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Contributions Any contributors sending in material between issues will be acknowledged in the fanzine. All readers are invited to send in contributions for all sections of the fanzine. Reviews, Solutions, Hints, Tips, Letters and anything to do with Adventuring on any of the 8 Bit Computers will be gratefully accepted

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Special thanks to the following who once again make this possible:- Anne Borland, Doreen Bardon, Mal Ellul, Sharon Harwood, Jackie Holt, Wynne Snowdon, John Guthrie, Edward J Wyatt, Mick Clarke, John Wilson, Jon Lemmon, Tony Collins, Jack Lockerby, Larry Horsfield, Barry Scannel, Terry Taylor, Les Floyd, Martin Freemantle.

Editorial

WELCOME to 1993 and best wishes to everyone. At the time of writing this I am still suffering the effects of too much alcohol and food. I say the same thing every year 'Never Again', but sure enough as soon as Christmas comes around there I am with an everful jug of ale and a plateful of grub.

Father Christmas was ever so kind to me this year, he brought me an Atari STE with 4Mb of memory, which I have been trying to get to grips with since about the 15th December. Who knows if I do get the hang of it, and if I ever get TIMEWORKS DTP to work with my printer I might start producing G.G. with it. If anyone knows of any good adventures that are available for this machine I'd appreciate some advice.

So what does 1993 mean to G.G. Well if I continue receiving Subscriptions at the present rate, I'm afraid that the magazine will have to remain Bi-monthly, which is a shame really because I was hoping that this year I could have made it a monthly publication. G.G. will continue to be 8 bit dedicated and will continue to improve issue by issue as well as containing more of everything. Hopefully every issue should have at least 48 pages, which at £1.50 has got to be value for money. I am also hoping to include one or two prize winning competitions (If anyone has got any ideas then send them in).

Once again I would appreciate any contributions that you are able to make to the magazine. Any adventure related material such as solutions, articles, hints and tips, letters, reviews, software/hardware for sale/wanted. No contribution is too small, remember without your help this magazine would not be possible. If there are artist reading this then why not design the front cover of the magazine. Any suggestions for improving the magazine are always welcome. **Les**

CORYA THE WARRIOR SAGE

written by Tony Collins
played on the Commodore 64

Upon the holy mountain of Tanel-An-Uthen stands the citadel of the Ancient Ones. A fortress impenetrable by normal means, within the few are taught the way of the Warrior-Sages. Taken from their families when young the new priests of the Temple of Wisdom would learn the virtues of wisdom, the prowess of the warrior and the power of the sages. As they reached manhood they took the final test, the trial of Cutar, the death-walk. To perish now would mean oblivion for their soul, to survive would earn them the title of Warrior-Sage.

Seldom would a priest venture forth into the world of man, but this is the tale of one such man, of Corya the Warrior-Sage. Having left the mountain Corya travelled within the realm of Tannen for many years. Knowledge of a Warrior-Sage leaving the mountain spread like wild-fire throughout Tannen, but seldom was he seen unless the need was great and he would appear, always where only he could help.

You are Corya looking down on the fire ravaged village of Ermahal. Attacked last night by a fire breathing Dragon, the villagers have gathered together in the Great Hall to mourn the dead and to pray, to pray for help and for a miracle to rid them of the Dragon once and for all. You are the answer to their prayers.

Pressing 'I' shows you are in possession of a Spell Book, a quick glance at this will show that you have knowledge of four magic spells. The spells are all self explanatory and shouldn't cause too many problems as to their uses or indeed when to use them.

Your first port of call is the Great Hall where you receive

CORYA THE WARRIOR SAGE

an hostile reception, the villagers are frightened and they don't trust anyone or anything. You will need to win their trust to learn of your quest and to receive a vital object to help you along your way.

You will also need to locate Auran the missing blacksmith in order to repair your trusty sword, before finally setting out in search of the Dragon. Travelling through the Great Forest you will soon reach the banks of the seemingly impassable River Courseborne. However, doing the obvious will soon see you cross this problem.

Having crossed the river you will eventually catch sight of four natives who have taken prisoner an old man by the name of Chen. You'd be advised to keep out of sight at this point for you will need to locate the location of their village, in order to rescue the old man.

Learning the location of the village will see you completing Part One of this three part GACed adventure. Take heed of the passwords given at the end of each level which will enable you to access Part Two and Three.

In Part Two you will have to rescue the old man Chen in order to learn of the location of the secret entrance to the Dragon's Lair. You will also learn of three magic words that will aid you in completing your task. Part Three finally brings you face to face with the Dragon and either Victory or Failure.

This game is excellent, not only is it a great adventure but the volume's of atmospheric, scene setting text make it a pleasure to read. Okay so it might be a little easy in place's, but nevertheless it's a masterpiece. If you own a Commodore then buy this. You'll be mad not to.

Reviewed By Les.

LIFE OF A LONE ELECTRON

written by Gareth Pitchford

played on the Spectrum

This game has you playing Edmond, an accident prone electron who has crash landed in the city of Elektronz and you are trying desperately to get home. As is usual with Gareth's games, humour plays a big part. You come across quite a few characters, including a 'QUARK'!

I wandered into an apartment and caused a baby to start screaming in the nursery - this is were you discover that parents are very protective in Elektronz. There are quite a few locations to wander around in, including a park complete with bandstand. You can even join in with the trumpet, but it didn't seem to get me anywhere. I also came across a nightclub but haven't actually managed to get in yet!

Everything has to be examined and searched and it is all too easy to overlook something the first time round. However, you do have a RAMSAVE facility, so it is quite easy to progress without getting killed off too often. I eventually worked out how to get across the lake and found myself inside a laboratory but I haven't actually done anything worth mentioning inside!

All in all a very enjoyable game, if a bit on the hair pulling side.

On the B side of the tape is the game GET ME TO THE CHURCH ON TIME, the sequel to First Past The Post. Again, you have to search and examine everything. You start off with a massive hangover and an unconscious best man. Things aren't exactly getting off to a flying start are they? Once you find some pills to get rid of your hangover things start to look up a bit.

GET ME TO THE CHURCH ON TIME

You can now start to look around the house and garden and start gathering the necessary equipment needed to to enable you to catch the bus. I'm still trying to gather everything together and find it an excellent game. Definitely recommended.

Reviewer Mal.

THE FOUR SYMBOLS

written by The Grue
played on a Spectrum

Hands up all of you who remember this game winning the Best 16 Bit Adventure at the recent Adventurer's Convention. Ummm...yes, I see that many of you do! Now hands up those of you that are thinking 'but this is an 8 Bit fanzine'...okay, so you're right! Well, let me tell you that us humble 'speccy' owners have now got the chance to play this game thanks to the PAW of Larry Horsfield and a pretty good game it is too!

The action starts in my local village where strange things are afoot. Mograms house has mysteriously been razed to the ground and the crops have failed. The locals are restless and, to top it all, the ducking stool has not been used for some time...Wandering into the church I notice that a casket, that had previously held four objects, is now laying empty and, thinking fast, guess that those four objects are the Four Symbols...No problem! I'll just wander about and see what I can find to help me on my journey.....aaarrhh! what's going on here...

Finally, having worked out where I went wrong, I blindly volunteer to recover the Symbols and am immediately transported to the outskirts of the village where my quest gets under way. I trip over a brick, find a nice comfy.....

THE FOUR SYMBOLS

coffin and then set about dealing with the graverobbers...that's no easy task I can tell you, but the solution provides a giggle in addition to a valuable item. Then it's off to the cemetery where things become a little macabre and I find myself the victim of a rather violent gravedigger...

Finally ready to cross the bridge, I pay my toll and enter the forest (and part 2 of the 48k version). Here I meet a very strange little chap who goes by the name of Fidget. Fidget is a collector of Curious Curios and will only be too happy to swap items if he thinks I can offer him something strange and exciting...Then it's just a case of finding a way to cross the moat and enter the great castle (!!)...

I think that is enough to whet your appetite without giving too much away. This is a game that contains humour but is, at the same time, serious. A game that will have you tearing your hair out and giggling out loud. A game that is both logical and a little odd.

It's easy to see why this game won the award, especially when you take into account the fact that the text-adventure scene for the 16 Bit isn't as strong as it is on the 8 Bit. Definitely a game to get your teeth into.

Reviewer Sharon

THE SPECTRE OF CASTLE CORIS

written by Larry Horsfield
played on the 48k Spectrum

The village of Corwyn is living in fear of a deadly spectre, rumoured to be the ghost of Lady Alicia, wife of Baron Coris. Knowing the occupants of Castle Coris to be good people, you, Alaric Blackmoon, set out to find the truth of

THE SPECTRE OF CASTLE CORIS

the matter. But first you must contend with the spectre, which proves very tenacious. Horribly evil, it will not leave you alone for long even when you discover the safeguard. Once you've found that, though, you should be safe - for a while.

