

QUEST BUSTERS™

#116

Special Hugh Grant Issue

Not sold in cognito

ALONE IN THE DARK 3



One of the most innovative animated graphic adventures of 1993 was *Alone in the Dark*. It set polygonal characters against a beautifully rendered background, music illustrating the mood, great sound effects and an absorbing storyline.

Utilizing a 3-D rendered, 360-degree rotational view, *Alone* introduced us to a multitude of camera angles. These ranged from top-down views to close-ups, from floor level shots to reverse angles and "looking up" pans. *Alone* went on to become one of the best hits of 1993.

A year later we had *Alone in the Dark 2*, again starring Edward Carnby. This one was bigger and involved a garden maze, a mansion and a haunted galleon crewed by dead ghosts. This

Type Graphic Adventure

System IBM

Required IBM (Required 386/33+, 4 MB RAM, Microsoft-compatible mouse, VGA, CD drive. Supports VESA, Sound Blaster, Awe32, Ad Lib, Roland MT-32 and RAP-10, General MIDI)

Company: I-Motion

second installment was heavier on combat and less puzzle oriented. I made it through, but it was an effort.

Thankfully, *Alone in the Dark 3* has improved in several ways, making this the biggest and best of the trilogy by Infogrames/I-Motion.

For starters, you can adjust the difficulty level for combat. Alignment to use an item at a location still presented minor problems, but it didn't seem to be as precise as required in *Alone in the Dark* and *Alone in the Dark 2*.

Hitting the Tab key brings up an overhead 3-D view of the game area and a flashing red arrow points to where you are.

In this 3rd — and hopefully not last — chapter in the saga of Edward Carnby, you find yourself in Slaughter Gulch, a haunted ghost town founded in the days of the gold rush.

The story takes place in California, the year is 1925. It seems that "The Last Ranger," a western movie, is

being filmed at Slaughter Gulch in the Mojave Desert. However, the crew has not reported in to the studio in two days, and Greg Saunders, the producer of the movie has hired you, for \$1200, to investigate.

Included in the crew is Emily

Hartwood, whom you rescued from the Derceto Mansion two years ago, in *Alone in the Dark*.

So, you remove your trusty .38



Special from your desk and set off for Slaughter Gulch and whatever horrors it may hold.

Upon your arrival, you cross a bridge into

town, only to have it blow up behind you. There is no going back now. You must forge ahead and solve the mystery of Slaughter Gulch.

There is no mouse support, as in the previous two episodes, and all movement and actions are controlled by the arrow keys.

Your perspective is a full view of your surroundings and menus are

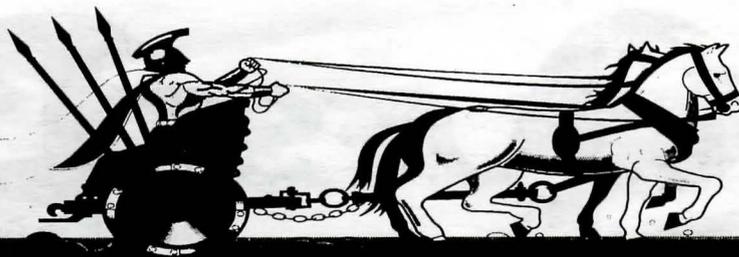
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by Fred J. Philipp

Adventure Road



Adventuring this Summer

Where will you go this summer, and how will you get there? You might start off at *Full Throttle*, with a ride on LucasArt's biker adventure. For a lengthier trip, visit *Discworld*, a Psygnosis game that is exceptionally difficult. Look for *Jewels of the Oracle*, a *Myst/7th Guest* quest-alike, along the way. Bolder travellers can join the *Jagged Alliance*, Sir-Tech's hit combination of role-playing and strategy. Feel like doing a good deed? Help find Virgin's *Lost Eden*.

The Daedalus Encounter, Virgin's latest, is a star-studded trip with techo-overtones. And how about a side-trip to Interplay's *Kingdom: The Far Reaches*? It's not too demanding in the puzzle department, and the animated cartoon-style graphics are outstanding.

Later this summer, go on *The Dig* in LucasArts' long-promised adventure (which we hear has been "in the can" for some time, but has been held up for marketing reasons). In September, Legend Entertainment's *Mission Critical* will ship. It's the first Legend product featuring actors filmed against a blue screen and composited into 3-D rendered scenes.

Madman Mandel

Jumps Space Ship

Josh Mandel, who did design work on *Freddy Pharkas* and *Space Quest VI*, recently left Sierra to join Legend Entertainment. This gives them a virtual "Three Amigos" of multimedia humor, with Steve Meretzky, Bob Bates, and now Josh Mandell. Josh is now working on a game taken from the world created by novelist Spider Robinson in the *Callahan's Crosstime Saloon* series.

Meretzky Goes Independent

Didn't we just say Steve Meretzky was with Legend? Well, he may complete the Sorcerer University series, but there is nothing in the works right now.

Mezzertzy, whose name, according to independent investigations, is misspelled more often than any other game designer, has launched his own software company, Boffo Games.

Boffo's first game was *Hodj 'n' Podj*, which Virgin released this spring. It consists of a board game with a fantasy setting, which ties together 19 other games. Mzkzxee says Boffo is currently "...building and adventure game engine called Bagel (Boffo Adventure Game Language)." Mzlwosky says he has already signed up to do adventures for Rocket Science and Time-Warner with the Bagel engine.

Return of the Dornbeast

And guess who's running the business side of the show at Meretzky's new Boffo Games? Only long-time Zorkers will recognize the name — Michael Dornbrook. Dornbrook was "featured" as a monster in one of the last *Zorks* produced at Infocom when it was still Infocom. He also invented the classic "Invisi-Clue" hint books, which presaged the computer game industry of today. Dornbrook is president of Boffo. Ykzeterem sums up Dornbrook's job description as: "...in charge of wearing tie when someone has to wear a tie."

New Clue Book — Keys 2

Our latest clue book — with twenty solutions this time — is now available in stores and directly from *QB* for only \$14.95. See page 5 for details, and the back cover to order. Remember, shipping is free to USA and Canadian members who order two or more books.

