Enchanted Realms ™

In a land where like hearts meet, at the crossroads to adventure, come join our ranks and enter . . .

BUIS

Issue 4

Subscriptions & Customer Service

Copyright & Distribution

Cover Design

The **Enchanted Realms**™ artwork appearing on both the Journal cover and on disk comes from the creative mind of Amiga fantasy artist and graphics columnist Bradley W. Schenck.

Isaiah 40:28-31

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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.

Adventure Departments

News & Views From
Throughout The Realms

Proclamations

From The Lord Of The Realms

So, here we are. A new issue of **Enchanted Realms** and a new year to boot. 1990 passed much too quickly, for us at least. Now, appropriately, to go with a new year is a new image. I'm sure you've noticed the new cover design by Bradley W. Schenck. We are extremely pleased with it and trust that you are as well. It conveys visually the atmosphere we have been striving to create verbally. Of course, there is a full color version of the cover image on disk for your viewing pleasure. It serves as our new introduction to the disk interface.

In addition to the more immediate visual improvements, we have also made some refinements within the pages of the Journal. First, as you may have noted already, we are now referencing **Enchanted Realms** as a journal, rather than a magazine. This better portrays the style and format we have established. Thus, **Enchanted Realms** will now be referred to as The Premier Adventure Game Journal For The Amiga! We have also renamed several of our regular review features. Adventure Classic is now called Dimmer Dungeons and Adventure Comparison is referred to as Parallel Worlds. Dragomens' Journals replaces Adventure Walkthrough (if you don't know what a Dragoman is, pull out Webster). In addition, we have changed Prophet's Tower from a column that simply listed upcoming reviews to a segment focusing on adventure previews. Plus, we've added Distant Lands, devoted to the best adventures from other shores. Of course, we've added some extra pages, too.

If you're wondering where our listing of the Best Adventures of 1990 is, look for that in the next issue. I know that many other publications have already released their list, but in doing so, they have missed some games that have just become available in the closing months of 1990. We don't want to exclude a potential contender just to meet a publishing deadline. No, we would rather wait and be as fair and accurate as possible. And now, to pick up where we left off in our last issue . . . .

Two-Headed Monster - Conclusion

Last time we discussed the issue of copy protection and piracy itself. From the results of last issue's survey we can now add some additional information. It seems that you are split almost evenly on whether software should be copy protected or not. Unfortunately, we're unaware of the specific reasons behind your opinions here. Of course, the fact is that most software is copy protected and will continue to employ some form of protection. This is only reasonable given the losses incurred by piracy. We're simply stuck with it. So, since we have to live with copy protected software, we might as well voice our opinion concerning the method of protection we prefer. The results of our survey on this question are unmistakably clear, and just as we expected. Most of you prefer the Key Word method of copy protection. The overarching consensus is also that just about everyone finds the Disk-Based method the most detestable. We concur! Disk-Based copy protection is a creature best left to rot in the stinking depths of some long forgotten dungeon (picturesque, no?). Not only is it an inconvenience to the software owner-user, but it increases the chances of irreversible data loss and prohibits the installation of software on hard disks if available. I would, in certain instances, go so far as to recommend boycotting programs that employ this method of protection.

Well, it seems evidently clear that until a better method of protection emerges, Key-Word copy protection is the least offensive choice. It is approved by most users and serves the purpose of the software vendors well. Color Scheme, Encrypted Message (the Hold-The-Red-Viewer-Up-To-The-Red-And-Blue-Chart approach) and Symbol Identification all have built in problems and pose greater difficulty than Key Word protection. This includes the difficulties imposed on those who are visually impaired or color blind. Have you noticed that there are always numerous symbols or colors that are so close together that they become indistinguishable? Key Word protection is simply the best choice available to us at present.

However, in the use of the Key Word method, we need to advance beyond the simple "Enter word 7 from line 2 of paragraph 1 on page 27" implementation. Efforts need to be made to at least work the Key-Word selection into the adventure somehow so that it becomes an integral part of the game, not simply a frustration at its inception. Make the required data a necessary part of the story and use it to draw the player into the adventure, rather than distract him from it. Some companies have already realized the potential here and have taken steps to make copy protection as inoffensive as possible. Most, however, have yet to see the light.

You can each do your part in this ongoing saga by writing to software companies and expressing your opinion and suggestions on this matter. But, be courteous. A letter sent to slam a publisher will do little to influence them positively. When you write, express your opinions and concerns in a clear and polite manner. There are more than enough complainers and harbingers out there to contend with.

Well, it's time to move off this brief look at the subject of copy protection for the time being (one could easily write a book on the subject, but who would read it?). Please do your part. Purchase, don't pirate! Support software vendors with your dollars and constructive criticism. It can only benefit us all!

Happy Adventuring!

Chuck Miller

Chuck Miller
Lord of the Realms

Audience Hall
Letters To The Lord Of The Realms

And now, a look at this issue's correspondence. Here are some selected portions of letters pulled fresh from the mail bag.

Dear ER:

We liked your adventure magazine a lot and were particularly impressed with the presentation - congratulations on an excellent product.

Yours sincerely,
Beryl Williamson, Amazon Systems
Farnham, Surrey
England

Dear ER:

Congratulations on a terrific idea and, more importantly, a terrific execution (that's always the harder part). It is a rare pleasure to see a project done with care and professionalism (The gold seals on the disk envelope are a very nice touch). Although I am not an avid adventure player, I enjoyed reading through the two issues of **Enchanted Realms** that you sent to me. It is well laid out, interestingly written, friendly and informative. I look forward to future issues.

Thanks for the treat and keep them coming.

Best regards,
Jerry Wolosenko, Psygnosis
Brookline, MA

Well, as you may have noticed, we've again printed some of our "**Enchanted Realms** is Terrific" mail (much like **.info Magazine's** ".info Is Great" letters). While we do enjoy receiving these lauditory remarks (yes, sending us one will probably go a long way toward increasing your chances of having your letter published), we are interested in your questions, suggestions and even your criticisms (constructive, of course). So, drop us a line at the address on the inside cover or leave us some E-Mail on American People/Link care of "Enchanted". We WILL answer your letters! Please take the time to let us know what you think about **Enchanted Realms**, as well as what you would like to see added to these pages.

Court Herald
Tidings From Hither And Yon

Well, many of the long announced and awaited holiday releases are finally becoming available. Here is our update as of press time.

From Accolade, **Elvira, Mistress of the Dark** is out and it looks like a winner. Check out the adventure preview in this issue for details. **Search for the King** is now scheduled for a late December release, while **Altered Destiny** looks like a late January product.

New from Electronic Zoo is **Xiphos**, a 3D polygon space adventure-simulation and **Legend of Faerghail**, an FRP under the Rainbow Arts label. **Faerghail** first hit the shores in October in its European incarnation, including a significant bug. When you reach a certain point in the game, you are asked for a password. However, even if you have the right password, you're still not allowed to pass. The U.S. version which is now available corrects this problem. If you received an earlier version with the aforementioned problem, contact Electronic Zoo for a replacement. Two additional adventures should ship early next year: **Eco Phantoms**, a European fantasy and **Darkspyre**, a real-time FRP.

Origin has finally released the Amiga version of **Ultima V**. We are still awaiting our copy, but from all we have heard it has significant problems. We will update you as soon as we have further data. Other conversions to follow next year include **Ultima VI**, **Savage Empire** and **Wing Commander**. Also available from Origin by the time you read this is **Quest For Clues III**, the third in this series of walkthrough books from Shay Addams.

Sierra On-Line has some early 1991 releases planned for the Amiga. In addition to **King's Quest V** (February) and **Space Quest IV** (April), January should see Sierra's **Quest For Glory: Trial By Fire** (the sequel to **Hero's Quest: So You Want To Be A Hero**). Because of a European Milton Bradly board game called **HeroQuest**, **Hero's Quest** titles have been renamed **Quest For Glory**. From Sierra's affiliate, Dynamix, look for **Rise Of The Dragon**, a private-eye action adventure, sometime around March.

On the EA lineup, look for the following. **Dragon Lord**, a strategic fantasy from Cinemaware, is now available. Catch the review in this issue! Cinemaware is also working on two other titles of interest: **Blood Relatives** and **Enemy Within**. If you enjoy family reunions where nobody likes each other, thus, resulting in some mysterious doing-ins, watch for **Blood Relatives**. If the spy element is one of your favorites, **Enemy Within** is a likely candidate for adventure. Both of these products are pegged for early 1991 release. SSI has shipped **Curse Of The Azure Bonds**, a Forgotten Realms fantasy role-playing epic and sequel to **Pool Of Radiance**, and **Countdown to Doomsday**, a new Buck Rogers sci-fi role-playing game. Both are on the shelves. The big news from SSI, however, is their new Legend Series of graphically based **AD&D** fantasy role-playing games. The first release, **Eye Of The Beholder**, should be

available for the Amiga by March 1991. Expect a first-person point of view, **Dungeon Master** style interface. Also new under the EA label is **Night Hunter** and **Nightbreed**.

Capstone will soon be releasing the Amiga version of **The Cardinal Of The Kremlin**, an adventure simulation based on Tom Clancy's best seller for those who enjoy espionage, technology and global politics. And, for those who like adventure on the lighter side, Capstone is also releasing **Bill and Ted's Excellent Adventure**, based on the movie of the same name.

Dragon Wars, from Interplay, is now on the shelves, as is their Delphine import, **James Bond: The STEALTH Affair**. Though graphics are not quite as pristine as in **Future Wars**, sound is of the same high quality and gameplay is claimed to be improved. Check out the demo on disk!

MicroProse, following on their Amiga release of **PIRATES!** and **Midwinter**, has **Keys to Maramon** slated for imminent release. Not so imminent is their Amiga conversion of **MegaTraveler I** due next spring.

Visionary is almost here. Yes, Oxxi's new adventure game authoring language should be available shortly after the first of the year. We have been anxiously awaiting the release of this product.

Psygnosis, renowned for their excellent arcade games is releasing **Obitus**, an RPG with some hack'n'slash action. This adventure takes place in the forests, mines and underground complexes of an alien world. Parallax scrolling included. New in the action adventure category is **Spellbound** under their Psyclapse label.

Now, for all you **Wizardry** fans. Sir-Tech has a January scheduled release of their newest adventure, **Bane of the Cosmic Forge**. This fantasy role-playing adventure combines elements of the previous **Wizardry** games with a new interface similar to that of the **Dungeon Master** genre, the most popular interface to clone of late. (Look for our sneak preview on disk!)

And now, speaking of **Dungeon Master**, the best for last. **Dungeon Master II: Chaos Strikes Back** has finally arrived, and in time for holiday stockings, too. This long-awaited sequel will give many hours of dungeoning pleasure for the new year ahead (check out our special preview on the disk!!).

Well, it seems space has expired once more, so, stop back again next time for more on new adventure releases for the world's best personal computer!

Adventure Game Writing Contest

Hear Ye! Hear Ye! **Enchanted Realms** is postponing our Adventure Game Writing Contest. Yes, that's right. The contest is being postponed due to an UNDERWHELMING response. Unfortunately, there has simply been insufficient interest to continue the contest at this time. However, the contest is NOT being cancelled. We will reinstitute it later in 1991 when the time is right. So, if you have begun writing an adventure, keep at it and let us know about your progress. If you haven't, now's the time to start!

Adventure Reviews
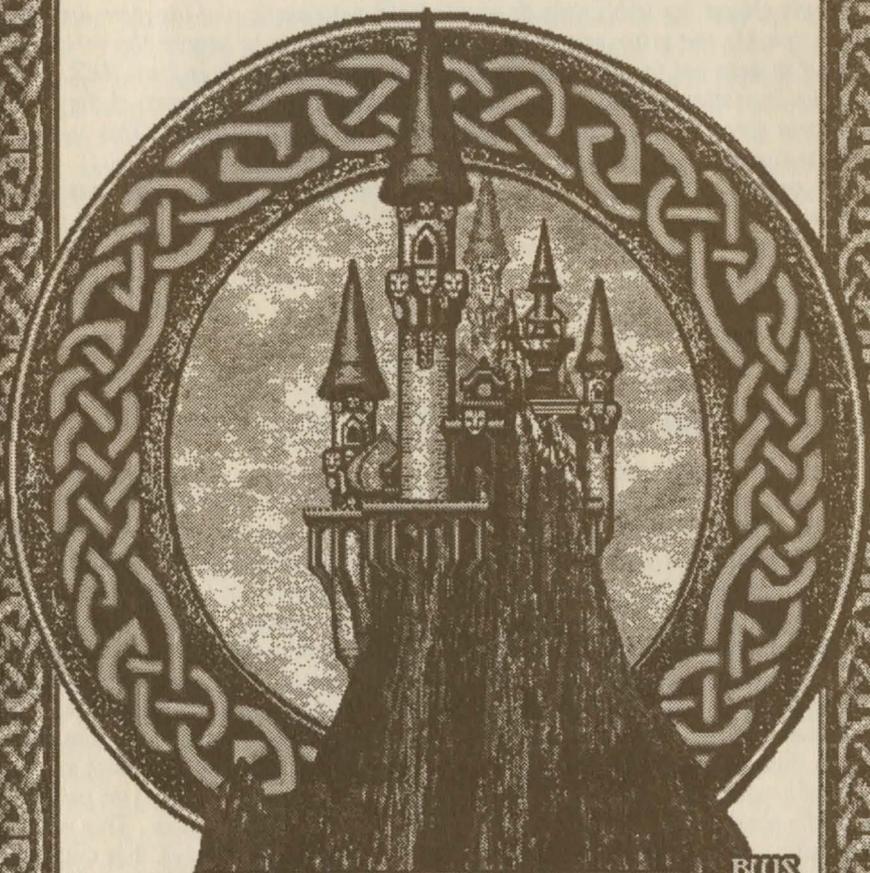
Adventures Told Both New & Old

Dimmer Dungeons
Classic Adventures From The Past

PIRATES!

Reviewed By Marci Rogers

RealmsHead Inn is brightly lit at this hour, with music and laughter drifting out to sparkle the crisp winter air. You would stop in to search the revelers' faces if it were not for the note crumpled in your pocket. It is from HER, and such an invitation would be the envy of all neophyte adventurers, if they but knew you possessed it. You have no intention of informing them. This is your time, and yours alone.

