

# QUESTBUSTERS™

The Adventurer's Journal

Number 110

Special Spring Training Issue

Not sold in ball parks

## STAR TREK: JUDGEMENT RITES

Space, the final frontier..." the same words that introduce every episode of *Star Trek* also serve as introduction for both of Interplay's games based on the series. In the case of the second game, *Star Trek: Judgment Rites*, the phrase also hints at the enormous amount of "space" that the game takes up on the hard drive. You need 37 MB to install the game — and then the installation program takes an hour and a half to decompress and re-crunch data files to a 27 MB footprint. Most of that extra space is used for beautifully rendered graphics and other visual treats, but I have to question its necessity for a DOS-based product. However, despite my complaint with the installation nightmare, I was very happy with *Judgment Rites* as a sequel that builds upon the excellent features of the original title and, in the end, surpasses it.

*Star Trek: 25th Anniversary* surprised players with its logical interface and episode-like missions. It became a runaway hit that spawned a CD-ROM version in which all the lines of dialogue were spoken by the show's original cast and a number of other talented voice-over actors. *Rites* picks up where the first game's plot left off and reintroduces the perfect *Star Trek* game interface with some minor changes to actually make game play more facile. There are eight full

missions in *Rites*, compared to the six full missions and small end mission of the original DOS title. Interplay redesigned the seventh mission in *25th Anniversary* for the CD-ROM version and used one of its techniques (ship schematic for destination selection) in *Judgment Rites*. (They also gave it new puzzles for the final mission, the solution to which I have provided for this issue. There is more play value than in the original title, and a more challenging and interesting selection of missions.

### You have the Com

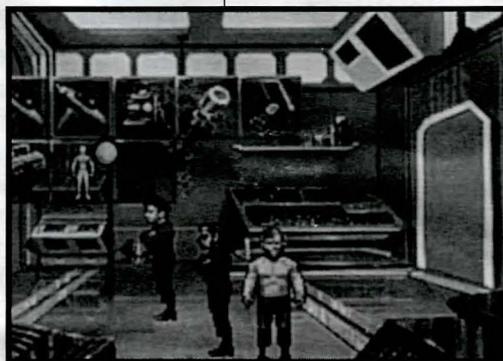
The controls involve three interfaces: the bridge, planet-side/mission exploration and combat. Bridge controls are almost identical to the original game's commands. You click on the six original cast members (no Bones on the bridge, though) to perform their ship functions. Click on Spock to access the ship's computer or ask for advice. Click on Scotty to repair the ship or supply emergency power. The only slight changes are to Sulu's functions. Now there is greater control over the magnification of the main

viewscreen.

The mission interface employs four simple actions: look, use, get and talk. You directly control Kirk and click on the place you want him to walk. Click the right mouse button to bring up the control icons and select the command you want. It's that simple.

It's much tougher to discover the right objects in the missions and explore the extents of

each mission's environment. The original game always sent Bones and Spock with Kirk to planets. A nice touch in *Rites* is that other characters such as Scotty and Chekov can accompany Kirk on missions. Their presence opens up all kinds of possibilities that the authors used effectively in the eight plots.



**Type** Animated adventure

**System** IBM Required 386/16+, DOS 3.1+, 2 MB RAM, 256-color VGA, hard disk Supports Microsoft-compatible mouse, Ad Lib & Gold, Sound Blaster Pro & 16, Pro Audio Spectrum Roland MT-32, LAPC & SCC-1 (Digitized sound requires: Ad Lib & Gold, Sound Blaster Pro, or Pro Audio Spectrum) **Protection** Star chart in manual

**Planned ports** IBM CD

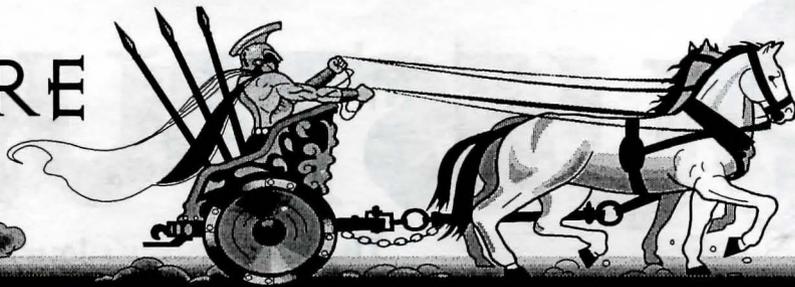
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by Russ Ceccola

# ADVENTURE ROAD™



## Interplay gets GURPS

Fortunately, a cure has been found, and the entire staff is expected to fully recover by next June. Actually, for those unfamiliar with paper and pencil gaming, GURPS is the "Generic Universal Role Playing System" devised by Steve Jackson Games in 1986 and used in a number of games. Interplay can use the system in a variety of role-playing games, thanks to a set of generic rules that can be applied in a fantasy, science fiction or other setting.

## New World Computing

After leaving Broderbund's affiliated label program recently, New World Computing is setting up its own distribution. The release of *Inherit the Earth*, their first graphic adventure, is being held up until the new system is in place, but the game should be out in May, with a CD version this summer. By late summer, look for *Heroes of Might & Magic*.

## Mindcraft missing in action?

After a pair of messages from people who'd called Mindcraft and heard the phone had been disconnected, I checked the rumor mills (since I didn't recall starting *this* one). So far, the reports aren't good - everyone says Mindcraft is out of business. Though there has been no official announcement, the offices are shut down and some staff members are reportedly looking for work elsewhere.

## Sanctuary Woods goes MAD

MADS, the MicroProse Adventure Development System used to create animated adventures such as *Rex Nebular* and *DragonSphere*, was bought by Sanctuary Woods in mid-February. Former MicroProse adventure game producers Matt Gruson and Raymond

Benson joined the Sanctuary Woods team at the same time. The company plans to incorporate MADS with Woodscript, its cross-platform language and engine, to create animated adventures and to eventually produce multiplayer games for interactive television. The first adventure planned is based on *Ripley's Believe it or Not!*, due out by Christmas.

## Electronic Arts etc.

Internal game development at EA has been restructured into three divisions: Sports, Simulations and Interactive Movies (this probably means adventure and role-playing, but who really knows?), and Entertainment (apparently anything that doesn't fit into the first two divisions). Heading up the Simulations and Interactive Movies division is Robert Garriott, former president of Origin Systems.

## There can be only one

Only one *Betrayal at Krondor*, that is - Dynamix says the sequel won't happen. At least not this year, which probably means it's history.

## Pagan shows up

*Ultima VIII: Pagan* shipped on floppy and CD simultaneously. (See page six for details on the CD version and other Origin CDs.) And their next "interactive movie," *BioForge*, will be coming to a monitor near you soon.

## Sierra's latest

*Goblin's Quest 3* should be out by now. If you don't recall *Goblin's Quest 1* or *Goblin's Quest 2*, that's because there were no such games: Sierra merely added the word "quest" in the name of this sequel to *Gobliins* and *Gobliins 2*. *Goblin's Quest 3* was to ship on floppies and CD at the same time.

Dear QuestBusters:

I am very upset about your new policy of asking for clues in exchange for running Swap Shop ads. Is it because you are getting too many ads, or not enough clues? Please go back to just running our ads for free!