Stonekeep — The Newsletter

Interplay's long-awaited RPG has become a legend before it's own time. In anticipation of this earthshaking event, *QB* is launching a special newsletter devoted solely to *Stonekeep*. We'll have

Dear QuestBusters:

I haven't seen an issue in quite some time. Have you lost me? Have you gone belly up? Have you died and gone to heaven? I hope not.

Daryl Dally

We have run out of excuses (or at least amusing ones). So far this year, we've put together three books rather than the customary one, and have not been able to get an issue out since #115. (One of these is Keys to the Kingdoms 2, which is now in stock.) But QB is as strong as ever and in no danger of going belly up, or going to heaven (though we reserve the right to go belly up to heaven, whatever that means).

The least we can do (which is the most we ever do) is offer members a really great price on Keys 2 (see page 5 for details). And assure you that the next issue is already in production, with a complete run-down on all the upcoming adventures at the E3 show in L.A. 🐾

QuestBusters

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QuestBusters, the official journal of the QuestBusters Guild, is published monthly by the Hugh Grant Escort Service. Annual dues: \$19 (\$6 extra for Adventure Express).

Canada/Mexico: \$26. Overseas: \$36.

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Heretic

Doom and *Doom II* fans responded to id Software's popular games with a large variety of .WAD files that transform them into entirely different experiences, with new monsters, weapons and environments. In turn, id Software released a completely new title with a *Doom*-like interface that was developed by Raven Software.

Heretic is as much an enhancement of the *Doom II* engine as it is an entirely new game. But, any way you look at it, *Heretic* is a fun and refreshing change from the more gruesome environs of *Doom*'s Hell.

Heretic superimposes gothic architecture and a heavy fantasy theme over an improved *Doom II* engine for a thrilling 3D adventure that is ultimately more flexible and somewhat easier than the *Doom* games.

The story of *Heretic* refers to the game title itself. You control a wizard that has been accused of heresy and sentenced to death by an evil race of wizards. You must avenge your people and defeat the wizards by travelling to Hell and closing their access to our world from the other side. Hmmm... sounds

Type : Graphic first-person perspective 3D action adventure

Systems: PC and PC CD-ROM (Required 486/33, 4 MB RAM, VGA. Supports: all major sound cards

Planned Conversions:

None for now, probably video game systems at some point or another

Skill Level:

Intermediate

Company:

id Software

like *Doom* to me! But *Heretic*'s Hell is much more gothic. It's full of monsters more at home in a medieval castle than a bloody horror movie. This design difference and basic plot change makes room for greater magical abilities for

lishes *Heretic* as separate from the *Doom* games. This is true in the on-line community as well. You can already find level editors and .WAD files for *Heretic*.

Heretic's interface is almost the identical to *Doom II*'s with some notable differences. You still click on number keys to load a particular weapon and also use cursor keys, mouse or joystick to move through the 3D levels. An inventory of special magical objects is the most important new feature in the *Heretic* interface.

When you collect certain power-up items, they go

directly into your inventory, a row of boxes accessed with a key press. One of the objects is the default so that when you press the Enter key during game play you use that default object.

Inventory gives you greater control over game play so that you don't have to use the invisibility power or bombs where you find them. In addition to inventory, you can also look up and down in the 3D screen and fly up and down for true 3D movement if you find the right object.

The inventory objects available in *Heretic* perform a variety of functions, only a few of which I'll mention here. Flasks restore power as you might expect, but you don't drink them when you find them. You can save them until you *really* need them. Tomes of Power double your fire power for those rooms really packed with monsters. Time Bombs of the Ancients go off quickly, so you must move away immediately after you set them. Finally, one of the

neatest items is the Morph Ovum, which changes the next enemy you hit into a chicken. Unfortunately, the chicken still attacks you, but it is incredibly weak.

Heretic's weapons offer a new assortment of blasters against the monsters, but they roughly line up in power to the *Doom* weapons. The Elvenwand is equivalent to a pistol. The Gauntlets of the Necromancer capture a monster in your grasp and drain its power much

like the chainsaw does in *Doom*. The Ethereal Crossbow is really the best weapon because it takes less bolts to kill most enemies - much like the shotgun in the *Doom*



games - but bolts are not as readily available as ammo for more powerful weapons. The Phoenix Rod is a nasty weapon because it fires a powerful blast of energy and recoils. Just like *Doom* and *Doom II*, you can kill any monster with any weapon, but be prepared to die quickly if you don't use the right one.

Heretic's graphics are quite attractive. Because of the religious overtones to the game's plot, you find many stained glass windows and stone structures. For this reason, *Heretic* looks like it takes place in a cathedral as opposed to the Hell where the game's levels really reside. Flight gives you a neat effect as you soar over the levels' buildings and ramparts. *Heretic*'s graphics are exactly the great quality you would expect from id Software and Raven Software. The sound effects are not as goofy as *Doom*'s and are much spookier. Some of the flying wizards whisper strange incantations, as do all of the boss

the character you control and also estab-

Continued on page 14

by Russ Ceccola

KING'S QUEST VII:

In 1987, shortly after I obtained my first computer, an IBM 8088, blazing along at a speedy 4.7 MHZ, I discovered my first graphic adventure, *Kings Quest I*. I had been playing Infocom games up to then.

My monitor was an EGA and I was amazed at what Sierra could do with 16 colors. Wow!

Your character walked across the screen and could even talk (in text) to other characters in the game.

There was no mouse support and you had to type in all commands. If you were lucky enough to pick a word included in the game's parser, something would happen.

It was the most amazing thing I had ever seen on a computer.

Now it is 1995 and the seventh installment in the *King's Quest* series is

on the software stores shelves. Actually the game was released in late 1994.

and thus begins *KQ VII: The Princeless Bride*.



Separated at this point, Valanice and Rosella will independently traverse a total of six Lands. The game is divided into seven Chapters. Each of the characters take on 3 Chapters apiece and come together in Chapter 7. Each Chapter culminates in a cliffhanger ending.

For reasons I can't figure out, you can jump from one Chapter to any

This one is titled *King's Quest VII: The Princeless Bride*, produced by the company-now-known-as Sierra-On-Line.

The mouse, pull-down menus and action icons had appeared in *KQ5* and *KQ6*. No more typing! This one, of course, supports the mouse — actually, it's required — as in so many games today, but the pull-down menus and icons are gone. This time the mouse cursor is context sensitive.