As swiftly as you can, you tuck around the back of the inn and enter the narrow stone tower laughingly dubbed the "Conversion Castle." It is a plain place, cursed by monophonic sounds and decorated in garish EGA style, but such has little meaning to you. SHE is there, curled on a bench beside the bit-mapped fire, her eye color still elusive, her smile still warm - Maeve O'Shee, half-elven legend in these realms, and, at least for now, your companion. Her hand lifts in greeting; and, as you move to sit beside her, she speaks:

Maeve On Holiday

Well met, young one. I see you received my missive. I hoped you would respond. These times between campaigns are rare, and I like to make the most of them. Did I mention how pleased I was to hear of your triumph in Skara Brae? It took great courage to embark on such an adventure as the defeat of Mangar, but then I knew you were of the True Blood when I first beheld you. That is why I thought you might like to join me this evening. Long and complex adventures take their toll, and a holiday between always seems in order. I have my favorite places to journey, but for quite a time after I moved into the Amiga universe this one was closed to me. But now . . . wait. How foolish of me to tell you when I might show you. Are you game? Ah, I see by your smile that you are. A little magic, then - don't mind the tingling, but you simply cannot arrive without proper attire. Breeches, flowing shirt, perhaps a coat? Yes, I do believe so, and a plumed hat. There, you look glorious. Take my hand now. This tower gets quite a spin on when it teleports, and DO watch the point of that cutlass! We both want to arrive in good condition. Close your eyes and off we go!

The Caribbees - 1640

Ah, the West Indies of the seventeenth century! Just smell that clean air and look at those beautiful halfbrite renderings. I'm not sure what I like better, the engaging graphics or the marvelous Bach soundtrack. Fortunately, we don't have to choose, as this game has been completely Amigatized, rare in a conversion, but delightful. You are offered a great many choices concerning your character, though, and each set can lead to a totally different adventure. That's what makes this program so well suited for holidays. You can play it over and over and have an enriching as well as entertaining experience each time. It's historically accurate, you know, and the documentation is almost a mini-history of buccaneering. Politics, trading, weaponry and diplomacy are all there in great detail. You can even assume command of an actual expedition if you wish, though I've never found that as much fun as creating your own career.

This option offers many varieties as well, as you can be an English or French Privateer, or try to see whether you can maintain an "honest" life as a Dutch Trader. If you're devoted to doing things the hard way, you can even decide on life as a Spaniard, although I wouldn't recommend it for any but the hardiest souls. There's also a period of 140 years open to you, with some historical periods much more difficult than others. Of course, much will depend on your choice of skills and levels. Apprentices can get by with a basic knowledge of fencing, while swashbucklers need all the skill at navigation they can muster, as their crews will be a scurvy lot at best. The manual suggests becoming an expert fencer of English blood in 1660, but my favorite is the French world of 1640, although I will retain their sword skill recommendation.
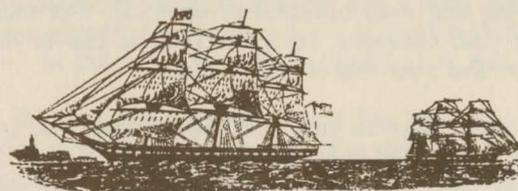
Drake, Morgan, Piet Heyn And You

Your goals are simple: plunder enemy ships, attack towns, ingratiate yourself with as many governors as possible, and keep your crew happy. The last of these is by far the hardest task, as it requires frequent finding of large treasures and a good sense of timing. You can vastly increase your wealth by finding your missing family members one at a time, and locating the Inca treasure between each rescue. That will give you four treasures at $100,000 each, a large plus to your pocketbook. The Amiga conversion adds to this quest excitement by offering mini-quests from various governors, a bonus that didn't exist in other versions. You will also need to gain promotions from as many governors as possible, as social position is very important on the final point rankings. You can gain points with these gentlemen by looting enemy ships, capturing pirates of their own nationality and sacking enemy towns. They will also introduce you to their daughters, and you should endeavor to make the best marriage possible.

The Dog With The Cat

This last subject, I'm afraid, brings up a downside to this otherwise visually gorgeous adventure. Unlike the earlier Apple and Commodore 64 versions, where the ladies were varied and attractive, the Amiga girls all look alike (exactly alike - the clones of the Caribbean), and the one who is supposed to be the "beautiful and exciting creature" is an over-endowed dog with a preponderance of black hair and a pinched expression. Her only saving grace is that she is carrying a cleverly animated black cat. Since you will be spending quite a bit of time wooing these ladies, either to wed or for information, this unattractiveness is a real liability. (Too bad you can't just keep that cat.) If you don't mind a point loss, the middle two maidens are a bit more palatable, but marrying anyone except "Catwoman" will lower your final score, which can leave you with any ranking from pauper to King's Advisor or Governor of the Caribbees.

Over The Bounding Main

Gameplay itself couldn't be easier. The conversion even includes a cross in front of your ship to make sailing from port to port easier; and the map is so vividly illustrated it's almost impossible to get lost. Any adventurer can spend many happy hours with this program. It's as much historical simulation as it is role-player, and the excitement will make this time period come alive. Play is a bit slower on one drive than on two, but it's still smooth, and a hard disk installation is a real pleasure. I've visited **PIRATES!** in every format, and MicroProse has yet to disappoint me with this game. The Amiga conversion is the easiest playing and most beautiful of them all. Not many games are a "must-have" for your computer, but **PIRATES!** is one of them. Grab your sword, young one, that's our ship on the horizon!

You awake hours later in your own bed. Maeve, as is her wont, has vanished. You can't remember how you returned here, or when, but you can remember flaming ships and smiling governors. Inca gold still clinks in your ears, but you are not satisfied with your rank as owner of a sugar plantation. You vow to return soon. As you drift back to slumber, a purring sound near your feet startles you. You look down and see a sleek black cat curled at your feet. You can almost hear Maeve's laughter - the best part, indeed!

> ☆95☆ **PIRATES!**
>
> MicroProse
>
> **Playability** - 20   **Graphics** - 17   **Sound** -19
>
> **Documentation** - 20   **Atmosphere** -19
>
> $44.95   Role-Play Adventure   512K

T·h·e
I·m·m·o·r·t·a·l

Reviewed By Chuck Miller

"The labyrinth holds mysteries unfit for mortal eyes. Mysteries of eternal life. Of sudden death. Of sorcery and betrayal. Its shadows hide deadly traps, its puzzles tantalize. And from the caverns far below, your lost master, Mordamir, calls for you to save him . . . ."

"When Nightmares Come To Life"

The Immortal, from Electronic Arts, includes all of the above and even more. However, for me, many of the "mysteries unfit for mortal eyes" will remain unseen, as will the "mysteries of eternal life." For the most part, **Immortal** holds "sudden" and frequent, even annoyingly repetitive, "death." "Betrayal" appears in the programmer's inappropriate decision to preclude the ability to save progress at any other point except at the conclusion of each level in the labyrinth. Certainly, "deadly traps" abound, and confound, more than they "tantalize." And, while "your lost master, Mordamir, calls for you to save him" from the caverns below, chances are that you, too, will be calling, in frustration, to be saved from restarting the current level of the labyrinth long before you ever reach him. In this adventure, it's painfully clear that ". . . You're Not Immortal."

Now, wait. Before you begin to think that **The Immortal** is the most recent digital incarnation of the Devil himself, let me assure you that there is much on which to commend this arcade adventure. Yet, from the start, I wanted you to have an accurate impression of my frustration with this state of the art product.

"Will Harvey Presents"

Created by Will Harvey, author of the **Music Construction Set** and **Zany Golf, The Immortal,** though traditional in concept, comes across quite well with an appropriate twist at the conclusion and two possible end scenarios depending on whether or not a certain action is performed earlier in the adventure. Although the documentation says that this game does not support accelerated Amigas, it seemed to work without a hitch on an Amiga 3000. Game loading, however, is tediously slow. **The Immortal** comes on two disks, recognizes DF0: only and cannot be installed on a hard disk. You will also need a full megabyte of memory to play this adventure.

The basic plot of **The Immortal** revolves around your quest to reach and rescue your mentor, Mordamir, who is trapped somewhere in the labyrinth below. To do so, you must fight your way past multiple foes (arcade) while

solving numerous puzzles (adventure). Some creatures you encounter along the way will become your allies. Most, however, will be your enemies.

It is evident that much forethought and planning has gone into **The Immortal**, as has a high degree of detail and quality in its execution. Yet, I am somehow left feeling that, because of its duplicity in design, **The Immortal** does not fully succeed as a finished product. We will examine this more fully below.

"3-D Adventure Like You've Never Seen" Or Heard!

As mentioned above, there is much to commend in **The Immortal**. Without a doubt, its strongest assets are its highly detailed graphics and its superb musical score. The game's interface, while I wouldn't classify it as unique, is nonetheless effective and efficient, even elegant in appearance. It has not been overdone, nor does it lack any essential data or control. All action is performed with the joystick, while inventory is accessed through the spacebar. The player can restart the game, or current level, at any time and music can be switched on and off (though I don't know why anyone would want to switch off the excellent accompanying scores). The viewer's perspective in **The Immortal** is unique in comparison to other arcade adventures in that, rather than the traditional overhead or front view of the character and his surroundings, you are presented with a three-quarter view of the action on screen.

The graphics and animations in **The Immortal** are superb. Each character is extremely well detailed and portrayed in full 3-D perspective with shading and highlights. Animation is smooth and lifelike. I can offer no complaint with the gorgeous artistic rendition of the game. Music attains the same level of quality with a different score to accompany each level of the labyrinth. The music alone adds the most to the atmosphere of the adventure. If only the majority of other adventures incorporated such excellent graphics and music.

In **The Immortal**, "fully animated creatures and deaths" abound. Especially deaths. Most often when dying, the player's character melts into a puddle of blood and personal effects. There are, though, many other gruesome methods through which one meets his own demise in the game. Some of the more "picturesque" methods are being skewered on a spike, covered in green slime and picked clean to the bone, being eaten in one huge gulp by a giant worm or being fried to a crisp by an indiscriminate dragon. Each of the eight levels to explore provide unique ways to end your meager existence.

"And So You Set Out To Unravel The Secrets Of The Immortal"

The blending of arcade and adventure leaves both the true adventurer and arcade fanatic feeling somehow cheated. At least, this has been my experience and that of most I have talked to who have played this game. From the standpoint of the adventurer, the lack of a save game feature makes playing **The Immortal** extremely frustrating. To die repeatedly in the same situation and then have to start fresh at the beginning of that level, over and over, is inexcusable. From the arcade player's vantage point, the limited amount of arcade action makes the game seem tame in comparison to one like **Gauntlet II**. At the end of a playing session he will find his trigger finger strangely atrophied from lack of use. A major part of the problem with **The Immortal** seems to be its brevity. If the adventurer could save his progress, he would complete the quest much too quickly for a full-fledged adventure. The same holds true for the arcade player. If the puzzles were not included to slow his progress between arcade sequences, he would quickly master the game and that would be that.

In all honesty, what has been provided is excellent. The 3-D graphics and music are simply stunning. But, there just isn't enough game to really satisfy either the adventure or arcade player. While **The Immortal** is a step forward in presentation, it is a step backwards in implementation. Playing **The Immortal** created a true love-hate situation. I love playing the game, but I can't play it for long without throwing up my hands (not to mention several expletives) in despair. Apparently, this game design team thinks that game players really enjoy being killed off. Not so! My recommendation? Check out a friend's copy before you decide. That way, if you find the same love-hate situation true for yourself, you can still experience the great graphics and music without incurring the expense. Were it not for its low playability, **The Immortal** would be one of the best action adventure releases this year. Serious adventurers need not apply.

74	**The Immortal**		
	Electronic Arts		
Playability - 8	**Graphics - 18**		**Sound - 19**
Documentation - 14		**Atmosphere - 15**	
$49.95	Arcade Adventure		1 MB

ᴰRAGON ᴸORD

Reviewed By Michael J. Ballenger

And Now For Something Totally Different

This one is DIFFERENT . . . really DIFFERENT. Throw out your notion of solving puzzles presented in text form and get ready to start thinking in terms of a flexible game system where a world of possibilities opens to you. Get ready to think like a Dragon Lord.

The Great Lords set a task for the dragon masters living in the country of Anrea beneath them. They have broken a magic talisman in three pieces and hidden them throughout the country. If one of the dragon masters can recover all of the talisman, he will gain entrance to the castle atop dwarf mountain. The secret of immortality will be his. As Dragon Lord, he will reign over all Anrea.

Soldiers In The Clouds

The object of the game is not unlike that of many quests for the Amiga. You assume the role of one of three dragon masters and attempt to find the pieces of the talisman. What sets **Dragon Lord** apart from the competition is gameplay. In other games, you probably would be sending a character out into the countryside of Anrea to seek the Talisman fragments. In **Dragon Lord**, you send out your army of dragons.

As a dragon master, your first step in achieving the goal of Dragon Lord is the hatching and raising of your force of fighting dragons. This takes patience and a lot of magic skill. An included spell book and spell effects table provide information for the successful completion of the magic needed for this and other goals in the game. You retire to your study to mix the potions that will give the spells their effect. Ingredients must be added in just the right amounts, in the correct order, with the correct method of preparation for the spells to have the intended effect. Spells might be used to affect the hatching of eggs or the development of the dragons the eggs contain. Spells also might change your own state in life or the status of others. It is possible to experiment with the amounts of various ingredients to change or amplify the effect of spells. In a real sense, you are gaining experience at the art of magic (as opposed to the usual gain in experience points associated with fantasy games).

You affect the speed of incubation of dragon eggs just as you would expect. Turning up the heat will accelerate the maturation of the dragons inside and therefore hasten their birth. Unfortunately, heat cuts into your financial reserves and rapidly hatched dragons tend to be weaker than dragons allowed to mature at a more natural pace. When a dragon is born, you name it and transport it to your dragon keep.

Entering the dragon keep allows you to examine each of your dragons and their various attributes. You can have as many as eight dragons in your keep at one time, although you start the game with only one.

Retiring to your map room allows you to go over the map of Anrea and decide where to send your dragons, instructing them regarding mission goals. Generally, you will have your dragons searching for the pieces of the Talisman, but you also might decide to have them protecting or attacking villages. Dragons from opposing dragon masters will fight each other, with the strongest winning, killing or severely injuring the loser. You can, of course, hatch more dragons, but it is easier to keep them healthy once you have them grown.

