# Sinbad & the Throne of the Falcon

Another of Master Design's "Interactive Movies," *Sinbad* combines character interaction-oriented role-playing, war-gaming strategy and arcade action in a seagoing quest loosely adapted from the Arabian Nights tale. While you must succeed at all elements to emerge victorious, finding and talking with other characters is your main activity—so adventurers will find Sinbad more appealing than *Defender of the Crown*, *King of Chicago* and other Cinemaware titles.

The story begins when you, Sinbad the Sailor, are called to the city of Damaron by the Princess Sylphani. Her father the Caliph has been turned into a falcon by an unknown conjurer, and your main goal is to find a way to restore him to human form. An aging potentate, he was on the verge of naming a successor when the fowl deed was done; Sylphani's brother Prince Harun was the likely choice, but the Caliph's previous wife wants her son, Jamoul the Butcher, on the throne. The Black Prince Camaral is also out to take over the city and slay you in the process, so you have to watch your back every step of the way.

For your first clues to the cause and cure of the Caliph's constant cawing you must converse with Harun and Sylphani, who join you on the ship. Other characters turn up when you visit the right places, and their presence is announced upon your arrival. Fingers need never touch keyboard, for all interaction is handled by pulling down a "Talk to" menu and choosing a name. The person appears in a suitable location, such as the palace or a market, and greets you with dialogue that fills cartoon-style balloons. Sylphani begins by saying, "I'm so frightened," to which you may answer "Don't be foolish," "That's only natural," or one of two other replies. Her next bit of dialogue depends on your statement or question, then you choose another, usually from a fresh list of possible remarks. You can ask two to five or more questions in each
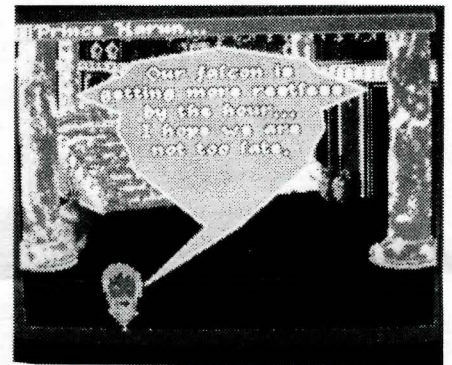
interchange before the person gets tired of gabbing, but you can usually talk to the same one again.

Only through trial and error is it possible to determine the most profitable line of questioning, which varies with each person. Other characters who will help if properly approached include a Gypsy, a Genie, a Shaman and the

Roadwar Europa

By William Carte

Remember your reward for completing *Roadwar*? That's right, you were made President of the United States. In the sequel, it seems you've served an unprecedented five terms in office before the public cried out for a new leader, one who supports peaceful solutions to world problems. You, of course, gracefully resigned from office and withdrew into a secret place of hiding.

A year has passed peacefully, but all is not well. Terrorists have placed bombs in major European cities and are threatening to destroy all of Europe unless the United Nations agrees to meet the demands of the terrorist leader, Wunatolah Toumeini. Just as the U.N. is ready to give in, you (the hero!?), appear and offer your services to search Europe, find and disable the bombs and deal personally with Toumeini.

So begins *Roadwar Europa*. As in *Roadwar 2000*, you control a gang of warriors who must find supplies, vehicles and new crewmembers while working to complete a mission that mixes role-playing with war-gaming. Unlike *2000*, the setting is Europe instead of the good old USA. A few changes have been made in the game. Instead of starting from scratch or transferring in an existing *2000* gang, you can now create your new gang. In doing so you pick the number of armsmasters, bodyguards and so on within certain limits imposed by the program. You also get to select your initial supplies and vehicles. The first set of vehicles can even be modified before hitting the road, which is a real help.

The command structure is identical to that of the original game, which is fine, since it's a good one. Recall how *2000* divided the USA into different regions and assigned you the short-term goal of conquering states to control specific regions? Well, *Europa* has no regions, just cities that are listed alphabetically in the reference manual. This is a boon for anyone who flunked international geography. The combat system remains the same, offering a choice of quick resolution that's presented in scrolling text, or tactical battles that employ semi-animated
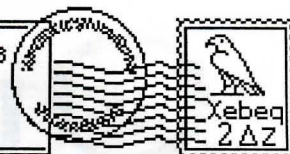
Lots of New Games

Sir-Tech's IBM role-playing game *Seven Spirits of Ra* is out. So is *2400 A.D* from Origin. PolarWare's latest graphic game, *Talisman*, calls for 128K on the Apple. Commonwealth Software (317-786-6983) has released the second title in their *Bronze Dragon* series of text-based role-playing games for Apple. Called *Dragonside II: The Twisted Sphere*, it contains 10 new plots (one a murder mystery), a fully interactive pub and 200 new monsters. A sequel to *Seekers of the Storm*, as well as further enhancements to the game system, are planned. Mindscape is handling Chris Crawford's *Trust and Betrayal: The Legacy of Siboot*, which though it features character interaction may or may not be an adventure.

And Conversions

Legacy of the Ancients is out for the Apple (runs in e mode on the IIGS) for $39.95. An Amiga *Destiny Knight* should be ready by Christmas. *Reach for the Stars* is being turned into a Macintosh title by Strategic Studies Group, who are also working on their first fantasy role-playing game. An Amiga *Leisure Suit Larry* is cruising the streets of Las Vegas and other cities across the land. *Might and Magic* should be available for IBM and C 64 any day now. An ST *Bard's Tale* has been released. IBM versions of *Ultima I* and *IV* have been announced as shipping. Both support 16-color Tandy, CGA, EGA, come on a 5.25" disk (also 3.5" by Christmas) and require 256K. The Amiga *Lurking Horror* features Infocom's first sound effects. *Phantasie II* is out for the Atari 8-bit, and *Wizard's Crown* for ST. (Look for conversion reviews of these titles in coming issues.)

IV and V

Sir-Tech and Origin Systems project the same release date for *Wizardry IV* and *Ultima V*—mid-November. (Apparently they're competing to see who can release their game *last*.) The C 64 *Ultima V* is scheduled for a pre-Christmas release. We're still accepting advance orders for Apple versions both games ($44.95 each, plus $2 shipping).

Origin & EA Call it Quits

In a joint press release, Electronic Arts and Origin Systems officially announced the termination of their agreement under which EA distributed Origin's games. Reason stated: "Differences with respect to product development issues" (probably related to EA's new emphasis on role-playing games and large number of titles). Broderbund now distributes Origin's fare.

In the Offing

Spectrum Holobyte is doing a graphic series called *Questmaster*.
The latest scoop is that Telarium's *The Scoop*, an Agathie Christie mystery, will finally be released in January. Cinemaware plans a game based on the science fiction serials of the 1930's. *Might and Magic* is planned for Mac, Amiga, ST and IIGS. *Bard's Tale III* will reportedly include auto-mapping; look for the first version (Apple) by Christmas. Simon & Schuster's third *Star Trek* adventure, *Rebel Universe*, will be a graphics game rather than all-text. EA's C 64 conversion of *Starflight* is well underway, but don't look for it until early next year. Eventually it will be available for most systems.