When you pass your cursor, depicted as a wand, over something you can interact with, the wand begins flashing, and a click on the left mouse button will cause something to occur.

This represents the Look, Get, Move, Talk actions. More about the interface later. Our story begins in Daventry with Queen Valanice chastising Princess Rosella for being unmarried. In despair, Rosella jumps through a magical portal that suddenly appears in a nearby pond. Quickly, Valanice follows,

other Chapter if you wish. Since each Chapter is unique, I see no value in this. Unless it allows the frustrated gamer to try to tackle another Chapter when stuck in a previous one?

The graphics are hand drawn and very colorful with much animation. The general impression is one of watching a Disney animated cartoon movie. There are 80 characters to interact with and there are over 100 minutes of smooth, colorful animation.

I should note here that to thoroughly enjoy the smooth animations in this game you need a Pentium, 16 MB of RAM and a quad-speed CD-ROM drive. Also, unfortunately, the game runs under Windows, and we all know the problems that can produce.

The well conducted, orchestral soundtrack is, as usual in Sierra games, excellent. All dialogue is heard, and no text appears. This is a negative, as I like to hear *and* see what is being said. Some voice-over actors can be difficult to understand, especially if they're speaking with an accent.

by Fred J. Philipp

Type : Animated adventure

Systems: PC and PC CD-ROM (Required 386/33, 4 MB RAM, 5 MB hard drive, SVGA, Windows 3.1+, CD-ROM.

Recommended: 486/33, 8 MB RAM. Supports: 100% Windows-compatible sound cards)

Planned Conversions:

Macintosh

Skill Level:

Intermediate

Company:

Sierra On-Line

The Princeless

Bride

Strangely, and again I don't see the rationale for this, you can only save one game in progress. Worse yet, this is done for you automatically when you exit the game. Kind of stupid actually; since, if you decide to Chapter hop, you start out at the beginning of that Chapter anyway. Also, there are usually some nifty animated sequences you would like to watch over again, but not this time.

Another negative is that the screen interface is not full screen. About 1/3 of the screen is taken up by a Control/Inventory bar placed horizontally across the bottom of the screen. This could have been just as easily hidden, as in *Kyrandia 3*, and brought up only when you wanted to access it. This dramatically cuts down on the visual experience.

Essentially all of the decisions in the game are made for you when you click on something you can interact with. This means that the computer makes most decisions for you, instead of you deciding "what do I do now?"

Objects in your Inventory can be rotated. This is a necessity, because some items in the game might contain another item that you won't see unless you rotate the item to give you a better view. This can be confusing.

The puzzles are average, ranging from easy to intermediate. You can also die in this game, but if you do, the game is automatically saved for you, so you can pick up where you left off.

Unusual in most, if not all Animated

Graphic Adventures, you will have to deal with several enemies, instead of the single, dreaded, hated, evil antagonist you need to defeat at the end sequence of the game.

Now, let's get you off to a start in Chapter 1 (Valanice): Get torn petticoat from cactus and stick on ground. Go two screens South and get hunting horn. Return to start. Explore area to North. Enter cave and get basket. Rotate basket in your inventory until you can see and get the corn kernel. Pick up clay jar (first three will break).

Get salt crystals by pool. Plant kernel under dripping water. Take seed from plant. Blow hunting horn in Jackalope's hole to get Kangaroo Rat's glasses and Jackalope's fur. Give glasses to Rat in Rare Curiosities Shop. Trade seed for turquoise bead. Good luck.

Conclusions: If you've followed the *KQ* series over the years, as I've done, you just have to continue the tradition and play this one. It's like finding an author of novels that you really enjoy — you always look forward to his or her next book. With all its faults, demand on hardware and Windows loading, this game is still very good and playable. I don't know what the next *KQ* will hold, but I hope, since Sierra has become so Windows oriented, that Windows 95 will be out (and working). 🍀

Difficulty: Novice to Intermediate.
Company: Sierra On-line

QuestBusters:TM KEYS TO THE KINGDOMSTM

Covers these quests:

Alone in the Dark 3
Beneath a Steel Sky
BioForge
Bureau 13
Dark Sun: Wake of the Ravager
Death Gate
Discworld
Dragon Lore
Dreamweb
Ecstatica
Hell
Jorune: Alien Logic
King's Quest VII
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BUREAU



he paranormal and supernatural are pretty hot these days. *The X-Files* is a huge hit on television and the same topics always do

well in movies and books. Now you can count computer games on the list of entertainment media that embrace "the other side." Take-Two Interactive follows on the heels of their *Hell* with another horror/sci-fi title, *Bureau 13*. The game is based on the pen and paper game of the same name designed by Richard Tucholka in which members of the secret government *Bureau 13* investigate paranormal events and creatures from other worlds.

The plot of this game at first doesn't sound like anything extraordinary until you begin to delve into the facts. You must pick one or two agents from the six-member *Bureau 13* to find and subdue a renegade agent named J. P.

Type:

Animated adventure

System: IBM CD
(Required: 386/33+, DOS 5.0+, 1.5 MB free EMS, Microsoft-compatible mouse, 13 MB hard drive.

Recommended: double-speed CD drive for CD version. **Supports:** Roland, Adlib, Sound Blaster, Sound Master, Pro Audio and compatibles

Skill Level:

Novice

Company:

Take-Two Interactive

Withers who fired on the sheriff of Stratusburg and then disappeared. You move from location to location in Stratusburg in search of clues and other-worldly elements that will help you

track down Withers.

Because there are a good number of combinations of team members, you can replay *Bureau 13* and discover other ways to solve the puzzles. The group of people that make up the Bureau is an

eclectic bunch that fits right into the game world. Isaac Richards is a computer expert who can hack into any terminal and make tools out of a variety of items. Selma Gray is a white witch who casts powerful spells. Jimmy Suttle is a thief who can expertly pick locks, and pockets too. Delilah Littlepanther is an American Indian who goes around in a giant mechanized costume and can smash sizable objects with her powerful

fists. Father Blank is a Catholic priest adept at scaring away ghosts and demons. Finally, Alexander Keltin is a 200-year-old British vampire who only transforms into mist because he feels wolves and other animals are dirty and beneath him. You could argue that this group of people should themselves be the focus of an investigation of *Bureau 13*, but their special talents make them more valuable as investigators, not targets.

