

ADVENTURE PROBE SOFTWARE



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ADVENTURE COMPILATION

Mansion Quest

Attempt to claim your eccentric rich uncle's treasures hidden around his mansion.



Desert Island

Castaway on a desert island, you must find fuel for your only means of escape, a launch.



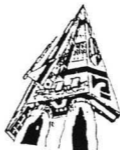
Pyramid

Find and enter the pyramid, search for the treasure and then escape with it, and your life.



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Rescue the princess imprisoned in the castle, then go back for all the treasure.



Mission X

Transported to a strange planet, you must find a way back to Earth.

SIX TEXT ADVENTURES FOR THE C64

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C64 Public Domain Adventure Compilations

#1 - Legend of Leydon House, Kidnapped, Balrog of Triad, Lost Empire, Stygian Tombs, Room of Lost Jewels.

#2 - Billy Barker in Walesville, Billy Barker's TV Hell, Just Another POW, Trap Springer (all by Damian Steele)

#3 - Escape from Mars, Baseball Adventure, Revenge Adventure, Deadly Dungeon.

Price each : £2 on disc, £2.50 on tape

C64 adventure - under licence from Big Sky Software

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3.5" +D disc versions of all the above will soon be available. If you would prefer this media please ask for details of compilation discs. Sorry, no 3" +3 discs available.

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presents for the C64

ZARGO'S CASTLE

by Harold Dixon

Would you like to earn yourself 12 treasures, a mountain of gold coins and the deeds to the Castle?

Well, all you have to do is present the Baron with the six jewels so that he can restore the imperial coronet!

However, there are a few things between you and success, such as:-

booby traps and secret passages

secrets in the cellar

various characters who may help or hinder your progress

an assortment of chairs to sit in with surprising results

a dragon to defeat (what is a castle without a dragon?)

a transporter to find and operate for those useful "short cuts"

plus many more interesting puzzles.

Written with the GAC+, this massive adventure is in five "sections", each one accessed automatically when you enter certain locations, and therefore available on DISC only.

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#2 - Billy Barker in Walesville, Billy Barker's TV Hell, Just Another POW, Trap Springer (all by Damian Steele)

#3 - Escape from Mars, Baseball Adventure, Revenge Adventure, Deadly Dungeon.

#4 - Adventure Island and Stuck In Space

Price each : £2 on disc, £2.50 on tape

C64 adventure - under licence

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ZARGO'S CASTLE - £3 (disc only)

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Spectrum Adventures - under licence

Larry Horsfield's adventures - on tape

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Spectre of Castle Coris (2 pts) 48K & 128K £2.00

Run, Bronwynn, Run (3 pts) 48K only £2.50

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All six games on above list (17 x 48K parts) on TWO discs with free emulator
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22 Jack Lockerby adventures for the C64

Bounty Hunter	Jack and the Beanstalk
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The Cup	Lifeboat
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Domes of Sha	The Miser
The Ellisnore Diamond	The Mutant
Enchanted Cottage	Realm of Darkness
The Escaping Habit	Theme Park U.K.
Hammer of Grimmold	Treasure Island (2 pts)
Into the Mystic	Witch Hunt

Only £2 each except Treasure Island which is £2.50

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The Spectrum (also Atari, Amiga & PC under emulation) versions of all the above, plus more, are available from Zenobi Software. The PC specific version of Domes of Sha is available from The Adventure Workshop. Many of the above have also been re-programmed for the Atari ST/STE, for details please see advertisement in May '94 issue of Adventure Probe.

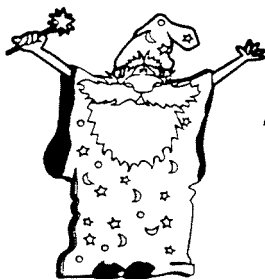
TIME THIEF

– a tale of mystery and imagination

A 2–part text adventure for the C64/128 (DISC ONLY) written by Don Macleod using a mixture of The Quill and machine code. It has lots of text, plenty of puzzles, sound effects, and a great sense of humour. Included is a scene–setting booklet.

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All six Larry Horsfield adventures (17 x 48K parts) on TWO discs with free emulator
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Sorry no +3 discs.

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DIE FEUERFAUST (The Fist of FIRE)

A four part text adventure
by LARRY HORSFIELD

Journey across Germany on horseback, foot and
er..... well, it is up to you to find out.

Help the folk you meet and they will help you.