Your search for the truth takes you through the village, asking questions of all who will talk. Most are frightened or too glum, but the Innkeeper is very helpful. From there you may visit a little church which, once a pleasant place of worship, has been badly vandalized.

Finally to the castle itself. Timing is quite crucial here - and being very fit! There are many rooms, nearly all with an intriguing purpose, and searching and examining (sometimes closely) reaps dividends. In the kitchen resides a pompous butler with a flaw. Finding his weak spot will bring a rare smile to your face.

Only by vanquishing evil in the castle will you be able to leave and when you do, how pleasant it feels to be in the cool, fresh air. There are still other matters to laid to rest , but you're nearly at the end of your quest.

I never regretted upgrading from a Spectrum to Amiga so much as at the 1991 Adventure Probe Convention, whilst helping out in the Megapoints corner, and sampling this game. Since acquiring another little 48k, I have not been disappointed with the potential of the game.

The puzzles are logical and there are plenty of things to examine and search, so nothing can be taken at face value. Most of all, the story line is absorbing and has lots of atmosphere, it is literate, well programmed, constructed, and playtested, with not too many objects to confuse; all have a purpose. You are informed if using the wrong objects,

THE SPECTRE OF CASTLE CORIS

so that they're not lost or damaged. Indeed the problems are sufficient in themselves to keep you occupied, without having to bother about inessentials. And that is a mark of a good adventure writer; he who feels sufficiently secure to present a good tale, well told with well conceived puzzles, with cloaking the scenario with unnecessary bric-a-brac to pad out the game. Very imaginative, very well done.

Reviewer Anne Borland

CORPORAL STONE

written by Jason Taylor

played on a Spectrum

This is another excellent adventure available from Zenobi. Apparently you have to investigate some strange occurrences of the alien kind. You start off, in a car park, beside a car and a dead body. This is when you realise that things are not going to be easy!

Walking straight out of the car park you encounter some jobs who are not exactly friendly. The only thing to do is to use the lift until you have perfected a disguise. Using the lift brings you to a shopping precinct and now you can really get into the game. There is a clothes shop where you see a nice jacket but Tracey the assistant wants some help first.

To help her you have to go to the toy shop, which is a true scene of horror! Looking inside the toy train you see the wooden passengers don't look very friendly and are carrying little sharp knives. This might explain what happened to the owner who you can only examine once as your stomach isn't up to a second look!

The gardening shop is great fun as well. Here, if you are really brave and don't mind sticking your hand into a pile

CORPORAL STONE

of manure, you will be rewarded with something you can use in the toy shop. The man behind the counter is French, so you had better find a decent French book to brush up with!

A quick visit to the bookies could earn you a fiver and you're going to need some money when you visit the sports shop. Amongst the other characters you meet are a lion with a thorn in his paw, and, if you explore enough you'll even bump into the Devil! Answer his riddle and he will reward you with some skeleton keys

There is also a fire engine which you need to use to get through a high window and paying attention to gnomes will get you a treasure map.

All in all, this game is brilliant and I would recommend it to everyone.

Reviewer Mal.

MURDER HE SAID

written by Jack Lockerby

played on a 128k Spectrum

Sitting in your office on a lovely summers day, you reverie is broken by the shrill ring of the telephone. You lift up the phone and say 'Inspector Vance here' A mans voice, shaking with emotion cries out, 'Murder, it's murder,' he said. After calming him down you discover that a young man, one Philip Stowe, has been found dead, apparently murdered at Dundee Manor early this morning. Family and friends were gathered at the Manor to celebrate the engagement of Philip to Emily Dundee.

You call in the desk sergeant and tell him to make a casebook with files on all the people who were in the Dundee

MURDER HE SAID

household at the time of the murder. You then telephone the medical examiner and tell him to hurry out to the scene and finish his preliminary examination before you arrive. You then head for the street...

Starting this PAWed game, I did indeed 'head for the street' only to find that I didn't have my car keys with me...I immediately returned to my office where, in addition to the valuable car keys, I found another important item and decided to read the casefiles on the suspects...Ummm, most interesting I then retraced my footsteps and made my way to the Manor...

On arrival I duly rang the doorbell and was shown into the study where I met Major Dundee before beginning my investigation...Notebook and pen in hand I toured the Manor and it's grounds making careful note of anything that may be important...and plenty of unimportant information as well! I vigorously followed about and questioned all the suspects in turn; sent off items for examination and generally enjoyed myself...

The trouble really began when I loaded the game later on in the day. Thoroughly looking forward to continuing my investigation, I was a little confused when an item I'd managed to collect before had completely disappeared. I scoured the Manor looking for Philip's wallet, despite the fact that I knew where it should have been. A little perplexed, I decided to start from the beginning and eventually worked out that if I approached the room from a certain direction the item would be present whereas if I took another route it failed to appear! This should have been warning enough of what was going to occur!!

MURDER HE SAID

Ignoring this minor complication, and making careful note of which route to take, I steadfastly carried on and began making useful and interesting discovery Taking note of some of some carefully laid red herrings, I arrested the wrong person but, unperturbed and still enjoying myself immensely, I began again and finally seemed to be on the right lines. Things were fitting into place nicely... snippets of information were coming to light...witnesses were 'blabbing' and I was ready to make an arrest, or two! The only things missing were two very important pieces of my evidence...

Things really heated up...I knew where one of them was and managed to get it without too much trouble but couldn't find the other anywhere. I spent all day looking for it...it was nowhere to be found. Finally giving up, I packed the computer away and got on with some of the things I should have been doing...

The next day with the help I needed and having not bothered to save to tape, I ran through the game and reaching the point where the piece of evidence could be found...was able to get it. Being a very patient person, I began again, at the beginning, and writing down every input, steadily made my way through...this time the washing machine wouldn't stop it's cycle and I was unable to retrieve a different piece of evidence...things were going from bad to worse...

I started again...and again...and again...Eventually I managed to get back to that vital piece of evidence but was still unable to retrieve it. I did, however, have a complete solution up until this point and was, therefore quite happy to put it away until I could get the help I needed.

The help was forthcoming (good on yer, Les!) and I couldn't believe it when I managed finally to get it... remember that

MURDER HE SAID

I also now knew where I should be able to find the other item...I 'ran' back to the house and up the stairs...I couldn't believe I was actually going to arrest the murderer...I spoke too soon! The vital, last piece of evidence was not where it should have been and no amount of messing about was going to make it appear...

I GAVE UP!!!! This game has now beaten me and I have no interest in managing to get items or in finishing the Adventure! What should have been, and could have been, a really good game was spoilt completely by the use of flags...no game has ever disappointed me as much as this one. The story line was great; the atmosphere terrific and the puzzles well thought out...it was just so unfortunate that the program seemed to only respond if you carried out your investigation in exactly the right order!

Reviewer Sharon

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TREASURE ISLAND

written by Jack Lockerby
played on the Commodore 64

Treasure Island is a two part adventure and plays very true to the original Robert Louis Stevenson classic, so much so that if you have the novel close at hand whilst playing you won't have too many problems in solving the puzzles set by the author. Having said that however, it is not necessary to be familiar with the story, as Jack has taken great pains to signpost the route (in the form of messages). through the adventure, and providing you do has the programme directs, everything will run smoothly.

Casting you in the role of Jim Hawkins it is your task in Part 1 to learn about the location of the hidden treasure and then help Squire Trelawney and Dr Livesey prepare for the voyage to Treasure Island. Once aboard the Hispaniola you must learn of the pirate's mutiny plot and to then alert Captain Smollet of their intentions.

On completing Part 1, I fully expected to be prompted to save data for reloading into Part 2. I was surprised to learn that this was not necessary. The reason for my surprise was, according to the hints supplied with the game there were actions that needed to be undertaken to enable Jim Hawkins to get back on board the Hispaniola in Part 2, so been able to access Part 2 without loading in data meant that all the problems linked with this preparation were pointless and therefore a waste of memory. Memory which could have been put to better use providing the player with more meaningful problems to solve in Part 1.

Some people would argue that being given free access into each part is a plus point to the player in that if he/she can't complete part 1 at least they can play part 2 and...

TREASURE ISLAND

normally I would agree with this. But not in this case on loading Part 2 you are presented with a story line that presume's you have completed Part 1 and know what your objective is. Therefore I suggest that if the game was meant to be played this way, Part 2 on loading, would have outlined your objective within that part. So it seems that either the game was given very little playtesting or the author ran out of memory and was unable to implement the save data option.

Part 2 sees Jim on Treasure Island. Exploration of the Island, which I found difficult to map because of it's size will bring you to a Stockade which you will need to repair before the mutiny begins. On your travels you will meet up with Ben Gunn, stranded there by his shipmates 3 years earlier whilst trying to find the whereabouts of Captain Flint's hidden treasure. A few words in his ear regarding Long John Silver will get him on your side. He also has a passion for cheese. Once you have overcome these problems you will have to sneak aboard the Hispaniola and with the initial help of Israel Hands (who turns out to be a wolf in sheep clothing), beach the ship in order to pick up the Squire Trelawney, Doctor Livesey, Ben Gunn and the treasure.

