



Enchanted Realms™

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



BUIS

Issue 5

Enchanted Realms™

The Premier Adventure Game Journal For The Amiga!

Published Bimonthly By Digital Expressions

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Subscriptions & Customer Service

Subscriptions to **Enchanted Realms™** are \$49.95 U.S. (Six issues with disk), \$55.95 Canada and Mexico, and \$67.95 Foreign airmail. Single copy rates are \$10.95 U.S. (One issue with disk), \$11.95 Canada and Mexico, and \$14.95 Foreign airmail. Payment in U.S. funds only. All orders are shipped first class. Please address subscriptions and questions to: Digital Expressions • P.O. Box 33656 • Cleveland, OH 44133 or phone (216) 582-0910. Address EMail to PLINK care of **Enchanted**.

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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

Enchanted Realms™

Issue 5

March-April

1991

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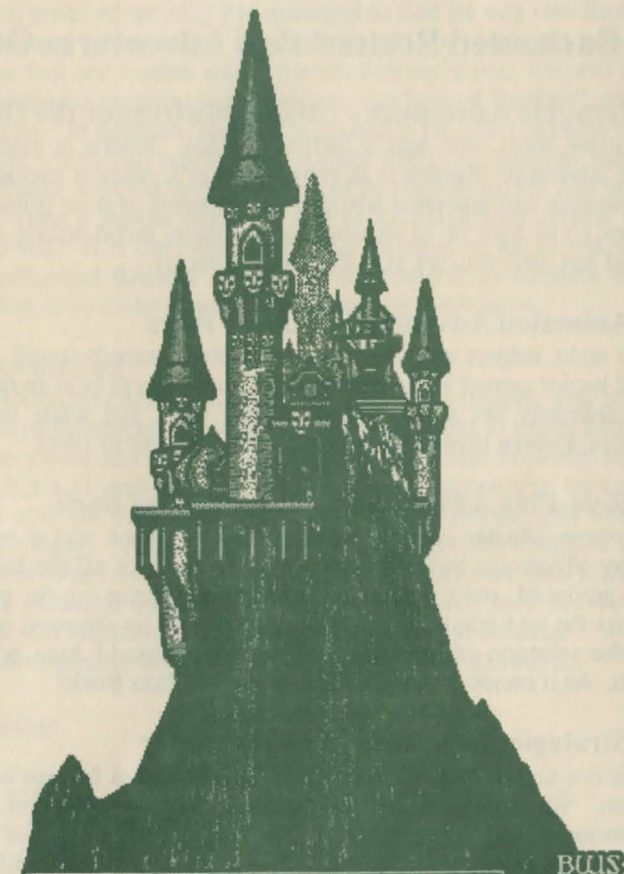
Game Rating System

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. When looking at the overall rating of a product, keep in mind the components most important to you in a game.

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



Welcome once again to the Realms! Well, 1991 looks like an excellent year for adventure gamers. Some really exciting and ground-breaking products should be falling into your laps in the very near future (with some help from deep within your wallets, of course). We're especially baited for and awaiting SSI's **Eye of the Beholder**, Virgin/Mastertronic's **Wonderland** and New World Computing's sequel to one of our favorites, **The Faery Tale Adventure II**. However, in the meantime, we promised you our **Best Adventures of 1990**. So, without delay...

Enchanted Realms' Best Adventures Of 1990

Best Graphic Adventure - **Elvira: Mistress of the Dark**

In some ways, this was a difficult choice. **Elvira** is much more than a graphic adventure (though it is very "graphic"), since it includes elements of both role-play and animated adventures. However, it does primarily fall in this category, so in light of its excellent atmosphere, mood-setting music, depth of play and just plain fun, we give **Elvira** top honors!

Best Animated Adventure - **Future Wars**

The style, subject matter, gorgeous graphics, superb sound, plus marvelous wit and humor earned **Future Wars** our first choice as best animated adventure. While definitely not a long game in play time, and while heavy on arcade sequences, **Future Wars** still stands out from the rest in 1990.

Best Role-Play Adventure - **Chaos Strikes Back**

Dungeon Master quickly became both a classic and a model for many role-play adventures to follow. Yet, in our minds, of all the **Dungeon Master** clones produced, only the sequel released just prior to the end of the year continues the tradition begun in the original. Had its shipment been delayed till 1991, the selection of best role-play adventure would have been much more difficult. As it stands, the nod goes to **Chaos Strikes Back**!

Best Strategic Adventure - **Powermonger**

This is a tough category to crack. So many games fall just on the fringes in this area. We narrowed the choice down, however, between two products: **Powermonger** and **Imperium**. While **Imperium** stands out as a strategic adventure, the former snatched top spot in this category due to its wider circle of acceptance and the depth of playing experience that it offers.

Best Action Adventure - **Shadow of the Beast II**

There was really no contest here. **Shadow of the Beast II** took the field hands down. The atmosphere of the game is tops as are the traditional Psygnosis graphics and gameplay. **Beast III** should be tremendous!

Well, that about sums up our selections for the best in adventure games. We will probably handle them differently next time, but the simple capsule presentation above sufficiently expresses our picks for the best adventures of 1990. Any one of these exceptional games would make a choice addition to your adventure collection if you've not already purchased them.

Supplemental Additions

As you may have noticed already if you flipped through the Journal before sitting down to read anything (and who doesn't), we have added a center supplement. These four center pages will be devoted to promotions and select advertising. Yes, some advertising has managed to find its way into **Enchanted Realms™**. However, only select advertising will be included, describing products that we feel our readers would benefit hearing about. We will also use this space for matters concerning subscribing to **Enchanted Realms™**, as well as special promotions. In addition, and this is probably the most important part to all of you, this is where you will see our regular software contests. Each issue will feature a contest where all our readers will be eligible to win free software. Check out this issue's **James Bond: The STEALTH Affair** contest and, of course, enter to win! It is our belief that these supplement pages will increase the value of **Enchanted Realms™** to each of our readers. In addition, they can easily be removed, if so desired, without defacing the publication.

Improved Packaging

If you purchased **Enchanted Realms™** at your local retailer, you will have noticed the change in packaging. This has been instituted to make **Enchanted Realms™** a more visible and easily displayed product. Retail versions now come packaged in an 8.5 x 11 packet. However, subscribers still receive their copy by first class mail with the disk in its own "gold seal" envelope (just one of the benefits of subscribing). You probably also noticed the color change. This has been implemented to aid recognition when a new issue hits the stands and when you reach for a particular issue on the shelf. This should help alleviate some confusion while still maintaining the "look" of **Enchanted Realms™**. Watch for continued improvements as we journey along together. And always...

Happy Adventuring!

Chuck Miller

Chuck Miller

Lord of the Realms



Audience Hall

Letters To The Lord Of The Realms



Dear ER:

I just received **Enchanted Realms™** #4. I'm impressed. You have got an exceptionally slick product here. It reminds me of an **Ultima** manual! I look forward to sitting down later on and reading through it.

Sincerely,
George Broussard
Garland, TX

Dear ER:

My "parcel" arrived yesterday. WOW! I am still suffering a little from sensory overload (I tried to take in all three issues in only six hours). You have not only an excellent journal, it is a work of art!

Constructive criticism: please take this in the knowledge that I am a soldier, and react very positively towards order, consistency and discipline. **ER** is the only publication I get which makes very frequent reference to copy protection and HD installability, and for this I thank you. "Very Frequent," however, is not the same as "Consistent." There are a number of games whose purchase I am considering, and for which I have not been able to divine either copy protection or HD compatibility. Would it be possible to include this information with EVERY review?

By way of reference, I judge a magazine's trustworthiness on how closely their reviews for the games I own already coincide with my own feelings. **Enchanted Realms™** has my highest respect!

B. Kipling Cooper
Ottawa, Ontario

Thanks for the compliments! We are continually striving to make **Enchanted Realms™** the best it can be. Concerning the matter of consistency, that is one of the underlying pillars of **Enchanted Realms™**. Quality, commitment, consistency, distinctiveness, accuracy, value and style are all underpinnings upon which our publication is built. We are currently working on several improvements which we will institute in the coming months. This includes a more accurate rating system for game reviews and a more helpful and "consistent" information block at the end of each review. We believe our readers will be pleased with the changes ahead.



Court Herald

Tidings From Hither And Yon



In addition to the regular adventure news update, Court Herald takes a look at **The World of Commodore/Amiga** in Toronto, Canada. Here's the latest on what's available, almost available and available "real soon now," hopefully.

It looks like Accolade's **Altered Destiny** and **Search for the King** have been delayed further. **Altered Destiny** now looks like a March product, while **Search for the King** may beat it to market by appearing in February. Conversion of these products has taken quite a bit longer than expected. From all indications, however, the wait should be worth it. Also from Accolade, they have just become US Distributors for US Gold. Hopefully, this will mean some more of the European adventures will be coming stateside.

As of CES Las Vegas, Capstone has announced the release of the Amiga versions of **The Cardinal and the Kremlin** and **Bill & Ted's Excellent Adventure**. Both should be on dealers' shelves by now.

Dynamix, associated with Sierra On-Line, will soon be releasing their Amiga conversion of **Blade Hunter: Rise of the Dragon**. This looks to be a very exciting cyberpunk adventure placed in an ominous futuristic earth filled with crime. Expect a full "point & click" interface (March 1991).

Electronic Arts has been busy of late, signing on both Mindcraft Software and Prima Publishing to their family of affiliates. Mindcraft will be releasing several Amiga conversions this year. **The Keys to Maramon** should be ready now; **Rules of Engagement**, at the end of the first quarter of 1991; **Magic Candle I**, at the end of the third quarter; and **Magic Candle II**, at year's end. A revised and updated **Breach II** is currently available. **Breach II** and the upcoming **Rules of Engagement** are the first two games in the Interlocking Game System (IGS) which allows multiple games to interact with one another and share data. Prima, publisher of numerous hint/strategy books for the videogame and computer industry, will soon be releasing several computer game books including the title **Cinemaware Games**. Other EA affiliates releasing new adventures are Interstel with **Armada 2525** (available second quarter 1991), a multi-player space strategy adventure, and Lucasfilm with **The Secret of Monkey Island** (end of March). SSI will be continuing their **Krynn** series with **Death Knights of Krynn** (May 1991), while the Amiga conversion of **Secret of the Silver Blades** looks like a fall release. Most imminent, of course, is the first in the new **Legend** series, **Eye of the Beholder**, which should be in stores in April. **Eye of the Beholder**, a 3D, first-person perspective game, looks like it has all the makings of best adventure of the year.

Another adventure about to ship is the next Cinematique product from Interplay and Delphine, **Cruise for a Corpse**, a game in which you find yourself involved in a whodunit at sea.

More good news comes from New World Computing who acquired the rights to the sequel of *The Faery Tale Adventure*. If all goes well (and we hope it does!), look for a fall release of this David Joyner adventure. **Chuck Miller**

World of Commodore/Amiga, Toronto

It had been over a year since I last attended one of the Commodore trade shows. So, with much enthusiasm, I mounted my expedition to Toronto. On the whole, I found the show a little disappointing, but still worth the drive.

The main event at **World of Commodore/Amiga**, Toronto was Commodore's CDTV. Just about the only piece of software displayed for it, though, was an interactive adventure game in comic book format called **The Case of the Cautious Condor**. It looked like a good game, but until CD-ROM in CDTV format is available for the Amiga, this one won't make it onto your shelf. It could very well be worth the wait.

Commodore was also showing another piece of CDTV detective fiction that featured digitized live video images, with a "point & click" interface, rather than straight text entry. This one was obviously in a very rough state, but also looked promising. It was evident that Commodore was trying to make a case for saving your pennies for a CDTV, or a CD-ROM compatible with CDTV for the Amiga.

The software publishers present didn't have much new in terms of Amiga adventure game software. Sierra was showing the latest in their Quest line, **Quest for Glory: Trial by Fire**. They had it running on an MSDOS machine, but promised it for the Amiga by early '91. It looked and sounded good in VGA with a sound board added to the system. If Sierra follows through with the enhancements on other Amiga games (such as **Leisure Suit Larry III**) then this will be a pleasure to play on the Amiga.