Fly Unfriendly Skies

If you are a fan of arcade games, you can take your dragon on a training mission. On these missions, you ride on the dragon's back and your game view is from that position. If you fly the mission well, it will increase your dragon's wisdom. If you fly the dragon unwisely, it will kill the dragon. Don't make the mistake of thinking you have seen the training mission enacted when you are playing the game from a strictly strategic level. The arcade sequence could easily be a totally independent game release.

As for your principle mission of finding the talisman fragments, only the dragons can accomplish this. Dragons can see the fragments, but unless they have especially keen eyesight (to the expense of other dragonly talents), they have to land and conquer the area they intend to search in order to see the fragments. In practice, then, whoever owns a patch of land containing one of the talisman fragments, owns the fragment and the real estate. Dragons cannot search for the talisman on training missions (fine by me, I don't much enjoy arcade sequences anyway) and they cannot bring them home. Once you find a piece of the talisman, you have to hold that real estate against the scaly minions of the other dragon masters or you lose your little piece of immortality. Searching the countryside for pieces of the talisman can be a little boring, but it often pays off with the discovery of more ingredients for spells (cheaper than buying the stuff).
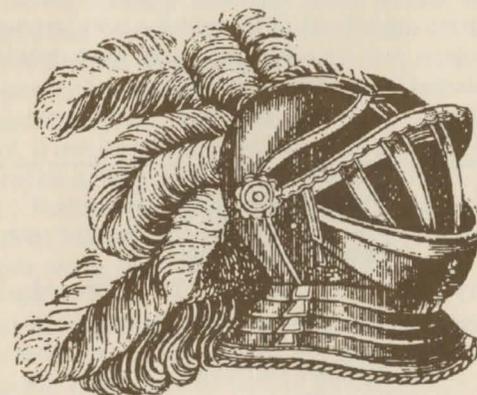
In the event you run out of something, and your dragons don't come upon additional supplies while they are out searching for the talisman, you have to buy commodities from traders. You will occasionally see their beady, little eyes peering out from the door icons.

Money is raised by taxing the villages that are under your control. In turn, the Great Lords levy a base tax of two gelds per month. A wise dragon master sets tax rates high enough to pay the Great Lords, but not so high that the villagers become dissatisfied with your rule. If seriously dissatisfied, they will overthrow you unless you leave one of your dragons to guard the village.

A human player in this game completes all possible acts once per turn. After visiting the incubating eggs, the map room to make assignments, the library to check the account for news, the laboratory for spell preparation, the dragon lairs to check your beasts and the castle door to deal with any traders, your turn ends. When the human players finish, they click on the hour glass icon. The computer-controlled players take their turn and a month in game time passes. Although time passes, there is no time limit to the game. During this time passage sequence, you will observe the effects of each player's decisions. You will play until someone wins and there is no winner until one of the players (human or computer) owns all three fragments of the talisman.

But Is It Worth My Money?

Dragon Lord comes on two disks and uses a simple password copy protection scheme. However, it cannot be installed on a hard disk. Graphics, sound and animation are 100% Amiga. The interface is very attractive. No text needs to be entered; mouse clicks accomplish all the action of the game.

Three characters are available to choose from with the option of any combination of human and computer players. Gameplay proceeds at whatever pace you set. When you have completed your turn, the computer takes its turns very quickly. Arcade action is strictly optional and therefore a matter of taste.

After reading the above, I think you would agree that **Dragon Lord** is definitely different and interesting. Yet, especially in these times of national recession, the question is "Should I add **Dragon Lord** to my fantasy game collection?" Well, if the idea of a new approach to fantasy games puts you off, count this one out. On the other hand, if things have been getting a bit boring lately, **Dragon Lord** may just be what you have been waiting for. This reviewer's bottom line is that **Dragon Lord's** a winner.

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╔═══════════════════════════════════════════════════╗
       ⚡82⚡        Dragon Lord
                   Palace/Cinemaware
     Playability - 15    Graphics - 15    Sound - 18
        Documentation - 16    Atmosphere - 18
    $49.95           Strategic Adventure        512K
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SWORD OF ARAGON ™

Reviewed By John Basso

Who Died and Made You King?

The Duke of Aladda has died and left you, the only heir, his last will and testament. His dying wish was to see you, his son, extend Aladda's domain and sit on the emperor's throne. So, you must now raise and equip an army of followers to go forth in battle against raiding hordes of bandits, monsters and the evil rulers of the East. Success depends on your allocation of resources, military planning and combat strategy - basically what every medieval ruler faces.

Upon beginning **Sword Of Aragon**, you are given the choice of difficulty level and character class. The manual conveniently lists these for you, with their advantages and disadvantages, to help in the decision-making process. Once you've chosen a character, a screen appears detailing his weapons, armor, movement and leadership, as well as requesting a name. Finally, you will be given the option of a Standard Unit Setup (computer generated) or your own setup. I highly recommend choosing the Standard Unit Setup until you gain some experience.

And You Shall Be The Sword Of The Righteous!

Now you're ready. **Aragon** has two different playing levels. The first consists of the World Map and City States Screen where you control your economic, political, social and military affairs. The next level involves defending your land and conquering other lands on a Tactical Battle Map.

As with most SSI games, the manual is a godsend. It's so well written that a novice can understand all. The seasoned gamer also wants for nothing. As a matter of fact, it even has a hint section. You also receive a large poster of the **Sword of Aragon** cover picture. KEEP THIS HANDY. It's the copy protection for the game. Fortunately, this allows you to make back-up copies of the disk for saving games without the worry of destroying the original disk. You can also install **Aragon** on a hard disk for faster gameplay. Accelerator cards are supported as well.

Playability in **Sword of Aragon** is very good. It's simple enough to learn the what, where and how so that you can get down to the nitty gritty of being the King. Movement is through keyboard or mouse pointer, as with most everything

in the game itself. I found that the keyboard was faster than the mouse, especially after you get accustomed to where the important commands are in relation to your fingers.

Gameplay is in turns. First, you make all your decisions, then it's the enemies' turn. Victory conditions in **Sword of Aragon** are basic. Battle victory means you kill more of the enemies' forces than they kill of yours. However, gaining control of territory and the length of time involved is also important. To conquer a city, you must have a decisive victory. None of this marginal stuff. And, of course, quickness counts too. Get the commands to your troops during movement and battle as fast as you possibly can and you'll have the upper hand in the game.

Graphics and Sound leave a lot to be desired. It appears that the programmers spent so much time in the technical department that the graphics and sound were neglected. Graphics are just one step above the original hex-grid patterns that SSI used to employ for the Commodore 64, but fall short of their newer recently released **AD&D** games (**Champions of Krynn** and **Pool of Radiance**). Graphics of the land are fair at best. In addition, representation of troop movement and battle scenes are marginal, and the screens representing data, such as your troop morale, are confusing if you don't have the manual handy to decipher the cryptic code. Sound, when there is any at all, is very simple and short.

A Strategist's Throne

Overall, **Sword of Aragon** is an enjoyable strategic adventure. It's even possible to forgive the mediocre graphics and sound provided because the playability of the game is so good. Hard disk installation is an added plus as well, making gameplay that much quicker.

Aimed more with the strategist in mind, **Aragon** is no hack'n'slash adventure. Rather, it covers much of what can be considered the "real" world, such as economics. If you're looking for a strategy simulation placed in medieval times, **Sword of Aragon** is an excellent choice. If you're looking for a hack'n'slash arcade or graphic type of adventure, don't bother with this one.

GOOD LUCK in your adventure as the **Sword of Aragon**! As heir to the Duke of Aladda, you hold the fate of his noble legacy in your hands!
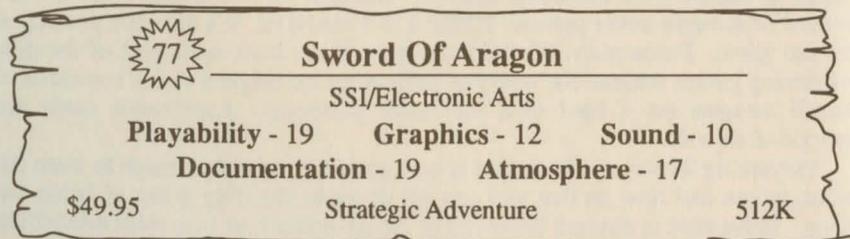
{77} **Sword Of Aragon**

SSI/Electronic Arts

Playability - 19   Graphics - 12   Sound - 10
Documentation - 19   Atmosphere - 17

$49.95   Strategic Adventure   512K

Parallel Worlds
Side By Side Adventure Reviews

POLICE QUEST 2

& CODE-NAME: **ICEMAN** ™
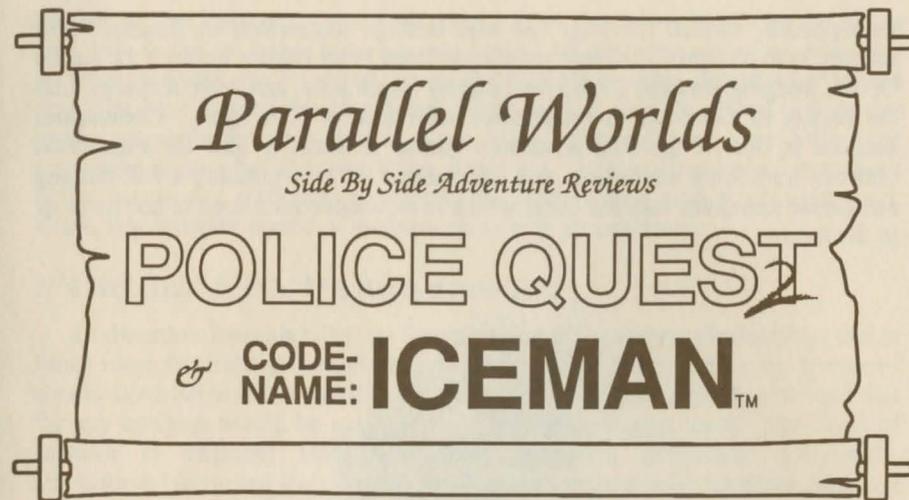
Reviewed By Judith Kilbury-Cobb

For some people the feeling of cold, hard steel in hand, the smell of stark-naked fear on the breeze and the sound of bullets ringing through the air is all in a day's work. Fortunately for the public's safety, the rest of us have to be content simulating such exciting life and violent death scenarios in our spare time on our Amigas. With the release of **Police Quest II** and **Codename: Iceman**, retired police officer and adventure game designer, Jim Walls and Sierra On-line have given armchair thrillseekers not one, but two graphic adventures which will test your wits, your courage, your survival skills (and ultimately, your patience).

The Plot's The Thing

The storyline, plots and character development in both **PQII** and **Iceman** are highly entertaining and engrossing. **Police Quest II: The Vengeance** is the sequel to the widely popular **Police Quest I**. Your name is Bonds. Sonny Bonds. Bonds received a promotion to Homicide Detective after capturing drug lord and cop killer, Jessie Bains, in the first **Police Quest**. There's no rest for the weary. He's ba-ack! Your arch nemesis, Bains, also known by the affectionate nickname Death Angel, has escaped from the big house, brutally murdered a jailer and is hunting down the witnesses who put him away one by one. You'll find you have a very personal interest in this since you and your girlfriend, Marie, are on this hit list. Your goal, of course, is to recapture Bains, once again making Lytton safe for humanity, not to mention merely staying alive.

Codename: Iceman is a spy-thriller with all the ingredients of a Tom Clancy best seller: a global oil shortage, radical terrorists, international intrigue, romance and a submarine. As Naval Commander John B. Westland, your Tahitian rest and relaxation leave is cut short when an American diplomat is

kidnapped by radical terrorists and held hostage somewhere in Tunisia. Your mission is to navigate a nuclear submarine from Pearl Harbor through the Arctic Ocean, dodging Russian Destroyers, enemy attack subs, and huge icebergs, into the Straits of Gibraltar to rendezvous with a sexy CIA agent. **Codename: Iceman** is one of the first adventure games to actually blur the distinction between traditional adventures and simulations by incorporating a full-fledged submarine simulator into the quest which is a phenomena I hope to see more of in the future.

Reality Check

All good adventures reach out and pull you into the action with realistic attention to detail. Both **Police Quest II** and **Codename: Iceman** have heaps of realism, mounds of detail and oodles of atmosphere. Walls creates very authentic feeling adventure worlds filled with danger, suspense and all the gadgets a real cop or spy would need or could want. The arcade sequences flow naturally with the game concepts. Both games list detailed procedures unique to being a spy or a cop in the manuals. Following these successfully will garner you extra points and also serve as clever, non-intrusive copy protection schemes, although **Codename** goes a bit overboard with this idea. (Be forewarned; the **PQII** manual is well written and easy to follow while the **Codename: Iceman** manual takes cleverness a step too far and ends up just being plain obtuse in a few areas such as submarine piloting and secret message decoding. Either Sierra assumes adventurers are already proficient submarine operators or they just figure submarine navigation by trial-and-error is part of the fun.)

Police Quest Blues

Police Quest II supplies you with all the essentials needed to be a homicide detective (and all the necessary procedures if you happen to be a real-life rookie): a handgun that must be sighted in (don't forget to practice at the shooting range), the need to learn how to use a field kit to gather evidence, how to disarm an explosive device and how to use the police computer system for tracking cases.

In **Police Quest II**, gathering clues and evidence to solve the case (and the puzzles) while dodging the bad guy is the main objective. The puzzles are clever, interesting and not too difficult, but the game suffers from being a little too linear. For instance, if you miss an important clue when searching the stolen cars, you're out of luck. The cars gets hauled off and impounded so you can't go back to search for the dried blood, fingerprints or other important evidence you may have missed the first time. The parser is flexible. Most actions are easily accomplished with two or three word commands and very little head scratching as to what the darn thing wants you to type. Touches of trademark Sierra humor are scattered throughout the game. Your wise-cracking partner, Keith, is a constant source of amusement as well as assistance.

It's Not Just A Job, It's An Adventure!