Disgruntled Adventurer

*The only reason we are trying this new approach is that, in case you hadn't noticed, the number of clues we've been receiving recently has steadily dwindled. But if you'll check this issue, you'll see we were able to actually fill both pages this time. A couple of people have written to express similar feelings, while others have sent it clues with their ads. A few, of course, didn't even read the fine print and are probably just now discovering our new policy! Anyway, we'll keep this in for another issue or so and see how it goes - please write and voice your opinions on the Controversy of the Year.*

## QuestBusters

Editor: Shay Addams

Managing Editor: Dora McCormick

Editorial Consultant: Edgar Schrock

News Editor: Dan Gutman

Contributing Editors: Russ Ceccola, Al Giovetti, Fred J. Philipp, Clancy Shaffer, Bernie Yee, Ken St. Andre, Brian Smith, Bruce Wiley, Duffy, This Reviewer

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# Simon the Sorcerer

**S**imon is a twelve-year old with an attitude. On his birthday he finds a dog at his door with a mysterious book in its mouth. Forgetting about the book, Simon returns to his daily routines and his amateur magic act. The dog has not forgotten, however, and leads Simon back to where he left the book in the attic.

When Simon opens the book, a portal appears. His dog quickly enters, and Simon follows. He quickly discovers that he has been chosen to help rescue a captured wizard in a fantasy world completely different from his own. Here begins the game.

Activision recently decided to make another go of their "Infocom" line of products. After a dismal attempt to revive the *Leather Goddess* storyline a few years ago, *Return to Zork* finally hit the stores last year. *Return to Zork* was an incredible improvement over *Leather Goddesses II* (the CD and ReelMagic versions being the best), but still lacked

some of the old Infocom magic in This Reviewer's opinion (Note: that opinion is not the same as the editor's). Upon initially seeing the Infocom label

attached to *Simon the Sorcerer* I was completely surprised to see the graphic approach to the game being much closer to a LucasArts project than *Return to Zork*. I approached with caution.

I am happy to say that I was quite delighted with *Simon the Sorcerer*. It has been a long time since I enjoyed any Infocom product produced by Activision, but I did have fun with this one.

The game is somewhat slow in starting, and there is the usual repetition of acts until you get the feel of the parser. But if you persevere past the first few hours, the game really opens up.

## Highly interactive

One important thing to realize is that things change in this game, depending on what you discover and with whom you talk: it's an interactive world, not just a

collection of interactive puzzles attached to a plot. If you've talked to someone once and used all your options, you may come across something new elsewhere that will create new text options if you return to that same character. Also, just about every character has a purpose — it took me forever to realize that Gollum could provide more than comic relief.

My one criticism of the old Infocom was that most of their stories always happened in deserted places where you couldn't have much interaction. *Simon* is rich with interaction. Its sense of humor tends to be somewhat silly at times, but maintains a light, magical feel. Most puzzles are logical and were made difficult only by my early attempts to figure out how to use inventory items correctly. The ending was particularly enjoyable, and that is usually what creates the best experience for me: a satisfactory conclusion after a lot of effort.

As I said, the look of the game is very much akin to *Secret of Monkey Island* or *Indiana Jones* by LucasArts. The top two-thirds of the screen shows the animation window where your character walks around picking up things and

talking to characters. The bottom third of the screen is divided in half. The left half is your selection of verbs: Walk to, Talk to and ten more. You combine your verb selection with an object on the screen or in your inventory. The cursor identifies objects on the screen as you move it over

the object. The other part of the screen is your inventory, displaying all objects in icon form.

## Another pretty interface

The Automap and Save/Restore feature has an interesting twist: they're both located in your inventory. You carry a map that, when examined, displays an overhead view of the land. As you discover new places, the map is enhanced with graphic icons that depict those spots. If you click on those locations you are automatically taken there. Note that new locations aren't added for everywhere you go, only major landmarks. The Save/Restore feature is found on your postcard. If you "use" your postcard, it gives you your control selections that include saving, restoring adjusting text speed, turning sound on and off, and quitting. You have at least a dozen save slots, and the docs give you instructions for how to save more than that if you need it.

Music is pleasant; sound effects, average. The background scenes are vivid and rich with color. Animations are simple but smooth and well-done.

There are a lot of little touches. If you don't move Simon for a while, he'll pull a Walkman out of his robe and listen to the music, tapping to the beat and waiting for you to get on with things. Backgrounds have flowing water,



**Type** Animated adventure

**System** IBM & IBM CD-ROM  
**Required** 640K, 10 MB hard disk, DOS 5.0+, VGA, mouse  
**Supports** SoundBlaster, Roland MT-32 & LAPC, Ad Lib  
**Recommended:** 386+ and Sound card

**Planned ports**  
none

by Paul Shaffer

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# Alone in the Dark II

One of the most unique, innovative, animated graphic adventures of 1993 was *Alone in the Dark*. Utilizing polygonal characters against a beautifully illustrated background, music befitting the mood, great sound effects and an interesting story line, *Alone* went on to become one of the big hits for the year, and in my opinion the best animated graphic adventure of 1993.

Although it used a 3-D rendered, 360-degree rotational view, *Alone* introduced us to a multitude of varying camera angles. These ranged from top-down views to close-ups, from floor level shots to reverse angles and "looking up" pans.

## Bigger – but better?

Now, a year later, we have *Alone in the Dark 2*, a new Virtual 3-D Mystery, starring Edward Carnby. Game concept, design and programming were done

which contributes to the story line. But you are too frequently interrupted by villains who must be slain.

This wouldn't be too bad, except that you're health is constantly going down, healing flasks are few and far between, and you are always running out of ammo for

the revolver, machine-gun and riot guns you find. Early on you locate a sword, but shortly thereafter it breaks, in a sequence necessary to continue the game flow.

## Hell's Kitchenette

The story commences with a call from an old friend, Ted Striker. A little girl, Grace Saunders, is being held captive in an old mansion along the California coast. Known as Hell's Kitchen, the mansion is headquarters of One Eyed Jack, a crime lord, and his gang of bootleggers. The girl is heiress to a vast fortune, and her parents are prepared to pay any ransom demand. You, as Edward Carnby, must infiltrate the mansion and rescue the girl.

But this scenario only acts as a foreground to a slowly evolving story that began in 1724 and continues up to the present day – a tale of galleons, pirates, mutiny, bootlegging, gun running and the nefarious One Eyed Jack.

In the course of events, in what is essentially a linear game, your adventures will take you through a pirate-infested Garden Maze, down into a secret subterranean passage, up into the lower level of the vast, secret passage filled multi-room mansion itself, and eventually take you through

the shifting corridors of a galleon.

I've heard you assume the girl's identity (after rescuing her) for a period of the game until she can locate a key to rescue you from the cell you've been locked up in. After escaping, you revert back to yourself.



## A few problems

Though the game plays smoothly, and saving and restoring games is quick (you are allowed six saves), I do have a few pet peeves. As in the first game, there is no mouse support. All actions and movements are controlled by the arrow keys, and this can take some time to get used to. The enter key and escape key control inventory and game menu.

A major peeve is alignment. If your character isn't lined up *precisely* with his combatants, you'll miss your target time and time again. In most combat encounters, I had to repeat several times before I could get it right and stay alive.