While the general emphasis at the show was on productivity software on the Amiga, I still had the feeling that good things are in the wind for the readers of **Enchanted Realms™** in 1991. **Michael J. Ballenger**

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 Ivan Brown of Prairie Grove, AR, who received a copy of **Might & Magic II** and Frederick Claus of Frankfort, KY, who received a copy of **The Colonel's Bequest**. Enjoy the adventures!

We also had a special drawing in December for an additional game. Our winner, Jim Culleton of Toronto, Canada, received a copy of **MidWinter**. Have fun, Jim!

Adventure Reviews



Adventures Told Both
New & Old

BCIS

Dimmer Dungeons

Classic Adventures From The Past

Zork Zero

Reviewed By Marci Rogers

RealmsHead Inn is alive with the chatter of weekend diners. Those cursed azure bonds have faded, and the throbbing in your arm has finally ceased. You should turn your attention to the savory roast fowl sizzling on your plate, but for some reason you cannot. Your head lolls backward, your eyelids droop. Fatigue permeates your being, dulling your senses so that you barely feel a gentle touch on your shoulder. The hand rests for a moment, then releases you, only to be replaced by another touch, stronger and imbued with soothing warmth. Your weariness lessens, and you open your eyes to see a man gazing at you, his grey eyes compassionate as only a healer's can be. He wears the deep scarlet tunic of the Rilian Order, and his ancestry is impossible to guess. Human surely, but only in part, and the rest...?

"This is Alairic," says Maeve from the chair next to yours. You don't recall when she sat down, so you feel a bit confused. "I've never known anyone he couldn't make better," she continues, "and you are welcome to dine with us. Our other friends will be here shortly."

Excitement replaces lethargy. You knew she must be part of an adventuring group, but you hardly dared hope to meet them. "Th-th-thank you," you manage to stammer in Alairic's direction. "I'd be honored to join you, and I'm normally not such poor company, as Maeve can tell you. I think I must still be battle-weary from my last campaign. All that endless fighting, and then searching, only to fight again. Oh, I wish there were more adventures where the mind was mightier than the sword, where the key to success was to conquer by wit instead of force."

A look of nostalgia passes over Maeve's face. Running one delicate finger around the rim of her glass and gazing into the water as though it contained images, she speaks:

Grue in the Stew

Fools they were, young one, but divine fools, and for one glorious space of dungeon time, the whole adventuring world danced to their tunes. Infocom - a

name to conjure upon, about, with. At first they were known only in the shrouded halls of mainframes, but then their text adventures flared onto every machine, regardless of format. All who thirsted for richness of word and plot were fed in the Great Underground Empire, and then in strange and wondrous worlds beyond. Everywhere adventurers met, one magic password was whispered: "Zork."

Bright days those were, before your time entirely, and a great portion before mine, and over all too soon. Gaming wasn't serious enough, you see, and the creators of G.U.E., like their ambitious King Duncanthrax, had aspirations of "better" things - "real" programming. Cornerstone it was called, but truer in faith if it had been named "Gravestone." Its failure dealt a harsh blow, yet might have been survived if the company had not ignored the nearly universal cry for graphics.

One Picture Is Worth???

Things were far different than they are today, when most programming energy, especially for the Amiga, is put in graphics and sound, usually at the expense of plot, leaving trite stories and contrived characters. Infocom would never have tolerated such dulling of the gamer's mind, but they weren't quick enough to act when it seemed possible that text adventures might live. They did not, and Infocom was sold to - Mediagenic. (I whisper this accursed name, for they are the ones who will not market Amiga versions of their product, and this inn is full of loyalists.) The first effect of this change was the addition of the much needed graphics.

Infocom fans hoped then, and perchance made offerings to whatever powers they revered, but mostly in vain. The first products were mediocre at best, with the exception of one or two gems among the stones. Brightest shone **Zork Zero**, which was a "prequel," returning the adventurer to the pinnacle of the Great Underground Empire, where all would thrive except for the curse of Megaboz, an ill-tempered sorcerer with a distaste for Flatheads. You, and you alone of course, could restore peace to the realm if you could only find all 24 of the Flathead artifacts and throw them into Megaboz's cauldron, which he conveniently left in the castle's banquet hall.

Surely, You Jester

Naturally, you cannot let the empire suffer, so you are off on the most devilish clever scavenger hunt ever devised. Even the copy protection will enthrall you, since it is a Flathead calendar which gives clues to the nature of these artifacts, two per Royal Family member. It also provides necessary clues which the on-screen hints won't divulge, leaving the 512K disk easily copyable and installable on hard disk. You can even multi-task with this adventure, but I doubt you would. It should take your full attention to get through such puzzles as the "Construction Site" and "Catching the Flies."

If you hate traveling alone, don't fret. You'll have a companion - sort of - Wurb's jester, who challenges you with riddles, plagues you with annoying tricks, and forces you to compete against him in perplexing games, including a

round of nerve-wracking Double Fanucci. The jester even helps occasionally, just to be ornery.



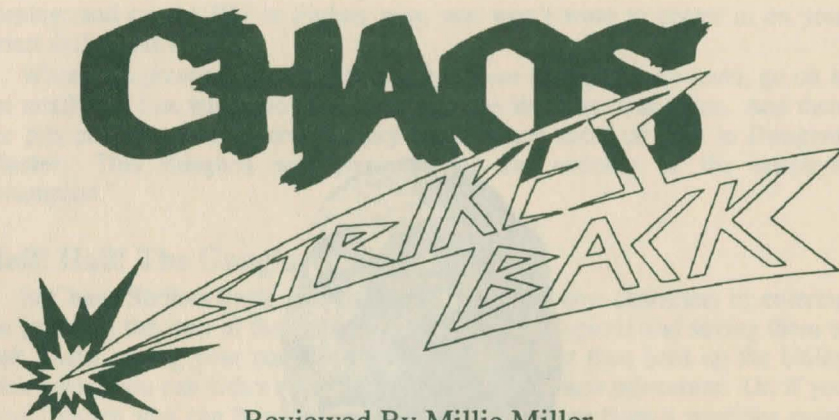
We're Closed; Next Ticket Window, Please

Does this sound exciting? It is, but don't be misled. The graphics are simple and few, and you will have to read the encyclopedia in the library to view some of them. Sound is non-existent as well, and the mapping feature is a series of boxes and lines. If you want glamour, you'll have to create it in your mind, and, oh, with the strength of the story and the slickness of that famous Infocom parser, how easy that is!

Want to go, my young friend? Of course you do, but that may place you on a second scavenger hunt, as Triton Products has been disbanded, and they were Infocom's clearing house. If you can find a copy of the game, it should please your pocketbook with a price tag under fifteen dollars. It's worth a search. More than the Great Underground Empire suffered with the demise of the "old, unimproved" Infocom. Adventure realms everywhere grew a bit duller, a shade darker, and that evil spell is yet to be broken.

She turns her attention to the arrival of a handsome blond Paladin accompanied by a heavily bearded dwarf. You consider what you may have been missing by not knowing the legends surrounding Zork. You would like to see the Great Underground Empire for yourself, but how will you manage it? You can't even manage to keep your napkin on your lap instead of the floor. As you duck under the table to retrieve it, you notice a figure in motley sitting cross-legged under another table directly opposite yours. He winks, and then vanishes. The cloth napkin crackles in your hand like crisp paper. You open it and find a hastily scribbled parchment note. It's unsigned, but you're sure of the author the moment you read it: "Meet me at the West Ruins tomorrow at dawn. Lots of fun awaits. By the way, how are you at Double Fanucci?"

83	Zork Zero		
	Infocom/Mediagenic		
	Playability - 17	Graphics - 10	Sound -N/A
	Documentation - 20	Atmosphere -19	
\$49.95	Graphic-Text Adventure		512K



Reviewed By Millie Miller

FTL Games has outdone themselves again in **Chaos Strikes Back**. If you loved **Dungeon Master**, you will relish **Chaos**. The sights and sounds are all still there, and are spectacular. With the 3D perspective and stereo sounds of creatures roaming about, you will find yourself transported into the digital dungeons of Lord Chaos.

As You Recall From the Last Episode...

It seems like only yesterday that you had defeated Lord Chaos, leaving your party of companions battle-weary, yet triumphant. After obtaining the treasured firestaff and using its powers to fluxcage the evil Chaos, balance and peace had returned to your world. But, alas, your arch nemesis was not totally defeated and has now raised his vile hand once again to strike back.

Upon entering the dungeon, you make a very quick discovery - you are definitely not in "Kansas" anymore. The dungeon is strangely dark and you have no torches, nor do you have a single weapon or stitch of armor amongst you. Immediately you are set upon by vicious giant worms (remember those delicious worm slices?). Quickly casting a light spell in order to see your dismal surroundings, you look down and find that you are standing on a pressure plate which has released the worms. Wisely, you step aside in order to stop the slithering army from flowing forth. Instinctively, you know that this dungeon is going to be much more difficult to conquer than the previous one.

Going Down?

This newly-formed dungeon has many new traps and tricks with which to contend. With an abundance of camouflaged pits (that drop you one or more levels at a time) and an extensive amount of hidden passageways, your way will be much more difficult to traverse in this sequel. In fact, there are four "ways" that you must travel. Each one, DAIN, KU, NETTA and ROS, is designed to test the skill of each champion: Wizard, Fighter, Priest and Ninja respectively. On the DAIN or Wizard way, Fighter skills will not be your best choice to



employ; and on the KU or Fighter way, you won't want to center in on your Priest skills; and so on....

Where the previous dungeon was more linear (complete one level, go on to the next), this one will have you covering some levels several times. And there are pits and monsters galore at every turn - much more so than in **Dungeon Master**. This dungeon will prove to be the undoing of the neophyte "champion."

Hail! Hail! The Gang's All Here!

In **Chaos Strikes Back**, you can begin fresh with new characters by entering the prison at the start of the game, selecting four champions and saving them to disk. After saving your party of characters, you must then boot up the Utility Disk where you can either edit your party or make a new adventure. Or, if you would rather, you can bring in your old, familiar party from a previous saved game disk (preferably a final saved game) from **Dungeon Master**. I preferred the latter. I felt like I would have been betraying old friends had I chosen new champions. (Oh, sentimental me!)

Not only can you begin the conquest with your old gang, but many of the monsters have also returned in full strength (worms, gigglers, skeletons, screamers, mummies, rock piles, dragons and more). It appears that, while you were taking your much needed vacation, they were gathering forces and gaining strength, with the help of the Dark Lord. So, don't think you are going to be bored with the same old thing in **Chaos Strikes Back**. There is much to be done here. Besides the return of the old monsters, you will meet up with some new ones, too, like ant men and hell hounds. So, grab your swords and morning stars. You've got a battle ahead of you.

Cosmetics and Clairvoyance

With the Game Disk, you also receive a Utility Disk. This disk includes an animated introduction to **Chaos Strikes Back**. This is a must-see at least one time through. It shows Chaos plotting and building his dungeons. In addition, this disk includes an editor that allows you to alter the appearance of your party of characters. You can give them an entirely new look, or just change their names and titles. The editor allows you to load in complete characters or just their portraits and provides the same options when saving an individual character. Also included on disk are new, enhanced portraits of your favorites from before. It is even possible to replace a character from your **Dungeon Master** party with a more able one from **Chaos**.

Do you need just a hint of what lies ahead? Well, just a hint is what you will get when you consult the Oracle. Unfortunately, you can't consult the Oracle from within **Chaos**. You must save the game at the spot where you are stumped and reboot with the Utility Disk to load the Oracle. The Oracle will then read the data of your saved game and you can consult the all-knowing one regarding monsters and puzzles. Now, mind you, it never gives detailed information on how to overcome your enemies or to solve those puzzles, it just gives enough hints to spur you on.

The game box also hints at more quests to come. **Chaos** is billed as "Expansion Set #1." Hmm, just what does that mean? The word that we have is that there are no immediate plans to produce another dungeon adventure. However, there may be a future expansion set revolving around a different theme, possibly stellar in nature. Sounds interesting!