Codename: Iceman is by far Sierra's toughest and most challenging (and at times most frustrating) adventure yet. The faint of heart and easily frustrated should think twice about tackling this one. But then again, nobody ever said that the spy business would be easy. Puzzles are on the expert level. The "feel" of **Iceman** is different from any previous Sierra adventure. Obviously, international terrorism isn't a subject that should inspire belly laughter; but even so, I felt the game took itself much too seriously at some points and the parser is not as flexible and easy-to-please as in other Sierra games.

The naval/submarine simulator is not quite up to **Hunt for Red October** (MicroProse) standards but it does include an impressive array of authentic feeling dials, gadgets and instruments. Sierra advertises **Iceman** as a realistic submarine simulator. And it is, sort of. But most sub simulator manuals contain a lot more than seven measly pages of simulation instruction. Trying to plot and lay in a course was a mental exercise that made me want to take up Zen. Keep the Sierra hint line phone number handy.
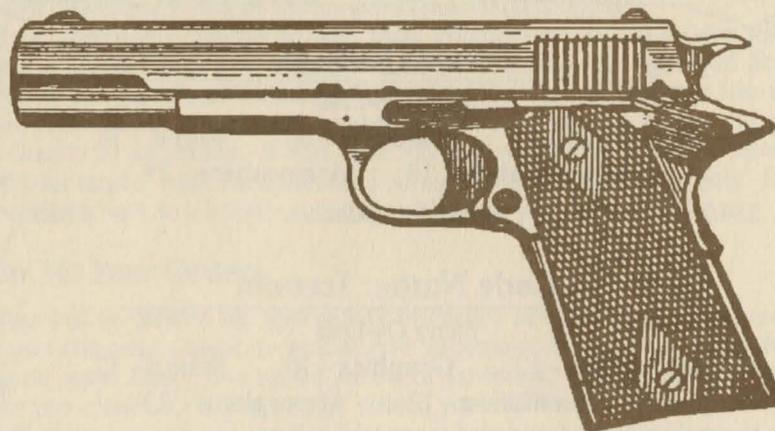
The Pause That Refreshes?

While Sierra's adventure game designs are top notch, the implementation is second rate. A long, noisy disk access between every scene slows down the continuity of action to a near standstill (although **Police Quest II** seemed to play a smidgeon faster). Depending on your personality type, these long, long pauses may give you time to contemplate the universe and ponder the last clue, or if you're the impatient kind, annoy the bejeesus out of you, as they do me. Sierra has yet to discover the Amiga's custom chips, particularly the blitter chip. Even at the fastest setting animation is still unbearably slow. Any simultaneous animation or music further slows things down. Music is up to Sierra standards and effort is made to match the tempo to the tone of the scene, which is a nice touch.

The Song Remains The Same

You've heard this before. The graphics are called "Sierra-esque" as if that should make them more palatable to Amiga connoisseurs. Both **PQII** and **Iceman** use Sierra's newest incarnation of their proprietary game development language, the Sierra Creative Interpreter (SCI) which is supposed to double the graphics resolution from previous releases. Ho, hum. On the IBM and clones this might make for a noticeable improvement, but it doesn't cut it on the Amiga. (Wouldn't a Sierra-type adventure game with Psygnosis level graphics and sound be killer? I can dream, can't I?)

Police Quest II and **Codename: Iceman** are terrific, challenging, graphic adventures that suffer from poor graphics, miserably slow animation and slower gameplay. That they still qualify as "terrific" is testament to the quality of the game designs. Either are worth the investment if you can tolerate those flaws, but don't say I didn't warn you.

72

Police Quest II

Sierra On-Line

Playability - 12   **Graphics** - 10   **Sound** - 14

Documentation - 18   **Atmosphere** - 18

$59.95   Animated Adventure   1 MB

66

Code Name: Iceman

Sierra On-Line

Playability - 12   **Graphics** - 10   **Sound** - 12

Documentation - 12   **Atmosphere** - 20

$59.95   Animated Adventure   1 MB

DRAGONSTRIKE

Reviewed By Rick Henly

So, You Want To Fly A Dragon?

DragonStrike, as much arcade as adventure, puts you right into the heat of battle with the evil dragonarmies that are trying to conquer all of Ansalon. Strategic Simulations, Incorporated has broken with tradition a little and brought out a product that people who like arcade games will enjoy. In the past, most of their software line was devoted to tactical wargames or, pardon the pun, strategic simulations. Now, with **DragonStrike**, those who live for hand-eye coordination can play an SSI game too. So, prepare to find yourself battling for control in the skies with numerous kinds of dragons. Throw in a few Draconians, Wyverns and Manticores and it makes for a very challenging adventure.

Up We Go . . .

The adventure begins as you dream about fighting in the great battles above. Your first mission is to chase down two scout dragons sent to relay information concerning the good dragonarmy's movement. After winning the confrontation, you will be rewarded with a promotion into the first order of knights. Your goal is to finally make it into the third order and help win back Krynn for the good, with your reward for winning the final battle being promotion to the title of High Justice. It is possible, however, to complete the game by staying in either of the first two orders and flying all of the missions contained within it.

Your adventures commence with three things given to you by the wizard, Fizban: a Crystal Ball that is mounted on your dragon, the Arrow of Enemy Detection and Keoghtom's Healing Ointment. The Crystal Ball acts like radar so you know from a distance where everything is located. The Arrow will guide you directly to an enemy. It will even tell you whether to go up or down to reach your target. And, the Ointment you receive should be used wisely. It can give strength back to a knight or dragon, whichever you choose.

Show Me Your Orders

You will be offered the opportunity to change orders twice. If you accept, you must complete a quest, as well as give up some of the things you have found along the way. Don't give up the Arrow of Detection. You'll need it more the longer you continue. If you change orders, you will be able to change dragons as well. This way you can see the differences between the various types of good dragons.

In flight, You actually see the dragon head in front of you. Using the F1-F4 keys will allow you to observe what's happening at different angles. Mouse, keyboard or joystick can be selected for dragon control. The terrain display can be changed as well. In addition, each dragon has two breath weapons at his disposal. The primary weapon is activated with the "0" key on the keypad. Normally, it has a more powerful attack and a longer duration than the secondary weapon, which is activated by the keypad's "." key. However, there are instances where you must use the secondary weapon as some evil dragons are immune to primary weapons. Either that or get close enough to use your lance or sword.

Both dragon and rider have hit points that can be diminished by attack. You can also be hit with arrows from archers on the ground. So, be careful! The underbelly of a dragon is very vulnerable, too. In some instances, it is to your advantage to destroy a ground-based target before returning to air battles. You might even get the chance to battle a floating citadel, a huge fortress ripped from the ground and held aloft by powerful magic. I don't look forward to missions containing these.

Back In The Saddle Again

Graphics are good. The creatures, both friend and foe, are very well illustrated. You can even see the dragons flap their wings on occasion. SSI has entered a new genre of games with this arcade adventure. When I first started this month's review, I thought that they had blundered. The joystick control was indeed awkward at first. But, after a few missions, it won me over. This is an adventure that I will continue to play because, like all "good" games, it is simple enough to learn and addictive enough to warrant "just one more mission." With the ability to save each mission up to seven times, you can pick and choose many times during a playing session!

DragonStrike is a two-disk, manual-protected simulation which can be installed on a hard disk. I recommend it be used on a two-drive, 1 MB system for optimum playability. However, there is a bug on disk one of some versions. You are not able to fire your secondary breath weapon without eliciting a guru meditation. A phone call to SSI for a replacement disk will remedy that situation very quickly.

In **DragonStrike**, you can reach the uppermost levels of Solamnic Knighthood and enshrine your name on the tongues of all your countrymen!

| ⚝ 81 ⚝	**DragonStrike**		
	SSI/Electronic Arts		
Playability - 18	Graphics - 16		Sound - 15
Documentation - 18		Atmosphere - 14	
$49.95	Arcade Adventure		512K

The Fool's Errand ®

Reviewed By John Gray

I really wanted to like **The Fool's Errand**. Donald Brown, from MacGuide, is quoted on the box as saying "Once in a long while, a program comes along that transcends itself. **The Fool's Errand** is one such program." The problem, however, is that this game was not created for the Amiga. Now, I know you're probably sick of reviews that bash a game because it's simply "another port." Generally, I don't have a problem with ported games - if respect is shown to a computer when it's ported. With **The Fool's Errand**, from Miles Computing, however, I believe too much disrespect has been shown for the Amiga.

When Is A Fool Not A Fool?

The Fool's Errand tells the story of a fool searching for 14 lost treasures in a world that has been taken over by evil and distrust. The fool has been given an incomplete map by the Sun to aid him on his quest. The Sun's map, when completed, will contain clues enabling the fool to gain wisdom and bring peace to the land once again.

Although identified below as a graphic adventure, **The Fool's Errand** is really a collection of puzzles presented graphically. During his journey, the fool will encounter over 80 puzzles: logic puzzles, word games, memory teasers and more. Some contain directions on how they can be completed, while on others it is up to you. Fans of puzzle collections will certainly enjoy most of these
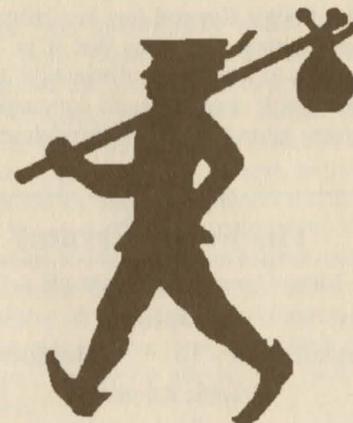
puzzlers which range in difficulty from ridiculously easy to horribly complex. As each puzzle is completed, another piece of the Sun's map is discovered. When all the puzzles have been solved, the map becomes the final puzzle itself. Thus, using clues obtained along the way, the fool must complete the map.

Connecting all these brain teasers into a smoothly flowing game is the tale of the fool on his journey. The story is quite enjoyable as the fool encounters various folk who give him clues and generally move the story along. Unfortunately, the font chosen to display this story is difficult to read.

What A Fool I've Been

At this point, the gameplay is quite inventive and challenging. However, disrespect for the Amiga ruins the overall rating of the game. First, once you have solved the puzzles, it becomes necessary to print out the Sun's story in order to finish the game. Unfortunately, when porting the game to the Amiga, the programmers failed to include the print utility. Thus, the story will not print. You may be able to get by if you have taken excellent notes throughout. Otherwise, you will need to contact Miles Computing at the address on the manual and they will send you a copy of the printout. This is careless and inexcusable for a professional game release. Also, the Amiga mouse is not used properly. To choose menus, the left button must be pressed. The right mouse button remains dormant the entire game. In addition, the standard gripes about ports apply. Ugly graphics, sluggish play and "fantastic" sounds (an occasional monotone beep) abound.

The Fool's Errand is supposed to be hard disk installable. By clicking on an install icon, the program does most of the work, though the user must add an assign command to his startup-sequence. However, there appears to be something in the standard startup-sequence that prohibits the game from loading. In order to play the game from my hard disk, I had to manually break out of the standard startup and type the assigns myself. The game then worked properly.

A Fool And His Money . . .

Created in 1987, **The Fool's Errand** has just recently been brought to the Amiga. Although the packaging proclaims that it is "an award winning . . . game like no other," it fails to attain that distinction as an Amiga release. In light of its shortcomings and as a message to companies porting games to the Amiga, I would refrain from giving my recommendation to this game.

The Fool's Errand

{50}

Miles Computing/Electronic Arts

Playability -10   **Graphics** - 8   **Sound** - N/A

Documentation - 10   **Atmosphere** - 12

$49.95   Graphic Adventure   512K

SHADOW OF THE BEAST II
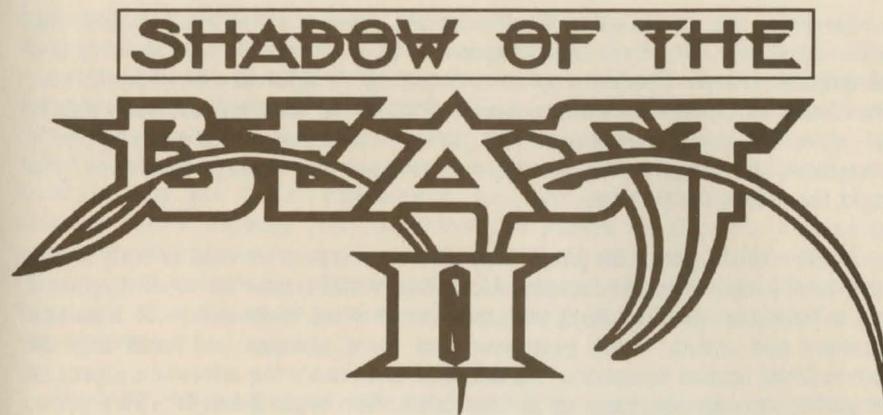
Reviewed By Eric Penn

The Beast is back!

After his defeat, the Beast-Mage, Zelek, sits in his tower and broods deeply. His master, the Beast-Lord, Maletoth, demands a new Warrior-Messenger to replace the renegade that defeated him, but Zelek's own wishes for revenge run deep as well. Searching far and wide for a new Warrior-Messenger, he discovers a solution. A simple one. One that will solve both his and his master's desires. Transforming himself into a flying monstrosity, he swoops through the lightning-filled skies with a growl of satisfaction, smashes his closed talon through the roof of a small cottage and steals the baby child within. He has taken the sister of the one who defeated him. Now, he will mold her to his will, beginning the process of transforming her into the new Warrior-Messenger.

Upon hearing news of this deed and knowing the horrors that she will be forced to endure, you resolve to rescue her from this fate, even if it costs you your own life. Thus, you spend your last coins on passage to Kara-Moon.

As the game begins, you immediately notice some major changes in the graphical aspect of the game. Gone are the thirteen levels of parallax scrolling that gave the original **Beast** the amazing feeling of depth it had. Instead, there are only two layers of scrolling, but in many directions. Yes, many directions. The first game presented all of its gameplay on a flat level plane or a series of flat level platforms. **Beast II** adds hills, valleys, inclines, pits and stairways to the quest. While a trade-off of illusory depth for real height may at first seem to be a poor decision on the part of the programmers, it really isn't. The added suspense in the game when you come to a precipice and must jump off, unaware of what fate awaits you at the bottom, but ready for anything, more than makes up for the loss. The player graphics are different as well. Instead of the alien-looking beast-like warrior that you controlled in the original, you now command a more human appearing player, the form you won back in your original battle with Zelek.

