RINGQUEST: Desperately Seeking Lisa

Lisa's back . . . and she's <u>bad</u>. No, I'm not referring to Apple's Lisa computer, which definitely won't be coming back. I mean Lisa the red-headed sorceress, the tempestuous Lisa who saved your neck in <u>The Quest</u> a few adventures ago, the same Lisa who took such a shine to Gorn (if you recall their first encounter at her house near the forest).

GORN AGAIN

Gorn's back, too. As your sidekick, the king's champion accompanies you on the search for Lisa, who has fallen under the pernicious spell of the evil Ring of Chaos she is wearing. Only with the Ring of Order can you free Lisa from the spell. Fortunately, it's already in your inventory, along with a waterskin and 200 gold coins.

The opening scene is an eight-way intersection that is surrounded by mountains, forest and plains. Break out the pencil and paper for this trip, for there are numerous locations to visit. (Might as well go ahead and tape <u>two</u> sheets of paper together.)

While crisscrossing the countryside of bucolic Balema, you'll run into a series of bizarre creatures. With a lion's body, bat's wings, scorpion's barbed tail and the bearded face of a man, the deadly Manticora prevents you from crossing a narrow footbridge. Ogres, trolls and werewolves block other key entrances.

LISA IN THE SKY

A priority is finding a source of water to keep your waterskin filled, as in <u>The Quest</u> But you don't have to make water runs as frequently, so it's not as annoying. I rarely ran out of water except when zapped with a "depletus hydor" spell from the sky. Intermittently, a woman's face fills the screen as the air shimmers and solidifies into the image of a beautiful woman with vivid green hair. No, not Cyndi Lauper -- it's Lisa, and she'll cast one of an assortment of spells to slow down your progress.

Adventure • Hotline

Slowdown at the O.K. Corral: Origin has a slew of games on the way, all long overdue already: <u>Ultima IV</u> -- originally scheduled for last summer -- is now promised by early August. Dave Albert says it will "really redefine role-playing." <u>AutoDuel</u> also sounded intriguing when announced last month, but is also in the pits until August, when Albert expects it to "get the checkered flag." Other new tentative dates: <u>Moebius</u>, early August; <u>Ogre</u>, August or September. <u>Ultima III</u> for the Mac should be out by now (no music, I hear). <u>Undead</u> (a Steve Jackson board game) and couple of new rpgs are currently in the design stage.

Hayden's games <u>Inca</u> and <u>The Holy Grail</u> are on the way, any day now.

<u>Crimson Crown: Transylvania II</u> is around the bend . . . first one developed with Penguin's new adventure-specific language, COMPREHEND.

On the way, in the loop, around the bend -- these are typical of the phrases fielded by product managers and pr people to explain why an announced program is late, as almost all of them are. (They never use the word "late," I've noticed.) Why can't new games just <u>be here now</u> . . . ?

Infocom's been frooing the mumble about a Zork convention, mentioned in the spring "New Zork Times." For info write InfoConvention, 125 CambridgePark Drive, Cambridge, MA 02140. Blank and Lebling are supposedly working on something Blank once said would never happen: <u>Zork IV</u>, tentatively titled <u>Conjurer</u>. And Mike Berlyn has left Infocom.

RingQuest

One spell makes Gorn temporarily stupid, another teleports you both to a distant location. You might be checking out "a black, sinister looking fortress sitting atop a single crooked peak" one second, only to find yourself miles away the next, stepping into quicksand on the far side of the river.

OFF TO SEERS & ROEBUCK

A seer you meet says Lisa is in a fortress to the north. The fortress is protected by an impenetrable "force" that is maintained by a number of separate forces on the outside, and you must nullify all the sources in order to dispell the force protecting the fortress. "Be ye especially way of that which is not," the seer warns cryptically. The puzzles are related to finding and dealing with these forces and finally freeing Lisa. They're often subtle, not the kind of problems in which you see an item and immediately realize its significance. And because the geography is so vast, you have to log a lot of mileage before you can do anything with objects once you perceive how and where to use them. The path is often blocked by creatures, but you can't just go around slaying trolls and ogres; they'll usually kill you unless your approach is non-violent and perceptive. A pair of arcade games are also part of the adventure and may be switched off if you don't want to play them. There is no score or point system: you either rescue Lisa or you don't.