The playing area in both parts are, or seem to be, very large and there is more than one maze to solve in each. The mazes however are very friendly and won't have you pulling your hair out in desperation. Typing help in both parts brings up a list of answers (written backwards), rather than clues to the problems within each part, which probably makes the game too easy for seasoned adventurers

In conclusion then, although the subject suggests a good adventure, the author has failed to utilise it. In many ways Treasure Island is a game of two halves, Part 1 which, was in my opinion a pointless exercise for the reasons I have..

TREASURE ISLAND

outlined above. Part 2 was better because of it's sheer size (I like! making maps), and some of the problems, (providing you didn't look at the answers), were quite tricky.

Not up to the usual Jack Lockerby standard but may well suit the novice. Seasoned adventurers give it a wide berth. No Pieces of Eight I,m afraid more like piece's of two.

Reviewer Les.

IMPACT

written by Laurence Creighton
played on a Spectrum

This is an excellent game by Laurence Creighton and available through Zenobi. The game concerns an asteroid heading for London. You need to find a repelling beam machine which was built by a now dead inventor, and to deflect the asteroid.

There is a scoring facility and the font can be changed as well. You have to interact with the characters you meet. This starts with a man in a canoe. Being friendly with him gets you the canoe, but ignoring him can be the end of a very promising game.

After progressing across the dam you come to a cross-roads. If you have searched thoroughly on the way you will be the proud owner of a soggy box of matches. The way to dry these is very ingenious and very humorous!

There is a farmhouse but to get to it you have to get your message across to a deaf farmer! I also came across a deserted mine and eventually managed to open a chained door but am now stuck with a broken generator!

IMPACT

My only complaint is too many problems! Every time I start to get somewhere I come across another problem. However, this is a game which has you coming back for more and has you leaping around when you solve something. A very good game in deed.

Reviewer Mal.

DEEP PROBE

written by Jon Lemmon
played on a Spectrum

Resisting all temptation to remark on the title, I'll get straight into the review....Two weeks ago a huge underwater volcanic eruption ripped open the seabed in the North Atlantic. Since then, several ships and three Royal Navy submarines have disappeared in that area without a trace. The cause of these disappearances are not known at this time and all vessels sent out to investigate have also disappeared. A five mile exclusion zone has been placed around that part of the ocean and all merchant shipping has been ordered to stay clear of the area.

That is just an excerpt from Jon's expert introduction. I love the way he always sets the scene so vividly; everything makes sense and it all leads you so smoothly into your mission.

You play Captain Henson, pilot and designer of the 'Anttilis' and your mission is to make a one manned deep probe expedition of the fissure. The action begins immediately. Messages flash across the top of the screen and after only a few moves you are plunged into darkness...the submarine has been damaged and you must repair it before you can continue. Then the vents are blocked and, donning suit and helmet you must leave, via the airlock, and sort out the

DEEP PROBE

problem. Between all these events, you must, of course, keep a close eye on your Oxygen and pressure. Forgetting to close the hatch before opening the airlock, for instance, does nothing for your health (silly me!).

I eventually managed to make it to the fissure, having finally overcome the strange seaweed that had taken an instant dislike to me, and checking my Oxygen, left the submarine to investigate. I watched, in astonishment, as a fellow human being was transformed into an 'Aquaman' then, returning to the submarine found him tampering with my controls. It was at this point that I had a little trouble. Having managed to get back into the submarine I quickly engaged the little 'scoundrel' in combat and, getting nowhere fast, decided to leave the airlock and try something that had worked before. With 'Aquaman' tightly attached to my neck, I opened the hatch and struggled out of the airlock. What I'd been hoping for didn't happen and I continued, in vain, to fight the strange creature. However, it was only on re-entering the airlock I discovered that, despite the fact that he had been clinging to my neck during the tour of the submarine, he hadn't actually left the airlock...I can only assume that he had very long arms!!!

Putting aside this strange occurrence and surmising that leaving the airlock obviously wasn't necessary, I finally dealt with this creature and, not concentrating fully on the game, instantly blew myself to pieces...I hadn't remembered to 'STORE' for a while either. Needless to say I did eventually make it all the way to 'Aqua City' and with the aid of 'RESTORE' completed the game. This is a great game, full of atmosphere and Jon, as usual, supplies plenty of action. The sound effects and flashing messages add to the overall appearance and I enjoyed the whole thing thoroughly.

Reviewer Sharon

ORDERING DETAILS

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* LETTERS * LETTERS *

Dear Les,

Tim Kemp comments that you should have plenty of solutions and to some extent I must agree with him, So why, I must ask, did he drop the solutions, hints and tips part of the adventure pages of 'Your Sinclair' when he took over from Mike Gerrard who gave a great service to lost souls.

Hints and Tips are O.K. but a specific problem that you may be wrestling with at the time is not always amongst these. Therefore, a complete solution enables you to find your answer and then continue on your way. I find it quite easy to find the part I want without reading the bits that I have not yet completed. For me this does not spoil an adventure as some people may suggest, but to not be able to finish at all does.

I think a dictionary of adventuring terms would be a good idea. A couple of inputs that I would never have thought of in a million years come to mind, and they are 'Lubricate Mechanism' in 'AFTERSHOCK' and the other was 'Zap Robot' in 'SOULS OF DARKON'. There must be a few more like these that have adventures stumped and caused them to abandon a game.

Can anyone out there tell me how to get inside the wardrobe at the start of 'DEATH BY WARDROBE' as I can't get started because the handle keeps coming off in my hand.

MICHAEL E CLARKE
Letchworth, Hertfordshire

In response to your letter Mick, I can only say, I agree that there should be plenty of solutions in the magazine, if that is what the readership is demanding. However, there are just as many readers who write to say that they would never have subscribed to the magazine under its solutions only format. So my dilemma is to balance the magazine to please all readers in the hope that I please everyone. Regarding your comments about Tim Kemp and his 'Your Sinclair' PAGE. It's arguable that many of the

* LETTERS * LETTERS *

people currently producing Adventure Games owe the majority of their sale's and possibly their continued existence to people like Tim who continue to promote the catalogue's of companies such as ZENOBI, THE GUILD, PSF, RIVER SOFTWARE and everyone else who produces games in the little space they are allotted in each issue of the various monthly glossy mags. Perhaps it's time for an Adventurers Revolution, were everybody writes a letter to the same magazine on the same day demanding that more space be given to adventures. WHAT DO YOU THINK? The Adventurers Dictionary is included in this issue, your contribution and any other contribution received will be added to it, and an updated version will appear in a future issue. LES

Dear Les,

I'm still wondering how I put EXAMINE COINS in the solution to THE O'ZONE (Issue 6) it should have been EXAMINE COM 2 sorry about that. I'm sending two solutions I hope you find them O.K. My only complaint about the magazine is that it's not a monthly one, maybe in the near future you may do so, I for one would applaud your decision. I do hope you think about it.

BARRY SCANNELL
Swadlingcote, Derbyshire.

Thank you for the enclosed solutions Barry as always they are greatly appreciated and will be used in the near future. The reason for the mistake in the O'ZONE solution can only be accredited to my failing eyesight. I know all my readers are all very sympathetic, which is why I'm requesting that anyone sending in handwritten solutions, please ensure to use BLOCK CAPITALS. Regarding your other point, the only thing that is stopping the mag going monthly is, lack of subscribers. So anyone who is reading this who know's someone who isn't a subscriber, perhaps it's time you had a word in their ear and tell them what they are missing. LES

Dear Les,

In reply to June Rowe's letter in issue 6 about my suggestion for a list of adventuring terms. As you know, I really am relatively new to adventuring and doubt I could produce one unaided. I also think it would be far quicker

* LETTERS * LETTERS *

and easier for you to compile a list from ideas sent to you. Having said that, if anyone wants to provide some input to such a list I would, of course, be happy to keep it up to date if you are unable to do so. I know it would be of great help to myself and probably many 'beginners'

Could you please print a big '**THANK YOU**' to John Guthrie of Bolton who kindly sent me a manual for my newly acquired Spectrum.

Wynne Snowdon
Consett, Co Durham

Dear Wynne within the pages of this issue you will find The Adventurers Dictionary, which has been compiled by Sharon Harwood with a little input from myself. Hopefully, as you say other readers will contribute to this list, which I believe will not only benefit 'beginners' but everyone involved with adventuring and that includes adventure writers as well.

Les

ADVENTURE PROBE

The magazine for ALL adventurers since June 1986
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ADVENTURE PROBE is an all formats monthly magazine with 40 or more A5 pages crammed with readers letters, reviews of newly released adventures, hints for old and new adventures, 'a getting you started' section to help with those frustratingly difficult beginnings, readers software for sale/wanted, computer- and adventure- related articles, a serialized solution in a walk-through style, advertisements for magazines and software houses, and many more interesting items.

