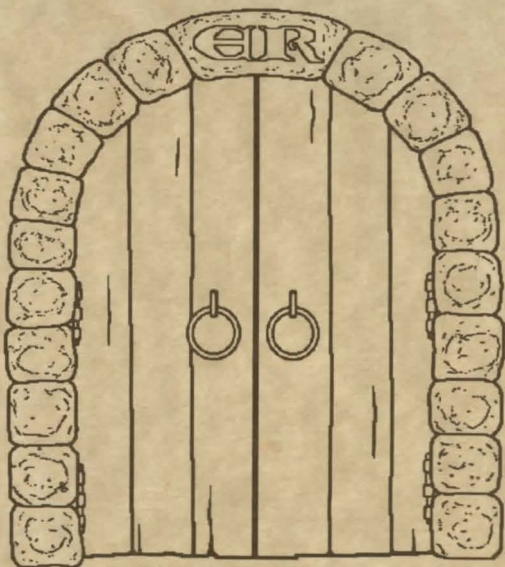# Enchanted Realms™

Issue 3

The Premier Adventure Game Magazine
For The Commodore Amiga!

Enchanted Realms™

Adventure Game Magazine

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Ephesians 6:10-18

Enchanted Realms™

Contents

Contributors

Michael J. Ballenger
John Basso
Charles J. Besecker
Judith Kilbury-Cobb
Rick Henly
Chuck Miller
Millie Miller
Eric Penn
Marci Rogers

Game Rating System

We use a very simple identification and rating system for our game reviews. Each adventure is identified by primary type and assigned a score from 1-20 for each category in which it is judged. These scores are then combined to provide the overall rating on a scale of 100. Games scoring 80-100 are considered Very Good-Excellent, those rating 55-80 fall into the Above Average category, while games that score under 55 are viewed as Below Average products.

Type	Score	Category
Graphic	Excellent (16-20)	Documentation
Animated	Good (11-15)	Playability
Role-Play	Fair (6-10)	Graphics
Strategic	Poor (1-5)	Sound
Action		Atmosphere

Notice: Graphics for reviews and walkthroughs have been digitized from their particular software manuals for review purposes only. All rights remain exclusively with their respective companies.

Departments & Columns
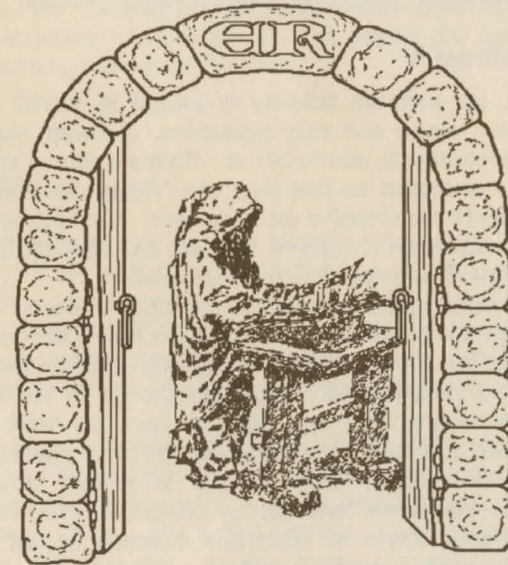
From The Premier Adventure Game Magazine For The Commodore Amiga!

Proclamations
From The Lord Of The Realms

Welcome to our Third Issue! Since our inception, **Enchanted Realms** has been slowly changing and, we believe, improving. We appreciate your feedback as this has helped us in the process of making our publication a more attractive and valuable resource. In light of this, look for some additional improvements in upcoming months. We are increasing the amount of coverage in each issue along with the page count. We will also be streamlining the disk portion of **Enchanted Realms** to make it more user friendly and to allow for more adventures and adventure helps on disk. Fantasy art on disk will give way to screenshots of select adventures, while maps will be moved from the disk to the Journal. In addition, look for demos of new commercial adventures on future disks. As you can see, we are striving to make **Enchanted Realms** an even more valuable publication. Thanks for your help in the process!

Two-Headed Monster

As you know, the software industry is locked in mortal combat with a two-headed monster: piracy and copy protection. Software vendors insist on "protecting" their investments, and rightly so. Pirates continue to violate the law by "breaking" this protection so that they can "freely distribute" commercial software. We certainly can't resolve the issue here. The "debate" will continue to rage. What we want to do is examine the facts and offer the best suggestions we can to make life with copy protection more bearable.

First, software piracy (theft in common language) is illegal. No matter how good the reasons, pirating software is breaking the law. This should be enough to settle the matter, but it's not. Stealing software deprives both vendors and programmers of their income and discourages growth in the market. It also results in copy protection. No one likes to have his work stolen or his livelihood threatened, not even, I would venture, software pirates.

Second, software vendors have a right to protect their investments. Unfortunately, this means some form of copy protection. Next issue, we will be examining the different forms of protection currently in use and will then examine alternatives to these methods and ways in which they can be modified to make them less obtrusive. You can help, too, by filling out the survey in this issue and giving us your opinion on copy protection. Please take the time to fill it out and drop it in the mail today. Thanks!

Well, that concludes Proclamations for this month. Again, we appreciate your feedback and your support of **Enchanted Realms**. Happy Adventuring!

Chuck Miller
Lord Of The Realms

Audience Hall
Letters To The Lord Of The Realms

Here are some excerpts from a letter in this month's mail bag that touched on some issues that we are currently addressing.

Dear ER:
I just purchased **Enchanted Realms** #2. I was excited by the review/disk format and also looked forward to the game and graphics on disk. Since this is a new magazine, I would like to make a few comments. Perhaps some of them will be useful . . . . [Editor: What followed at this point was a four page letter criticizing **Enchanted Realms**, including some constructive remarks.]

I hope your magazine does well and grows into all it can be, but for now the low page count, black and white printing, lack of color game shots, amazingly awkward disks, and virtually useless hints/walkthroughs cannot compete with the European magazines-with-disks that I'm paying the same hefty price for. There's just not enough bang for the buck.

Good Luck,
Coffee Brown
Albuquerque, NM

We certainly realize that we can't please everyone, but then, that's not our intention. Our primary goal is to provide the best single resource for the Amiga adventurer. We are not trying to compete with other Amiga publications. Our content and audience is different. We're convinced that there are no other computer owners more system loyal than Amiga users. We know, as well, that no group of gamers is more demanding than Amiga gamers. That's exactly how it should be!

Now, for some of the above objections. As for low page count, each of our issues thus far has had a lower number of pages than some other publications. However, we do not devote over 50% of our publication to advertising as is the case with many of them. The actual amount of space devoted to reviews is about the same. We also don't consider a monochrome publication a negative factor. We believe **Enchanted Realms** has a classic look all its own. The disk, as well, though not perfect, is far from awkward if you know how to use the right mouse button to access menus (they really are there). However, we are in the process of streamlining the disk to make it more user friendly, as well as allow more room for games and game helps on disk. In addition, we will be moving maps to the journal and replacing on-disk fantasy art with select game screenshots. We will also feature demos of new Amiga adventures on disk from time to time. So, we are growing and improving with each issue. We realize that most of you recognize and appreciate this fact.

Court Herald

Tidings From Hither And Yon

This issue, Court Herald looks at two Amiga trade shows and the latest adventure offerings for Amiga gamers straight from the manufacturers on the exhibition floor.

AmiEXPO, Anahiem, CA

With nearly a dozen game vendors present, news about up and coming software abounded. First and foremost in many gamers' minds is **Chaos Strikes Back**, the sequel to **Dungeon Master** from FTL. According to the representative at the FTL booth, it will be shipping in about eight weeks, just in time for the Christmas game buying season. They had a running version at AmiEXPO, but a few minor bugs still exist. Also, if you've seen the ST version of **Chaos Stikes Back**, then you are going to be in for a few nice surprises. Some new features have been added to the Amiga version that were not in the original ST version; most notable is a magical scroll that, when held in your right hand, will display an overhead map view of the section of the dungeon you are in, including nearby monsters, traps, pressure plates and secret areas! This scroll is not hidden, so you will stumble across it very early in the game. Other changes in the **Dungeon Master** engine are a new "wider" view, allowing more peripheral vision in the dungeon and a revamped character inventory and control section. Combat and movement are basically unchanged from the original.

Psygnosis was showing **Shadow of the Beast II**, which tended to gather a large crowd throughout the show. Other titles coming soon from Psygnosis are **Awesome**, an action/adventure with a bit more strategy thrown in to make life difficult (release is six to eight weeks) and **Obitus**, their first real adventure game (no release date given).

At the Interplay booth, a demo of **Future Wars** was running continuously throughout the show. Soon to be released Amiga products include **James Bond: The STEALTH Affair**, a spy thriller based on the Cinematique gaming system used in **Future Wars** (Christmas 1990); **Lord of the Rings Vol. 1**, the first game actually endorsed by the J.R.R. Tolkien Estate (early 1991); and **Cruise For A Corpse**, also based on the Cinematique system (early 1991).

Virgin/Mastertronics had a prerelease copy of **Spirit of Excalibur** at the show, but it continually GURUed after the very pleasant opening sequence. If the game quality ends up as nice as the opener, expect a fair to good adventure along the lines of **The Faery Tale Adventure** (with lower quality sound). They also had a prerelease version of **Overlord** up and running, which looks to be a combination of strategy, action and adventure. Both games should be out by Christmas. **Wonderland**, based on the Lewis Carroll book by the same name, is also supposed to be on dealer shelves for the holiday.

Also present at AmiEXPO was Avatar Consulting, demo-ing their new game **Heart of the Dragon** (reviewed in this issue) which utilizes the 4096 color HAM mode for action/adventure and strategic play screens.   **Eric Penn**

World Of Amiga, Chicago, IL

It was evident from the first few steps inside the Rosemont Exhibition Center that most vendors chose to attend AmiEXPO in Anahiem this weekend. The World Of Amiga in Chicago was the smallest major Amiga event I have attended in the past three years. AmiEXPO Chicago, held earlier this summer, was smaller than previous years, but the pickins for this Chicago event were even slimmer. That's not to say that the companies present had little to show, just that few exhibitors chose to attend.

Software entertainment vendors present at the show were Accolade, Broderbund, Data East, Free Spirit, Mandarin Software, Merit Software, Microprose, Sierra On-Line and Walt Disney Computer Software.

Accolade was displaying packages for, but not demonstrating, its soon to be released adventures, **Altered Destiny** and **Search for the King**. Both should be available for the holiday season.

Broderbund demonstrated their smoothly animated action adventure **Prince of Persia**, drawing some noticeable interest. Also demo-ing a new release about to come off the press was Data East with their third Draconian title, **Full Metal Planet**. You should note, however, that this game bears no resemblance to the previous titles. This is a futuristic strategy game.

From the other side of the pond, Mandarin Software was present with their game creation package, **AMOS - The Creator**, mentioned in our last issue. The product, it appears, is NTSC compatible, but the method for setting it up that way was not properly documented in early packages. Hitting the Help Key when the product is booted provides on screen information for configuring it for NTSC compatibility. Look for a review of this game creation language in coming months.

Sierra had **Code Name: Iceman** up and running when the show opened. However, it appears that Amiga adventurers will have to wait until after the Christmas season for the release of **King's Quest V** and **Space Quest IV**. We've been told to anticipate improved graphics and sound for the Amiga versions.

Although they were not present at the show, Electronic Arts has released their new action adventure, **The Immortal**. It was for sale by several dealers on the exhibit floor. Also available was Electronic Zoo's **Legend Of Faerghail**. Look for reviews of these adventures next issue.