You're Busted, Pal!

If the FBI nails your character the minute he enters the maze in *Alternate Reality: The Dungeon*, send that disk back to Intellicreations or return it to your dealer. The first batch of Atari 8-bit programs were defective. Most were recalled in time, but a few slipped onto the market.

New $$ for ACS

Latest prices for *Adventure Construction Set* are $14.95 for Apple and C 64 version, $19.95 for Amiga. The IBM version is reviewed on page four.

No More Books

The Book of Adventure I and *II* is completely out of print and no longer available through *QB*. Refunds have been sent to everyone; if you haven't received your book or check, write today.

Firebird's Fiasco

According to the press release, the "hallmark" of Firebird's mid-range line of software are "high-quality 'video-style' storage cases." Whatever happened to high quality software as a hallmark? The first ones, *Jewels of Darkness* and *Silicon Dreams*, are three-game packages of poorly illustrated graphic adventures. And the graphic version of *Original Adventure* doesn't even credit authors William Crowther and Don Woods, just some British programmers. More on this in next month's less than favorable reviews.

Contest Winners

This month's Keys to the Kingdoms winner is Michael Esposito, who'll get the game of his choice. For his *Labyrinth* walkthrough, Jerry Datillo got *Ultima IV*, and Brian Smith got *Guild of Thieves* for *Goldfinger*.

Dear QuestBusters:
When you expand to 16 pages, exactly what will the extra pages contain? Maps? New columns?
Bob Bowen

With so many new games being released for Christmas, the December (our first 16-pager) and January issues will be chockfull of reviews. Then you can start looking for more features, starting with guidelines of game-solving, combat and magic, mapping and so on. We'll be able to do more solutions for role-playing games, which take up a lot more space than text adventure solutions and usually require some maps. A regular column about on-line adventuring is another idea, though there may not be enough material to run it in every issue. Interviews are another item you'll see more frequently in the inventory. The Keys to the Kingdoms section may be expanded to a full page, and we'll devote a regular section to conversion reviews when there are enough of them, instead of just scattering them throughout the journal. Reports from the Consumer Electronics Show and other trade shows will start showing up here. Other aspects of adventuring, such as play-by-mail and non-computer RPGs will get some attention, since a survey indicates many readers are interested in these subjects. And you can count on seeing advertising on one of the new pages. These are just some of the ideas, however, and a lot depends of what the mail indicates people want to see. We'll also be running a reader survey soon.

QuestBusters: The Early Years

This is our third anniversary issue, a fitting time to thank everyone who helped make it possible and also to answer some of your oft-asked questions. The idea for *QuestBusters* came to me during the Final Days at *Computer Games* magazine in New York, where I was managing editor (of the magazine, not the city). I always covered the adventure games, because editor Dan Gutman threw up whenever a program told him to make a character disk, or that he didn't need the word "whatever" to complete the game.

The name, incidentally, was coined by Gutman, who now does a syndicated newspaper column on computing (if it's not in your local paper, call the editor and *demand* it), was my coauthor on *The Greatest Games* (Compute Books), and whose most recent contribution to Western civilization is the book, *I Didn't Know You Could Do THAT With a Computer*. (Otherwise *QB* would be saddled with the name *Parser*, not too applicable to role-playing games.) The Mac came out about that time, and I realized it would immensely simplify the production of a newsletter—and because adventuring was my life, I started *QB* a few months after moving to the Land of a Thousand Cheesesteaks. First I sent a subscription offer to everyone on the secret list I had been keeping of all the people who had written to *CG* with questions and comments about adventures. (Pretty clever, eh, Dan?) The rest was history.

Or was after about two years, since *QB* didn't really take off until Dave Koch (now at Activision) agreed to put subscription cards in appropriate games from Electronic Arts. That led to similar arrangements with Origin Systems, Polar-Ware, Strategic Simulations, Sir-Tech, Sierra, Infocom, New World Computing, and Firebird. Thanks to Dave and everyone at those companies, *QB* now reaches over 3,000 adventurers monthly, many of whom have been with us for years. To celebrate, everyone who subscribed to the first issue (November, 1984) has had their sub extended free for a full year. Besides the USA and Canada, *QB* now goes to Singapore, Kuwait and a dozen other countries around the world. It's keeping me so busy now that I've had to give up all my freelance work except for monthly columns in *Family Computing* and *Commodore Magazine*.

I also want to thank all our Contributing Editors, especially the first one, Ron Wartow, who recently left to work with Sir-Tech—and may return if he ever finds his way out of that maze. (Thanks to Ron's observation, our tag line shifted from "Adventurers' Newsletter" to full-fledged "Journal" with this year's March issue.) For a long time I reviewed everything. With a band of dedicated adventurer-reviewers, the result is much more in-depth coverage and more meaningful conclusions. Some reviewers actually complete the game before writing it up, which is practically unheard of in computer magazines (*MacUser*, until recently, being the sole exception). And a tip of the helm to everyone in the Quest-Busters Guild for providing the walkthroughs. Let's not overlook Sabona London, our former Feng-shui Consultant, who has since migrated to another dimension. (She hasn't been replaced, because it's *impossible* to find a good Feng-Shui person these days.)

If you've been with us for a few years (or bought any back issues from 1984-85) you know how much *QB* has evolved. In December we'll expand to 16 pages. Rather than raise sub rates to cover the extra printing and postage, we'll begin mailing *QB* third class. But you should still get it about the same time, because the production schedules will be pushed back a few weeks.

A couple of answers to common questions: Reviewer Stephen King is not the one who writes those books. (The one who writes the books is too busy editing the Swap Shop column.) Any review or story without a by-line was written by Editor/GuildMaster Shay Addams. Letters are rarely answered unless accompanied by self-addressed, stamped envelope. Games and other goods are no longer sold to overseas addresses (or people) because so many got lost between here and Katmandu. Feel free to send in "Keys to the Kingdoms" clues for any game; don't send in a walkthru without checking first to make sure it's not already assigned or completed but not yet printed. My favorite part of editing *QB*, aside from playing all the games, is choosing the graphic on the outside cover and devising a suitable punishment for anyone who copies the Journal without permission.

In closing, I especially want to thank you, the subscribers, without whom none of this would have happened or could continue to evolve into the Nineties as we, the Adventurers of the Fifth World, ultimately assume responsibility for this quadrant of the space-time continuum. (Huh?) And finally, I want to thank all the little people who helped make this possible—those dwarves and hobbits and elves who so meticulously proofread each issue.

