

The Sorcerer of Claymorgue Castle

The long awaited new Graphic Adventure by Scott Adams

 **Adventure**
INTERNATIONAL™

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MARVEL

QUEST PROBE™

FEATURING

SPIDER-MAN™

NO.2



IS THIS ONE
OF MYSTERIO'S
ILLUSIONS--



--OR AM I
SEEING TWO
OF HIM?

A
**SCOTT ADAMS
MARVEL COMICS
LIMITED SERIES**



BUT KEEPING COOL IS THE LAST OF MY TROUBLE. IS RIGHT NOW.

I JUST WAP MY SIX-LEGGED FRIEND. HAD TO TAKE THEM AWAY FROM THE TOLL. AS THEY GO AWAY, I'M REALLY PETER PARKER. SO MUCH FOR A SECRET IDENTITY.

OH, ROBERTSON. MY BOSS AT THE ONLY BLACK SMITH BRASS PLASSED WITH THE FIVE AND SIXES I'VE BEEN SURVIVING TO HIM.

MY DEAR OLD DAD! MAY HAVE BEEN SUPER TO ME SINCE I GRADUATED SCHOOL.

MY CURRENT CHILDREN: THE BLACK CAT OR 'LIESE, AS AN SPINNY MAN. CAN'T STAND ME AS PETER PARKER!

AND ON TOP OF ALL THAT, I LARNED THAT THE NEW COSTUME I GOT ON A Distant Planet! WAS REALLY AN ALIEN STRAIGHT TO ME! TO MAKE OVER TO ME. TO MY BODY!

WELL, AT LEAST I ENDED THAT THREAT BY TAKING THOSE OTHER WORLDS THREATS. NO ONE'S LIABLE TO ME THERE.

HEY, MAN, WHAT HAPPENED TO YOUR BLACK COULDRINE? IT WAS A BINARY!

YEAH, THIS OLD ONE IS A BINARY. YOU GOTTA BURN IT!

SPIDER-FIGHTER'S A CRIT!



IT'S BEEN BOUND TO YOU. YOU GOTTA BURN IT! ONLY THAT BURNING, ALL NIGHT!



HEY, THERE'S AN AD FOR THAT NEW BURNING FLICK! SAYING THAT IT'S A BINARY. SOME MORE NORMAL, BUT A BINARY IN A BURNING AND COMBUSTION ABOUT THE BURN!

INDIANA JONES
AND THE **TEMPLE OF DOOM**
THE ADULTS COME!

I'VE HEARD NOTHING BUT GOOD THINGS ABOUT THAT FLICK! AND IT'S SUPPOSED TO HAVE GREAT SPECIAL EFFECTS!



MEANWHILE, SOME ANGEL UPSTATE.

SPECIAL EFFECTS, THAT'S THE ANSWER!

VERY SOON NOW I'LL MAKE USE OF MY SKILLS AT CREATING SPECIAL EFFECTS AND ESCAPE FROM THIS ACCURSED PRISON!

THEIR OFFER MAN WILL PAY FOR SHAWNS PUT ME HERE!

...DAY WITH HIS VERY LIFE!

WELL, IT'S STILL A LITTLE DANGEROUS.

IT'S A QUARTER OF THE UNIVERSE. YOU'VE GOTTA BURN IT! YOU'VE GOTTA BURN IT!



IT'S BEEN BOUND TO YOU. YOU GOTTA BURN IT! ONLY THAT BURNING, ALL NIGHT!

HERE IN THE COUNCIL CHAMBER, THE PLANETAL WORLD'S ONLY FIRST THING WERE GET READY TO TRY TO FIND THE KEY TO THE BURNING.

NOT ONLY WORST HEADS ARE CONSIDERING THE BURNING LIST. TOTAL DESTROY-TION THESE ONLY GOAL!



AND NOW CAN WE SOLID THEM? WE WHO HAVE OFFERED BEFORE US AND INTELLIGENT, THAT WOULD BE THE BEST. WE'VE GOT TO BE THE BEST OF US!

