atari and PC

A stage elevator goes down from Stage Centre.

In the Music Room, open the elevator doors, drop all your objects except the book which you should have picked up in the Library, then go E to encounter a packrat. Swap the book for a bugle.

The dictionary in the Stage Manager's Office contains lots of hints. It is wet, so read only two pages per visit. You can return several times but ensure it has had time to dry.

Visit the Green Room and give the skate to the Genie. Note his instructions.

Eat the steak to find a fortune cookie. Drop the cookie but keep the fortune.

Down from the Upper Roof is a Rogues' Gallery with 8 rooms off it. Each one contains a character and your reward for each correct action will be massive bonus points.

SERIALIZED SOLUTION

ZAK McKRACKEN AND THE ALIEN MINDBENDERS

**Solution by Dorothy Millard on a C64 - also available
for most other computers**

Whenever you find yourself in the dark use the "what is" command to learn what is in these locations and then "walk to" whichever object you want.

ZAK'S APARTMENT

You will need the fish bowl to use as a helmet so put Sushi into the lamp but don't switch it on. Get the phone bill from the dresser drawer and then use it to get the plastic card from under the desk drawer. This is your cashcard and you can read it to find out your balance. Open the desk drawer to find the kazoo. Take the torn wallpaper from the wall then open the door and go into the lounge. About this time you are shown a sequence in the secret room of two Caponians chatting. One of them has just spoken to the King who said that the machine is working perfectly and in just a few days all earthlings will be stupider than they are. Get the remote control from under the cushion on the settee and then pick up the other seat cushion and you will be able to plug in the T.V. Use the remote control and watch the programme then turn off the T.V. Go to the kitchen and get the box of crayons from the cabinet under the sink. There is only one crayon left which you can use on the wallpaper to draw the map from you dreams. Get the egg from the fridge and the small key from the wall, open the door and go downstairs to the street.

13TH AVENUE

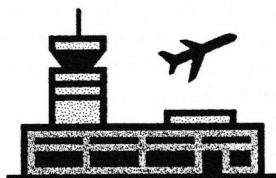
Go to the Bakery and keep ringing the doorbell until the baker throws a loaf of stale bread at you. Pick it up and go to the Phone Company where you will find an application form. Take one and fill it in using the yellow crayon. While you are here go over to the payphone and read the (random) number which could be useful later. Go back to your mailbox, open it with the small key and post your application form. Walk to the corner of 13th Avenue by the bus and walk up the road to 14th Avenue to Lou's Loans. Go in

and buy the hat, nose glasses, toolkit, golf club, guitar and wet suit. Leave the shop and walk up the road to the Hair Salon and get the bobby pin sign using the wire cutters which can be found in the toolbox. Go back to the bus at the corner of 13th Avenue and wake the driver by using the kazoo. Get on the bus and pay your fare using your cashcard in the cashcard reader. You will then be driven to the airport.

SAN FRANCISCO AIRPORT

Read the news-stands at all the airports and buy a ticket by using the reservation terminal. Give your cashcard to the devotee here to buy the book and try reading it. You already have a ticket to Seattle so go to the gate to the plane and you will find yourself on a plane. Listen to what the hostess has to say, as it is useful information. You are given a meal of peanuts but don't eat them. Now is the time to search the plane but the hostess is not going to like this so you will need to distract her. Go to the back of the plane to the toilet and block the sink with the toilet paper, turn on the tap and when the sink overflows push the call button to get the hostess to clear up the mess. This will not take her very long so make some more mess by going quickly to the front of the plane and try putting the egg into the microwave oven and turning it on. This will keep her quite occupied and you can now open all the bins until you find the oxygen cylinder. Pick up the front seat cushion and also the lighter which drops to the floor, then sit down and wait for the plane to land at Seattle. Meanwhile in the Secret Room - One of the Caponians is "Groveling" to the King and singing! The other one tells him to stop it as he is supposed to be matching the machine, as there is still a chance that someone will discover and activate the Skolarian device. It is the only thing that can stop them.