Shay Addams

Knight Orc

Is role reversal the next big trend? In *Wizardry IV* you'll be the evil wizard Werdna, and this British import casts you as the foulest fiend of the lower life forms—an orc! Dubbed "Sir Orc" by the humans who captured and tied you to a horse, your real name is Grindleguts. Before you can gobble down a spider, the humans slap the horse and send you reeling into the local arena to joust against a knight. After a sudden defeat, you come to your senses in decidedly unfriendly territory from which you must escape before the locals catch and kill you.
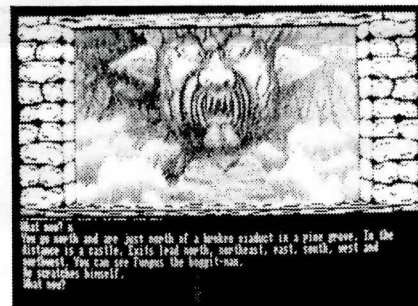
Amiga version

This scenario is the first of three that comprise a 1,000 point adventure. Called "Loosed Orc," it is completed by crossing a chasm to reach Orc Mountain. Two more sections, "A Kind of Magic" and "Hordes of the Mountain King," begin there. You can wander back and forth between these parts of the game, which was designed and programmed by Level 9 (one of England's veteran adventure outfits), published by Rainbird, and distributed here by Firebird.

Veteran Zorkers will revel at the clever digs at *Zork* and adventuring in general. There's a trophy case in the hermit's cave, for example—but watch his reaction when you give him something to put in it. And if frustrated you can always give a yell. *M.U.D.* (Multi-User Dungeon, the on-line

Nord and Bert
Couldn't Make Head or Tail of it

By William Carte

Once again Infocom has broken new ground: Written by *Ballyhoo* author Jeff O'Neill, *Nord and Bert* introduces many changes to the traditional text adventure. First of all, it's not really an adventure game but more of a word game. The program consists of eight mini-stories for you to complete by using homonyms (words spelled and pronounced alike but with different meanings), spoonerisms (when you transpose word sounds, such as "lunching mobsters" and "munching lobsters") and limericks. With titles like "Act the Part" and "Buy the Farm," each story is completely independent of the others, and they may be played in any order with one exception: You must complete the first seven stories before you can do the eighth one.

In another innovation, the game requires no mapping! In fact, it is impossible to map. Commands like east, west, up and down are no longer used. An information bar at the top of the screen shows your current location and where you can go from there. If you're in the living room, for instance, it says you can enter the kitchen, basement or bathroom. To do so you just type in the name of the desired location.

Finally, this is the first Infocom game with built-in Invisi-Clues. Type "hint" and you'll see a new menu pertaining to the current game. Point to the word you're stuck on, and the clues you would normally mark off with a pen are revealed one at a time. Yes, *Nord and Bert* is definitely different. Unfortunately, different doesn't necessarily mean good.

I used to think Infocom could not make a bad game. That was before *A Mind Forever Voyaging* came along. Since then, all their games have been very good ones. I suppose I have come to expect excellence from every new Infocom product. But I'm sorry to say *Nord and Bert* was quite a disappointment.

For one thing, I enjoy mapping. I realize I'm in the minority on this, but for me half the fun is mapping a new game, finding secret doors and locations. I really missed that in *Nord and Bert*. That's just a minor complaint, though, since most of you will enjoy *not* having to map it.

No, the game's major flaw is that most of the puzzles make no sense. You see a grindstone, for example, and must type "put my nose to the grindstone" to receive

a point. In another instance you see a sponge on the floor and your brother raiding the ice box. To get a point, you have to call your brother a sponge. When you see a book of riddles and a pile of burning foam, you must "riddle while foam burns." These examples are actually easy compared to others in the program. Perhaps the worst is a large rat and a nun's habit, when you must "pull rabbit out of the hat."

Another problem is that in many cases these things serve no purpose at all other than to award a point. Because of this, it is possible to finish each story with a less than perfect score. In all fairness, I should point out that the first game, "Shopping Bizarre," is a pretty good one. It deals with homonyms and actually has some "normal" puzzles to solve. Dracula has bad breath, for instance. There is mince on one shelf, so you can say "mints" and the mince is transformed into mints and...well, I think you get the picture.

Another major disappointment with *Nord and Bert* is that the program is copy-protected. Unlike other Infocom products, there is no protection scheme built into the packaging. Instead, they put protection on side two of the game disk. Let's hope this doesn't become standard policy. The documentation is good, though one part of the Infocom manual that I particularly like has been removed from their games, starting with *Lurking Horror*. That is the section showing a list of "some recognized verbs." I had come to rely heavily on this section and now miss it.

Conclusions: When Activision purchased Infocom there was some speculation that an increase in the quantity of games would mean a decrease in quality. This fear was put to rest with *Stationfall* and *Lurking Horror* but is likely to be rekindled by *Nord and Bert*. The bottom line is that I have to force myself away from the computer with most Infocom games, but had to force myself *to* the computer to play *Nord and Bert*.

On a scale of one to ten I give this game a six, only because of the new ground broken by the program. If you have a great vocabulary (or enjoy reading *Webster's Dictionary*) and like limericks and word-play, you may enjoy *Nord and Bert*. [As someone else phrased it, this game is for "word nerds."] True adventure gamers will probably be disappointed. One final warning: Be prepared to use the

built-in clues!

System: IBM, Apple, ST, C 64/128, Amiga
**Skill Level:** Intermediate
Price: $34.95, C-128; $39.95, others
Company: Infocom