Cast Spells. Recover the FIST OF FIRE

only £3 (payable to Adventure Probe)

for the AMIGA (under Spectrum emulation)
and SPECTRUM (+D version)

from

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(Spectrum tape and +3 disc version available
from The Adventure Workshop)

CLEAR-UP IN CLOGGIELAND

A new text adventure by **HAROLD DIXON**
for the **AMIGA**,
written with the utility **CAT**

(Creative Adventure Toolkit by Phil Richmond)

CRISIS ! One of the infamous Rendle Witches has snatched your sweetheart on the eve of your wedding! A secret spell has been cast putting her in a deep coma, and she has been secreted in the old Dark Satanic Mill over the Bibble River deep in Cloggieland. Wise men feel that the only way to free her is to gather **FOUR** special elements from all over Cloggieland, blend them together and work the spell that will awaken her.

Meet the inhabitants of Cloggieland.

Visit a mysterious building.

See what is in the biggest tree.

Destroy the dark forcefield.

Kill a dragon.

Make the potion.

Defeat the Witch.

Save your sweetheart.

but

BEWARE OF THE IMP



A demo. version of this adventure is available from P.D. libraries.

The full version is currently available from

Mr. H. Dixon, 62 Windsor Street, Coine, Lancs. BB8 9LD, Price £3.

SPECIAL OFFER TO PROBE READERS

The full version may be purchased for **£2** - available **ONLY** from

Adventure Probe, 52 Burford Road, Liverpool, L16 6AQ, U.K. until 30th June 1996.

ADVENTURE PROBE SOFTWARE

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THE GREAT AUSSIE ADVENTURE

A 2-part adventure by Dorothy Millard

Part One

Explore Canberra and use the Pentax camera to photograph 20 tourist attractions and earn \$200 each from the local press.

Learn all about the important buildings, views and displays in the Australian capital.



Part Two

A treasure hunt around a small seaside town. Collect 12 unusual objects and be the first to return with them to the starting point.

A real test of skill. Can you be the first to return to the pub with all the objects?

Each part is completely separate, and can be played in any order.

Available for the Commodore 64 on tape and disc
and any Amiga (under Commodore emulation)

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Kidnapped
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Billy Baker in Walesville
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Escape from Mars
Baseball Adventure
Revenge Adventure
Deadly Dungeon

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Stuck in Space

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Revenge of the Moon Goddess
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#6.

Staff of Law
Stone Table
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#7.

Adventure in Atlantis
African Adventure
Circleworld
Dog Star Adventure

#8.

Citadel of Yah-Mon
Death Valley
The Lighthouse
Temporal
West

Available from :

Adventure Probe, 52 Burford Road, Liverpool, L16 6AQ, U.K.

ADVENTURE PROBE SOFTWARE

presents

EXPLORING ITMUS

A text adventure for the Amiga

Written by Harold Dixon

You have been commissioned by the Universal Adventurer's Club to go to the planet ITMUS to see if it is suitable for the members to explore.

Unfortunately, you crash-land and lose most of your equipment. However, you don't want to give up and like a true adventurer you set out to explore this strange land.



You will meet many citizens who will offer help at a price, encounter such creatures as the almost obligatory dragon, the most unusual kangasaurus, an unhappy spirit and the strange-talking Guardian, and lots more.

The landscape may seem fairly familiar but it holds a lot of surprises, some pleasant, some not so welcome.

Are you ready to rescue the knight's brother, ride the cloud-boat or walk along the rainbow to retrieve the pot of gold? If so, buy a copy of EXPLORING ITMUS and see how much treasure you can find and how many points you can amass.



Price : £2.50

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ADVENTURE PROBE SOFTWARE

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FELINE SLEEPY

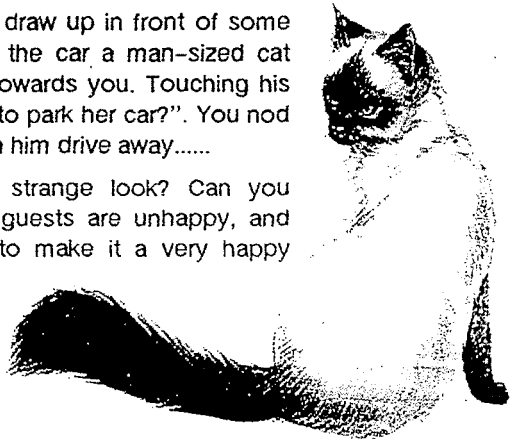
by Edwina Brown

Your name is Jenny and you are taking a holiday touring England.

Suddenly, in a quiet country road a deer dashes across in front of you. Shaken you pull into a layby to calm your nerves. You must have fallen asleep as a whole hour has passed. You decide to check into the next hotel, so start driving.

Before long you see a sign which reads "CATNIP HOTEL". Turning in through the gateway you draw up in front of some imposing steps. As you get out of the car a man-sized cat dressed in porter's uniform comes towards you. Touching his cap he says "Would madam like me to park her car?". You nod dumbly, hand him the keys and watch him drive away.....

Why does C. Ustard give you a strange look? Can you discover the reason why so many guests are unhappy, and then solve a lot of tricky puzzles to make it a very happy ending to the day?