This same specific alignment also applies to when you are trying to use or put an item into or onto another object in order to manipulate it. If you're not precisely at the right spot, nothing will happen – even if you're doing everything correctly. Frustrating.

**Conclusions:** This could have been a great game if the combat were greatly reduced and/or the availability of ammo and health flasks were made more plentiful. As it stands, without editing (i.e. cheating with hex numbers), I don't see how anyone could survive long enough to complete the game. Too bad, because I was really looking forward to this sequel. If you're willing

## Type

Animated adventure

## System

IBM & IBM CD-ROM Required: 386 25/33+, 2 MB RAM, VGA, mouse, 14 MB hard disk

**Copy protection:** matching game graphic with manual

## Planned ports

none

by Infogrammes/I-Motion, Inc., and it is distributed by Interplay.

Everything I already said about *Alone* is

still there, but there are several gameplay differences. For one, it's bigger. Whereas in *Alone* you were trying to get out of a mansion, in *Alone 2* you are trying to get into a mansion (at least in the beginning). And lastly, and I'm not sure how much I like this, there is more combat – lots and lots more.

There are still many locations to visit, puzzles to solve, objects to pick up, use and manipulate, and numerous books, notes, ledgers and the like to find,

by Fred J. Philipp

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# Sam & Max Hit the Road

almost didn't even play this one, because it looked like a kid's game along the lines of Sierra's *Slater and Charlie*. After all, what would you expect from a pair of dog and rabbit detectives.

But Sam and Max display a demented sense of humor that makes them more appealing to adults. Freelance detectives, Sam (the dog) and Max (the rabbit) begin this exciting episode with an assignment to recover a carnival's main attraction, a bigfoot named Bruno. When he escaped, Bruno also ran off with the carnival's second main attraction, Trixie the Giraffe-necked Girl from Scranton, so Sam and Max have their cartoon hands full on this case.

As Sam and Max explore one bizarre set of circumstances after another, the graphics and animation follow the style seen in *Day of the Tentacle*. Controlling Sam, you watch the scene pan left or

right when he reaches the edge. To travel cross-country in their dilapidated "squad car," you click on a location displayed on a map of the USA. Puzzles primarily involve object manipulation. This goes beyond merely using

one item on another: often you must "use" Max on an object or character. The results are usually as unpredictable as they are hilarious. In one case, Max pulls some secret orders right out of the belly of a cat that refuses to give them up.

Conversations with various characters are as important as object

manipulation for some puzzles. You "speak" with people by clicking on pictures of objects, or a "?" or "!". (The CD version will feature digitized voices of all characters.) Digitized sound effects and music add to the enjoyment. The interface is a revised version of the one used in other LucasArts' adventures.

This is a fun game for adults with a warped sense of humor who will appreciate scenes such as Sam tossing a bomb out the window and saying, "Hope nobody was on that bus," to which Max replies, "At least nobody we know." The box's label, though it warns "Parental Advisory: Twisted Humor," fails to mention the occasional use of words such as damn and hell. Nothing any eight-year-old

doesn't hear 30 times a day on TV, of course, but something most parents would prefer to know about in advance.

**Conclusions:** With *Day of the Tentacle*, LucasArts finally scored in the adventure game category, just as they did in

simulations with *X-Wing*. *Sam and Max* is a lively, irreverent, witty cartoon that already has me eager to hit the road with this wacky pair of detectives again. 

**Difficulty:** Intermediate  
**Company:** LucasArts  
**Price:** \$59.95  
**QuestBusters price:** \$45



**Type** Animated adventure

**System** IBM (Required: 286+, 640K, 256-color VGA, 15 MB hard disk. **Recommended:** uncompressed drives, mouse. **Strongly recommended:** 386/33+, two MB expanded memory.

**Supports:** mouse, joystick, Ad Lib, SoundBlaster, Pro & 16, Pro Audio, Roland MT-32 & LAPC, General MIDI

**Planned ports** IBM CD-ROM

## ARENA TIPS

by Clancy F. Shaffer & Fred J. Philipp

**Fortress of Ice:** Ice Golems are extremely hard to kill. You need a weapon Frost Attack, or you can use the purify potion, move off a distance and use a Fire weapon (use Fire Resist on yourself). You can also use a good sword, as long as you keep the Purify Potion active. Good protection is also necessary.

As you enter the Ice Castle, note the blue square to your right: just north of this, turn and face west. Then use Wallpass to open the wall and take the stairs down. On this level you want to get from your entrance on the eastern side, to the north part of the west side, which means you must work your way

south, west and north to obtain the plate for the Mage.

The plate is on the eastern side of the west part of Castle. You will meet a lot of Knights: use Purify and kill them. Purify lasts about three minutes of real time, so keep your left forefinger on the letter U and press it as soon as you get into an encounter. This will stop the action and give you a chance to use whatever potion or spell you need. You will need about 90 potions. At one point you will see a Golem across a tunnel. You need to jump across and use Lightning or Fire Spells on him.

You will find underground tunnels and or water which will allow you to

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# CD CENTRAL

Watch for lots of new CD games on the way for spring and summer. The two major CD releases this month, *Myst* and *Conspiracy* (well, maybe this one isn't that major) are reviewed on the next two pages. Also note the number of developers planning to go CD-first on new titles — the floppy will likely be dead by Christmas. At the least, the current situation will be reversed, most major games coming out on CD first, floppy later or at the same time.

## Larry speaks!

By May, look for the CD version of *Leisure Suit Larry VI*, the first to feature full voice support—finally, we get to hear

Larry, not to mention Thunderbird and the other women he pursues all over the LaCosta Resort. Larry's voice is none other than that of the world-famous Jan Rabson. That's right — the Jan Rabson, previously best known for voice-overs in a certain *Teenage Mutant Ninja Turtle* movie and the *James Bond Jr.* cartoon series. Graphics in this version are all 640 x 480 hi res, which is required for the game.

In other CD news from Sierra, Roberta Williams' *Phantasmagoria* is now set for a fall release, and *King's Quest VII*—CD-only—is anticipated by the end of this year.

## Dynamix's latest

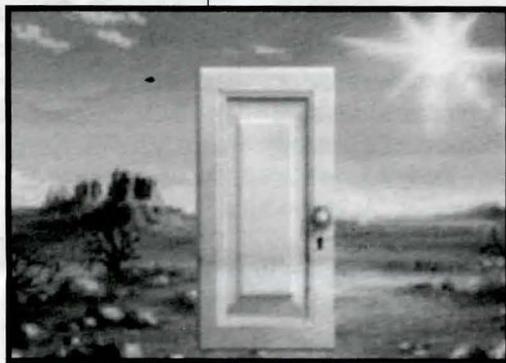
The CD version of *Betrayal at Krondor* is supposed to ship in April. It will include an interactive clue book based on the one in our *Keys to the Kingdoms*, but enhanced with lists of

places, people and things, as well as dungeon maps.

## Interplay

None of Interplay's upcoming CD releases are adventures. But you may be interested in knowing what they're doing, since Interplay is leading the way in CD gaming. By May, look

for dramatically dressed-up versions of *Castles II*, *Buzz Aldrin Race into Space* and *SimCity*. Peter



Hear them speak: *Companions of Xanth* CD

*Gabriel's Explorer I* is out now for the Mac.