IBM Conversions
Bard's Tale & ACS

The Bard is back—and the IBM incarnation comes with three different sets of bit-mapped graphics (one reason for the long wait). A setup menu lets you choose from four display modes: composite/TV, RGB, EGA or Tandy with RGB. It didn't look as sharp as the Amiga version (this review was done on the Tandy, as are all our IBM reviews), but the art work is intricately detailed and colorful, and the spot animation crisp, smooth and often startling. It can easily be moved to a hard disk.
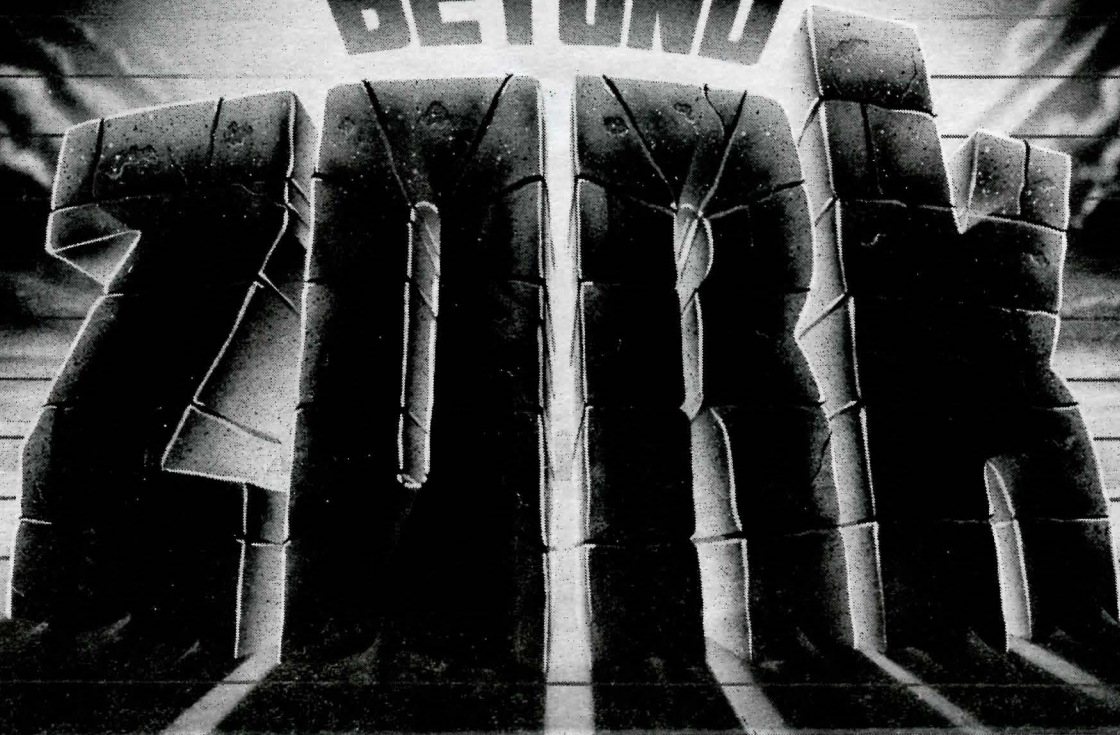
You'll hear the usual flutes and toots for
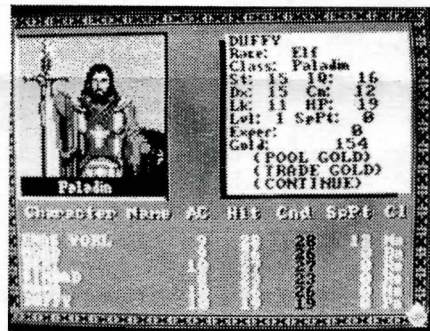
music, and I missed the Gregorian chants sung by the Temple priests in the Amiga version. Each Temple has a unique name, however, such as Thief Temple and Greatest Gods. Even though mouse and joystick control are supported, you still have to look up spell names in the book and type them in (the Amiga version lets you cast spells by picking from an on-screen list with the mouse). A command may also be executed by typing the first letter of its name. The label says it's compatible with the AT, XT, PC, Compaq and the Tandy 1000 and 3000; you'll need DOS 2.0 or higher, CGA/EGA, 256K, at least one 5 1/4" drive and a color monitor. (For a feature review of *Bard's Tale*, see the January, 1986, issue.)

Adventure Construction Set is also out there for the IBM XT, PC and Tandy 1000. A PC requires 256K, at least one

Walkthroughs: Labyrinth & Goldfinger

Labyrinth
By Jerry Datillo

The Theatre
Go north. Give pkemgn. Go home. Take ecoeqtfgt. Go outside. Go south. Go west. Go theatre. Give dollars. Go theatre. Go north. Give dollar. Take. Go south. Go south. Look. eqprnckp.

The Movie Begins
Walk in the front door.

The Labyrinth
Walk right, ignoring the Hoggle, until you see the log. Take it and enter the wall wherever you see ytkvkpi.

The Brick Hallway
prgp all eqqtu in each of the three halls, picking up crystals balls you find on the way. To reach next level, go through second door from right in hall guarded by troll.

Alph and Ralph
The first time you get here open the two doors and enter the one that says "This Way to Castle." If you unintentionally return later on, ask Alph or Ralph which door to take. Neither will give a straight answer unless all the Brick Hallway fqqtu are qrgp. If you arrive here without opening all the doors, go left or right to return to the Brick Hallway.

Wall of Hands
This is found only in the C 64 version. Say eqpitcvwncvg ycnn.

The Stone Corridor
Go east and take the first door past the peach. Take the crystal, go east and take the shears. Go west and up the ladder to the next section.

The Hedge Maze
Take the crystal and enter the far left door to arrive at the bracelet. Take it if possible, but the Goblin protects it well. Once you have it, go to the closed hedge door in the center of the same corridor (the one where you found the bracelet). wug ujgctu and enter the door.

The Wise Man's Garden
"Ask Wise Man" and he'll answer with a riddle whose answer will tell you how to exit the garden. Usually a sequence of three or more doors is involved. The riddle is chosen randomly and most are easy. Save the game when you arrive. If you can't figure out the riddle, keep loading the saved game until he asks one you can figure out. One is "The only way out is all that is left," which means go through all three doors on the left side. Another is "If you go left first, you'll know the bloomin' way out," which means go through the far left door, then left through the one with flowers beside it.

The Hedge Maze
wug ujgctu to open the second closed hedge door on the right, a long walk. Note which door you have opened, for you'll need to reenter it later. Enter the door.

The Forest
Go through the forest "doors" twice.

The Bog of Eternal Stench
Walk left.

The Persecution of Ludo
To free Ludo from the two Goblin guards you must trick them into falling into trap doors that are triggered by walking over the colored squares. Each time you step on one it changes colors. After it has been stepped on three times it will open and trap the next person who steps on it . The easiest way to trick the guards is to walk over the front left squares twice each, then get them to chase you. This takes patience, but they'll come to you eventually. When you've trapped them, wug ujgctu to free Ludo.

The Hedge Maze
ecnn nwfq. When he shows up, say ecnn tqent. When they roll in, wug ecoeqtfgt. You've made a nwf xkegq. Now vcmg tqent three times, until you've got nine. Go right and reenter the hedge door you cut open.

The Forest
ecnn hktgz. When he arrives, hkwg ecoeqtfgt. He will offer you a piece of his mind. Take it. Call him again, and take again to get his arm. Repeat this and you'll get his leg. Go through the forest doors twice.

The Bog of Eternal Stench
Drop all nine tqent into the bog. use ngi. Cross the bridge as fast as possible.

The Goblin Village
A good place to save. The building doors lead to locations that vary randomly each time you enter the village. You must keep trying until you find one that take you to the Castle of the Goblin King, while avoiding the Goblin guards.

Castle of the Goblin King
This is an arcade game in which you must throw rocs at the guards and knock them all down. First call ludo. Then call rocks. Then take. Repeat the last two commands until you have nine rocks. The closer you stand to the castle, the higher the rocks will go. It's fairly easy to detect patterns in the guards' movements of one set of guards that will tell you when to throw. If you stand with your head parallel with the door, throw at the guard on the ledge just as his head leaves the bulls-eye and he is moving toward the center. (He must be hit five times.) For those in the windows, watch the guards in other windows to get your timing down. After all the guards are finished, hit the two bulls-eyes. In the C 64 version, hit them till they turn black; in the Apple game they turn white. Now go to the chain on the right side of the door and utg cto to open the door. Enter.

The Underground
You've got to be fast here. When the streetsweeper comes down the hall, etqr nqi and run in the opposite direction. When the streetsweeper runs over it, the nqi turns into a rncpm. Wait till the streetsweeper moves in the other direction, then get the rncpm and run into the nearest open door. Run through a few more doors and arrive at:

The Door Knockers
Go to the left door and vamg to get the mgz. At the right door, jkv mpqemgt. When the knocker starts talking, kpugtv dtcegngv.