A Sierraesque Interface

Players of other graphic adventures will take to *Bureau 13*'s interface in no time. You move your two chosen characters around the game's many screens in a third person perspective a la Sierra, LucasArts and Westwood graphic adventures.

When you right-click the mouse, you scroll through the available commands for the object, person or location on which you've placed the cursor. If you prefer to access some of the other game options or an inventory, you right-click the mouse near the top of the screen. An interface window pops up that not only shows all of the objects in your inventory, but also lists all of the possible commands for your character, including their special skills. For example, it is from this interface window that you choose to change Keltin into a mist so he can sneak past non-player characters.

Spooky Rendered Graphics

The graphics are fully rendered in *Bureau 13*. The characters and locations are especially spooky because of their extensive detail and realism. The cinematic scenes in the game are even more impressive because they usually involve closeups of the characters and the demon or person that they're chasing. Take-Two Interactive also put some extra effort into the music and sound effects for the game. The chilling sound effects complement the on-screen action

by Fred J. Philipp

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BIOFORGE



Origin made it obvious with *Wing Commander III* that they want to take full

advantage of the space that a CD-ROM game gives them for graphics, sound effects, music and speech.

BioForge continues in that fine tradition of spectacular multimedia products, but might frustrate you with its unclear plot and hazards meant to kill your character.

I spent many hours in the first game session of *BioForge* before I reached that point where I needed to take a break and gather my thoughts. *BioForge* is a challenging and action-packed adventure that

will leave you exhausted from all the exciting situations and the tense atmosphere as you attempt to discover your identity.

A little bit of history is in order before you fully understand the main goal of

BioForge. Dr. Mastaba is a mad scientist of sorts who wants to experiment on

human beings and create the perfect warrior on a remote planet's hidden base. He is also the leader of a group called the Mondites who have isolated themselves on this planet and follow the words of the mythical Paragon. You wake up to find that you're one of

play ensures that you'll have variety in this science fiction adventure.

The graphics in *BioForge* are completely rendered, even your character, so you'll notice a high level of detail from the start. Although you can use the mouse for some game functions, you



should really use the keyboard for everything. The keypad moves your cyborg as well as controls his actions during combat. You might want to use the run mode (Shift key) all the time, depending on the speed of your machine. You'll quickly feel like you're in a realistic environment because you must maneuver the smoothly animated cyborg around obstacles like door

edges and tables. *BioForge's* movement controls are realistic, so you have to allow time to turn when you want to change direction. I played the game with the cursor keys for movement and the keypad for combat.

A necessary aid in this game is your personal information manager (PIM). Press the "P" key to bring it up and access such functions as your journal, diagnostics, inventory and game options. When something significant happens in the game, you'll hear a distinct tone and a yellow light will blink on your arm. This means that a new entry has been made in your automatic journal. The journal offers clues as well as important observations that you can use as a reference throughout the game. You have two meters in *BioForge* for your character - energy and health. When you get hurt in combat or by lasers or other obstacles, you lose health. You can recharge your health from your energy units at a ratio

Mastaba's experiments. Unfortunately, you don't know the identity of the person you once were. You regain consciousness on a bed with a "nurse" robot standing nearby ready to sedate you once again if you move from the bed. This is only the first of many deadly situations in which you will find yourself. A quick look at yourself reveals that you're a cyborg with roughly half of your body made of metal parts and the other half the flesh the doctor preserved.

BioForge's interface is very different from others you may have used because it controls both 3D movement of a third-person character and combat *a la* the host of fighting games on the market. This combination might turn some people off from the start, but let me reassure you that combat is not as frequent or as necessary as you would think. In addition to 3D exploration and combat sequences, you will also access a variety of terminals, control pads and other special interfaces. The combination of game

Type: Animated adventure

System: IBM CD (Required: 486/50+, 8 MB RAM, 5 MB hard disk (29 recommended), double-speed+ CD, MSCDEX 2.2+, Microsoft mouse, keyboard, 256-color VGA. Supports: Ad Lib, Sound Blaster family, including AWE 32, Wave Blaster, General MIDI)

Skill Level: Intermediate

Company: Origin

Continued on next page

of two health units for every one energy units and later recoup your energy with batteries. Game options let you save and load games, as well as change sound and graphics settings.

Inventory management is quite simple in *BioForge*. Hit the Enter key to pick up and drop objects and click on them in your visual inventory to ready them. Readied objects may be used by a press of the space bar, as can other stationary objects like doors, panels and computer terminals. Many of the objects you find in *BioForge* have no immediate purpose, so you have to hold on to them until later. Still, your inventory will not grow that large.

Combat in *BioForge* is an arcade contest from start to finish. The game is very violent, with blood from the remaining flesh on your cyborg's body spraying on the walls every time you take a hit. You use the keypad for high, low and medium kicks and punches and the Alt and Ctrl keys to switch between these types of attacks. You can still move during combat, so you might want to find a place to fight where you have some room to taunt your competitor and move around the screen. Those who have trouble with such arcade sequences can change the difficulty at the game's beginning to make combat easier. I tried the recommended medium setting and had no major problems with the dispatch of enemies. It's quite satisfying to watch an opponent slump to the ground in defeat. Wimps and prudent people in some situations can use a weapon to assure success, but ammunition is better saved for emergencies and enemies that fire projectiles.

Origin calls *BioForge* another "interactive movie." Inasmuch as that term is overused in the industry, it is fair for the Austin-based company to use that phrase only if they qualify it as an "animated interactive movie." There are no video clips per se, but the rendered graphics are as smooth and lifelike as anything filmed for video-based CD-ROM games. The cinematics are top-notch as in other Origin titles, but the game play sequences are more impressive than the non-interactive scenes. Origin interjects drama in every scene. It's especially effective when you're in

the middle of combat. Near the beginning of the game, you have to fight a blue cyborg who doesn't like your appropriation of his fork. With each move you make, the cyborg taunts you with his words and you respond with an automatic retort between moves. Combat has never been so dramatic. If you stand back and watch and listen to a particular scene, you will be amazed at the levels of graphic detail and layered sound. To be truthful, it's a lot like watching a well-produced film. So I'll give Origin the benefit of the doubt for using that catch phrase on the game box. The game is probably better without video segments, anyway.