**Available for the ATARI ST & STE
and AMIGA 500, 500+, 600 and 1200
under Spectrum emulation**

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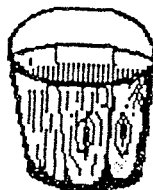
THERE'S A HOLE IN YOUR BUCKET

by Karen Tyers

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** says "JUMP", you always ask "HOW HIGH".

Unfortunately your bucket (if you knew where it was) has a hole in it, but all you have to do is find it, mend it, fill it with water and hand it to SWMBO



Feeding the farm animals and filling the duck pond are just a few of the tasks facing you before making SWMBO happy.



This brilliant adventure was originally written for the Megapoints competition at the 1997 Adventurers' Convention. Now you have a chance to test your adventuring skill. How far can you get in the first 30 minutes?

**Available for the ATARI ST & STE
and AMIGA 500, 500+, 600 and 1200
under Spectrum emulation**

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THE DRAGON DIAMOND

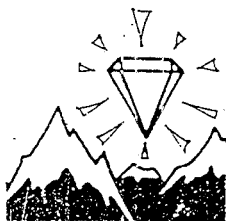
by Kenneth Pedersen

You are Bash the Barbarian, in another world which is ruled by your wife, Queen Drana. She is very beautiful, but also very evil. You are her 13th husband – the twelve other husbands she had are now all stuffed. Queen Drana wants you to find the fabled **DRAGON DIAMOND** or else you will end up the same way!

Leon, her chauffeur, drives you in a carriage to the outskirts of the Forest of Fear, where, it is said, the Dragon Diamond can be found. The two of you alight – you know Leon hates you because he is in love with your wife.

Your adventure begins here

This is a two-part text adventure written using the Graphic Adventure Creator. The adventure was originally written for Commodore Force's Megatape, and the main character is named after the writer of the magazine's Adventure column.



Available for the **COMMODORE 64** on tape or disc
also
AMIGA 500, 500+, 600 and 1200 under C64 emulation

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THE DRAGON DIAMOND by Kenneth Pedersen

You are Bash the Barbarian, in another world which is ruled by your wife, Queen Drana. She is very beautiful, but also very evil. You are her 13th husband. The twelve other husbands she had are now all stuffed.

Queen Drana wants you to find the fabled Dragon Diamond or else you will end up the same way! Not that she cares about the diamond, but she says that her men need courage.

You are driven to the outskirts of the Forest of Fear, where it is said the Dragon Diamond can be found. You are brought there in a carriage, which is driven by Leon (the Queen's chauffeur). You arrive at the forest and you both alight from the carriage. Your adventure begins here.....



This is a two-part text adventure written using the Graphic Adventure Creator. The adventure was originally written for Commodore Force's Megatape, and the main character is named after the writer of the magazine's Adventure column.

Available for the **C64** on tape or disc
also **Amiga 500, 500+, 600** and **1200 & PC**
under **C64** emulation

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ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE PC

THE PRINCESS TRILOGY

JACK OF HARTZ
by Bev Truter

SIR ARTHUR
by Lyn

THE SEARCH FOR PRINCESS ALANDRIA
by Jason Billard

When Bev and Lyn played "The Search for Princess Alandria" and discovered how awful it was, they started off just "correcting" and embellishing the original, but after about a week we both altered course completely, and branched off into separate directions and ideas. The result is "Jack of Hartz" by Bev and "Sir Arthur" by Lyn, two very different adventures.

All three begin with you charging off on a mission for your King to search for a missing Princess. However "The Search for Princess Alandria" finishes after 30 moves with the message to send \$10 for a completeable version whereas "Jack of Hartz" and "Sir Arthur" are complete adventures and Freeware (*). Although both take place in three distinct areas - the King's lands, an underground cave system, and the land beyond a lake, they have unusual and different endings. Other than a similarity in geography, and some of the characters, the plots, puzzles, events and final outcomes are very different from the original Alandria.

All three adventures on one disc
only **£1.50** from

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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR C64, SPECTRUM, AMIGA(e) and PC(e)

TROUBLE AT BRIDGETON

by Dorothy Millard

You are in charge of Bridgeton Asylum for the afternoon, but something is wrong ... it is far too quiet ...

You've really hashed it up this time. It is your fault because you forgot to lock the door and so everyone has simply walked out. Your only option is to round up all 10 patients and persuade them to return quietly before you are found out and lose your job.

Better get a move on

In this text adventure you must locate each patient and using a variety of methods, return them safely to the asylum ward. They are scattered around the town of Bridgeton, which has a couple of hotels, a main shopping street, an apartment building and cottages, a nice park with flowerbeds and children's playground, and a pub.