Secret Corridor
Go straight back through the first door, then walk right—staying close to the wall—and kpugtv rmcpm just past the next door. When the word rmcpm vanishes from the vocabulary list, go right until you see the iron door that pops out of the floor. kpugtv mgz and enter.

Upside Down Room
Here you will find Jareth the Goblin King, in a strange room with stairs and corridors that have different relationships to up and down. You have to hit Jareth by throwing one of your crystal balls at him, which is easy if you position yourself on the same plane and just behind him. An easy way to do so is to follow him through a door.

The Final Confrontation
aqw jcxg pq rqygt qxgt og.

Goldfinger
By Brian Smith

Chase Scene
[S-Curve] Open ctotguv. W. [Hairpin] Push yjkvg dwvvqp. N. N. [North Pass] Push itcz dwvvqp. E. [Sharp Curve] Push dmcem dwvvqp.

Steep Road and Lookout
Open door. Get out. N. W. S. [Lookout] Look at iwctftckn ectghwnnz. rwnn ecdng. D. D. E.

Back Alley to the Roof
Look in window. E. U. W. [Western End of Roof] Look in skylight. E. S. [Goldfinger's Roof] Open trap door. Look in trap door. D.

Office
Take kpiqv. Open fgum. Take rncpt. Look at rncpt ectghwnnz. Put rncpt in fgum. Close fgum. Look at rncswg ectghwnnz. Take dcnn. Put dcnn in hole. Take dcnn. Put dcnn on rncswg. E.

Narrow Corridor
Take lighter. Light lighter. Look. Open bunker door. Turn off lighter. Put lighter in pocket. E.

Bunker
Close bunker door. Look at picture frame ectghwnnz. Type oz iqnfgp iktnu. Take letter. Read letter. Put letter in safe. Close safe. Type qrgp fqqt. N.

Stone Steps to Kentucky
Close steel door. U. [Top of Stairs] Open manhole cover. U. E. S. [Steep Road] Get in. S. S. S. S. [Airport] Open door. Get out. Wear dcfig. S.

Gold Gate to Barn
Do you have an kpiqv. N. E. [Side Yard] Open door. E.

Barn
Get in. Get out. hnkr Pussy. dnqem kick. hnkr Pussy. mkuu Pussy. Pussy, tell me about Goldfinger. Pussy, tell me about itcpf unco. W. W. W.

Corner to the Control Room
Look in window. Wait (until Goldfinger finishes his speech and leaves). E. N. N. N. [Tunnel] Open door.

Control Room and Barn
fwem. Flip black switch. U. [Barn] Get in.

Inside Helicopter
mkem Goldfinger. hmkr Goldfinger. Open device. Look at device ectghwnnz. Take dcfig. Put dcfig in device.

Roadwar Europa

vehicles and may last 30 minutes or longer. (For an in-depth look at the gaming system, see the review in the October, 1986, issue.)

Roadwar 2000 was a very good game, one of my favorites. But there were things I felt should have been changed in the sequel. While a few of them were taken

care of by author Jeff Johnson, the major ones were not addressed. Once you discover who controls a city, for example, you have to wait and wait and wait for them to attack so you can beat them and finally take over the town. This requires
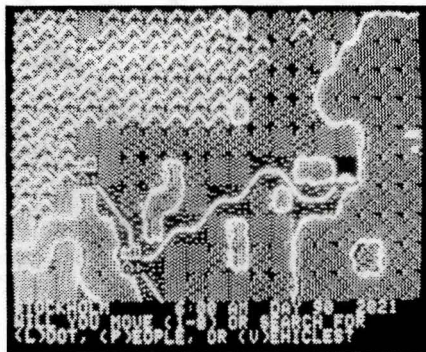
Apple version

from four to twelve such victories, which entails a lot of waiting between battles—so a command for calling out the enemy is definitely in order and could shave many hours off the time needed to complete the game. In *2000* you had to search a city many times in order to find a scientist who might be hiding there. It seemed to me that if a scientist were present he should show himself the first time you search. Likewise for bombs in this scenario.
Conclusions: This is still a good game, one that veterans of the first one will probably enjoy just as much. But it could have been a great game if SSI had listened to its customers (I know I complained) and made a couple of changes.

System: Apple, C 64, ST, Amiga
Conversions Planned: IBM (Dec)
Skill Level: Intermediate
Price: $39.95, AP & C; $44.95, others
Company: Strategic Simulations

Amiga Conversion
Phantasie III

SSI's Apple and C 64 games have never excelled graphically, and the interfaces are not the most gamer-friendly—but their Amiga software truly shines in both respects. The Amiga *Phantasie III* unveils an amazingly illustrated landscape whose towns are illustrated with full-screen pictures (though the same one is used for each town). The Wilderness area scrolls when you hit the edge of the screen instead of appearing one section at a time. In combat your characters and the monsters are full-figured, precision-detailed and well-animated. An ornate cross-shaped tombstone replaces his figure when a character dies. Sound effects include the whooshing of swords and music that accompanies spellcasting.

IBM Bard

5 1/4" drive and CGA. Joe Ybarra, a Vice President of EA's Interactive Stories Divisions, calls the IBM "...an even better home for *ACS*...its processing power speeds up the construction process and the play speed of the adventure." Another reason is that it supports a hard disk (copy protection was removed). Instead of wielding a joystick or mouse as in other versions, you punch cursor keys to navigate the program's many menus. All eight adventures from the original Apple program are included, but Ken St. Andre's *Galactic Agent* is still only part of the Amiga *ACS*. Requirements are 256K and CGA, and it costs $14.95. (For a feature review of *ACS*, see the February, 1985, issue.)
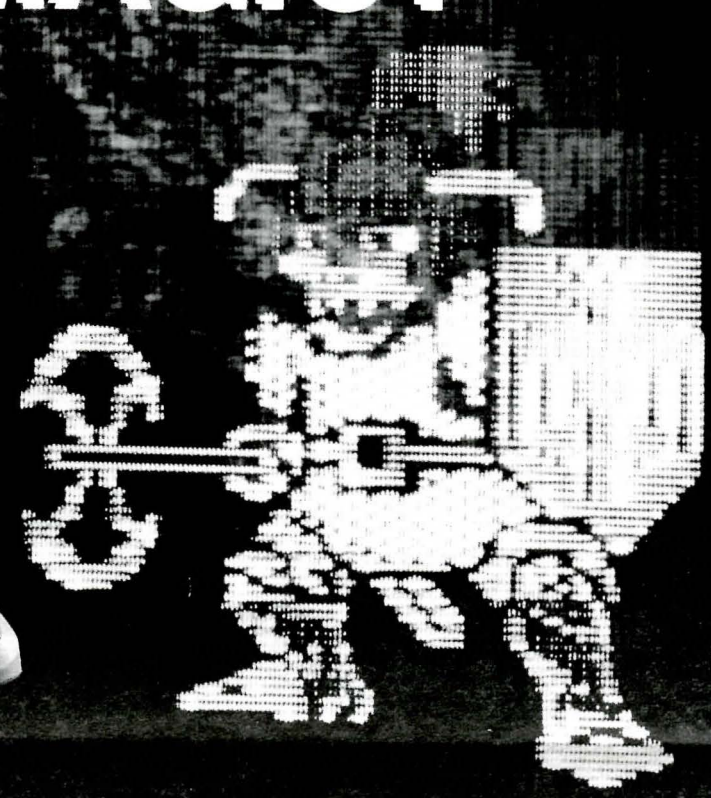   *Ultima IV* has finally, actually, been released for the IBM, but review copies didn't arrive in time for this issue. (This is, however, the fourth time we've reported the release of *Ultima IV* for the IBM.) The IBM *Ultima I* is shipping at the same time.