Well, that about sums up the info from World Of Amiga on new adventure releases. Hopefully, next time, the two premier Amiga promotional groups won't schedule events for the same weekend. We were never really able to pin down the responsible party, but this kind of planning only hurts the Amiga community. We believe there's room for both AmiEXPO and The Hunter Group to host Amiga trade shows. However, it certainly would benefit all concerned if both groups worked together more to promote the Amiga, rather than independently.   **Chuck Miller**

Royal Announcement

The Official Enchanted Realms Game Writing Contest

Adventure game writers, Attention! Send in your games! Our submissions box is still mighty empty. We want this to be a real contest, so don't delay in putting on your programmer's hat and sending in your entry. Additionally, if you are still in the process of writing your adventure, drop us a note informing us on your progress. If you haven't heard about the contest yet, read on.

Hear Ye! Hear Ye! **Enchanted Realms** is sponsoring our first Adventure Game Writing Contest. Here are the rules. Your adventure may be written in any language. It can be created from scratch with the programming language of your choice or with the use of an adventure authoring system. The decision is entirely yours.

The submission deadline is January 31, 1991. You have until then to write your games and submit them to us. Entries must be received on disk, clearly labeled with your name, address, phone number and game title(s). Each game should be fully documented on disk. You may enter as many times as you wish. All entries remain the property of their author with **Enchanted Realms** having one-time publishing rights.

There is no restriction on the type of adventure you write. It can be fantasy, sci-fi, mystery or another. Maybe even a combination. It can also be either a text or graphic adventure or both. We will leave that up to you and your creativity. However, we would prefer that your game be no larger than 500K including graphics and sound; though, we will accept all entries as long as the adventure is contained on a single disk.

There will be three winners who will each have their game featured on an upcoming issue of Enchanted Realms in 1991. Winners will receive the following:

1ST Place - Choice of Three commercial adventure games and a One Year Subscription to **Enchanted Realms**

2ND Place - Choice of Two commercial adventure games and a One Year Subscription to **Enchanted Realms**

3RD Place - Choice of One commercial adventure game and a One Year Subscription to **Enchanted Realms**

So, get started now! Writing a good adventure will take longer than you think.
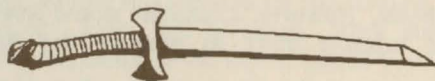
Adventure Reviews

From The Premier Adventure Game Magazine For The Commodore Amiga!

THE BARD'S TALE™

Adventure Classic

By Marci Rogers

RealmsHead Inn is quiet at this late hour, its taproom nearly deserted. The innkeeper, well plied with precious coins from your meager purse, motions toward a cloaked figure sitting alone at a table by the fire. You approach cautiously, for this is a creature of legends--Maeve O'Shee, survivor of more quests than you will likely see in your short human lifetime. Rumors su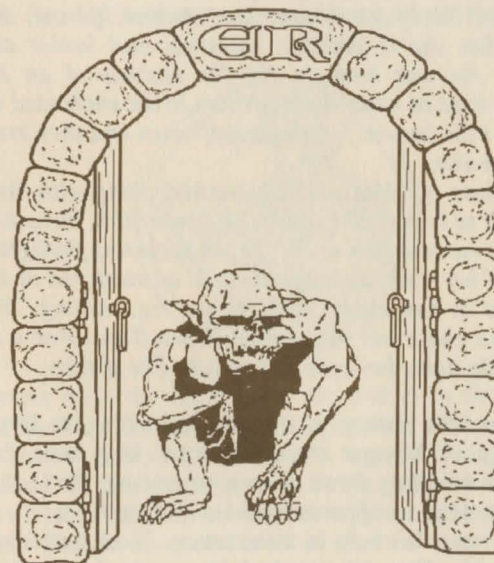rround her, whispering that she is paladin, sorceress and healer all together. The gossips say that she was born in the far reaches of an Alternate Reality Dungeon, and survived to make the transition to the enchanted worlds of Amiga. Much is said, but little known, for she is half-elven and they are a strange breed elusive to mundane ken.

You place a glass of white wine before her, along with the single talisman rose you were told to bring. She takes the flower first, turns it slowly, then one slender, pale hand motions you to sit. In the flickering firelight, it is impossible to tell the color of her eyes, although there is as much red in her hair as in the flames. She looks at you expectantly, measuring, waiting. You swallow with some difficulty and choke out two words: Skara Brae. For a moment, there is silence, then a smile lights her eyes and mouth. She speaks:

You do seek ancient history, young one, at least as the Byte Gods measure. The icy weavings of Mangar the Dark have long been faded tracings in Adventurers' journals. Only those of us who worship the Goddess Restora still hold memories of relentless opponents and unending traps.

Oh, how we needed her help in those times. "Seek and Slay" they're called, those quests of old. The only goals were survival and victory. Very little character interaction filled the guild of **Bard's Tale**, and not much logical problem solving, save a few riddles and figuring out what tricks were in the programmer's mind.

Rolling characters was exciting, though, and only those with the highest rolls could be counted upon to survive. Some would use a character editor to aid in this process, and I will not debate the ethics of this decision. Combat was tough, and unremitting. Death lurked around every corner, and, if the monsters didn't get you, the traps would. Even in the Amiga version, with less combat than the

earlier 8-bit renderings, the dungeons all looked alike. Bathed in moldy aqua they were, seeming very lifelike. You could almost smell the decay, and the denizens were fantastic to see, with spot animation to make them more and more threatening as you descended into the depths.

Six of us were needed to succeed. To take less would have been suicidal. Odd, as I remember--Skara Brae was full of hard-core killers, and yet, especially in the later stages, the spellcasters were most important. We were required to study for Arch-Magedom, although that category itself did not appear in this quest. Our party had two. My companion began as a magician and I as a conjurer, but we switched classes as soon as we could. It seemed we wandered the city endlessly during that phase of building, and learned dozens of spells. Fortunately, the mouse driven interface on the Amiga eliminated the need to type each spell as it was cast, a vast improvement over the earlier versions. This was also true of the traps our thief defused.

The Bard himself was an unusual class, not precisely a magic-user, but able to create magical effects with his songs. Of course, we had to keep him fairly well inebriated, and our trips to the tavern while he built his skills were many. Still, we gained much information there through bribery, and I still enjoy a glass of wine, as you can see. That was what took us into the first dungeon--a glass of wine, red as the Scarlet Bard where we ordered it, red as the blood on the dungeon floors.

Those dungeons were the bane of us all, and even the most experienced among adventurers was lost in them for hundreds of hours. The darkness affected me the most. In Kylearan's tower I thought I might lose my senses, stumbling aimlessly in search of elusive Magic Mouths. Yet Kylearan was friendly to us, at least as friendly as anyone in Skara Brae could be. Mangar's tower was worse! Sixteen dungeon levels in the total quest, absolutely stacked with dark corridors, teleporters, and anti-magic zones, not to mention the spinners that almost destroyed our Paladin's mental balance. "Works of demons" he called them. He was not far wrong, for many demons lurked to drain stats and levels, as well as paralyze and wither.

Do you like mapping, young one? Not many in your day do, but then it was required. No auto-mapping features awaited you, and being lost was as normal as dying. Of course, if your whole party did die, you were returned to the Adventurer's Guild, which was the only place you could save, and woe to you if you thought you could avoid this fate by turning off your computer. You would

reincarnate, but without your gold, and this adventure was miserable for those unlucky enough to be poor. Misfortunes such as aging could only be healed in temples, no matter what levels your mages attained, and the monks all worshipped Mammon. Garth's prices weren't cheap either, and he was the only weaponsmith in town. Oh, I mustn't forget Roscoe, selling us spellpoint restoration when we didn't have weeks to spend walking about in sunlight. At least he had a standard fee; high, but standard.

Have I frightened you off? No? Good! There is no denying that **Bard's Tale** was flawed in some areas, but it was, nay, is, a hallmark of its kind. I venture to say that it appears in the journals of all those who call themselves "true adventurers." Its dangers are sung around many hearths, and not a month goes by that someone doesn't come to one of us to ask about it, as you have to me. I understand that the Guild Travel Bureau is offering discount rates on it now, with prices as low as $13.95. You can hardly miss it at that rate, and you can even afford to pay an extra $9.95 for the clue book. It's a touching memoir of some brave adventurers which makes entertaining reading and saves you hours of mapping. All in all, an irresistible bargain at that price, my young friend, and one you owe yourself as a proving ground. I can see much heroism in you, and a need to know just how much you can accomplish. **Bard's Tale** will test you, and the winning of it is as sweet as the fragrance of this rose.

Come, I shall walk with you to the crossroads outside. Some companions await me there, and I shall leave you to choose your own path. Still, I think we shall meet again. Here is my hand on it.

You take her hand and drift from the RealmsHead beside her. Her touch is warmer than you expected and you can believe that she is all rumor makes her. You have never been able to reach the Crossing of the Realms before, yet she makes it seem only a few yards from the Inn's door. All roads to adventure meet here, and you can feel the excitement rise within. Other cloaked figures hover near one side, and she releases you as she goes to join them. Her fingers press your arm gently but firmly as she bids you farewell, turning you toward a portal of light. As your eyes adjust, you watch the shimmer coalesce into the gate of a snow bound city, locked behind walls which hold Kylearan's tower at one end, and Mangar's stronghold at the other. A merry Bard's song echoes from the lighted Guild, beckoning you to join the company. You cast one quick look back at Maeve. She is fading through another portal, but her lips move in one last challenge -- "Go."

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     ⁂90⁂    The Bard's Tale
     ─────────────────────────────────
                 Electronic Arts
     Playability -13    Graphics - 13    Sound -12
         Documentation - 19    Atmosphere -18
  $19.95         Role-Play Adventure         512K
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THE COLONEL'S BEQUEST™
a Laura Bow Mystery

By Judith Kilbury-Cobb

Ten of the Colonel's relatives sit down to dine, one chokes on a soup bone, then there were nine.
Nine nervous beneficiaries wonder how long they'll have to wait, one goes swimming in the swamp, then there were eight . . . .
Well, you can see where this is going.

Dial M For Murder

The Colonel's Bequest, an interactive "play" in eight acts, is the latest offering from game design mega-guru Roberta Williams, co-founder of Sierra On-Line. Subtitled "a Laura Bow Mystery," **The Colonel's Bequest** is an atmospheric whodunit set on an eerie, secluded island estate located somewhere deep in the bayous of Southern Louisiana. Starring in the role of Laura Bow, a young Roaring Twenties college coed, your job is to solve the mystery of who is eliminating the rivalrous friends and relations of Colonel Henri Dijon, an elderly (and extremely wealthy) southern-style gentleman.

The cast of potential victims and villains is a delightful assortment of well-developed, entertaining characters including, but not limited to, Laura's flapper classmate, Lillian Prune (the Colonel's niece), Lillian's mother, Ethel Prune (the Colonel's younger sister), Gloria Swansong, a glamorous Hollywood ingenue (another niece), Gertrude Dijon (the widowed, bitter sister-in-law), Rudolph Dijon (a nephew), Clarence Sparrow (the Colonel's attorney), Dr. Wilbur C. Feels (the family physician), Jeeves (the butler, and no, he didn't do it), Fifi (the sexy French maid) and Celie (the cook). Not counting yourself or the Colonel, there are ten relatives, family friends and associates to scout for suspicious behavior and smoking guns.

And Then There Were None

The stage for our murder mystery is set with the description in the manual of what has happened in Act 1. You accept Lillian's invitation to attend a strange family reunion at Uncle Henri's old run-down, water-surrounded mansion. At the reunion Henri announces that he believes his end is imminent and that he will be bequeathing his many millions to all of his surviving (the key word here is "surviving") friends and relations equally. The motive for murder is pretty obvious - while many millions split ten ways sounds like a lot, many millions split nine or eight or seven or fewer ways is better, right?

At this point we join the action, already in progress, a short while after the Colonel's provocative announcement. Just about every tongue on the place is wagging about it and, smart sleuth that you are, you wisely decide to learn all you can by eavesdropping and snooping. The air is thick with suspicion and

intrigue. We are talking pea soup. Keep your eyes (and ears) open for clues. It's not long before the bodies start dropping like flies.