Down to the Basics

Chaos Strikes Back requires one meg of memory and is not hard disk installable. So, those of you who only have 512K - go out and buy more memory! You need it anyway. And while you're at it, get an extra floppy drive, too! **Chaos** is a must-buy dungeon adventure. The sights, the sounds and the challenge will keep you coming back for more. As far as not being hard disk installable, this does not cause any problems. Although it has a lengthy boot time, disk access during gameplay is negligible. However, if you want backup copies of your disk, you must purchase a backup copy direct from FTL for \$10 (as long as you're a registered owner).

Also, documentation is a weak point. It assumes that you have played **Dungeon Master** and know all about the operation of the game and spellcasting and refers you to the **Dungeon Master** manual. The box does state that **Dungeon Master** is required. However, this is not true, as you can use characters from the prison on the **Chaos** disk or use an enhanced set of characters which are included on this issue's disk supplement. (FTL originally planned to require **Dungeon Master** in addition to the **Chaos** disk to create the new scenario, but then decided against it, making **Chaos** a stand-alone game.)

Overall, **Chaos Strikes Back** is another classic. So, save your gold coins and run right out to your nearest Amiga dealer as this is one game you need to add to your collection.

91	Chaos Strikes Back		
	FTL Games		
Playability - 18	Graphics - 18	Sound - 20	
Documentation - 15		Atmosphere - 20	
\$39.95	Role-Play Adventure	1 MB	

BANE OF THE COSMIC FORGE

The Cosmic Forge - n. [Gk kosmikos universe, L fabrica to make] 1: the name of an unusual writing instrument (stylus) possessing the unique magical property to make anything written with it come true.

Reviewed By Eric Penn

Ten years ago, the original **Wizardry** game was released. Even though it used only simple one-line drawings of the dungeon environment in which it was set, it managed to sell over two million copies, and became a legend among computer fantasy games. Later scenarios upheld the tradition of excellence in gameplay without ever updating the unsophisticated graphics.

Newly Forged

Bane of the Cosmic Forge is the newest addition to the **Wizardry** line of games. The publisher, Sir-Tech, would like you to believe that the graphics have been brought up to the current level of games such as **Dungeon Master**. However, to the game's disadvantage, **Bane's** graphics are pure MSDOS. Even though these graphics may be fantastic by MSDOS standards, by Amiga standards they leave much to be desired, using the garish MSDOS EGA palette, and being drawn in low resolution. **Bane's** sounds are annoying and constant. Bumps and rattles intended to give the game "mood" detract more than they add. Text displayed, while crisp and easy to read, often takes far too long to clear, especially during combat. A mouse interface is available, but is so poorly implemented that it is nearly impossible to use. Encounters with hostile monsters are presented in true-to-MSDOS form as well. Simplistic animations with an annoyingly low frame rate make the creatures seem less realistic and detract still more from the "mood" of the game. Add to this some monotonously similar monster sounds, and you may begin to think that perhaps your gaming dollars could have been better spent elsewhere.

To the game's advantage, an option is provided to lower the volume or turn it off completely, as is an option to increase the speed of the text display to nearly unreadably fast, should you desire. A simple and easy to use keyboard interface, using only the cursor keys and the return key, eliminates the need for mouse support.

Forging On

So, is this just another poor MSDOS port? Definitely not! Once you look beyond the gaudy graphics and irritating sounds, and play the game for a while, you will discover a true treasure. Text descriptions of most rooms, using flowery, flowing language, add much that the standard graphic presentation takes away. Puzzles which are both complex and cryptic, without being overly obscure, add still more to the game. Non-player characters, with which you can (and must) converse in full English sentences, abound. The gameplay is so far superior to any other game currently available that it makes the pale presentation easy to ignore.

Many rooms when entered will present you with a short (or sometimes not so short) text description of what is contained in the room. The language used is smooth, fluid and rich in details. If read aloud, one can almost imagine what the room must look like. Unfortunately, imagination must suffice. The graphics often do not depict all that the text proffers. Many times, players must search yet another identical looking room, with no graphical indication that anything is to be found within, or miss an item that may be essential to the completion of one of the game's many puzzles, and even to the game itself.

Puzzles Of Cosmic Proportions

Bane's many intricate puzzles are skillfully presented. The information is introduced in a way which makes the solution seem simple and within your grasp, yet sufficiently clouds the facts so that interest does not wane. Some of the sub-quests that you embark on to solve a puzzle are nearly involved enough to merit a full game of their own, requiring the exploration of several different locations, recovering numerous objects and sometimes interaction with one or more of the non-player characters (NPCs). Yet, the pacing is such that you never feel overwhelmed.

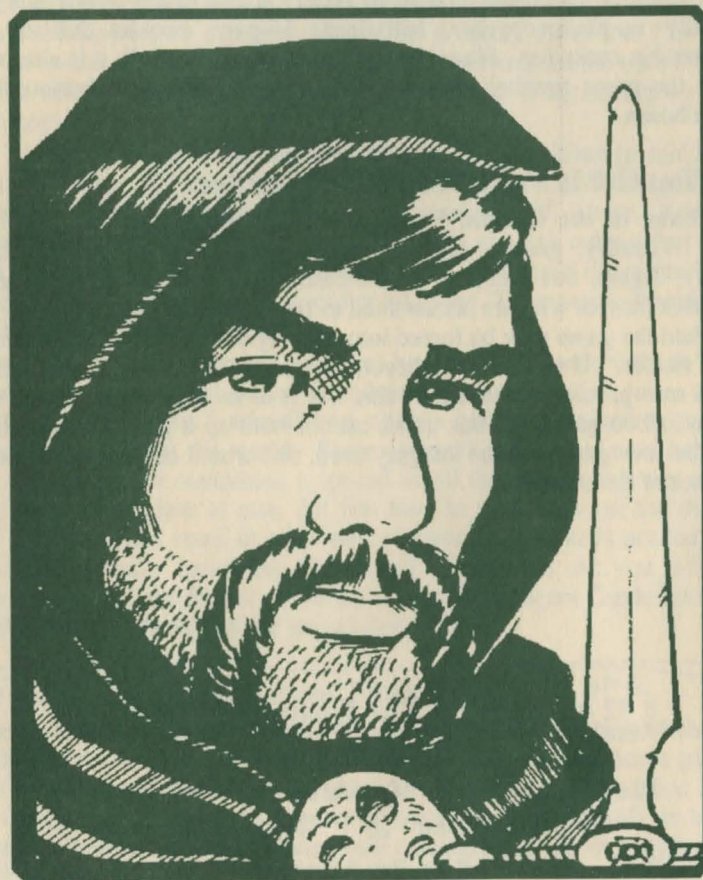
The NPCs that your party will encounter are unique in that you will find it necessary to converse with them, sometimes at length, to discover important information required to solve the adventure. Instead of the Pidgin English fragments that one typically uses in graphic adventures, **Bane** uses full English sentences. While it is possible to fool the parser, generally it deals with your responses accurately; the parser is very well written. The interaction with NPCs is another aspect of **Bane** that, by itself, is nearly capable of being a full independent game.

Combat is fully menu-driven, eliminating the need for multiple mouse clicks. Instead, a simple menu of options is presented for each character in your party. Only options that are available to that character are listed. Since the menu-based combat round is not dependant on quick, accurate mouse-clicking, you are

guaranteed that each member of your adventuring team will play an equal role in each conflict.

The Wizardry Of Party Creation

The adventuring party in **Bane** consists of six characters, a much more able team than the four-character parties used in other games of this type. Characters can be from any of 11 different races and have 14 different professions from which to choose. Class is limited to qualifying scores in certain stats, but you can modify a character's stats (to a point) during creation. Once within the game, a skill-based system is used in which skills increase with use, such as in combat, and skill bonuses are given occasionally which you can assign to any skill. Skills are limited by class, eliminating a spell casting fighter, but characters are allowed to change class (assuming they qualify) at any time during the game.



The Tasks At Hand

The poor quality graphics take much away from the game, but they do have one good aspect. Since **Bane** multi-tasks, the use of a low resolution, eight-color playing screen means that even Amiga users with only 512K of chip RAM will be able to continue with other tasks while **Bane** is running. As a test of this, **Bane** was run on an Amiga with the old "skinny" Agnus. At the same time, both an 8-color and a 16-color picture were being displayed on other screens. There was no problem.

A hard disk installation program is included on the last disk of the five-disk set that comprises **Bane of the Cosmic Forge**, but it requires that you follow its directives to the letter, using only DF0:, and hitting return after inserting each disk. If you do opt to play the game from the floppies, be warned that it only supports the first disk drive, requiring multiple disk swaps throughout the game.

The documentation included in the package is very well written, and provides you with all the information you need for play. Unfortunately, the copy protection, rather than using a keyword variety, uses a nearly impossible to read, supposedly un-photocopyable, half-sized, 16-page booklet full of almost indecipherable squiggles. Since the game multi-tasks so well, it is almost easier to leave the game running non-stop, than to deal with the laborious look-up scheme chosen.

What You Get Is More Than What You See

So, **Bane of the Cosmic Forge** is not a pretty game. But, even in the original Wizardry games, graphics were overshadowed by the fantastic gameplay. Again, this seems to be the case. However, the graphics are good enough that players who are accustomed to being shown objects that are needed to complete the game may be fooled into missing many items that are necessary, but not "visible." If you can look beyond the poor MSDOS-quality graphics and sound, a true gaming adventure awaits. As it is in the current Amiga market, gameplay, albeit gameplay this good, cannot hold up a product on its own. If not for the low quality of the imagery used, this would definitely be one of the best games of the year.

72

Bane Of The Cosmic Forge

Sir-Tech Software

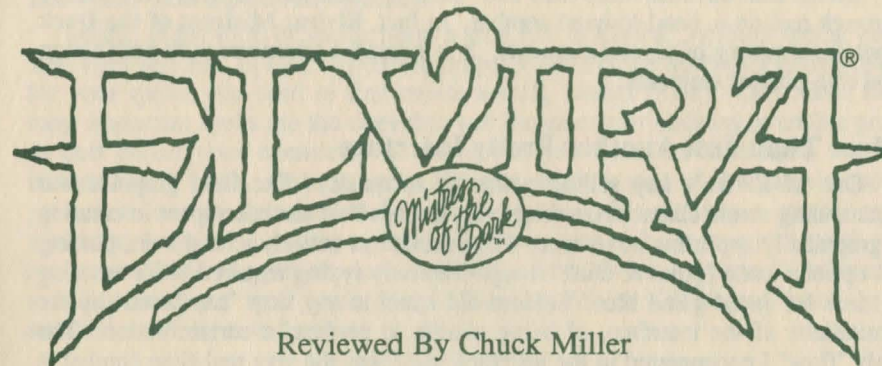
Playability - 14 Graphics - 10 Sound - 12

Documentation - 20 Atmosphere - 16

\$59.95

Role-Play Adventure

1MB



Reviewed By Chuck Miller

A Game With A "Reputation"

"Nice-looking castle, isn't it? Almost sorta sweet, with the little gate out front, and the flowers on the front lawn. You'd hardly guess that I'm going to have to go on the warpath against about 999 Goons from the Seventh Dimension to reclaim what's mine in the first place - the right to a decent night's sleep in my own home."

No, the above is not a Rod Serling intro to Twilight Zone in middle class, suburban America. It's the beginning of your adventure at Killbragant Castle, employed in the service of the "B" movie queen herself, Elvira. And, if you know anything about Elvira at all, you know that she has quite a "reputation," one that has made its way into this adventure. So, let's see if it was really such a bright idea in the first place to answer her ad in the "Broomstick Weekly" to fill the position of freelance ghostbuster.

Here's the scoop. Elvira has inherited her ancestral castle only to find out that her long dead Great-Great Grandmama Emelda isn't quite ready to relinquish it. Indeed, this "undead" look-alike is quite determined to come back from the dead and rule the world. Enter yourself. You must now help Elvira recover a hidden chest containing a special scroll that will enable her to finally lay Emelda and her plans to rest. All you have to do is fight off the throngs of Emelda's minions that stand in your way, recover the five keys needed to open the chest and actually locate the chest itself. Only then can you help Elvira thwart the plans of Emelda and enable her to turn Killbragant Castle into the sort of macabre bed-and-breakfast she would like it to be.

"They Don't Get Much Bigger Than This."