There are lots of improvements to the interface, and some annoying things about the game design were addressed. You can use the keyboard or a mouse and pull-down menus for actions in any
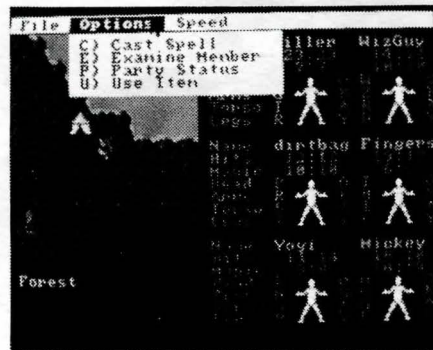
phase of the action. A new layout is employed for character stats during combat. The display seen during the distribution routine tells you if a person is already carrying his limit of nine items, rather than waiting until you try to give him another one. The program is super-fast in all respects and allows you to save the status of several dungeons instead of just one. It's much more fun to play than previous versions. That's often the case with the ST, Amiga and IBM conversions, but then again, you also have to wait six months to a year (or two!) for them. (For details on the plot and combat system of *Phantasie III*, see Charles Don Hall's review in the June, 1987, issue.)

Sinbad

Caliph's wife. Most can only tell you where to find specific people or things, while Libitina also offers power. She might ask you to join her side in the palace intrigues, and you can try to get her to join your quest.

A "Move to" menu facilitates sailing to other cities or seas; only the nearest ones appear on the list, which is updated after each move. Before doing so, it is advisable to look over the unique aerial view map by picking "The World" from the "Show me" menu. The entire surface of the game world is shown on one sprawling map, its continents and islands lapped by animated waves. No place names or cities are visible until you push a mouse button to produce a looking glass that magnifies any area it's held over. This is a marvelous technique that shows what creative designers can do with an old idea.

An animated picture of your ship appears as you set sail for the sea, and strategy decisions enter the picture upon landing. How many of your 40-man crew should stay to guard the ship, and how many will accompany you ashore to defend your party? Some crewmembers will get killed along the way, but you get to recruit more when you return to the ship and prepare to sail. Reminiscent of the same process in *Roadwar 2000*, this is done by sending out volunteers to search for potential recruits.

The main strategy phase consists of defending Damaron from the Black Prince's invading armies; this phase is all mouse-controlled. By choosing "Show Me...The City," you'll see a map of the land and sea surrounding the area, covered with a hexoganal grid and your troops. Move the cursor over a troop counter to learn the number of soldiers and their mobility rating before deciding where to move them. The latter is all done with the mouse, and the units move when you're off doing something else and time is passing. You can switch to this war game at any time and must check in often, for it is an ongoing campaign. The key to victory here is control and effective use of six supply center hexes that provide reinforcements for units stationed there.

Intermittently you'll pick up the joystick to fight the Black Prince, Jamoul, the Cyclops or a winged monster that alerts the Black Prince of your location. Swordfighting is less complex than in *Moebius*, with only four commands from which to choose. A strength bar shows each swordfighter's life force, and you can flee if in danger. You won't die the first few times you lose or flee, but some of your crew or party will—and eventually you'll join them. In another confrontation you'll wield a sling against Cyclops, and when caught in an earthquake you've got to

yank the joystick to dodge falling boulders and leap to higher ledges of land, or get knocked deeper into a chasm. Bright red blood really flies in a swordfight, and these arcade sequences are the best illustrated aspects of the game. (In other other areas it falls short of the high water mark established with the graphics in *Defender of the Crown*.) The decision to require a joystick here was a sound one, since mouse action is a joke in arcade games.

At the end of the game you are rated from 1-100, and a time limit keeps you on your toes while playing. By selecting "Show Me...The Time," you can see how much is left by watching sand trickle down through an hour glass. When it's all gone, so are the Caliph's chances of becoming human again and any hope of saving Damaron. Each game is different, for certain items required to save the Caliph vary, and characters move about independently.

The Sounds of Sinbad

The catchy sound track is well-performed, and sound effects include grunts and swords clanging. Most of the time you hear a whirling dervish tune, with lively flutes, but the music and background shift with the introduction of new scenes and characters. Music may be switched off by clicking on a tiny box in the corner, and you can even do so during disk access. Access time is minimal, unless you've got a single drive (it's a two-disk program). You save one game in progress, a significant feature that would have improved *King of Chicago* and *Defender of the Crown*.

The C 64 version may be out by now and is supposed to have better graphics and a different interface.

Conclusions: For adventurers this is Master Design's top attraction. The various non-adventure elements are well-balanced and enhance rather than detract from the quest, and the graphics and character interaction make the story come alive on the screen. Recommended.

System: Amiga (512K and joystick required, external drive recommended)
Conversions Planned: ST, IBM, C 64, IIGS
Skill Level: Intermediate
Price: $49.95
Company: Mindscape

Knight Orc

game CompuServe's *British Legends* is based on) is lampooned throughout the game. Voices in the distance intermittently complain "Who took all the gold?" and "Can someone tell me how to get

down the well?" This also parodies the average adventurer's obsession with grabbing as much treasure as he can carry, not to mention anything else not nailed to the floor.

A Fungus Among Us

It's as if other people are playing in the same game, folks with names like Synonym the wizard, Fungus the boggit-man and the Annihilator. If you "wait" they'll walk past like the characters in *Deadline*, chatting with you and each other. They often squabble and fight —and sometimes kill each other—over treasure, and will do the same to you if they detect your orcishness. (Resurrection is automatic, so death is nothing to worry about.) You can talk to them, but if asked about a person or object they'll repeat the same thing you learn by examining the subject. Still, character interaction is important in the game's later stages, so they are more than just a running joke.

To get across the chasm, you've only got to round up items that can be tied together to make a rope. The second and third games, however, are more challenging. There are 21 magic spells to learn and cast on other characters and monsters, and you must recruit certain characters to assist your puzzle-solving efforts. After someone has been recruited, you can order him around with unusually sophisticated commands that even allow you to tell someone to wait a specific number of turns, or for someone else to arrive before performing an action. You can also give orders to several characters at once, and the manual points out that total success requires coordinating the actions of several recruits.