It Takes A Thief

Observation and exploration are what it takes to get very far in **The Colonel's Bequest**. (Hint - unobserved observation is even better.) Tip-toe about the mansion and grounds listening for information and keeping your eyes peeled for clues. Don't be afraid to snoop. In this case, not only is it not rude to look in some else's luggage, it might save your life. Go back to rooms you've visited previously. Events important to the denouncement of the mystery may occur whether or not you are present. A map of the Colonel's estate is provided, as is a detailed synopsis of each cast member. **The Colonel's Bequest** plays like any other Sierra game. Movement is via keyboard or mouse and commands are entered as regular text. The parser is very good and recognizes so many verbs that just about any action is easily accomplished.

How Will It Play In Peoria?

The Colonel's Bequest pretty much epitomizes everything that is terrific and everything that is terrible about Sierra games. On the terrific side: historically, Sierra game designs are among the best ever, and **The Colonel's**
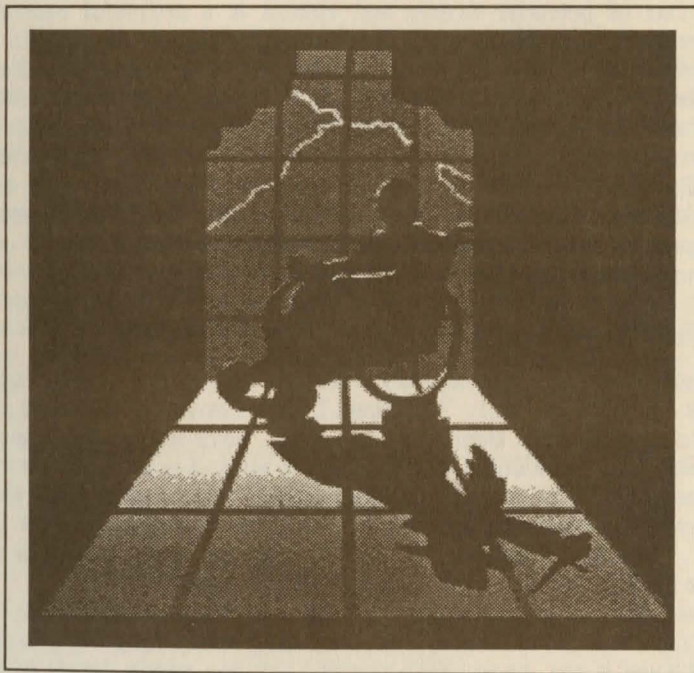
Bequest is no exception to this tradition. The plot is very engrossing and the idea of structuring the adventure as a play works very well. In many respects **The Colonel's Bequest** is a game I've waited a long time to see. It's about time someone realized that women play computer games, too. Adventuring with a female lead character is refreshing. Always having to play a muscle-bound, sword-toting testosterone case every time gets a bit old after awhile. A hearty "Author! Author!" to Roberta Williams.

Puzzles are satisfyingly knotty and original. You will have to work hard and keep alert to find all the clues you'll need to solve the mystery, but you won't have to die a thousand deaths to do it. There are very few lethal situations to negotiate and all require a quick mind rather than a quick joystick.

Music and sampled sound effects are also used effectively and convincingly. The original music adds to the mysterious ambience and eerie atmosphere. Hearing the owls' mournful hoot as you explore the isolated, Spanish moss-draped grounds will make you shiver.

If Only . . .

Now for the terrible part: I loved the game but couldn't stand playing it. Like every other Sierra game of recent memory, **The Colonel's Bequest** plays at the speed of evolution. Painfully slow animation is further slowed by any other simultaneous movement or sounds. It's the disk accesses that are the real sleep-inducing culprits. Each location must be loaded from disk each and every time you change scenes or move around. This gronking and grinding so interrupts the suspension of disbelief that it succeeds in spoiling the fun. Even installing the game on a hard drive doesn't speed the gameplay up appreciably.

My other major complaint is with Sierra's graphics. I know they say they have improved them. Improved them compared to what is what I want to know. The Amiga can do so much better in terms of colors and resolution. It would be so nice to see Sierra fully Amiga-tize their games.

And In The End . . .

I wouldn't kvetch about Sierra's slow animation and poor graphics so bad if I didn't basically like their game designs so much. **The Colonel's Bequest**, design-wise, is one of the best mystery adventures ever. Slow animation and disk accesses, and substandard graphics knock it down too many pegs.

The Colonel's Bequest

Sierra On-Line

72

Playability - 8   Graphics - 12   Sound - 16

Documentation - 16   Atmosphere - 20

$59.95   Animated Adventure   1 MB

IMPERIUM ™

By Charles J. Besecker

Follow The Leader

Imperium, a strategic adventure game, is set in the distant future in the galaxy surrounding planet Earth. You must assume the role of Earth's planetary leader and chart a course which continues the existence of you and your people. Ideally, you will proceed in a way which leads to a thriving and vibrant culture where all the necessities of life are taken care of and there is enough currency remaining to allow for entertainment and pleasure.

The scenario is largely political and, in a way, this game is sort of a futuristic version of **Balance of Power**. By controlling the resources of your planet, both material and human, you must assure that you remain popular and continue to be reelected, deal with aggressive and greedy enemies, colonize other planets and exercise strategic trades with other empires in order to assure adequate supplies. The journey is the reward in this game and you never really win except in the sense of continuing the game for many years with a rich and happy populace. You can, however, lose. If you are not careful with your defenses, you will soon be overtaken by aggressive empires and ousted from office, leaving your people's fate in the hands of other rulers.

Such A Pretty Face

The user interface is outstanding and definitely its strongest asset. This, along with the database upon which the game is built, renders **Imperium** hugely entertaining and easy to play despite the underlying complexity. As is apparent from the introductory page in the manual, the authors are quite proud of the interface and have good reason to be. At the start of the game, there appears a main control screen with a horizontal row of gadgets across the top. Some of these gadgets will transfer you to a series of control windows in which you can set up actions which will occur during the next move. Alternatively, some of the gadgets will provide access to reference windows containing information about various aspects of the game. For example, the reports gadget will provide access to a window which will in turn lead you through a series of reports on each of the empires or planets in the galaxy. The information is voluminous and you can choose selectively which reports you wish to read. Information is at most a few mouse clicks away. I cannot overemphasize the importance of this interface since **Imperium** itself is essentially a game of gathering information and then acting on it in a way that you judge beneficial to your populace. You provide a recipe for what actions will be taken during the next game time-period or turn. Click the move gadget and the game constructs and reports upon the consequences of your actions. For example, if during a turn you offer a trade treaty to another empire, your ambassador to that empire will report on whether the empire's ruler agrees to the terms and conditions of the treaty. A move consists of as many actions as you choose to take during the period. You may choose to do nothing. However, I can assure you the other inhabitants of the galaxy will choose to do something.

Decisions, Decisions

The controllable factors in the game are much too complex to discuss in detail here. These include alliance construction, trades treaties and embargoes, taxation levels, distribution of wealth and assets, elections, population growth, military expenditures for troops and ships, wars, colonization of other planets and political and military intelligence. You can choose to emphasize or ignore any of these matters during a turn and are only limited by your wealth and assets. For instance, if you plan to colonize, it is wise to assure high population growth on some of your planets. Also, you'll need ships to transfer the colonists and you'll have to keep a close eye on the colony, especially if the planet atmosphere is harsh and resources scarce. It's all here and the game is largely what you make of it.

One interesting aspect of the game is the human political drama that can ensue as the game progresses. Your ambassador subordinates serve as your rulers on planets under your control and as your spokesmen to the planets from other empires. Also, your military leaders must be chosen wisely. You can select these from a large cast provided by the game. Each is rated with respect to competence, trustworthiness and charisma. Is it wiser to name a loyal fool as military fleet commander or would a competent but independent commander better serve your interests? The answer probably depends on your mission for the fleet, which of course you are free to assign. In order to reward competence and punish folly, you can honor your leaders in a number of ways (promotions, wealth, entertainment). You get the idea; each aspect of the game is fully controllable and the resulting complexity is quite challenging. Luckily for you, the game will keep an accurate account of all the consequences of your actions and much of the drudgery lies invisible, underneath the interface. A curious diversion in the game revolves around the life-prolonging drug known as Nostrum. The drug occurs naturally on certain planets in the galaxy and, once started, continued use is necessary in order to prevent death. How you control the distribution of the drug can have far-reaching consequences to your empire.

But, if you'd like to rule for longer than the typical human lifetime, you'll need the drug yourself to age more slowly.

In order to render the game less complex, especially to the uninitiated, it is wise to make use of the intelligent computer-controlled advisers. These advisers will control the military, diplomatic, and/or economic aspects of the game and will generally choose a wiser strategy than you at the outset. I found it was best to allow the computer to control two of these areas while I experimented with the remaining area. When you become accustomed to the key decision-making responsibilities in one area, you can move to the next. Controlling all three at once is a bit much in the early going. You might find yourself with a strong army and well-protected empire, but the rest of the galaxy could be allied against you while your population starves. Eventually you will become adept at controlling all aspects of the game and the truly experienced will begin to appreciate the complex interconnections between these domains of political activities.

What Do I Do Next?

The game manual is well designed, but I would have appreciated a more thorough tutorial section where an extended game was documented in detail for the user. Two or more games, played along differing scenarios, would have been ideal. As it stands, the tutorial section is rudimentary and you'll have to play a few practice games on your own in order to get a feel for the criticalities. There are some sound effects, but these do not provide the game's appeal, nor should they. **Imperium** is best played with the speakers muted while you sit back and plan your strategy. The same can be said of the graphics. The user interface is visually appealing and extremely functional; but aside from the screen of revolving planets, you won't find much in the way of colorful screens. This is as it should be.

The game is supplied on a single disk and is copy-protected by generally non-intrusive prompts for information available in the manual. It appears that it should be possible to play the game from a hard disk, but I was never able to get it to load properly from there. I didn't try very hard because it plays rather well from the floppy since there are no large IFF graphic screens to load. While I played on a 3 MB Amiga 2000, the game box indicates that 512K and Workbench 1.2/1.3 will suffice. If you enjoy strategy games, go out and buy this one. Do likewise if this review has made you curious. Even if you generally dislike games involving strategy, **Imperium** may change your mind.

<table>
<tr><td>74</td><td colspan="3">**Imperium**</td></tr>
<tr><td></td><td colspan="3">Electronic Arts</td></tr>
<tr><td colspan="2">**Playability** - 17</td><td>**Graphics** - 15</td><td>**Sound** - N/A</td></tr>
<tr><td colspan="2">**Documentation** - 12</td><td colspan="2">**Atmosphere** - 15</td></tr>
<tr><td>$39.95</td><td colspan="2">Strategic Adventure</td><td>512K</td></tr>
</table>

CHAMBER OF THE Sci-MUTANT PRIESTESS™

By John Basso

You are Raven, a Tuner, something like a "telepath," and the hated enemy of the evil Protozorqs. Normally, you wouldn't bother with them at all; but they've kidnapped the beautiful Sci-Mutant Priestess, Sci-Fi, who is destined to become the leader of your people. So, it's up to you to rescue her. However, this sounds easier then you think, for you have five ordeals you must face first. Good Luck!

Puzzeling Experience

Chamber of the Sci-Mutant Priestess is the second game in the Draconian line. However, don't confuse this as being a sequel to the popular game **Drakkhen**. This is a new puzzle-based adventure game for one player based on a science fiction story line.