Originally written on the C64 using The Quill, the Spectrum PAWEd version has been used for the Amiga and PC under emulation formats.

Available for

C64 (tape and disc)
Spectrum (tape and 3.5" +D)
Amiga under Spectrum emulation
PC under Spectrum emulation

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ADVENTURE PROBE SOFTWARE

ADVENTURES FOR SPECTRUM 128K and PC(e)

THE LOST CHILDREN

by Larry Horsfield

In this one-part text adventure you play Duke Alaric Blackmoon who is concerned about the disappearance of children from farms and villages surrounding a vast desolate moor in the far north of your demesne, now renamed the Duchy of Corwyn. A mad hermit, known as Raving Richie, told you about an ancient dolmen known as "The Devil's Gateway" used by minions of the Devil. When you visited to dolmen you realized its powerful magical force, so you consulted Magor the Sorcerer. He said the gateway is closed from this side but he can open it briefly to allow one person to pass through, but only one as it would take all his power to do so. You equipped yourself with weapons, food and money to cover every eventuality, and Magor gave you an amulet which you must wear as protection against certain forms of magic.

Magor cast a spell at the gateway, which flickered and disappeared - the landscape on the other side changed, and, taking a deep breathe, you stepped through the gateway. After a moment of disorientation you looked around at your new surroundings..... the rest is in The Lost Children.

Find and help a variety of characters to gain sufficient knowledge to discover where the children are being taken, and then free them to bring joy back to your land. This is a massive 128K game in the best tradition of text adventures. Lots of characters to interact with, objects to obtain and use, a variety of locations to visit (some, as usual, difficult to access), and lots of atmospheric text.

Available for

Spectrum 128K (tape and 3.5" +D)
PC (under Spectrum emulation)

Only £2 from

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Liverpool L16 6AQ

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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR C64, SPECTRUM, AMIGA(e) and PC(e)

THE MILLION DOLLAR GREAT JEWEL HEIST
by Dorothy Millard

The story so far?

You awake with a headache in the living room of a large mansion. You have a large lump on the left side of your head; you wonder how it got there your memory is slowly returning and you vaguely remember someone hitting you, but why?

You ask yourself, "What am I doing here?" Unfortunately there is no one around to answer your question as the place seems deserted. You consider your predicament and decide it would be a good idea to get out of this place and get help before anyone returns.

Can you remember what happened, and why? Can you escape? It is up to you

Originally written on the C64 using the Quill, and converted to the Spectrum using P.A.W.

C64 (tape and disc)
Spectrum (tape and 3.5" +D)
Amiga under Spectrum emulation
PC under Spectrum emulation

Only £2 from

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ADVENTURE PROBE SOFTWARE

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

THE NAMELESS ONE

by Dennis Francombe

It all began one evening when Arthur, the King, held court at Camelot. After the feasting, as the wine was drunk, when the air was filled with knightly voices boasting of knightly deeds, the doors suddenly burst open with a noise like thunder and a young man entered - a youth of such presence that the voices died upon the air.

Into the still silence the youth spoke. "My Lord King, I have come from a far land, from which my mother sends to you her greetings, this ring and a scroll. I have no name until the King shall give me one and no arms to bear save those that are in the bounty of the King."

He handed the ring and the scroll to Arthur, who looked long upon the ring. The colour drained from his face and he whispered in the ear of Guenever, the Queen. Arthur read the scroll and then spoke. "I will arm you, Sir, of my favour - but you must prove yourself before I may name you. Take yourself, then, to the waste lands of Senaudon where the Princess, Blonde Esmeree, is captive - held under a magic spell. Return her to Camelot, and that which is lacking shall be yours. This is a duty that I owe to your lady mother."

He ordered his Seneschal, Sir Kai, to see to the arms and turned again to his Queen, who comforted her stricken Lord. So was sown the seed which would lead to the end of the Table Round and to the death of Arthur, the King.

This two-part adventure is the telling of one of the Arthurian legends, beautifully written by Dennis Francombe, with help from John Schofield.

Only £2 for Spectrum (tape only)
also Atari, Amiga and PC under Spectrum emulation

Available from

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Liverpool L16 6AQ

DENNIS HAS KINDLY DONATED ALL PROCEEDS TO THE PROBE FUND

ADVENTURE PROBE SOFTWARE

ADVENTURES FOR THE ATARI and PC(e)

The following adventures are Atari AGT text adventures which have been converted to run on the PC under Atari emulation such as WinSTon and PaCifiST.

DROOLIG AND THE KING'S GOLD by Jon Dixon

Once upon a time there lived a wealthy king. Everything was fine until one day a dwarf called Droolig appeared. The dwarf vowed to steal the king's wealth. However, just as he was muttering the magic word a guard entered the treasury, surprising Droolig who made a fatal error and banished the treasure and himself to the labyrinth under the palace. The king proclaimed that whoever kills Droolig and returns the treasure shall marry his daughter and receive half the treasure for himself. A short game for 6 - 8 year olds.