At least, that's Accolade's claim concerning **Elvira: Mistress of the Dark**. With 800 locations, over 300 objects and a play time of 100 hours plus, they may not be too far off. **Elvira** offers the player a gaming experience rivalling current favorites, like **Dungeon Master** (there's that name again!), in both size and depth. Whatever the case, **Elvira** will certainly deliver an excellent return on your investment.

Elvira also includes more than 100 "sinister characters" to deal with, mostly through real-time, hand-to-hand combat. In fact, **Elvira: Mistress of the Dark** contains a mixing of several elements. It is a graphic adventure with both action and role-playing elements.

More Than Just Another Pretty Interface

One of **Elvira's** key selling points is its quality. Excellent graphics and outstanding sound characterize the game. Great effort has been spent in creating a graphically appealing adventure. The interface is entirely icon-driven, placing all options just a "point & click" away. The only typing required is for entering a name for saved game files. Seldom did I feel in any way "hampered" by the limitations of the interface, of being unable to perform a certain action. The only "flaw" I encountered in the interface itself was the way real-time combat is handled. As it is designed, when combat is entered, it is a fight-to-the-death encounter. There is no option to flee or use a potion once the hacking has begun. In addition, the player is required to play a game of guess-which-side-the-opponent-is-going-to-slash-me-on-next in determining when to block or parry. A more accurate and lenient system could certainly be implemented.

While most of the graphics are hand drawn, some digitized images have been included to add realism to the playing experience, giving the sense of actually being in a horror movie. Usually, these take the form of **Elvira**, though, they do crop up elsewhere. The graphics all blend together well with the exception of the tower stairways and dungeon passages. The quality of these sections simply did not match that of the rest of the game. Not poor, mind you. Just very bland. I imagine that a dismal and eerie effect was intended; yet, it just doesn't come across. Again, as stated in last issue's preview, this is a "graphic" adventure. Death occurs frequently in the early stages of the game, leaving behind some remnant of a bloody corpse, namely yours. Bashed skulls, ripped open throats, gouged out eyes and numerous other variations of the theme prevail. I must admit, my favorite is the floating head in the soup pot. However, if you don't like gore, these scenes may prove distasteful to you. Also, in this light, I would advise discretion in allowing young children or the squeamish to play **Elvira**.

Animation is also competently handled in this adventure. Though not extensive, the actions depicted are smooth and realistic. The "graphic" element is present here too. A well-placed sword thrust will elicit an appropriate gash and splattering of blood.

As good as the graphics are, it's the accompanying music and sound effects that add the most to the atmosphere of the game. Background music is among the best in computer adventures (I would love to have it on compact disk), each major location having its own music track. Of course, appropriate digitized screams and groans have been included. **Elvira's** voice is also presented in digitized form.

In regards to the visual and aural quality of **Elvira**, all I can add at this point is that this is definitely a game best experienced solely by the light of the monitor in a darkened room (insert appropriate Vincent Price laugh).

How Do You Spell Adventure

Magic, in the form of spells, plays a vital role in **Elvira**. Without spells, you won't get very far. In fact, in order to properly identify the necessary ingredients for your spells, you need to first create a spell, Herbal Honey. Of course, the most important spells are the ones that will increase your abilities or enable you to best defeat your enemies. All the spells you need are delineated in the included spell book. Unfortunately, the spell book is part of the game's copy protection, one of those red-and-blue-print jobbies that requires a special red viewer to decipher. Looking up spells this way gets to be a drag real quick. I recommend that you just sit down and write them all out on paper in advance and then stuff the spell book away. It makes life at Killbragant much less stressful on the eyes and nerves.

Rattling Chains And Creaking Doors

As good as **Elvira** is, there are some shortcomings that must be mentioned. I already referred above to the copy protection scheme used. This, however, is not the major drawback. The most noticeable skeleton in **Elvira's** closet is that of disk access. **Elvira** comes on no less than five disks which means that there is going to be a lot of disk swapping. Disk access is slow to boot, mainly due to the amount of graphic data being moved around. In addition, the game only recognizes DFO: for loading game files, though it does recognize DF1: for game saves. As it stands, **Elvira** is definitely a hard disk adventure. One megabyte of memory is also required. For those playing **Elvira** from a hard disk, you will need to modify the IconX script that executes the game to include the proper assigns or add them to your startup-sequence.

Sweet Dreams

Elvira: Mistress of the Dark is an exceptional adventure with few flaws. While playing **Elvira** from floppies can get a little tedious at times, the game play experience more than makes up for the inconvenience. Of course, the inconvenience vanishes altogether if played from a hard disk.

Even if you're not a fan of **Elvira**, you should find this adventure enjoyable if you have any taste whatsoever for games with a high degree of problem solving elements. In fact, with just a touch of role-play and action thrown in, **Elvira** will probably appeal to most adventurers. So, grab your backpack and give **Elvira** a call. She's depending on you!

91	Elvira: Mistress Of The Dark		
	Accolade		
Playability - 17	Graphics - 18	Sound - 20	
Documentation - 17		Atmosphere - 19	
\$59.95	Graphic Adventure	1MB	

CURSE OF THE AZURE BONDS

Reviewed By Marci Rogers

One Hack Of A Good Time

Ignoring the plea in her wide China-Sky teal eyes, he swept her forcefully against his throbbing chest. Her heart pounded wildly in her heaving bosom as she raised her face to meet his storm-tossed Steel-Grey eyes. His aquiline nose seemed to narrow as he sneered, "You've asked for this, Cerissa, and I've waited too long a time"....

If It Ain't Broke....

What's this? It's surely not an adventure review; more likely a Harlequin Romance, chapter nine, where, as any fledgling hack who has ever attended a "Write to Sell" workshop can tell you, sex occurs, and will occur again in chapter - well, just check any volume in the series. The same formula repeats again and again, while the cash register rings another 100,000 copies. Predictability sells. Harlequin knows this, and so does SSI.

For years, SSI has been turning out products wargamers love, loaded with complex combat strategy and one-dimensional characters. In the "pencil-and-paper world," TSR built an empire by creating combat intensive fantasies which immersed the players in alternate "realities." Their alliance has created a mingling worthy of Harlequin's envy, with **Pool of Radiance**, the first offspring of this union, garnering a quarter of a million sales.

Curse of the Azure Bonds is the second in the series, and its sales have already topped 150,000. The "go-with" novel and paper module are also good sellers, according to my local bookstore, which is part of a large national chain. Let's journey into the **Forgotten Realms** and try to learn their secrets of success. Don't bring your tools, though, nothing needs fixing.

A Loaf Of Bread, A Jug Of Wine....

Role-playing epics always confront adventuring parties with an impossible task that requires courage, skill, intelligence and a multiple-saves disk. In **Curse of the Azure Bonds**, your party awakens in Tilverton after a particularly discourteous mugging to find that their arms are decorated with five symbols, each of which has been set as a "magical geas" by one of the members of the evil New Alliance. Your mission, should you choose to accept it - and what choice do you have? - is to travel to each city and release the bonds by destroying each member of the New Alliance in turn. Along the way, you collect artifacts which help you to defeat Tyranthraxus, that old favorite from **Pool of Radiance**, and the final New Alliance champion. Yes, it's a SASTEW

(seek and slay the evil wizard), but isn't that what made you take it off the shelf in the first place? "You" is the operative word in that last sentence, and SSI never forgets it. In the manner of all good romantic fantasies, you are the focal point, not only of the story, but of the programmer's art. The game will run on one or two drives, and on any model Amiga. It's easily installable to hard disk, even though it does do a few weird things from time to time in Workbench 2.0. The mouse interface is as smooth as anyone could wish, and battle can be planned move by move or automated, with the spacebar acting as a toggle in case you do a bit of both. Characters can be imported from **Pool** or **Hillsfar** or created on the spot. There are mini-dungeons connected to every town for character building, or extra fun for the warmongering types, while stronger parties can simply pursue the main adventure line.



Unlike **Champions of Krynn**, where non-human races had special value, the **Pool/Curse** series gives the advantage to humans in terms of advancement, and **Curse** allows these characters to change class, a difficult but ultimately rewarding maneuver which allows you to tailor your characters to suit. Female adventurers are welcome in these realms, which are refreshingly non-sexist. Women avatars who traversed the rigors of the **Ultima** series only to undergo an obvious sex change in the opening screens of **Ultima VI** will know exactly what I mean. There's even an "alter icon" feature that allows your characters to change clothes and hairstyles between encounters. I am delighted with this touch. After all, who wants to drag through dungeon after dungeon in the same dreary outfit you bought at the last White Dragon Sale?

For macho types, there's a vast array of weapons to choose for battle, and appropriately gory sound effects during every encounter. The graphics range from good to better, and the animated monsters are a treat to watch, especially the sleek Rakshasha and the faceless Dark Elf Lords. In short, every effort is made to give you the best entertainment possible, in the way that YOU want it, an irresistibly seductive approach.

The Shrine Of Restora

Is there a downside to all this? Sure. The combat in this game is tough, almost as tough as its predecessor. You will quickly learn to worship Restora, the patron goddess of all adventurers, or you might consider investing in a cluebook and/or character editor. Electronic Arts, SSI's distributor, offers the cluebook free if you order direct, but since you must pay the full \$49.95 retail, that's a questionable value. Besides, a map of where the dragons are doesn't help you to defeat them. Combat is deadly; save often!

My other complaint is minor and concerns the use of a copy-protection wheel. While this is one of the less offensive devices, and three guesses are allowed, I still prefer the **Champions of Krynn** reliance on the Adventurer's Journal. This book is an indispensable part of the game's excellent documentation, and adds to the atmosphere. Typing in a key word from it seems to fit right in, and this adventure realm is a place where you will want to go.



Dungeon Roads, Take Me Home

Thanks for the swords and roses, SSI. There were no surprises, and the whole experience was as familiar and homey as a favorite pair of slippers, as utterly predictable as a good cup of morning coffee. I loved **Curse**, and I'm waiting for the Amiga release of **Secret of the Silver Blades**. Just between you and me, you beat the heck out of chapter nine.

88 **Curse Of The Azure Bonds**

SSI/Electronic Arts

Playability - 17 Graphics - 16 Sound - 18

Documentation - 19 Atmosphere - 18

\$49.95

Role-Play Adventure

1MB

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The STEALTH Affair™

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1. **Who played James Bond after George Lazenby's portrayal in "On Her Majesty's Secret Service?"**

- | | | |
|-------------------|-------------------|-------------------|
| A. Sean Connery | C. Roger Moore | E. Timothy Dalton |
| B. George Lazenby | D. Pierce Brosnan | F. David Niven |

2. **Which of the following actresses is the only one to appear in TWO James Bond movies?**

- | | | |
|-------------------|-------------------|---------------|
| A. Honor Blackman | C. Barbara Bach | E. Madonna |
| B. Maude Adams | D. Ursula Andress | F. Diana Rigg |

3. **What was the name of Bond's regular contact in the CIA?**

- | | |
|---------------|-------------|
| A. Morris | C. Felix |
| B. Heathcliff | D. Garfield |

4. **Which artist has NOT done a title song for a James Bond film?**

- | | |
|-------------------|--------------------|
| A. Paul McCartney | C. Louie Armstrong |
| B. Tom Jones | D. Frank Sinatra |

5. **The villain in "A View to a Kill" was:**

- | | | |
|------------|---------------|---------------|
| A. Blofeld | C. Scaramanga | E. Goldfinger |
| B. Zorin | D. Dr. No | F. Jaws |

6. **James Bond's favorite drink is:**

- | | |
|--------------------------|--------------------------------------|
| A. Bourbon, on the rocks | C. Vodka Martini, shaken not stirred |
| B. Strawberry Daiquiri | D. Kamikaze, no ice |

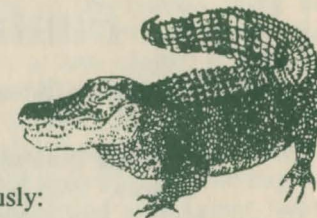
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JAMES BOND™ The STEALTH Affair™

Reviewed By Chuck Miller

"Hello, My Name Is Bond, James Bond"

Adventurers can now assume the persona of the inimitable 007, James Bond. Interplay's latest import from Delphine is their second product using the Cinematique gaming system introduced in **Future Wars**. However, that persnickety system, which required you to "Get a little closer" in order to examine or use items, has been much improved in this new adventure. Originally released in Europe as **Operation Stealth**, **James Bond: The STEALTH Affair** has been anglicized by Interplay, correcting some English and changing some game elements in the process, including transforming the original character, John Glames, into the ever popular British secret agent, James Bond.