I only found two truly annoying game features in *BioForge*, one of which you can get around through intelligent game play. Whenever you move your character toward the edge of a screen or room, the camera angle shifts automatically (much like the Alone in the Dark series) while you're still in transit. This is fine from a cinematics standpoint, but sometimes difficult to control when you have an enemy on your tail and you move to a point where they're just off the edge of the screen and attacking your cyborg anyway.

My other gripe is with the save game routine. Whenever you want to save on top of an old save game, the game verifies first and then asks you to type in a name anyway. The beauty of typing in a save game name is that you should be able to click on the name or position and do a quicker save. I was surprised that *BioForge*'s designers permitted this extra step.

BioForge is addictive and challenging as you try to discover your former identity and survive in this futuristic world. In a further creative touch, your identity will depend on your actions throughout the game, so it might be different between players who finish *BioForge*. Although the game took up a lot of space on my hard drive for graphics and other necessary files, the room was well worth it because *BioForge* fully entertains the fans of both action games and graphic adventures. 🍀

Difficulty: Intermediate
Company: Origin Systems

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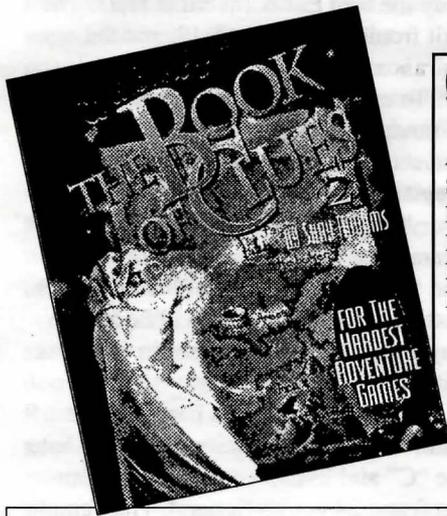
articles on converting your basement to look like a *Stonekeep* dungeon (with exclusive floor plans directly from Interplay) and reviews of all the latest merchandising items.

When quizzed about *Stonekeep*'s release date, Kirk Green of Interplay said: "It's much closer than it has been in years!" Watch for details in the premiere issue of *Stonekeep* — *The Newsletter*, coming to a newsstand near you soon. 🍀

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WALKTHROUGH

STAR TRAIL

GENERAL NOTES

When camping increase the spells in your Magician's wand. Carry plenty of food and water; after the level five of the Dwarvian Pit, you won't have to worry about water. You can never find the Star Trail, so don't look for it. Keep the Heavy Cross Bows and Bolts, and at least Artherion Bow and Arrows; these are needed in the final encounter, where you must fight from a distance.

PARTY MEMBERS

In the Temple, generate about fifteen dummy characters, without regard to their creation. Now create the six characters you wish to use, or take the preset party. You should include three non-magical people in the party.

Install one character you will use in a party, then add five of the dummy characters. Give all the dummy's weapons and such to character you will keep. You cannot transfer money, but you can buy things in the town, which can be sold for money. Return to the Temple and repeat to equip your party as fully as possible.

THE KVIASIM TEMPLE

This town is 20 squares high and 20 across. Starting with 1 at the southwest corner the squares across are letters, so the temple is at N,11. The Lovely Meadow Tavern at H,11. In the Tavern or elsewhere, use your Pickpocket skills. The store is at K,11, the weapons store at J,13. The Rest Inn is at L,4.

Get an obsidian dagger for the Druid, tableware, lock picks, five rations and two water bags for each character, a fish hook and some bon bons for mountain goats. Equip all with the best weapons and clothing or armor you can afford. Have the Druid collect Herbs at each stop, and at least two of the party should collect food and water. Three others will be used for guard duty. The Mages should also concentrate on Wand spells.

You will meet and receive offers

by Clancy F. Shaffer & F. J. Philipp

from the Elvian Ambassador Starlight and the merchant Alatzter. In the morning, leave and go to Gashok.

GASHOK

Head south, southwest, south, south, and continue to Gashok. Help the Priestess you meet enroute. Upon entering Gashok, you will be attacked by a cross-bow bolt. Gashok is laid out 20 squares across (A through T) and 31 high. The entrances to the city are in the north, south and east. You will arrive in the north. If the Armorer's tent at K,19 is open, make your purchases.

Locations you'll want to visit are: Artherion's "Old Mill" at D,2; Stores (E,25 and M,17), the Temples (M,11; H,18 and F,29, Deregron of Thunderbrook (H,16), the Tent Herbalist Gerlanje (N,16), the All Roads Inn (P,17), Valspor of Kuslik (O,5) and Erholt of Tiefhusen (P,24).

First search the Old Mill, then talk to Gerlanje about the "Mill" and "Artherion." Leave the city through the east gate and go northeast to the woods.

About halfway through the woods is a dirt path leading north to Artherion. Say you have come to avenge him. Return to the city and talk to Gerlanje about "foreigners" and "Valpor of Kuslick." Find Valpor but don't kill him. Ask about "honorable newcomers," then find and slay Erholt and Deregron. Search the houses and take pertinent papers.

Then march south, going south, east, northeast, south, south, southwest, southwest, west, southwest, west and into Finsterkoppfen. This means you go south to the river, then east along the river, a little northeast, then south, again south, until you are on the east side of the Finsterkamm mountain ridge. As you go southwest and then west, you will see some caves, in which you'll find Finsterkoppfen.

FINSTERKOPPEN

The city is divided into two parts, the new and old. The new part is shaped roughly like a "C", with squares 10 across and 30 vertical. You need visit only the Red Earth Tavern at D,23. The exit from the city is at P,19, and the entrance into the old city is at F,21.

To enter the old city, you must remove any Druids, Witches or Elves and set them up as a separate party, for they are not allowed in. First transfer everything you can spare to the removed characters. Keep both sets of lock picks and food (about ten each plus two water bottles per person). You will be able to buy a tinderbox and torches in the Inner City's store.