THE PART OF THESE PARALLEL-DIMENSIONAL FORCES THROUGH THE DISTANCE INVOLVED MEANS OF OTHER SPACE.

... TO THE VERY ALREADY BEING ATTACKED BY THE BLACK FLEET?

ANOTHER PLANET? ...
... AMY? FIVE MORE DAYS IS EVEN LESS OF A FIGHT THAN THE LAST.

WOULD YOU BE OUR GOAL-LIFE OVER THE WAR IN THE TOWN PLANET?

OUR AUTOMATED BRIDE COULD BE USED IN AN ENTIRELY NEW WAY. THE GOALS UNDAUNTED BY IT.

WE'VE PROCEEDED WITH THE EXTENSIVE GAMING ALGORITHM. THE GOALS UNDAUNTED BY IT.

... BUT THE ENERGY IS ...

... FINDING THE GOAL'S POWER THEY FOUND A WAY TO ENHANCE IT BY USING THE EGGS -- NATURAL RESOURCES TO THE GOAL.

... WHEN THE GOAL TRIED TO INFLAME EGGS OF THE ENTIRETY, THE EGGS EMPLOYED ANOTHER STRATEGY TO ABUSE THE GOAL.

... BUT WE HAVE FOUND A WAY TO REUTILIZE THE GOAL'S ENERGY -- EGGS AND PLANET POWER ONLY.

... WE HAVE FOUND A WAY TO REUTILIZE THE GOAL'S ENERGY -- EGGS AND PLANET POWER ONLY.

... THE GOAL'S POWER ...

... THE GOAL'S POWER ...

... THE GOAL'S POWER ...

... THE ENTIRE UNIVERSE WILL NOW COME BEFORE THE MIGHT OF THE BLACK FLEET?

... EVEN AS THE GOAL IS TRAPPED WITHIN THE CHAIN OF DIMENSIONS, IT REMAINS ONE OF THE MOST DANGEROUS WEAPONS IN THE UNIVERSE'S HISTORY.

A SINGLE PLANET WOULD BE ENOUGH FOR AN ENTIRE PLANET. IT IS ONLY TO THE FUTURE GOAL ON OUR PLANET'S PLANET.

... AND ANOTHER OF ...

... AND ANOTHER OF ...

... SOON THEY WILL HAVE CAPTURED ALL OF US. THEN WE WILL NO LONGER HAVE THE POWER WILL TO PURSUE OUR GOAL -- THE TOTAL DESTRUCTION OF ALL ORGANIC LIFE!

I MUST RECALIBRATE MY EFFORTS TO FIND A MEANS TO ESCAPE THE INCARCERATED MATTER ENERGY EGGS!

... AND IN THE FUTURE ...

... AND IN THE FUTURE ...

... THAT'S STRANGE. ...

... THAT'S STRANGE. ...

... NOW MY INSTRUMENTS INDICATE THAT THERE IS ...

... NOW MY INSTRUMENTS INDICATE THAT THERE IS ...

... BUT THE OTHER ...

... BUT THE OTHER ...

... ONLY THIS ONE IS ARMED ...

... ONLY THIS ONE IS ARMED ...

... THE GOAL AND GREEN PLANET WHICH ...

... THE GOAL AND GREEN PLANET WHICH ...

... FIRST I JUST ...



SHORTLY...
NOT SOO! BUT WE CAN USE SOME OF THESE SHOTS!

YOU'LL NEED TO WORK ON YOUR ELECTRICAL PROFICIENCY.

I KNOW, JOE, I'M PLANNING TO TAKE SOME PHOTOGRAPHS OF YOURS SIDOR, I JUST HAD TO WORK OUT THE TIME AND THE FINANCIAL END...



BOOM!

NOW WHAT'S THAT NOISE ABOUT?