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S A M C O U P E P A G E

Hi! there folks, here again with the Sac Page. The first thing that I should mention is that there was a mistake with the last Sam Page (what a good start!!!) (SORRY! Ed) regarding the PRO-DOS package. It does not actually emulate the Amstrad 8512 but it does emulate the 8256. Up to now, I have not yet received any contributions to the Sam Page however the offer still stands.

Back to the business in hand, namely adventures of which one new package is out for the Sam, which is called Deep Probe. This has just been released by Compass Software. In this you play the part of Captain Henson, pilot and designer of the deep salvage rescue sub 'Antillis', which has been redesigned and re-equipped for this mission....You have been asked by the Government to make a one manned deep probe expedition of the fissure4 and find out what is going on down there.....I actually enjoyed playing the game for a while and with the price of only £1.99, where could you go wrong?

Under the PRO-DOS package there is a disk of adventures which have been switched to the 3.5" disk format from the 3" Amstrad version by Quest Software/D.Ledbury. This contains 'Teachers Pet'. 'Corya Warrior-Sage', etc, etc. All in all, this is a good set of adventures.

That's it for this issue as there is a distinct lack of contributions. Relevant addresses are as follows:-

Compass Software
111 Mill Road
Cobholm Island
Gt Yarmouth
Norfolk NR31 0BB

Quest Software
10 Westerkirk Drive
Maidley
Telford
Shrops TF7 5RJ

Contributions are desperately needed for this page. Please send all contributions to John Guthrie, 203 Long Lane, Darcy Lever, Bolton, BL2 6EX.

MY (NEW) METHOD OF MAPPING A MAZE.

By Sharon Harwood

Having always used the 'tried and tested' method of dropping an object before progressing to the next location I used to get very aggravated by the overall appearance of my map, which invariably resembled one of my three year old daughter's 'lovely' sketches of her father. However, when playtesting Martin Freemantle's game, DRAGON SLAYER, I hit upon an idea after trying, in vain, to efficiently map the Cavern.

The idea was that, while using the same basic method, I would attempt to neaten things up when putting them down on paper. That was when I came up with the idea of drawing a compass...confused, you will be? No, seriously, instead of joining each location immediately, and, subsequently, having lines criss-crossing all over the place, I decided to separate them until I'd finished mapping. Let me explain.

Before entering the maze (on the whole, you're well aware that it is a one), I would simply get myself a fresh sheet of paper. I would then RAMSAVE (if possible), enter the first location and drop an object, marking it as follows..

SOUTH FROM THE START LEADS TO THE ROPE

- ROPE -

At this stage it still resembles the usual map, but this is where things change. I would then, working my way around the compass mark my map something like this.....

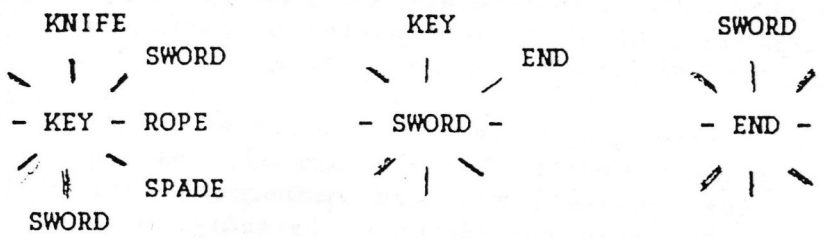
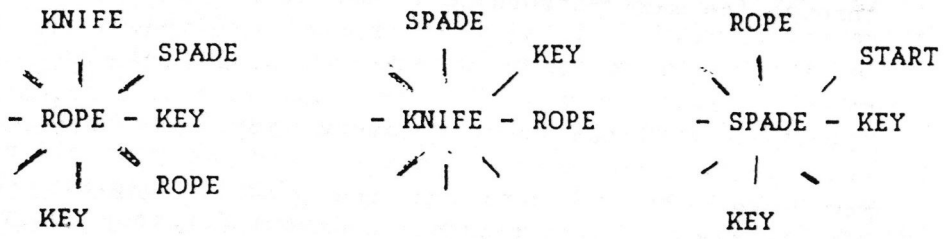
MY (NEW) METHOD

SOUTH FROM THE START LEADS TO THE ROPE



Then, beginning again at 'north', I would leave 'knife' and add another object to the table, before leaving 'north' again, or 'northeast' if necessary, and so on...

SOUTH FROM THE START LEADS TO THE ROPE



Keeping it as simple as possible to make the explanation more self-explanatory, you will (or at least should) be able to see that I went north (to the knife), north (to the spade), north (to the rope), northeast (to the spade) and northeast before I found my way back to my starting.....

MY (NEW) METHOD

position. Then, after making my way back to the spade I continued east (to the key), north (to the knife), northeast (to the key), northeast (to the sword), north (to the key), east (to the rope), east (to the key), southeast (to the spade), southeast (to the key), south (to the sword) and northeast to the end of the maze (either the exit or a much-needed object). Obviously this is the long way round but you should, by concentrating on your map, be able to see a shorter route. For the purposes of this exercise, we will assume that END contains a much-needed object, lets make it an axe, but we will have to return to START before we can continue with the Adventure. Without too much trouble you should be able to work-out that the complete (shorter) route through the maze, according to the above map, is....

S, E, S, NE, GET AXE, N, N, SE, NE.

All those with the correct answer, put your hands up! All those without the correct answer, stick to your old method. Now I know that I have not been able to explain this as efficiently as I would have liked, but for those of you who like to work your way through systematically I hope I've been able to help in some way, not least by helping to avoid a large mass of lines and entries on your piece of graph paper.

Before I leave you there are a couple of little things I'd like to add, Firstly, I would normally continue until all the compass points are filled in because this will often shorten the route considerably. Secondly, working through the maze systematically will mean that you are immediately aware of anything odd.. for instance, after leaving one particular location within Martin's maze, the object would disappear. This was immediately obvious when I knew that I had visited that location before and I was therefore able to allow for it. **HAPPY HEADACHES!!!!**

STARTING OUT AN ARTICLE BY WYNNE SNOWDON

Can't remember why I bought my first computer! Maybe because it was the 'in thing' or because I was young and daft or, most likely, because the salesman was good looking. It wasn't as if I knew much about them. In fact I didn't know anything about them.

My first computer was a Toshiba HX10 (MS) - anyone remember it? An all in package of computer, tape recorder, booklet's and a couple of tapes for £99. Because I had no idea what to do, it was left untouched for a couple of years.

Later I subscribed to MSX Central, a magazine much like Goblin Gazette, learned a little and collected some software - mostly Konami cartridges. I also acquired some Level 9 adventures but tucked them away in the 'too difficult and not enough time' cupboard. Eventually software for the MSX was almost as rare as hens teeth.

At this stage I purchased an old C64 with disk drive, printer and some software. Next came a new model C64 which is no better than my old one but looks smarter. Much of my software was arcade and I honestly have never been ken on 'shoot em ups'. I did, however, quite enjoy some arcade adventures. I suppose the natural progression was to pure adventures.

I'd never tried them before but I dabbled with adventurers included on magazine tapes. It was through these magazines that I learned of Adventure Probe and decided to try it. Though Mandy had to give up Adventure Probe the following month, the first issue I read really caught my interest.

I purchased some adventure software and have struggled ever since to learn the ropes. I hope at some time in the future to be able to whizz through them - some hope! The Spectrum

STARTING OUT

seemed to have a greater range of adventures so I recently acquired a +2 for more choice.

I must admit to having the most fun with the MSX because it was the first and I was learning about computers. There was an awful lot of trial and error! For an early machine the graphics were excellent. Even now, for old times sake, I dig it out and load in a cartridge - usually The Maze of Galious.

The Spectrum has more choice of adventure software but, for me the C64 is more comfortable. I like the bigger keyboard and I miss the speed of disk loading. I find loading the Spectrum can be rather trying. In fact, without a screwdriver to adjust the heads, I doubt if many of the tapes I have would load at all. I'll have to look for a compatible disk drive.

Of course, I haven't had the Spectrum for long and perhaps haven't learned to appreciate it's finer points. I realise there will be a gasp of horror from Spectrum owners because I dare say it's anything less than perfect. If you feel strongly enough please feel free to contradict me. To conclude, that's how I got the bug for computers and adventuring. I'd love to know what got some of you hooked!

DRAGON SLAYER

A fantasy text adventure for the Spectrum

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+3 Disk £3.49			

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EDWARD J WYATT PAGES

Edward leads us through the concluding part of the perfect solution.....

SHERLOCK

A Spectrum Solution

NE (into Basil's bedroom, ignore Basil who is there!), Open Oak Door, NW (into the entrance hall), NE, SE (into the library, where there is a coded note in the rubbish bin), Take Ripped Note, Read Ripped Note (it is in code), NW, Look (you see various doors), Open Plain Door, NE, Open Back Door, NE (into back yard), Closely Examine Pile, Look (see a torn coded note), Take Torn Note, Read Torn Note (it is also in code), SW, SW, SW, SE, SW, Take Off Disguise (you see Dr Watson).