RingQuest's rich illustrations are supplemented by an unusual amount of well-phrased text for a graphic game. Some passages run 17 lines long. You can hit "return" and view an all-text screen to read it all and to speed up the game. The parser accepts full sentences and multiple commands; it's much smarter than the one in the last _Quest_. When I said "give gold" it asked "Is there anyone in particular you want to give it to?". I answered "troll" and it asked "how much gold do you want to give to the troll?".

The gallery of illustrations displays greater variety and detail than those of the previous game. Spot animation is employed frequently. The Manticora's mouth and tail both move, and many similar examples highlight the graphics. You'll see a fountain with a spraying geyser, and a werewolf whose fists curl and clench while his jaws snap the air right before he attacks and kills you and Gorn. There's no resurrection in Balemaville, said the ogre to the troll. Immediately upon death, you are prompted to either start again or restore a game. (Of course, you may elect to remove the disk and quit.) Any number of games (limited only by disk space) may be saved to another disk in progress; you can name them, but can't view a catalog of saved games as is possible with the Telarium adventures. The program also lacks dual-drive and printer support.

A SUPERIOR SEQUEL

RingQuest is not exceedingly difficult, yet no pushover. It's the best Apple graphics adventure so far this summer, recommended for all but beginners. The spot animation and well-planned puzzles make it a winner for programmers Dallas Snell, Joel Ellis Rea, Joe Toler and Ron Goebel. I enjoyed this one even more than I did the original, the true test of a sequel.   **SA**

Computer: Apple (64K minimum)
Planned Conversions: Commodore 64
Skill Level: Intermediate
Price: $34.95
Manufacturer: Penguin Software

Wishbringer

Finally, at last -- and what the Frobozziheck *took* so long? -- Infocom has published a new game. Unfortunately for most of us, Wishbringer is an Introductory Level adventure that seasoned adventurers will solve overnight even without using the seven "wishes" that provide easier alternative solutions to the problems. For beginners and novices, however, it handily surpasses the flawed Seastalker as an entry-level game. (Unsolicited clues never pop up while you're simply walking around, an annoying distraction in that otherwise absorbing adventure.) And if you're one of the many novices driven mad by Zork, the satisfaction of beating Wishbringer may restore your sanity long enough to get you headed in the right direction along Adventure Road. The Bottom Line: Anyone who has never solved an Infocom game without resorting to clue books and help from friends will enjoy and learn from this game. Others should wait for the next Infocom title.

QUEST FOR THE CAT

No ordinary quest, Wishbringer sends you after a kidnapped cat rather than a mysterious orb or the fabulous treasure vault of yet another Lost City. As a postal clerk in the village of Festeron, you're instructed to deliver a letter to the old woman who runs the local Magick Shoppe. When she learns from the letter that her cat has been kidnapped by the Evil One -- who demands as ransom an enchanted stone called the Wishbringer -- you set out to find the feline and effect a happy ending to this interactive fairy tale. But upon returning to Festeron, you observe from a hilltop that the village has undergone a dramatic and unsettling transformation: the sign on the outskirts of town now calls it Witchville, and a menacing black tower looms where the post office once stood.

In the streets, the Boot Patrol seizes anyone out after dark (and naturally, the sun just set); in the tower, the Evil One tortures the prisoners before feeding them to the sharks. Avoiding the Boot Patrol is your first priority. Finding the cat (call her Chaos, everyone else does) comes second. In the process, you'll rescue Princess Tasmania. Not your typical damsel in distress, Tas turns out to be an ugly duckbilled platypus. Later on you'll play the role of village matchmaker, hit the local arcade, and face the most dangerous grue of them all -- the deadly, ferocious baby grue. (At least you don't have to change its diapers, which would have been a messy problem indeed.)