Surveying the surrounding lands from the summit of the small hillock you rest on, you can see only a short distance to dense forests in both easterly and westerly directions. Unable to perceive a noticeable difference between the two, you choose to explore the eastern woods first, for no reason better than that is the direction you happened to be facing. Clutching your only worldly possession, the weapon that you hope to conquer this strange land with, you begin the descent to the east.

In the original game, the player was his own weapon, covered in body armor from head to toe, with punches and kicks that would render the worst opponent into a harmless lump of flesh and reflexes to react to threats with inhuman accuracy and speed. Now, you have lost these abilities and must rely on conventional human weaponry. An addition to enhance the adventure aspect of the game, you can now carry up to four items. You begin **Beast II** with a mace, a spiked ball on a chain, which you swing to attack opponents. During the game, you will discover other weapons which you will need to defeat certain creatures and items to solve puzzles. And, in true adventuring form, it is up to you, the player, to determine which item is needed to solve which puzzle.

There's A Little Adventure In All Of Us

Closer than you thought, the forest looms ahead. As you climb the last incline and are about to enter the woods, a pygmie suddenly appears, armed with a wicked looking spear. "Halt, stranger!" he proclaims. "No one passes through our wood." Shocked by his speech, you stop your headlong run into the forest. The pygmie stands and waits patiently for you to decide on a course of action. Finding your wits at last, you croak out a single querying word. "Wood?" you stammer, hoping for some further information to aid you on your quest, but unused to this new skill of speech.

The original **Shadow of the Beast** was pure arcade-style gaming with a very strong emphasis on hand-eye coordination, pattern memorization and reaction time. While many of these aspects carry over into the sequel, many new features have also been added making it a more well-rounded game. In **Beast II**, creatures and people you meet are not always unfriendly and may actually help you by offering useful information or items. You have the ability to ask some simple questions and, in some cases, must ask about certain things or you will be unable to complete the game. Thus, some of the emphasis is taken off of the arcade aspects of play and placed on adventure. If you wish to eliminate the arcade action entirely in **Beast II**, you can do so. Simply ask the first forest pygmie east of the beginning screen about "Ten Pints." Evidently, this identifies you as the pygmie's patron "Roger," and makes you invulnerable to harm.

After a short discussion with the pygmie, you discover that the first step in your quest is to find the good dragon Barloom. Filled with the confidence that invulnerability brings, you turn away, and run off in search of him. Calmly shrugging off the hazards along the way, you continue until you happen upon a kidnapping. *Hearing the screams for aid, you quickly dispatch the attacker with a few well-timed mace thrusts. After recuperating, the hapless individual that you saved tells you of his companion who had been taken previously and that he can lead you to Barloom! Garnering all the information you can, you climb down into a nearby pit, ready to face any opponent, knowing that you cannot be killed. While exploring a side passage, a creature flies overhead past you and back the way you came. Pursuing it, you slip and tumble, falling a good distance before stopping your uncontrollable plunge by grasping a hanging rope. Shocked, but unharmed, you begin the climb to safety. As you near the top, you notice the same creature sawing the rope madly with a knife and, just when you're within reach, severing it completely. You fall back into the pit, trapped forever.*

Because there are many adventuring puzzles to solve, becoming invulnerable is a double-edged sword. While it allows you to quickly and easily dispatch with the arcade portions of the game, it forces you to correctly solve each puzzle the first time. If you fail to come to the correct solution, you may become trapped in an area that you cannot get out of or be placed in a situation where you are unable to continue the quest. In such a case, being invulnerable and unable to be killed, you are forced to reboot the game to restart.

If you choose not to activate invulnerability, then, upon the expiration of your player (which is a common occurrence), you will be shown a death sequence much like in the original **Beast**. However, you can now disable this lengthy sequence, allowing you to get back into the game more quickly.

The sound and music, including the optional death sequence, is completely original, but definitely up to the standards of the previous **Beast**. Several different scores play in different locations. Disk loading still occurs, but now you are shown a very attractive still picture as you wait for the drive access to finish. While the opening animation is a sound and graphics extravaganza, it makes rebooting times uncomfortably long and tedious.

Such A Beast!

Yes, the Beast is back! With some stunning new improvements. For the price that most retailers are charging, you get an all new T-shirt plus the new and improved version of last year's best game. The legacy has indeed continued, and this game is well worth the cost. Now, just another year until **Beast III** . . . .

90	**Shadow Of The Beast II**		
	Psygnosis		
Playability - 18	Graphics - 20		Sound - 20
	Documentation - 14	Atmosphere - 18	
$59.95	Arcade Adventure		512K

POOL OF RADIANCE

Reviewed By Charles J. Besecker

Just A Reflection

Those of you familiar with the SSI trademark will recognize **Pool Of Radiance** as another entry in their series of fantasy role-playing games adapted from Advanced Dungeons and Dragons. This particular game happens to be Volume One in the Forgotten Realms series. These games have become very popular on eight-bit computers such as IBM XTs, Apple IIs and Commodore 64s. Now, SSI has begun to port them over to the Amiga and, unfortunately, their ancestry shines through all too clearly. Try not to interpret this too negatively, however, since these games really excel on eight-bit machines and are on the whole very well done. It's just that I've come to expect better graphics on my Amiga and a more efficient interface. I'm sure the graphics have been updated quite a bit for the Amiga, but it is abundantly clear that the game interface was ported. Perhaps in time SSI will graduate to a real 16-bit programming style and, at that point, we should expect truly outstanding software from them. Until then, we'll all have to make do with what they have provided. [Editor: Look for the reference to SSI's upcoming release, **Eye Of The Beholder**, in the Court Herald!]

Roll Your Own

Pool Of Radiance is pretty much standard Dungeon and Dragons fare. You'll initially create a party of six (at most) adventurers, choosing from character race (dwarf, elf, gnome, half-elf, halfling and human), class (cleric, fighter, magic-user, thief and combinations thereof) and alignment (the usual combinations of lawful/neutral/chaotic and good/neutral/evil). During the character generation stage, you can endlessly role new characters until the random combination of ability scores meets your satisfaction. It is during this stage that the characters are assigned scores for strength, intelligence, wisdom, dexterity, constitution and charisma. As always, it pays to invest some time at the outset and keep rolling until you reach a set of scores which is reasonable. The ability scores range from 3 to 18 and anything over 15 should prove acceptable. Try for even higher values in the character's prime requisite (strength for fighters, wisdom for clerics). If you accept poor ability scores, you'll be doomed to a series of lost battles and your party will advance slowly in level.

Your adventure begins in Phlan, which can be a very dangerous place. The town is divided in two and contains civilized and uncivilized sections. If you wander around a bit, you'll locate the City Council and they'll provide you with a list of missions which they'd like you to accomplish. These are strictly voluntary, but offer rewards that are very enticing to a novice party of adventurers. As soon as you discover the list of missions, you'll immediately be hit with the eight-bit character of the game. Instead of offering graphic screen images and glorious sounds proclaiming the quests of each mission, the game tells you to go look up the mission requirements in the manual. This represents a poor use of the Amiga's great graphics and sound, but since the game was probably programmed originally to cram into a small chunk of RAM, gorgeous graphics and four-channel stereo were not part of the original design. They are, however, sort of force-fit into the game at various points.

Seek And Destroy

In order to complete the game, you'll have to proceed along a course which involves completing the missions that have been issued as Proclamations by the City Council. The central goal is to restore the city of Phlan to its original greatness by destroying all the evil creatures in it and the surrounding areas. During your travels, you'll run across information which will help you on your quest to save Phlan, either in the form of scrolls, etchings or verbal communication from non-player characters, some of whom may join your party. Here again, this information is simply mentioned and you can look up the details in the manual. The missions invariably involve meeting and defeating large groups of evil creatures which will do their best to destroy your party. The battle sequences are standard fare and are hampered by a somewhat clunky interface which was obviously designed for a keyboard and later adapted for a mouse in a

perfunctory fashion. It can be quite maddening, actually, if you try to play using a mouse. At times, a double click is necessary for action and at other times a single click is enough. This may sound trivial, but it will bother you to no end. I never quite got used to it and eventually conceded defeat and played via the keyboard. There is no sense fighting the interface.

Once you get used to the keyboard commands, combat is a bit more relaxed. Fighters are of course placed up front and hack and slash their way through orcs, kobolds and the like. Magic users hang behind and cast spells. Clerics can do a bit of both. The spell list is not very large - three levels for each spell-caster and anywhere from 7 to 15 or so spells per level. I have seen much larger collections of spells in other games and expected a better selection here.

Being Absorbed

Overall, the adventure's plot is interesting and absorbing. In fact, this is the strongest aspect of the game. If the entire package were fleshed out a bit and worked over to take advantage of Amiga attributes, **Pool Of Radiance** would be fantastic. The manuals are very well written, thorough, and contain rudimentary maps of Phlan and the surrounding areas.

It is worth noting that **Pool Of Radiance** requires at least 1 MB of RAM, but only one floppy drive since there is a minimum of data transfer as the game is played. The game can be installed and played from a hard disk, but will then require 2 MB of RAM. Copy protection is accomplished by a complicated translation wheel scheme which is only required on bootup (thankfully!).

In summation, I have mixed feelings about this game. The interface leaves a lot to be desired, but the game itself is quite good. If you've played SSI games before and you like them, then you'll like this one although you might find it a bit short on complexity and depth, especially with respect to the number and variability of character classes, races and spells. If you are new to SSI role-playing games, this one will provide a good start. SSI is quite skilled at producing these adventures and you can do a lot worse in the Amiga game market. Still, the list price of $49.95 is a bit steep for a game with this ancestry. I expect that SSI will continue to produce games in this series and will incrementally improve the interface. With a little luck, we'll see a quantum leap soon. Who knows, maybe they'll start programming specifically for the Amiga.
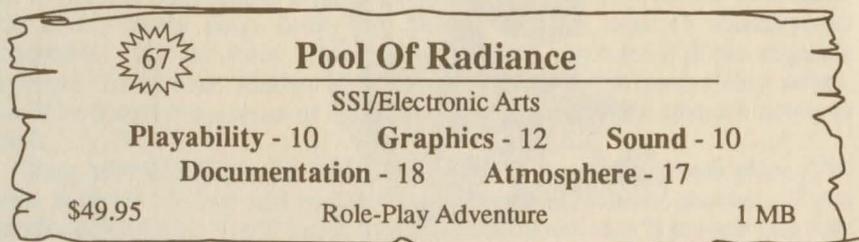
Pool Of Radiance
⭐ 67

SSI/Electronic Arts

Playability - 10   **Graphics** - 12   **Sound** - 10

Documentation - 18   **Atmosphere** - 17

$49.95   Role-Play Adventure   1 MB

Distant Lands
New Quests From Faraway Kingdoms
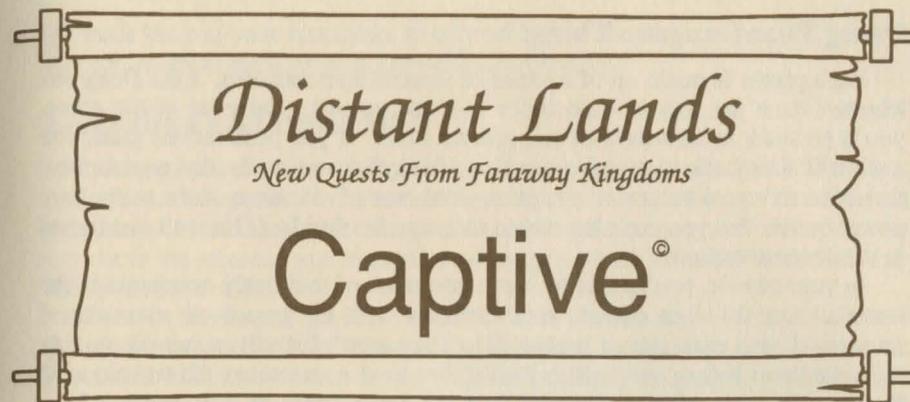
Captive©

Reviewed By Zach Meston

Ah, the people of Britain. They go bonkers for soccer. They pay for Fergie's wardrobe. And they release some of the most incredible games the Amiga has yet seen. **Captive** is the latest mega-whopping creation of the ever-growing British gaming market.

Instructions Are For Wimps

See that Documentation rating down there? Laugh at it. Several times. You see, I totally lied. Why? Because I have to in order to make the overall rating reflect how I feel about the game. It's not the fault of **Enchanted Realms**; blame it on Mindscape International for releasing a brilliant game that just happens to be woefully underdocumented. The real rating for the Documentation is 5. In fact, about the only thing the documentation does tell you is the background of the game.

You're a criminal who has been sentenced to 250 years of suspended animation. But you're only out for a few days when you awake from your techno-sleep. It seems that the prison you're trapped in has become a war zone! The computers controlling your body woke you up before they were destroyed (nice of them, huh?).

The guards stored some equipment in your cell during the fighting, not expecting you to wake up! The goodie that catches your attention is a slim briefcase. Upon opening it, you realize that you've got your lucky self an ABCC 500XL computer. This particular computer happens to control four battle droids! The droids are the pilots of a spaceship in the galaxy where your prison is located. Being a smart lad, you realize that you can use these droids to free yourself from prison. First, though, you've got to figure out where you are.

The galactic map of the spaceship indicates a planet - it's blinking madly on the map. So, you program the spaceship to fly to the planet and orbit it. Once it's there, you program the droids to enter the landing pod of the ship and descend to the planet to see what's up. Then the real adventure starts!

Doing That Dungeon Thing

Each planet is made up of a series of tunnels and corridors. Like **Dungeon Master**, there are lots of little tricks to these tunnels. Early on in the game, you'll be stuck in an area with no apparent exits. If you push on one particular wall, it'll slide back to reveal a corridor. Tricky! Some walls also contain bins that open to reveal money or weapons. And best of all, some of the walls have power outlets that you can plug into to recharge the droids. (This isn't mentioned in the documentation!)