Blessed Be The Tie That Bonds

As Bond, you've been assigned to assist the CIA in recovering the missing STEALTH bomber. Your mission begins in Santa Paragua where you are plunged into the world of international espionage as you search for the missing 006 and the documents he had uncovered concerning the STEALTH. Suffice it to say that you will meet a certain degree of resistance from the KGB and the dictatorial government of General Manigua.

What, No Shoe Phone?

The STEALTH Affair includes all the requisite technological gadgets. At Bond's disposal are attaches with secret compartments, a passport forger, an acid pen, an electronic safe-cracking box and rocket launching cigarettes just to name a few. And yes, you do get to chat for a few minutes with Q.

Graphically, The STEALTH Affair is just a tad disappointing when compared to **Future Wars**. Granted, the graphics are still top notch, but they do lack some of the depth and richness evident in the former creation. Animation, however, is just as smooth as before. Both the movement of Bond and the interspersed transitional and storyline animations are beautifully rendered. As in its predecessor, the music and sound effects are superb. While not quite as memorable as the tunes from **Future Wars**, the music in STEALTH is very well done and adds to the atmosphere of the adventure.

A "mazed" To Death

As mentioned earlier, the Cinematique system has been tweaked for **STEALTH**, eliminating the need for the exact pixel precision demanded in **Future Wars**. Instead of requiring you to move Bond closer to an object to **OPERATE** it, the system now handles that for you in most cases. A welcome improvement. The same capable "mouse & menu" driven interface remains.

I will, however, issue the same warning here that I did concerning **Future Wars**. If you don't like mandatory arcade sequences in an adventure, **BEWARE!** This is my major gripe with Cinematique games. I enjoy solving the puzzles no matter how difficult, but I intensely dislike being thwarted from continuing an adventure because of frustratingly difficult arcade elements. Simply put, they're an intrusion! This "blending" of elements actually does more to weaken a product than strengthen it. The result is a game that falls short of its full potential, providing a less enjoyable and satisfying experience than possible. Hopefully, software vendors will take this matter to heart and rethink their strategies. At least, the player could be given certain options at the beginning of play to determine the way certain elements are handled. In **STEALTH**, for example, the player could be given the option of playing the arcade sequences himself or having them "played" for him. In other words, he could elect to simply view the arcade sequences in the same fashion as the transitional animations. Even allowing the player to select the difficulty of arcade elements would be a welcome addition. (Are you listening, Delphine?)

Congratulations, Mr. Bond

James Bond: The STEALTH Affair is an excellent adventure with the exception of the above-mentioned "arcade-itis" and the continued use of color scheme copy protection (though it's improved, there are still too many colors to choose from, plus it's an affront to colorblind and visually impaired individuals). To its definite advantage, **STEALTH** is hard disk installable and, though it does not claim to be, works fine on an Amiga 3000 under Workbench 2.0.

For years the subject of numerous books and movies, James Bond finally comes to the Amiga in a digital translation worthy of his reputation. Interplay and Delphine have done an admirable job of bringing the Bond persona to life. If only the arcade sequences weren't so annoyingly distracting to the adventure experience.

86

The STEALTH Affair

Interplay

Playability - 16 Graphics - 18 Sound - 19

Documentation - 15 Atmosphere - 18

\$54.95

Animated Adventure

512K

SPACETM ROGUE

Reviewed By Michael J. Ballenger

Just This Side Of The Law...

Han Solo and the Millennium Falcon have nothing on me and my beat-up Sunracer Class privateer. My own ship was destroyed along with all my crew mates by Manchi raiders, while I was fortunately exploring a supposed derelict. It turned out to be a fully functional space craft. Armed with a ship, some credits banked in my name from saved pay and my guts, I have all known space ahead of me.

There is one important question to answer. I have entered the merchant service and served as crew on a trading vessel. All that is behind me, taken by the Manchi raiders. Though they have taken my past, the raiders have given me a future of almost unlimited potential. My options are: continue the stolid, law abiding course of the trader; test my hand as a bounty hunter or pirate, either way living by skill as a fighter pilot; or tread a middle course. The middle course beckons, the best of all. A trader's riches, a fighter's glory laying just this side of the law's boundary: these make up my best course. A dashing Errol Flynn of the space ways, I shall be a **Space Rogue**.

Choices?

Although you have a choice in theory, this combination role-playing and simulation game strongly urges you to a multiple role existence, sometimes trader, sometimes bounty hunter. I must admit that I never tried playing **Rogue** purely as a pirate. This adventure's a hybrid. It is a role-playing game in the classic sense, with your character seeking information necessary to aid the federation. Beyond the classic quest format, the game is a very good space flight simulator rivalling the likes of **Elite** and **Federation** (both reviewed in an earlier issue).

The quest screens are the typical overhead view of terrain on which you can maneuver your character. By "bumping" your character into others, you can speak to them. Most of the other characters will only speak to you regarding immediate problems like materials for trade. Some offer tantalizing hints to the deeper goals of your character within the game.

The sense of detail at the quest level is very good. One unusual and very humorous touch is the addition of an arcade game your character can waste credits on. At most locales, you can find a coin-operated machine called "Hive," which is an arcade "shoot 'em up" similar to any you might find in a present-day bar. While not the best arcade game I have ever played, it is on a par with many and is a way your character can dispose of excess credits if any such have accumulated.

An often neglected aspect of quests and simulations of the ilk of **Space Rogue** is documentation. The documentation for the game, disguised as the operating manual for a Sunracer class spaceship, is a joy to read and use. There is also a second-rate novelette included to get you in the mood to play, I suppose.

Raise The Shields...

One aspect of **Rogue** will generate strong response from the average gamer. It is a space-flight simulator. There is no way to avoid a certain amount of piloting your ship from place to place. Therefore, if you hate simulators, avoid **Space Rogue**. I happen to enjoy simulators very much, particularly space-flight simulators, so this point strongly recommends the game for me.

The Sunracer is an easy ship to pilot. You can set destination on a system map and the ship will pilot itself unless it meets another ship and evasive action or combat is required. It can outrun most other ships so that combat is hardly a necessity, although it can be boring to always run away. Occasionally, you will meet another ship that has better engines and fighting will be your only hope.



There are many star systems separated by interstellar distance in known space as assumed by **Space Rogue**. These star systems connect by star gates that contain worm holes. Worm holes are tunnels outside of normal space through which your ship can travel to avoid relativistic delays in normal space travel between stars. These gateways involve some fancy piloting to enter, and even more fancy piloting to get through. After entering the worm hole, you fly into a tunnel through which you must guide your ship. You cannot be too slow because some effect of the worm hole corrodes the ship's armor. The slower you fly the more likely you are to emerge from the other end of the worm hole without armor. If you fly too rapidly through the worm hole, the twisting tunnel may be difficult to follow. If you fail to negotiate a turn, you are dumped back out into normal space at the end of the gateway where you started. If you do not enjoy flight simulations, particularly flying a course involving tricky changes in direction, this sequence alone is enough to prevent you from buying **Rogue**.

Like other simulators, the ship in **Space Rogue** is not fully equipped at the onset of the game. You will be buying more capability for it as you go along. This includes better armor, engines and weapons.

Hardware

Rogue runs fine on an unexpanded Amiga. Ported from MSDOS systems, it looks surprisingly good with adequate animation, though it is weak in the sound department. **Rogue** is easily installable on the hard disk or RAM and plays well from both areas. Password protection provides a barrier to unauthorized distribution. I do have a gripe about this protection scheme. You only have one chance at getting into the game when it asks for a password, so you had better make it good. You botch the password, and you have to load it again to take another shot.

The Bottom Line

This game is a mixed bag that won't be for everyone. If your primary interest is in space-flight simulators, **Space Rogue** is a very good buy. It isn't the best simulator, but the adventure portion adds a dimension that is missing from many other space-flight simulators. If your primary interest is in the adventure aspects, then you will be thoroughly frustrated with the flight simulator segments. Although I enjoyed **Rogue** very much and rate it highly, I recommend buying it with careful thought.

73	Space Rogue		
	Origin		
Playability - 15	Graphics - 12	Sound - 10	
Documentation - 18	Atmosphere - 18		
\$49.95	Role-Play Adventure		512K

Distant Lands

New Quests From Faraway Kingdoms

Cadaver™

Reviewed By Zach Meston

You may or may not be familiar with the Bitmap Brothers. They're the European programming team behind such games as **Xenon**, **Xenon II: Megablast** and **Speedball**. Now they've turned their considerable programming talent toward the adventure field, and the result is **Cadaver**.

Karadoc The Human-Hating, Axe-Wielding, Insane Dwarf

The protagonist of the game is Karadoc, a fairly hostile dwarf. He's been hired by a group of humans to enter and explore Castle Wulf, a structure that lies in the middle of a goopy, gross swamp. Once within its walls, he has to find and kill Dianos, an evil sorcerer. Karadoc usually doesn't need or want an excuse to kill someone, but this time he has a good one: Dianos has been snatching people from nearby villages to use as sacrifices in his demonic rituals.

Karadoc has another good excuse: treasure and weapons are scattered all over the Castle, and he can keep anything he finds - which he should; gold becomes a very valuable commodity as he progresses farther into the Castle.

It's That Darn 3D Isometric Viewpoint

The game is presented from the classic overhead view that has also been used in such games as **Never Mind** (Psygnosis), **Clown-O-Mania** (Digitek) and this game's evil twin, **The Immortal** (Electronic Arts). Karadoc is a well-rendered sprite, although controlling him is a bit difficult with the control system used by the game. If you've ever played the classic arcade game **Q*Bert**, you'll have an idea of how you have to control Karadoc. If you haven't, well, it's not a "push-up-and-he-goes-up" type of control system. You can also try the alternate control system, but it's even more confusing. Stick with the first one.

In an adventure game of this type, where finding and using objects is the key to making progress, you'll be spending a lot of your time digging through your inventory. **Cadaver's** inventory control is about the same as its character

control; you'll get used to it, but it's weird at first. There are two ways you can go through your stuff. If you hit the space bar, you can use the joystick to scroll through all your items one at a time. If you hit RETURN, you can see 16 items at once. You almost always want to use RETURN, but I guess it's nice to have two ways to do something.

Finding out your personal status is done by reading your personal diary (of course). The diary tells you your health (hit points, really), your amount of gold pieces, your experience points, your experience level and how close you are to completing the level you're on. Castle Wulf's got four floors, or levels, for you to beat, and each level is pretty massive.

Combat in this game is nice and simple. You scamper Karadoc into the evil monster you want to toast. If the creature's wimpy, it'll blow up. If it's not, you'll have to find a better way to kill it (or avoid it). You may even have to resort to using a magic spell. Using magic is easy; you just use an item imbued with magic powers.

A nice feature is the auto-mapping. By hitting F1, you get a map that shows every room you've been in and the paths that connect them (that you've taken, anyway). A special item you find later in the game gives you really detailed maps, but the auto-map worked great for me even after I had the new map.

The most fiendish part of the game shows up when you go to save your progress. Whenever you save the game, the game charges you a certain amount of gold pieces! Depending on your position within the game, this can be a tidy sum. So you have to choose; pay through the nose to save your game, or chance it until you get farther into the Castle? I usually pay through the nose, honestly. Castle Wulf's just too dangerous!



The Evil Curse of Disk Access

Cadaver's major weakness is not really the fault of the programmers. It's the fault of the market which this game was developed for: the European one. Most Amigas in Europe are equipped with one disk drive and 512K - in other words, a bare-bones Amiga 500. Game manufacturers have to take these limitations into consideration when programming their games.

What this means to *Cadaver* is that whenever you die, the game has to access the disk to load in Castle information. Even if you died on the very first screen. It's so long that it might as well be a warm reboot! I can't say I truly understand why this occurs, but it must have something to do with the disk compression techniques that the Bitmap Brothers seem to have used in the game. Once you start making more progress into the game, this becomes less of a nuisance, but at the beginning when you're dying every time you blink, this is very annoying. Also, the disk is copy-protected and not hard disk installable, adding to the annoyance.

