Warlock: a rapid-fire role-playing game

By William E. Carte

One of the real surprises in recent months comes from the people who brought us *Dark Castle*. *Warlock*'s arrival on software shelves was totally unexpected by the computer gaming community. In fact, it wasn't advertised at all: a 360-degree turnabout from the usual seven to nine month "vaporware" waiting period on many games.

The story centers on the Karna, a precious jewel of the underworld that was stolen by an evil being known only as "He." You, a noble warlock, must journey through 20 levels of traps and deadly creatures to retrieve it. Every screen has its own unique creatures, traps and treasures. In one, ghosts fly out of trees and buildings, while another has witches riding brooms.

There are blobs of ice that will freeze (paralyze) you if they touch you, and killer bats in yet another scene. In one scene, you enter a tunnel in real Indiana Jones style: a wall drops behind you, and a huge rolling ball tumbles in your direction. You must go forward, or a wall falls and blocks your way and the two walls put the old squeeze play on you. There's also a graveyard scene full of zombies that would do *Night of the Living Dead* proud. Armed only with your scepter, which shoots fireballs, you must kill creatures while avoiding pits, spikes in the ground and other traps. My favorite scene is the flying eyeball, complete with detached retina, in the swamp.

Treasures for the Intrepid

Lest you think this is just another shoot-'em-up in a maze game, I should point out the eight treasures for you to snare with those sticky adventuring hands of yours: a scarab, a sword, a trident and other trinkets. You need all eight in order to win the end game, if you get that far.

You also have attributes to keep an eye on. Besides the score and the high score, the top of the screen displays your Vitality, Armour, Level and Power. Vitality means hit points, and you can start with 2,000, 3,500 or 5,000 (take my advice and go for the 5,000). The level shows which of the 20 levels you're on. Armour starts at zero and may be increased during play. When you shoot creatures, a special treasure occasionally falls to earth. When collected, these increase your attributes. The blue bottle, for example, boosts Vitality, while the red ball strengthens Armour, and the magic book shores up your Power points. These are a *must* to collect.

Type: Action Role-playing
System: ST , Amiga, C 64/128, Macintosh, GS

Let's Talk Art

Enough on game play. I must talk about the graphics. The game shows off perhaps the best graphics I've seen so far on the GS (and the ST graphics are identical). When I saw the vivid details of the ghosts, my first thought was that Mindscape could have done this good on *Gauntlet* if they had tried. The graphics and animation are stunning. I must admit that, not having read or heard about the game, I was persuaded to buy it by the pictures on back of the box: that's how good they are. As for the sound, well, you actually hear thunder in the cemetery, and all the sounds are done really well.

Documentation is in the form of a command card that is skimpy but adequate. However, it doesn't tell you that the joystick option on the GS can't be accessed

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Exclusive Interview

Might & Magic: Book Two!

The Apple version of *Might and Magic: Book Two* shipped in mid-December, too late for a review in this issue. However, this interview with Jon van Caneghem and Michaela Caneghem, which transpired earlier in the year, offers some insights into the game as well as other ongoing projects at New World Computing.

QB: What can you tell us about *Book Two*?

Jon: We're developing on the Apple first, but we're doing simultaneous development, so the IBM and C 64 versions should be ready six-eight weeks later. You'll be able to use your old characters, to a degree. They'll be converted over,

almost like stepping through a distortion type of thing where everything they are and everything they've done gets converted into their character, which is then incorporated into the new game. In a way it will be like a demotion, but not really, since you'll be way ahead of anyone who creates characters for *Book Two*.

QB: Any changes in the magic system?

Jon: Probably at least 80% new spells, getting rid of the redundant ones, of course, and keeping the ones people like. We're not just rehashing the old spells in different ways, but making them so they interact with the game and the game features. Like in the first game you have a

Adventure Hotline
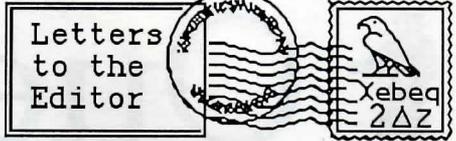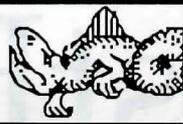
One Quest Leads to Another...
Dungeon Master II is out for the ST, and *Deja Vu II* is ready for Mac. *Might and Magic II* is available for the Apple, with C 64 and IBM planned for January or February. The IBM *Space Quest III: Pirates of Pestulon* and *Gold Rush* will blast off and hit the trail later this month, while *Police Quest II: The Vengeance* is already out. Newly released for the C 64 is *Legend of Blacksilver*, by the authors of *Questron*. Magnetic Scrolls' graphic adventure, *Corruption*, has shipped for all systems. *Usurper*, Sir-Tech's long-awaited text adventure, is out for Apple and IBM.

Conversions
Look for *Zak McKracken* for the IBM, Amiga and C 64 in the next month. The Apple version was delayed and no release date is set. Amiga versions of *Dungeon Master* and *Ultima IV* are out. *Romantic Encounters at the Dome* shipped for Mac, featuring color on the Mac II. The Apple *Impossible Mission II* is ready. The IBM *Bard's Tale II* was set to ship last month. *Heroes of the Lance*, SSI's AD & D action game, shipped for the IBM.

A Bundle of Kobolds
The first four *Wizardry* games are now being bundled into a package that's going for 55% off the price if bought individually.

Coming Soon
The IBM *Wasteland* is due in March. EA plans to publish *Project Firestart*: a "movie-like product from Dynamix." For Amiga: *King's Quest IV* (April-May), *Manhunter* (Feb.), *Police Quest II* (Mar.), *Space Quest III* (May-June), *Gold Rush* (April). All but *Gold Rush* and *Manhunter* feature Sierra's new music and double-resolution graphics.

Later Down the Road at Sierra
Roberta Williams is working with a TV mystery writer on a new adventure, tentatively called *Murder on the Southern Quarter* and set in New Orleans during the 1920's. Jim Walls, who designs the *Police Quest* series, is chipping away at

Ice Hunt, a spy thriller. After wrapping up *Leisure Suit Larry II* (in Saran Wrap), Al Lowe has his mind set on *Polyester Patty*.

Missing Maps in Quest for Clues
If you're wondering what happened to a couple of dungeon maps in the *Phantasie I* solution, we just learned they were hijacked by orcs while the manuscript was enroute to the printer. If you need the maps right away, drop us a line. Copies of the missing maps are now being included with all of the books sold through QB, and we'll reprint them in a future issue.

Support for Paladin Questers
Legends, a monthly newsletter, is devoted to scenarios, game design tips and related information on Omnitrend's *Paladin*. They also offer "interactive shareware" with a twist: you get a complete story that sets up the opening scenario; after playing it, you read another section before tackling the next scenario. This lends a more unified, story-like feel to the games. The disks cost $8.95 to $15.95. A 12-issue subscription to *Legends* is $15.95 (they also publish *Vidcomm*, which focuses on *Breach*). Modern Day Publishing, 10822 Copperfield Dr., Pineville, NC 28134.

On-line Help from Epyx
Epyx recently set up a BBS offering hints, new product news and other information: 415 364-0281, 300 or 1200 baud, 8 bits, no parity, one stop bit.

Sierra Expands Phone Help Hours
After the number of calls to Sierra's hint-line started causing traffic problems as far away as Modesto and Sacramento, the company decided to keep the lines open from 8 AM to 9 PM (PST): 209 683-6858. Additionally, the hours of 5 PM to 9 PM will be devoted exclusively to hints.

Key Club Helpers
For a copy of Key Club members who will help out on specific adventures, send

Dear QuestBusters:
Do you accept reviews from the general public? What's your policy on this? What is the true meaning of life? If D & D is satanic, does that mean *Pool of Radiance* is satanic? What is your quest? Sorry—lost control.
    Fred V. Johnson

Don't you watch Geraldo?—everything is satanic. About reviews, most of our reviewers are subscribers who wanted to get more involved in QB—and who could write. Right now we have enough contributing editors, but feel free to send in a sample review or clip of any published work, and we'll keep it on file.

Dear QuestBusters:
I want to join the QuestBusters Guild. I just solved *Ultima V*. It took me two whole months. Am I in the Guild now?
    Roger Lin

Not quite. In order to join the Guild, you have to send in a walkthru (after writing first to make sure we don't already have one for the game you have in mind) and maps and have it officially accepted by the Official GuildMaster.

Dear QuestBusters:
Is Stephen King, the QB reviewer, the one who writes those horror books?
    Larry Gaines

No—Stephen King is the pen name Isaac Asimov uses when he writes for QB.