The balance of your party will be admitted into the old city, which fits into the "C" and has 32 squares high (numbers) and 24 across (letters). The Temple is T,15; Merchant is at F,9; Tavern is at E,26; the entrance to the Dwarvian Pit is at B,32.

First go to the Temple and ask about the Dwarvian Pit three times, and you'll get the key. Return to the Pit and save just before going through the door, as you cannot return until later.

Don't let the Pickpocket get the ring out of the vat; otherwise she cannot open doors due to injury. You must light the torches by Ingerimm's statue, which opens a door on the sixth level. Be sure to do anything that might seem right. In the dungeons is a shaft. Go up it to get a potion and other useful items. Later this shaft can be used to move between the fourth and first levels (if you overlook anything), and between the fourth and sixth levels when you wish to leave the Dungeons.

LEVEL ONE

The first level is nineteen letters across and nineteen numbers high. You'll find chests at B,12 (trapped); B,13; B,15; and B,16. Examine the junk at H,7 and the rusted tools at D,7 the Brazier at R18 contains a ring don't bother with any of the other braziers. The stairs to Level 2

is at A5.

On the first level of the Pit you will find a document at B15 and another in a chest at B13. Both documents must be decoded the first is read backwards from the end to the beginning and the second has all of the vowels missing.

Do not read further if you want to decode them. 1st document "One pit of many layers depth, there lie the hatred of orcs against mankind any who want to escape this pit, will have to control themselves and their bodies well. Each unnecessary sound can turn all the guards against you at once, and seal your fate. But with true care and stealth a success will be easily accomplished."

The 2nd document says: "The Orc scum are besieging Lowangen, but they have overlooked an exit. Find it and you will be able to leave this besieged town of war without harm."

The Girdle of Might(2) increase your strength 5 points. The Skull Girdle decreases Necrophobia. B18 is a shaft, Rusted Tools at D7, Old Junk H7, you need the crank and grease and chain, and two shovels. A5 to second level.

Level 2

On the 2nd Level, which is 19 letters and 19 numbers, you recall you count from the lower left hand corner. You can disable the arrow traps at F9 and G6.

There are chests at B14, D9, D14, O13, O18. In the Northeast corner you will need the crank and chain. The Gnome answer is "Moose", afterwards he give you the Rich Silver Key. If you have a key ring click them together. Go down the stairs at A5.

Level 3

On the 3rd level which is 23 letters and 18 numbers you arrive at M7. There are chests located at M1, M3, O1. You descend to the 4th Level at A1 the Lower left-hand corner. You arrive at M7, You must use the grease on the Dump Car and get off before you hit. There is an opening at D17, where you must start to dig, south, west and south. You did get the two shovels out of the rusted tools. You will find a Big Copper Key and other items at the end of the dig, which will be just north of the western car stop or bunker. Use the rope to cross the Pit. The Northeast section also must be dug out, you meet a skeleton and a fight, the scraps of paper mean lit-

tle as they dissolve almost at once. The notes are copied to your ledger.

It is best to cover the entire dungeon on each level. You have to get to R14 by shoveling to reach the skeleton.

Go to the 4th Level. It is 12 letters by 14 numbers in size. It is important that you do not turn the wheel at this time. The Wheel is at K16, you will have a fight with six undead dwarfs and then head for the exit at L1. Pick up the Stone Medallion. Stay away from the water pool, it will get you into a battle, go east and north to the area K18 the entrance to the 5th level is at L1. The shaft which you will need later is at B18.

Level 5

On the 5th level you encounter a large body of water, you must enter the water, if you have a dwarf with you he will separate. Swim up and down the west side and you will find a magic water bag which will allow you to eliminate a number of items. Now rejoin the Dwarf and go back to the 4th level and turn the wheel. Go back to the pool it is now empty go to the north center and keep trying to raise the plate, then use a crowbar. This will admit you to the 6th level.

Level 6

On the 6th level you arrive at P17. There are chests at R16, S1, S3 and S10. The chest at S10 has leather Clothing take one set, boots, vest and pants, put them on your Pickpocket and separate from her. She will go west from here, south, west, north. You will come to plaque on the wall, light a torch and use it on the plaque, the wall will open. Then go west across the room, south where the computer takes over, she must have the stone Medallion with her and give it to the Stone Golem, after the computer releases the program, go all the way south, then east to a chest at S1. Do not take goodies from S3. Go to S1 and take the Salamander Stone as a swap, even if the Medallion is not in evidence. Make your way back to your companions, rejoin and return all the leather to the chest. Go to Hk area and loot the two chests, then to the northwest and collect from the chest at R16.

To leave the Dungeon go to the stairs up at P17, past the fifth level and enter

the shaft at B18 on the 4th level, climb up to the first level you will now have a key to let you out. Return the Big gold key to the Temple and go outside and join the blinking dot (seen on the map) which is the rest of your party.

Leave the city by the south gate and plan your route. east, northeast, northwest, east, northeast, northeast, north, north and west. At the end of this route start marching south, west, west, west. You arrive at New Lowangen.

Garvon and the Old City

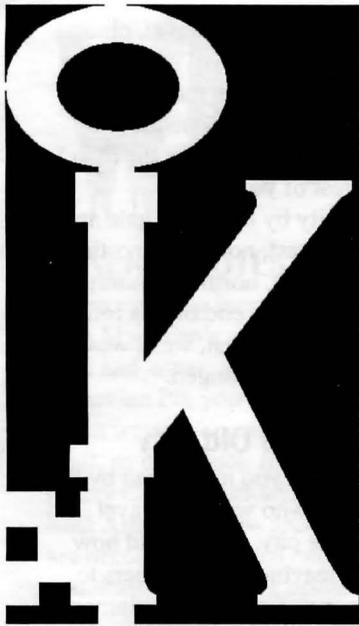
At about this point you met a man by the name of Garvon who wants to travel with you into the city. You should now split the party leaving two members to hold all of your non-magical equipment. The Orcs will take all of your non-magical equipment, you will be left with the Magic water bag a few swords or knives and no food.

You will be unable to buy food in the town of Lowanden, so save the game playing awhile to learn the layout, then go back to the save. You should also practice saving until you locate a certain house, then start the game and go directly there. If you do not have weapons, buy at least a crowbar and hammer as weapons, as you will be involved in several fights. You cannot buy weapons.