You goal is to solve five intricate puzzles within 60 minutes time and then locate and rescue the Priestess. The puzzles, though, are quite involved and some include additional puzzles. The Protozorq in the main circular chamber will assist by giving you items you need in your puzzle solving. You also have your trusty sidekick, the Foetus, in the upper left hand corner of the screen to give you information and general support. This is just one of the many bizarre things you come across in **Chamber**.

Technicolor Glasses

The first aspect that strikes me about **Chamber** is the graphics. Fantastic effort went into the creation of this program, including travel through the chambers in stunning 3D perspective. When you request information about a particular object, the display or "blob" that comes up is reminiscent of the movie "Alien." As a matter of fact, the entire design concept seems to be alien-type. Your commands can all be accessed via mouse control and are located vertically along the right side of your screen. The mouse cross-hairs are used to pick up, put down and inspect items, whatever your hands would normally do. When talking to a character, a close-up screen appears with the character inside.

Conversation is one-on-one. Again, no detail is lost in the pictures. Animation, though slight, is effective.

Mood Music

Sound is used in **Chamber** more to provide a sense of effect than anything else. The title score is better than most, but far too short to remember. Once in a while when you come across a priest or such, a demonic chant will start playing. This can get quite unnerving when you're playing this game in a dark room with only the monitor as your light source. Stone doors grind open and close. Characters and monsters talk to you in a totally different language. This, I feel, adds to the idea of an alien race. Luckily, you can make out what they are saying from what is written out. Words like "inspection" will be "inn specc shunn." With a game based on solving puzzles, what did you expect?

No Time To Loose

The documentation that comes with **Chamber** is well written. A good story line is provided to fire your imagination. (Here's a hint with regards to the story line. It suggests that it may be possible to save the Priestess without solving all five puzzles. This may be true, but I haven't been able to leave with her if I don't complete all five.) There's even a handy map of the chambers in the back of the manual. This is very helpful for people who don't want to be bothered with mapping. However, the special instructions for Amiga users are a bit misleading. For instance, it says leave disk two in the second drive at all times. The Amiga version comes on ONE disk.

Loading time for the game is not too long and the option of loading a saved game is always a plus in my book. **Chamber** takes place in real time, so the action is fluid. Time isn't wasted waiting for screens to load and display. My only complaint, and this is a big one, is the disk-based copy protection. It has to WRITE back to the original disk when playing or it won't load. Needless to say, if something goes wrong, you've lost your disk.

Chamber of the Sci-Mutant Priestess is an interesting puzzle-based game. However, I finished it faster than I would have liked. I was just getting into the puzzle solving, too. As such, the price is a little steep for this short of a game. Since graphics and sound effects are what really make it, **Chamber** is something you would show off to all those "other" computer users. Overall, this is an above-average game. If only it wasn't so expensive.

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85 Chamber Of The Sci-Mutant Priestess

Infogrames/Data East

Playability - 17	Graphics - 19	Sound - 19
Documentation - 15		Atmosphere - 15

$49.95   Graphic Adventure   512K

Arthur

&

conquests of

CAMELOT ™

Adventure Comparison

By Millie Miller

Arthur: Just A Lad

Ah, Arthur . . . you are just a boy now. But, soon you will become a man. You have much to learn and a vast amount wisdom and experience to attain. Although the rightful heir to the throne, your birthright has been stolen by the evil King Lot, who has whisked away the sword and the stone. In order for you to regain what is rightfully yours, you must prove yourself. You must grow in wisdom, experience, chivalrous deed and questing ability. But you will not go alone, Arthur. You will have help - just look deeply into this crystal and you will feel my presence.

Eye Of Eel And Wart Of Toad

Thus begins the adventures of **Arthur: The Quest for Excalibur** from Infocom. Merlin, in his wisdom, has given you, Arthur, a small magic crystal into which you can peer to gain some much needed help. But be careful and do not rely on this crystal too often (unless you don't mind receiving a lot of help). By having this source of help so handy, it could get to be too easy to automatically look into the crystal at every tight spot. This could take away from the pleasure of discovery. Fortunately, only so many hints will be revealed depending upon where you are in the game. Of course, you can put the crystal away so that you are not tempted to seek out its hidden mysteries.

In addition to the crystal, Merlin will also give you the ability to change your form. Once you visit Merlin and he grants you this power, you will be able to transform into an owl, a badger, a salamander, a turtle or an eel. This is very useful magic, but it must also be used wisely as you can find yourself in the wrong place at the wrong time and in the wrong form. This could be quite dangerous and/or embarrassing!

Tapestry Of Color

As in all other Infocom games, **Arthur: The Quest for Excalibur** is mainly a text adventure. However, **Arthur** includes a graphics window in the upper one-third of the screen where the current image can be viewed. The graphic image is placed in a small rectangular area on a tapestry background. Other options to be viewed in this location are the auto-mapping feature, inventory and Arthur's status. I particularly enjoyed the auto-mapping feature as it showed me where I had been and what directions were available to me. Also, there are no sounds to be found in **Arthur**, which did not bother me too much as this is a more cerebral type of game.

In **Arthur**, you will have many enjoyable hours traipsing about the countryside, exploring a castle, meandering your way through a swamp and even going for a swim. You will soar over the land as an owl and slither through the waters as an eel. There are knights (some not so friendly) that you will encounter and a prisoner to rescue from the depths of a castle.

Overall, I found **Arthur: The Quest for Excalibur** an enjoyable game. I must admit, however, that I have not yet finished this adventure, but am looking forward to doing so with a little (make that a lot of) help from the crystal.
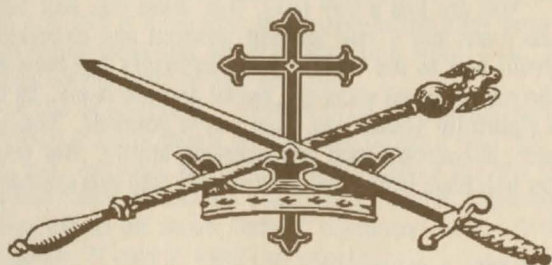
Camelot: From Boy To King

Arthur is now the High King of Britain and Merlin is still his friend, advisor and confidant. Several of Arthur's faithful knights have gone off searching for the Holy Grail - and none have returned. Word has come back to Camelot, reaching the ear of the King, as to the possible fate of the knights, including Launcelot. This will be King Arthur's greatest quest - to find out what has happened to his knights and to seek out the Holy Grail.

Same Old Sights, But Oh, The Sounds!

Conquests of Camelot, The Search for the Grail, takes place much later than **Arthur: The Quest for Excalibur**. Unlike **Arthur**, **Conquests of Camelot** is much more graphically oriented. However, it does take textual input, which is necessary to play the game. Also, there is no help feature as there is in **Arthur**. Most of the puzzles you will encounter in **Conquests** do not need an on-screen help feature, as many of them (if you don't get them right away) will come to you in time.

The music in **Conquests** is outstanding and lends itself to the game play. Sierra has really done an excellent job providing sounds and music that use the Amiga's capabilities. The graphics, however, only rate as fair by Amiga standards, still being primarily a direct port from the MS-DOS platform. (Hopefully, this will change with the release of **King's Quest V** and **Space Quest IV** this next year with Sierra's new Cinemagraphics.)

Shish Kebabs, Anyone?

In **Conquests**, you will not only have puzzles and riddles to solve, but you will also need to know how to use a boar spear (for those heathen swine - pigs that is), a lance and your sword, Excalibur. You will come upon many people - friend and foe; choose your words and actions wisely during these encounters. Examine everything and ask many questions when the opportunity arises.

Conquests of Camelot is an animated adventure, as you will be moving Arthur around from place to place, with some textual input and some small "action" sequences. When **Conquests** begins, you will find a small image of Arthur on a layout of the castle. Move Arthur on top of the room you want him
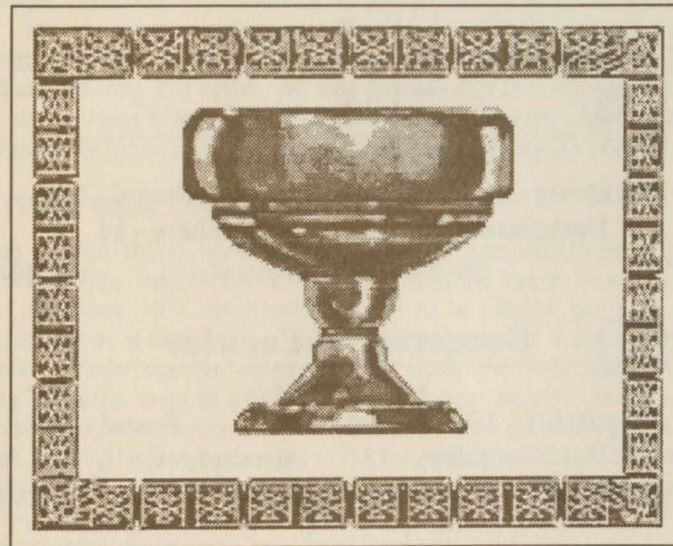
to enter and click. When you enter the room, you will then have full graphics. After Arthur has completed his tasks in the castle, he must then leave Camelot and go on his search for his missing knights and the Holy Grail. Once outside the castle walls, an overall map of the region appears and Arthur becomes minuscule again. You then travel from city to city by clicking on them, and then clicking once more to enter. If there is nothing of interest in that city, it will let you know and won't allow you admittance. Once inside a city, however, you return to the full graphics view.

Courting A Legend

I thoroughly enjoyed playing **Conquests of Camelot, The Search for the Grail**. I found the puzzles intriguing and the music mood-setting.

Neither **Arthur** nor **Conquests** are copy-protected and both are hard drive installable (good thing, as **Conquests** is a six-disk game). **Arthur** can be played on 512K machines; however, **Conquests** requires 1 MB to run. The parser on both games also did not detract from game play. However, I did encounter occasional messages in **Conquests of Camelot** from Merlin telling me that he really didn't understand why I wanted to do something. This did not seem to be as much of a problem in **Arthur**.

I can heartily recommend either of these Arthurian adventures. However, I would have to say that **Arthur**, being primarily a text adventure, is a bit over-priced in comparison to the more state-of-the-art graphic adventures. Documentation for both games is excellent, especially for **Conquests**. (However, be forewarned, if you are not a text adventure fan, **Arthur** may not be for you.) Both games include an historical and legendary background to the story of King Arthur and Camelot (**Arthur**, on disk; and **Conquests**, in the manual). And, both will provide many hours of riddle solving enjoyment.

※70※ Arthur

Infocom/Mediagenic

Playability - 15   **Graphics** - 12   **Sound** - N/A

Documentation - 15   **Atmosphere** - 14

$49.95   Graphic (Text) Adventure   512K

※82※ Conquests Of Camelot

Sierra On-Line

Playability - 17   **Graphics** - 13   **Sound** - 18

Documentation - 18   **Atmosphere** - 16

$59.95   Animated Adventure   1 MB
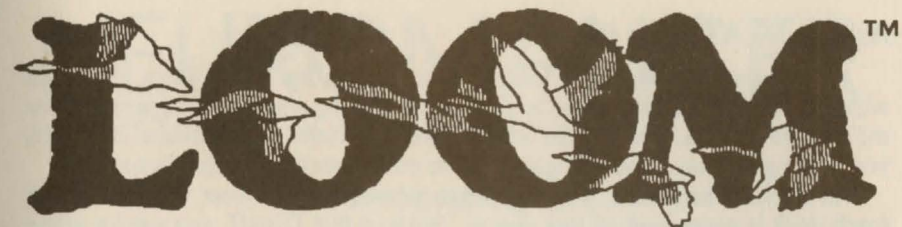
LOOM ™

By Chuck Miller

Loom has met with mixed reviews to date. Some have contended that it's too linear to be an enjoyable adventure experience and have disapproved of the growing sense of darkness and doom that approaches with the conclusion of the game. Others have praised the game as a refreshing entry into the adventure fray. Much of the disparity, I believe, is the result of viewing **Loom** through a framework of preconceived ideas and expectations.