Leisure Suit Larry II
Looking for Love in Several Wrong Places

By Stephen King

Will you ever truly forget Eve, that vision of beauty who changed your luck in Lost Wages? Perhaps the important question is, will she ever forget you? As *Looking For Love* opens, we find our hapless hero, Larry Laffer, mowing the lawn in front of Eve's Los Angeles home.

After tracking her down at great personal expense, Larry has moved in all his worldly goods (a passport) and quietly taken up residence. Unfortunately for our leisure-suited love seeker, Eve sends him packing the minute she shows up.

We join Larry at Eve's house, heartbroken and penniless, wandering and wondering if he'll ever find love, wealth or adventure. With your help, he'll find all three before long.

Stranger in Paradise?

After being tossed out, Larry scrounges up a single dollar bill. He's never been lucky at love, but he did well in the casinos. Perhaps there's a chance in a million he'll be able to parley his last buck into some big money to finance a new beginning on the West Coast, where polyester is plentiful.

As you wander through the city of Angels with our hero, you're likely to see some famous landmarks: Universal Studios, the Century Plaza, the Capitol record building, the defunct Brown Derby restaurant (complete with boarded windows and cobwebs), and Disneyland (I never did figure out what that was doing in Los Angeles).

Your ultimate goal in the city is to win a million dollars on a TV Lottery show and a dream date on *The Dating Connection*. Sounds easy enough... If all goes well, you will soon find yourself on a luxury cruise aboard the *S. S. Love Tub*. Too bad bachelorette Barbara thought you were such a loser. She gave her ticket to her mother, and she definitely wants to dominate your vacation, among other things!

After a daring escape from mama on the high seas, Larry finds his way to a remote island, complete with a nude beach and tropical gardens. This is only the first in a series of stops as Larry fights to lose the KGB agents that are trying desperately to curtail his antics.

This is part of an ongoing sub-plot in which the evil Doctor Nonookee is attempting to take over the world. Although Larry is unaware of it, he holds the key to the dreaded doctor's nefarious plot. The only way to stop him is for you and Larry to Bond, er, ah, I mean band together and out-think him.

Nerd for a Day

What kind of man is Larry? Well, as the old story goes, if you looked up "nerd" in a dictionary, you'd see his picture. Perhaps Sierra sums it up best by observing that Larry recently won the *Cosmo* magazine award for "Most Negligible Bachelor of the Year." He's the proverbial fumble-tongued idiot that can be spotted year round in every seedy singles bar from coast to coast.

Is this the kind of man that can wind his way through the maze of Doctor Nonookee's seductive henchwomen without getting trapped? Can he ignore their charms and follow a straight course to the lair of the evil doctor? Who knows? Who cares? (One thing I do know is that after his breakup with Eve, Larry is feeling mighty Lowe.)

As you've probably guessed by now, *Looking For Love* takes up where *Lounge Lizards* left off, but aside from the appearance of our old buddy Larry, the two games are completely different in form. This second installment of the series is not nearly as heavy on the "adults only" theme. The question and answer opening that was designed to verify the player's age has been done away with completely. While it's still an adult-oriented game, the more graphic details of social intercourse have been replaced with suspense and intrigue.

Oh sure, Larry's still looking for the perfect woman, but he's grown up a bit. As it says on the back of the box, he's started looking for Miss "Right" as opposed to Miss "Right-Now." The intrigue comes from the 007-style sub-plot. Of course, Larry is less imposing than Sean Connery, and even Roger is Moore macho, so tagging along as he foils the nasty Doctor Nonookee can be both hair-raising and humorous.
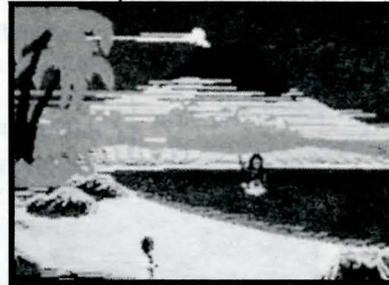
For people who prefer to minimize (or maximize) the adult aspect, there is an option in the action menu that allows you to change the "filth" level. With this maxed out, you might see a word or two you never expected in an adventure game as this classy. It defaults to one of the lower settings to avoid offending anyone.

Type: Animated Adventure
System: IBM (512K required, Turbo PC, 8 MHz or faster recommended; EGA, MCGA, VGA, CGA, HGC, 16-color Tandy
**Conversions Planned:** Amiga, ST, GS, Mac, Apple (128K)

Leisure Suit Larry II

Continued from previous page

Parse the Mustard, Please

Looking For Love is the second game to use the new Sierra Creative Interpreter. This means the parser is equipped to handle a far greater vocabulary than the older 3-D adventures. The graphics are twice as detailed, shown at double resolution, and a multitude of graphics cards are supported.

The spot animation is better than ever. For example, in the main screen that is seen when you're on the *Dating Connection*, a small monochrome monitor rests in the upper left corner. This is used to zoom in on the host and various contestants and show much greater facial detail. Be sure to watch for Larry's comical expression when he wins!
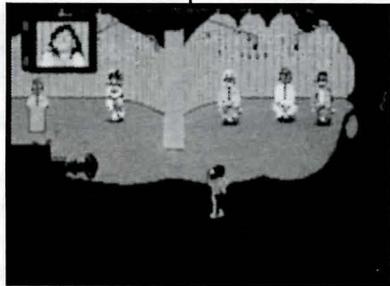
These enhancements also mean that the minimum standard requirements have been raised. According to the box cover, playing on a 512K Turbo PC that operates at 8 MHz or faster is advised, and as far as I could tell there is no plan to scale it down to a 256K version.

I don't have a 256K PC compatible, but I did try it out on my old Tandy 1000a at 4.77 MHz. In general, I found it to be very playable. The speed difference is not nearly as critical as in *King's Quest IV*. Since there are six 5.25" inch disks or three 3.5-inchers, you might find a hard drive especially convenient.

A Very Sound Idea

This game is also the second one to make use of the new sound drivers that support the Roland, Ad Lib and IBM enhanced audio boards. The MT-32 is by far the best of these new sound modules. The current Roland package includes composer software and a half-card with a DB-25 connector that hooks up to a MIDI interface. Also included is a black box with din cables that hook to the MIDI interface and provide output to your stereo system or amplified speakers. As it stands, this is a pretty cumbersome way of doing it. The Roland system tends to dominate the room, but they are working on a new board that will not require further external attachments.

The Roland MT-32 is indeed an impressive sounding piece of equipment. I defy anyone to tell the difference between it and live music. Unfortunately, the $550 price will probably stifle most people who'd be interested in buying it.

Second in line is the Ad Lib. Its minimum configuration is a half-card without software, which connects directly to your audio system. While it doesn't quite have the incredibly realistic quality of the Roland, its 11-voice output is still very impressive. With a $199 list price, it will be much easier to justify to wives and parents.

The actual sound in *Looking For Love* is much more sparse than in *King's Quest IV*, but the quality is very good. Larry's original theme song has been souped up nicely with complex harmony, and there are several musical interludes during the various automated scenes. In addition to the three new boards, the traditional single-voice IBM internal chip and the three-voice Tandy chip are supported as usual.

The Last Laugh

Of course, the glue that binds the continuing saga of the leisure-suited one is the madcap humor of Larry's protegé (or should that be prototype?), Al Lowe, who writes this series. Anyone who ever wondered where these people put all the stuff they pick up has only to look at what Larry does with the Grotesque Gulp he buys from the Quickie Mart.

From the constant digs at the so-called "California Life Style" to the preponderance of barber shops and the late appearance of big Chief Kenewauwau (purportedly the alter ego of Sierra president Ken Williams), there are times when it's hard to catch your breath between yuks. There is even a variable "trite saying" that the player can optionally change if he gets tired of hearing clerks say "Have a nice day."

As usual, your onscreen persona can be guided by the joystick or cursor keys. If you're using the keys, just press the arrow you want to start him walking, then press it again to stop. In addition to the usual methods, you can also direct Larry with a mouse. This works much like *Maniac Mansion* except that the addition of the third dimension can cause a few maneuverability problems.

Recently Sierra changed their copy protection from key disk to key word method. This has been modified a bit in *Looking For Love*. Backups can be freely made, but scattered through the owners manual are a dozen or so pictures of women. Many of them are nearly identical, with only slight differences in facial expression or jewelry. Each of these pictures has an attached phone number; you have to enter the last four digits, or you won't be able to play the game.