In your travels, you're sure to bump into some of the lovely occupants of the tunnels. On the first planet, your enemies will be groups of spear-armed dwarves (!) and carnivorous bushes (!!). They aren't friendly, so attack quickly to waste them before they waste you! (Hint time - remember the technique in **Dungeon Master** where you could drop the doors down on unsuspecting foes, wiping them out almost instantly? You can do the same thing here with the sliding and glowing doors. Just be sure you don't get stuck in them yourself!) When you defeat the creatures, they leave behind bags of money. Grab the dough, because you'll need it later!

Some of the corridors lead to shopkeepers (how they stay in business is beyond me, what with most of their customers getting slaughtered by monsters). Here, you can buy awesome weapons like flamethrowers, axes and other havoc-wreaking equipment. Since the droids are droids, you can also purchase items to enhance their personal attributes - infrared scanners, batteries and more.

The ultimate goal on each planet is to find a computer that holds a Planet Probe. This Probe is the only way to find your next destination planet. Once you've got the Probe in your pocket, you have to find the reactors that supply the planet with power. Now, you must hastily plant some explosives and run

like heck back to your spaceship, to take off before the planet blows up! Make it and you're off to the next planet to do it all over again.

Amigatized And Proud Of It

The graphics are very well drawn and very colorful; you get 32 fabulous colors, since the game was developed specifically for the Amiga. The different creatures you encounter are nicely animated, and pretty gross! My personal favorite is the scientist you encounter; when you attack him, his head swells up like the national deficit!

The only music you get is the soundtrack on the title screen; it's pretty bland (it was created with a Public Domain sound editor, so this isn't a total surprise). The sound effects are much better, thankfully. Each weapon has a distinctive sound, as do the weird and wacky creatures that attack you. The manual mentions the "Surround-Sound stereo" of the game, but don't try to hook up four speakers to your Amiga; you'll still only get two sound channels. Methinks this is a case of marketroids gone berserk ("Don't just call it stereo; call it Surround-Sound! Yeah!").

The game is not hard drive installable and can't be backed up; the disk is pretty heavily copy-protected. This doesn't affect gameplay very much, though; the game only accesses the disk to load in each new planet. Once you're on the surface, the game doesn't go back to disk until you die or take off.

I haven't been able to test the game under AmigaDos 2.0, but I'm assuming it will not run under it. Most European games bypass AmigaDos to directly access the hardware of the Amiga. While this makes for faster, keener games, it also makes for incompatibility with newer operating systems.

Party Time! Excellent!

Dungeon Master has spawned clone after clone, but none of them have shown the creativity and originality that it did. Until **Captive**, that is. The futuristic approach of the game is cool (and personally more interesting to me than "dungeons and dragons and monsters"). The different planets increase in difficulty at just the right pace, getting slightly larger and more populated with missile fodder each time. And, best of all, when you free yourself from prison (which will take ten planets worth of exploring), you get to try it again, with an all-new galaxy and all-new planets. In fact, **Captive** has 5,900 different missions to take on!

90	**Captive**	
	Mindscape International	
Playability - 19	**Graphics** - 19	**Sound** - 17
Documentation - 15	**Atmosphere** - 20	
$49.95	Role-Play Adventure	512K

Iron Lord
Reviewed By Millie Miller

You're a knight in shining armor, alone, powerless. Your father, the King, has been murdered by his evil brother and the castle you call home has been completely destroyed and left uninhabitable. An evil force (lead by Zolphar, the vile brother of your father) is settling in across the land. Now, you must gather an army to defeat your sinister foe.

Sounds good doesn't it? A staid premise for an adventure game. However, it's not so simple. You begin from your castle, the only place that you can save or load a game or initiate a battle. As a lone knight without any power or respect, you must accomplish many feats in order to win the respect of the people so that you can build your army. This also doesn't sound too bad. However, the feats that you must accomplish are almost impossible. Without their completion you cannot continue with the game.

You must win three matches in an archery tournament, defeat nine men in an arm-wrestling contest and win a battle by swords with an unknown knight. The first two matches in the archery tournament went well for me, but I could never win the third match. As far as the arm-wrestling contest went, I could never defeat the ninth man. (In order to win at arm wrestling, you have to move the joystick right and left as quickly and smoothly as possible.) Numerous tries still left me defeated on the ninth man every time. My poor arm felt like I had actually been arm wrestling. The sword battle was also a real medieval lemon. It was reminiscent of Cinemaware's **Lords of the Rising Sun** in that your viewpoint is directly behind your own sword. I was very proficient at defending myself by holding my sword straight up in front of me; but every time I tried to swing at my opponent, he would hack me to death. Joystick interaction in **Iron Lord** is decidedly poor.

Character interaction was also very limited. There is an area on screen where you click on or bypass certain parts of a conversation. Depending on what you click on, you have more parts of the conversation revealed to you. There were some minor puzzle-like problems to solve, but these too were dependent upon your winning the arcade sequences described above, not on thoughtful interaction with characters in the game world.

Iron Lord is an adventure in frustration. Trying my best proved insufficient at mastering the arcade matches (other reviewers have had the same experience in this regard). If you really enjoy difficult arcade sequences, you may enjoy this adventure. However, if you prefer a game that requires more thought than action, this is one you can pass by.

Enlightenment
### Reviewed By Eric Penn

Before Bullfrog's **Populous** became the huge success that it is today, this programming group released a little known arcade adventure game called **Enlightenment (Druid II)**. Although released in 1987, **Enlightenment** still compares very well with many games being cranked out today, with crisp clean graphics and stereo sounds.

You play the part of Hasinraxx the Druid. Armed with an unlimited supply of magical energy, you search the ten lands of Belorn for spells and items to aid you on your quest to destroy the evil Acamantor, secluded in his five-level tower. You can only carry eight things at once, so some strategy is involved.

The controls are simple. You use the joystick, for moving and firing magical bolts, and the numeric keypad, to cast the many spells you find. There are only 32 different types of spells in the game, many of which are mundane things like "Banquet" (heal), "Key" (unlock), or "Light." Most spells will just be lying about. Others require you to go on mini-quests to locate them. All are as simple to get as walking over them. Some spells will create an elemental to assist you. The elemental can be controlled by either the computer or, if you have a second joystick, a second player. Be warned, however, the elemental is not a real player, only a helper.

The ten lands of Belorn and the five levels of the tower are all very small in size. They can be crossed in less than a minute. Some simple puzzles need to be solved; but they are all of the type that require you to bring an object to a given location, which gives you access to another object, and so on.

As a diversion from the more difficult adventures, this game works well. The quality of the graphics and sound make it entertaining to play and the light simplistic mood that it creates is a welcome break from the high frustration factor that some games impose.
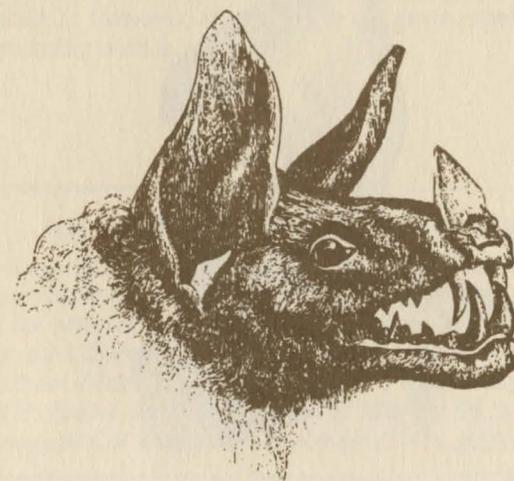
The Legend of William Tell
Reviewed By Millie Miller

All is not well in the Swiss canton of Uri, the setting for **The Legend of William Tell**. The tyrant Gessler rules with an iron hand over the Swiss people. Only you, William Tell, have the courage to stand up against this despot and his legions. You alone must rescue your son from Gessler's dungeons and bring about the fall of Gessler from his tyrannical rule.

It is crucial to master the use of your crossbow, as well as many other weapons you find along the way in your exploration of the land. You will meet up with numerous inhabitants: villagers, guards, monks and knights. A few of them will be friendly, while most will simply attack you. Various wild animals and vicious court jesters will also descend upon you. It becomes your chief concern to be on your guard at all times and be able to quickly arm and defend yourself, knowing which weapon is best to use against each foe.

Yet, all is not well in **The Legend of William Tell**. An extremely tedious and complex interface makes the game an exercise in frustration. When approached by an enemy and placed under attack, most often before I could even arm myself, I was dead. All interaction is through the use of the mouse. In order to ready a weapon, you must click on a weapon icon, select a weapon, then use the attack movement keys on the right side of the screen. Arming a crossbow is even more complex.

William Tell is much more of an action game than an adventure, with fighting sequences all the way through. The introductory music is good, but the sound effects are dismal. Graphics rate only fair. If this were a $49.95 game, I would say stay clear. However, at the list price of $24.95, discounted down to approximately $19.95, this game may be a fair purchase for the arcade adventurer.
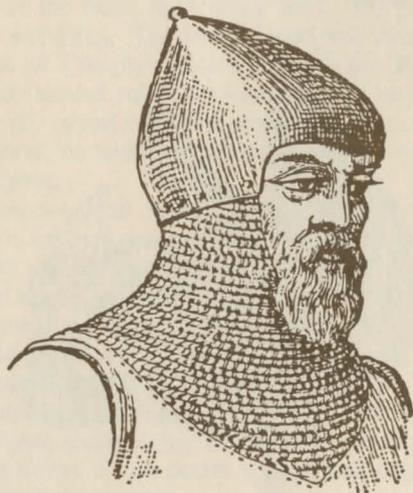
Deja Vu II: Lost in Las Vegas
Reviewed By Chuck Miller

Deja Vu! Hey, haven't I done this before - waking up in a bathroom, looking like death warmed over? But, somehow, this time I know who I am. Ace Harding, greatest detective to ever walk the face of the earth. (Well, that depends on who's playing the game.) Here I am, a "guest" in Las Vegas, far from my hometown of Chicago. Though, it's just a train ride away. If I only had the dough for the fare . . . .

Though a vintage game, **Deja Vu II** is still a worthy candidate for adventurers with a detective's instincts. If you enjoyed any of the previous ICOM simulations, this one is well worth your inspection. It will provide hours of enjoyment (and possibly a little frustration without the help of the hint book, reviewed elsewhere in this issue).

The interface is the same as that used in all of the other ICOM simulations. If you want to take an object you see lying in a room, click on it and, while holding the mouse button down, drag it into your inventory. To perform an action, click on an appropriate verb box and then on the object you want to act upon. Simple! However, what's not so simple is staying alive.

In this interactive gumshoe's nightmare, you have a meager seven days in which to come up with 100,000 big ones or conclude your career as an "Ace" detective in a rather abrupt fashion. Actually, where you find yourself is in between two rival factions which you must exploit to uncover the intermingling of dastardly doings each has played upon the other so that you can clear your name in the process. This is not as easy a task as you might first think for the network of betrayal and collusion lies buried very deep. Furthermore, if you fail to resolve your situation in the allotted time, you, too, will lie buried very deep. About six feet to be exact!

Overall, I heartily recommend **Deja Vu II: Lost in Las Vegas**. It is a fun adventure with a very well designed interface (though, graphics are not quite up to Amiga standards). However, if you do get the game, send for the hint book too. You will probably need it.

Adventure Game Drawing

Subscribing does have its benefits. In this case, free adventure games. Every issue, we will draw TWO individuals at random from our subscriber list who will each receive a free game. This drawing is only available to subscribers. So, congratulations to our winning subscribers this issue, Peter Fenimore of Brooklyn, NY, who received a copy of **Swords of Twilight** and Dan Baldwin of Elkhart, IN, who received a copy of **Conquests of Camelot**.   Enjoy the games, guys!

Elvira, Mistress of the Dark
Previewed By Chuck Miller

It's scary, it's gruesome. It's fun for one or twosome. Well, at least it rhymes. If you're attracted to adventures with "stunning graphics, digitized voices and a haunting soundtrack," you will enjoy Accolade's latest release, **Elvira, Mistress of the Dark**. Those of you who don't know who Elvira is (there's even an Elvira Fan Club, but you probably didn't know that either) will still find the game enjoyable. However, if you have never seen and heard this T.V. Queen of "B" movies, you will certainly miss some of the enjoyment in the game and its documentation. This "bouncy" Horror Hostess' persona shines through in numerous ways.

Elvira is a graphic adventure with traditional fantasy role-playing elements to keep track of like Strength, Resistance, Dexterity, Skill, Lifeforce and Experience. All need to be developed during the course of the adventure. Magic plays an important, even vital, role in the game as well. Without collecting the necessary ingredients and preparing urgently needed spells, you won't last too long at Killbragant Castle. Several spells act to increase your abilities. **Elvira** also incorporates a fair mix of hack'n'slash action with the unwelcome inhabitants who have taken over the castle.

The interface is fully icon driven and somewhat reminiscent of ICOM simulations (**Uninvited** and **Shadowgate**), but with much better graphics and sound. Animation is moderate, though well done. It's also quite an extensive adventure with over 800 rooms to explore in the castle, plus the surrounding grounds. Don't expect to sit down and finish this game in a week. It should take a good long time to complete.

However, as nice as it looks and sounds, this is a very "graphic" game. Slashed throats, smashed skulls, oozing blood and maggots abound. In **Elvira**, death is truly a gruesome kettle of soup. The box is correct in displaying the sticker "CAUTION: Contains blood-curdling graphics." Fortunately, you can save your game at any point during play (unlike some other recent releases). Game saves are only limited by disk space. Though, you can use as many disks as you like.

All in all, from what I've seen to date, **Elvira, Mistress of the Dark** is a must buy for 1991. It is well constructed and attractive. There is also plenty of depth to the adventure. We will give it a full review next issue; but in the meantime, it's safe to say that you won't live to regret spending some time with **Elvira**. That is, if you live . . . at all!

Adventure Helps

Walkthroughs & Hints To
The Best In Quests

Dragomens' Journals
Step By Step Adventure Guides

NEUROMANCER

By Marci Rogers

NEUROMANCER - PART I

Funny thing about waking up in synth-spaghetti; you can't remember how you got there. Were you drunk, or were you drugged? Depends on who you talk to, and whether they're friends or enemies. The lines are getting pretty fuzzy these days, but **Ratz** is still okay. He won't let you owe him, though, so you better logon to **PAX** and download some credits. Well, look at that. There's a fine on your record and you don't know why, do you? There's something going on, **Cowboy**, something down and dirty, and you'll need all the help you can get to make it through.