(More next month)



SOLUTIONS OF THE MONTH

TRANSYLVANIA

Written by Antonio Antiochia (Penguin)

Walk Through by Dorothy Millard (C64 & PC Versions)

Notes:

1. When the werewolf appears before you have the gun and silver bullet, just leave the location immediately and he will not trouble you.
2. From time to time giant eagle will swoop down on you and take you to another part of the forest. Just return and continue from where you left off.

(Start standing by an ancient stump), READ WRITING (can't yet), N (the cave is a red herring), W, N, N (near broken horse drawn wagon), GO WAGON, OPEN COFFIN, GET MICE, GET BULLET (silver), LEAVE, N, N, E, IN (frame house - leave the bread as you don't need it), U (attic), GET PISTOL, LOAD PISTOL (with silver bullet - when the werewolf next appears SHOOT WEREWOLF then DROP PISTOL), D, OUT, W, S, S, IN (clay hut), DROP MICE (cat chases them), GET ACID (leave the broom), OUT, N, W, N, N (castle), E, GET FLYPAPER, W, S, S, S, W, S, E (log cabin), MOVE ANTLERS (the wall spins and you find yourself in a secret annex), GET CLOAK (wizard's), EXAMINE CLOAK (find a lockpick), GET PICK, MOVE ANTLERS (you are back in the log cabin), W.

S, E, S (ancient stump), OPEN BOTTLE, POUR ACID, READ WRITING (says "knock here"), KNOCK STUMP (you arrive in a small dark cave), GET FLIES (on the flypaper), PICK LOCK (using lockpick), DROP PICK, OPEN DOOR, GO DOOR (see crystal ball), LOOK BALL, GO DOOR, READ BOOK (tells you about the elixir), GET BOOK (you are thrown out), N, W, S (lake shore), FEED BULLFROG (with flies - he disappears after telling you to say IJNID to the goblin), DROP FLYPAPER, E, N, GET NOTE, READ NOTE (says "Sabrina dies at dawn"), DROP NOTE, N, N, E, E, E (sandy field where you meet a goblin), SAY IJNID (he drops a key and flees), GET KEY.

N, W, W, N (cemetery), READ GRAVESTONE, MOVE GRAVESTONE (you

reveal a large locked rusty grate), UNLOCK GRATE (using key), OPEN GRATE, GO GRATE (secret chamber under the cemetery), GET ELIXIR (magic), U, GET CROSS (wooden), DROP KEY, U, S, S, W (shack), GET GARLIC (clove), E, N, E, N, N (castle), N (high chamber), DROP GARLIC (the vampire won't appear so long as you are carrying the garlic and you want him to appear), GO LADDER (someone shook it knocking you to the floor), WAIT (until the vampire appears which he does at random), SHOW CROSS (a stream of light escapes from the cross and the vampire disintegrates - this means you can now climb the ladder which we will do later), D, D (cellar - ignore the vault door), D, D (royal treasure room), OPEN COFFER, GET RING, U, U, U, S, S.

S, W, W, N (clearing where the statue is), WEAR RING, WEAR CLOAK, WAVE RING (a stream of white fire shoots from your ring onto the statue... an alien creature appears... you have freed him... he crushes the ring, there is an explosion and he and the statue disappear), WAIT (or wander around to kill time until you see a shooting star, then head back to the clearing where you will see a brilliantly glowing saucer), ENTER SAUCER (everything goes black and there is a 30 ft. circle of smoking brush), INVENTORY (you are carrying a small black metal box), E, S, E, N, N (castle), N, U, CLIMB LADDER (TOWER CHAMBER), MOVE VINES (reveals a sarcophagus), EXAMINE BOX (there is a button on its smooth black surface), PUSH BUTTON (a dazzling light shoots from the box and envelops the sarcophagus... the lid flies off exposing a sleeping damsel - to awaken her remember what you were told earlier), OPEN ELIXIR, WAVE ELIXIR, POUR ELIXIR, CLAP HANDS, GET PRINCESS, D, D, S, S, S, W, S, S, S (lake shore), GO BOAT, SAIL BOAT (after a precarious few minutes, the journey goes smoothly... a somewhat tired but bewildered princess Sabrina graciously thanks you as you return her to her kingdom).