GO TO SCOTLAND YARD Wednesday Morning

W (into Camden Street), Hail Cab, Climb In, Say To Cabbie 'Go to Parliment Street', Wait (repeat until you arrive), Pay Cabbie 2d, Climb Out, E (into Scotland Yard), Wait Until 7:00am (you have to wait until Lestrade arrives, so the time can be used to decode the notes recovered from Basil Phipp's house).

DECODING THE RIPPED NOTE

SV=hw

A BLV SNIH USH YWNBK. XLET YTAQH AK
i now have the plans. your price is

NQQHYUNRWH WHU FH MBLV VSHTH XLE
acceptable let me know where you

DECODING THE TORN NOTE

VAKS USH KNWH UL UNMH YWNQH. UNMH QNTH FTK RTLVBK GHNUS
wish the sale to take place. take care mrs browns death

EDWARD J WYATT PAGES

SNK KUNTUHG USH YLWAQH BLKABP NTLEBG
has started the police nosing around

RNKAW
basil

DISCUSSION WITH LESTRADE Wednesday 7:00am

(Lestrade enters), Say To Lestrade 'Basil Has The Plans'
(repeat if necessary, and Lestrade replies that we must find
where the sale location is...so it means a return visit to
Basil's house. The remaining note could be obtained by
waiting at the house after the other two were found), W.

RETURN TO BASIL'S LONDON HOUSE Wed Morning 7:35am approx

Hail Cab, Climb In, Say To Cabbie 'Go To Camden Street',
Wait (until arrival), Pay Cabbie 2d, Climb Out, E, Wait
Until 10:07 (a messenger arrives at 9:50, and Basil
disappears down the street), Look Through Window (you see a
note burning in the fireplace), NE (into Basil's bedroom),
Take Burning Note, I (you have a singed note), Read
SingedNote (it is in code. Sometimes you can see Basil
Phipp's if the bedroom is entered earlier, on other times
Holmes get shot. If a disguise is worn then the messenger is
not seen), SW, W Hail Cab, Climb In, Say To Cabbie 'Go To
Parliament Street, Wait (repeat until you arrive. En route
Holmes could solve the coded message recovered).

DECODING THE SINGED NOTE

DSWYP
basil

GSUV CUVKSUP CSUX PPYA GPI UVK
daeh rehtael raen daor llim dlo eht

KS ZKCYVK ILK KS WXSP0 UVK ZRD PPYL
ta ytriht owt ta snalp eht yub lliw

EDWARD J WYATT PAGES

Y
i

V.L.
h.w.

The message, read backwards, reads: Basil I will buy the plans at two thirty at the old mill road near Leatherhead. H.W.

THE FINALE

Pay Cabbie 2d, Climb Out, E, Say To Lestrade 'The Sale Location Is The Old Mill Road' (he says we must hurry to catch them and goes west), W (where Lestrade has hailed a cab), Climb In (with Lestrade who tells the cabbie to go to Kings Cross Road), Wait (repeat until you arrive, when Lestrade pays the cabbie and climbs out), Climb Out, NE, NE, NE, NE (to platform 3 of Knigs Cross Station), Wait Until 12:15pm, Climb Into Train, Wait Until 1:30pm (when it arrives in Leatherhead), Climb Out (before Lestrade), S, S (into Main Streetwhere there is a police cab) Climb In (before Lestrade and Staker, or else there will be no room for you), Wait (Lestrade says to the policeman 'Furiously go to the Main Street'), Wait Until 4:46 (when you arrive back at Main Street, when Lestrade gets out of the cab), Climb Out (you should See Basil and the agent board a train, which leaves), Look (Lestrade says the Basil has eluded us), Climb In Cab, Say To Policeman 'Furiously go to Kings Cross Road' (make sure you are travelling down the road), Wait Until 6:20pm, Climb Out (you hear the agent vand Basil tell a cabbie to go to Buckingham Palace Road), NE,NE (to paltform 1 of the underground), Climb In, Wait Until 6:40 (Look until at Victoria Station), Climb Out, Look (Watson pushes Holmes out of the way as Phipp's pulls a gun. Lestrade arrests Basil and the German agent. The computer prints that you are the worlds greatest detective!). THAT'S IT! FINIS!

Well is that it or would you like another of Edwards perfect solutions to continue from the next Issue. It's in your hands let me know what you think **LES**

MINDSHADOW

A Spectrum Solution
Supplied by Grasshopper

PART ONE

Get Shell, North, East, East, East, Get Vine, West, Get Steel, West, Enter Hut, Get Straw, East, South, Drop Straw, Drop Steel, East, Tie Vine To Rock, Down, West, Dig Sand, Get Map, Get Rock, East, Drop Shell, Up, Drop All, Down, Get All, Up, Get All, West, Drop Rock, North, Read Map, North, East, North, North, East, East, South, South, East, Get Bottle, West, North, North, West, West, South, South, Drop Mat, Get Steel, Get Rock, Bang Steel With Rock, Give Rum To Captain, North, West, South, Kill Man, South, Get Cleaver, North, North, East, North, West, West, South, South, Examine Boat, Get Canvas, South, South, East, Cut Chain With Cleaver, East, North, North, Walk Plank, Enter Ship.

PART TWO.

Drop All, Get Shell, East, East, East, South, Search Man, Get Hat, North, West, West, South, Give Man Five Pounds, North, West, Fish Debris, Read Paper, Think Arcman, East, North, Talk To Drunk, Give Drunk Five Pounds, South, East, North, East, Give Girl Hat, East, Examine Drink, Follow Man, Think Tycoon, South, West, Get Hat, West, North, East, Say To Man Chandralt, Give Man 200 Pounds, Look, Get Ticket, West, South, South, West, North, North, Think Luxembourg, Go Plane, North, West, Booth 11, Search Man, Get Card, Read Note, Think Jared, East, East, North, North, West, Up, North, West, Duck, Drop Pole, Get Parchment, Read Parchment, East, South, Down, East, East, East, South, South, East, Dig, Get Leaflet, Read Leaflet, North, West, West, West, West, Get Box, Sayan11649, Examine Box, Get Gun, Examine Gun, Drop Box, East, North, West, Up, North, North, North, North, East, Fire Gun, Get Message, Read Message, Think William.

THERE ' S A BOMB UNDER PARLIMENT

A Spectrum Solution

Knock Door, East, Up, North, Examine Alcove, Get Hammer, Push Rock, Get Magnet, South, Down, West, Examine Tree, Examine Branch, Untie String, Get String, South, Search Field, Get Fork, Fix Fork, Lift Bale, Use Magnet, Get Nail, Drop Magnet, Hammer Nail, North, East, Up, Enter Cave, Pick Lock, North, Get Boot, South, Down, West,, Knock Door, Get Plank, East, Up, Put Plank Down, Down, West, Get Torch, Get Hammer, Get Boot, East, Up, Enter Cave, South, East, SouthEast, South, SouthWest, Get Aluminium, Examine Aliminium, NorthEast, North, NorthWest, West, North, North, East, Lift Ladder, Drop Torch, Drop Hammer, Drop Aluminium, Drop Boot, Examine Ladder, Climb Ladder, Get Battery, West, Replace Battery In Torch, Get Rod, Fold Aluminium, Lower Slide, Slide Down, West, South, South, East, Get Ashtray, Examine Ashtray, Empty Ashtray, Examine Ashtray, Get Gum, Drop Ashtray, West, Down, On Torch, Wear Boot, Kick Door, West, Drop Boot, get Trowel, East, East, Examine Pantry, Search Shelves, Get Tin, West,, Look Down Drain, Insert Rod, Up, Off Torch, Remove Silver Key, Examine Tin, Examine Powder, Coat Hands, Drop Tin, East, SouthEast, South, SouthWest, West, On Torch, Get Broom, East, Off Torch, Northeast, Sweep sawdust, Drop Broom, Get Red Key, Examine Red Key, Hammer Red Key, Drop Hammer, North, NorthWest, East, Unlock Cabinet, Search Cabinet, Get Micro (Photograph), Examine Micro, Examine Markings, East, Search Lounge, Get Camera, Examine Camera, Remove Lens, Examine Markings, Drop Photo, Put Lens Down, Get Camera, West, North, Examine Typewriter, Remove Ribbon, Examine Ribbon, Read Writing, Drop Ribbon, South, West, West, North, North, East, East, Dig, Dig, Dig, Get Card, West, Drop All, Lift Ladder, Get Camera, Get Torch, Get Silver Key, Get Card, Climb Ladder, East, On Torch, Examine Chemicals, Off Torch, Develope Film, West, Examine Film, Drop Film, West, Slide

THERE ' S A BOMB UNDER PARLIMENT

Down, West, South, South, West, Descend Cable, On Torch, Examine Coach, Enter Coach, Search Coach, Examine Slot, Insert Card, Press F, Leave Coach, Dig, Get Tape, Enter Coach, Press B, Leave Coach, Climb Cable, Off Torch, Examine Tape, East, East, East, Play Tape, Remove Battery, Insert Battery, Play Tape, Drop Tape, Remove Battery, Get Torch, Replace Battery, 306-3983, West, SouthEast, East, 4314-2218, 1975-9630, East, Insert Silver Key, Turn Key, Read Number, 0011-9990, West, West, North, North, East, East, Crawl East, On Torch, Crawl East, Board Helicopter.