The Old City's Geography

The city you enter is really split into three parts, you enter from the north and are in the Old Town, along the east side is a bridge which takes you into a portion known as Colorful Flight. This area has two parts at the bottom the area is just from A to R wide and area known at Eydal is joined at this point The writer would suggest getting a large piece of graph paper in the upper left corner layout an area 1 to 32 blocks vertical and A to S across. There will be a square cut out on the left side from 3 to B and a diagonal area stepped down from 11 to 1 in to letter K. This is the Old City. 🐉

For the conclusion of this solution, send \$1 to QuestBusters, PO Box 85143, Tucson AZ 85754



EYS TO THE

BETRAYAL AT KRONDOR

Cheat Chests: To acquire all of the items necessary to complete a chapter, go to the overhead map and hold down the Alt-Right Shift-Tilde keys the tilde is the ~ next to the 1 key, for about two or three seconds. You can heal your party or get every essential chapter item, using the following codes:

- Chapter 1: 6478
- Chapter 2: 9216
- Chapter 3: 7702
- Chapter 4: 2132
- Chapter 5: 5052
- Chapter 6: 0680
- Chapter 7: 0194
- Chapter 8: 4743
- Chapter 9: 9995

General Tips: In a tavern with both a gambler and a lute, if you successfully bard, the gambler will permanently run out of money. Always repair armor and weapons before selling them; you'll get more money that way. Carefully check any food you take from slain foes: many rations are spoiled or poisoned.

-Mike Cramer

ULTIMA VII

Cheat Area: Behind the chimney on top of the Trinsic blacksmith's house (to get up there, place boxes to form "stairs"), there is a teleporter that takes you to a room with eight complete magic armor and weapons sets (including two Death Scythes and a Hoe of Destruction), magic book and reagents, gold, and the three Generators and Rudyom's Wand. In addition, there is a teleporter which takes you to an area where you can transport to any city, castle, or even the Black Gate room (the teleporter with the

bones by it).

-Mike Cramer

Magic Candle 3

Invite Garz to join you. Talk to everyone on Oshcrun. Sail down to Kabelo and talk to Garz' dad. Learn of scepter. Sail to Serivu on Solihub and talk to mayor who wants charter from Kabelo. Leave Garz behind as a hostage. Go back to Urkabel and get charter from Garz' dad. Bring charter back to Serivu.

While in Kabelo, talk to man in temple. While in each and every temple, notice two things: Look at each picture above the altar, then look at word on altar. This is word used to awaken each god.

Sail to Qaldiur, whisper Melshide at tower. Finish tower, then basement.

Southeast basement is a god, whisper Helnibor to awaken god who will per-

MAGIC CANDLE III LOCATIONS:

SHRINE	God	God's Bed	God of	Symbol	Gods Word	To ENTER
TASUR	TAS	WESTGAR	MOUNTAIN HIGH	LIGHTNING	PINTALDI	ETAKSBIT
ELPORT	BOHAR	OUTSIDERS	WINDS	WHIRLWIND	WENTEQAL	
S. HERRING	OLKANIS	TARRAK MINES	BIRTH	MILK	SHIBANABAL	
URKABEL	KAZNUR	QALDIUR	ORCS	GAPING	HELNIBOR	MELSHIDE
GREEN ISLE	ENTAS	CROWNDEEP CAVERNS	PLAINS	WHEAT	WUCKAWOO	
TIARA	PRILLILA	FOREST ON GREEN ISLE	SMALL ANIMALS	SQUIRREL	DELMATE	NONE
	VORHAMME	SORA MINALT	FORGE		KOMDROM	KAVITAR
SERIVU	SELNE	TASURIA	DISRUPTION		BRUNDISHAR	

- Eleanor Scott

KEY KINGDOMS™

manently increase strength, agility, resistance and leadership. Use teleport on upper level to travel.

Next you can go to Minalt and complete cave. Enter by whispering Kavitar. To get to inner level of first floor get to third floor and while exploring winding path northeast step on teleportal on northwest corner near last room. Talk to ghost. Enter god's chamber, whisper Komdrom and be rewarded with more increases. When in Eisheim, you need better than 50 in research.

After the ambush in East Tasur, dig in the northeast corner of interior of the southwest building. In Tasur, talk to Renidalis, Shalama, Pogar, Bentagor. In Herrington, talk to Kenneth, Enfala, Barbedos. In Tiara, talk to Dainfalti, Tesephone, Rozemel, who sells wish-bones.

- Eleanor Scott

ELDER SCROLLS: ARENA

The "N" key was set up to test the game system frame rates, and does affect the game's internal clock — essentially turning the clock completely off for the local area. It also turns off a great many of the random encounters. It's possible to enter a dungeon where a monster is hiding and explore the entire place without meeting anything other than the particular Ice Golem or whatever that you have been sent to kill.

It seems to have no effect on the monsters in dungeons where pieces of the staff are hidden, nor in related dungeons leading to them.

Most monsters have their own distinctive sound effect that you hear when close to them. Click on the wall that you think is between your character and the enemy. When the monster is relatively close on the other side of the wall, a text message appears that you "see" the creature. Use this technique to each side of a door frame for advantageous positioning for range weapons. Use it on blank walls as a sounding of a creature's position before entering an area where retreat is difficult (as through water or a pit), or before using a Passwall power, to get in good hits before the monster comes in range to hit you.

- Bill Dawson

RAVENLOFT: STONE PROPHET

Interpretation of Scroll: Hot Gales - The Sand Arise - Flesh corrupts and falls away. These are the signs of their coming. The wrath of Anhktepot burns the land. Who hopes to rule must lure the evil to him. In the ancient burial hall, the guardian, The gates of the Dead await. She shall judge them by deeds both good and bad - her son the sweet lute did play this gentle music. The ghost awaits. To the priest the mystic urn is given. The temple of Harvest shall be restored. Beyond the gates he awaits. The soul of the Stranger knows the way. Master of the winged Wind Three Signals. The whistle sounds summoning forth the falcon. The eight tears shall fall, Ra weeps and the stone shatters. A fragment of the seal revealed. They capture the sun and in a coffer hold the might of Ra. By its lift the soul and seal are freed. Two seals each in four pieces lie. Piece by piece two seals rejoined two gates are opened, into conflict the foes are led. Anhktepot and the other. When falls the Wall of Ra. Two gates are opened the way home.