BRING BACK THE RATINGS!

There's no significant interaction with the main characters: your boss at the post office, the town librarian, and the gravedigger. Instead, most problems are object-oriented and fairly straightforward. After spying a brass token guarded by a piranha in the town's fountain, you immediately know what to do with the earthworm found in the _____ One hundred points are at stake here, but you don't get rated as your score goes up. Too bad. Novice Adventurer, Danger to Society, Chicken of the Sea -- ratings like these are important: the clever gibes cajole you into trying harder, and the congratulatory titles give you incentive to keep trying when the going gets tough near the end game. RESTORE those ratings, oh Great Implementers, or the wrath of Xuluui may descend upon the kingdom. (Then again, it may not.)

After you find the Wishbringer, you can make seven wishes -- but not unless you possess certain objects. In order to wish for luck, you must hold a horseshoe; for rain, an open umbrella. You don't get quite as many points for solving a puzzle by making a wish, so a perfect score is unobtainable unless pure logic is employed. (Even in this case, it's a three-four hour game for pros.) The inclusion of alternate

solutions for each problem boosts the game's replay value: after completing it, you can try again without making any wishes.

Numerous other aspects make <u>Wishbringer</u> suitable for beginners: There aren't a lot of locations, and a map that depicts most of them is included. This allows you to concentrate on adventurology rather than cartography. Movement is restricted to the four points of the compass, so you can't move northeast or in any of the diagonals. This makes it harder to get lost, simpler to map when map you must. Prompts advise you of critical places where you should save the game -- before entering the tower, the library, and other deadly locations.

A HOME RUN FOR A ROOKIE

<u>Wishbringer</u> is Brian Moriarty's first adventure since he began work as an Infocom programmer not long ago. Hopefully, he'll dream up something appropriate for veteran adventurers, for his prose is among the finest yet to emerge from CambridgePark-by-the-Sea. It exhibits a sense of drama and pacing, and his flair for bizarre comedy -- witness the sight of a pair of cavorting mailboxes, one intermittently screaming "Hungry!" or "Mail!" or "Feed me!" -- is one of the game's highlights. There are also some clever allusions to <u>Original Adventure</u> and a sidetrip to the little white house from <u>Zork I</u>, though I'm not sure many neophytes will appreciate or even recognize these references.

Long renowned as the champion of innovative "bells and whistles packaging," Infocom has provided an ornately illustrated manual that tells the legend of the Wishbringer and its seven wishes; a plastic glow-in-the-dark facsimile of that magic stone; a map; and a novelty item I won't describe, for doing so would just spoil the fun for those who do buy the game. They aren't all gimmicks, though -- the plastic rock makes an effective night light.

The Inexplicable Question remains: why did Infocom wait so long between games? Was this the seventh-inning stretch in the big leagues of the burgeoning Adventure Industry, or what? Actually, another title was under development and would have been out a few months ago, but the game just didn't pan out, and died without a chance of resurrection. Apparently it's the first time this has happened to an Infocom adventure. Let's hope it's the last.   SA

Computer: You Name It, They Got It
Skill Level: Introductory/Novice
Saves: 8
Price: $34.95, $39.93 Atari & C-64;
            $39.95, all others
Manufacturer: Infocom

Macintosh
Original Adventure

"What did you think when people started doing commercial versions of Adventure, like Microsoft Adventure?" I once asked Don Woods, who refined and fashioned William Crowther's Adventure into the legendary game that started it all. "I was somewhat annoyed," he said, "particularly annoyed when such things have come out without crediting Crowther and me. And somewhat annoyed that people were taking it and selling it when I'd been giving it away for the price of postage and the tape," he elaborated. "Various companies that sell it for $50 a shot or something could make their money back in a real hurry, because most of the hard work was already done. But on the other hand it's public domain; if people are willing to pay money for something that's in the public domain, I can't stop 'em."