The king is suitably impressed and asks that you be sent to deepest Africa to save his other daughter. That evening you sneak out in peasant dress, plotting your rescue of Sabrina from the king's castle.

WELL DONE!

E-MAILBOX

Jay A. Goemmer (1997 Competition)

Walk Through by Dorothy Millard (PC Agility Version)

Scenario

You're extremely excited because you've just signed on with your local Internet provider.

You've composed an E-Mail letter that you plan to send to all your friends on the 'net.

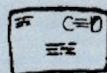
(Start near a tiny cottage just off the Information Superhighway), INVENTORY (carrying E-Mail letter), EXAMINE COTTAGE, EXAMINE CURTAIN, EXAMINE MAN, EXAMINE ROAD, EXAMINE BOX (closed), EXAMINE LETTER (you open the mailbox), READ LETTER (pointless - you wrote it!), EXAMINE BOX (houses an electronic mail bomb), EXAMINE BOMB, PUT LETTER IN BOX, CLOSE BOX (you trip the electronic mail bomb's detonator and finish up at the bottom of a crater).

EXAMINE WALLS (impossible to climb), DIG WALLS (you fall into the analog realm in the real world... you are in the computer room at home where you call your Internet service provider who suggests you pick up new installations disks), LOOK (you reinstall the software... you are whisked back into the digital domain), EXAMINE BOX (empty - no bomb!), PUT LETTER IN BOX, CLOSE BOX, WAIT, WAIT, WAIT, EXAMINE BOX (crammed full of letters), OPEN BOX, EXAMINE ENVELOPE, READ JUNK MAIL, READ LETTERS (your friends welcome you to the 'net).

YOU'VE GOT E-MAIL!
Congratulations.



POSTAL ADDRESSES



ADVENTURE PROBE - 52 Burford Road, Liverpool L16 6AQ

ADVENTURE WORKSHOP - 36 Grasmere Road, Royton, Oldham, OL2 6SR

BORPHEE COMPUTERS - 64 County Road, Ormskirk, Lancs. L39 1QH

FORMAT PUBLICATIONS - 34 Bourbon Road, Gloucester, GL4 0LE

LAURENCE CREIGHTON - 603 Hillside Heights, Wessels Road, Green Point, 8005, South Africa

SPECIAL RESERVE - P.O. Box 847, Harlow, Essex, CM21 9PH

SYNTAX - 9 Warwick Road, Sidcup, Kent, DA14 6JL

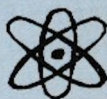
TOPOLOGIKA - Islington Wharf, Church Hill, Penryn, Falmouth, Cornwall, TR10 8AT

WIBBLE - Angela Cook, Brympton Cottage, Brunswick Road, Worthing, West Sussex, BN11 3NQ

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(Spectrum and BBC) Sun - Sat 10am - 10pm

STEVE CLAY 0151 2005861 Mon - Fri after 7pm
(PAW and AMOS) Sun - any reasonable time

ISLA DONALDSON 0141 9540602 Sun - Sat Noon - 12pm
(Amstrad)

BARBARA GIBB 0151 280 5616 Afternoon and Evening
(Various)

PHIL GLOVER 0121 7777324 Mon - Thurs 6pm - 10pm
(Sam Coupe) Sun 11am - 5pm

SUE MEDLEY 0181 302 6598 Any day 9am - 9pm
(Various - especially PC)

MANDY RODRIGUES 01492 877305 Mon - Fri 10am - 9pm
(Various)

KAREN TYERS 01347 838667 Mon - Fri 6pm - 11pm
(Golden Oldies) Sat - Sun Any reasonable time

THE ULTIMATE INFOCOM HELPLINE

If you need help with an Infocom adventure then who better to help you than A GRUE!

Call GRUE 01695 573141 - 7.30pm - 9pm Mon - Friday
or write to
64 County Road, Ormskirk, Lancs. L39 1QH

MAKE SURE YOU TELEPHONE ONLY AT THE TIMES STATED
PLEASE ENCLOSE AN S.A.E WHEN WRITING FOR HELP

Some helpers also have an e-mail address -
please check the previous page for details.