JOE, I WOULD BE TIED COME HERE! SOMETHING BAD'S TO THE MAN IN CHARGE!



WHY WERE YOU HERE, PETER? I'LL BE RIGHT BACK!

BUT--?

MY SPEECH BEING IS BUZZING AGAIN, THERE'S SOME SORT OF MESSAGE OUT THERE!



BUT I COULDN'T TELL JOE NOT TO GO OUT! WHAT WOULD I HAVE SAID-- THAT I HAD A MESSAGE FOR THAT THERE MAN IN CHARGE ONLY THERE?

I'VE JUST LEARNED TO THE DOOR.



...OPEN IT A CRACK, AND SEE WHAT THE HELL IS GOING ON!



I'VE SCALD ONE ALL THE DEETS YOU'RE ALL TIGHTEN UP AS I SAY OR SHIP THE CONDUCTIONS! THE FRONT WALL OF THE BUILDING IS NOW BEING AS I DICTATE!

I WANT EVERY MAN TO COME HERE-- TO THE JAGGED DEVICES AND MEET MY CHALLENGE TO MAKE DEFENSES AGAINST THE SACK ON THE FRONT!

THE CROWN'S SHIFTING, I CAN GET A LOCK AT 1000 NOW, MY GOODNESS!



I'VE SURPRISED TOO MANY UNEXPECTED AT THE WEB SURPRISE HANGS FOR ME WITH! LET ME MEET ALL ONE LAST THERE IS A FIGHT TO THE FINISH!

NO ONE MAKES A FOOL OF MYSTERO AND I LOVE!



IF OUR FUTURE, J. JORDAN JARDON MEETS ME LET THE MATCHER BEHIND OUR FRONT PAGE FOR US FOR MAY NOT HAVE LONG TO LIVE BEHIND!

I KNOW WHAT YOU MEAN, I'D ALMOST GATHER SINCE THIS IS YOUR POINT IN A BAD POINT!



NOW JUST TAKE IT EASY MASTER, WE-- NOT TO GET A TRY TO GET TO THE HERE AND I ASSURE YOU WE'LL COOPERATE JUST STAY CALM SO NO ONE GET'S HURT!



I HAVE NO WORD TO MAKE ANYONE ELSE UP THAT I CHASED AND AMBUSH! NOW PROCEEDED TO CHANGE THE FRONT PAGE AT ONCE!



WELL, IF MY OLD SING, QUINTELL IS, WHAT'S GOING ON? WHO'S WITH ME? I'LL BE BACK WITH THE PROOF!

IF YOU WANT TO COME BACK, YOU'LL BE OUT OF AN EYE'S VIEW. YOU'LL GET TO THE POINT, SO I'LL JUST OCCUPY OUT THE WINDOW.



AND HE GETS FROM AND THERE BEING OF THE MINDS AND I'M HERE WITH YOU! HE DIDN'T GET THE WITH THE WINDOW.

SURE, I'M STILL SPEAKING BY THAT LIVING BLACK SLIT OF THIS WHICH I CAN'T TRANSFORM FROM STREET CLOTHES TO COSTUME BY MY MENTAL COMMAND!







EXCELLENT! THE SECRETS OF SPIDER-MAN'S POWERS ARE NOW MINE TO USE! OF COURSE THE HUMANITY OF MY MISSION IS A SUCCESS!

By Art Shuster and Stan Lee © 1962



SO NOW AS THE CHIEF EXAMINER SPEELS IN MY TROUSERS, I'VE GAINED WHAT I WANTED AND MY ONLY JOURNEY THROUGH THE PORTAL...

LENGTHY! I FEEL SO WEARY! I'VE LEFT ALL MY ENERGY BEHIND ME IN THIS!

WOULDN'T THERE BE SOME POWERS IN YOUR SUIT? I'VE LONG BEEN TRYING TO TAKE ADVANTAGE OF THEM!