LASAR by Curtis Froom, Steve Carkner and Julie Froom

Ellasal of the Evil Force has kidnapped all the villagers and King Egdirdoog has set you the task of ridding his kingdom of this beast and location all the villagers so that normality may return. You will be rewarded handsomely upon your success. Over 50 locations, including a simple maze, with interesting puzzles and the occasional touch of humour.

THE MYSTERY OF OLD ST. JOSEPH by Rick Lamberson

This text adventure is centred around the actual places and landmarks of Port St. Joseph, a friendly community on the northwest coast of Florida. The town is rich in history, which is reflected in its museums and libraries. A visit to the local History section of the library will provide a good foundation for your quest; who was Jake "The Snake" Smith, what happened to Captain Dreggs and where will you find the Florida prison records for 1875-1900?

Available as

Single game per disc for Atari ST
Single game + WinSTon emulator for PC (requires Windows '95 or '98)
All 3 games on one PC disc if you already have an Atari emulator

Price **£1.50** per disc
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SOFTWARE FOR THE AMIGA 500, 500+, 600 & 1200, and PC

All the following have been written by Philip Richmond, and are available for the Amiga (1 meg) as stand-alone programs, and also for the PC as ADF files to load into a PC Amiga Emulator (NOT SUPPLIED).

CREATIVE ADVENTURE TOOLKIT (CAT) Latest version 5.1

Why not create your own text adventures? Similar to PAW, and easy to use, with a very comprehensive tutorial document included on the disc.

TEXT ADVENTURES - written by Philip to demonstrate CAT.

Gory Story

Can you find the serum to help Azzan and his people live above ground? Survive the sinister characters and vicious dog that roam the house and grounds near the village of Little Zorning, and you can truly call yourself an adventurer.

Hazardous Holiday

Whilst on a walking and fishing holiday in the country you find the ring that had belonged to a recently-deceased friend. Can you solve the mystery of his death?

Paranormal Palace

You are on holiday at a quiet seaside resort when you see an Unidentified Flying Object crash into the sea. Can you help the stranger you "meet" on the beach? Do you believe the truth is out there?

Piggery Jokery

This is a delightful adventure in which nearly all the characters are animals. You play Peregrine, a pig, and will meet such creatures as Ronnie the rat, Harry the horse, and Boris the beaver.

Only **£1.50** each
(please state whether for Amiga or PC)

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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM 128K and PC(e)

THE NETHER POPPLETON TREASURE HUNT

by Edwina Brown

The village is buzzing with excitement as a treasure hunt is about to start and the competitors are congregating in the village hall. You have been told that every contestant completing the requirements laid down in the rules will win a small silver cup. In addition, the first ten to return will win a weekend break for two.

The setting is the village of Nether Poppleton, parts of which are based on a real village and includes a park, windmill, village green, river, farm, shop, library, school, various cottages, and a public house with the picturesque name of "The Bee and Butterfly".

Your fellow competitors are familiar to Probe readers, maybe you will meet yourself?

So open the large envelope containing the first clue and collect the eight butterflies on your way, and you may win a short holiday in a certain hotel in Birmingham - shame it is not for real!

Another delightful adventure from Edwina. Meet an assortment of villagers and treasure hunt helpers and enjoy the lovely setting of an English village.

AVAILABLE FROM 6th MARCH 2000

Only £2

**Spectrum (tape and +D 3.5" disc)
and PC(e) under Spectrum emulation (supplied)**

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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR THE PC

WITCHFINDER by Kanga and YAK

You are Bertrand, known as 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, the King and Queen, 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 and you can get a total score of 310, and has a hints file. Clues, help and hints are only available to registered players.

PD/Unregistered version **£1.50** (3.5" disc) available from:

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Full/Registered version **£6** (3.5" and 5.25" disc) available from:

Sue Medley
9 Warwick Road
Sidcup
Kent DA14 6LJ

or

Bev Truter
34 Morgan Street, Carnegie,
VICTORIA 3163
Australia

Price : \$12 (Australian)

ADVENTURE PROBE SOFTWARE

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

MAGNETIC MOON

A 3-part text adventure by Larry Horsfield

You are Mike Erlin, an officer on board the "Stellar Queen", and your adventures started during exploration of star Achenar. The crew of the scoutship "Pathfinder" have lost contact and when the "Queen" arrives at their last reported position there is no sign of Pathfinder and her crew. suddenly a tractor beam lashes out from the surface of the moon. The helmsman eventually regains control of the ship and manages to land.