## New World CD

*Inherit the Earth*, NWC's first graphic adventure, should be out on CD this summer.

## Princess Glovebox?

*Superhero League of Hoboken*, due out on CD in midsummer, will feature digitized voices for all characters except the one you play. It will also be the final game Legend releases first on floppy. The next two are being designed for CD to take full advantage of the medium's capabilities. Floppy versions may be released later if not at the same time.

*Death Gate*, incorporating events in the seven-novel fantasy series of the same name, is Legend's next epic adventure. It's coming this fall.

Mike Perdue, codesigner of their *Gateway* games, announced what will be Legend's "...most technically advanced product ever." You'll actually be able to operate the ships in this as yet unnamed science fiction game, which utilizes texture mapping and is set for Christmas

## Origin's bargain CDs

Though Origin's CD version of *Ultima VIII* is "delivery only," which means it installs everything from the CD to your hard disk, it's still an amazing bargain. The floppy retails for \$79, but the CD can be found for anywhere from \$54-\$59 — and it includes the \$25 Speech Pack. An enhanced CD with full digitized voices is planned for later this year. A planned *Ultima VIII* add-on disk may be released on floppy first, then included with the enhanced CD, or they may do the CD first — no decision yet, but both should be out by Fall.

The *Shadowcaster* CD is on the shelves, offering enhanced graphics, digitized speech, new animated sequences and two new levels for more difficulty (though the solution in *Keys to the Kingdoms* will still work.) Great street price too: \$49-\$54. The CD version of *Ultima VII* includes *The Black Gate* and *Serpent Isle*, *Forge of Virtue* and *Silver Seed* — for about \$55-\$65.

## Moon by June?

*Under a Killing Moon*, the two-CD mystery that was originally set for Christmas of 1993, is now scheduled for release in late May. Set in San Francisco after World War III, it is the third appearance of private detective Tex Murphy, but the first to use Hollywood stars such as Brian Keith, Margot Kidder and Russell Means.

# MYST IS A GRAPHICS HIT

In the opening scene of *Myst*, you fall through a fissure in space and time. The voice of Atrus, inventor of books that can transport you to other worlds, speaks beseechingly to you. You are deposited onto a MYSTERIOUS Island. As you explore the island, you come to realize that you are alone. Only strange buildings and odd devices share this deserted island with you. Where has everyone gone? What are you supposed to do? How can you escape from this island?

*Myst* is derived from "mysterious" and was inspired by Jules Verne's novel, *Mysterious Island*. This CD-only game was designed by Rand and Robin Miller and published by Broderbund. The Miller brothers' previous works were *Cosmic Osmo* and *Manhole*, both directed toward children. *Myst* is their first adult project.

## Photofantastic

The first thing about *Myst* that staggers you are the stunning, 3-D rendered, photorealistic graphics. Then the sounds hit you, water slapping against the pilons holding up the dock you're standing on, all the while a symphony of music playing in the background.

Ahead of you is a strange huge gear. To your right, the main mast and crows nest of a sunken ship stick up out of the blue water. To your left, the outline of a door appears in a smooth, black, metallic wall. Behind you a forest of pine trees recede into the distance. Everything is rich, bright, beautiful and alive. You are no longer sitting in front of your computer. You are now inside your computer, on a mysterious island, and your adventure has begun. Welcome to *Myst*.

## Uphill from here

Going up the hill to the Tower and checking out the bookcase will give you some idea of what is going on. With the sound of waves lapping against the shore in the distance, you begin to read the

books. Most books have been burned, but several remain, and it is those few that you now peruse.

This island, you learn, was once inhabited by a father, mother and two sons. The father, Atrus, was an ingenious inventor of books that could transport you to other worlds, other ages. But where has Atrus gone, and what role

did his two wayward sons, Sirius and Achenar play in his disappearance? And what

of Catherine, Atrus' wife – what role did she play in this mystery?

Two strange books sit in niches along the waxed, walnut panelled walls of the octagonal room in which you stand. One is blue, the other red. You insert a blue page and a red page into the books and listen to a message from the brothers Sirius and Achenar. But the messages are garbled and filled with static, and it is difficult for you to hear what they are trying to tell you. Something about pages? Eventually you learn the quest entails traveling to the Four Ages to retrieve pages and return them to the Tower; a treasure hunt, yet one that is original and inventive in many ways.

## 3-D slide show

*Myst* is actually a richly rendered 3-D slide show. There is no scrolling and you can't rotate. However,

you can turn, usually 90 degrees, to see what is to your right or left or behind you. You can zoom in on most objects for a closer look. There is a transition setting you can use that does not contribute much and slows down game play.



## Special features

There is a "zip mode," represented by a lightning bolt, that will quickly transport you to any location you have already visited. This greatly expedites movement when

travelling back and forth across the island trying to figure out what to do next.

In addition to the constantly changing musical background, surf, wind whistling through the trees and birds chirping, you will constantly be delighted with unbelievably realistic sound effects. Elevators churning, furnaces blasting, gears meshing and grinding, buzzing, beeping, pneumatic doors sliding open, whooshing sounds, and numerous musical tones that

frequently provide clues to the multitude of puzzles you are trying to solve.

There is no true inventory, as you can carry only

one item at a time. If you drop this item, it will return to where you found it. There is no limit to the number of

### Type Animated Adventure

**System** IBM Required: 286/12+/DOS 3+ (386/16 & DOS 5 recommended), 2 MB RAM, 12 MB hard disk, MCGA or VGA **Supports:** Ad Lib, Roland, Sound Blaster, Pro Audio, Spectrum, Covox, mouse (recommended)

**Planned ports** none

by Fred J. Philipp

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# Conspiracy

Remember Cryo Entertainment? They're the ones who did *Dune* (CD) for Virgin. I'd seen the ads for *Conspiracy* in a variety of magazines recently, and despite seeing Donald Sutherland's picture pasted over everything, I had my doubts. When I saw that the Cryo folks were the producers I was a little more interested, so I picked it up. And remember *KGB*, also by Virgin? Well, actually, *KGB* is *Conspiracy*. Gee, somehow they failed to mention that in the ads. This is CD media, however, so there are a few enhancements.

The plot of *Conspiracy* takes place just before the downfall of Communist Russia. The opening scenes are digitized film clips from the headlines at that time. You are the son of a famous Russian agent (Donald Sutherland) and have recently been transferred to a division of the KGB to work on a special case. On your first day you are given a simple assignment of investigating a murder scene for any signs of political involvements. Well, if you do find the evidence, your story begins leading you ever deeper into the corrupt corporations within the Russian government. While you may feel paranoid even at the start of the game as to who you can and can't talk to, it's best to be

honest until you have more information further along. The game is quite successful in promoting the feeling of "you can't trust anybody." Everything and everyone is under suspicion, including you. You search everything,

pick up and use objects, talk to everyone, follow suspects around the world, get rid of dead bodies, plant bugs, get beat-up — all that fun spy stuff.