Another drag is the constant disk-swapping when you save or load a game. *Cadaver* doesn't recognize a second disk drive; everything happens in the internal drive. This problem is more annoying than the first one, since you'll be saving your game constantly in case you kick the bucket. In which case, you'll still have to sit through disk access while the level reloads. Is that a Catch-22 or what?

The final, and smallest, nit-pick is about Karadoc himself. When he takes damage, does he grunt or groan? No. Instead, a near-microscopic bar graph starts shrinking to show you that Karadoc is eating it. It took me a long time to figure out why I couldn't walk across water; it turns out the water was deadly, so Karadoc would be drained of his energy in about two seconds. Of course, I couldn't tell, so I tried crossing again and again and again. Not too bright. If Karadoc could come out of the screen, he would've chopped me off at the knees!

So, Like, Is It Any Good Or What?

Cadaver's got a lot of annoying features, but its gameplay redeems it. Exploring the Castle is just plain fun, and figuring out the puzzles within each room can be frustratingly enjoyable. *Cadaver* has enough arcade action so that those adventurers who dislike joysticks should beware, but the action never reaches ridiculous levels of difficulty.

If I had to compare this game to *The Immortal* (which I'm going to do, since they're alike in many ways), I'd say that *The Immortal* is a more polished game, but *Cadaver* is more of an adventure game, and it has more to see and do than *The Immortal*.

82	Cadaver		
	ImageWorks		
Playability - 17	Graphics - 18	Sound - 16	
Documentation - 14		Atmosphere - 17	
\$49.95	Action Adventure	512K	

AMOS

THE CREATOR

Reviewed By Art Skiles

A New Creation

The Amiga is notoriously difficult to program, often requiring C or assembly language to harness its graphics and audio power. Unfortunately, these languages rely more on algorithms than a robust command set, thus leaving many neophyte programmers in the dark. Now, thanks to Mandarin Software's *AMOS: The Creator*, anyone can create professional results.

AMOS Basic, based upon the popular *STOS* language for the Atari ST, is a dedicated games creation system with over 500 commands. The version reviewed here contains three disks, a 300 page manual and a separate handy index. None of the disks are copy-protected and install easily on a hard disk with the included install program. The Program disk holds the basic interpreter with built-in editor, help files, examples and many useful utilities written in *AMOS*. The Extras disk contains 600 sprite images, source code so the advanced user can write extensions to *AMOS* and yet more utility programs. The remaining Data disk contains several example games (arcade, graphic adventure and educational) written with *AMOS*. The manual, aside from typos, is well written with short examples you can enter and references to larger examples on disk.

The *AMOS* built-in editor, while a bit unorthodox by Amiga standards, is easy to use and configure to your liking. Instead of pull-down menus, a window along the top of the screen shows available commands. Each may be selected with the left mouse button or activated with a keyboard equivalent. The right mouse button toggles between menus. An information line directly beneath shows cursor position, typing mode and memory usage. All the usual commands you would expect to find in an editor are present, along with support for keyboard macros, multiple programs in memory, help accessories, the ability to condense long procedures to a single line for improved readability and a lock utility to keep out prying eyes. The only area for improvement is the file requester which bypasses Intuition resulting in sluggish gadget and mouse response. Pressing the ESC key enters direct mode on a separate screen where you can type almost any command directly and see its result.

Variable Conditions

As with most modern languages, AMOS includes a full complement of variable types, string functions and control structures. You may define local, shared or global variables and constants may be entered using binary or hexadecimal notation or manipulated with a full set of bitwise operators. Subroutines or procedures can be called at regular intervals with an ON...EVERY statement or terminated with a POP statement without destroying the stack. Even the creation of local data statements is allowed. Arithmetic operations include INC (increment), DEC (decrement) and ADD (a fast addition command). String and array operations include FLIP\$ (to reverse a string), SORT and MATCH (search a string). The image and music data required by an AMOS program is kept in special memory banks rather than data statements or separate files on disk and is saved along with your program. This is an effective method as utility programs, like the sprite editor, can access the same data your program will use.

AMOS' text and windowing features are exceptionally strong. Commands like INVERSE ON/OFF, SHADE ON/OFF, UNDER ON/OFF and WRITING make it easy to change the appearance of text. Disk and ROM fonts are fully supported with any attribute or mode. Advanced text commands like ZONE\$ and BORDER\$ allow you to create on-screen menus and dialogue boxes. The windowing commands function much like the windows everyone has seen in Workbench with the ability to move, size and change fonts under program control. The menu commands are absolutely the best of any language I've seen. Menus with up to eight levels are possible and may be positioned anywhere on the screen with any combination of colors and style. You can even include sprites or bobs to produce animated menus. Mouse and joystick reading are greatly simplified. MOUSE KEY, MOUSE CLICK, =X MOUSE and =Y MOUSE return mouse status, while =JOY, =LEFT, =RIGHT, =JUP, =JDOWN and =FIRE return joystick values.



Visual And Aural Delights

The Amiga is capable of displaying some amazing graphics and it is in this area that AMOS shines. There's a set of commands for drawing rectangles, circles, ellipses and polygons. Screens can be created in any graphics mode (except interlaced) including HAM, Extra Halfbrite and Dual Playfield. Once you have defined a screen it can be loaded with or saved as an IFF image, copied, positioned, scrolled or hidden from view. It's quite easy to design a large picture in *DeluxePaint*, load it into AMOS and scroll it around. DEF SCROLL allows you to define up to 16 different scrolling zones, each associated with a specific scrolling operation. Special effects include APPEAR (fade between two screens), FADE, FLASH, SHIFT UP/DOWN (color cycling), SET RAINBOW (define a rainbow effect) and ZOOM (magnify a section of the screen). Advanced users will appreciate commands like WAIT VBL (wait for a vertical blank) and COPPER ON/OFF, COP MOVE, COP WAIT and COP LOGIC to define custom copper lists. There are also commands to call DOS, EXEC, Graphics and Intuition routines directly and include your own assembly language routines.



AMOS Basic provides complete control over the Amiga's sprites and bobs. Although the Amiga provides only eight hardware sprites, it's possible to display 64 computed sprites managed entirely by AMOS. If you should design an image larger than a single sprite, more sprites are automatically allocated and positioned to hold it. Sprite commands include SPRITE (display a hardware sprite), GET SPRITE PALETTE (load sprite palette), SPRITE UPDATE (control movements), =X SPRITE (get X coordinate), =Y SPRITE (get Y coordinate), GET SPRITE (load a section of the screen into the sprite bank) and =I SPRITE (return image of sprite). Bobs, controlled by the Amiga's Blitter chip, have even greater support with commands like BOB (draw a blitter object), DOUBLE BUFFER (turn on double buffering), SET BOB (set drawing mode), NO MASK (remove blitter mask) and AUTOBACK (automatic screen copying with double buffering). As with sprites, there are commands to return X and Y coordinates and current bob image. A MAKE MASK command is available to create masks around images in the sprite bank for collision detection. Collisions are detected with SPRITE COL, BOB COL, SPRITEBOB COL and BOBSprite COL. After a collision detection instruction, a special array named COL can be examined to determine exactly which objects have collided.

Both sprite and bob movements can be automated with the **AMOS Animation Language (AMAL)**. AMAL animations are defined inside **AMOS Basic** as strings. These strings are then assigned to one of sixty-four AMAL channels for execution without slowing your Basic program. An AMAL accessory is also provided so movements can be designed with the mouse and loaded into a memory bank for execution by a Play instruction. By itself, AMAL could easily fill another manual and is a strong selling point.

The sound capabilities are just as impressive. There are built-in BOOM, SHOOT and BELL sound effects. Samples can be played with SAM PLAY (play a sample AMOS memory bank), SAM RAW (play raw sample) and SAM LOOP (repeat sample) commands. The music system allows you to easily add a backing track to your games. Music commands include MUSIC (play a piece of music), MUSIC STOP (stop a single section of music), MUSIC OFF, TEMPO, MVOLUME (set music volume) and VOICE (activate one or more voices). Utility programs are provided to convert SONIX, SOUNDTRACKER or GMC for automatic playback, though I have yet to successfully convert any of the SONIX scores I have. There are also commands for envelop and waveform control.

Some of the utilities include a configuration program to tailor the AMOS environment, sprite grabber to grab sprites out of IFF pictures, map editor to build screens from a set of images, menu editor, sprite editor, AMAL editor, AMAL monitor for debugging AMAL code and keyboard definer. Also provided is RAMOS, a public domain run-only version of AMOS for distribution purposes.

Basic Conclusions

Believe it or not, I've only scratched the surface of **AMOS: The Creator**. Author Francois Lionet is to be commended for a tremendous effort. While beginners might find the array of options available in AMOS overpowering at first, veteran Basic programmers are certainly in for a treat.

[Editor's Note: The version of AMOS reviewed here, Version 1.2, is about to be replaced with a newer FULLY NTSC compatible version. Make sure that you receive the latest update, Version 1.22 or higher.]

88	AMOS: The Creator		
	Mandarin Software		
Useability - 15	Features - 19	Value - 20	
Documentation - 17		Quality - 17	
\$99.95	Game Programming Language		512K

Hearthside Tales

Capsule Reviews Of Quests Old And New

Night Hunter

Reviewed By Rick Henly

OK, so you're tired of typing in text and using the mouse to click on objects during adventure games. You long to be something more than just another pretty face in the adventure world. Well, here's your chance. However, be forewarned. There's a lot at "stake"!

UbiSoft Entertainment lets YOU become a vampire. In the person of Count Dracula, your goal on each level is to locate eight objects in order to acquire a holy medallion. After procuring the medallion, you must look for and enter a magic door which advances you to the next level. The only problem is that the townspeople have been alerted to your presence by Professor VonHelsing, that famous vampire-killer. During your quest, you will have to change into a bat or a werewolf to escape their wrath.

This action adventure is not easy. As soon as you collect the last article, VonHelsing immediately appears and dogs your every step while hurling stakes at you (not porterhouse, either). One hit from one of VonHelsing's oversized toothpicks and you're done. In addition, the townspeople will try to throw holy water on you, stuff a crucifix in your face and shoot arrows through your chest. Oh, you have to avoid sunlight too. It doesn't stay night forever. All this is not an easy task, even for Count Dracula.

Night Hunter, with its good graphics and interesting gameplay, will provide a fun intermission during more traditional adventure gaming. The only requirements are an Amiga, 512K of memory and a joystick. You'll have to supply your own hand-eye coordination!

Duck Tales: The Quest for Gold

Reviewed By Michael J. Ballenger

Flintheart Glomgold has challenged Scrooge McDuck to a contest. Whoever can collect the most money in thirty days will become Dime Magazine's Duck of the Year. Players take the role of Scrooge, Donald and his nephews in an effort to win the contest by traveling all over the world in search of treasures. At the end of thirty days game time, you return to the Isle of Macaroon to weigh your money against Glomgold's. May the better duck win!

My children did the primary play testing for me. Michael is almost eleven years old and his sister, Jennifer, is eight. Although I found much in the game that was amusing, it is not a game for adults. My review is weighted heavily upon my children's opinions.

The game seems to take between 20 minutes and one hour to play (probably based on how often the kids paused to go get snacks). Generally, they played the game two or three times in a row before tiring of it.

The first time you enter the control room, you must enter a secret code (a simple password protection). Both my children found this acceptable. If the correct symbols are entered, a world map marked with locations of treasures appears. Just decide where to go and take off.

My children liked the game, and I admit to playing it some. Their biggest complaint (and I have to agree) is extended disk access before each sequence or new animation. Children familiar with the instant load time of game consoles like the Nintendo Entertainment System may have problems with waiting patiently for the next phase of the game.

Not a quest in the traditional sense, **Duck Tales: The Quest for Gold** is a fine puzzle-based action adventure for youngsters just learning about games with a deeper objective than "if it moves, shoot it."