Commander Pocks scans the moon for signs of life and reports that the source of the tractor beam is a huge installation situated deep below a range of hills some kilometres west of the 'Queen's present position. You are upset to be left out of the search party and decide to go it alone to search for an entrance to this installation. You must find yourself some equipment, as the moon's atmosphere, such as it is, is highly toxic. The first obstacles you have to get past are the captain and Commander Pocks themselves - they are both still in the main control room and you must find a way of getting off the ship without being spotted by either!

Originally written for the Electron and BBC in 1986 using the Quill, "Magnetic Moon" was converted for the Spectrum in 1988 using PAW. There are two versions, 48K and 128K, the latter having more text and a few extra puzzles, but both are still massive games. Either version is available on tape and +D 3.5" disc for the Spectrum and the 48K version has been converted for the Amiga under Spectrum emulation. Now the 128K version has been converted to run on the PC under Spectrum emulation without the need for a saved position to being parts 2 and 3 (you can now play them out of order but it won't make sense!). The appropriate Spectrum emulator is supplied on the game disc.

Only £2

for Spectrum (tape and +D disc)

also Amiga(e) and PC(e) under Spectrum emulation

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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM, AMIGA AND PC(e)

A HERO FOR SORANIA

by Doreen Bardon

It's summer at long last, and a perfect day for a stroll in the country. You set off down the lane, when suddenly from around the bend, come several motorbikes. You jump out of the way, and land in a roadside ditch. Muttering rude things under your breath, you scramble out and brush down your clothes. When the dust has settled, you look around, only to see a crossroads which you are sure wasn't there before....

Exploring, you find a castle and a very unhappy King sitting on his throne. He says "Welcome to the kingdom of Darnia. I am king Aldred. Have you come to my rescue young sir? I need a hero to find my crown and its jewels, which have been scattered throughout the land by an evil witch. She has also sealed up my daughter, Princess Sorania, in one of the tower rooms. Will you heed my plea for help? If you do, the hand of the Princess will be yours in marriage."

A lovely traditional adventure with lots of puzzles. Can you solve them and become a HERO?

As this is a 128K adventure it won't run on the Amiga or Atari under emulation, however Philip Richmond has programmed it for the Amiga using his C.A.T. utility, so it will run as a stand alone adventure on any Amiga with 1 meg of memory.

Available for
Spectrum 128K (tape and 3.5" + D disc),
Amiga 500/500+/600/1200
PC (under Spectrum emulation)
Only £2 from
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ADVENTURE FOR THE PC

STILL LAUGHING AT MY CARDIGAN

by Bev Truter

(based on the original AGT game "Space Aliens Laughed At My Cardigan"
by Andre M. Boyle, but radically transformed)

Once again Bev has rewritten a mediocre game and come up with a superb adventure.

You are sitting in the garden on the swinging seat, on your birthday, reflecting on all the presents from your relatives when out of the blue (literally!) a spaceship landed in your back garden and two small green aliens emerged. They pointed towards you, and made odd snorting noises of mirth while slapping each other on the back with undisguised hilarity. Apparently your brand-new cardigan was the source of all this merriment; and one of the aliens finally pulled out a miniature laser gun, aimed it at the offending garment, and FIZZBRTZZZ; a beam of concentrated light caused the entire cardigan to fade away, leaving not a trace behind. Horror of horrors! How will you explain this to your mum?

You don't personally mind the loss of the cardigan, but your mother bought it for you, and you foresee much anguish and wringing of hands ahead if you don't find a replacement for the vaporized cardigan. You explain this to the aliens, with some difficulty, adding that you need another cardigan, or incur your mum's everlasting wrath. They smile contritely and confer with each other in a whisper. A brilliant beam of light suddenly hurtles from the spaceship, dazzling you completely. When you rub your eyes a few seconds later and gaze around, you realize that you are somewhere else Can you find a new cardigan?

Buy a copy of "Still Laughing At My Cardigan" and get "Aliens Laughed At My Cardigan" free.

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ADVENTURE PROBE SOFTWARE

A TEXT ADVENTURE FOR SPECTRUM, AMIGA(●) and PC(●)

TEN LITTLE ADVENTURERS by Edwina Brown

The weekend of the tenth Adventurers' Convention has arrived. The venue is, as usual, The Royal Angus Thistle Hotel, Birmingham.

Arriving at the hotel you drive into the car park and find an empty space close to the walkway. A short distance away you notice ten of the Hamilton Hall gang, laughing and talking together. Removing the key from the ignition you leave the car, lock the door and pocket the key. Then looking over to where the group were standing, you are surprised to find they are no longer there. Instead an odd-looking man is bending down picking small objects off the ground and putting them in a basket.

Can you discover what has happened to your friends and help them in time for the Convention?