The game play is somewhat similar to *Chamber of the Sci-Mutant Priestess*, with a main screen consisting of two basic sections. An action screen that shows a first-person perspective of your current location covers the top two-thirds of the screen. Moving the cursor around this screen (if the smart pointer option is used) will display different options for different objects. For instance, if your cursor is over the phone, it will say "Look." If you look, it will give you the phone's number, then the cursor will change to give you the "Use" option. If you click the right mouse button, a menu will come up where you can select what option you want from the following: look, talk, hide, go, use, fight, knock, listen and move. The bottom third of the screen consists of five icons: the tools menu, a map key, your inventory, wait option and the time/rewind square. The tools icon, when

clicked, gives you options to restart the game, restart the chapter, load or save, quit, adjust music, sound, etc. The map icon will display an overhead map of any connecting rooms at your current location, and colors those rooms you have already visited. An inventory icon presents a close-up of your

character and displays all the items you are carrying. From the inventory screen you are given four options for every object: take, look, use or destroy. And the inventory screen also has a help icon

for game hints. The wait icon advances time in 30 minute increments. A time counter displays the current time, while the rewind bar allows you to replay a recent event. You can only save four games, so be careful.

This is a CD-only game, so naturally you'd be expecting full voice support. You're not going to get it. All the conversation in the game itself is text. This was a shock, since *Dune*, also distributed by Virgin, features voices. The exception is that all the sequences with Donald Sutherland are digitized video with digitized voice. So how does Sutherland fit into all this? Yes, he's your father, but he's also dead. Sutherland serves as the on-line help. From the tools screen you can specify if you want Sutherland to help you just a bit, or a lot. Whenever you see the help icon in the inventory screen flash, Sutherland's got something new to say. If you ask for a lot of help, he has something to say after almost every move you make. He'll also tell you if you made a critical mistake and need to restore or restart the chapter. There's only one point in the game that Sutherland doesn't warn you about that, if you miss it, will leave you stuck with no idea what to do next. In the hotel bar, when you meet the CIA woman, you must also talk to the American agent you met earlier in the game, who's sitting at another table. If you don't talk with him (Sutherland gives no indication you need to), you'll miss a major meeting in the park. The glitch is that even if you don't set up the meet, Sutherland tells you to go to the park for your meeting and you have no idea what he's talking about. If you do go to the park at the right time without setting up the meet, nobody will be there and Sutherland never tells you he blew it or why.

While I felt the ads were trying to sell the game on Sutherland's presence alone, the game does have more to offer than just his solid acting skills. It delivers

**Type** : Multimedia graphic adventure

**System** IBM CD-ROM

**Required** 381/16+, 2 MB XMS, VGA, DOS 3.3+, CD drive, mouse

**Supports** Sound Blaster, SVGA  
**VESA Recommended** double-spin CD drive

**Planned ports** Macintosh CD-ROM

by Paul Shaffer

QuestBusters

## Adventure Road...from 2

By "late summer, Sierra plans to ship three anthologies that will include all the games in the *King's Quest*, *Leisure Suit Larry* and *Space Quest* games. Each game will include "bonus stuff" that will make them collectibles.

## Legend Entertainment

Steve Meretzky's *Superhero League of Hoboken* should be out by June. Set in the post-nuclear age, it stars super heroes such as Princess Glovebox,

in both plot and suspense. There are so many inner circles and false alliances, it'll make your head spin. The clock ticking maintains the sense of urgency throughout the story. The game takes place over a series of days that are divided into chapters. Graphics, while not the best, are passable. Sutherland is the only digitized character. All the people you meet are mildly animated drawings that look more like caricatures. The music is there but doesn't get in the way. Sound effects are fair.

**Conclusions:** My final criticism is *Conspiracy's* short ending (same as *Dune*). If I don't have a long, animated ending that tells me how great I was for following Sutherland's explicit hints through the game, then it makes it difficult for me to justify saying "this was a great game". This was not a great game. It **was** a good game and I did enjoy playing it. It just could have been better with a couple enhancements. [And it would have been even better if Virgin had bothered to mention on the box that it is essentially *KGB* – a two-year-old game – with Donald Sutherland tossed in.]

**Difficulty:** Easy

**Company:** Cryo/Virgin

**Price:** \$55

**QuestBusters price:** not available

whose power is the ability to refold road maps. Unlike previous Legend games, it has a role-playing interface (for combat) in addition to an adventure game interface. The CD is due in midsummer. (See "CD Central.")

## Sir-Tech

*Star Trail*, the next game in the *Realms of Arkania* series, is now slated for Fall. So is *Jagged Alliance*.

## Arena

This ambitious role-playing game from Bethesda Softworks looks great, but early reports indicate there's a lot of "empty space" to cover between significant events.

## Ravenloft arrives

The latest SSI role-playing game, *Ravenloft: Strahd's Possession*, showed up in the stores the last week of March. The CD and 3.5" floppy version arrived at the same time.

## New game book

Compute Books' new *Official Book of Leisure Suit Larry: Third Edition* covers all games in the series, and the first half of the book is a virtual laugh riot. Including a history of Sierra, reveals the connection between Larry and *SoftPorn Adventure*, and so on, it is recommended for all Larry fanatics.

## In the offing

SSI has several quests on the way this summer. *Dark Legions* combines role-playing with strategy. *Al-Qadim The Genie's Curse* is a fresh game world that looks more appealing to younger players than hard-core AD&D fans.

Interplay is doing the next *Dungeon Master*. They are also working on a "Movie and Sound Pack" add-on for *Star Trek: Judgement Rites*. It plugs into the original program, endowing it with new sounds and cinematic sequences.

# KEYS TO THE KINGDOMS

NOW AVAILABLE

Our new clue book—*Keys to the Kingdoms*— shipped in April, about two weeks behind schedule. In addition to the 24 solutions listed below, you get a coupon exchangeable for a solution to any one of these games (a few weeks after the game are released):

*Stonekeep*  
*Alone in the Dark II*  
*Blue Force II*  
*Goblin's Quest (Goblin III)*  
*Inca II*  
*Ringworld II*  
*Stonekeep*  
*Ultima VIII: Pagan*  
*Under a Killing Moon*

## Contents

*Star Trek: Judgement Rites*  
*Quest for Glory IV*  
*Police Quest IV*  
*Return to Zork*  
*DragonSphere*  
*Companions of Xanth*  
*Dark Sun*  
*Bloodnet*  
*Dracula Unleashed*  
*Leisure Suit Larry 6*  
*Shadowcaster*  
*The Legacy: Realms of Terror*  
*Gabriel Knight*  
*Lost in Time*  
*Lands of Lore*  
*Hand of Fate*  
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*7th Guest*  
*Kronolog*  
*Simon the Sorcerer*  
*Innocent Until Caught*  
*Etemam*  
*Curse of Enchantia*  
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To order, send \$19 plus shipping (see back page) to Eldritch LTD, POB 85143, Tucson AZ 85754.

# WALKTHROUGH

## Warriors of Legend

### Llandria

In the beginning, check out Llandria and talk to all the residents. Enter every building. Build up your stats and inventory by fighting. There are four areas in Llandria: Residential, Merchants, Palace and Thieves. They may be entered through openings in the walls on the north, south, east and west sides, but it is much easier to go around.