That's where I come in. I've been there and survived the flatlinings; I can come in real handy. Just think of me as your **Guardian Joegirl**. Read the news now, and ALL the messages. Read every message every time, honey, or you'll wish you had. That one from **Armitage** looks like a winner. Give him your **BAMA ID**, then read on for a few minutes. Now look at your bank account. Isn't that much better? Download the whole amount onto your chip and let's get out of here, but NOT to meet **Armitage**. That's the express route to jail, and you've got better things to do, like finding out why some cowboys aren't making it back from the **Matrix**. Bid **Ratz** farewell as soon as he reminds you about your deck. He's getting closed down, and we can't get back, but no matter. The rest of **Chiba City**'s more interesting anyway.

Just down the street is **Chin's Body Shop**. It's for window-shopping only. Never sell parts, honey. That's what save disks are for. You can save in four different spots, which eliminates the need for plastic lungs. Nice to have this little secret, isn't it?

Opposite **Chin's** is **Donut World**, a nice place to come back to. Pass up **Microsofts** this time, too, and let's try out that save feature right in front of the **Massage Parlor**. All done? Good. Now walk on in and bribe **Akiko** into giving you a little information. You need her input, but it'll get you arrested, so hire a hololawyer and throw yourself on the mercy on the court. You'll end up right back where you started and you can go bribe **Akiko** again. The court will

still be tolerant, so you're safe. They won't execute you until the fourth time. If you want a closer look at **Chin's**, go ahead and push it that far by repeating the process with **Akiko**. I don't think it's worth it, since she's only got two clues you really need. However, when you decide to stop, reload that game you saved. Your record's wiped clean, a big asset for us when we head for **Freeside**, and you still have the useable information. The computer doesn't keep track of how or where you picked up clues, so you can always use anything you've learned.

Ignore the flashing red light this time and truck on south to **Shin's**. He's the testy sort, but there's not much we can do without your deck.

Don't bother checking into the **Cheap Hotel**. Your bill is WAY overdue, to put it mildly. Go one door down to the **Gentleman Loser** and talk to **Shiva** about the chip she's holding for you. Don't get fresh; she's not the type. Just answer "**Cryptology**" when she mentions **Anonymous**. Install the chip in your brain through the **Operate** command. Chips aren't any good unless they're in your head, so always put them there immediately. Very attractive, honey, you look smarter already.

Don't leave yet. They've got a jack, and only a few places do. Operate your **UXB** and **Comlink** to access **Regfellows**. Download **BattleChess** and **Scout**, and don't forget to read messages and reviews. Knowledge is power in **Chiba**. Any good cowboy knows that, and you're going to be the best. Try out your **Cryptology** chip here to turn "**Pancake**" into "**Vendors**." Fun, huh? (Hit return twice to exit menu.) Now log back on and get the codes for **Fuji**, **Musabori**, and **Hosaka** from **Asano**. Also, read **Consumer Rev**'s reviews, then call the **Cheap Hotel**, enter "**Cockroach**," and edit your bill. Ain't good credit grand?

Head on out and up to your "cocoon." Isn't it sweet? All those cubic millimeters of space and a jack of your own. There's no place like home, Toto. Too bad you don't have room for a dog. Luckily, guardian spirits don't take up space. At least you can call room service and order that **Caviar** for **Edo**, as well as check the local news for his location. Don't forget to edit your bill again. Room service doesn't deliver to deadbeats. Now step out for a breath of air, and then go back in to pick up your merchandise. As long as you're here, might as well add to your cash flow by linking to **WorldChess** and buying a FULL membership. Upload **BattleChess** and play TWO games. Stop. You'll lose on the third and we want a healthy credit picture. Before you leave, link to **PAX** and read the new messages on the BBS. Also, check the local news. Gee, you made the papers.

Return to the **Gentleman Loser** and ask **Shiva** about the **Guest Pass**. Don't buy her **Repair** chip yet; you still need to conserve your resources. Despite its review, your deck is serviceable. Your biggest problem at this point is finding a higher **Comlink**. Go on over to **Crazy Edo's** with the **Caviar** and swap him for **Comlink 2.0**. Once you have it, continue east until you find the **House of Pong** in a north alley. Enter and assure **Nolan** of your sincerity. Point out that 20 years is a bit too long, but you are willing to make a fool of yourself. Ask about the **Holy Joystick** to send us on a sacred quest.

This mission is a piece of cake. Just backtrack to **Metro Holografix** and tell **Finn** you need a scan. Ask him about the **Joystick** as soon as you can and buy one. Return to **Nolan** and pick up **Sophistry** and **Zen**. Boy, did you get a good

deal! Go a bit further east on the main drag and use your guest pass to enter the **Matrix Restaurant** which is south of you. Don't talk right away. Eavesdrop on **Osric** and **Emperor Norton** first. What did I tell you? Events have taken a sinister turn. When the conversation ends, ask about skill chips and buy all three. **Norton's** in the mood to share information, so add **Black ICE, Matt Shaw, Bosch,** and **AI** to the chat. Don't forget what I've told you. Install all those new chips. You know, you could get to be something to look at with enough hardware.

Return to your cubicle. You may run into one of **Lonny Zone's** girls decorating a lamppost. She's a red herring, dressed appropriately, and doesn't do anything but waste your time. Walk on home and link the **Panther Moderns**. Download **Comlink 3.0** and read the BBS. Leave **Modern Bob** a message to get the linkcodes you need. Bet he'll respond before you even log off if you look around first. Do your housekeeping before you leave your room. Old warez only take up valuable deck space. Erase all lower versions of your software.

Now, head up to **Microsofts** and ask **Larry Moe** about meeting the **Panther Moderns**, but don't pay that scum anything. Stick with me and we'll get rid of him. Buy **CopTalk** from him though. He's the only way to get it. Install the chip, and head west to **Donut World**, where you want to say whatever appears in **"brogue,"** or more correctly, **"synth-brogue."** Leave as soon as O'Reilly repeats himself and travel directly to **Julius Deane** who's one door south and opposite to the **Gentleman Loser**. Listen to everything he says, but don't buy anything except the **Cryptology** upgrade. Decode the password that O'Reilly gave you and head on up to the **Gentleman Loser** to use it. While you're there, ask **Shiva** about "Loser" and confirm another link. Logon to SEA to upgrade **Coptalk** and get **Comlink 4.0** and **Sequencer**. Also, use **Fuji's** decoded password and write down **Larry Moe's BAMA ID**. Finally, call the **Gentleman Loser** and gain additional linkcodes.

Back to **Donut World** with your upgraded **CopTalk** to get more info and another password from O'Reilly. Check into your hotel and let's deal with **Larry Moe**. Link to the **Tactical Police** and edit any of the warrants to include **Larry Moe's** name and BAMA ID. My, aren't you the clever one. Head for **Microsofts** and look at who's NOT there. What is there is an open door to the **Panthers** meeting room, and an amazing creature called **Lupus Yonderboy**. DON'T mention his looks. DO talk about **Matt Shaw** and "Bank." Write down the account number he gives you and ask him for an **Evasion chip**. Install that and you'll get out of many a tight spot without a reload.

Tired of being poor yet? I am, so let's go back to the hotel and make you rich - oh, all right, semi-rich, but it's the best I can do in this game! As a smart cowboy, a couple of these passwords will probably have occurred to you already, but **Sequencer** will get them if they haven't. Link to **"EastSeaBod"** and use **Sequencer** or enter **"Long Island"** to get **Comlink 5.0**. Read all messages and then link to **Hosaka** and put yourself on their employee list. Link to **Tozuku** using **YAK** and **Yakuza**, download **Comlink 6.0** and upload it to **Hosaka**. Richer already, and you haven't gotten to the best part. By the way, did you note that **Tozuku** had **Blowtorch**? Remember that. Call the **Loser** and get the

encoded word for "Bank Gemein." Now call **Bozobank**. You MUST use **Sequencer** here because there is NO password. Aren't they sneaky? Open an account and write your number down. Link to **Bank Gemein** with the decoded password, "**Verboten**," (isn't that cute?) and clean out the account number **Lupus** gave you. Call back **Bozobank** and download 25,000 to your credit chip. Leave the hotel and go to the **High Tech District** in the far eastern part of the city. Tell the guard droid that you work for **Hosaka** to gain clearance. Save just before you enter the **Hosaka office**. If you read my review, you know all about the little glitch that's here, and your **Guardian Joegirl** doesn't want you losing all your "hard-earned" cash. (If your backup copies crash at this juncture, use the original disk for this next bit.) Enter **Hosaka** and pick up your weekly salary - a whopping 10,000. You have arrived in the ranks of the affluent.

You are now rich enough, if you scrape together everything and maybe sell a couple of body parts, to buy an **Ono-Sendai**. Don't! Didn't I tell you NEVER to sell any parts. You only have a constitution of 2000 and you haven't seen what **Tessier-Ashpool** does to intruders. Besides, you need extra credits for skill chips, warez and matrix time. If you remember the reviews of the top three decks, you will recall that the **Samurai Seven** was rated as "possibly as good, given time." Well, it IS just as good, and ideal for your pocketbook. You could also buy a **Ninja 5000**, but I've heard of a few backfires on those, so I'd be suspicious. **Asano's** is next door on the east to the **House of Pong**, and **Asano** can be cajoled into really dropping prices if you talk about his rivalry with the "other dealer" and then assure him that **Crazy Edo** is the lowest of the low.

At last! A **Cyberspace Deck** of your own, credits to spare, and some answers to find on the **Matrix**. Before we go, you'll need to be equipped. Buy **ICE Breaking** and **Debugging** from **Finn**, **Hardware Repair** from **Shiva**, and everything **Julius Deane** has to sell except **Bargaining**. That's the only useless chip in the game. (Maybe it worked for **Dixie Flatline**, but it never did for me.) You can also ask him about **Hardware** and pick up the **Gas Mask**. You won't need it for a while, but this will save you a trip. Do lunch with **Norton** again and have him upgrade your skills as far as they'll go.

Back at the **Cheap Hotel**, check out any link you haven't called, including the **IRS** and the **Psychologist** (use "**Babylon**" as the password). The files of both make interesting reading and give you an idea of what's happening. Download **Blowtorch** from **Tozuku**, and **Hammer** and **Probe** from the **Loser**. Erase any duplicated or outdated warez and SAVE. Next stop - **Cyberspace**.

NEUROMANCER - PART II

You made it to the **Matrix**, honey. There it is, spinning swirls of green around gold and red databases. It's a solitary kind of place, just the **ICE** and us. Oh, and the **AIs**. Did I forget to mention them? You'll need to defeat every one of them before you're through, and your stops in the "real world" from now on will be brief. This is your home on the range, **Cowboy**, this measured grid with treasures on its coordinates. Let's get cracking.

To break **ICE**, you need to use a variety of warez. Always send **Probe** in first to tell you the levels and the strength of the **ICE**, then hit it as often and as

hard as you can with everything you've got. An injection of virus on the second or third round is a good idea. Those really weaken them. Check the sector number on your screen to make sure you're in the right place. You should start at the **Cheap Hotel** and work your way in a specific order. You have enough **ICE Breakers** to crack the hotel and **Regfellows**, so fire away. Exit **Cyberspace** and heal up after each successful entry, or you'll be flatlined before you know it. Build your constitution back up to 2000, debug all your damaged warez, save, and then go back. If you do get flatlined (and you will), reload. **Chin's** fees are too steep for anybody!

Pick up **ICE Breakers** whenever and wherever you find them, except for **Blammo** at **CFM**. It's a killer, in your direction. **Decoder**, **Blowtorch** and **Hammer** are good; **Doorstop** and **Drill** are better; and **Concrete**, **Depthcharge** and **Logic Bomb** are the best. All viruses are just about created equal, but a combination of different ones can do real damage within a few turns. **Thunderhead** is a personal favorite of mine. Don't run off yet, honey, there's one more thing to bear in mind. The first time you use a breaker it acts at full force, so **Hammer 3.0** makes a first hit at that level, but, when you use it again, it acts as if it were at 2.0, and down with each hit until it's no good at all. Don't stick to one thing, and don't bother with incompatible warez. There are quite a few, and they're space wasters.
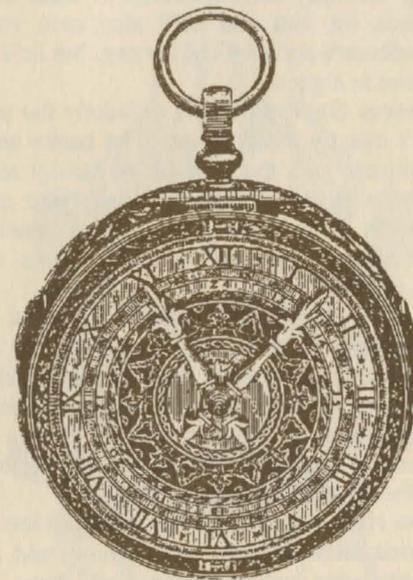
Ready? We're going to hit that **ICE**, raid those bases, and get to the bottom of this. We are also going to run like blazes from the **AIs** right now, so keep that **Evasion** you bought from **Lupus** handy. That way you can build your skills and avoid brain death. You don't have to make a map either; just trust your **Guardian Joegirl**.

Sector 0 has the **Cheap Hotel** at 112,112; **Panther Moderns** at 224,112; **Asano Computing** at 16,112; **Consumer Review** at 32,64; and **Regfellows** at 208,32. The two **AIs** are **Morphy** at **WorldChess** and **Chrome** at the **Psychologist**. Don't take them on! Break the lower ICE, and leave. Once you've broken them all, return to the "real world" and the **Gentleman Loser**.

Next is **Sector 1**, with the **Loser** at 416,64; **SEA** at 352,64; the **IRS** at 272,64; the **Eastern Seaboard** at 384,32; **Copenhagen University** (a nice place to loot) at 320,32; **Chiba Tactical Police** at 288,112; **Chiba City Justice** at 416,112; and **Tozuku** at 480,80. The AIs are **Hal** at NASA, 448,32, and **Sapphire** at CFM, 352,112. If your **ICE Breaking** skill hasn't risen to level two when you're through cracking, rebreak a few bases until it does. The ICE in **Sector 2** is tougher, and you need to be a higher level. Exit, debug and save as usual, then head back to **Hosaka**.