THE LOST TEMPLE OF THE INCAS

A Spectrum Solution

South, East, Talk To Teller, Send Telex, Pay Teller, West, North, North, Talk To Pharmacist, Buy Bottle, Apply Lotion, South, East, Buy Spade, Buy Knife, Buy Food, West, West, Pay Pilot, Board Helicopter, SouthEast, Drop Bottle, Get Lamp, South, South, Cut Creeper, Drop Knife, Get Creeper, North, Move Boulder, Drop Purse, Get Lizard, South, West, Give Lizard, West, West, Tie Creeper, East, North, Down, Examine Body, Get Banana, East, Get Paddle, Drop Spade, Drop Banana, Drop Food, East, Examine Pond, Get Rocks, West, Throw Rocks, Get Lamp, Get Food, Get Spade, Get Paddle, West, West, Give Banana, East, Dig Bank, Drop Spade, Get Flint, East, Get canoe, West, West, North, West, Strike Flint, West, East, SouthEast, SouthWest, Get Golden, East, East, East, East, Eat Food(when hungry), East, North, Get Berries, West, Get Leaves, Make Gloves, Wear Gloves, East, North, North, Drop Paddle, Get Jar, Get Torch, Squeeze Torch, Drop Torch, South, In, East, Eat Berries, Get Cloak, West, South, South, East, Get Book (index or contents), West, West, West, Page 5710, Howa Yew, Drop Book, Oil Trapdoor, Drop Jar, Get Papyrus, East, East, South, South, Down, West, NorthWest

THE LOST TEMPLE OF THE INCAS

Get Silver, South, South, East, North, Up, Join Hemisphere, North, Up, In, Roll Sphere, East, North, Get Mask, South West, Out, Down, North, West, West, On Lamp, Open Trapdoor, Down, Dead Rise, Up, East, East, South, South, West, 'Out'

RADIOMANIA

A Spectrum Solution
Supplied By Mal Ellul

South, Examine Table, Open Drawer, Get Duster, Get Torch, North, Examine Garden, Get Spade, Follow Footprints, Examine Hedge, get Shears, Cut Gap, North, Cut Grass, Get Cross, Examine Grass, Follow Trail, Dig Hole, Drop Spade, Push Button, East, Dust Stone, Adder, Drop Duster, Go Stone, Go Stone, Examine Garden, Get Plank, South, Drop Plank, Examine Ashes, Get Tankard, West, North, Examine Wall, Get Rock, Insert Hand, Get Key, South, South, Unlock Door, Drop Key, West, Examine Font, Fill Tankard, East, North, East, North, East, Throw Rock, Get Rock, Get Sword, West, South, Get Plank, Get Straw, South, Throw Rock, Kill Orc, South, West, Lay Plank, West, East, East, North, Examine Orc, Get Coin, Get Sword, South, East, Give Coin, West, West, West, Get Bowl, Get Stool, East, East, East, Go Boat, North, Throw Tankard, Examine Coffin, Examine Vampire, Get Map, South, Drop Shears, North, Get Tankard, South, Read Map, Get Shears, West, North, West, Cut Grass, Drop Shears, Get Knife, South, South, South, South, Drop Tankard, East, Lay Stool, Give Straw, Milk Cow, Cut Pole, Get Hat, West, Get Tankard, West, West, give Cross, Get Tintacks, East, East, South, Throw Hat, Throw Tintacks, South, West, Drop Tankard, Drop Sword, Drop Knife, Up, Examine Tree, Get Nest, Break Nest, Down, Get Tankard, Get Sword, get Knife, South, Give Bowl, South, West, Give Tankard, Pick Lock, Drop Sword, West, West, Lever Door, Examine Wardrobe, Get Radio, Drop Torch, Get Torch, Remove Batteries, Drop Torch

RADIOMANIA

Get Batteries, Insert Batteries, Play Radio, East, North, North, Up, Play Radio.

Murder Hunt 86

A Spectrum Solution
supplied by Les Floyd

South, Examine Body, South, South, SouthWest, South, West, Search, Get Key, East, South, SouthWest, South, West, West, Examine Stone, Get Hairgrip, West, West, South, South, East, Get Bottle, Up, North, North, East, East, East, East, North, NorthEast, North, North, NorthEast, North, West, West, Get Spade, East, East, North, North, Dig, Drop Spade, Get Coin, North, Unlock Door, Open Door, In, Drop Key, Get Potion, Pour Potion(into wine bottle), Get Potion, Out, South, South, South, East, North, East, East, East, South, Examine Woman, Get Charm, North, West, West, West, West, South, West, South, SouthWest, South, South, Open Chest, Drop Charm, Get Five Pound Note, North, North, NorthEast, North, East, North, East, East, East, East, East, North, NorthWest, Get Matches, SouthEast, South, SouthEast, South, In, Buy Oars, Get Oars, Out, North, NorthWest, West, West, North, North, Unlock Gate, Open Gate, Drop Hairgrip, North, North, Open Door, In, East, Get Paper, Get Pen, West, West, North, North, East, Down, Drop Matches, Get Handcuffs, Up, West, South, South, East, South, South, South, South, South, West, South, South, South, South, East, South, South, SouthEast, South, Search, Get Keys, North, NorthWest, North, North, West, Unlock Door, Open Door, In, Read Note, Drop Pen, Get Boots, Wear Boots, Out, North, North, West, West, SouthWest, South, South, SouthWest, South, SouthEast, Climb Boat, South, West, South, Handcuff Murderer, Get Murderer, North, East, North, Climb Boat, NorthWest, North, NorthEast, North, North, NorthEast, East, East, North, North, North, NorthEast, North, North, In, West, North, North, East, Down.

THE CALLING
A Spectrum Solution
supplied by Doreen Bardon

Enter Car, Get Gloves, Wear Gloves, Leave Car, North, North, North, West, West, Get Flute, East, East, East, North, North, Get Knife, East, Get Garlic, Get Hemlock, West, Give Garlic To Cook, North, Get Hair, Put Hemlock In Hair, South, East, North, Up, Get Ring, Wear Ring, Down, South, West, South, East, East, East, South, South, Kill Gardener With Knife, Examine Chest, Look Into Chst, Get Paper, Read Paper, Drop Paper, North, North, North, North, East, Examine Junk Carefully, Get Charm, Examine Charm, West, South, South, South, West, North, West, West, North, West, West, Get Magazine, Examine Magazine, East, East, South, West, Up, Up, South, South, West, Open Door, SouthWest, Get Sphere, Examine Sphere, NorthEast, East, North, East, Drop Magazine, Get Rusty Key, South, East, North, Down, West, Get Diary, Read Diary, Drop Diary, Examine Hollow, Insert Charm Into Hollow, Speak Confidence, West, Say To Sphere 'Light', Down, East, South, Get Overalls, Wear Overalls, North, East, East, Unlock Door With Skeleton Key, South, East, Get Helmet, Wear Helmet, West, North, East, SouthEast, SouthEast, East, Get Robes, Wear Robes, West, NorthWest, NorthWest, East, Get Boots, Examine Boots, Wear Boots, West, West, West, West, West, Up, East, East, Up, Up, East, Up, Up, Remove Helmet, Jump Up (hole), (Quinn), Examine Machine, Unlock Machine With Rusty Key (Jenny), Down, Down, Down, West, West, Up, South, South, East, South, Wait (for Jenny to arrive and rings for help), North, West, North, North, Down, East, Down, Down, South, South, South, South, Wait (for Jenny and repair truck)

ELLISNORE DIAMOND

Jump, Examine Well, Remove Brick, Get Knife, Loosen Mortar, Loosen Mortar, Get Crowbar, Remove Brick, Examine Well, Feel Hole, Examine Diamond, Put Diamond In Satchel, Drop Knife, Drop Crowbar, Jump, Up, Up, Up, Up, Up, Up, Up, Up, Up, Get Bag, Out, South, South, East, East, Embark, Wait, Wait, Wait, Wait, Wait, In, South, West, In,

MAGICIANS APPRENTICE

A Commodore 64 Solution

Get Backpack, Examine Backpack, Get Map, Get Staff, South, East, South, East, Examine Map, South, South, Up, Examine Bed, Get Hat, Down, North, North, North, North, Up, North, Say Doom, SAY Home, South, West, North, West, Hit Demon, West, North, North, Give Hat, Get Brownie, Say Home, South, East, South, East, Examine Map, North, East, East, North, Give Brownie, North, North, Hit Monster, North, West, West, Talk Master, West, West, North, West, West, Sneeze, West, West, North, West, South, West, South, West, West, North, Talk Tree, Talk Tree, Climb Tree, Get Book, Say Home.