Sell unneeded booty for cash. Buy a lock pick and all the magic scrolls you can locate. The scrolls using Dragon Blood are necessary. Also get spell ingredients. As soon as you can afford it, buy better weapons and armor. You can loot a jewelry shop in the north section along the wall to obtain cash. Pick up everything you can get, including loot in any empty house. You will have to fight a guardian at most empty residences.

Your prime goal before leaving the city is to amass Scrolls and ingredients. Buy only those ingredients that are called for by the scrolls you have; while you need ingredients, the ones in the spells are random and there will be at least four ingredients you will never need. Be sure and buy Poison Potents, as you will need them shortly.

The first four spells to acquire are Flaming Death, Freeze, Magic Fire and Paralyze. They all use Dragon Blood and are vital, as each of the first four characters must be killed with one or more of these spells. The other important spells are Fireball and Amagredon. The rest seem to be clerical and can be used by anyone with a high intelligence: Resurrect, Unlock,

by **F. J. Philipp & C. F. Shaffer**

Plank most important, Cure Poison, Stone Speak, Detect and Heal.

### More loot

See Tagazzah just south of the west city gate. Stop at the Orc's Nest and talk to the drunk. Talk to Coral the Seer, go to the East Gate and enter the second shop on your right. Give gold coins to the old Women you encounter, and they will have hints for you. Talk to Ulg the crippled Sage.

Go to the Adventurer, a shop in the north section of the Thieves Quarter, and talk with Amadan. Ask him about Khalimad. Go to the east city gate, then north along the wall past the first building and through the third door to your left. The City Treasurer lives here, and you could find some loot.

Talk to Kavab the Oracle. Also Furjimahl the alchemist, whose house is along the west wall at the south end in the Thieves Quarter. Also speak with Butayna the Blind, Lonicera the Songstress and Shuaayd in the Thieves quarter. They are in the northeast corner. Be sure and talk to Agdistis (second door east of the South Gate). Try and get four Thor Hammers, they have a hitting power of 30. Thor Hammers are found in your travels, or may be purchased in Llandria. Buy a Stone Heart and have your best Fighter carry it as a shield. Exit Llandria via the South Gate.

### Episode One

Click on the Mountains to enter the Canyonlands. Go west once, then keep moving north until you locate the green waterfalls, then the red

ones. Enter the red waterfalls to reach Moc Madure's Lair.

Work your way east, fighting dragons as you go. Pick up all Dragon Bloods. Enter all openings for treasure. Avoid Stone Men unless you have the Stone Heart. If you hold the Stone Heart in place of your shield, you will be able to kill the Stone Men with a weapon. The best weapon is Thor's Hammer.

### The Lava Pits

Eventually you will arrive at the Lava Pits. Save the game. Cross the bridge to the east, noting the safe spots. Once you're safely across, follow the path to the door. Prepare a Flaming Death spell. Save game. Enter door and slay the Dragons. Enter the left tunnel and get all items. Return to where you encountered the Dragons. Enter the right tunnel. Talk to Madure, then **quickly hit him with a Flaming Death spell. Enter chamber to Right and get the Chaos key and another key. Retrace your steps and return to Llandria.** In Llandria, sell your loot and buy spells, ingredients, weapons and armor. If your money is still limited, at least buy the Freeze, Paralyze and Magic Fire scrolls, and the necessary ingredients. Heal and Resurrect will come in handy too. Exit Llandria.

### Episode Two

Go to the Ruins. Use the key you picked up from Moc to unlock the left door. Go west to the button and push it. Go north to a dead end, and you will be teleported to the southwest. Head north to an area with two levers. Push both down. Exit this area and go south and east past the Stone Man. Continue east until you return to the doors you entered previously. Exit through the center door and enter the right door. Work your way east, north, east and south to the Hall of Letters.

Push all the levers as you go. Save the game.

### Gamorrah

Using cursor keys, step on the blocks to repeatedly spell out G-A-M-O-R-R-A-H. Continue to spell until you exit to the south. Hold Stone Heart, enter the door and slay the Stone Man.

Enter the side chamber and get the vision potions. Exit and go north through the gate to Gamorrah's Lair. Talk. *Quickly* hit Gamorrah with the Freeze spell, then kill her with weapons. Enter the side chamber and get the Chaos Key and another key. Retrace your steps and exit.

### Episode Three

Go to the Palace. Drink a vision potion to reveal pits and hidden passages. Walk around, avoiding pits until you arrive at an apparent dead end in southeast corner of the screen. Walk into the dead end and drop into the pit.

Click on doors until you locate the room with a star symbol on the wall. Click on the symbol. Go up the ladder. Head north and east to the curtains. Enter and hit Khalimad the Illusionist with Paralyze spells, then Magic Fire spells, to slay him. Get the Chaos Key and Mummy key. Exit the room and jump into the nearest pit. Climb the ladder and go north to exit the Palace.

### Episode Four

Get and make Plank spells. Go to the Pyramid. Slay the skeleton with the Armageddon spell. Use the last key to enter the Pyramid. Cast a Plank spell and go east to the ladder. Climb, jump, and lay planks down the east side until you reach Level 16.

Lay planks to the west until you see a ladder going up between two spikes. Climb ladder to Level 15. Enter and

slay skeletons with an Armageddon spell. Kill Bohan with an Armageddon spell. Enter the side chamber. Get the Chaos Key and another key. Exit, go down ladder, head west to the door and go through it to exit.

### Episode Five

Return to Llandria. Go to the Thieves Quarter. Go east, west and north to the ladder and go up to the Parapet. Lay down planks at openings in the parapet until you locate another ladder going down. Go west to the building with five doors.

Enter any door you can. Check all plants, urns, cabinets, and so on for keys. Continue unlocking doors, finding keys, and exploring until all rooms have been opened and checked out. Your goal here is to eventually unlock a room in the northeast corner of the building, which you reach by entering the center door. Along the way you will be attacked by Bandor, the Shape-Changer, several times. In the northeast room pick up the Chaos Key and Bronze Key. Click on the left symbol on the wall to exit the building. Return to the ladder.

### Episode Six

Go up the ladder and lay planks again until you arrive at a dead end outside a room. Enter the Thieves Guild. Exit to the Temple. Exit, then go north to the Temple of Set. Unlock the door with the Bronze Key and enter. Save, then proceed.

Do not try and pick up loot after each of the following battle, or you will become confused. If you do not find the Orcs, Demons and other fiends as described below, you will have to go back to your save and start over. You may have to reboot. Where nothing is indicated, the area will be empty.

Enter and slay one Orc. Go north,

east and south and slay two 2 Orcs. Go west and slay one Beholder, then east and polish off one Demon.

Go north, then west and eviscerate a pair of Orcs. Go south and slay one Orc. Move south, then east and slay two Demons.

Go north, then west and wipe out three Beholders. Go south and kill two Demons. Head east, then north and clobber a pair of Orcs. Go west and kill one Orc, then south and finish off one Demon. Go east and rub out two 2 Beholders.

Go north and slay two Demons, then head west to the Sanctum. Go east and knock off a pair of Beholders, then go north and get the Chaos Key. Go north to Set. Drop keys, in the order in which you got them, into Set's face: C-H-A-O-S, plus the last key. Set will be doomed to Chaos forever.