Level 9's 1000-word parser accepts multiple commands and full sentences that may include direct objects and prepositions. The OOPS feature will undo not only your previous command, but also permits you to step back through a series of them. Depending on the situation, the parser recognizes the pronoun "it" as either the last noun referred to in a player's command or as the last one used in a room description. After reading that a gold nugget lay on the ground before me, I simply typed "Get it" instead of "Get nugget." The authors wove their own wry sense of humor into many responses to unsuccessful actions, once interjecting: "The management would like to take this opportunity to tell you to stop blathering and get on with the game."

Infocom games such as *Suspect* let you "Go to the kitchen" without typing in all the directions, a real time-saver. *Knight Orc* goes a step further, enabling you to "Go to" any character or object—even to an object being carried by a character as he moves from one room to the next. This

KEYS TO THE KINGDOMS

Wrath of Denethenor

To reach Isles of Bregalad from Arveduin, enter caves of Mt. Restorn. The one true exit swims in the demon glow found at the bottom of the large island in the middle of Restorn. Cast tguqpko to dispell demon glow. To reach Shadowmere, enter the labyrinth found at the small waterway in northern Bregalad. Enter Shadowmere at midnight and you'll see a graveyard; a few steps southeast is a dimension door, the one true exit to Mystenor. The Castle Denethena is on an island in the middle of Mystenor. A dimension door nearby takes you to Death Meadow, whose exit is to the northeast and leads to lcppck. Don't kill him, for he has the hemlock for Lord Mirrih. Near lcppck is a door returning to Denethor's castle.
>Ted Aicher

Legacy of the Ancients

After using all your killflashes in a dungeon, cast a spell and choose "other" spells. Hit the fire button *without* choosing any of the spells. You'll not only kill the monster with killflash, but also get 255 more killflash spells.
>Larry Walsh

Might and Magic

Finding the Southern Clerics (30' down at 12, 0 on E-1, 9, 13) allows the party to return to the Pool of Wisdom (10, 12 on D-2) and gain another +4 Personality (you get the first +4 for visiting each square in the Clerical Retreat surrounding the pool). The puzzle requires hearing three kinds of tones from gongs. You must etherealize through walls or use random teleporters to reach the gongs at 0, 6; 0, 8; 6, 0; 8, 0; 15, 6 and 15, 8 and strike as many gongs as necessary to hear a sharp, loud and mellow tone. Then you'll be declared worthy.
>James Simpson

After doing the above, all seven attributes can be raised +2 by visiting locations revealed in the Silver Messages. They are: Luck, Dragadune at x1, y1; Might, Under Portsmith at x0, y12; Personality, Clerical Retreat on map D-2 at x10, y12; Speed, Under Dusk at x14, y 5; Accuracy, Under Dusk at x15, y15; Endurance, Map A-1 at x12, y1; and Intelligence, Map E-2 at x2, y13. You can repeat the process.
>William Carte

Alternate Reality: The Dungeon

Before visiting the Gargoyle (see last issue for riddle answers), get mirrored shield on level two for protection from Basilisk. To reach level four, get the PAC card from Acrinimiril by returning his staff. Then go to Death's Door on level three, use the card and enter.
Michael Esposito

Leisure Suit Larry and the Lounge Lizards

To get the knife, dwz ykpg at uvqtf, give it to ftwpm. To enter playboy suite, give rknnu to hckvh, press button on desk. Password for naughahyde door is mgp ugpv og. To convince Fawn to marry you, give her ecpfz, hnqygt, fkcoqpf tkpi (found in bathroom sink).
Daniel Engber

To decode clues, count two letters back. If you have clues to recent adventures, send them in to qualify for next month's contest and perhaps win the adventure of your choice.

Waiting for Duffy

Duffy's in the temple being resurrected, so send in a brief ad if you're stuck.

Might & Magic: Where's the ruby whistle? How do you read messages? Need hints, tips, maps. R. Pitera, 451 South Beach St., Fall River, MA 02724.

Seastalker: How do I get the snark to come to the aquadome? D. Munoz, 1312 Titania Lane, McLean, VA 22102.

Eternal Dagger & Realms of Darkness: Desperately seeking help. Respond immediately or the world will end. B. Kinman, 510 Laurel Rd., Easley, SC 29640.

Eternal Dagger: How do I find name of hallway on 2nd level of 1st dungeon? M. Lain, 4518 Pine St., Hammond, IN 46327.

Dragonworld: How do I get flute from monkey? Open sealed door after room of broken mirror? W.H. Chissom, Rd 1, Box 275, Cleveland, NY 13042.

Wizardry 2: Am stuck on 1st riddle. J. Bieber, 401 W Main St., Apt 27, Endicott, NY 13760.

How do I pass last level of Goonies? Where should guard be when I enter safe in Hacker 2? C. Becker, 744 Padilla Hgts Rd., Anacortes, WA 98221.

Might & Magic: Need help. R. Stephan, 2415 N. 13th, Coeur d'Alene, ID 83814.

Rogue: How do I make back up a character on ST version? Jim Hollingworth, POB 27, Kelso, WA 98626.

Might & Magic, Bard's Tale & Ultima 4: Need hints, tips & maps. John Fried, 3217 S. Glencoe, Denver, CO 80222.

Ultima 3: What's the easiest way to get a ship?

Mike Bagnall, Rd #1, Box 1025, New Freedom, PA 17349.

Ultima 3: How do you get to the hidden village in Loch Lake? Robert Steiner, 1094 Robin Rd., Franklin Square, NY 11010.

Quest for Sorcery: Can't solve any of the four planes. M. Edwards, 1204 Woodall Lane, Huntsville, AL 35816.

Want any Infocom walkthrus. Norm Marks, Rd #3, Box 60, New Freedom, PA 17349.

Might & Magic, Phantasie 2: Need help. Dan Heffron, 2 Lavelle Lane, Framingham, MA 01701.

Need hints or solutions to Blade of Blackpoole, Sherlock Holmes, Below the Root, Nine Princes in Amber & Ballyhoo. Mark Buzzard, 37 Cedar St, Akron, NY 14001.

Original Adventure: Need info, hints, maps, etc. for 550-point version. Laura Reichert, 1614 K Ave NE, Cedar Rapids, IA 52402.

Enchanter: How do I stop the dragon from killing me? Sorcerer: How do I get Belboz out of the trance? Anthony Catalano, 283 Forest Hills Blvd., Naples, FL 33962.

Wizard's Crown: Where is the Emerald Crown & how do I get there? Need help with Ultima 2, Shard of Spring, Wizardry 2. T. Mountcastle, 1820 Netherwood Rd, Richmond, VA 23225.

The Key Club

If you can field questions about specific games, let us know and we'll add your name and address to our list of Key Club members. For a copy of the list, send SASE. The list will be updated every three months.

SWAP SHOP

Trade or sell your old adventures with a free ad. (Adventures only, no pirated or copied software, limit of 10 games per ad. Please state system.)

APPLE

Trade/sell: Both Bard's, Wizardry 1-3, ACS, Hobbit, Perry Mason, AutoDuel, Phantasie 2, Transylvania, Sword of Kadash. Want Firebird adventures, Shard of Spring, Wizard's Crown, Legacy of Ancients, Dark Horn, Expedition Amazon, Roadwar. Write 1st. D. Heffron, 2 Lavelle Lane, Framingham, MA 01701.