THE HOBBLE HUNTER

A Spectrum Solution
supplied by Tony Collins

In the Shire....Follow Dwarf, Examine Dwarf, Examine Dwarf, Search Dwarf, Get All, North, Get All, North, Get Carrot, East, North, North, East, SouthEast, North, Get Lamp, South, West,

In the Tavern....Enter, East, Get Sandwich, East, Eat Sandwich, Get Pie, Examine Hobble, West, Examine Landlord, Say To Landlord 'Bring Me A Pint Of Beer', Get Beer, Pay Landlord, Say To Landlord 'Do You Sell Food', Say To Landlord ' Bring Me A Sandwich', Get Sandwich, East, Give Beer To Hobble, Get Pilik, West, West, North, East, North, Ride the Pony....Examine Pony, Mount Pony, Give Carrot To

THE HOBBLE HUNTER

Pony, Get Turd, South, NorthWest, West, South, South, SouthEast, Drop Knife (if not a monster takes it), The Swamp and Argo....East, East, East, East, NorthEast, North, Examine Door, Open Door, Climb Onto Ponies Back, Examine Door, Open Door, Unlock Door, Open Door, Dismount, North, Examine Leaves, Drop Turd On Giant, South, Say To Argo 'Follow Me', Mount Pony, SouthWest, West, West, West, West, Get Knife, NorthWest, North, North, NorthWest, Save the Hag and Pass the Troll....Examine Orcs, West, West, North, North, Examine Troll, Say 'Big Jobs', Dismount, Drop All But The Lamp, Get Knife, North (the plank you find weighs a lot and if Pilik whistled the giant would hear you. Hemce Drop All),

Beat Wankle Claw....Up, Examine Below, Examine Below, DropLamp (must be lit), Examine Below, Get All, Down, Get Lamp, South, Drop Apple, Drop Lamp, Get Pie, Get Sandwich, South, Say To Argo ' Follow Me', East, Examine Hag, Get Stone, Examine Stone (break it when dark), East, East, East, East, NorthEast, Say To Argo 'Stay Here'.

The Pit and the Dog....Examine Pit, Examine Below, Drop Sandwich, Drop Plank, Examine Below (note:-you may be attacked by Mliou but don't panic you do not have time to stab him with the plank down the pit), Drop Pie, Down, Get All, Up, Say To Argho ' Follow Me', SouthWest, SouthWest, South, West, Enter, East, Get Lamp (note:- The old hag would only be there at night, you don't get any extra points for getting the lamp but it's very useful), West, North, Say To Argo 'Follow Me', East, North, NorthEast, NorthEast, West.

Save Elmaron SAS Style....Swim (note:- If you did not swim and came in by land the Orcs would see you and kill Elamron), NorthWest, Examine Tree, SouthEast, Say To Argo 'Stay' Examine Window, Climb Through Window, Kill Orc, Examine Elamron, Untie Rope, Cut Rope, Give The Weed to Elmaron, Get Rope, East, South, Kill Orcs (note:- Because you have saved Elmaron they know it), South, West, Eat Sandwich, Examine Orcs (note:- No Argo Orcs would have killed you), Search

THE HOBBLE HUNTER

Orcs, Look, Get Horn, Examine Horn, Examine Strap, Say To Argo 'Follow Me', East, East, South, East, SouthWest, West, West, West, West, West,North, Get All (Drop Lamp not lit, If Raven has not taken it), Get Apple, Mount Pony, South, Say To Argo 'Follow Me', East, East, North.

Destroy Mildlu...Examine Below, Say To Argo 'Follow Me', Sleep (until it says it is morning. note:- Milou may attack, his power is strong so he can stand the daylight for a short time), Mount Pony, Tie Horn Onto Ponies Head, Examine Pony, Give Apple To Pony, Mount Pony, Down, Examine Coffin, Search Milou, Open Coffin, Cast Spell, Up (note:- this is just one way to solve this adventure, If Saddlewax did not pin Milou against the wall when you cast the spell he would have killed you or got away. Like the Dwarf said you only get one chance to kill Milou).

Last month Barry Scannel Requested the Solution to...

SOLARIS

A Spectrum Solution
supplied by Jackie Holt

PART 1...Lift Seat, Get Extinguisher, Pull Pin, Pick Lock, North, Drop Extinguisher, Close Rear Door, Examine Floor, Stand On Pressur Pad, North, Press Buttons, North, West, Switch On Light, South, Press Button, North, North, Get Uniform Move Uniforms, North, Get Screwdriver, Switch Off Vent, South, South, East, Wear Uniform, East, South, Kill Guard, Examine Guard, Get Identity Card, South, Get Blaster, Insert Identity Card In Slot, East, Switch On Unti, Charge Blaster, West, North, North, East, East, Aim Blaster At Door, Fire Blaster, North, Lift Tray, Examine Toolbox, Get Spanner, South, West, West, North, West, North, Unscrew Switch, Short Wires, Move Bunk, Use Spanner, Down, Move Grille, Up, Get Rope, East, Slide Door, South, East, Strangle Guard, North, North, North (you are captures and taken to a holding area), Examine Wall, Flick Switch, South

SOLARIS

Get Respirator, Examine Room, Lift Phone, Say Unlock Door, East, South, East, Get Money, North, Open Drawer, Get Key, South, West, South, West, North, West, Get Rope, North, Unlock Door, North, Press Red Button, South, South, East, South, East, North, East, North, North, Get Torch, North, West, Bribe Guard, West, Join Linkage, East, East, South, East, Examine Computer, South, Open Lift Door, South, Press Down Button, South, Say Password, Press Ignition, Lift Off.

PART 2...5879, Wear Respirator, Drop Money, Drop Key, South, West, South, West, Examine Walls, Get Blaster, East, Examine Pit Walls, Reach For Handhold, Climb Pit, Reach For Handhold, Climb Pit, Reach For Handhold, Climb Pit, North, North, West, North, North, Get Computer, South, East, Press Enter, Drop Computer, Search Wasteland, North, Get Parachute, Wear Parachute, Pull Ripcord, Jump Down, East, East, East, East, East, Drop Parachute, Swim Pool, West, West, North, North, East, Get Book, Read Book, Drop Book, East, Climb Mountain, Throw Rope, Climb Up Rope, Up, Say Friend, East, East, East, Lift Bunk, Get Metal, Examine Metal, West, North, North, West, Drop Metal, Strike Door, Strike Door, Strike Door, West, Shine Torch, Get Large Key, South, West, Search Ruin, Get Food, East, North, East, Drop Torch, Get Metal, East, North, North, East, Feed Convicts, West, South, East, Feed Convicts, West, South, East, Feed Convicts, West, West, West, South, West, North, North, Dig With Hands, North, North, Cut Bars, East, Tiptoe, East, East, Insert Key, Turn Key, West, Run, West, West, South, South, South, South, East, North, East, East, North, North, West, West.

SOLUTIONS WANTED LIST

The following solutions have all been requested, can you come up with the goods before the next Issue. NEVER ENDING STORY 128k & 48k Versions. IN SEARCH OF ANGELS. PAWNS OF WAR. Any Dizzy Solutions for my 7yr old son Sam to put him out of his misery and to give me a little peace and quiet. (Bless him). LES

*** GIVE US A CLUE ***

JERICHO ROAD

supplied by Jackie Holt
played on the Spectrum

Read the markings in the tunnel. Give alms to a beggar. The mans name is Zacchaeus. Ask Hermit for a way through the desert. For the 4 solutions you must ask the:- Hermit, Scribe, Zacchaeus and Child. Follow a man to find Mark.

MINES OF LITHIAD

supplied by Mal Ellul
played pn a Spectrum

Can't fill the bucket:- Put the jug in the bucket. Can't find the lantern:- Examine bed. Can't find the jug:- Examine under bed. Can't find a spade:- Stand by the branches and wait. Need a rope:- Dig. Want to carry more items:- Skin the worm. Want to hitch a lift:- Jump turtle. Keep getting killed in pit:- Hide.....-

GHOUL MANOR

supplied by Jackie Holt
played on a Spectrum

Say to broom to kill witch. Make a cross with sticks and nails. Make a stake with a log and knife. Take hand with tongs and burn it. Make bullets with a candlestick. Shoot jar to kill frankenstein. Give bandage to mummy.....

PAWNS OF WAR PT1

supplied by Les Mitchell
played on a Spectrum

Turn the wheel in the hut to bring up a cable car. Search the seats in the cable car. When the cable jams, climb out of the window onto the roof. Bend the wire into a hook and slide down the cable. You will find something useful in the cubbyhole on the catwalk. Throw hubcap at the guard.....

*** GIVE US A CLUE ***

PAWNS OF WAR PT2

supplied by Les Mitchell
played on a Spectrum

Search the sub. Pull the lever to edge it up to the dam and press the button to open the hatch. Swim to the dam. Examine the water along the north side of the dam to find the cannister. Cut the cannister open with the machete. Climb the ladder on the guard house, drop something to attract the soldiers attention then jump down on him from a great height. Search through his uniform.....