Conclusions: While *Leisure Suit Larry II* is not the showpiece that *King's Quest IV* was, it certainly builds on that solid foundation. The graphics are great, the sound is fantastic, and *Looking For Love* is another winner from the folks at Sierra.

Skill Level: Intermediate
Copy Protection: Key Word from manual
Price: $49.95
Company: Sierra

The Official QuestBusters Code DeCoders

These Decoders were written by QB subscribers and require BASIC. The ST version may work with the Amiga and Mac, but we're still seeking dedicated versions for those systems if you are interested in writing one. Hopefully no typos insinuated themselves into these listings when they were retyped for publication. If you encounter a problem, let us know.

Apple 2
By Jeff Krich

For Apple II, II+, e, c, c+ and IIGS

```
1 REM
***************************
2 REM * Decoder by Jeff Krich  *
3 REM * For QuestBusters Code *
4 REM
***************************
7 HOME
8 PRINT "WOULD YOU LIKE A
PRINTOUT (Y/N) ?;: GET ANS$
9 HOME
10 INPUT "ENTER WORD: ";A$
11 IF (ANS$ = "Y") OR (ANS$ = "y")
THEN PRINT CHR$ (4);"PR#1"
15 PRINT "DECODED=    ";
20 Q = LEN (A$)
25 IF Q = 1 THEN 500
100 X = ASC ( LEFT$ (A$,1))
101 I = X - 1:IF X = 65 THEN I = 90
105 IF X = 97 THEN I = 122
110 PRINT CHR$ (I);
115 IF Q = 2 THEN 150
125 FOR T = 2 TO Q - 1
130 B = ASC ( MID$ (A$,T))
135 Y = B - 1:IF B = 65 THEN Y = 90
136 IF B = 97 THEN Y = 122
137 PRINT CHR$ (Y);
140 NEXT T
150 X = ASC ( RIGHT$ (A$,1))
151 I = X - 1:IF X = 65 THEN I = 90
153 IF X = 97 THEN I = 122
155 PRINT CHR$ (I)
499 GOTO 600
500 X = ASC ( MID$ (A$,1)):I = X - 1
510 IF X = 65 THEN I = 90
515 IF X = 97 THEN I = 122
520 PRINT CHR$ (I)
600 PRINT CHR$ (4);"PR#0"
1000 PRINT :PRINT: PRINT "ANOTH-
ER (Y/N?)";:GET ANS$
1110 IF (ANS$ = "Y") OR (ANS$ = "y")
THEN GOTO 1
9999 END
```

C 64/128
By Dana Clapp

After typing in this listing, save it under the name Decoder. To run it, type LOAD "DECODER",8. (This decodes unshifted letters only, so type in any capitalized letters as lowercase letters.)

```
10 PRINT TAB(10) "QuestBusters
Decoder"
11 PRINT "Do you want a printout of the
decoded":INPUT"WORDS (Y/N)";P$
12 IF P$ = "Y" OR P$ = "YES" THEN
OPEN1,4:GOTO 14
13 IF P$ < > "N" AND P$ <> "NO"
THEN GOTO 11
14 INPUT "TYPE IN CODED
CLUES";A$
15 IF A$ = "" THEN CLOSE1:END
16 FOR A = 1 TO LEN (A$):C$ =
MID$(A$,A,1)
17 IF C$<"A" OR C$>"Z" THEN B$ =
B$ + CHR$(32):GOTO 20
18 IF C$ = "A" THEN B$ = B$ +
"Z":GOTO 20
19 B$ = B$ +CHR$(ASC(C$)-1)
20 NEXT A:PRINT"DECODED CLUE
= "B$
21 IF P$ = "Y" OR P$ = "YES" THEN
PRINT#1,A$+" = " + B$
22 A$ = "":B$="":GOTO 14
```

IBM Listing
By Joshua Bieber

```
10 REM  The current setup shifts a code
one letter back
20 REM  You can modify SHIFT to get
two letters back by specifying -2
30 REM  Or to shift two letters forward,
specify +2
40 REM
50 PRINT "QuestBusters Decoder for
IBM PC"
60 PRINT "by Josh Bieber"
70 PRINT
80 PRINT "Press CTRL-BREAK to
terminate."
85 PRINT
90 SHIFT = -1
100 LINE INPUT "Enter QB clue to be
decoded: ";CODE$
110 ANSWER$ = CODE$
200 FOR I = 1 TO LEN(CODE$)
210 NUM = ASC(MID$(CODE$,I,1))
220 IF ((NUM >= 65) AND (NUM <=
89)) THEN GOTO 300
230 IF ((NUM >= 97) AND (NUM <=
122)) THEN GOTO 350
240 GOTO 390
300 MID$(ANSWER$,I,1) = CHR$(((26
+ SHIFT + NUM - 65) MOD 26) + 65)
310 GOTO 390
350 MID$(ANSWER$,I,1) = CHR$(((26
+ SHIFT + NUM - 97) MOD 26) +97)
390 NEXT I
400 PRINT "Input = ";CODE$
410 PRINT "Answer = ";ANSWER$
420 GOTO 100
```

ST (and maybe the Mac and Amiga)
By Carl Lund

This program is compatible with GFA BASIC 2.0 and 3.0, and may work with Amiga BASIC, GW-BASIC and Microsoft BASIC for the Macintosh. It should also run under ST BASIC if line numbers and the obligatory CLEARW 2:FULLW2 are added.

```
DIM a$(255),x$(255)
PRINT "All Input must be in upper case"
10:
LINE INPUT "";a$
y=LEN(a$)
FOR x = 1 to y
  x$ = MID$(a$,x,1)
  c = ASC(x$)
  IF c = 65 THEN
    c = 91
  ENDIF
  IF c>91 or c<65 THEN
    GOTO 80
  ENDIF
  c = (c-1)
  80:
  PRINT CHR$(c) ;
NEXT x
PRINT
GOTO 10
END
```

Alien Fires: 2199, A.D.

By Steven King

Time travel has always been one of the most controversial aspects of science fiction. Most of the experts agree that it is flat out impossible to travel in time, since the energy needed to do so would be infinite. Still, these same experts continue to write time travel stories because of the unique possibilities it presents (money, of course, has nothing to do with it).

I have to admit to a certain excitement when I saw that Paragon Software's new game *Alien Fires* was based on time travel. It happens to be one of my favorite plot devices, and few games use it as a major theme.

The main one, of course, was Sierra's *Time Zone*, an early graphic adventure for the Apple computer, an adventure that was only recently dethroned as the largest computer game. I never got the chance to play *Time Zone* but I did just after it for a while. In other games, such as *Ultima II*, and *Sorcerer*, time travel has only been used as a minor aspect of little consequence.

Time after Time

In *Alien Fires*, you play the part of a Time Lord: one of an elite group of guardians who protect the universe from massive upheavels in the time continuum. Your mission is to find and neutralize a mad scientist (hmm, where have I heard that before) named Samuel Kurtz. It seems that Kurtz has discovered a powerful new energy source named Micalite. He intends to use it to power a time vehicle of his own design back to the dawn of creation. The time elders agree that this will destabilize the very fabric of time and space.

Does all this sound exciting? Well, unfortunately, the excitement stops when you put down the manual. *Alien Fires* itself is a rather pedestrian maze game. None of the rich possibilities of paradox were touched upon. In fact, the time travel scenario seemed completely irrelevant. A dozen other background stories could have been offered in its place.

You have a Point There (But your hair covers it well)

The game begins by giving you the option of creating a new Time Lord or loading a saved game. New Time Lords are a mixture of seven attributes: Fighting, Marksmanship, Diplomacy, Tracking, Dexterity, Understanding and Quickness. Each attribute is assigned 20 points, and you have a pool of 99 free points to distribute as you like. If you decide 20 is too high, you can even reduce that attribute and use the points elsewhere. These characteristics also increase or decrease depending on your performance.

You start outside the Octo space station in orbit around Galaxy's End. Movements are made by using the four cursor keys in the traditional manner. One unusual aspect is that turns are made in 45-degree increments instead of the usual 90. This means more keystrokes for the player, but is necessary to travel in some of the odd-shaped rooms.

After hitting the Up arrow, you will be inside the space station. The main part of the screen is the view ahead of you, with a small section at the top reserved to indicate the shape of the room and your position. The walls are depicted as a series of green "Vector Graphic" type lines. They are described in the manual as being made of transparent aluminum, accounting for the fact that you can see through certain parts of them. Red-lined areas indicate doorways.

You are advised to inspect every square inch of the room because there are details that can't been seen otherwise. Weapons, armor, and other miscellaneous items can be found lying on the floor, and there are certain walls you can walk right through.