The Well: The second eye is found in the room behind the hole in the floor, go around to the other side after getting the first eye. Helmet of Brilliance is found in the Northwest section of the first level of the Well. The Stone Man is found directly east of the Obelisk. You must have played the flute and gotten the chain from the Temple of Harvest.

C. F. Shaffer

FULL THROTTLE

Getting a hoverlift:

Use tire iron on semitrailer. Push semi. Take handful of fertilizer. Return to mink farm (bad guys chase you). Lead bad guys past semi (they crash). At bridge, read sign (examine each picture & plaque on it for hints on how to jump gorge). Return to where bad guys crashed. Use tire iron on car fender. Use hoverlift on your bike.

Getting a recoil booster: Go to mine road #4. As you drive, you'll meet Father Torque (on bike). Ask him everything (getting hints on cavefish bikers). Continue on road and biker fights begin. To skip a particular fight, hit Esc and it will take you back to the road again. Use tire iron on biker with chain (getting chain). Use fists on red-head with bandana. Use tire iron on man with mace (getting skull mace). Use fertilizer on red-head with mohawk (getting chain-saw). Use chain on man with recoil booster (getting booster). 🏍️

Paul Shaffer

Get rich quick!

This issue's contributor's received \$10 each for their clues, so send in yours today. (All submissions become property of Eldritch, LTD. until May 12, 2317 AD.)

creatures. The music effectively accompanies these strange mystical sounds and bloodcurdling screams for an eerie assault on your ears.

Heretic is the way all sequels or alternate games using a similar engine should develop. It is familiar, yet different enough to entice you to play. *Heretic* also has an entirely new set of cheat code words, but try the *Doom* ones anyway to see their effect. One particularly humorous cheat is "cock-a-doodledoo." It changes you into a chicken. Use the Morph Ovum on a monster and then type in that cheat code word for a truly unique combat sequence not condoned by PETA! If you liked the *Doom* games, you'll want to try *Heretic* since the game play is familiar and the levels are fresh and challenging. 🍄

Difficulty: Intermediate

Company: Raven Software

Bureau 13 ... from 6

perfectly, but the music is even more impressive. Most computer game musicians work on a particular theme and its variations for the background of soundtrack. Take-Two's musician Mike Bross did that, but also recorded five songs for the game with his buddies. You can also play the game CD in a normal music CD player to hear the songs, which are pretty good.

Bureau 13 is not the most exciting game at its outset, because you must spend a lot of time gathering clues and investigating the various locations. But it does pick up — enough for me to highly recommend it. The ability to choose your own pair of agents for the game earns points because you can really customize the game play to your liking. I only used Keltin and Littlepanther to play most of my game sessions, but you can quickly see where other characters could be useful.

Conclusions: *Bureau 13* was a nice surprise that some players might overlook because of its subject matter. It is a solid, challenging game that will keep you up through the night as you chase things that go bump in the night. 🍄

Difficulty: Intermediate

Company: Take 2 Software

brought up using the enter or escape keys.

The enter key brings up the Action/Item menu. Actions consist of Fight/Open/Search/Push and occasionally Jump Selecting an item in your inventory will allow you to Use/Put/Drop that item. If you are in the right spot, hold down the spacebar and the computer will kick in and carry out your action.

You can carry up to 50 items which is more than enough in this game and did not present a problem such as in *Alone in the Dark*, where you had to keep dropping items because your inventory was filled up.

Menus and Saved Games

Hitting the escape key accesses the Game Options menu consisting of Return, Save, Resume, Difficulty, Music, Sound, Detail, Quit.

One criticism of the first two episodes in this series was the limited number of saves. Not this time, where you are given 24 save game slots. As in the previous games, each save game captures a picture of your location for easy reference.

The difficulty level is set at the beginning of the game, but you can reset it at any time if you are feeling like living dangerously. The difficulty level effects combat only, and not the puzzles. You can adjust your life points, your fighting power and opponents' fighting power.

To pick up an item you walk over it and then elect to take it. It pops into your inventory. There are many books, maps, messages etc. scattered throughout the game that provide background, hints and clues to solving the mystery of Slaughter Gulch.

There are even film projectors that will allow you to view films and a player piano that, when you insert a token into, will play music for you, with pictures.

The sound effects and music are as expected, excellent. Carnby's resounding footsteps, when he walks across various surfaces, wood, marble, boards, ground, are especially atmospheric. The music is all western oriented and appropriate.

There are numerous cut scenes when you smash through windows, slide down a cable, crash through a roof and ride in a mining car.

There are numerous locations to visit, including a Saloon, Caves, Prison, Bank, Hotel, Town Hall, General Store, Cemetery, Rooftops, a Train Station and a secret Underground location. Each location is unique and diversified.

And, at one point you're transformed into a Cougar, albeit only for a short time, but still rather fascinating. Of course, you will be killed, many, many times. So, save your game often and you will live to enjoy another day.

A Few Clues

Now, let's at least get you started. After the bridge blows up behind you, go to the porch of the Saloon and pick up the can of gasoline. Enter the saloon. Go to the movie projector and pour in the gasoline. Watch the flick. Go behind the projector and pick up the can of oil.

Pick up key from table and maraca from stage. Go under steps to little room at back and get matches. Go behind bar. When monster appears above, and begins shooting at you, run out from behind bar and towards projector. The Monster will soon run out of bullets.

Now you can safely go behind the bar. Note that buffalo skull mounted on the wall with those big horns.

Conclusions: - This is a big, great game, easily the best of the three in the *Alone in the Dark* series. All of the improvements noted added tremendously to game play and even to replay. You can try it out in Easy Mode, then go back again and play it in Medium or Difficult Mode (puzzles are the same). Music, sound effects and graphics are stupendous. This probably won't end up being the best graphic adventure of 1995 (*Death Gate* is high up on my list) but it is sure to rank as a contender for that spot as of right now. If you've never played any of the *Alone in the Dark* games, you've got to get this one. 🍄

Difficulty: Intermediate

Company: I-Motion

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