## UPCOMING WALKTHRUS

This is the last solution from our new *Keys to the Kingdoms* that will appear in this section of *QuestBusters*. Next month we have scheduled a solution for *Alone in the Dark II*. Over the next couple of issues, we will bring you walkthroughs for such recent releases as *Inca 2*, *Goblin's Quest*, *Under a Killing Moon*. We will also publish extensive clues, if not complete solutions, for recent role-playing games such as *Ultima 8*, *Arena* and *Ravencroft*.

# Keys to the Kingdoms

## Myst

**Starting out:** Read the four books in the bookcase (note the fifth code book), put pages in books and listen to messages. Click on map of island. Explore island and turn on all eight Marker Switches. Follow directions in the note you found on the way to the Tower and open door at the dock. Enter numbers shown on instructions on wall, plus 08, and observe Dimensional Imager. Return to map, rotate tower until beam turns red, then stop beam. Click on picture of stairs to open bookcase. Go behind bookcase to elevator and up to Library.

Climb ladder with book symbol and note view at top. Go to other side of room and climb ladder with key symbol. Write down clues for that location on map. Return to map and repeat for three other locations. Your quest is to travel to each of the Four Ages, get a red and blue page, and insert them into the books in the Tower. Click on picture of Arch on wall to restore bookcase and open door to outside.

F. J. Philipp

## Alone in the Dark II

**Beginning:** after you wipe out the guy at the beginning, pick up his Thompson and head down the path. Blast the next two guys (this may take several tries) and push the bench out of your way to enter the Garden Maze.

Search and fight, fight your way through **all of the maze for objects and information. Your ultimate goal is to locate a statue. Along the way you'll need to acquire a rope and hook. Stepping on a certain card will open a hole. Combining the rope and hook will give you something to use on the statue.**

F. J. Philipp

**Hedge Maze:** Kill ghoul by gate. Get Thompson, clip and flask. Load and equip Thompson. Go forward toward

house. Shoot first two ghouls. Push bench, exposing passage into Hedge Maze. Enter it.

Take first upper branch, shoot ghoul. Get clip, flask. Take left branch. Shoot guard. Get clip, flask. Take rope next to card. Follow main passage to end. Get clip. Backtrack to last junction. Up. Take "down" branch. Shoot fat guard. Get flask. Observe branches. Backtrack to last junction. Right. Shoot ghoul. Go up passage with face. See statue. Backtrack. Take upper right branch. Turn right back to crossroad. Take down branch. Shoot ghoul. Get book. Down. Take hook. Attach hook and rope. Step on Diamond Card to open secret chamber.

### Secret Chamber under Hedge Maze:

Step on Diamond Card. After falling into chamber, equip Thompson. Walk down and left. Shoot fat ghoul, which takes only one shot. Get torn notebook. Read. Push chest. Get metallic Jack of Diamonds in altar. This opens the trap door. Down. Get flask. Climb ladder through trap door.

Greg Little

## Quest for Glory: Shadows of Darkness

**Helping Tanya** (not Harding!): in the Inn, talk to the Domovoi at night and take the doll from the cabinet. Talk with the Gypsies about the sacrifice. Then go to the castle (you must have the key and know the secret passage via the crypt) and find Tanya's room. Convince her to come with you. After helping Tanya, don't go to her room later and try to do the same thing, for in early versions of the game, the program will crash.

**Heart Ritual:** this ritual is guarded by a Wraith. To find his place, go three screens south from the town gate, two screens east and three screens south. Slay the Wraith and search his mound to get the Heart Ritual.

**Rusalka:** to find her true name, look in the Cemetery.

Dara Mony Chheang

**Gnome (Paladin):** on the eve of day 3, go to the Inn. Talk to funny little man. Sit. Talk to men. Enter your room. Sleep till dawn. Go two screens south of town, three east and click hand icon on each bush until Leshy appears. Click talk icon on yourself. Answer "Leshy." (If you haven't read the "Hero" magazine in the Adventurers' Guild, this answer will not appear.)

Pick up rocks. Go to standing stone. Throw rocks at stone pile until it breaks. Get bonsai bush. Go to Erana's Garden (from Leshy, go west, south, south, east, north). Look at hole. Put bush in hole. Get water. Use water on bush. Go back to Leshy. Answer "bonsai bush." Go to Baba Yoga's hut.

**Baba Yoga (Magic-user):** talk to skull. Give hat (from Nikoli, after telling about his wife and going back that night. Ask Anna and Nikoli everything and ask for hat.) Walk to hut. Give corn. Enter hut. Talk to Baba. Exit. Put bones in mortar. Use flask on mortar. Use glue goo on pie pan (from store) and bonemeal on pie pan. Use elderberries on pan. Use pan on skull (not Bonehead).

Enter hut. Give pie. Ask for gnome's humor. Enter hut. Give garlic. Ask for ritual. Enter hut. Give garlic. Ask for spell. Go to Inn. Walk to last door of the hall and knock. Get rubber chicken. Give good humor bar. That night, go to Inn and sit down. Talk to Puny. Talk to Innkeeper and the group of men.

Zachary Borovicka

**Combat tips:** if you have Acrobatics skill, you can launch a special attack by clicking the left mouse button on your hero and holding it down so he remains in a ducking position. Then, while continuing to hold the button down, move the mouse over the monster and release the button. Magic Users can launch special attacks by simply holding the spell icon button down until the spell goes off by itself.

## Where to find Rituals:

**Blood Ritual** is in the basement of the monastery. Drink from casket.

**Bone Ritual** is obtained by defeating Chernovy and placing Dark One's sign on the tomb.

**Breath Ritual** is obtained by giving Baba some garlic for the Ritual.

**Sense Ritual** is obtained by using candy and bottle to capture Will-o-Wisp. Use Will-o-Wisp and Dark Sign on squid stone. Spell Avoozl.

**Heart Ritual:** Fighter or Thief must defeat the head wraith. Magic User must defeat the Faeries.

**Essence Ritual** is guarded by the monster in the pit of the Dark One's cave.

**Mouth Ritual** is obtained from Katrina.  
Daniel Bulmer

## Lost in Time

Fisherman's cabin: Go to beach. Use nuoc-man on bread. Throw bread on roof. After buoy falls off roof, cut rope with razor. Click on chandelier (now an anchor) in inventory. Attach rope. Use rope/anchor on top of cliff.

Joe Semanick

## Eye of the Beholder III

Temple of Lathander, Level 1: living Mucks will destroy those magical weapons you found. Use only wooden weapons and Cold spells for best effects. Bring a food pack, which is necessary, since you won't find any here.

Level 2: rest and eat before you arrive here. All food packs become rotten, and rest is impossible due to nightmares.

Level 4: if the door won't open, cast Dispell on it.

Bob Bucholtz

## The Summoning

The freeze spell is most useful throughout the game. In most instances you can run from the monsters back the way you came; they will usually follow just a short way, giving you a chance to renew HP and SP. Before fighting the **Ebon Knight**, get the Spell of Invisibility from

Crossroad Cavern. Find the Snake Statues to the north, and then to the left of the entrance, about middle way to the east, you will find the Spell of Invisibility when you slay the Snake Statue.

The Warmonger is another Snake Statue to the northeast. Use Invisibility before going in to face the Ebon Knight, then cast the Freeze spell right away — this gives you a chance to get in some good hits before he can start to move around. Repeat the process until victorious.