JUST STOP THEM ON YOUR OWN! YOU'VE GOT TO FIND THE CHIEF EXAMINER'S CONTROL ROOM!

THE CHIEF EXAMINER CONTROL ROOM IS THE ORGANIC FORM CALLED... MINDFIELD!

THIS IS MY CHANCE TO HAVE AN "EX" BRING EXPLOSIVE POWERS TO THE PORTAL. I MUST TRY TO REWIND THE EXAMINER TO MY WILL BY MANIPULATING THE COMPUTER—BUT SURELY, SO THE MATTER BECOMES... UNUSABLE FOR MY PURPOSES!



I HAVE THE SECRETS OF SPIDER-MAN'S POWERS, BUT I... I NEED MORE! YOU MUST GIVE ME BACK THE DIGITAL MYSTERY!

HOW WHAT?!

YOU'VE KEPT THEM FROM ME!



YOU'LL FIND THAT MYSTERY IS NOT SO EASY TO CAPTURE!

WHEN? WHAT A MESS! I MADE A SITTING DUCK! I'VE GOT TO FIND THE CHIEF EXAMINER'S CONTROL ROOM!

AND THE COMPUTER IS BEHIND ME—REASSEMBLING CONTROL! AND I'VE DONE THAT BY USING MY POWER CUT OFF FOR FEARS OF INTERRUPTING THE GOOD BUILDING!

WHAT'S THIS? THE CHIEF EXAMINER AND HIS ALLIANCE PORTAL ARE BEING GONE JUST AS I WAS ABOUT TO LAUNCH A COUNTER-ATTACK!



GOOD! THAT LEAVES ME FREE TO DEAL WITH SPIDER-MAN ONCE AND FOR ALL!

BUT—HE'S SOMETHING HOW THE WIND SO WEAK.



IF ONLY I HAD SOMETHING TO FIGHT AGAIN THESE MIGHTY BUNNIES—AND THIS CLONING WILL DO NICELY!

DOWN! DOWN! I'VE BEEN SO BURNED BY THIS BUNNY! I'VE BEEN SO BURNED BY THIS BUNNY!

YOU REALLY MUST LEARN TO REPE THEM OTHER THAN THIS BUNNY! YOU REALLY MUST LEARN TO REPE THEM OTHER THAN THIS BUNNY!



HOW FORTUNATE I WAS TO FIND YOU! YOU WERE SO CLOSE TO ME! I'VE BEEN SO CLOSE TO YOU! I'VE BEEN SO CLOSE TO YOU!

MY GUN!



THAT'S ALL! YOU BUNNY EMPLOYEES, IT'S TIME TO GO OUT NOW!

—NOW STOP! YOU'VE GOTTEN ME! I'VE GOTTEN YOU! I'VE GOTTEN YOU! I'VE GOTTEN YOU!



MAY AS WELL HOLDING YOU IN THE NEXT OF YOUR BUNNY... I'VE GOT IT!



MADE YOU! I'VE MADE AN EXCLUSIVE ON WHAT THE WELL-KNOWN SUPER-VILLAIN REALLY WEARING THESE GUN!

YOU'LL PAY FOR THIS BUNNY!



So – there is more to come. In fact, the complete storyline spreads across the entire series of 12 comic-strip adventures, all involving different Marvel characters, and each story launches you into a separate and complete QUESTPROBE computer game. So, without further ado, let's get straight to this story's adventure. . .



WHAT IS AN ADVENTURE?

If you have never played an adventure game before then you are in for a real treat. Adventuring permits the player to move at will within the game environment, and to examine objects for clues that will help reach the objective of the game.

For example, an adventure might start thus:

I'M IN A ROOM. VISIBLE OBJECTS ARE A RUBY-ENCRUSTED BOX AND A CLOSED DOOR. TELL ME WHAT TO DO.

You may want to start by entering a direction (North, South, up, down etc.) to see if you can leave the room. Chances are, though, that you will have to find a way to get through the door. So, let's try something simple. You type:

OPEN THE DOOR

But the computer answers in no uncertain terms:

SORRY, IT'S LOCKED. WHAT SHALL I DO?