Spellbound

Reviewed By Rick Henly

And you thought it was going to be easy becoming a warlock like your master, Poinat the Wizzo. You, Sortice, and your twin brother, Cerorapp, were learning a few magic spells to become more adept in your art when, all of a sudden, a green vapour oozed under the door in the cellar and took shape as Krookose, Poinat's step brother. With a wave of his hand he shrunk Poinat and disappeared with him in a puff of smoke. They did leave a clue, though. A small bit of earth only found past the Gateway to Hell!

Psygnosis, under the Psyclapse label, has put together a scrolling action adventure in **Spellbound**. You begin your quest in the Forbidden Marshlands, with the levels becoming increasingly more difficult as you go. The object is to reach the Gateway to Hell, find Poinat and rescue him.

This game should be played cooperatively by two people. One player doesn't get very far alone. There are spells to use on enemies or barricades. Keys must be found and used on locked chests that contain objects which increase your lifeforce or manna (ability to cast spells), or enable you to destroy walls. Selecting spells is accomplished with the function keys, while movement and using weapons are joystick functions.

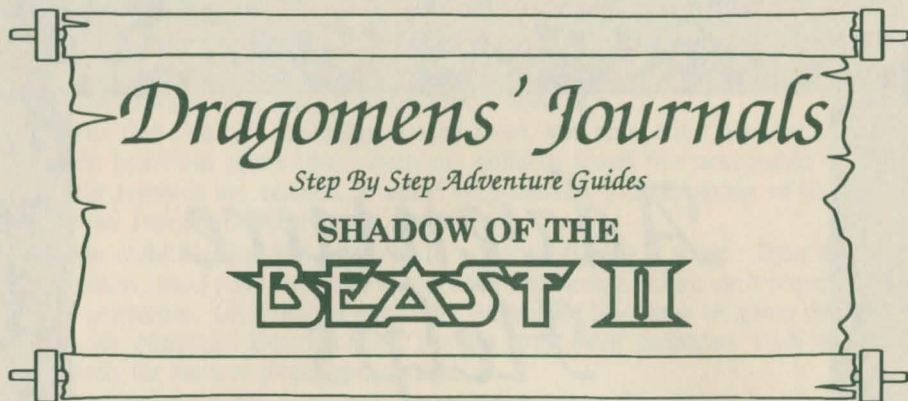
Spellbound is designed for an Amiga with a minimum of 512K RAM. I did find some problems trying to run this program on differently configured systems. The other problem I encountered was the lack of music and sound effects during the game and the absence of the traditional great intro as in other Psygnosis titles. Overall, I was disappointed with **Spellbound**. It did have good graphics, but was hard to play solo. If you're used to playing an adventure with limited arcade sequences, then you probably won't like **Spellbound**. However, if you have a friend that enjoys arcade games, give it a try. You might grow up and become a warlock after all!

Adventure Helps



BCIS

Walkthroughs & Hints To
The Best In Quests



By Eric Penn

The main goal of killing the Beast-mage Zelek is comprised of three sub-quests, the first two of which can be completed in any order. Some will contest that this game is impossible without the CHEAT MODE, which is explained in this text; but as of this writing, I was able to successfully get as far as the Keep without using it. I do think that it would be difficult to win the game without the cheat, but not impossible. There are many times during the game when you **MUST** accomplish a task or you will be unable to complete the game. These tasks are signified by a double exclamation point (!!) in the text.

KILLING THE DRAGON

Westward

If you begin by traveling left, you will come to a forest where you must dodge grenade-hurling tree spirits. Past the forest is the river of piranhas. Then comes...

The Rescue

Jump and hit the imp trying to capture the guard sitting on the stump. Take care not to kill the guard; he has valuable information for you!! After you nuke the imp, the guard will tell you his life story. You can chat with him for a while if you want. He has quite a bit to say, but be sure to ask him about TRAPS, PROTECTION or the SWITCH!! He will tell you that he has heard something about an upper or lower switch. This changes in each play session, so you need to ask him each time. Write down what he says. Past him is...

The Pit And The Block

If you move quickly, you should be able to get to the first left-hand side passage without getting hit. Start down this passage cautiously. An imp will fly

out at head level. Duck under him and go back to the rope. The imp will be sawing through the rope with his knife. You must kill the imp before he breaks the rope!! Go back to the left. A large guy will be pushing a spiked block towards you. Let him push it almost all the way to the edge (about 1.5 inches on your screen). You can hit him without getting hit if you time it -just- right. It takes three hits to kill him and get past the block. Beyond are...

The Ceiling Traps

The first two traps are obvious: two hinged doors in the ceiling that open and drop a block on you. You can jump over the first one, but must break through the second. Again, timing is essential. It can be done without getting hit at all. Then comes...

The Incline And The Cliff

Starting up the incline, the disk will load briefly. This is as far as you can safely move without triggering the next trap. As soon as you take a single step, an imp will fly out and an endless supply of spiked blocks will begin sliding down the hillside at you. Jump up and to the left, and run -past- the imp. This stops the endless flow of blocks and prevents the imp from hitting you. Kill the imp and retrieve the key that he produces!! At the top of the incline, you will see the trap mechanism. It will bring the last block over to you. If you are standing at the very top of the incline, where the ground just starts to slope, you can duck under it safely. Past the machinery, you come to a small cliff. There is an imp just past it that you cannot kill. As soon as you fall onto the lever, jump to the left and the imp will fly under you. Climb the rope to the top and jump right. Use the key to unlock the door. Past it are...

The Switches

As you walk up the gentle slope here, you will trigger a block that falls from the ceiling. Go slowly and it will fall in front of you, harmlessly. Hit it a few times and it will be destroyed. This trap takes a long time to reload, so it is safe to pass. Out on a wooded plank over an Acid Bath there are two switches. Hit the one that you were told earlier by the guard!! If you hit the wrong one, you CANNOT WIN and must RESTART the game. If you hit the correct one, the cage will lower. Get in; it takes you up to...

The Keep

Run quickly to the right. Jump over the pit, being careful to -not- fall in! If you fall into the pit, the imp will awaken and raise the chain trapping you in the pit forever. Continue to the right and go down the stair-steps. Get the wooden key off the table. Go back up the steps and climb the right-most chain. Climb to the top and jump off to the right. There is a heal potion (glug, glug) here and a chest. Hit the chest and collect all six coins!! Go back to the pit. Climb down the chain until your feet are just above the bottom. Jump off the chain to the left. You want to end up -in- the pit, but without disturbing the imp!! Choose the key

as your active weapon. Face towards the caged dog-creature and press the fire button. The door will open, releasing the dog-thing inside. Quickly jump back up onto the chain. Climb up and move about two inches to the left of the chain. Wait about one second, then jump into the pit. Crouch and quickly hit the LOWER switch (the upper one raises the chain) and jump back out to safety!! Speed is of the essence here. Go back to the cage and go down to exit the keep. Next up is...

The Crane Puzzle

Continue back down the rope. Go to the right until you come to a set of three levers. These are the controls for the crane. Use the crane to lift the rock over the acid pool and -drop- it onto the opposite side!! Jump back and push the small stone to the lever. Climb the rope until you are even with the cage. Jump right. You should land on the lever, flinging the stone into the air. Quickly move to the lower cage and get in. It will lift you up to...

Ishran The Dragon

This is pretty straight forward. Either you got it or you don't. Kill the Dragon. Hit the moving sack a few times and the first guard's friend will come out!! He'll tell you the password to get in to see Barloom. The password changes from game to game so you need to do all of this each time. Now, go see...

Barloom The Dragon

Barloom is a nice guy. Go back to the pit and climb down the rope to the bottom. Jump off to the right. To the left is the Karamoon Oasis, but that's part of another quest. You will come to a pit; jump in. If you don't hesitate and just run right through this part, you can do it without getting hit. Go down as quickly as possible. You will come to a gate. Type in the password and it will raise. To the right is another health potion (glug, glug) and another chest. Collect all six coins for a total of twelve!! Climb up the rope and see Barloom. He will give you a parchment and instructions to go see the old man in the forest (who has his own set of problems).

RESCUING THE RING

Eastward

If you go right from the start, you will come upon the pygmie forest. The first pygmie you meet will warn you not to enter. You can discuss the land ("Karamoon") or ask him about any of the characters in the game. He is friendly enough, but doesn't know very much. He does, however, know about the cheat mode. Ask him about "TEN PINTS" and you will be invulnerable. As a down side to this, if you get trapped in a pit or fail to complete any necessary task, you cannot win. You will be forced to REBOOT. And believe me, watching that

opening animation 25 times is no fun. Go through the forest. When you reach the far side, run, don't walk, to...

The Axe

Move to the right as quickly as possible. Jump onto the raised portion of land by the rope. Jump up, left and up the steps as quickly as possible. You may get hit once or twice, but you will be saving more than you lose. At the top is a baddie, spewing out green blobs. Ignore him for the moment. Run to the left to the chest. Hit it and collect all six coins!! If you stay to the left and duck down, you will be safe from the baddie and his blobs. Kill him and he will produce the axe!! Climb the rope. Jump left, then up to the right. Break the root. Past is another heal potion (glug, glug) and another chest. Get all six coins!! You should have a total of 24 now. In addition to the axe, you will need...

The Mead

Back over where Barloom lives, but to the left, is the Karamoon Oasis and an inn. On the way you will encounter two very large enemies. The best way to defeat the first one is to move towards him. He will retreat until you can push him into the acid. The second one is handled similarly. Run -past- him. He will follow you. Stop short of the acid pool and as he passes, push him in. You should have picked up a potion (glug, glug) and passed a chest. Go back and collect all six of the coins!! Enter the inn and go to the right. Get the mead!! You now have everything you need to survive...

The Caverns

Back through the pygmie forest, but before you reach the rope, there is a small piece of grass that appears to be hollow underneath. It is. Jump on this spot as high as you can without moving onto the rock above you. It takes several tries to get it right. Go down and "Insert Disk One." Getting past the drops, the water and the crystals is an exercise that's left to your joystick timing skills. If you press fire just as you begin your jump, you will break the crystal spears before they hit you. You will find, along the way, a heal potion (glug, glug) and a chest. Collect all six coins!! You should have 36 coins at this point. If you don't, you will be unable to complete the game. Next is...

The Goblin's Cave

Ready the axe. When you come to the bridge, don't stop. Run to the left and right onto the drawbridge. Jump and throw your axe at the drawbridge winder, not the guy opposite you!! As soon as you kill the winder, turn and nail the two goblins above you. You will take a few hits here. Ready your mace now and hit the door until it opens. You don't have enough time to break through unless you kill the winder. If you end up in the sewers you must RESTART. There's no way out! Enter the goblin's cave. Climb the first chain you come to and hit the switch. Quickly run to the right as far as you can, crouch, hit the second switch and then run back!! You should be able to make it

without getting hit a single time by the spikes. Climb down the second chain. Jump off and to the right. Get the key!! Fight to the left. You will get captured and locked into a prison cell. Offer the mead to the goblin guard. He will pass out. Break down the door with your mace. Kill the guard and he produces a second key. Climb the chain to the top. You can kill the goblin without jumping off the chain. Climb down the chain to the first passage. Unlock the door with one of the keys. Go back up the chain, jump off to the left and rescue the ring!! Jump to the right of the chain where the prisoner is trying to open the door. Unlock the door. If the prisoner runs slightly ahead of you, he will trigger the spikes and you will be able to escape unhurt. Exit the cave, "Insert Disk Two," and go on to...

The Waterfall

Once above ground again, go right. Climb down the rope and jump onto the rocks. If you fall off the rocks, you will have a single chance to survive. But, if you miss or if your health is too low.... Jump from rock to rock, going right. A sea creature will appear. Kill it. You will see what appear to be two rocks next to each other. One is a monster. Jump onto the furthest one. Once you jump onto the rope, you need to go right as fast as possible. Climb the rope, jump right and run to the next rope. Jump right off of it to the right and run until the disk loads. You are just before...

The Bridge

Cross the bridge and you come to a huge guy with a sword. Get close to him, but don't attack!! He will rush up to you to hit you. When he does this, back away to safety. Repeat this feinting maneuver until he falls through the center section of the bridge!! The hole he creates is the passage to the third sub-quest. For now, jump over it and continue to the right until you find...