This is a delightful game with all the main characters played by well-known adventurers. Some of you will have attempted to play it as the Megapoints Competition, now you and everyone else has a chance to play it at leisure, and enjoy finding the ingenious hiding places of your friends. Please note that this game will not be released until 1st November 1999, but you may order it in advance.

ONLY £2
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ADVENTURE FOR THE PC

COLDITZ ESCAPE

Written by Frank Fridd
Graphics by Jonty Jones

Originally written for the Amstrad, Frank has rewritten and extended it using Philip Richmond's Creative Adventure Toolkit utility.

You are a British Air Force Officer during the Second World War. You were shot down and captured while on a bombing raid over Germany. After some attempted escapes from other P.O.W. camps you were sent to Oflag IVC, Colditz, the "bad boys" camp. You must now find items needed for your escape from the castle and to travel through hostile countryside to Switzerland and so home to England. To do this you must think and act as a prisoner, be always on your guard and make sure that the Germans do not find any escape materials on you and do not leave them lying around.



The **text-only version** can be downloaded from the CAT website. If you don't have access to the Internet, you may send a blank formatted PC disc and return postage, or £1.50, to the Probe office.

However, if you wish to see the **full version with Jonty Jones' stylized and very effective graphics**, you will have to buy it from Probe Software. It is large, and therefore comes RAR'd on 2 floppies which will self-extract after copying onto a hard drive.

Only £2 from

Adventure Probe Software,
52 Burford Road,
Liverpool, L16 6AQ
United Kingdom.

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ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM, ATARI(●), AMIGA(●) and PC(●)

THE NAMELESS ONE

by Dennis Francombe

It all began one evening when Arthur, the King, held court at Camelot. After the feasting, as the wine was drunk, when the air was filled with knightly voices boasting of knightly deeds, the doors suddenly burst open with a noise like thunder and a young man entered - a youth of such presence that the voices died upon the air.

Into the still silence the youth spoke. "My Lord King, I have come from a far land, from which my mother sends to you her greetings, this ring and a scroll. I have no name until the King shall give me one and no arms to bear save those that are in the bounty of the King."

He handed the ring and the scroll to Arthur, who looked long upon the ring. The colour drained from his face and he whispered in the ear of Guenever, the Queen. Arthur read the scroll and then spoke. "I will arm you, Sir, of my favour - but you must prove yourself before I may name you. Take yourself, then, to the waste lands of Senaudon where the Princess, Blonde Esmeree, is captive - held under a magic spell. Return her to Camelot, and that which is lacking shall be yours. This is a duty that I owe to your lady mother." He ordered his Seneschal, Sir Kai, to see to the arms and turned again to his Queen, who comforted her stricken Lord. So was sown the seed which would lead to the end of the Table Round and to the death of Arthur, the King.

This two-part adventure is the telling of one of the Arthurian legends, beautifully written by Dennis Francombe, with help from John Schofield.

Only £2 for Spectrum (tape only)
also Atari, Amiga and PC under Spectrum emulation

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ADVENTURES for the Spectrum 48K and 128K

Bob Adams	Helvera - Mistress Of The Park	48K
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Edwina Brown	Feline Sleepy	48k
	Hide and Seek	48K
	Hedda's Revenge	128K
	Ten Little Adventurers	48K
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Christopher Hester	Shimmerkin	48K
Larry Horsfield	Magnetic Moon (3 parts)	48K & 128K
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	Revenge Of The Space Pirates (2 parts)	48K
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Derek Shaw	Search For The Wonderful Whatsit	128K
Karen Tyers	There's A Hole In Your Bucket	48K
	Ten Green Bottles	48K
	Curse of Nimue (2 parts)	48K
	Rhyme Cryme	128K

All on tape - price £2 per adventure

Available from

Adventure Probe Software, 52 Burford Road, Liverpool L16 6AQ

ADVENTURE PROBE SOFTWARE

A TEXT ADVENTURE FOR THE PC

TO CATCH A RAINBOW ...or an Aussie Bushwalk. by Lyn

It is a fine Saturday morning and you have decided to ride your bike to the nearby bush forest to observe the wildlife. Dismounting from your bike, you lean it against a notice by the bush track. Picking up a sturdy stick lying close by, you head along the track into the bush, when you hear a yell. It comes from the car park; you run back to see what all the commotion is about and find a small, dark-skinned man sitting on a log under the banksia trees, looking miserable as he rubs his ankle. He asks for your help, and then tells you a story.

"I was given a task to do for Mother Nature, but alas, I sprained my ankle and I can't continue. The Rainbow Bunyip has turned against us small people, and is destroying the rainbow, scattering all its colours around the countryside. If I don't find all the colours and put them back into the great crystal prism before the next shower, we will never see another rainbow again, please find them." He puts some stones into his dillybag and hands it to you, adding "You will need these."