Mili Roberts

## The Seventh Guest

**Attic Door - Knife Puzzle:** Number the points of the star as follow: Top point is 1; upper left point is 2, intersection to right is 3, next intersection to right is 4, and upper right point is 5. Returning to left side, first intersection is 6, middle is 7, and right is 8. Returning to left, lower left point is 9 and lower right point is 10. Click on the knives in the following order: 6, 10, 4, 2, 9, 10, 5, and 1.

Terri Pointer

## Gabriel Knight

**Day Eight:** During the night, you will have vivid dreams. When you wake up, you will see the key from your dreams on the table at the foot of the bed.

Use the key to enter the ornate door. Look at the center bookcase on the back wall. Take the "People's Republic" book and read it. Use "Look" on the far right bookcase to find "The Primal Ones" book. Look at the far left bookcase for the "Sun Worshippers" book. Look at the left wall bookcase for the "Ancient Roots of Africa." Look at the lower far right bookcase for the "Ancient Digs of Africa" book. Once you have located these five books and read them, the "Snake Mound Book" will appear in your inventory.

Use the "Snake Mound Book" on Gerde. Select "Use Mosley's Credit Card" in the talk with Gerde so she will place some calls for you. This will put Africa on the map, and you will

automatically proceed to Africa.

F. J. Philipp & C. F. Shaffer

## Shadowcaster

Getting started: get Power of Maorin and go through teleportal. Destroy man-eating seeds and get at least five float seeds to use later. Cover entire area to get wands, potions and treasure. Find acid pond on nearly complete auto-map. Go there and drop float seed on it to create bridge. Repeat to reach northeast corner. Use Maorin's cat sight, and you'll see pressure plates on the ground. Don't step on them. Go around plates and equip shuriken you found earlier, and you'll come to a split path with three fireballs in front of them.

Above the fireballs are enemies. Throw shuriken to slay them. Destroy two-legged foes behind them. Search for and take white statue head. Go find floating chest and use shuriken on it; it will drop a silver triangle key. Use it on the fountain near the big statue and place it on it, and you'll go to next level.

Michael Davis

## Betrayal at Krondor

Most magic potions and some other items that can be carried as multiples will increase to the maximum when a chest or dead opponent has the same item if you select the item, then click on the chest. Example: if a character has two doses of Restorative and you find a chest with four doses, don't get them right away. First left-click the character's item (don't drag it to the chest), then left-click the chest. When asked how many doses to give away, press the space bar: the character will retain his original two doses, but the chest's vial is now full, with 20 doses.

Bill Dawson

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This month contributors Bill Dawson and Bob Bucholtz were randomly selected to receive the game of their choice -- so send in your clues & tips today, so we can fill two pages in the next issue. (All submissions become property of Eldritch, LTD until May 12, 2317 A. D.)

## Star Trek ... from 1

### Combat

Combat is the part of *25th Anniversary* that made many players cringe, especially the seemingly impossible climactic battle with a mock Enterprise and two Elasi pirates. Interplay fortunately put the combat difficulty in the player's hands in *Rites*. There are three difficulty levels that approximately work out to be: no combat, some easy combat, and full combat. They also made the battles fairer this time, so even the highest setting is not that bad.

I mentioned that Interplay crammed the game disks with visuals, most notably rendered backgrounds and modeled space ships for the battle sequences. Graphics are impressive, yet maintain the simple feel of the old TV show. Interplay also added in a lot of the original sound effects (the transporter, TurboLift "swish" and communications "pings") and a fully spoken introduction by William Shatner lifted from the *25th Anniversary* CD-ROM. Fans of the series and characters will be impressed by Interplay's efforts to capture the right looks and sounds in *Rites*.

**Conclusions:** Once again Interplay has satisfied adventure game fans and Trekkers alike with their latest *Trek* game. The missions, both interesting and challenging, will really come to life in the CD version. *Rites* has a lot of embarrassing spelling errors that make you cringe (even a word misplacement in the ageless introduction), but most of the prose is clear and captivating. The major reason for this plot quality is the multiple authors. Each mission has a single writing team. Some writers participated on more than one mission, but each team concentrated on their own little part of the game. *Judgment Rites* gave me more of the same game play, more brand new missions and more of the warm camaraderie between crew members, which is exactly what I wanted in a sequel.



**Skill Level:** Intermediate  
**Company:** Interplay  
**Price:** \$59.95  
**QuestBusters price:** \$ 55

## Simon ... from 3

creatures moving about and subtle movements. The plot doesn't allow you to make unrecoverable errors, and I was rarely killed.

### Complaints?

Most of my mine dissolved after I found I could speed the text up from the control menu. The repetitious interaction with the street trader was driving me crazy with how slow it took to switch from each speech selection. Also, the text tended to be cramped and difficult to read at times, particularly when it would be overlaid against some conflicting background colors.

**Conclusions:** This is a fantasy, so you can't evaluate it too closely. I mean, why would a wizard from another dimension really choose a twelve year-old to save his hide? (The explanation given was that anybody more mature would be under suspicion by the bad guy as a threat.) Also, I don't know any twelve year-olds who talk the way Simon does or would be as intelligent. But this is entertainment, and you lose the fun if you look too close. *Simon* was a great enjoyment. If you can get past the initial hurdles, it has a lot to offer for the cost (low compared to similar titles out there). I'm looking forward to a sequel.



**Difficulty:** Intermediate  
**Company:** Activision  
**Price:** \$49.95  
**QuestBusters price:** \$45

## Arena tips ... from 5

pass from room to room or over a great area in most dungeons.

On level 2, go north, west, north, pass a room, go west and south. Keep on west side of the next hall, go west, take first south, then go west (don't enter room), use hole in floor. Go north, out, east, north, enter room and use password: "SUN". Return to Mage, who will indicate Labyrinthia's location.



## Myst ... from 7

up 630 bytes. However, when you restore a game you return to the starting point of the sequence you were in, not to where you were when you saved. This can be a little annoying.

Everything is point and click with your mouse or trackball. There are only two simple menus, hidden from view at the top of the screen interface and accessed by moving the pointer to the top of the screen or by hitting hot keys. The horizontal, rectangular screen interface itself is 8" X 5" and your cursor appears as a hand (open, pointing, grabbing to represent move, turn, operate). The game requires Windows 3.1 and a 640 X 480 X 256 video card driver.

**Conclusions:** *Myst* is a beautiful, rich, exciting, delightful experience. The graphics and sounds draw you in and give you a virtual reality feeling of actually being there. The storyline is mysterious, but becomes unravelled as you explore the Four Ages and listen to the page's messages. A show piece game of the type where you sit someone down in front of your computer and say "watch this," *Myst* is the best CD-ROM adventure game I've seen to date, including *7th Guest*. Highly recommended.



**Difficulty:** Advanced  
**Company:** Broderbund  
**Price:** \$59.95  
**QuestBusters price:** \$55

## Alone 2 ... from 4

intensive combat, though, you will probably enjoy this one a lot more than I did. Hopefully the next sequel will at least provide for levels of difficulty.



**Difficulty:** Puzzles, Intermediate;  
Combat, intense  
**Company:** Infogrammes/Interplay  
**Price:** \$59.95  
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