This conversion of Adventure -- the oldest adventure now playing on the newest computer -- does credit Crowther and Woods. But for a $29.95 conversion of a public domain game, I expect mouse control, menu bars for inventory and other extras that the Macintosh is capable of: keyboard shortcuts, speech synthesis . . . cross-ventilated windows, maybe. Written in BASIC, this one doesn't even support copy and paste or a printer, though the notebook is functional. And when you save a game in progress, the program shuts down; to restart after saving, you have to run the program again -- and wait forever while the data files reload. (Playing this will give Mac owners a good idea of what Commodore 64 adventurers usually go through while awaiting disk access.) I also resent having to install system files on a disk-- the manufacturer could easily have done so. This version is not listable, so you won't be able to change the tiny Geneva typeface (though BASIC pros may find a way to do so.)

Of course, the original game didn't include such options, and one could argue that this is *pure* Adventure, incorporating the authentic text and problems from Crowther and Woods' landmark game -- that to fancy it up with exotic features would detract from the experience of setting foot on this hallowed ground. L.W. James, who implemented this version, says he used the original text and game logic from the native FORTRAN code of Crowther and Woods' game, which came from the DECUS PDP-11 library. This sounds right, for that's the machine and the language of the original. And the text, still raw yet primitively evocative in its own fashion, certainly hasn't been polished. James says the FORTRAN code was first converted to HP 9000/Series BASIC, then that was translated into Microsoft BASIC running under MS-DOS, which led to the Microsoft Mac version.

[Contrary to popular myth, neither Crowther nor Woods had even played Dungeons and Dragons prior to writing Adventure (often referred to as Original Adventure to distinguish it from other games with similar titles). Crowther wrote the first version for his daughters in 1967 or '68 -- even he's not sure of the exact year. Woods says he played D & D after, not before, doing Adventure. Therefore, D & D couldn't have been the inspiration for the game. Crowther alludes to J.R.R. Tolkien's trilogy *Lord of the Rings* as his inspiration, and Woods told me that Tolkien's epic work of fantasy also influenced his revision of Adventure after he ran across it on an early telecommunications network. (The pair didn't collaborate on the game, and in fact never met until after Woods finished the new version in 1975.)]

For Macadventurers who want to enter Colossal Cave, this is currently your sole entrance to that subterranean world of "walls like frozen rivers of orange stone", where the first little dwarf in interactive existence pops around a corner to chuck axes and knives at you, where the sticky-fingered Pirate (archtype of

<u>Zork</u>'s Thief) skulks in the shadows, where strange words of magic are carved into rock walls, where the spectacularly nightmarish spectacle of Breathless View awaits. This is the original "treasure hunt in a cave" game, 350 points worth, and every room is required exploring for all adventurists: a visit to Colossal Cave is more than an adventure -- it's a pilgrimage. **SA**

Computer: Macintosh (128/512K)
Skill Level: Advanced
Saves: 1
Price: $29.95
Manufacturer: L.W. James and Associates, 1525 E. County Road 58, Ft. Collins, CO 80524. phone (303) 484-5296. (Send check or phone in with VISA or MC number. 2 weeks delivery.)

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For other systems, versions of <u>Original Adventure</u> are available from:

IBM PC, AT, jr and work-alikes:
IBM, POB 1328, Boca Raton, FL 33432. (305) 998-6040

Norell Data Systems, POB 70127, 3400 Wilshire Blvd., Los Angeles, CA 90010 (213) 257-2026. $24.95. (color adapter needed)

Atari:
Lotsabytes, 15445 Ventura Blvd., Suite 10G, Sherman Oaks, CA 91413. $14.95.