I had the impression that the layout of the maze wasn't geometrically possible in three dimensions, but since *Alien Fires* deals with more than just three dimensions...who knows, maybe you are walking the Glory Road, and the whole maze is inside Doctor Balsamo's trunk.

The function keys are your access to other options. F2 puts a brief description of the person or object you are confronting at the bottom of the screen; F3 opens a window that allows you to question inhabitants. If you forget which F'ing key you want, F1 can be pressed for help.

Who, What, Where & Why Bother?

According to the manual, your mission's success depends on properly interrogating the non-player characters. I found the section that explained conversation completely inadequate. There are samples of three kinds of questions based on Who, What and Where. Using these examples, I learned from one creature that I could get important information about Octo from someone named Angel. When I found Angel and asked her about Octo, I got the same response I had been getting from everyone else.

In fact, the manual generally seems to be just thrown together. I saw references made to "clicking" a mouse, but there seemed to be no way to use one. Possibly there is an install procedure that activates it, but technical aspects like that are barely touched on in the booklet. On an addendum card for MS DOS machines, commands such as Say, Give and Hand were listed as though they were meant to be typed in—but as I said, function keys are used instead. I also saw a few words about animation, but I never saw anything in the game that I would refer to as animated.

There is a form of personal combat, but it is usually unnecessary, even undesirable to pick a fight with anyone. Your chances of getting killed are almost certain until you find some armor and weapons, and there is the added danger of aggravating cohorts if you kill your opponent. If a person happens to attack you, there are basically three options, Fight, Dodge and Panic (space, F10 & F9 respectively).

Type: Science Fiction RPG
Systems: ST, Amiga, IBM (MS DOS 2.1, 512K, CGA and color monitor required)

Warlock

unless the caps lock key is UP.

In the interest of objectivity, I'll point out a glaring flaw. There is no save game feature. I recently reviewed *Obliterator*, and one of its best features consisted of stations in the game where you could save your progress. This kind of feature could have made *Warlock* as perfect as a game could be. It's frustrating to be forced to start over after 20 minutes of hard gaming work.

Conclusions: A truly outstanding game despite its lack of a save game feature, *Warlock* is far superior to its predecessor, *Dark Castle*, in every imaginable area: I give it a nine out of a possible ten. There is no gore at all, and no demonic overtones. *Warlock* is suitable for the whole family, and I recommend it most highly.

Skill Level: Intermediate
Protection: Program
Price: ST & Amiga, $34.95; C 64, $29.95; Mac & GS, $39.95
Company: Three-Sixty Pacific

Might & Magic II

location spell, which actually has something to do, not just 10 damage points. So we'll have a lot of those, similar to the location spell but with all different kinds of ways to interact with the new graphic and character features.

QB: What are the new graphic features?

Jon: Mapping is a big part of it, mapping and perspective.

QB: Does that imply auto-mapping?

Jon: I think you could say that. But everything we're going to do, all the new features, are going to be tied into the new characters, not just freebies that show up on the screen. Characters will gain abilities, gain specialization in certain areas, which allow them to use features in the game. So it will be something you have to plan for and grow your characters into to take advantage of some of the neat, new graphic things and all the different little things going on.

QB: Michaela, you were responsible for the graphics in the first game, right?

Michaela: Yes, we worked very closely and sat many hours trying to finalize the graphics. And I think you'll be very pleasantly surprised at what we've done with them in the next game. The 3-D graphics will be better.

Jon: And it's possible we'll have different features for each machine, like hard disk support, sound, graphics and so on, since some of the machines can enhance the features. I don't mean they'd be new, independent features. In the first game we just converted everything over. The Mac was the only one with any changes. It was written by a person who's just a Mac guru, so we gave him free rein, and what he came up with is great. But we supervised conversions to the IBM and Commodore.

Anyway, as far as the next *Might and Magic*, you'll have a whole new world to explore, a new Varn. There's a plot going on with a whole bunch of Varns, all tied together, so the subtle plot of the overall scheme of where this space thingie is going will start to reveal itself. It's kind of like a three-part thing: the first game was the introduction, the second ties together the whole vision of what this ship is and where it's going, and the third is the finale, when it finally gets there.

QB: And the third one is another year away?

Jon: Right. And we'll be working on other projects in between, because we want to give each game enough time to really have its run on the marketplace. We're working on another role-playing game right now, so it will be out at the same time as *Book Two*, but it's not in the fantasy area.

QB: Science fiction?

Jon: I won't say yes or no.

QB: Bigger than a breadbox?

Jon: It's another role-playing game with 3-D graphics, character development and everything else, and it should be very exciting. The first version will be on the IBM, and it will open up a whole new series of games. So we'll have two series going at the same time. On top of that we're also looking at some other games: semi-role-playing but not as large, not a year-and-a-half to create and 100-200 hours to play. We're looking at doing some smaller games that are less expensive, have quicker interaction and aren't quite as in-depth but still fun to play. Sort of a compacted, shorter version maybe with some other subjects in mind.

Michaela: For the weekend player.

Jon: Yeah, versus the dedicated, year-round player. But keeping the same fun involved in playing the games, just not quite as involved. You might call it strategy role-playing versus adventure role-playing. A limited set of rules within a game sphere versus a world of exploring, but still the same idea of characters that evolve and gain abilities, plus everything that interacts with them.

Adventure Hotline

a self-addressed, stamped envelope to Brian Smith, Plano TX 75023. Feel free to volunteer if you want your name on the list—especially for games released in the past six months.

Contest Winners
Chris Logiudice won this month's Keys drawing.

Your Last QuestBusters
Could this be it? Or could it be next month's issue? Check the mailing label to be sure—your final issue is noted (that's the last one you will receive, unless, of course, you're resourceful enough to renew by sending $18 for regular US delivery, $24 for Canadian or $32 for overseas). To receive QB a week or two sooner (via 1st Class Mail) and in an envelope, send $24 and request Adventure Express. This is advised for APO/FPO subscribers, due to the way military post offices handle (or mishandle) 3rd Class mail.

By Frank Evangelista
(Verified by Linda Brooks)

Update: The map for Level 1, which was supposed to be in the last issue, is to the right here. To follow this solution's references to Level -0, see the map in last month's issue.

### Levels -0, -01 and -02:
The Castle

Artifacts: Maintenance Cap, Chrystal Rose, Gwilym's Arrow of Truth, Orb of Dreams, Signet Ring, Mythical Gauntlets Effective Monsters: Greater Demons, A Flack, and Entelechy Fluff

Regardless of which ending you opt for, the following things must be accomplished. You should also have 1,000,000 in gold. (Fight monsters on Level 1 until you have enough.) The Dreampainter's Ka is needed to survive a major battle, but don't equip until then, for it has a limited number of uses.

Return to Level -0, go east and north to the Castle Entry (1). The password is usfcps tvy. Go to 2, 15 and take the stairs up to Level -01. Go north three, east thirteen (stay on the "catwalk" by following the dotted line, or you'll fall off), south two to 16, 16, -01. Take stairs up to Level -02. Move north once and obtain the key from the Inkeyper (1).