Sector 2 has **Hosaka** itself at 144,160; **Hitachi Biotech** at 32,192; **Fuji Electric** at 112,240, with only one **AI**, **Greystoke**, at **Musabori**, 208,208. **Python** works well as a virus here and the ICE averages 260.

Now, we'll take a little break and you can have some fun. Go to the space dock at the end of the street opposite **Julius Deane's** and buy a shuttle ticket, NOT to **Freeside**, but to **Zion Cluster**. When you arrive, you'll meet a **Rastafarian** with a taste for a certain kind of music. Ask about "Banks" and then "Gemeinschaft," and pay close attention to what "Aerol say." Use your chip to play his music for him and he'll also send you for a free trip on **Maelcum's** tug. **Maelcum's** sort of a red herring, but he's the most entertaining know-nothing ever seen in a game.

Traveling the **Marcus Garvey** route is definitely the most enjoyable way to **Freeside**, which isn't exactly a fun place. The banks are here, and so is the **Straylight Villa**, complete with the head of the family retainers. Talking with him can be a real drain on your energies (check your constitution), so don't linger long. Go on down to the **Bank of Berne**, and convince the secretary that you want to deposit a large amount. As soon as she leaves, duck into the manager's office and jack in.

Don't start right off by hitting the **Bank of Berne** at 336,160 in **Sector 3**. It's protected by an **AI** named **Gold**. Try **Screaming Fist** at 464,160 instead. It has good viruses and a little gem called **Easy Rider**, which allows you to reach **Gridpoint** and lots of other places. Pick it up, and also break the **Defense Advanced Research** projects at 336,240, and the **Turing Registry** at 432,240. It has a list of almost all the **AIs**. Almost, but not quite, as you'll find out. **Xaviera** is the AI at the **Free Sex Union**, 288,208.

Use **Easy Rider** to cross over into **Sector 4**, which has no **AIs**, **Gridpoint** at 160,320 (but no joyous reunions with lost friends), and **SenseiNet** at 48,320. Get yourself a security pass and come on back down to the real world at **Hosaka**. Go to **SenseiNet's Offices** and use the pass to get a **ROM Construct**. **Dixie Flatline** (B467839) is by far the best. When you aren't using him to repair hardware or debug softs, always keep him in monitor mode. That way you've got two guardians. Lucky, aren't you, **Cowboy**?

You now get to make a choice, between continuing to break **ICE** or starting on a few **AIs**. Either way will work, but the **AI** confrontation route will make you stronger when facing the heavy **ICE**, so I'd try it if I were you. Like the **ICE** sectors, there's a definite pecking order among AIs, but it doesn't match sector order. **Morphy** will tell you that **Chrome's** a wimp, but I found **Hal** the easiest **AI** to defeat, while **Greystoke** was nearly as tough as **Neuromancer**. After all, he thinks he's Tarzan, and he knew I wasn't Jane. You can get to him easily by jacking in at **Hosaka**, but I'd avoid that mistake if I were you.

The method for fighting AIs is always the same, and involves skill chips instead of warez. Use **Psychoanalysis** as soon as the head appears. It will report that AI's particular weakness, which will be one of these four: **Logic**, **Phenomenology**, **Sophistry**, or **Philosophy**. Hit the AI with his or her weakness first and then repeat it every two or three turns. In between, use a random combination of the others. This is very important! You must use all the skills on each AI. The weakness alone will not do it, although it should be used most frequently. When your **ROM Construct** warns you that your energy is low, use **Zen** to renew a portion of your energy. The success of this use will depend on your skill level, so build it up in every encounter. Defeating an **AI** will raise all AI skills one level. I found **Wintermuter** and **Chrome** to be easiest next to **Hal**, but this may vary for you. **Probe** will report an AI's relative strength, but a lot of the encounters involve luck and timing. Beyond doubt, though, **Neuromancer** is the toughest, except for the last AI who . . . never mind, we'll get around to it.

Easy Rider will take you a lot of places, but, if you don't want to be tracked by "strange and deadly" forces, or run "blocking," you can always use the jacks. Drop out of **Cyberspace** at the **Bank of Berne** and walk on down to

Gemeinschaft. The security system is a real killer unless you quickly enter the number **Aerol** gave you. That will let you use the jack in the vault to get onto **Sector 5.** The **Bank** itself is at 304,320; **Bell Europa**, containing the excellent **Thunderhead 4.0**, is at 394,288; the **International Security Agency** is at 448,320; **Bank of Zurich** is at 336,368; and **Nihilist** at 416,368 (depressing, but LOVE that **Python 5.0**). There are no AIs in this sector, so you might want to detour and break into **Tessier-Ashpool**, 384,416 in **Sector 7.** Their **AI**, **Wintermuter**, only has a strength of 12288, which makes him a relatively easy target, so easy, in fact, that you could even confront him early in the game. Hey, wait a minute, if **Tessier-Ashpool** isn't behind this plot, who is? Good question, honey, and one I asked myself many times. Gather your clues and start thinking.

Sliding into **Sector 6** on **Easy Rider** will remind you of entering a wasteland. There are only two places here, both with lots of goodies and both with heavy duty AIs. **Dixie** will probably agree with me that you should hit the **KGB** at 112,416 first. **Lucifer** is a disagreeable sort, but, as Daniel Webster knew, any devil likes a good logical argument. On the other hand, **Sangfroid** at **MAAS Biolabs** at 112,480, blows phenomenally hot and cold. You have a lot to gain by cracking **MAAS**. Turn off the security system and go on back to "real time" at the **Cheap Hotel** or the **Loser.** Heal up and save. Endgame is near.

Where you'll be wanting to go, no deck should take you, but a pair of **cybereyes** can. They're waiting at **MAAS**, where the door is now unlocked, thanks to your cleverness on the grid. Hold it, honey, remember that **Gas Mask** you picked up from **Julius Deane**? Now is the time to wear it, or you'll get all choked up at the sight of the latest in technology - **Cybereyes**. Put them in and you're a human deck, more than a match for any **AI**, and you'll have to be. The rest of **Sector 7** - and more - await.

The rest of **Sector 7** contains **Phantom** at 320,464, with an **AI** of the same name. He's unlisted, but of only medium strength, so you could choose to meet him earlier. However, before you take on the last establishment at 432,464, challenge **Morphy** at **WorldChess**, if he's proved too tough, then ride to **Musabori** in **Sector 3** and explore **Greystoke's** jungle. Come on back and enter **Allard Technology**, home of the rulers of the future. Not a human in the bunch, and they like it that way. Meet **Neuromancer**, the last and greatest of the AIs, or so you were led to believe. Except they never counted on a cowboy as strong or determined as you, although there was one who never ruled you out, and here he is now.

My, my, ain't life a kick? One surprise after another. Look who's here, in person, the killer **AI** himself. Amazing what this new technology can do for skin texture, and he's certainly a sweet talking model. Still, underneath it all, he's just another **AI** - the biggest, the strongest, the meanest, but an **AI** none the less. Use the same techniques you've always used. **Dixie** and I will be with you all the way.

Over at last, and you're still here, unflatlined, no plastic parts. Look at that **Matrix.** The colors are brighter than ever, and cowboys are free to travel again. Even the grey over **Chiba** is less heavy, and the air smells cleaner. I knew you could do it. Guess you don't need me anymore, but I'll see you around, honey, never fear. Maybe at **Gridpoint.** Thanks to you, it's a nice place to meet.

Hidden Gems
Manna For The Weary Adventurer
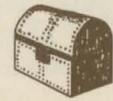
Hidden gems bring a sparkle to the eyes of the weary adventurer. They're a little something extra, an unexpected prize to add to one's treasure store. The same is true with hints and tips. They are the Hidden Gems that make playing your favorite adventure a little more enjoyable, especially when the going gets a tad more difficult than you like. And so, we are pleased to drop several more sparkling baubles into your pouch.

DragonStrike

When you use a secondary weapon, make sure your enemy is chasing close behind. Fly through the cloud that your weapon produces and your adversaries will be affected when they try to fly through it to get to you. Also, if you see tents on the ground, try to land. Your dragon just might be hungry.

One of the advantages of saving after each mission is that if you suffer major damage during a mission, you can always replay it. Sometimes you can sustain less damage the next time. In other words, SAVE often.   **Rick Henly**

Elvira, Mistress of the Dark

If you've been calling Accolade's BBS hintline for help with **Elvira**, beware the information you receive. Not all of it's correct! (We have notified them of several errors which have already been corrected.) Elvira's missing Ring is not in a cup in the living room as stated. It's actually in the center of the Demon Maze out behind the castle (mapping the Maze is an essential). You need this Ring to open the secret passage in the Chapel. Also, the Gardener does not have a Gold Key in his possession. What he has is a Silver Key hidden in a box of seeds. Remove the seeds to reveal the Key. This Key unlocks the door to the Herb Garden. The Gold Key, which you will need later, is attached to the Falcon's leg.   **Chuck Miller**

Captive

At the start of the game, before you do anything, go to each droid and install its droid chip. A brainless droid suffers from the Dan Quayle Syndrome: in other words, it's useless. Look closely at those walls. If you spot a wall with white spheres along the bottom, push it (click on the forward arrow with the right mouse button). If you see a wall with a "plug" on the bottom, click on the plug with the left mouse button. Your pointer will become electrified! Try shooting electric bolts down the corridors. Better yet, try going to the droid screens and clicking on parts of the droids that are low on power to charge them up. Finally, try holding a battery as you click on the plug. They're rechargable!

On the inventory screens, did you notice that computer icon across from the droid chip? When you buy equipment to enhance the droids, try installing it on this icon. And do you see those three little colored buttons? Click on them in order for detailed readouts of your droids' status. **Zach Meston**
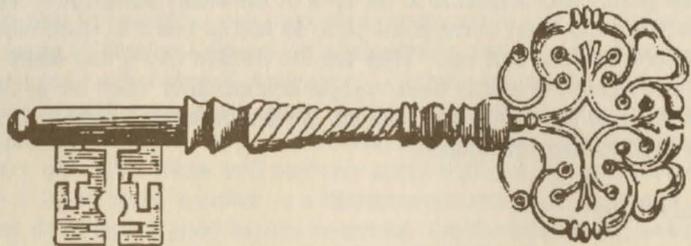
The Immortal

This game is very difficult to complete if you are not a killer with a joystick. However, simply knowing the solutions to some of the puzzles will go a long way toward helping you complete the game (and reducing the amount of replay necessary when you get killed repeatedly and have to restart a level). Level 1 is pretty clear from the manual. Follow the map you found to help you get through the trap rooms. Make sure to save a Fireball for the room where the torches are out. Shoot it along the upper wall. When you get the Amulet, use it as necessary, but don't read it. You will die! By the way, don't drink the water either. You will need it on Level 2.

On the second level, barter with the merchant - twice. The second time he will lower his price. In the room with the King and his guards, plant the spores on the dirt and exit fast. Now go back in and approach the King. The end of Level 2 poses you with a problem. You should have the Three Gems. Place the gems as follows: one on the right of the triangle on the left, one on the left of the triangle in the center and one in the center of the triangle on the right. Viola!

On Level 3, start by going down the right ladder. Take the Fireball Spell from the chest and use it on the Troll. The Goblin will then unlock a door for you. Take the dead Troll's Ritual Knife. When you find a bottle on the floor, leave it. It is useless and will only kill you if you drink from it. Having trouble getting past the Spikes without becoming a shish kebab? Cover the monitor screen with a sheet of clear plastic and use a marker to identify the locations of the Spikes. Simple, eh? Also, you will have to drop a Troll Bomb for each Troll. One will not do the trick on two Trolls standing near each other. These are not all of the solutions for the first Three Levels of **The Immortal**, but these should help get you started. **Chuck Miller**

Adventurer's Backpack
Collected Artifacts From Throughout The Realms

Conquests of Camelot Hint Book   Sierra On-Line $9.95

Are you tired of wandering around in the hot desert with nothing except your faithful donkey and the denizens of the sands such as lizards and snakes slithering about? Well, wander no more. Sierra has published their own hint book, complete with maps, that contains a complete walkthrough from beginning to end of game, as well as by item, character or place. I don't think I would have gotten through the entire game without this wonderful piece of help.

The hint book includes a red viewer for reading the blue text covered by red splotches. This is good in that information you don't want revealed won't be until you need it. However, this could be quite troublesome for those with vision problems. If you are like me and you need that extra help in tight spots, Sierra's **Conquests of Camelot Hint Book** is a winner. **Millie Miller**

Deja Vu II - The Hint Book   ICOM Simulations $5.00

Hints, hints. . .oh, how I love those hints. ICOM Simulations put out a great little help for **Deja Vu II**. I know this is an older game, but there are a lot of people out there with older, unfinished adventures collecting dust on their shelves because they got stumped. Well, there is help for the weary.

ICOM presented their hints in such a way that not every detail is revealed in one glance. Hints are organized by questions for each location with answers to those questions in sections A, B and C. Each section gives a more complete answer to the question at hand. This does make for some jumping around from questions to answers, but allows you to choose the degree of assistance you want. If you're one of those desperate detectives that have never completed **Deja Vu II**, this is a must-have. **Millie Miller**

Amiga Games Guide   TGFM Publishing $20.00 (Six Issues)

If you long for Amiga gaming news in general, and Amiga arcade and European imports in particular, you may want to check out the **Amiga Games Guide**. Published bimonthly and edited by Zach Meston, this gaming newsletter out of Hawaii focuses on the worldwide Amiga games scene and provides capsule reviews of numerous games each issue. The style is lighthearted and Zach pulls no punches with his reviews. If a game stinks, he says so, plainly. In fact, you can get a taste of Zach's style in this issue of **Enchanted Realms**. Just check out our new adventure game import section, Distant Lands. The **Amiga Games Guide** is available from **Amiga Games Guide**, P.O. Box 11945, Lahaina, HI 96761. **Chuck Miller**

Adventurers' Guild
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In the Adventurers' Guild, we offer only select programs and helps for the Amiga adventurer. Here you will find products judged to stand above the rest in quality and value. We also have numerous adventure game demos now available so that you can check out a game before spending your hard earned dollars on it.

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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 adventure 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. 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 grayscale 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 individual making the submission.

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

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