Trade/sell: Spellbreaker, Lurking Horror, Hollywood Hijinx, Moebius, Crimson Crown, Nine Princes. Send your list of make offer. E. Shew, Rte 2, Box 147, Pullman, WA 99163.

Sell/trade: Ultima 1-4, Bard 1 & 2, Questron, King's Quest 1 & 2, many more recent ones. B. Kinman, 510 Laurel Rd., Easley, SC 29640.

$20 @: Ultima 1, 3; Bard's Tale 1, 2. $15

@: Wizardry 1, 2; Wizard's Crown. $10 @: AutoDuel, ACS, Roadwar. D. Hall, 101-C Edgewater Pk, Bronx, NY 10465.

$20 @: Bard's Tale 1 or 2, Amnesia, Wizardry 1, Nine Princes, Mind Forever Voyaging, Trinity, Hitchhiker, Suspended. J. Shaffstall, 85 Shady Acres Dr., Akron, OH 44312.

Tired of wimps? I have supermen level 500+ for both Bard's Tales. Also non-mages who can cast spells, plus friendly supermonsters. Get a disk full of all types for only $5. M. Miles, 3 Ridge Rd., Winfield, PA 17889.

Have Bard's Tale 1 & 2, Ultima 1-4, Might & Magic, Moebius. Will trade for Guild of Thieves or Stationfall. J. Spatz, 31 Church St., Hamburg, PA 19526.

Sell/trade: $30, Ultima 2 or 4 (with cluebook) or Bard 1; $10, ACS, Murder on Zindernuef. Want Might & Magic, Wizard's Crown, Wrath of Denethenor, Spellbreaker, Stationfall. Write 1st. J. Hogan, 502 N 75, Seattle, WA 98103.

Trade: Sundog, Mind Forever Voyaging, Hitchhiker's, Cutthroats, ACS, Wishbringer, Wilderness, Countdown to Shutdown, King's Quest 2, many more. Send your list for mine. E. Hutchens, 5721 Susan Ave.,

Edina, MN 55435.

Trade/sell: Bard 1 and 2 with clue books, King's Quest 2, Holy Grail, Alternate Reality (City), Gemstone Healer, Murder by Dozen, Ulysses. Want Might & Magic, Knight of Diamonds, Return of Werdna. High-level Bard 1 and Wizardry 1 characters for sale, also any item or wand segment from Bard 1/2. K. Erdman, 5036 Dolores Dr., Pittsburgh, PA 15227.

Will buy/trade for any adventures, especially Wizardry 1-4 and Infocoms. N. Marks, RD #3, Box 60, New Freedom, PA 17349.

Trade: Starcross and map for any Infocom game but AMFV or Ballyhoo. R. Pierre, 405 Urban Takao, 4-2-17 Takao-dori, Nada-ku, Kobe, Japan 657.

COMMODORE

$19 @: ACS, Star Trek 2, Ultima 1, Bard's Tale, Shard of Spring. $25: Ultima 4. $22: Ultima 3. $15@: Gunslinger, Hobbit. Many more. J. Skeels, 1911 83rd St NW, Bradenton, FL 34209.

$20 @: Ultima 1 & 4, Phantasie 1, Moebius, AutoDuel, Legacy of the Ancients, Wrath of Denethenor, Bard's

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Knight Orc

proved handy in the first section, when all I had to do to find things to make my rope was think up synonyms (hawser, cord, etc.). I was able to guess at the existence of likely locations like the tower and cave, even though they hadn't been mentioned, then visit them immediately. You can also "follow" a character, which saves lots of typing.

A feature I've never seen in an adventure permits you to review previous commands, which appear one-by-one in the command line, and you can cursor back and forth and use insert and delete to edit a command before punching the return key. On a machine with enough memory (Amiga, ST, IBM, Mac), you'll marvel at a more practical innovation: At any point you may RAM save your position, then RAM restore it almost instantly later on.

Knight Orc is a smooth-playing program, with no disk access for text on the Amiga version and little on the C 64. (Graphics may be turned off to eliminate even more access.) The disk is not protected, but occasionally asks for a word from the 30-page manual (which is as funny as the game!). Illustrations are done in a hazy, watercolor style and can be pulled up and down with a joystick or mouse and a cursor that looks like a little wizard.

Conclusions: A funny story with the most original graphics style of the year (though not one I'd like to see again) and the smartest parser of the year. *Knight Orc* will be appreciated by all but most enjoyed by those who like games that involve character interaction as well as object manipulation.

System: C 64, Amiga, Apple 2 (64K), ST, IBM, Mac
Possible Conversions: Atari 8-bit (available in England, but no decision on USA import yet)
Skill Level: Intermediate
Price: $39.95, C-64; $44.95, others
Company: Firebird

Tale 1 & 2, Elite. Will trade for Wizardry, Realms of Darkness or Might & Magic. M. Esposito, 57-68 246 Crescent, Douglaston, NY 11362.

Trade/sell: Psi 5, $13. Phantasie 1, Roadwar, $20. Stationfall, Leather Goddesses, $19. Many more. Send SASE for list. R. Cawood, 1856 Loop Dr., Lot 228, Bowling Green, KY 42101.

Amiga, sell/trade: Bard 1, Defender of Crown, Sinbad, Faery Tale Adventure, Space Quest, Ogre, more. A. Michaels, 953 Lafayette St., Elizabeth, NJ 07201.

IBM & QUEST-ALIKES

$20 @: King's Quest 2, Black Cauldron. $15 @: Lurking Horror, Enchanter, Sorcerer, Planetfall, Leather Goddesses, Hitchhiker, Suspect, Zork. M. Garcia, 114 Graycrest Ave, Collierville, TN 38017.

Trade/sell: Holy Grail, Rendezvous with Rama, Adventures in Serena. J. Bieber, 401 W Main St., Apt 27, Endicott, NY 13760.

Trade/sell: Space Quest, Rogue, Temple of Apshai, Ultima 2 & 3, Starflight,

Spellbreaker, Enchanter, Holy Grail, Wizardry (with level 18+ characters), others. Send SASE for list. M. Noth, 26 Regal Lane, Iowa City, IA 52240.

Will buy Mindwheel, Essex, Brimstone, Mind Forever Voyaging, Hitchhiker, any Ultima. A. Barber, 5546 Apple Vale Dr., Murray, UT 84123.

ATARI

ST games, $12 @. Send SASE for list. R. Podlesak, 11616 SW 4th Terrace, Yukon, OH 73099.

ST games for sale. Write for lists. Jim Hollingworth, POB 27, Kelso, WA 98626.

MISCELLANEOUS

$5 @: Apple, Atari, Amiga, Mac games. Write for lists. S. Bowen, 1424B 40th St., Los Alamos, NM 87544.

Want to buy Book of Adventure 1 and 2. Will pay $15 each if in reasonably good condition. S. MacIntyre, 444 Central Park West, NYC, NY 10025.

Passport to Adventure