LOOMing On The Horizon

Long after the passing of the Second Shadow, began the Age of the Great Guilds, vast city-states devoted to the absolute control of knowledge. One such guild, the Guild of Weavers, sought only the solitude necessary to develop their art and retreated to the seclusion of a rocky island, Loom.

As the drama unfolds, you, Bobbin Threadbare, awake on the dawn of your 17th birthday, being summoned to the great sanctuary by the elders. Upon your arrival, you find a hearing convened against Hetchel, who raised you as her own son after your mother was turned into a swan for spurning the laws of the Guild. Now, Hetchel is charged with a similar crime. The elders' efforts to turn Hetchel into a swan, however, fail resulting in her metamorphosis into a swan's egg instead. This is not the only turn of events. For shortly, the elders are all transformed into swans themselves, along with the entire population of Loom, and fly away leaving you alone. All that remains is a Distaff, which you quickly retrieve, and a swan's egg. The First and Second Shadows have fallen and the Third Shadow is nigh. The Pattern is now failing. So, begins your adventure.

THROW In Your Lot

Loom, it's fair to say, starts off on a different note than most adventures. It is, in fact, unlike traditional adventure games in many ways. **Loom** is a dramatic adventure. It's not simply a game to be played, but is a story to be lived. Yes, **Loom** is linear. But, that is what helps make it different from other adventures. While you do solve puzzles along the way and develop your "spinning" abilities, most of what you do is discover the story and take an active part in unfolding the drama itself. If **Loom** is seen in this light, it's truly an enjoyable gaming experience. Certainly, the ending (which I will not divulge here) is not of the usual save-the-world-and-everybody-lives-happily-ever-after type. But, who said all adventures have to end that way? While I do prefer the more conventional ending, it's beneficial to play to a different tune on occasion.

As The BEAT Goes On

Music plays a vital part in **Loom**. Actually, it's the key element. Included with the game you'll find an audio drama that sets the stage and prepares you for the role of Bobbin. Follow the instructions and listen to the drama BEFORE you begin gameplay. You will gain a better understanding of what lies ahead.

As Bobbin Threadbare, you must learn to spin drafts on your weavers Distaff (each draft is comprised of four notes). Without this Distaff, you cannot affect the world around you or have any success in the game. There are three proficiency modes available which affect how the Distaff is handled through the game's interface. Standard mode provides a distinct glow on the Distaff each time a note is played and displays a musical staff beneath to help you identify the notes you hear. Practice mode adds a small box which records the four notes played and displays the appropriate letters. The final mode, Expert, is the best choice if you really want the most from the game. In this mode, you are literally "playing by ear." The Distaff does not glow when you hear a note and no musical staff is displayed. You are completely on your own.

Don't "TREADLE" On Me

The interface is entirely graphic, with the top two thirds of the screen devoted to the Graphic Window through which you experience the world of **Loom** in typical Lucasfilm animated style. The lower left and middle of the screen provides the location of your Distaff and the bottom right corner provides the Object Window where objects you can examine or use in some way appear. To spin a draft, you click on the appropriate segment of the Distaff or use the keyboard equivalents.

While adequate, and in some cases quite good, the graphics in **Loom** are not the game's forte. They are mostly MS-DOSish in appearance and limited. Facial closeups are fair at best. What really sets **Loom** apart is the excellent music and its implementation. It has truly been "woven" into the adventure.

And Now For The REST

Overall, I found **Loom** an enjoyable experience, an interesting adventure with a dramatic flair all its own. It's well worth the investment, especially if you enjoy a good story and can survive without the hack and slash element. Further, I detected no "dischord" in **Loom**. In fact, this musical adventure, though not resolved at its conclusion, ends on a positive note. I look forward to the sequel.

> **82**
> ### Loom
> Lucasfilm Games/Electronic Arts
> Playability - 18   Graphics - 12   Sound - 18
> Documentation - 16   Atmosphere - 18
> $59.95   Animated Adventure   512K

NEUROMANCER™
A CYBERPUNK ROLE-PLAYING ADVENTURE

By Marci Rogers

Jacking Into Cyberspace

Kudasai, how do you feel about sushi? Ah, so sorry, but it is out of your price range. Perhaps you will settle for synth-spaghetti?

In Interplay's **Neuromancer**, you find yourself asleep face down in a plate of it. You can't seem to recall much about the last few days, and Ratz is as frustrating as his bionic Russian arm. The PAX BBS isn't much help either, except to let you know that a number of other cowboys have disappeared somewhere in cyberspace. If it wasn't for Matt Shaw, you probably wouldn't be able to get a grip on reality--and what a reality it is.

Welcome to Chiba City, 2058, a high-tech spaceport in the Kanto district of Honshu, Japan. The orbital colonies of Zion Cluster and Freeside, that great banking center, are as close as your next 1000 chips. The tech-criminal underworld with its Body Shops and cyberware dealers are a lot closer, next door, in fact. You're the kind of hard luck loser the shadows were made to hide, not a bad idea when death catches the careless so easily. A lot of folks have gotten careless lately. Somebody's dealing death on a large scale, too large to be anything but a coverup for something big and dirty. You can figure that out, but you don't know who and you don't know why. In Chiba City, where information is power, your ignorance could be fatal. Better buy your deck back from the pawn shop and logon to a few networks, fast, before you're one more fried cowboy.

A Cyberpunk World

Based on William Gibson's novel of the same name, **Neuromancer** is a gritty one-character adventure rich in plot and atmosphere. For those unfamiliar with Gibson's work, his novels, NEUROMANCER and CHROME, take the reader into the world of cyberpunk, where "cowboys" ride computer decks into a matrix of databases, and the Real World is a miasma of loneliness and greed. The feeling of alienation from other humans is strong in Gibson's fiction. The beauty of the logarithmic hallucination of cyberspace overpowers the perpetually grey skies of the despairing cities below. Cyberpunk isn't pretty, but it is compelling, tinged with the eerie aura of a possible future.

Interplay has kept this ambience, and was the pioneer of cyberpunk. **Circuit's Edge** and, to an extent, **Bad Blood** also make use of this genre, but **Neuromancer** was first and deserves the credit. The game itself is almost two years old. I first played it on my Commodore 128, in the days when Amiga users were lonelier than cyberspace cowboys. Those days are as long gone as

my 128, but I'll admit to some nostalgia. Therefore, I was suspicious about this conversion, particularly after suffering through dozens of tacky IBM ports to my wonderful Amiga.

From The Ground Up

Not to worry. Interplay was not content simply to port. They rewrote the ENTIRE game in Amiga assembly language. This delayed the release of the product over six months, making them feel like rivals for MicroIllusions' King of Vaporware title. However, the wait was worth it in terms of a smooth interface. All menu commands are simply selected by the point-and-click method, either on an icon or a "talk balloon," with single-letter commands for those who prefer to use the keyboard. Your character moves effortlessly with your mouse or keys, and transitions between screens are quite quick. Navigating in cyberspace is so mobile that you can flow past the grid coordinates you want before you know it. The only downside to this reworking is that Interplay felt compelled to get the game on the market, and so let it go out with support for only one drive. Since the game is all compressed nicely on one disk, two-drive owners won't notice this much during the Chiba City phase, where you are unlikely to die and only need to save occasionally. However, once you reach the cyberspace section, where the Ice and the AIs dispose of you with depressing frequency, the disk swapping will make you wish they had waited that extra
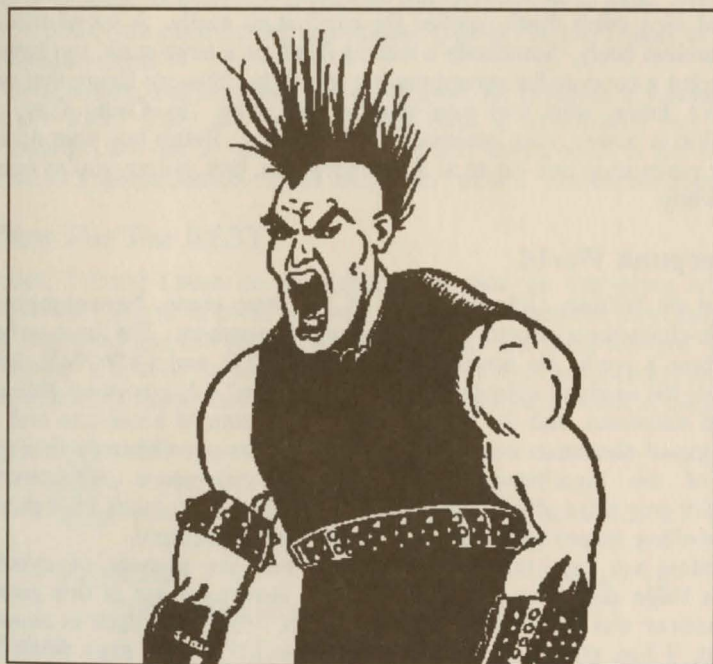
month or two. Hard drive owners can install it, but there are no specific instructions on the reference card. This shouldn't bother experienced users, but new hard drive owners may wish for better documentation.

Cyber Code

The game is copy protected by a code wheel that requires you to enter a number combination every time you logon to PAX. Since you must do this several times during the game's progress, the procedure is effective without being annoying. Interplay recommends you make a backup for game play, and requires that you save on a separate formatted disk. Each save disk holds four games, and you shouldn't need more than that. Just make sure you save before entering Hosaka for the first time, as I encountered an interesting glitch at that point. If you are there to collect your paycheck, any game played off a copy will crash, while the original program disk will execute the section correctly, but will give you code symbols on the screen instead of the text you should be reading. Interplay did not know this glitch was there until I told them, and I think I ruined their playtester's day. Please let them know if it shows up for you, and they'll be glad to replace your disk.

The soundtrack by Devo is riveting, and comes closest to taking advantage of the Amiga's capabilities. It is also one of the main reasons why the game requires 1MB of memory. Graphics are not so glorious, with the Amiga's ranges of color and shadow not even addressed; but they are redeemed by the details of a decaying city and the individual flavor of the characters. Lupus Yonderboy and Maelcum are almost worth the price of the game by themselves. Animation is probably the game's weakest area. It's a bit jerky, especially when compared with the smooth interface, and often appears forced, rather than flowing from the situation. Overall, this is a minor point. I don't know about you, but I'd much rather have an involving and playable story than the "look-at-me-and-listen-to-me-then-put-me-on-your-shelf" slickness of some of the Amiga products we're now getting. The manual is clear and well documented, and that's another boon we don't see enough.

If you are a fan of science fiction, this game should top your list. In fact, I recommend it for all role-players. At an average software discounter's price of $30, it's a solid value in every respect. Novices will be able to get into the character interaction easily, while even the most experienced adventurers will have their hands full in cyberspace. Everybody should spend many enjoyable and demanding hours on the matrix. *Domo arigato*, Interplay!

82	**Neuromancer**		
	Interplay		
Playability - 19	**Graphics** - 12		**Sound** - 16
	Documentation - 17	**Atmosphere** - 18	
$44.95	Role-Play Adventure		1 MB

Heart of the Dragon

By Michael J. Ballenger

Introduction

It's a breath mint . . .
No, it's a candy mint . . .
Less filling . . .
Tastes great . . .
It's an adventure game . . .
It's an arcade game . . .

Heart of the Dragon, an excellent game for the Amiga personal computer, suffers from the schizophrenic personality typifying the products marketed by the conflicting slogans mentioned above. Like those products, it is a quality item. For many Amiga gamers, this split personality may be the **Heart of the Dragon's** principal charm.

The story line of the game is familiar. Impetuous, young Tommy Lee grows up among the psionic monks of Tao. He learns the martial arts, but not the patience and acceptance expected of a psionic monk. When Li-Kuan kidnaps his girl for evil purposes, Tommy readies for quest and combat.