Apple: Try any users group for a public domain version

Others: CPM (8" disk), DEC Rainbow, Epson QX-10, Heath/Zenith, Kaypro II, IV, and 10 Osborne, Xerox 820: Software Toolworks, 15233 Ventura Blvd., Suite 1118, Sherman Oaks, CA 91403. (213) 986-4885. $19.95

On-line: Compuserve, Delphi, and The Source all offer <u>Original Adventure</u>, and Compuserve also has the 550 point-version Woods wrote later. All are available at regular rates, no surcharges.

Sherwood Forest

I just played through a preliminary version of this classic Apple game that's being converted for the Commodore 64. It's always been among my favorite graphic adventures, and I wasn't disappointed. The problems are clear-cut; clues to their solutions are cleverly and fairly hidden both in text and illustrations. Some of the graphics weren't yet in place, but the graphics I saw were top-notch. <u>Sherwood</u> is called a Softoon because the rich color illustrations are so cartoony, like an old Rocky and Bullwinkle show. Sprites are used effectively for spot animation in a few places, and sound effects are scheduled for the final version.

The plot is simple: you, as Robin Hood, have to win the heart of Maid Marian and get her to marry you (with Friar Tuck conducting the ceremony). Little John, the Sheriff of Nottingham and other predictable characters turn up, but so do plenty of innovative predicaments. You'll only find about 50 locations, but mapping is still suggested. Disk access is remarkably fast, around five seconds. No hard copy support, and the two-word parser is getting old. <u>Sherwood</u> for the C-64 probably won't be out for a couple of months, so don't rush out to Software City. Keep it in mind, though, for it's an outstanding graphic adventure.

Computer: Commodore 64
Skill Level: Novice/Intermediate
Manufacturer: Zooom Software

Alice in Wonderland

Reviewed by Ray Hakim, with assistance from Ronald Wartow

[Yes, you guessed it. This is two-thirds of the team that brought you the <u>Phantasie</u> review last month.]

Lewis Carroll's <u>Alice in Wonderland</u> and <u>Through the Looking Glass</u> have been rewritten into <u>Alice</u>, a delightful game by the same folks who brought you <u>Below the Root</u>. In some ways the authors have captured the whimsy and imagination of the books and have made them more accessible to the pre-teen set than the books themselves. All of this is accomplished using the same eminently playable, joystick-operated menu approach carried forward from <u>Below the Root</u>. [See <u>QB</u>: April, 1985, page 4].

HARE'S LOOKING AT YOU, KID

In this game you are Alice; your world includes your sister and the Reverend Dodson and the creatures of your imagination: March Hare, Cheshire Cat, Red Queen and those others familiar from Lewis Carroll's book. As Alice you fell down a rabbit hole into a grand adventure. Everyone you meet you can interact with by using a set of predefined actions : you can ask who the character is, where the character is, and why he is doing whatever he is doing (singing, dancing, etc.). You can coax, tease, argue with the character, offer things to him or sing to him. For each approach the character has a predefined reaction. Some actions will get you clues to what to do next, or perhaps will let you learn a new song. Other actions antagonize the character who then disappears saying when he (she or it) will return to talk some more. Some characters have a puzzle for you, the solution of which is a clue to a future action. In order to help you keep track of the character's personalities, a chart is provided in the game package. You can fill out a character's likes and dislikes on the chart for later reference.

AROUND THE WORLD IN 60 DAYS

While the images of rooms and trails are colorful and full of things you can see, Alice can only examine, or pick up certain objects. In general, these objects provide clues about the game or give Alice abilities she will need. Some are "usable", others "edible" while others are "trade items" to be used with specific characters. Usually, the utility of an item is told to you by a character before you get the item.

The map itself is fairly linear. While you must explore all sidetrails there appears to be a preferred order for your actions as Alice. Unless you have the right item at the right time -- be it a key or a jar of jelly, you will not be able to proceed.