Since the ruby encrusted box appears to be the only other object in the room, let's take a closer look. You type:

NEXT THE FANTASTIC FOUR!

TAKE THE RUBY-ENCRUSTED BOX

However, the computer responds with:

SORRY, I JUST DON'T UNDERSTAND

Don't despair, Pilgrim. The nature of adventuring is such that the computer will generally not understand adjectives, so we must simplify our command. Try again, and type:

TAKE THE BOX

This time the computer says:

O.K.

By saying O.K. the computer is telling you that it has understood your command and the box has now been taken. To check this you can type:

INVENTORY

The computer now responds with:

I AM CARRYING: A RUBY-ENCRUSTED BOX

Now let's take a look inside:

OPEN THE BOX

O.K.

EXAMINE THE BOX

O.K. THERE IS A KEY AND A RARE POSTAGE STAMP.

TAKE THE KEY

Then:

UNLOCK THE DOOR

Computer responds:

O.K. THE DOOR OPENS

At last we are out and the first obstacle has been successfully overcome. You are on your way.

SOME USEFUL NEW FEATURES

There are several new features which have been introduced in Spider-Man to help you interact more easily with your computer.

1) Stringing together of more than one command using 'Then' or a comma (,). e.g.

GET THE BOX, OPEN THE BOX THEN TAKE THE KEY

2) The use of full full sentences, e.g.

GO ALL THE WAY UP.

TAKE THE GEM FROM THE AQUARIUM.

TALK TO MADAME WEB.

3) The ability to take or drop more than one object at a time, e.g.

TAKE EVERYTHING

DROP THE GEMS

DROP ALL

SOME HELPFUL WORDS

Although, the vocabulary accepted by your computer is extensive, you may find the words listed below to be of some use as you set about your adventure. Remember these are just a few of the many words available.

CLIMB	MOVE	TALK	TAKE	PUSH	DROP	EXAMINE
GO	ENTER	READ	LEAVE	QUIT	SAVE	LOOK
OPEN	TURN	PULL	RAISE	DIG	LISTEN	JUMP

Finally, the computer can understand much more than you may think, so experiment.

ONE LETTER COMMANDS

You may use the following single keys to perform a variety of tasks and to expedite playing time. Type the letter for the function you want then hit return.

C	-turn on/off lowercase (Apple only)
V	-turn on/off optional Vortrax speech unit (or printer output on Apple or Atari only)
Z	-turn on/off graphics mode (Graphic disk versions only)
ENTER	-review text window (Graphic disk versions only)
N,S,E,W,U,D	-go north, south, east, west, up or down
O	-output to printer (Atari only)
A	-Atari character set (Atari only)
B	-script-style character set (Atari only)
L	-look
I	-take inventory of items carried

DESCRIPTIONS OF MARVEL CHARACTERS YOU MAY MEET

Spider-Man – Friend.

Real name: Peter Parker.

Occupation: Freelance photographer, adventurer.

Identity: Secret.

Base of operations: New York City.

Origin: Parker was bitten by a massively irradiated spider and as a result, soon found that he had gained the abilities of a spider and hugely increased strength. Using his new-found powers, Parker started a short-lived show-business career that was soon given up in favour of crime-fighting. Peter Parker now works for the Daily Bugle as a freelance photographer, mainly selling photographs of Spider-Man in action.

Height: 5'10"

Weight: 165 lbs.

Eyes: Brown

Hair: Brown

Powers: Spider-Man possesses superhuman strength, reflexes and equilibrium, the ability to cling to almost any kind of surface, and a subconscious danger sense (Spider-sense). He can lift up to 10 tons, and his reflexes are on average 15 times faster than a normal man.

Weapons: Spider-Man has developed a spider-like web-spinning device and a silk-like compound that mimics a spider's natural abilities.