Meanwhile, Li-Kuan has also stolen a powerful relic, the Heart of the Dragon, from the monastery where Tommy has been in training. The most powerful psionic monk is Master Chi. Despite his age, he determines to find the relic and wrest it from the clutches of Li-Kuan to return it to its rightful owners. Tommy and Master Chi make a formidable team, one strong in body and the other strong in mental techniques. The quest of this unlikely duo for the Heart of the Dragon and Tommy's girl friend is the substance of the game.

Game Play

The game play interface is easy to understand. Options such as method of control (either of the joystick ports or the computer can control each character), sound on or off, and the like are presented to the player when the game boots. The next screen following the Options Screen is the main game playing interface: the Adventure Screen. This screen has four windows, each facing in a cardinal direction. By tipping the joystick handle twice in the direction you wish to go, you control the movement of your two players. For instance, tipping the joystick twice to the right moves the player to the east. The scenery in the windows changes as you move, and a dialogue window at the bottom of the screen supplies additional information about the locale.

Often you will find yourself confronted with the minions of Li-Kuan, such as his mutant guards, rock men and ultimate men. At these times, you choose between standing to fight, running away or attempting to bribe the enemy. If you choose to fight, or your attempt at bribes or escape is unsuccessful, you proceed to one of the Combat Screens. These are full arcade sequences that are very good. Tommy Lee's fighting moves rival those of any other martial arts game available, equal to EA's **Budokan**, a standard by which all other Amiga martial arts games should be judged. Master Chi's psionic bolts are easily controlled, even by one who has little or no arcade game experience.

Defeat of the minions of Li-Kuan usually results in some object remaining in the wake of the battle. The objects possess healing, fighting or magical properties. Each of your characters can carry three objects, one in each class. You have to choose wisely, because attempting to carry more than one item in each class will cause you to drop the item that was previously being carried. This makes it easy to lose something that you valued and replace it with something of less value.
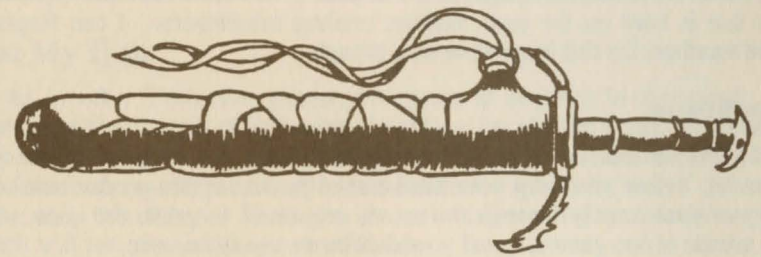
Experience points seem to accumulate mostly with combat. This is unfortunate because these points are also the unit of barter if you should meet with any traveling traders. I prefer to avoid combat and run whenever I meet minions of Li-Kuan, but in order to accumulate money for purposes of barter and bribe, I have to fight once in awhile. A word from the wise regarding the decision to stand and fight: do it only when you are in very good health, and never fight anything but mutant guards. Fight whatever you like if you are a very good arcade game player.

What I disliked about this game

One of the most severe limitations of **Heart of the Dragon** is its hardware requirements. It requires at least a meg of RAM to play with sound and full

arcade action during the combat scenes. Although it will play with 512K RAM, it does so without sound or music. Also, since information for animation goes in memory, the 512K version has severe limitations on the number of offensive movements available to Tommy Lee and Master Chi. The bottom line is that you will see and hear a much better game if you have at least 1 MB of RAM.

The game plays well from a hard drive, and theoretically from RAM. The disk access times are so quick from the hard drive that I suspect no one would enjoy waiting for play from the floppy disks.

This game is not really for an unexpanded A500. At the very least, additional memory and an additional drive are necessary. A hard drive makes a useful contribution to playability, too.

What I liked most about this game

Without doubt, the Adventure Screen, with its four-way view is the most enjoyable interface of the sort I have ever used. I also like the minimal use of the keyboard for input.

I enjoyed the look and feel of the Combat Screens, although others will find the arcade sequences more demanding of eye-hand coordination than of puzzle solving ability. I recommend saving often after crossing any of the bridges; it's a shame to fight your way into the higher levels of the game only to be killed off in an arcade sequence against the ultimate men or some other such annoying foe.

The game protection is by a password scheme making backup easy. The passwords are located on pages of the manual printed in a difficult to photocopy blue that is hard on the eyes, making reading troublesome. I can forgive the game's authors for this inconvenience, though.

Conclusion

At $49.95 this is a fair adventure game and a very good arcade game. However, before you drop your hard-earned bucks on this product, make sure that you want to play through the arcade sequences to get to the quest. If you hate arcade action games, spend your dollars on something else.

Heart of the Dragon is a satisfactory first effort from Avatar Consulting, and I particularly admire their attempt to market the game independently. I look forward to their next offering with eager anticipation.

{ 70 } **Heart of the Dragon**

Avatar Consulting

Playability - 16   **Graphics** - 18   **Sound** - 15

Documentation - 11   **Atmosphere** - 10

$49.95   Action Adventure   512K

INDIANA JONES™
and the
LAST CRUSADE

By Rick Henly

Lights, Camera, Action!

One of the first things you read in the instruction manual, "You're probably already a fan of Indiana Jones from his movies: **Raiders of the Lost Ark**, **Indiana Jones and the Temple of Doom**, and now, **Indiana Jones and the Last Crusade**," specifies the intended audience of this adventure. While it doesn't matter if you've seen the movie or not, it does help in playing the game.

Indiana Jones and the Last Crusade, by Lucasfilm Games, is a graphic adventure that follows Indy's exploits from the time of re-obtaining the Cross of Coronado to finding the Holy Grail. The program is designed to run on an Amiga 500, 1000 or 2000, with copy protection by means of a red-filtered code card and some information found in the replica of the Grail Diary that's included. The adventure can be installed on a hard drive.

Just My Type

As in other Lucasfilm games, no typing is required in this game. I was relieved at the thought of just using the mouse for all data input. You click on a verb and then double-click on an object to obtain the desired results. For those of us that use two fingers to type, this makes it a whole lot easier. Most of the game uses this format. There are also, from time to time, arcade sequences which will test your hand-eye coordination.

Some puzzles you'll encounter are not all that simple. Also, try to have an open mind. The game doesn't follow the movie exactly. In Dr. Henry Jones' house, you must find a piece of sticky tape and somehow turn it into a key. That was unrealistic and did not occur in the movie at all! The rest of the game, however, proved to be well worth my time and effort. Lucasfilm has put some very nice touches into **Indiana Jones and the Last Crusade**. A unique sense of humor prevails when Indy has to change clothes. Also, the 3D perspective and the sound effects, although too few, helped set the mood during the game.

Frequent Fisticuffs

During play, it helps to pick up everything. Indy can hold everything you want to heap on him. You never know what you'll need or when you'll need it. It's especially handy to have a change of clothes when you reach the castle where Dr. Jones, Sr. is being held. Some of the guards don't react too well to

intruders. Probably more than once you'll be called upon to defend yourself by boxing your way out of a situation. This skill can be practiced in the gym at the beginning of the adventure. You WILL need to fight at some point. So, practice, practice, practice. And don't forget to save your game often. That way, if you didn't put in your time in the ring, you can always reload the game.

Saved Again

When you finally make it to the temple where the Grail is being guarded, save your game again. Once inside the temple, you no longer have this option. You're on your own through the last three challenges and then, finally, to choose the correct Grail. A nice touch is that the program automatically returns to the temple entrance when Indy falters in his efforts to reach the Grail. It saves the time necessary to reload the game. And when you're that close, you want to finish as quickly as possible in order to see the reward you've earned!

Most games released after the movies lack either gameplay or graphics. This game, while the graphics could certainly be better for the Amiga, does a pretty good job of putting you in the shoes of Indiana Jones. The slow spots are the catacombs under the library and the castle where you have to rescue Dr. Jones, Sr. They could have shortened those sequences to allow quicker gameplay. There are also some shortcuts in the game. Once you reach the airport, you don't have to board the zeppelin. A lone biplane is sitting there that you can steal if you can get it started. Instructions on flying can be found in the library. In fact, you should locate three books while there to help in your quest.

Choose Wisely

The final three challenges to reach the Grail are interesting. I will mention that you should think about the movie, but not too much. It took me a long time to get to the Grail. Then, let's just say that the first time I tried "I chose . . . poorly." If you should happen to choose the wrong one, you get the opportunity to watch an automatic graphic sequence. And I do mean graphic. You should see it at least once.

Remember, once you correctly identify the Grail, it cannot pass the Great Seal. Elsa will help you with that. You may have to do one final trick to show the knight he was right about Indy being pure of heart. So, just remember his trademark and whip it into shape quickly. Then, you can ride off into the sunset . . . just like in the movie!

☀65☀ **Indiana Jones and the Last Crusade**		
Lucasfilm Games/Electronic Arts		
Playability - 14	Graphics - 10	Sound - 8
Documentation - 18	Atmosphere - 15	
$49.95	Animated Adventure	512K

Bloodwych
By Eric Penn

First there was **Dungeon Master**, breaking new ground in adventure games. Then came a bevy of look-alikes trying to capitalize upon the successes of this new style of adventure. **Bloodwych** is among these **Dungeon Master** clones, but expands upon the original concept in new and different ways, making it much more than just another dungeon game.

One nice feature of **Bloodwych** is trading. When you meet creatures, you can attack them, talk to them or do nothing (which usually makes them annoyed enough to attack you). If you talk to them, you can offer to trade with them for weapons, food or magic items. Some creatures are stupid and you can barter them into just about giving away their goodies, but typically the best items are held by intelligent monsters. Offer them too little and they just might attack.

The real attraction of **Bloodwych** is that it was designed as a two-player game. Each player controls a party of up to four characters with the joystick, simultaneously exploring the same dungeonscape. The two parties can interact, trade, help or hurt each other. But for those who don't have easy access to a gaming companion, solo play is available. **Bloodwych** uses the same "button" style interface as **Dungeon Master**. Moving the pointer to press these tiny buttons with the joystick is not as easy as using a mouse, but the fun of exploring a dungeon side by side with a friend more than makes up for this inconvenience. There are keyboard equivalents for the movement commands; however, the joystick is still needed for interaction with other creatures.

As a single-player game, the trading aspect makes **Bloodwych** different enough from **Dungeon Master** to make it worth investigating. As a two-player game, it adds a whole new dimension to the genre, more than doubling the enjoyment of other games of this type. Indeed, **Bloodwych** is more than just another pretty **Dungeon Master** clone.

Millenium 2.2
By Eric Penn

They said it would never happen. But it did. A 20 billion ton asteroid impacted with the Earth, smashing through the surface like a bullet through glass and destroying all life on the planet. You are one of the few humans left alive, the commander of the scientific research moonbase. At your disposal is a completely iconized interface, allowing complete control of the six areas of the

base. With these meager controls and your problem-solving talents, you must research and colonize the solar system, ensuring survival of the human race.

Sounds good, doesn't it? Throw in some stunning graphics along with nice mood-enhancing sounds and you've got a sure-fire winner, right? Wrong. This game looks and sounds very good, but in the gameplay department it falls flat on its face. The majority of the game is what I call "makework." You know the solution to your problem, but need to do the same tasks over and over to accomplish this goal. The rest is puzzle-solving, but even the puzzles were poorly designed.

You colonize the various planets and moons which orbit around the sun in a "scientifically correct" manner. Travelling from place to place takes time. Getting 20,000 tons of some element only found on Pluto to the moon when your ships can only carry 5,000 tons per trip makes for a lot of time where you are going to be waiting and doing absolutely nothing.