Retrace your steps to Level -0. Enter door at (4), found at 17, 9, which cannot be done with the Inkeyper's Key. Go to 14, 11, -0 and take the stairs up to Level -01. Enter (6), the room at 15, 13, -01, where as a reward for restoring the Temple on Level 7, you'll get a Maintenance Cap. This enables you to repair the Castle's Fountains (2) at 5, 16, -0 and 13, 16, -0. After doing so, bathe in the fountain at 5, 16, -0, then go immediately to 15, 11, -01 and you'll be presented with the Chrystal Rose (7). When equipped with the Rose, you'll be honored by all and attacked by only the most formidable foes. On Level -01 at (4) in room at 14, 11, get Gwilym's Arrow of Truth for the Dab of Puce. At (5) on the same level, get the Orb of Dreams at 14, 13 for the Penneceaux.
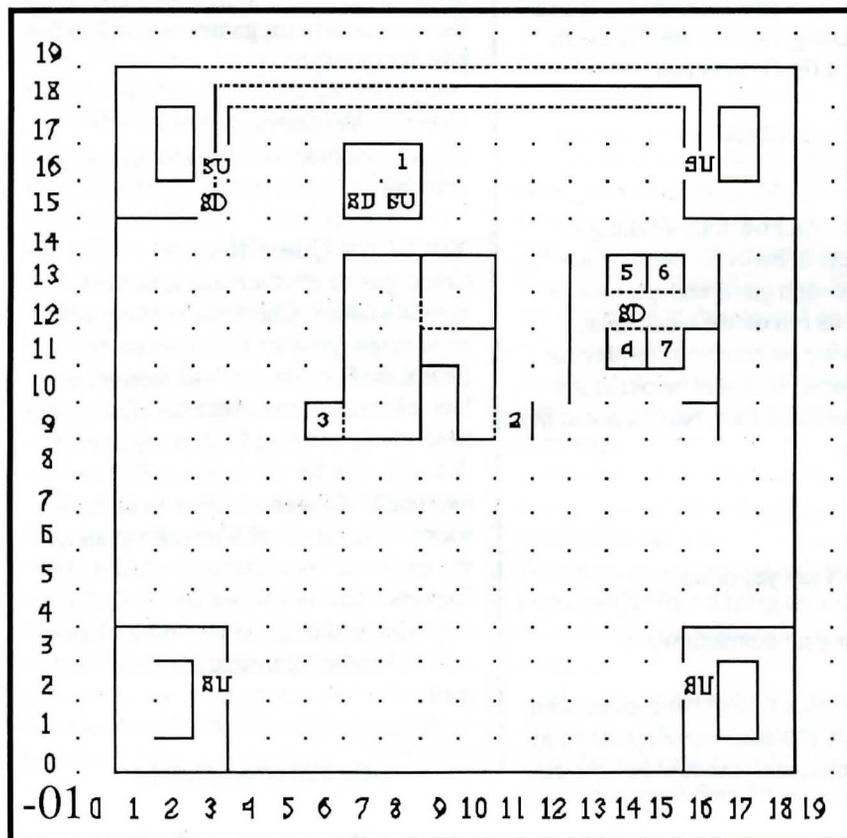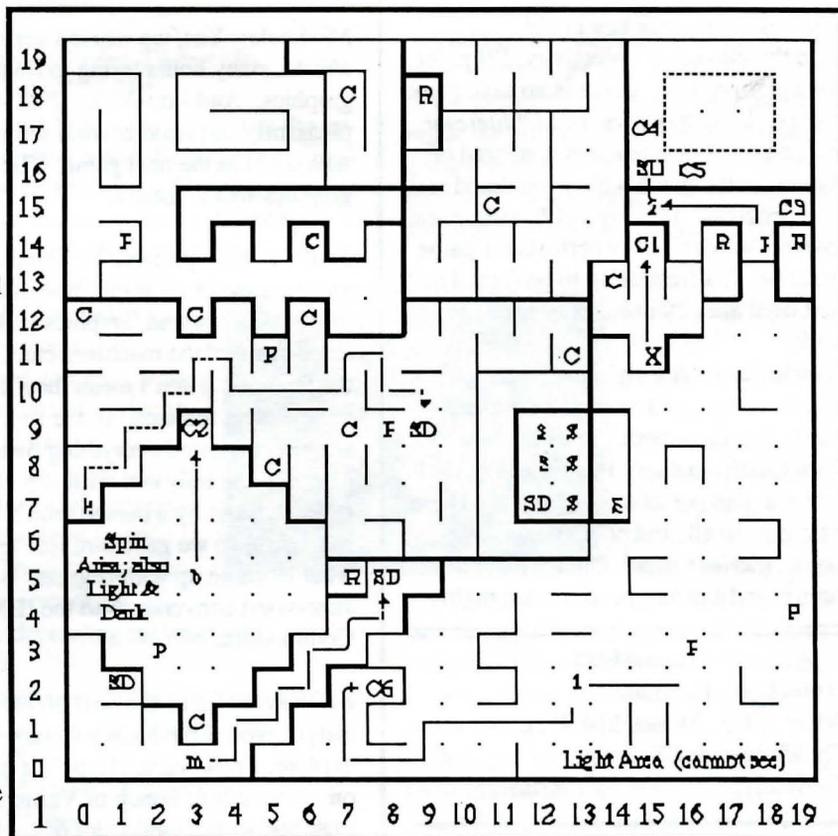
Ending One: The Acceptance of Offer
Go to 9, 16, -0 for an encounter with the Captain's Council (6), which results in a request for 1,000,000 gold. Comply, go one step south and take the stairs up at 9, 15, -0. Go to the Baron's Council (1) at 8, 16, -01 for the Signet Ring. Before taking the stairs up at 16, 16, -01, equip
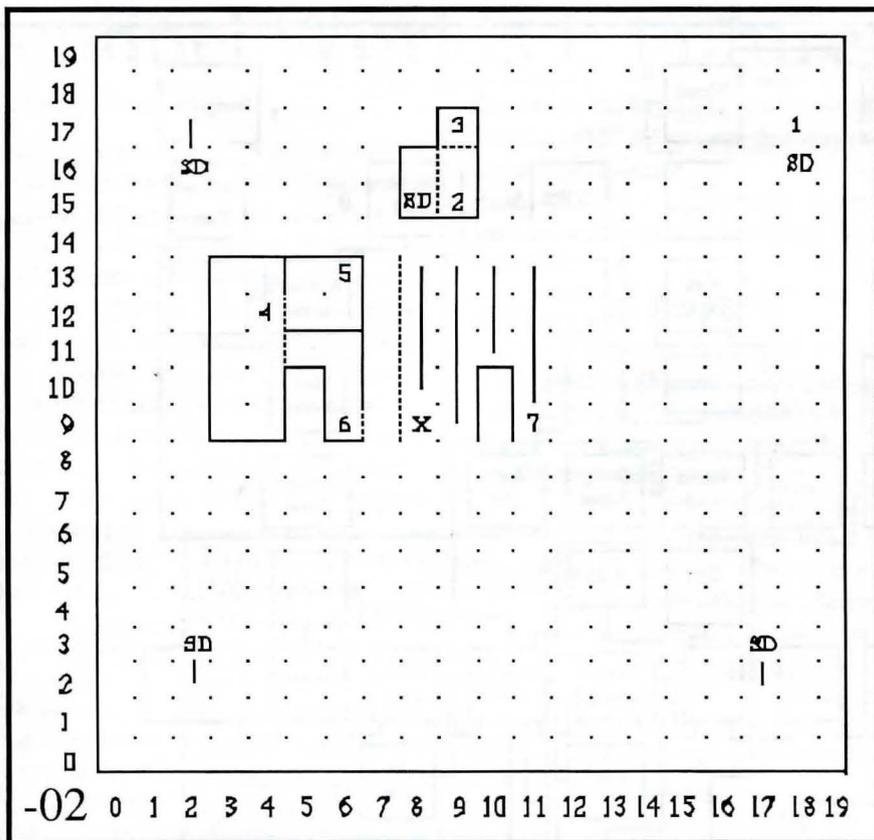
the Dreampainter's Ka and the Oxygen Mask, which are needed to get past the All-Stars. Then go to 9, 15, -02 for the Acceptance of Offering conclusion at (2).

Endings Two-Four:
The Sword Endings
For these, you must have done the above, except giving the 1,000,000 gold to the Captain's Council. You also need the Dreampainter's Ka, an Initiate's Turban (obtained after battle), a Limp Wrist (obtained after battle around Level 4) and a Dink (a level one monster) in your party instead of a Flack. After getting the Signet Ring, go to the stairs up at 16, 16 on Level -01, equip the Dreampainter's Ka and Oxygen Mask, then save the game. After you make it past the All-Stars, get the Mythical Gauntlets (3) at 9, 17, Equip them. You can't get past Hawkwind (4) without a Dink. Then go to (5) for the Sword Ending. The only difference between these three conclusions is based on which of the swords you chose at the Temple.

The Grandmaster Ending
Hey! Every hardcore adventurer needs at least one Mount Everest to climb, so we're not publishing this one. Subscribers to QuestBusters, however, can get free hints by sending a self-addressed, stamped envelope with one question at a time. (Hint: There is one more level, and you already have what you need to reach it.)

Déja Vu

By Edgar Bork
(Verified by William Carte)

The Solution
General Advice
Time is critical in this game, so you may have to restart your saved game if you've already used up too much and want to use these clues. This solution doesn't tell you to open a door unless a specific action is required to do so. In the cab, you must "speak" to the driver and type in the [location]. Also, you must "open" your coat to get at your money and other inventory items. Always pay the exact amount requested, then close your coat before leaving the cab.

You might run into four people in the street. If you can't avoid the large, bald mugger with the "Love" tattoo, shoot him on sight. Hit the woman in the red dress immediately or she'll shoot you. When you meet the wino near the newsstand, save the game, then give him $20 for the information and restore your saved game. To get rid of the mugger with the gun, hit him. Eventually you'll break his jaw; then give him a quarter.