Madame Web – Friend.

Real name: Cassandra Webb.

Occupation: Professional medium.

Identity: Publicly known.

Base of operations: New York City.

Origin: Cassandra Webb has been blind since birth but discovered at an early age that she possessed clairvoyant abilities. She became a professional medium later in life but was stricken by a disease of the nervous system which left her totally dependent upon a large spider-web like life support system equipped with robot arms that take the place of her useless limbs.

Height: 5'6"

Weight: 110 lbs

Eyes: Pale grey

Hair: Black and silver

Powers: Madame Web possesses a number of psychic sensory powers. With great concentration she is able to scan people's thoughts or project her own thoughts into the minds of others. She also has the ability, to a limited extent, to predict future events.

Electro – Foe.

Real name: Maxwell Dillon.

Occupation: Professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: While working for an electrical power company, Dillon was struck by lightning which caused a mutagenic change in his nervous system. This resulted in him becoming a human electrical capacitor.

Height: 5'11"

Weight: 165 lbs

Eyes: Blue

Hair: Red-brown

Powers: Electro has the ability to generate electrostatic energy (up to 1,000 volts per minute) and is able to store up to 100,000 volts at any time. This can be discharged at a controlled rate, with anything from one volt, to the full 100,000 being released at a time (capable of killing a man at a range of ten feet). He can release a bolt of lightning which can travel up to 100 feet at a speed of 1,100 feet per second. Electro is also capable of travelling at great speed along electrical power lines simply by creating imbalances in his magnetic field, and he can manipulate certain electronic devices to a limited extent.

Sandman – Foe.

Real name: William Baker.

Occupation: Former professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: Baker was on the run from the police after escaping from prison in New York. He sheltered in a nuclear testing site where he was exposed to a massive dose of radiation. This caused his body to take on the properties of animated sand.

Height: 6'1"

Eyes: Brown

Weight: 450 lbs

Hair: Brown

Powers: Sandman can convert all or part of his body to sand, compact his body to make it as hard as sandstone or loosen it to make him invulnerable to physical attack.

Mysterio – Foe.

Real name: Quentin Beck.

Occupation: Former Hollywood special effects designer, now professional criminal.

Identity: Known to the police, secret to the public.

Base of operations: Mobile.

Origin: Beck was an extremely accomplished stunt man and special effects designer before he set himself the task of killing Spider-Man and taking his place, but as Mysterio, he was defeated and ended up in prison.

Height: 5'11"

Eyes: Blue

Weight: 175 lbs

Hair: Black

Powers: Mysterio is a skilled fighter and athlete, a master hypnotist and illusionist. He wears a 'fishbowl' type helmet with an oxygen supply; carries portable projectors for the creation of large-scale illusions, and has canisters attached to his back which emit a thick gas which not only obscures vision but also acts against Spider-Man's spider-sense.

Ringmaster – Foe.

Real name: Maynard Tiboldt.

Occupation: Circus ringmaster and professional criminal.

Identity: Publicly known.

Base of operations: Mobile.

Origin: Born into a circus family in Austria, Tiboldt became the master of his own circus after the second world war and came to America. However he soon discovered that his small circus could not make profits while in competition with huge American circus troupes, so he turned to crime. He now runs an outfit called the 'Circus of Crime' which travels across America hypnotising and

robbing its audiences.

Height: 6'1" Eyes: Green Weight: 190 lbs Hair: Grey-black
Powers: Ringmaster has some skill in acrobatics and hand-to-hand combat but his main skills lie in hypnosis through the 'nullatron' device, concealed in his top hat. The hat is also equipped with projectors which transmit bright lights through a spinning disc mounted on the front. These lights can daze and disorient potential victims, making them less able to resist his mind-control.

Doctor Octopus -- Foe.

Real name: Otto Octavius.

Occupation: Ex-atomic research consultant, criminal mastermind.

Identity: Publicly known.

Base of operations: New York City.