There are only four real puzzles in the game, but each will take some very serious thinking to figure out. You are not given any hints or help to solve them. The solution to all of them is simple: move such-and-such ship to such-and-such base and . . . wait. Unfortunately, by the time you get to the fourth puzzle, you will have a fleet of ships and nearly 50 colonies from which to choose.

As it stands, **Millenium 2.2** is another attractive European game that will be left sitting on the shelf to gather dust.
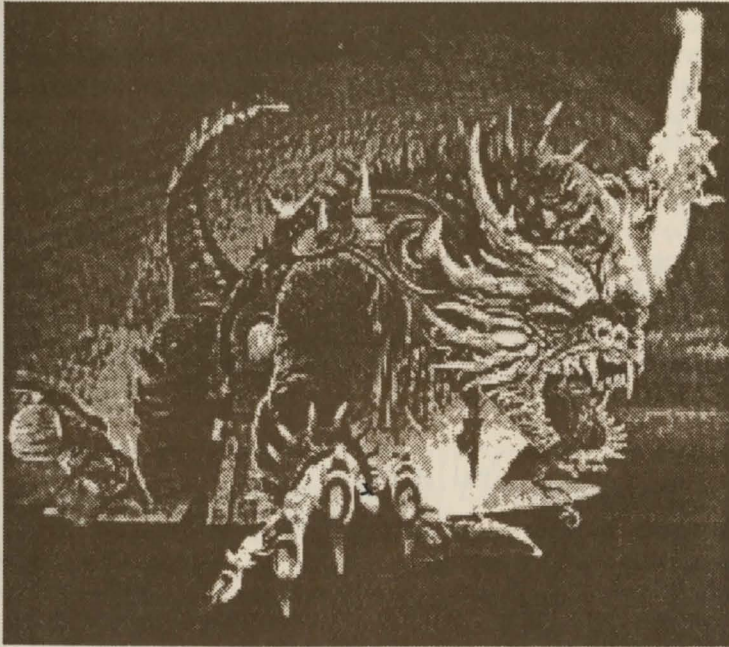
Adventure Helps

From The Premier Adventure Game Magazine For The Commodore Amiga!

Future Wars

ADVENTURES IN TIME

Adventure Walkthrough

By Chuck Miller

Though not a complex adventure, **Future Wars** is one of the most fun I have played recently. So much so, that I actually finished the game, and rather quickly at that. Thus, the following walkthrough.

Since the documentation that accompanies the game gives a walkthrough for the first two screens, this complete walkthrough will begin from that point.

Eastern Office

Once you enter the office, OPERATE the door. USE Key on second door from the left on the lower cupboard. EXAMINE the Typewriter and write down the Number found on the ribbon (40315). Proceed to the desk and OPERATE the top left drawer. TAKE the Paper and OPERATE the drawer again. Walk around behind the desk to the map on the wall. EXAMINE map. USE the Red Flag on the hole in the map. A Secret Passage will open. Now, before you enter the Secret Passage, SAVE your game.

Secret Passage

As soon as you enter the Secret Passage, EXAMINE the keypad on the right of the door. A panel will appear. As quickly as possible, enter the Number from the Typewriter (40315) before the ceiling crushes you. OPERATE 4, OPERATE 0, OPERATE 3, OPERATE 1, OPERATE 5. The ceiling will now go back up and the door will open. SAVE, then enter the doorway.

Time Machine Room

EXAMINE machine and USE Paper in slot. OPERATE the red button and take the Documents the machine spits out. OPERATE the green button and quickly step right and onto the platform. If you don't work quickly enough, a not-too-friendly-individual will enter the room and end all your worries.

Middle Ages - 1304 A.D.

SAVE your game at this point. Next carefully walk left across the middle of the screen toward the mosquitoes. Follow the dark green path to the light green spot in the center. Approach the mosquitoes and stop about a half-inch to the right of them. Now USE the Insecticide on the pesky insects. SAVE. Proceed left across the screen and watch for a Glint of Light on the path about one inch from the left edge of the screen. EXAMINE the Glint of Light. Exit left.

Lakeside

EXAMINE the roots of the tree on far left at the edge of the lake. TAKE Rope. USE Rope on branches above . . . and wait. One of the locals will come by, take off his clothes and go skinny dipping. TAKE his Slacks and Tunic. Exit left. Proceed past the Pub and go directly behind Castle to the far left.

Forest

Approach large tree in the center of the screen. There is a Monk's Habit hanging from a branch. OPERATE tree. A Silver Coin will fall to the ground. EXAMINE ground. Exit right.

Castle & Pub

Go to the Pub and OPERATE door. SPEAK to the innkeeper. USE Silver Coin on the innkeeper. Listen to the conversation. Exit Pub. Approach guard at Castle entrance. USE Pendant on guard. Pay attention to conversation with the King. Exit Castle. TAKE Lance from sleeping guard and return to the large tree behind the Castle.

Forest

Stand in front of roots directly below Monk's Habit hanging in the tree. USE Lance on Habit. Exit right and return to the Lake.

Lakeside

SAVE. USE Plastic Bag on Lake. Head directly to the Monastery. To get there, go to the lower left side of the screen. Then, when at the Castle & Pub, head quickly to the bottom of the screen. This takes you to the Monastery.

Monastery

Move quickly to the far side of the bridge guarded by the wolf. SAVE as a NEW GAME (not over your previous SAVE). Cross bridge about half way until the wolf moves a little and growls. USE Plastic Bag on the wolf, which is really a mechanical device. You may need to try this a couple of times as the water leaks from the Plastic Bag quite quickly. Enter Monastery and SAVE.

Central Chamber

You will note that the monks always walk in a group and always clockwise. You must join them as they pass you. Be sure to stay within their midst and

walk with them to the door on the right. Now, OPERATE the door and enter the Right Antechamber.

Right Antechamber

Approach Father Superior. He will ask you to get him a Cup of Chikapok. SAVE and exit to the Central Chamber.

Central Chamber

Join the monks when they reach you and walk with them to the door on the left. OPERATE door and enter.

Left Antechamber

Once inside the Left Antechamber, go all the way to the left of the room and TAKE the Cup. SAVE and exit.

Central Chamber

Walk with the monks to the center door. OPERATE it and enter.

Wine Cellar

Go down the stairs and past the ladder. USE Cup on the far right barrel on the middle shelf. Go back up the stairs and SAVE. Exit to the Central Chamber.

Central Chamber

Now proceed to the Right Antechamber again, walking amidst the monks. OPERATE the door and enter.

Right Antechamber

USE Cup on Father Superior. He will drink the Chikapok, get drunk and pass out. EXAMINE him. Walk to the far right of the room and USE the Control Device on the piece of furniture below the books. SAVE and exit Antechamber.

Central Chamber

Proceed with monks to center door, OPERATE it and enter the Wine Cellar.

Wine Cellar

Walk down stairs, climb ladder and USE Control Device on the top barrel.

Time Machine Room

SAVE. EXAMINE room until you find the Gas Capsule. EXAMINE it. You NEED the Gas Capsule to finish the game! Next, EXAMINE the console.

USE Magnetic Card in slot. Now, just sit back and enjoy the story as the plot begins to unfold.

Future - 4315 A.D.

SAVE your game. EXAMINE the rubble in the lower right corner of the screen. You now have the Blowtorch. Continue Right.

Eastern Ruins

EXAMINE Box above center of screen and just to the left. TAKE Box with Fuses. EXAMINE rubble in middle of screen. OPERATE manhole.

Sewer System

SAVE. Proceed right until you reach the third screen. EXAMINE lower pipe near center of wall to find the tap. USE the Blowtorch on the tap. It's now full. Walk the rest of the way to the right edge of the screen then down and back left. Walk left across the next screen until you are automatically turned south. Proceed right for three screens and SAVE. Move to the right until you are about a half-inch left of the muta-octopus. USE Blowtorch on creature. Next, exit up the ladder.

Outside Metro Station

Walk up to door. USE Lance on video camera. Enter Metro Station.

Inside Metro Station

First, SAVE your game. Then, walk left to the newspaper-machine. EXAMINE the coin collector. USE Coin in money slot. EXAMINE the coin collector again. USE Coin in money slot. You now have the Newspaper. Wait for the Metro. When Metro arrives, enter Metro.

Shuttle Port

Head directly to the stairs in the front center of the screen and go down. Walk left to fusebox. USE Fuses on Fuses in fusebox. SAVE. Return upstairs. The viewscreen is now on allowing you to sneak past the inspector and up the escalator. You must be very careful and stay as far right as possible to avoid being detected by him. If he spots you, go back downstairs and up again. Proceed sneaking. You will now enter the shuttle for Paris IV and shortly be hijacked by the Crughons.

Holding Cell

When you wake up you are in a small room. Walk to the back right corner. USE the key on the airduct. SAVE! Now, USE the Gas Capsule in the airduct and IMMEDIATELY USE the Newspaper on the airduct. If you were not quick

enough and got gassed, try again. When the door opens, exit the room. It's time to sit back now and enjoy the show.

Cretaceous Period - 65 Million Years B.C.

Walk down the hill and SAVE before leaving the screen. Exit left.

Battle Scene

Prepare for a tough shootout. You must shoot the tiny Crughons, focusing on the ones in the little red boxes. They have you targeted! When the leader appears on a floating platform from the right, SHOOT him immediately. This stops the wave of Crughons shooting at you. When the last Crughon is dead, Lo'Ann will have been shot. SAVE right away unless you want to go through that shooting sequence again! EXAMINE her three times. You will have acquired an Invisibility Pill and a Pendant. USE the Pendant on Lo'Ann.

Outside Crughon Ship

EXAMINE the dead Crughon. Enter ship.

Inside Crughon Ship

Step to right of panel on right side of door. USE Magnetic Card on card reader located on the panel. Walk to glass case. OPERATE case. TAKE Garment. Walk to video camera and USE Garment on it. Now, go and get in the case. OPERATE case again and enjoy the ride.

Crughon Space Port

When the case opens, SAVE. Walk immediately to left of door and USE Invisibility Pill on Self (Hero). As soon as the doorway is clear, exit. From the bottom of the ramp, walk around the Crughon guard in front of you and then toward the bottom of the screen. Take an immediate left in front of the boxes. If you moved quickly enough, you will be hidden when you reappear. Approach box on far left. OPERATE it.

Storage Room

When you've finished conversing with Albert, SAVE. Now exit the door at the back of the screen. This begins the Maze Sequence.