Don't get caught with incriminating evidence, such as the murder weapon. If needed, you can buy another gun and ammo from the Gun Den for $20. If out of money, rob the nice-looking lady. Also, the bad check folder and "Ace" file make it hard to convince the police you're totally innocent. At the very least, you must have the ejbsz, opufqbe with ujnfubcmf, and the fowfmpqf from the nbo't ojhiutuboe to make your case stick. Be sure your printer is on at the end of the game.) Because of the peculiar way doors are depicted on the on-screen maps and in the pictures, some directions given below may not seem to match connections on the accompanying map.

Bathroom Stall
Open trenchcoat. Examine handkerchief, glasses, cigarettes and lighter. Drop them. Close coat. Get coat and holster. Open gun. Examine bullets. Close gun. N. Examine mirror. NE. W. NW. Examine blue object on toilet. Get earring. S. NE. NE.

Joe's Bar & Offices
NW. Examine posters. N. Open desk. Open envelope. Examine letter. Close envelope. Open coat. Open wallet. Operate key on west door. Drop key. Close wallet. Close coat. W. Examine body. Pqfo cpez. Hfu dbs lfz. Open desk. Get silver key and pencil. Close desk. Open window. N. N. Open northeast window. NE. Open wastebasket. Get syringe. Examine vials. Operate buttons on wall near door. NW. Operate second button from bottom of panel. NW.

Casino
Open coat. Save game. Pqfsbuf dpjo on ofbsftu tmpu nbdijof. Hfu rvbuufs. Close coat. Pqfsbuf Xiffm of Gpsuvof. NE. E. S. Operate silver key on front door. Drop silver key. NE.

Outside Joe's Bar
Operate car key on car door. Drop car

key. Enter car. Open glove box. Examine registration and photo. Get map. Exit car. W. SW (2). Enter cab [1212 West End St.]. Exit cab. N.

Joey Siegel's Place

Open coat. Open wallet. Operate card on slot by elevator. NW. Operate card on slot in elevator. Exit elevator. Examine photo on fireplace. Enter elevator. Operate card on slot in elevator. Exit elevator. Drop card. Close wallet and coat. S. Enter cab [520 S. Kedzie]. Exit cab.

Bungalow

Operate gun on door knob. NW. Get slip of paper. Get earring. Open desk. Get small unmarked key and diary. S. Enter cab [934 W. Sherman]. Exit cab. N. NE. Operate small unmarked key on lock. N.

Dr. Brody's Office

Save game. Jefoujgz which uisff wjbmt dpoubjo tpejvn qfoubuipm and which dpoubjo cjptpejvnjujt. Write this down. Restore game. Operate tzsjohf on cjptpejvnjujt. Operate tzsjohf on tfmg. Get the three tpejvn qfoubuipm vials. S (2). NW.

Ace's Office

Operate gun on shadow. Operate small unmarked key on door. Drop small unmarked key. N. Examine man. Open file cabinet. Examine the three files. Get file labeled "Ace" (and ammo from the desk if you need it). S (3). Enter cab [Police]. Exit cab. SE (3). N.

Joe's Bar

NW. N. W. Examine slip of paper. Operate safe [uijsuz-uisff, uxfouz-gpvs, uijsuz-tjy (typed in as numbers, not words). Drop slip of paper. Open cardboard box. Get unmarked key. Get manila folder. Examine folder. S (3). N. NW. S.
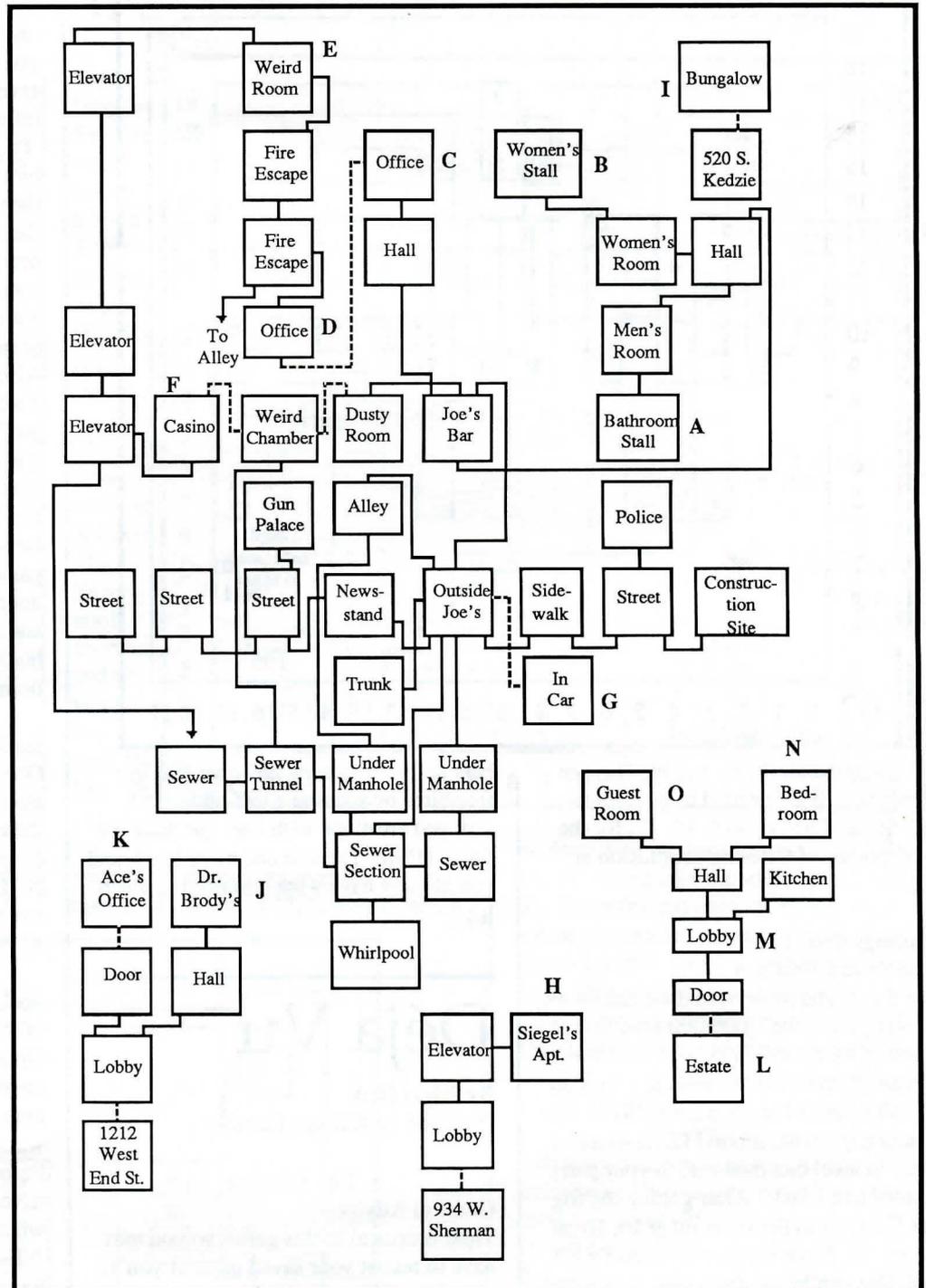
Sewer

E. Operate gun on alligator (when he shows up). S. Put gun, bad check folder and "Ace" file in whirlpool. N (2). Open manhole. N (2) W (to Trunk of Car).

Mercedes

Operate unmarked key on trunk. Drop unmarked key. "Esbh" hbh pgg xpnbo. Operate tzsjohf on wjbm. Drop wjbm. Operate tzsjohf on xpnbo. S. W. SW (2). Enter cab [626 Auburn Rd]. Exit cab.

Estate

Open mailbox. Examine envelope. Open envelope. Examine letter. N. Operate knocker. Hit butler. N. NE. Open nightstand. Open envelope. Examine envelope. Close envelope. Take envelope. Operate tzsjohf on vial. Operate tzsjohf on man. Drop vial. NW.