THE FOURTH PROTOCOL

supplied by Martin Freemantle
played on a Spectrum

PASSWORDS TO CENCOM

Will always be one of three, PHOENIX, FIREBIRD or ROCKET. Check groups of symbols. The telephone number is under file name TELEPHONE.

ABBS.

Assign watchers to her, when you are told of STANSTAV assign watchers to him. When asked what to do, select 'OTHER' and enter 'TURN', STANISTAV.....

URBAN

played on a Spectrum

Can't work the walkman, buy some batteries but be careful they corrode very quickly. Don't eat the chicken burger, give it to someone. Can't make the diamond, read the leaflet, insert the ashes, and press the buttons in the right order. Can't work the hover bike, fill it with high octane fuel then go for a ride. Tim the Technician needs something, in return he will operate the flap. Can't find the empties you need 5 different flavours, try, Bathroom, Urchin boy, Rubbish bins and Nightclub.....

Where have all the Commodore and Amstrad adventurers gone? Are there any of you left?

Why not prove me wrong and send in some hints, tips, part or full solutions. LES

ADVENTURERS SYNONYM DICTIONARY

Compiled by Sharon Harwood

As you can see I have repeated each synonym in alphabetical order...take ENTER as an example (seeing as that's the one June mentioned in issue No 6). Most people will think of ENTER first but there will be some that will think of IN or GO, making it necessary to list each one so they can look up the word they thought of first. Also notice the 'looseness' of the list....take STAB, I've included, in brackets, KILL and THROW because, although not really meaning the same thing, they could each be used to perform the desired action.

I've now decided that if you don't wish to follow-up on Wynne's and June's idea, I shall certainly do so, if only for my own use. I will continue to add to the above list when I've got a little more time, (most of these came into my head within a few minutes), but, in the meantime I'd much appreciate your input.

A :

ASCEND - Up, Climb, (JUMP)

ASK - Talk, Say, Speak.

AVOID - Dodge, (RUN)

B :

BASH - Thump, Hit, Wallop, Break, Strike, Smash, Punch, Smack, (KICK)

BEND - Twist, Turn,

BOARD - Launch, Embark, (CLIMB INTO, ENTER)

BREAK - Bash, Hit, Smash, Wallop, Strike, Thump, Punch, Crack, (KICK)

BLOW - Pump, Inflate,.

C :

CATCH - Chase, Trap.

CHASE - Catch.

CLEAN - Wash, Rub, Rinse, Scrub, Polish, Shine.

ADVENTURERS SYNONYM DICTIONARY

CLIMB - Ascend, Up, (JUMP)

D :

DELETE - Erase, Rub.

DIVE - Swim, Jump, (ENTER. IN.GO)

DODGE - Avoid, (RUN.)

DRAG - Pull, Move.

E :

ENTER - In, Go In, Go Inside, (BOARD. LAUNCH. EMBARK.)

ERASE - Delete, Rub.

EXAMINE- Look At, (LOOK IN / UNDER / BEHIND.)

EXIT - Leave, Out, (GO DOOR / WINDOW.)

F :

FEEL - Touch, Press.

FIX - Mend, Repair, Join, Connect, (MAKE.)

FOLLOW- Pursue, Trail, (WATCH. LISTEN.)

G :

GO - Enter, In, Leave.

GRAB - Hold.

H :

HELP - Hint.

HINT - Help.

HIT - Strike, Thump, Bash, Wallop, Punch, Break, Smash,
Smack, (KICK.)

HOLD - Grab.

I :

IN - Enter, Go.

INFLATE - Pump, Blow.

INVENTORY - I. ,

J :

JERK - Tug, (PULL.)

JUMP - Dive, (SWING. UP ASCEND. CLIMB.)

JOIN - Mend, Connect, Repair, (FIX. MAKE.)

K :

KICK - (HIT. THUMP. BASH. WALLOP. BREAK. STRIKE. SMASH.

PUNCH. SMACK.)

ADVENTURERS SYNONYM DICTIONARY

KILL - (SHOOT.)

KNOCK - Hit, Tap.

L :

LAUNCH - Board, (ENTER. CLIMB INTO.)

LEAVE - Out, Exit, (GO.)

LOOK - Examine. (SEARCH. WATCH.)

M :

MAKE - (FIX. MEND. JOIN. CONNECT. REPAIR.)

MEND - (FIX. JOIN. MAKE.)

MOVE - Drag, (PUSH. PULL. ROLL. TURN.)

O :

OPEN - (PUSH. PULL. UNLOCK. KICK.)

OUT - Leave, Exit.

P :

PULL - Drag, Move, (CARRY.)

PUMP - Inflate, Blow Up.

PUNCH - Hit, Strike, Thump, Break, Bash, Wallop, Smash, Smack, (KICK.)

PURSUE - Follow,.

PUSH - Turn, Move, (ROLL. DRAG.)

PUT - Insert, Place ,(DROP.)

R :

REMEMBER - (THINK. WISH.)

ROLL - Turn. (PULL. MOVE. PUSH. DRAG.) RINSE - Rub, Scrub, Clean, Wash.

RUB - Scrub, Clean, Wash, Rinse.

RUN - Avoid, Dodge.

S :

SAY - Talk, Ask, Speak.

SCRUB - Wash, Clean, Rub, Scrub.

SEARCH - Examine, Look At/In/Under/Behind.

SHOOT - Fire, (KILL.)

SPEAK - Talk, Say, Ask.

STAB - (KILL. THROW.)

STRIKE - Smash, Break, Hit, Wallop, Smack, Bash, Punch,

ADVENTURERS SYNONYM DICTIONARY

Thump, (KICK.)

SWIM - DIVE, (JUMP.)

T :

TALK - Say, Ask, Speak.

THINK - (WISH. REMEMBER.)

THROW - Toss.

THUMP - Punch, Hit, Break, Strike, Wallop, Bask, Smash, Smack, (KICK.)

TOSS - Throw.

TOUCH - Feel.

TUG - Jerk, (PULL.)

TURN - Roll, Drag, (PUSH. PULL. MOVE.)

TWIST - Turn, Bend

U :

UP - Climb, Ascend.

USE - Insert, Put, Place.

W :

WAIT - (SLEEP. Z.)

WALLOP - Bash, Hit, Strike, Break, Thump, Punch, Smash, Smack, (KICK.)

WASH - Rub Scrub, Clean, Rinse.

WISH - (THINK. REMEMBER.)

X :

X - (EXAMINE.)

Z :

Z - (SLEEP. WAIT.)

Congratulations! Sharon for taking the initiative by getting the dictionary started. As you will see I have added one or two words to your list. By all means carry on adding to this list, which will become, I'm sure, an invaluable reference for all adventurers. Therefore I feel that every adventurer will be able to add other synonym's to the above list which will ultimately help not only novice and experienced player's, but adventure writer's alike.

Can you add to this list? Send those SYNONYMS in and every so often I'll print the updated list.

LES.

NEWS

APOLOGIES

You may find that within this issue that some of the printing on one or two of the pages is not centred correctly. This is due to a slight fault with my copier and will hopefully be corrected before the next issue. This page was to include an advert for a game. I decided to change it to a news page in order to make this apology. **SORRY!**

D.T.H.S.

The fans of Delbert The Hamster Software will be pleased to hear that the complete catalogue of games is now available through Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX. More details as I receive them.

DEATH OR GLORY

The Sequel to DRAGON SLAYER is very near to completion. This is the second game of the trilogy and according to source's I am told that it is even better than the first game, again it uses some unique animation effects. For more details contact Dream World Adventures. 10 Medhurst Crescent, Kent DA12 4HL.

P.A.W. PROGRAMMING TIPS.

Anyone interested in improving their programming knowledge or would like to swap hints and tips through this page, how about an article? If you want to see this type of feature included in the magazine then just start sending in the contributions. As always I'm waiting to hear from you.

SOLUTIONS

From the next issue the solutions will be getting smaller, which will mean I will be able to include more solutions. HOW! Direction inputs will be shortened e.g. NORTH = N, SOUTH = S, UP = U, DOWN = D, EXAMINE = X, SEARCH = SR, DROP = DR.

* Telephone Helpline *

Doreen Bardon Spectrum	0653-628509	Any reasonable time
Barbara Gibb Various	051-7226731	Mon-Sun from-7pm
Isla Donaldson Amstrad	041-9540602	Sun-Sat Noon-12pm
Joan Pancott Amstrad	0305-784155	Sun-Sat 1pm-10pm
Sharon Harwood Spectrum	0702-611321	Any reasonable time during the day
Les Mitchell Various	0482-445438	Any reasonable time

More Helpliners Needed

If you would like to offer telephone help to other readers then please send in list of Adventures completed and state which format they were played on. Also include times that you are available to receive calls