Maze Sequence

For this arcade sequence, refer to the map of the Final Sequence on disk. Follow the arrows down until you reach the Computer Control Room. Walk left to the console and USE the Magnetic Card on it. You must now exit the same way you entered until you reach the dotted arrows. Follow these to the exit to the Hanger. That's all, folks! Enjoy the end of the story.
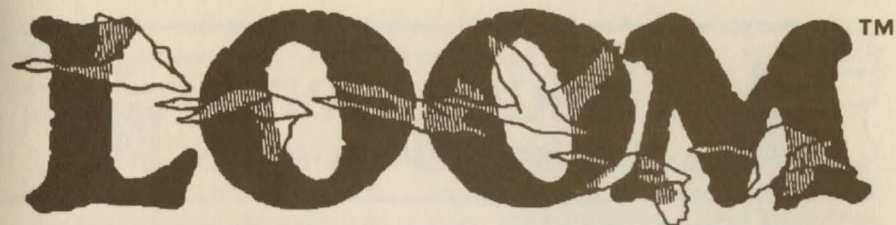
LOOM™

Spellweaver's Drafts

This list of drafts is from the Book of Patterns included in **Loom**. I found flipping through the pages of the Book of Patterns to find a specific draft that I had recorded a little bothersome. So, I set up this simple list to record each new draft as I learned it. The spaces for the notes have been left blank for you to fill in the drafts as you learn them, since the notes of each draft change when a new game is begun. Those marked with an asterisk are the only ones I encountered in the game and, as such, are the only ones needed to finish it. You will, however, need to use some drafts BACKWARDS to acheive the desired results. Feel free to photocopy this page for your own use.   **Chuck Miller**

* Opening	__	__	__	__	* Invisibility	__	__	__	__
* Dyeing	__	__	__	__	* Twisting	__	__	__	__
Summoning	__	__	__	__	Confusion	__	__	__	__
Tongues	__	__	__	__	Shaping	__	__	__	__
* Straw To Gold	__	__	__	__	Warmth	__	__	__	__
Temblor	__	__	__	__	Aphrodesia	__	__	__	__
Rending	__	__	__	__	* Sleep	__	__	__	__
* Healing	__	__	__	__	* Silence	__	__	__	__
* Night Vision	__	__	__	__	* Emptying	__	__	__	__
Shrinkage	__	__	__	__	* Unmaking	__	__	__	__
Desire	__	__	__	__	Extinguishing	__	__	__	__
Waterproofing	__	__	__	__	* Sharpening	__	__	__	__
* Reflection	__	__	__	__	Blessing	__	__	__	__
* Terror	__	__	__	__	* Transcendence	__	__	__	__
Folding	__	__	__	__	Unknown	__	__	__	__

Adventure Game Drawing

Subscribing has its benefits. In this case, free adventures. Each issue, we will have a drawing from our subscriber list for a free game. This drawing is available to subscribers only. Congratulations to our winning subscriber this issue, Dr. John D. Nikitow of Skokie, IL, who received a copy of Loom. Enjoy the game, John!

Hidden Gems

Manna For The Weary Adventurer

Hidden gems bring a sparkle to the eyes of the weary adventurer. They're a little something extra, an unexpected prize to add to one's treasure store. The same is true with hints and tips. They're the Hidden Gems that make playing your favorite adventure a little more enjoyable, especially when the going gets more difficult than you like. So, here are a few more gems to add to your pouch.

Arthur: The Quest for Excalibur

At the start of the game after you are able to leave the churchyard, find your way to Merlin's cave by going south once, then west two times, southwest once and then northwest two times. After visiting with Merlin you will receive the ability to change form. Then, enter Merlin's cave and look into the crystal ball. Pick up the bag. After exiting the cave, leave Merlin by going southeast from where he is, change into a salamander and eat midges . . . Yum! You will gain one wisdom and one experience point.

After you've gotten your shield and armor from the castle, examine the shield. You will see that it needs to be shined. Use a pumice stone to shine it. Now you will be presentable and will be able to joust with the Blue Knight at the pavilion. After winning your joust, he will present you with the key to the ivory tower.   **Millie Miller**

Indiana Jones and the Last Crusade

Find three books in the Library to help in your quest - Just scan with your crosshair after picking "What is." Also, locate a trophy and fill it with beer. Then you can get the large guard drunk before you have to fight him in the castle. Don't give your grail diary to Hitler, either. Give him something else to sign. Using it later with his "autograph" will help Indy and his father get out of the country easier.   **Rick Henly**

Conquests of Camelot: The Search for the Grail

At the start of the game when you visit the treasury, fill up your purse. Then, visit the chapel and pay your dues. Now go back to the treasury to fill up your purse again. This will ensure that you do not run out of money in your travels - that is, until the thief steals your purse in Jerusalem.

When "visiting" the mad monk at Glastonbury Tor, ask him about the grail and watch him run. Follow the monk. You will find him with two other monks. All three will try to attack you, but only the real monk can harm you (the others are just images). Watch closely to determine which is the real monk. When you spot him, enter the area quickly and go to an opposite wall so that Arthur's back is against the wall and he is facing you. This protects Arthur's back so the real monk can not sneak around behind him to attack.   **Millie Miller**

Imperium

When beginning **Imperium**, let the computer control all three major areas - military, diplomatic and economic - for a game or two. Then, reconstruct the computer's actions and analyze its strategy. This will help you get a grasp of the game more rapidly. Also, be aggressive from the start (even if playing defensively) and build up your defenses. Otherwise, you will be swamped by your opponents rather quickly.   **Charles J. Besecker**

Loom

On the island of Loom in the Woods above the Village, you will find four Hollow Trees. Examining the Holes reveals that all the Owls are home except for one. Go left to the Cemetary. You will find an Owl asleep on a Tombstone. Go left to the Briar Patch and Examine it. You will send a rabbit hopping across and into the clutches of the awakened Owl. He will now be in his Hole and you will be able to get the complete draft for Night Vision (click on each Hole from left to right). When in the Dragon's Cave (once you've been able to make your way past the Dragon), make sure to examine your Reflection in the Pool of Water. This will give you the draft of Reflection. You will need to cast this on something "Rusty." Having trouble getting past the workmen in the Crystal Tower? Try spinning the draft of Invisibility on them from OUTSIDE the Tower. Also, when you have the opportunity to gaze into a Crystal Sphere, always do so THREE times.   **Chuck Miller**

The Attic

In the previous issue, **The Attic** appeared on disk. Several people had expressed that they could not get very far in the game. Here is a hint that will, hopefully, help you get a little further. There are several items in the game that should be examined more than once [i.e., the hole in the wall in the western portion of the attic (cute, huh?) and the mirror (he is vane, you know)]. Otherwise, you will never finish the game. Also, did you find a piece of paper in the pocket of the pants that are lying on the floor? And, did you read the bookmark in the book?

Adventurer's Backpack
Collected Artifacts From Throughout The Realms

There's nothing quite like reaching into your trusty backpack and extracting the exact tool you need for the job at hand. Of course, you have to put it there in the first place. Here, in the Adventurer's Backpack, you will find information and capsule reviews of resources available for the adventurer.

The Bard's Tale Clue Book   Electronic Arts $13.50

Here is a nicely illustrated, well written clue book for **The Bard's Tale** presented in the form of a journal. It includes maps to The Wine Cellar, Sewer, Temple Of The Mad God, Catacombs, Harkyn's Castle, Kylearan's Tower and Mangar's Lair. Many helpful clues are also revealed in the notes contained in the journal. Though not an all encompassing package, **The Bard's Tale Clue Book** does add to the pleasure of the game without providing a complete, step-by-step walkthrough. It's certainly worth the discounted price of $9.95 at which it's being offered.

The Bard's Tale II Clue Book   Electronic Arts $13.50

Presented in the same quality fashion and journal style as the clue book above, this clue book packs nearly twice the data as its predecessor. Maps are available for Tangramayne, The Dark Domain, Wilderness, Tombs, Fanskar's Castle, Dargoth's Tower, Maze Of Dread, Oscon's Fortress, Grey Crypt and Destiny Stone. **The Bard's Tale II Clue Book** is an essential item for adventurers of that domain and a value at the retail price.

The MACHINE BBS   SYSOP - Eric Penn   415-345-2353

Adventure resources come in all shapes, sizes, colors, forms, planes of existence and the like. One you may find very helpful for that quick answer and helpful hint to your current problem is **The MACHINE BBS** out of San Mateo, California. This is a true gamers board that supports a serial baud rate of 2400, SkyPix and ZMODEM transfer protocol. We think this board is so good that we have chosen it for our west coast BBS contact point. So, if you are located in the western states and want to leave us an online question or comment, call **The MACHINE** and leave a message to **Enchanted Realms**. Eric Penn (the SYSOP) and Marci Rogers, two of our reviewers, are also online here and will prove to be much help to you as well. Of course, you can call us direct at the voice number in the front of the Journal or contact us at our east coast BBS contact point by calling the **CA-AUG BBS** at 216-642-3344. Just leave a message for us to **Enchanted Realms**.

Adventurers' Guild
The Adventurers' Outfitter For Tools Of The Trade

"Change is inevitable." That's how the saying goes at least. Hopefully, when change occurs, it's for the better. Each issue of **Enchanted Realms** has brought changes as we've polished our armor and sharpened our swords. We feel that the changes we've made have improved the publication. So, on to the next change.

We have decided that it's to the mutual benefit of both our readers and ourselves to NOT offer commercial software at the present time. We really can't "compete" dollar for dollar with the mail order giants on game pricing. Nor is that our desire. We want to concentrate on our primary reason for existing - providing you with the best in reviews, walkthroughs, hints and programs - and not get caught up in stocking and dispensing commercial products. We will, however, continue to offer the best available in freely distributable software for the adventure gamer, including specially designed collections as they become available. Occasionally, we may offer a select commercial product through special arrangements with the developer, but this will be apart from the norm.

Each purchase of freely distributable software will contribute towards earning **Notes Of The Realms** which you can use to extend your subscription. For every three disks or disk sets you purchase, you will receive a **Note Of The Realms**. When you accumulate three Notes, mail them to us and we will extend your subscription an additional issue. If you're not a subscriber yet, that's OK. We will credit them to your account when you become one. We will also provide other means for you to earn **Notes** such as by completing and mailing the survey form included in this issue. We hope you'll take advantage of these offers. Thanks for your support of **Enchanted Realms**!

Freely Distributable Software

Product	Cost
Dungeon Master Resources	$5.00
Hacklite	$5.00
Moria	$5.00
Star Trek (2 Disk)	$7.00
Star Trek (3 Disk)	$9.00

To order any of the above products, send your payment in U.S. funds (check drawn on U.S. bank or money order) to Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133. There is a $3.00 shipping and handling charge per order. Thanks for stopping by the Guild. We hope to see you here often!

Prophet's Tower
Looking Ahead At Enchanted Realms

Again we come to the end of another issue of **Enchanted Realms**. And, again we have run out of room to cover all the adventures lining our shelves. The upcoming holiday season looks very promising as a large assortment of new titles will be introduced for the Amiga adventurer. Some are ports from other systems, while others are dedicated Amiga quests. We will keep you informed on the newest releases as they roll off the presses.

Since our inception, it has been our desire to provide you with both timely and honest reviews. This continues to be our goal as we look to 1991 and the adventures that lie before us. Here are just a few of the titles to look for in upcoming issues.

Hero's Quest
Space Rogue
Pool of Radiance
Code Name: Iceman
The Immortal
Leisure Suit Larry III
King's Quest IV
Dragon Lord
Windwalker
Iron Lord
Altered Destiny
Curse Of The Azure Bonds
The Fool's Errand
The Legend of William Tell
DuckTales: The Quest For Gold
Elvira, Mistress of the Dark
Police Quest II
DragonStrike
And Many More!

Till the next time,

Chuck Miller
Lord Of The Realms

Enjoy The Adventure Experience!

Submissions

Programmers and illustrators, we are interested in your original work for publication in **Enchanted Realms**™. Please read the details below concerning submissions.

Programmers
If you have written or are planning to write an adventure game, we would like to hear from you. We are interested in all kinds of adventures - fantasy, mystery, sci-fi and others - both text and graphic. The adventure may be the entire work of the programmer or may be created in conjunction with an adventure game authoring language. We are looking for game editors and character generators as well.

Illustrators
We are also interested in original fantasy illustrations to enhance the pages of **Enchanted Realms**™. All categories of illustrations are desired including adventure and sci-fi. Submissions should be made in Amiga Super Bit-Map and Hi-res Bit-Map format, black and white or 16 color grayscale. Color illustrations may be submitted as well, but will be converted to greyscale for publication. Illustrations may also be submitted on paper or illustration board.

Guidelines
All programs must be submitted on disk with complete documentation. If you would like your disks returned, please enclose sufficient postage along with your full name, address and phone number. However, we recommend that you contact us prior to making any submissions.

Documentation should be submitted in ASCII format. Please do not use any special formatting codes. Games and editors should be accessable from Workbench. Additionally, all materials submitted must be the original work of the person making the submission.

Enchanted Realms™ is not responsible for unsolicited materials and reserves the right to reject any submission.

This Issue's Contents

In The Journal

On The Disk