Elevator — Weird Room **E** — Bungalow **I**

Fire Escape — Office **C** — Women's Stall **B** — 520 S. Kedzie

Fire Escape — Hall — Women's Room — Hall

Elevator — To Alley — Office **D** — Men's Room

Elevator — Casino **F** — Weird Chamber — Dusty Room — Joe's Bar — Bathroom Stall **A**

Gun Palace — Alley — Police

Street — Street — Street — Newsstand — Outside Joe's — Sidewalk — Street — Construction Site

Trunk — In Car **G**

Sewer — Sewer Tunnel — Under Manhole — Under Manhole

Guest Room **O** — Bedroom **N**

Ace's Office **K** — Dr. Brody's **J** — Sewer Section — Sewer — Hall — Kitchen

Door — Hall — Whirlpool — Lobby **M**

Lobby — Door

1212 West End St. — Elevator — Siegel's Apt. **H** — Estate **L**

Lobby — 934 W. Sherman

Sentinel Worlds I: Future Magic

By Stephen King

What do you get when you mix a touch of *Star Wars* with a pinch of *Starflight*, add a smidgeon of *Star Command*, a bit of *Alien* and maybe a dash of *Sherlock Holmes*? A raft of lawsuits from George Lucas and a half-dozen others, if you mix in too much of any ingredient into such a recipe. But that's not likely to happen with *Future Magic*, which doesn't exhibit enough influence from any single source to constitute copyright infringements, and in fact gives science fiction RPGs a truly original and imaginative plot for the first time.

Spaced Out

The game starts out as a group of interceptors (yours among them) are being towed into the Caldorre solar system by a star ferry. As the action evolves, you must protect the local merchants from raiders that have been attacking virtually all of the trade convoys, find the cause of these raids and put a stop to them. Ultimately this involves a unique plot twist for a science fiction story, but all I'll say about this is that it's hinted at by the game's title. (OK, you probably already guessed there's an Evil Wizard type lurking somewhere in the depths of space, right?)

The four-part display shows an overhead view of your ship and surroundings, a long distance scanner that can be adjusted in increments from one to five, a top- and side-view of your ship and its vital statistics, and (if an enemy ship is targeted) three views of the ship and its stats.

If the lasers are turned on (by hitting the Return or Enter key), they automatically fire on any enemy ship that comes close enough. Pressing the P key allows you to program the computer to fire on the hull, engines, weapons or computer of the target.

A key difference between *Future Magic* and the other games I mentioned is size. *Starflight* and *Star Command* have a

> **Type:** Science Fiction Role-playing
> **System:** IBM (256K, DOS 2.11 & color monitor required; EGA, CGA & 16-color Tandy supported; minimum 8 MHz clock speed recommended by QB)
> **Planned Conversions:** GS, Amiga, C 64/128

"needle in the haystack" quality because the playfields are so large that it isn't necessary or desirable to explore 98% of them. Due to such immensity, the planet surfaces were portrayed as blobs of different color.

A Room with a View

Future Magic restricts itself to a single solar system with a mere three planets. Like *Starflight*, it also uses color to differentiate one region from another, but at a greater resolution, so you see more details of the terrain features. The orbital display is divided into three major sections. On top is a forward view from your interceptor to the planet's horizon. Just below and to the left is a color-coded tactical map of the entire surface, and right of this is a closer view of your currently selected landing site.

Once you've landed, the screen splits into four parts. The top left section is an aboveground view of the immediate area, centered on your All Terrain Vehicle. On the right side is a long distance scan of the local area and just below is a static picture of the forward view from your ATV, along with a list of mined ore. To the right of this, you'll see the ATV stats or a picture of any creature you've targeted with your laser.

Both the above and forward views show a great deal of detail in the widely varied surface features. You might see trees or saplings, bushes, buildings, rivers, mountains, valleys, caves and many other things. Face your ATV towards a building or cave, and you will be given the option of entering. If you decide to do so, the screen splits once again into three sections.

The top half of this new screen is dominated by the forward view of your party leader. This is represented as a vector graphics maze similar to *Wizardry* games. Superimposed on this is a radar screen that shows an aboveground view, where

your party and local denizens are displayed as different colored blips. This "radar" view gives you an idea of your position and which direction to go. As your party gains experience, important highlights of the maze will be shown on this display. Early on, however, you'll just have to go slowly and investigate every room.

Below this display and to the left appears a picture and text description of the room you are in; to the right of this will be the picture of your current party leader, or whatever creature you have targeted for questioning or zapping with the laser. Some inhabitants will direct you to read from a book of Paragraphs like the one in *Wasteland*, which gives the story even more depth.

All of the graphics (150 of them) are high-resolution sixteen-color pictures of excellent quality. A great deal of effort was expended to give each member of your five-person crew an individual personality and visage. Oddly enough, townspeople are much the same; indeed, many are described as clones. They usually look and sound alike.

The only spot animation is restricted to vehicle movement and laser fire, but this doesn't detract from the game. Many sound effects can be heard, from the the whirring of the ATV motor to the various sounds of individual weapons: the ratatat of the hyper-Uzi, the BOOM-BOOM-BOOM of the AK-4700 automatic, and the Gauzz rifle's high-pitched whine.

But your ears really get a treat in the music. There are separate theme songs for the western town, many of the individual buildings, each of the 20 weapons and the ship's return to orbit. Suffice it to say that there is a lot of original music! Best advantage is taken of the single-voice stock IBM sound chip. The three-voice Tandy chip is put to use only minimally because of the great effort that went into the one-voice

music, but I did notice that the sound was a bit mellower on the Tandy machines.

Moving is the Key

Movement is accomplished with the four cursor keys. The left and right arrows change your direction in 45-degree increments (90 degrees indoors) and the up arrow moves you forward. In space, the up arrow increases thruster strength, while the down arrow reduces it.

Another key to keep in mind is the space bar. Technically, this is used for aiming your laser. The real importance of targeting is to select people to question. The majority will either not want to talk, or won't have much to say. From time to time, however, you will find someone with valuable information. These special people usually show up on your scanner as slightly lighter colored blips.

Are We Having Fun Yet?

A great deal of the early game, as with many RPGs, is spent building up party statistics and increasing funds. There are several ways to do this. You can mine for three different kinds of ore on the planets, escort trader ships to their destinations, destroy enemy raider ships or pick up lost equipment for the Science Foundation.

I found science runs were the most efficient method for getting cash in the early game. The only problem is that it doesn't allow you to increase the experience or attributes of your party members. Once you have enough money from science runs, buy some decent equipment and start trying to build up personal attributes.

Promotions are given based on experience in combat. But before you start battling their ships, try to find Grager's blue merchant class vessel. If you board it and talk to him, he'll quadruple your firing power. Then Program the ship's computer to fire on the hull. Try to find an individual raider far enough away from its group to be taken on separately, then hit the space bar to target it. When the hull is breached, your entire crew gets experience points. Later, you will be able to board the enemy ships and raid their armory, but wait until you are at least a Combat Cadet. Keep killing raiders between science and refueling runs, and

your crew will soon be prepared to delve into the deeper secrets of this solar system. While you're at it, check out the town on Norjeann to find the armory and ammo chest.

Who Done It?

The designer and creator of the *Sentinel Worlds* saga is Karl Buiter, a life-long science fiction buff. Along with graphics help from Michael Kosaka and some sound advice from Dave Warhol, Karl put

> ## "Science runs were most effective for getting cash early in the game."

together this first chapter in what could turn into the next major series.

Future Magic is classed as a Science Fiction mystery, like *Starflight*. The big difference is that this game is a lot more full-bodied, with finer attention to detail. To give *Starflight* proper credit, it was an incredibly complex game for its time and remains a classic. But fortunately for all of us, time marches on, and computer gaming on MS DOS machines is advancing technically at an unprecedented rate.

So What's Not to Like?

There were only three things I really didn't like about *Future Magic*. One is that it plays horrendously slow on a standard 8088 machine with a 4.77 MHz clock speed. I tried it on my Tandy 1000 briefly but gave up and moved to a 1000TX, whose was more acceptable. This is not really a fault. As I said before, games for MSDOS machines are being pushed faster and further than ever before. One of the tradeoffs is that as sound and graphics improve, older hardware is being pushed closer to its limit. The net result is well worth increasing the video, audio and speed of your machine closer to today's standard.

The second thing I disliked was the feeling that I was missing a lot. From time to time a new beacon would show up

on a planet's surface. I suspected that if I questioned people more fully, I'd get some hints that would lead me to these places on my own, but I rapidly became bored with questioning hundreds of people who seemed to have only three or four standard answers, so I started talking only to those special people I spoke of earlier.

And I disliked the way the program installed on my hard disk. I have spoken before about my preference for putting a game where and how I want. *Future Magic* can be installed on any disk you like, but must be in two separate directories called FMPLAY and FMDAT. In the first place, I see no reason why two directories are necessary. In the second place, it should be easy to put that directory in a path of your choice and select your own name for it. The average hard drive owner has enough extra directories and minimally descriptive names to worry about without aggravating the situation.