Origin: Octavius constructed a chest harness with four tentacle-like arms to enable him to manipulate radioactive substances at a safe distance. In a freak accident the harness became bonded to his skin and nervous system due to exposure to radiation.

Height: 5'9" Eyes: Brown Weight: 245 lbs Hair: Brown
Powers: Dr. Octopus can mentally control his four electronically powered telescopic limbs to great effect. Each tentacle is five inches in diameter, can be extended from a length of six feet up to a maximum of twenty-four feet. The arms each end in three pincers capable of gripping with a force of up to 175 pounds per square inch, and rotating a full 360 degrees in a screwdriver-like fashion. Each tentacle can lift 3 tons and travel at speeds of up to 90 feet per second. By spinning his arms like a giant fan Dr. Octopus can create a wind of up to 50 miles per hour. The limbs can be separated from their harness and controlled by Octopus at distances up to 900 miles.

Lizard -- Foe.

Real name: Dr. Curtis Connors.

Occupation: Research biologist.

Identity: Secret.

Base of operations: New York City and West Palm Beach, Florida.

Origin: Connors was an army surgeon until his arm was amputated following a wound in the Korean war. He turned to the study of reptiles and became a leading authority. He discovered the chemical that allows reptiles to regenerate, and when he applied it to himself he found that not only was his arm regenerated but his whole body took the form of a reptilian-humanoid.

Height: 5'11" Eyes: Blue Weight: 175 lbs Hair: Brown
Powers: The Lizard can lift up to 12 tons, jump over 18 feet, and run at 45 miles per hour. His reactions are about twice the speed of a normal man, and his 6'6" tail can be moved at a speed of 100 feet per second.

Hydro-Man -- Foe.

Real name: Morrie Bench.

A man who can transform all or part of his body into water.

Chief Examiner -- ?

The mysterious overseer of the QUESTPROBE Series, as yet very little is known about him.

SAVING YOUR ADVENTURE FOR LATER PLAY

An adventure will often last longer than the time available in a single sitting. You may save the game you are playing and return later to take up where you left off. To save a game in progress, type *SAVE GAME* at any time; you can save to tape or to disk.

To load a saved game simply answer *YES* to the question *WANT TO LOAD A PREVIOUSLY SAVED GAME?* at the start of the adventure.

To end a game in progress, type *QUIT*. If you intend to continue the game at a later date be sure to save the game before using this command.

LOADING INSTRUCTIONS

SPECTRUM 48K

1. Place cassette in recorder and rewind.
2. Type *LOAD*™ and hit *ENTER*
3. Press play on tape recorder and programme will load and run automatically. If programme fails to load alter tone and volume controls on tape recorder and try again.

COMMODORE 64

Disk

1. Place disk face up in drive one.
2. Type *LOAD SP*,8*.
3. When ready prompt appears type *RUN*.

Cassette

1. Place cassette in recorder and rewind.
2. Hold down the *SHIFT* key and press *RUN/STOP*.
3. Press play on tape recorder. Programme will load and run automatically.

BBC MODEL B

1. Place cassette in recorder and rewind.
2. Type *CHAIN*™ and hit *RETURN*.
3. Press play on tape recorder. Programme will load and run automatically. If programme fails to load, adjust tone and volume controls and try again.

ATARI 400/800 32K TAPE

1. Remove all cartridges (Basic/Rally Speedway etc.)
2. Place cassette in tape recorder and rewind.
3. Switch off machine.
4. Switch on machine while holding down *START* key.
5. Computer will beep once: press *RETURN* and programme will load and run automatically

ATARI 400/800 48K DISK

1. Remove all cartridges.
2. Place disk in drive one.
3. Switch machine off then on again.
4. After a short while further instructions will appear on the screen, follow these.

DRAGON 32K TAPE

1. Place cassette in recorder and rewind.
2. Type *CLOADM*.
3. Press play on tape and programme will load and run automatically.