Time is of the essence. Wonderland is said to be a creation of the Red King's dream, and he will wake soon. In the game, you have about 60 days to find your way out of Wonderland. Your progress, or lack of it, is constantly available for scrutiny. There are clocks everywhere in Wonderland, which is useful if you are trying to keep appointments. Also, the statistics for your character includes a listing of how many days Alice has been adventuring.

A number of different elements keep this game interesting. The game itself is a challenge. The graphics are delightful and the accompanying tune helps keep the adventure moving.

Computer: Apple, Commodore 64
Planned Conversions: IBM PC
Skill Level: Intermediate
Price: $29.95
Manufacturer: Windham Classics
(Spinnaker)

From AdventureDisk Central............⊕

Clue books on disk? That's the latest offering from AdventureDisk, the disk-based Apple adventure newsletter. Tip Disk # 1 displays a menu that offers the first thirteen Infocom games, from Zork I to Hitchhiker. After choosing a title, you'll read an introductory summary of the game (a sort of mini-review) and scroll through a walkthrough telling step-by-step how to solve the game.

You can also get Tip Disk # 2 and # 3. The second one has solutions to Gruds in Space, Mystery House, Mystery Funhouse, Pirate Adventure, Dallas Quest, Ulysses, Mission Impossible, Pyramid of Doom, Run for It, and Castle Wolfenstein. Some, such as the latter, have "maps" that consist of symbols appearing with the onscreen text. The third Tip Disk contains walkthroughs to Mask of the Sun, all three Wizardrys, Masquerade, Alpine Encounter, Death in the Caribbean, Dark Crystal, Wizard and Princess, Blade of Blackpoole, The Quest, Softporn, and Voodoo Castle.

These walkthroughs are a big help when you're hopelessly stuck, but it these would have been more fun if they'd been done as encoded hint books that offer increasingly obvious answers and hints rather than walkthroughs in which the answers are simply spelled out. Even so, it's more fun to consult a program for help instead of thumbing through a book. (But someone could easily write a disk-based hint book using a two-word parser -- Codewriter's AdventureWriter would do the hard work. Then you could "talk" to the program, tell it your problem and get a hint, and of course, a full answer if necessary.)

The Tip Disks, however, boast practical features such as printer support for hard copy, font selection, music, and well-structured menus and methods for bouncing around the disk.

And they do furnish the answers, which is what most people are after.

A disk full of public domain adventures that includes Donald (Eamon) Brown's Starwars, the Australian Ula Tor and several other two-word parser adventures and simple role-playing games is also available for the same price as any Tip Disk -- $9.95. If you mention QuestBusters™, you can get the Game Disk and one of the Tips Disks for $9.95.

Computer: Apple (48K and up)
Planned Conversions: None
Price: $9.95
Manufacturer: AdventureDisk, POB 216, Mercer Island, WA, 98040

SWAP SHOP

I'm looking for Infocom games for CP/M 8" disk. Will buy or trade. David Aultfather, 13209 Dossau Rd., Austin, TX 78753.

Will trade most of the Infocom games (12 of the 14), all three Wizardrys, Ultima 3 and others. Send list of what you want and I'll try to fill the order. All are for Apple. Thomas Blake, 3002 Pendell Lane, Ft. Smith, Arkansas 72901.

Adventure Hotline

Speaking of all-text, Synapse says Essex will be released in late July for Apples with at least 48K: IBM PC, AT, jr and compatibles (128K minimum, version 1.1 or later of PC- or MS-DOS); C-64; and Atari 400, 800, XL and 130XE (requires 48K minimum and two drives). Mac versions are "still in testing." It's their second Electronic Novel, first science fiction. June 15 for C-64 Mindwheel.

Other companies doing adventures for the Atari ST: Infocom, Spinnaker, Priority. No firm word on who'll do what for the Amiga.

Pyramid of Peril is a new Macintosh role-playing game we'll cover next month. From the people who did MacChallenger.

The C-64 conversion of Gateway, mentioned last issue, won't be out for a long time. First the program has to be translated into C. Then Gateway and Forbidden Quest will be available for Commodore gamers.