In the Box

Future Magic comes in a nicely illustrated box that contains two manuals, a quick reference card, two 5.25" floppy disks and an ad for the *Sentinel Worlds* hint book. The larger of the two manuals offers background and details on how to play. The other has the Paragraphs. There is also a card that can be sent in along with $7.50 to get the 3.5" microfloppy. Or you can pay extra for a separate package with both disk formats.

You will find considerable enhancement in both speed and visual effects if you have a hard drive and EGA or Tandy TGA video. I also recommend a minimum 8 MHz clock speed, or movement seems more like a chess game. The disks are unprotected.

Conclusions: With the few minor quibbles that I have mentioned, I would say that *Future Magic* is a great success. Graphics are superb, and sound is more than acceptable. The plot is substantial, and the wide variety of options and equipment is guaranteed to give all players more than their money's worth.

Skill Level: Intermediate
Copy Protection: Must have game manuals
Price:$49.95 (5.25"); $54.95 (both disk formats)
Company: Electronic Arts

Alien Fires

Not so Sound Graphics

Alien Fires supports CGA and EGA graphics, but not Tandy TGA. Since none of the rest of the game was particularly memorable, I was hoping at least to see some impressive graphics. Unfortunately, the EGA screens are more or less identical to the CGA. They are more colorful, to be sure, but the color is badly used. People and objects you encounter are made up of large blobs of contrasting colors that seem to overlap surface features at the merest whim.

When the game was first loaded, a message appeared on the screen telling me that a special sound driver had been loaded. The sound did indeed seem loosely connected to the rest of the game. (I found this out when I broke out in the middle of a repeating musical passage that just kept repeating as I used the computer for other projects.) If this driver were meant to power an optional audio board, nothing was said about it. Possibly it was just there to keep the speed up, because the sound was nothing special, just a few odd tunes with simple harmony.

The package includes an owners manual, three 5.25" floppy and two 3.5" micro-floppies. There is no copy protection of any kind, so backups can be made and the files can be transferred to hard disk with a minimum of trouble.

Conclusions: I was severely disappointed with *Alien Fires*. Obviously more time should have been invested in planning. It is just a skeletal game apparently thrown together to cover a basic concept that didn't have nearly enough thought invested in it. In general, I had the impression that several people sat down one afternoon and said, "Let's make a game."

Skill Level: Intermediate
Protection: None
Price: IBM, $44.95; ST & Amiga, $39.95
Company: Paragon/Electronic Arts

Déja Vu Walkthru

Guest Room

Open nightstand. Examine notepad. Operate qfodjm on notepad. Examine notepad. Take notepad. Operate tzsjohf on vial. Operate tzsjohf on woman. Drop pencil, tzsjohf and vial. S (3). Enter cab [Police]. SE (3). E. SE. N.

Map Key

A: trenchcoat (handkerchief, glasses, cigarettes, lighter), wallet (key), holster, gun, bullets
B: earring
C: envelope, safe (unmarked key, manila folder) D: body, car key, silver key, pencil
E: syringe, vials
F: slot machines, quarters, Wheel of Fortune
G: car, registration, photo, map
H: photo
I: slip of paper, earring, small unmarked key & diary
J: vials of sodium pentathol & biosodiumitis
K: Ace's file, ammo
L: mailbox (envelope)
M: nightstand (envelope)
N: man
O: nightstand (notepad), woman

Adventure Hotline

The Official Book of King's Quest
Compute editor Donald B. Trivette put together this collection of hints, answers to the most frequently asked questions about all four games, and a raft of other information on the first four games in this series. It also tells how to access the top secret "author's tools" Sierra employees use to move around at will in all Sierra adventures, and offers an in-depth look at the making of *King's Quest*. Published by Compute Books, it goes for $10.95.

Going for the Gold: Bestselling Adventures of 1988
King's Quest IV went gold (100,000 copies) in the first two weeks. Many dealers are calling *Pool of Radiance* the bestselling C 64 game of all time, and it should go gold with the IBM version. *Ultima IV* has already sold over 250,000 copies.

King's Quest IV
To get magic fruit, wear dspxo at waterfall. Get cpbse near cave entrance. To avoid cave troll, go in and out till he's not there. Use cpbse to cross chasm. To move through swamp, kvnq on uvgut. You need the cpbse to reach the island. Use gmvuf for snake.
Tom Dowd

Manhunter New York
Day Two: Track all three subjects that appear on the Tracker. The visit to the park is the most difficult: use the Tracker frequently to determine where the other two subjects go.
Robert J. Koenn

The locations of the four modules are nvtfvn (upq gmpps), past robot in hospital, divsdi (bu dboemft) and in Ibssz't sbejp. Once you have them, go to Grand Central and use dspxcbs to get in window.
Tom Dowd

The Mars Saga
To avoid combat with more powerful foes, do the following when confronted: say "no" to "Do you attack?". If e enemy wants to fight after the "Tactical Combat" prompt, choose "no." When prompted for "View Combat?", hit the RETURN key quickly and repeatedly until the screen turns grey and the main menu comes up. In the casino, Laser Slots is the best way to make money. Save outside the casino after each big win. Go to the Computer Center often to build up your Programming Skills. You'll need this to break into the system on the computer network.
Chris Logiudice

Bard's Tale III
You don't really need a Thief to win—just have a Magic User cast QSFD, and Tarjan can't summon help.
Jeff Krich

Future Magic
After entering the battle station with a low-level crew, move through it by entering the small rooms when the raiders attack—so you can fight them one at a time. After victory, quickly move through the station when the raiders aren't visible. Use the long range display function of the ground combat helmet to locate the armories, then go there and take the items. Each armory contains heavy combat armor that makes you almost invincible. Sell the EA passcard for 2,500 credits at the towers.
Robert J. Koenn

Ultima V
To get through Shame's first room, climb the rocks and push the walls two east by two nroth, three east by one north, and four east by zero north of the southwest corner. Get a Black Badge in Windemere (on the island near the map's northwest corner) and wear it while exploring Blackthorn's Palace.
Greg Watanabe

To get past the Guardian at Stonegate, lure him outside and let him follow you around the Keep. Then dash in before he can (you can also an the An Tym scroll to freeze time). To get the Sandalwood Box, go to LB's chamber and sit on the chair next to the harpsichord and type 6789878767653.
James Tan

Wasteland
When one character gets strong enough to defeat outdoor monsters, you can easily win almost any battle. Station this character outside a town or other area where a major battle will be waged. After each battle, use Medical Skills to get everyone up to unconscious, then switch to the outdoor character and wait one hour for every four Hit Points sustained by your most seriously wounded people. If the character outside isn't attacked, the other party will be completely restored in a minute or so of real time. And they can't be attacked while you're viewing the outside character.
Wes Irby

Demon's Winter
To get the God Runes: defeat the Yeti to and get the icicle. Enter the scroll room (in the God Runes dungeon) and get the Prayer Scroll. Use the icicle to block the Ice Door. Use the Prayer Scroll on the Ice Altar. The Ancient God will send you to retrieve the Orb of Evertime. To get the Orb, you must pass all the tests. Bring the Orb back to the Ancient God, and the Runes are yours. To enter Eregore's Temple, rest in the old lady's dungeon, then ring the bell in the dungeon on the island. The portcullis to Eregore's Temple will be up. In the dungeon with the God Runes, there's a blocked passage. There's a secret door on the west wall, and you'll find the Demon Crystal in that room.
Brad Kinman

AD & D: Pool of Radiance
You can save NPCs Skullcrusher and Dirtten to your save disk. After locating Skullcrusher (2, 15 in the Cadorna Textile area), go to Phlan. As you enter the gate, go north, then east to the Training Grounds. Don't go past the City Council, or he'll leave the party. Save Skullcrusher to disk in the Training Grounds, so you can add him to your party anytime you need a new NPC. Do the same with Dirtten. Skullcrusher can be used carry special items. To duplicate special items, get him knocked out in battle (bandage him if he's dying). If he's at zero or one Hit Point, he's in the condition you want. Have your party give him any special items (+Swords, Cloak of Displacement, Wands, etc.) you want duplicated. Go to the Training Ground (again bypassing the Council) and save him to disk. Then add him to the party and trade all items to one character. Exit Training Ground and cast Cure Light Wounds on Skullcrusher. Go to City Council, and he'll leave the party. Go back to the Training Ground, add him to the party and repeat until all your characters have what they need. As you find more items, repeat this to arm everyone with special armor and magic gear.
Danny Peterson

> The "Same Old"
> edition of the QuestBusters
> Code: count one
> letter back—RC = QB.

Continued on next page

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