The Old Man

Give the old man his ring!! He will thank you. If you have already killed the dragon, give the old man the parchment!! If not, go kill the dragon. The old man will create a spell that is the only effective weapon against Zelek. If you ask him, he will tell you that Zelek is across the eastern sea, but not how to cross. This was the hardest puzzle in the game and took almost three days to figure out.

KILLING ZELEK

Under The Bridge

Back at the bridge, jump into the hole. You will only have one way to go, but it will be slow going due to SWARMS of little dragonettes. A quick fire joystick and the spell are necessary here. Go to the right, off the cliff. Go back to the left and there is a heal potion (glug, glug). Go back right. Climb down

the rope. At this point, you will have to fall into the acid. Jump out as quickly as possible to the right. The swarms of dragonettes will cease. Climb back up the rope and jump to the right. Get the horn!! Now head back down and go talk to the snail. Ask him about "KARAMOON;" and, if you have collected all the gold, he will send you back home!! If you don't have the gold, then you are stuck and have to restart. He will send you back to the old man's home. On to the...

East

You must fight past two big axe-hurling bad guys here. If you can get past these two without the cheat, you're a better player than I.... The spell seems to have no effect against them. Past them is...

The Swamp

Again, ready the spell and use that quick-fire. You will be assailed by a horde of frogs. Continue east until you reach...

The Sea

Use the horn!! When a beast appears, ride it to the far shore!! Enter...

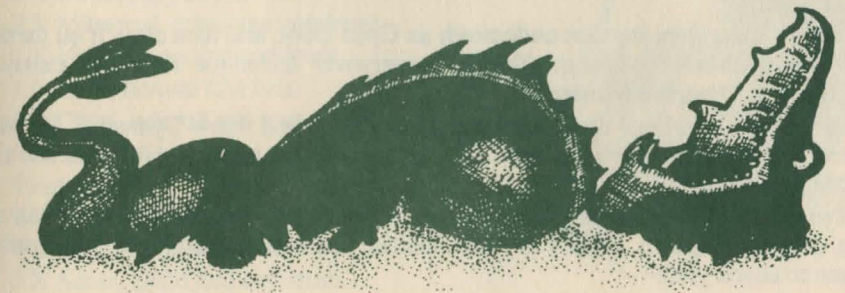
Zelek's Castle

Just go right to find Zelek. He has a large array of weapons, many of which are quite a surprise if you aren't expecting them. The spell (along with that old quick-fire) will finish him off pretty quick. Once you kill him, wait a few seconds....

CONGRATULATIONS!

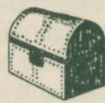
**YOUR SISTER IS SAFE
AND WITH ZELEK SLAIN
LIFE IN KARAMOON
CAN RETURN TO NORMAL**

**BUT WHERE IS
MALETOTH?**





Hidden Gems



Manna For The Weary Adventurer

Here are our requisite Hidden Gems, designed to bring a sparkle to the eyes of many a weary adventurer. Just open your pouch and we'll drop them in!

James Bond: The STEALTH Affair

When you first arrive at the Airport, go to the Newspaper Machine, TAKE the Coin from the return and OPERATE it on the Coin Slot. EXAMINE the Newspaper. It will tell you indirectly what Passport to forge. Go into the Restroom, OPERATE your Briefcase and TAKE the Money from inside your Passport, but leave the Passport in the Case. OPERATE the Calculator to open the Secret Compartment. Now, forge the appropriate Passport. Also TAKE the Pen. It is crucial to finishing the game! Without it, you will have to start the adventure over again. After you retrieve the correct Luggage from the Western Terminal, proceed to the Restroom there and OPERATE the Razor Cable on the Outlet. Again, this is vital! If you miss this step, you will reach a dead end and be unable to finish the game. In addition, get the Bracelet from the man on the Beach. Yes, that's right. Without it you can't...

Chuck Miller

Captive

Just what in the heck do the Dice do? How do I use those weird Plug things on the walls? How do I use Weapons? How do I PLAY?!?

A typical **Captive** player's lament. So here's some help for you. I'll document as many things as we've managed to find out (but with a game this big, we probably haven't touched on very much). Good luck!

Dice - The Dice are used when you're in front of a Combination Door. Place them in a droid's hand and click on it with the right mouse button. It will show you the first switch to hit. Right-click again and again until you've got the entire combination. Note: they don't work on the Entrance Door to each dungeon.

Doors - Lure your enemies underneath an Open Door, and then close it on them to really do some damage (this is a carryover technique from the classic adventure, **Dungeon Master**).

Generators - To blow up the Generators, face them and throw Dynamite. If you hear a click, you've done it right. The Generators are going to blow real soon! Run for your ship!

Hydrants - When you turn on a Hydrant, it floods (and makes visible) any area in darkness. It also freezes any Mechanical Enemies (although they can still turn to attack you).

Probes - Use a Probe when you're on the Ship and it will enter the Ship's Map and fly to a planet. This planet is where you should go next.

Shopkeepers - Sell all your Passwords and Maps when you're totally done on a planet for lots of extra dough. Don't buy cheap Batteries. You can't sell them back, and the weaker ones are almost useless.

Statistics - To access (and thereby increase) a droid's stats, click on the Colored Bar above his/her/its Monitor. If you've equipped an item and it has a red "S" on it, you can't use it until the stats that apply to using that item are increased.

Walls - Some Walls have Plugs. Point and click on the Plug to electrify your pointer. Now you can shoot Electric Bolts at your enemies. Click on the Chest of a droid to recharge him, but not on any other body part or it'll blow up! Also, try holding a Battery as you click on the Plug to recharge the Battery. Three clicks will do. Some Walls have Round White Spheres on the bottom. These Walls can be pushed by clicking on the forward arrow with the right mouse button. Only click once - more will usually screw you up beyond repair.

Weapons - If you buy multiple amounts of Mines or Balls for your characters, they will reload automatically during battle.

Zach Meston

Chaos Strikes Back

When first beginning the game, step off the Trigger Pad that generates the worms and DON'T step on it again. You don't need to use that door. After killing the worms (use high power Fireballs), examine the walls very carefully. You will find an Invisible Wall leading to some Armor. Next, get all the items in the Main Room. When finished, place a Torch in the empty Torch Hanger. This will reveal a Secret Passage that bypasses the door and the worm generator. BTW, don't bother with the Ful and Ven Bombs in the Main Room. Get the possessions from the other compartments, especially the Rope!

Chuck Miller

Dragon Lord

Cast the first spell on a dragon to max out its stats (making it invulnerable) and the second on a town to watch population explosion at work.

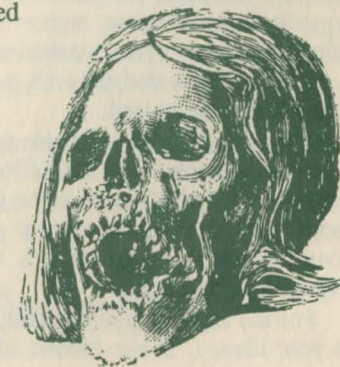
Zach Meston

Dragon Spell

- 3 X Arolog, normal and heat, one-third condensed
- 2 X Rasgon, grind and heat
- 2 X Churl, normal and heat
- 2 X Mionacal, grind and condense
- 7 X Haloras, cut and condense
- 7 X Igele, normal and heat
- 2 X Churl, normal and heat

Town Spell

- 3 X Tius, normal and heat
- 4 X Churl, normal and heat
- 2 X Acrus, grind and condense



Adventurer's Backpack

Collected Artifacts From Throughout The Realms

Might & Magic II Character Editor Gosselin \$19.95

Tired of dying in the land of CRON? Would you rather spend time exploring than rebuilding or restoring your party? Then step right up and edit away. Gosselin Computer consultants has a character editor designed to make CRON a more "livable" place. Though it's not really "Amigatized," and though it's a tad pricey as it comes packaged, the **Might & Magic II Character Editor** does its job, and does it well. It will find your character files whether on floppy or hard disk. Just load your MM2Play disk in DF0: and it will automatically load in your character file.

From here on out, it is simply a matter of selecting the appropriate numbers and entering the correct figures. Overall, this editor is very intuitive and easy to use. You can alter your character's attributes, restore their health, recharge weapons, activate spells and add items to your inventory. You need only decide just how powerful and well stocked you want to make your party.

For those of you who would like a little extra advantage (or a lot for that matter) as you traverse the land of CRON, Gosselin may have just the answer you've been awaiting. Other Amiga character editors will be available from Gosselin in the near future, including ones for **Pool of Radiance** and **Curse of the Azure Bonds**. Gosselin Computer Consultants • P.O. Box 1083 • Brighton, MI 48116. **Chuck Miller**

The Journal of Computer Game Design \$30.00 (Six Issues)

We recently obtained a copy of **The Journal of Computer Game Design**. The editor and publisher of TJCGD is Chris Crawford whose "...latest game [is] **Guns & Butter** (misnamed **The Global Dilemma** by Mindscape)...." This journal is intended for game developers and is published six times a year. As a hope-to-be-soon game author myself, I found this publication to be very informative; however, I wished it was a little bit longer and heftier. With its 8.5 x 11 inch format and only 15 pages long, I felt that there was a lot of "white" space that went unused.

The issue that we were able to peruse contained articles about self-publishing your game, contacting TJCGD's Round Table through GENie, a puzzle versus game debate, what's new on the legal front in the gaming industry and the use of faces as the focal point of your graphics. In future issues, they are planning on continuing a series of articles on self-publishing and the art of using facial expressions in graphics.

For the aspiring game author, I feel that this would be a good journal to add to your library. Subscriptions are \$30 for six issues, or you can purchase back

issues at \$5 each. You can contact them at **The Journal of Computer Game Design** • 5251 Sierra Road • San Jose, CA 95132. **Millie Miller**

The Revised Ultimate Hint Kit I & II Elkon \$26.95

The Revised Ultimate Hint Kits Volume I & II both offer a very wide selection of adventure helps for the Amiga FRP gamer. These sets include numerous walkthroughs and editors to Amiga adventures. However, there are some things that you need to know up front. The material available on these sets varies greatly in usefulness. For instance, several editors on **Volume I** require you to have **HiSoft BASIC** at your disposal to operate them (at least the **HiSoft BASIC** library). The walkthroughs and maps, themselves, vary in quality and completeness. In addition, the **Hint Kits**, though usable, are not polished products. While text is easily accessible (through PPMore), the interface lacks the quality of true professional grade software. It is adequate for the most part, but needs improvement. (On our copy, the editors in **Volume II** would not load because a necessary command did not make its way onto the disk.)

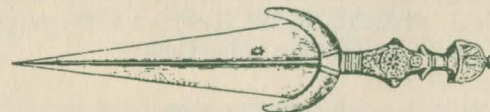
Given these failings, there is much helpful information available. The editors on **Volume II** for **Drakkhen**, **Might & Magic II** and **Champions of Krynn** are worth the cost alone if you have several of these games. (Note: The **Might & Magic II Editor** in this set is not as powerful or versatile as the one reviewed above.) I would seriously recommend you check the packaging before purchase to make sure that several of the helps on disk are for games you own or plan to purchase. In this light, **The Revised Ultimate Hint Kits** may prove a valuable addition to your adventure resource collection. Just don't expect the "Ultimate" in adventure helps! **Chuck Miller**

Computer Adventures - The Secret Art Amazon £4.95

Attention all ambitious game writers (and players) out there, here is a nice resource book for you add to your library. **Computer Adventures - The Secret Art** was written by Gil Williamson, also an adventure game author, and published by Amazon Systems (£4.95 which is about \$9.95 US).

Gil gives many good suggestions for the neophyte game writer on determining type (text or graphics), theme and plot elements (mazes, puzzles, traps and codes), developing a cast of characters, deciding type of copy protection (pros and cons), debugging, testing and publishing. Also, one of the small appendices is devoted to discussing various game authoring systems, some of which are available for the Amiga.

We feel that this is a worthwhile tool for the aspiring adventure writer and makes for enjoyable reading for the armchair adventurer as well. Contact Amazon Systems • Merlewood • Lodge Hill Road • Farnham, Surrey GU10 3RD • England for a copy. **Millie Miller**



Adventurers' Guild

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Submissions

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

Programmers

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