Activision previewed a graphic adventure called Hacker at CES in Chicago, where Electronic Arts announced they'd just picked up Wilderness from another company. It's a survival trek in the mountains, with 3-d graphics thanks to "Panagraphics," so you can can turn a full 360 degrees and view the scenery; you can also map your route with dynamically-changing topographical maps. Sounds good; let's see it. Adventure Construction Set is now out for the Apple II. It's supposed to run "significantly faster" due to "larger memory and a faster rapid central processor." I wonder what the animation and sound will be like? They've also got what's billed as an "interstellar strategy adventure." (What the flying grudnik is that?) It's called Reach for the Stars, from the Australian publisher Strategic Studies Group, whose Roger Keating and Ian Trout designed the war game Carriers at Sea.

Epyx is planning a Temple of Apshai Trilogy package for the C-64 in July. Sounds like that would be the original Temple of Apshai, Revenge of the Temple of Apshai, and Temple of Apshai visits the Planet of the Apes.)It's really more likely to consist of Temple, Upper Reaches of Apshai, and Curse of Ra.)

The Winner:

Gayle Ann Stafford, who said the worst adventure game was Temple of Apshai "because it's dull and boring," won a copy of RingQuest in the June contest. To enter the July contest, send in a postcard with the name of your favorite adventure game character -- Floyd, Paco, whoever. Random drawing determines winner. Deadline July 20, 1985.

🚶 Waiting for Duffy

Send in your problems...he'll be right back.

Need help with PC jr version of Ultima III. Bud Ferrikeen, 2331 Bammelwood Dr., #105, Houston, TX 77014.

In Amazon, I need all the help I can get. Will pay for answers. Can help with Planetfall, Deadline, Seastalker, Cutthroats and Serpent's Star. John Lema, 431 Alphabet St., Holbrook, NY 11741.

I'm a new adventurer looking for help on Seastalker and Asylum. Have a C-64. Chris Raudonis, 45 Pelham Rd., Hudson, NH 03051.

How do you solve the final 1-person maze in Expedition Amazon? Gayle Ann Stanford, 3281 Foxgate Dr., Memphis, TN 38115.

How do you get the last 50 points in Hitchhiker? I'm desperate!! P.S. I can help people on Sorcerer, Planetfall, Witness and some non-Infocom games. Mark Fujimoto, 1646 Komo Mai Dr., Pearl City, HI 96782.

I would like to know the correct combination of the last doors in the expert mode of Amazon. Also, I can help anyone with Mask of the Sun or Dark Crystal. Stanford Lin, 1702 Aftonshire Dr., Greensboro, NC 27410.

Can help with Enchanter, Zork & Original Adventure for $5 + map. Need clue on Ice Maze in new Adventure. Am looking for CP/M Infocom games for 8.5" disk. D. Aultfather, 13209 Dossau Rd., Austin, TX 78753.

In Enchanter, how do you: find where Krill lives; examine translucent walls in dungeon; follow that crazy map? Mark Curtis, 3917 Shenandoah Dr., Oceanside, CA 92056.

Free Games!

Every issue of QuestBusters™ features a contest in which you have a chance to win a new adventure game.

Free Ads!

The Swap Shop section is the perfect place to trade or sell your old adventures.

Next Issue:

Look for reviews of some games promised for this issue: Essex, Synapse's Electronic Novel, their first science fiction. Crimson Crown: Transylvania II and another sequel, Sierra's King's Quest II will finally be covered. Then there's Wilderness, and maybe some of the Origin games . . . MacUltima III, at least. And Pyramids of Peril for the Mac. Inca and The Holy Grail and Starman Jones are also possibilities. Perhaps Return of Werdna.

In the event that any other adventure games should inadvertently be released on schedule, they will certainly be reviewed next month -- and probably will be awarded some sort of certificate for such an accomplishment.