You take the bag and sling it over your shoulder. "Here, take my stick," you reply, as you hand the sturdy stick to the little man." He says, "My name is Narkoor, It means 'gum tree' in my native language. What is yours?" "Oh mine," you reply, "it's Gillian. I don't think it means anything." You both laugh. Narkoor stands up. "Ouch, ow! I think I will get back if I take it slowly. Good luck, Gillian." He turns and hobbles slowly away along the track, out of the car park.....

Can you, as Gillian, find the seven colours and restore the rainbow?

Only **£2.00** from

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WoW SOFTWARE/ADVENTURE PROBE SOFTWARE

ADVENTURE FOR AMSTRAD, SPECTRUM, ATARI(®), AMIGA(®) and PC(®)

FELINE SLEEPY by Edwina Brown

Your name is Jenny and you are taking a holiday touring England. Suddenly, in a quiet country road a deer dashes across in front of you. Shaken, you pull into a layby to calm your nerves. You must have fallen asleep as a whole hour has passed. You decide to check into the next hotel, so start driving.

Before long you see a sign which reads "CATNIP HOTEL". Turning in through the gateway you draw up in front of some imposing steps. As you get out of the car a man-sized cat dressed in porter's uniform comes towards you. Touching his cap he says "Would madam like me to park her car?" You nod dumbly, hand him the keys and watch him drive away..... Why does C.Ustard give you a strange look? Can you discover the reason why so many guests are unhappy, and then solve a lot of tricky puzzles to make it a very happy ending to the day?

"Feline Sleepy" was originally released on the Spectrum plus Atari, Amiga and PC under Spectrum emulation. Now even more adventurers can enjoy the game, in which all the characters are cats, as Edwina has programmed it for the Amstrad.



£5 - Amstrad CPC6128 (3" disc)
£2 - Spectrum (tape)
£2 - Atari, Amiga and PC under Spectrum emulation
(cheque or postal order payable to B. J. Gibb)

WoW Software / Adventure Probe
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MANSION QUEST	£5 (all 5 on 1 disc)
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ADVENTURE PROBE SOFTWARE

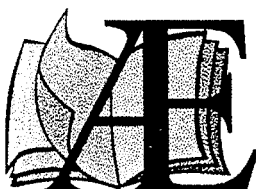
A TEXT ADVENTURE FOR SPECTRUM, AMIGA(e) and PC(e)

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 (tape & +D disc)
also
Amiga 500, 500+, 600 and 1200 and **PC**
under Spectrum emulation

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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**

The above adventures have been "fixed" by Bev Truter and are not the same versions available from the Internet. The various "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**

Single games - £1.50

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Liverpool L16 6AQ

Cheque/postal order payable to Adventure Probe

ADVENTURE PROBE SOFTWARE

ADVENTURE FOR SPECTRUM 128K and PC(e)

THE HOUSE OF LOCKERBY by Derek Shaw

The House of Lockerby is a much-used term to describe the large number of games written by Jack Lockerby. Now the house is set to increase by one. Jack has written his toughest game yet.



However, after being invited to dinner with Jack one Sunday, our failed adventure writer, Billy Bungle, has run off with Jack's notes along with the database disk. He intends to publish the game using his own name in an attempt to gain much-needed recognition. Despicable, is it not?

On hearing the news, you decide to track Billy to his lair, and recover Jack's notes and disk. You make your way over to his pad, find the door open, and go inside..... By the way, Jack's missing as well.

Derek has written a unique game, programmed by Edwina Brown, and as there will be only one more addition to The House of Lockerby, can you find both database and author?

Available for

Spectrum 128K (tape and 3.5" + D disc),
and
PC (under Spectrum emulation)

Only £2 from

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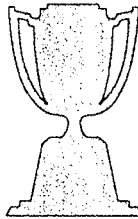
ADVENTURE FOR SPECTRUM 128k AND PC(e)

HEDDA'S REVENGE by Edwina Brown

Once again Alfred is off on an exciting adventure. Over the years the local golfers have won 15 trophies which they proudly display in the clubhouse. The trophies have disappeared, and the club Captain has asked you to help find them. Could this be Hedda's revenge for your success in finding the alphabet in **Hide and Seek**?

The adventures is, of course, set in the beautiful village of Seahaven, familiar to those of you who have played Hide and Seek. You will re-visit some places, but there are also new areas to explore. Ned and Ted are still causing trouble, and this time you will have to get passed that dog that guarded Hedda's house so successfully in the first adventure. The well is still a bit of a problem, and you even get a chance to perform a bit of magic.

Can you help the good people of Seahaven, and find the 15 trophies and return them to the golf club captain?



**Only £2 - Spectrum 128K (tape only)
and PC under Spectrum emulation**

Published by Adventure Probe
52 Burford Road, Liverpool L16 6AQ

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